Sword & Sorcery

The Tome of Horrors™

A Folio of Fiends Malevolent and Benign

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THIRD EDITION RULES, FIRST EDITION FEEL
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d20 system™

the tome of HORRORS

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Dedication:
This book is dedicated to my father, Leo M. Greene (1930-2001) who, when I was 12 years old, bought me the Red Boxed Set thereby opening the doors of imagination for me. We miss you dad.

—*Scott Greene*

This product requires the use of the Dungeons and Dragons® Player's Handbook, published by Wizards of the Coast®

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Preface

Admit it. We all felt it.

When we cracked open our brand new official Third Edition manual of monsters and flipped the pages with expectant joy, checking for our favorite creatures — and they weren't there.

Where was the aerial servant, boalisk, or cave moray? The jackalwere, mustard jelly, or lurker above? What happened to the piercer, brown pudding, or rot grub? The shadow demon, skeleton warrior, slithering tracker, or juju zombie? And where — *just where* — were the demon lords and arch devils? In particular, where the heck was Orcus!?!

We waited patiently for official versions of our forgotten favorites. Yet they never came. That hole in our campaign was never filled.

Well, gentle reader, look no further than this book. Between the covers of this tome are Third Edition conversions of all your favorite monsters from First Edition that the official books left behind — plus a whole lot more.

And here is the important part:

You won't find any of the monsters in *Tome of Horrors* in any other official Wizards of the Coast product!

We worked directly with Wizards of the Coast to make sure that no monster in this book (well, only a handful) would be included in a later Wizards of the Coast product. So, you can rest assured that the contents of this book will not be superceded by any later "official" book.

Yet the ***Tome of Horrors*** is not just a book of converted monsters. In addition to the old favorites that we updated to Third Edition, we also included a large batch of brand new monsters as well as monsters compiled from several Necromancer Games products. In all, this book contains over 400 monsters: almost 300 converted from First Edition sources, over 25 compiled from various Necromancer Games products, and well over 100 brand new, never-before-seen monsters!

It is our pleasure to bring to you the ***Tome of Horrors***, a folio of fiends both malevolent and benign. Use these monsters to restore your First Edition favorites to your campaign and to challenge your players in new and surprising ways. Imagine your players' reactions: "A shadow demon? Hey, that's not in the ***Monster M*** . . . ."

Now, go roll initiative!

Clark Peterson

Necromancer Games

Copyrights & Credits

All monster entries in this book have a "Credit" and "Copyright Notice" section. Each serves a distinct purpose.

For those of you interested in the Open Game movement, the Copyright Notice section allows all the monsters in this book to be used by future publishers in their products — making this book increasingly valuable to you, since publishers other than Necromancer Games will be using these monsters in their products! For more information on Open Gaming, see the Legal Appendix.

The Credit section attempts to give a short historical background on the origin and source of the creature. Since many of the monsters in this book were conversions of creatures from earlier editions, it was important to us to attempt to credit the original author. We did our best to be as thorough as possible. Yet because many of the creatures have their true origin in Original Dungeons & Dragons or from sources such as *Strategic Review* magazine or TSR U.K., we were forced to limit our research to a monster's first appearance in an Advanced Dungeons & Dragons product — either a supplement, book, or module. If you are interested in a more thorough history or have information to share about monster sources, come join us on the Necromancer Games message boards at www.necromancergames.com!

Organization

Except for the Animals Appendix, where normal animals are all collected and detailed, we chose to follow the old-style format of listing all the creatures alphabetically rather than adopt the convention of the Third Edition monster rulebook. For example, we included giant leeches as "Leech, Giant" and giant beetles as "Beetle, Giant," rather than stick them in an appendix of vermin, as the core books do. Similarly, the slithering tracker and mustard jelly are alphabetized under their own names, rather than lumped together as "Oozes." Even monsters that are now considered Hazards, such as the rot grub, are listed alphabetically in the body of the book rather than under "H" as "Hazards" or in some appendix. We believe this is a more usable and consistent format.

A: Abomination to Axe Beak

Abomination

See the Templates Appendix.

Adherer

	Medium-Size Aberration
Hit Dice:	4d8+4 (22 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (+1 Dex, +6 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d3+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Adhesive
Special Qualities:	Reduced damage, fire vulnerability, darkvision 60 ft.
Saves:	Fort +2, Ref +2, Will +4
Abilities:	Str 14, Dex 12, Con 12, Int 4, Wis 11, Cha 11
Skills:	Hide +5*, Listen +6, Move Silently +5, Spot +4
Feat:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5-9 HD (Medium-size); 10-12 HD (Large)

Adherers are strange creatures usually found in forested areas or caverns. They resemble mummies at a distance (Spot check DC 15 at a distance of 10 feet or more to notice), but are not in fact related to the aforementioned undead. Adherer's are very malignant and attack just about any living creature they encounter.

An adherer is 6 feet tall and weighs about 200 pounds. Its skin is dull white in color and hangs in folds like the bandaged wrappings of a mummy. Its body exudes a sour smelling oil that can be detected at a range of 10 feet. The adherer's eyes are pale white pinpoints of light. Adherers do not communicate (at least as far as sages know).

Combat

Adherers camouflage themselves with leaves, sticks, or debris and then spring out to ambush prey when it passes nearby. They are cowardly creatures, and if spotted before they attack, flee from their potential prey. The adherer attacks by pummeling its foes with its fists. Those successfully attacked are stuck to the adherer. If an adherer grabs an opponent, it uses that foe as a shield to block other attacks.

Adhesive (Ex): An adherer exudes a sour smelling glue-like substance that acts as a powerful adhesive, holding fast any creatures or items touching it, except for items made of stone. The adherer automatically grapples any creature it hits with its slam attack. Non-stone items such as weapons that come into contact with the creature are similarly adhered to its body. Opponents and items so grappled can break free only by the will of the adherer, the death of the adherer, or an application of fire (deals 1d6 points of fire damage to the adherer and the stuck creature), boiling water (deals 1d4 points of damage to the stuck creature and the adherer), or the universal solvent. The adhesive automatically dissolves 1d2 hours after the adherer's death. An adherer makes one automatic slam attack against any creature stuck to it.

Reduced Damage (Ex): Any slashing or bludgeoning weapon that strikes an adherer deals one-half damage and becomes stuck to its body (see above). Piercing weapons deal normal damage and may be pulled free from the adherer (Strength check DC 25), requiring a full round action and subjecting the wielder to an attack of opportunity by the adherer.

Fire Vulnerability (Ex): An adherer takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Skills: *An adherer receives a +8 racial bonus to Hide checks when it uses its surroundings to camouflage itself (such as sticking leaves and twigs to its body when in the wilderness).

Credit

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Author Scott Greene and Clark Peterson, based on original material by Guy Shearer.

Aerial Servant

	Medium-Size Elemental (Air)
Hit Dice:	16d8+64 (136 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	19 (+5 Dex, +4 natural)
Attacks:	Slam +21/+16/+11 melee
Damage:	Slam 2d8+12
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, constrict, wind blast
Special Qualities:	Elemental, damage reduction 10/+1, natural invisibility, link with caster
Saves:	Fort +9, Ref +15, Will +5
Abilities:	Str 26, Dex 21, Con 18, Int 4, Wis 10, Cha 11
Skills:	Hide +10*, Intuit Direction +7, Listen +7, Move Silently +15, Search +4, Spot +7
Feats:	Improved Initiative, Weapon Focus (slam)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	17-33 HD (Medium-size); 34-48 HD (Large)

Aerial servants are semi-intelligent creatures from the Elemental Plane of Air that often roam the Astral and Ethereal planes. They normally are only found on the Material Plane as a result of being summoned by a cleric (or, less frequently, a wizard) using the summon monster VII spell and commanded to perform some task, often being required to use their immense strength to carry objects or aid their summoner. Though an aerial servant performs whatever task is asked of it, it resents being summoned and forced to do another's bidding; therefore, it attempts to pervert the conditions of the summoning and its mission. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, either killing the caster or carrying the caster back to the Elemental Plane of Air with it.

Aerial servants are invisible on the Elemental Plane of Air. On other planes, they can be seen, though only vaguely, and appear as humanoids composed of whitish-gray vapor. Sometimes eyes, a nose, and a small mouth form in the vapor.

Combat

Aerial servants attack by using a shearing blast of wind as a weapon or by grabbing an opponent and crushing it within their powerful grasp. Aerial servants can only be killed on their native plane. If slain elsewhere, they simply dissolve into wisps of vapor and return to their home plane.

Improved Grab (Ex): To use this ability, the aerial servant must hit an opponent of Large size or smaller with its slam attack. If it gets a hold, it can constrict. The aerial servant has a grapple bonus of +20.

Constrict (Ex): An aerial servant deals 2d8+12 points of damage with a successful grapple check (grapple bonus +20) against Large or smaller creatures. Because it seizes victims by the neck, a creature in the aerial servant's grasp cannot speak or cast spells with verbal components.

Wind Blast (Su): Line 5 feet wide, 5 feet high, and 80 feet long, once every 1d4 rounds; 4d8 points of damage, and creatures of Large or smaller size are knocked down and back 1d4 x 10 feet (Reflex save DC 26 to halve the damage and avoid knockdown).

Natural Invisibility (Su): This ability is constant, allowing the aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the invisibility purge spell. On any plane other than the Elemental Plane of Air, this invisibility is not complete and instead affords a bonus to Hide (see Skills, below).

Link with Caster (Ex): When summoned, the aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as he is on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reconnected and the aerial servant moves at full speed toward the caster's current location.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Aerial servants have darkvision with a range of 60 feet.

Skills: *An aerial servant receives a +12 racial bonus to Hide checks as a result of its natural invisibility when on any plane other than the Elemental Plane of Air. It may move its full movement without any penalty to its Hide check.

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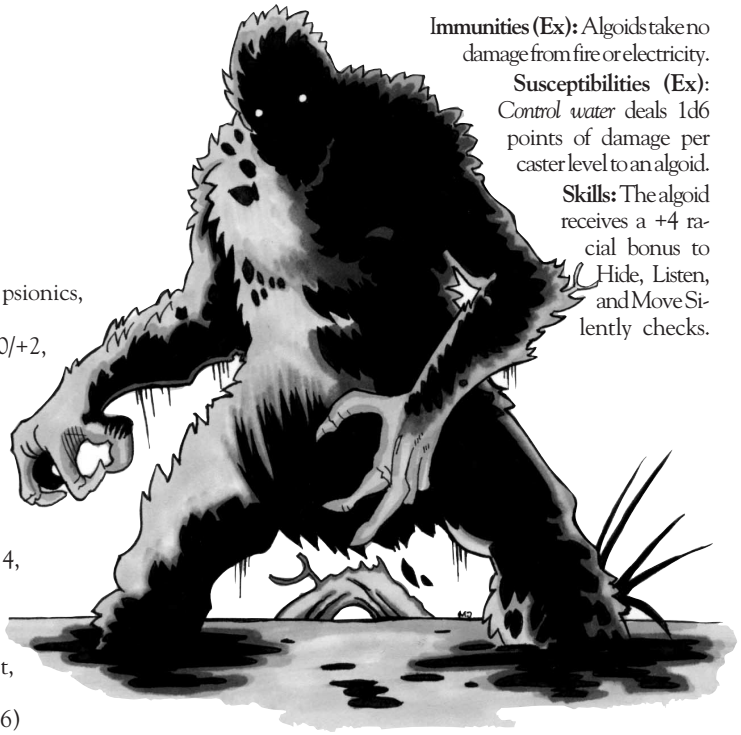
ALGOID

	Medium-Size Plant
Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	20 ft.
AC:	15 (+5 natural)
Attacks:	2 slams +7 melee
Damage:	Slam 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Animate trees, mind blast, psionics, stun
Special Qualities:	Plant, damage reduction 10/+2, resistance to piercing and slashing weapons, vulnerability to blunt weapons, immunities, susceptibilities, low-light vision
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 19, Dex 10, Con 16, Int 4, Wis 10, Cha 11
Skills:	Hide +4*, Listen +4, Move Silently +4
Climate/Terrain:	Temperate and warm forest, marsh, and underground
Organization:	Solitary, pair, or cluster (3-6)
Challenge Rating:	4
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	6-9 HD (Medium-size); 10-15 HD (Large)



Immunities (Ex): Algoids take no damage from fire or electricity.

Susceptibilities (Ex): *Control water* deals 1d6 points of damage per caster level to an algoid.

Skills: The algoid receives a +4 racial bonus to Hide, Listen, and Move Silently checks.

*They receive a +12 racial bonus to Hide checks when in a swampy or forested area.

The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. It is roughly humanoid in shape and resembles a green humanoid. Algoids make their lairs in marshes and swamps. They are often encountered with other marsh-dwelling sentient plants, though never with shambling mounds (they hate them and usually attack them on sight). The algoid is 7 feet tall and weighs about 300 pounds. In its natural surroundings, it is nearly invisible until it attacks and uses this to its advantage when prey is nearby. The "skin" of an algoid is coarse and rough with a leafy texture. It is dark green to brown in color.

COMBAT

The algoid often lies in wait, partially submerged in water or a bog, until its prey passes nearby. It springs to attack with its powerful fists when its opponents come within range.

Animate Trees (Su): 90-foot range, two trees, as the *liveoak* spell cast by a 10th-level druid.

Mind Blast (Sp): Once per day, an algoid can use a psionic mind blast, similar to that of a mind flayer. The blast is a 60-foot long cone. Any non-psionic creature caught within the cone must succeed at a Will save (DC 14) or be stunned for 3d4 rounds. Psionic creatures may raise any psionic defense mode that they can manifest.

Psionics (Sp): At will—*detect psionics*, *know location*; 1/day—*biocurrent*.

Stun (Ex): A successful critical hit by the algoid's slam attack stuns an opponent for 1d4 rounds if it fails a Fortitude save (DC 16).

Plant: The algoid is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing attacks.

Resistance to Piercing and Slashing Weapons (Ex): Slashing and piercing weapons deal only half damage to algoids. Apply this effect before damage reduction.

Vulnerability to Blunt Weapons (Ex): Algoids take normal damage from blunt weapons; i.e., blunt weapons ignore an algoid's damage reduction.

CREDIT

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AL-MI'RAJ

	Small Magical Beast
Hit Dice:	1d10+1 (6 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	14 (+1 size, +3 Dex)
Attacks:	Gore +5 melee
Damage:	Gore 1d6-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Blink, dimension door, immune to poison, scent, SR 16
Saves:	Fort +3, Ref +5, Will -1
Abilities:	Str 6, Dex 17, Con 12, Int 5, Wis 9, Cha 6
Skills:	Listen +2*, Hide +11, Spot +2*, Wilderness Lore +2*
Feat:	Weapon Finesse (horn)
Climate/Terrain:	Any temperate land
Organization:	Solitary or warren (2-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	2-3 HD (Small)

The al-mi'raj is a dangerous creature that resembles a large rabbit with long white, pink, yellow, or light green fur. A unicorn-like horn, 1 to 2 feet long, protrudes from the al-

mi'raj's head. Because of the al-mi'raj's interdimensional travel abilities, sages often refer to them as "blink bunnies."

Combat

Al-mi'raj react to threats much differently than their normal rabbit cousins. When danger is nearby, the al-mi'raj becomes aggressive and moves to attack. In combat, the al-mi'raj stabs with its horn.

Blink (Su): Al-mi'raj can blink as the spell cast by a 4th-level sorcerer and can evoke or end the effect as a free action.

Dimension Door (Su): An al-mi'raj can teleport as dimension door cast by a 4th-level sorcerer, once per round, as a free action. The ability affects only the al-mi'raj, which never appears within a solid object and can act immediately after teleporting.

Immune to Poisons (Ex): An al-mi'raj is n mune to all poisons.

Feats: Al-mi'raj receive Weapon Finesse (horn) as a bonus feat.

Skills: Al-mi'raj receive a +4 racial bonus to Spot checks due sharp eyesight and a +4 racial bonus to Spot or Wilderness Lore checks when tracking by scent.

Psionic Al-mi'raj

About 10% of all al-mi'raj possess psionics. Use the statistics above and add the following special attack. Psionic al-mi'raj have Charisma 10 and are CR 2.

Psionics (Su): At will—control winds, deeper darkness, levitate, and telekinesis. These abilities are as the spells cast by a 4th-level sorcerer (save DC 10 + spell level).

Attack/Defense Modes (Sp): 3/day—mind thrust, thought shield.

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Amphisbaena

	Large Beast
Hit Dice:	6d10+6 (39 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.
AC:	17 (-1 size, +2 Dex, +6 natural)
Attacks:	2 bites +5 melee
Damage:	Bite 1d4+2 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/10 ft.
Special Attacks:	Poison
Special Qualities:	Split, all-around vision, scent, cold resistance 30
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Hide +4, Listen +5, Move Silently +6, Search -1, Spot +5
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2-4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)

The amphisbaena is a giant poisonous snake about 10 feet long and with a head at each end of its body. It is often found lairing near a water source or in dark, damp locations. An amphisbaena moves on land by grasping one of its necks with its other head and rolling across the ground like a hoop. An amphisbaena's scales are blackish-blue with bands of lighter colors fading into its coloration near the middle of its body. Its heads are glossy black in color and its eyes are crimson.

Combat

An amphisbaena is an aggressive and territorial creature, attacking any living creatures that wander near its lair. It attacks by biting with its poisonous fangs from both of its heads.

Poison (Ex): Bite, Fortitude save (DC 14); initial damage 1d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Split (Ex): Each of the amphisbaena's heads functions independently of the other. An amphisbaena that is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days.

All-Around Vision (Ex): Because the amphisbaena has a head at each end of its body, it gains a +4 bonus to Search and Spot checks. It cannot be flanked.

Skills: Amphisbaenas receive a +4 racial bonus to Hide, Listen, and Move Silently checks and a +8 racial bonus to Balance checks.

Credit

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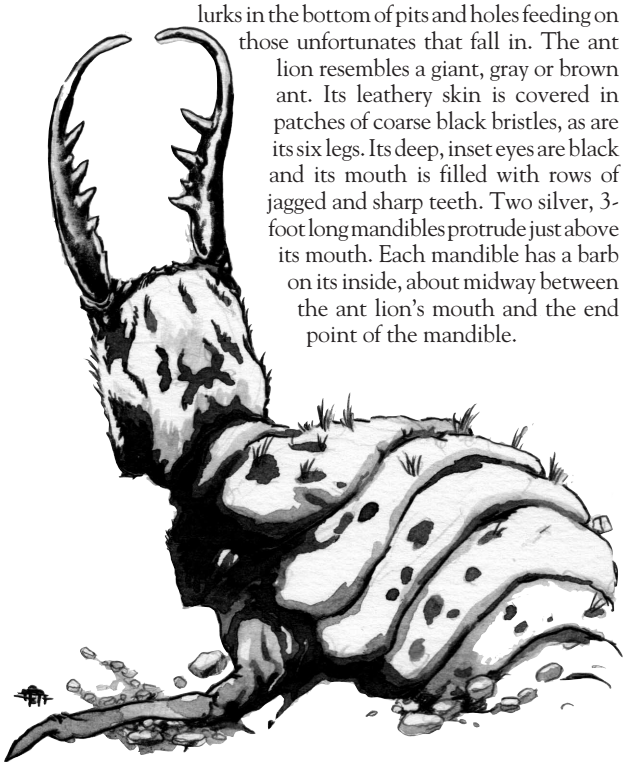
Animal Lord

See the Templates Appendix.

Ant Lion

	Large Vermin
Hit Dice:	8d8+8 (44 hp)
Initiative:	-1 (Dex)
Speed:	30 ft., burrow 10 ft.
AC:	18 (-1 size, -1 Dex, +10 natural)
Attacks:	Bite +8 melee
Damage:	Bite 2d8+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, tear
Special Qualities:	Vermin
Saves:	Fort +7, Ref +1, Will +3
Abilities:	Str 16, Dex 9, Con 13, Int –, Wis 13, Cha 11
Skills:	Listen +7, Spot +7
Climate/Terrain:	Temperate and warm desert, forest, hill, plains, and underground
Organization:	Solitary or nest (mated pair and 1-4 noncombatant young)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	9-12 HD (Large); 13-24 HD (Huge)

The ant lion is a vicious insect-like creature that lurks in the bottom of pits and holes feeding on those unfortunates that fall in. The ant lion resembles a giant, gray or brown ant. Its leathery skin is covered in patches of coarse black bristles, as are its six legs. Its deep, inset eyes are black and its mouth is filled with rows of jagged and sharp teeth. Two silver, 3-foot long mandibles protrude just above its mouth. Each mandible has a barb on its inside, about midway between the ant lion's mouth and the end point of the mandible.



Combat

Ant lions dig deep, funnel-shaped pits in which to trap their prey. An ant lion pit is about 60 feet across and about 20 feet deep. A creature that steps on the pit must succeed at a Balance check (DC 15) or slip and fall down into the center of the funnel. It is there the ant lion waits, buried just under the surface of the ground. When prey falls to the center of the funnel, the ant lion surfaces and attacks, using its mandibles to grab and tear its prey. An ant lion that gets a hold does not release its prey until either it or the prey is dead.

Improved Grab (Ex): To use this ability, the ant lion must hit with its bite attack. The ant lion has a grapple bonus of +13.

Tear (Ex): An ant lion automatically hits a held opponent with its bite attack each round it maintains the hold.

Vermin: Immune to mind-influencing effects. Ant lions have darkvision with a range of 60 feet.

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Author Scott Greene, based on original material by Gary Gygax.

Apparition

	Medium-Size Undead (Incorporeal)
Hit Dice:	8d12 (52 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	15 (+2 Dex, +3 deflection)
Attacks:	Spectral strangulation only
Damage:	Spectral strangulation only
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spectral strangulation, create spawn
Special Qualities:	Undead, detect living creature, incorporeal, plane shift, turn resistance +2, unnatural aura, sunlight powerlessness
Saves:	Fort +2, Ref +3, Will +7
Abilities:	Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16
Skills:	Hide +13, Listen +12, Search +11, Spot +12
Feats:	Alertness, Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-24 HD (Medium-size)

Apparitions are undead spirits of creatures that died as the result of an accident. The twist of fate that ended their life prematurely has driven them totally and completely to the side of evil. An apparition is often mistaken for a ghost or spectre. Apparitions hate all living creatures and attack them on sight. Apparitions are ethereal creatures and they exist mainly on the Ethereal Plane.

An apparition looks much like it did in life, though its form now appears translucent and skeletal. Its clothes, if any, hang in rags about its incorporeal form. The eyes of an apparition burn with a bright crimson light that sends shivers down the spine of those meeting its gaze.

Combat

The apparition attacks by fear alone and cannot attack physically. By implanting a suggestion in a victim's mind, it attempts to actually scare the life out of its opponent. Once the apparition selects a target, it uses its plane shift ability to transfer itself from the Ethereal to the Material Plane. Then it uses its spectral strangulation ability. If overpowered or if it fails in its attempt to slay a living creature, the apparition flees by plane shifting back to the Ethereal Plane.

Spectral Strangulation (Su): An apparition attacks an opponent by implanting a suggestion in the victim's mind, convincing it that it is being strangled. The apparition must be on the same plane as the target creature (normally, the Material Plane) to use this ability and must normally use its plane shift ability before it can attack using this ability. The target of the spectral strangulation feels the bony, claw-like fingers of the apparition at its throat — even through armor. The target must succeed at a Will save (DC 17) to disbelieve the suggestion. On a failed save, the victim must immediately succeed at a Fortitude save (DC 15) or die from fright due to heart failure. If the Fortitude save is made, the victim acts as if affected by a fear spell for 1d4 rounds. If the target succeeds at the Will save, it cannot be affected by that apparition's suggestion for one day. A creature protected by magic circle against evil or protection from evil cannot be affected by the apparition's spectral strangulation.

Detect Living Creature (Su): An apparition can sense living creatures up to 100 feet away.

Create Spawn (Su): A creature slain by an apparition rises in 1d4 hours as an apparition. Spawn are not commanded by or under the control of the apparition who created them. They possess none of the abilities they had in life.

Incorporeal: When on the Material Plane, apparitions are only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Apparitions can pass through solid objects at will, and they always move silently. Apparitions are corporeal on the Ethereal Plane, however, and can be attacked normally there.

Plane Shift (Ex): An apparition is an ethereal creature. As a full round action, an apparition can plane shift as per the spell from the Ethereal Plane to the Material Plane or vice versa. On the Material Plane, the apparition is incorporeal, while on the Ethereal Plane it is corporeal.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of an apparition at a distance of 30 feet. They will not willingly approach nearer than that and will panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effects requiring a Fortitude save, unless such effects target objects. Apparitions have darkvision to a range of 60 feet.

Sunlight Powerlessness (Ex): Apparitions on the Material Plane are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. An apparition caught in sunlight cannot attack and can take only partial actions.

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Author Scott Greene and Clark Peterson, based on original material by Underworld Oracle.

Archer Bush

	Small Plant
Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	10 ft.
AC:	14 (+1 size, +3 natural)
Attacks:	Thorns +2 ranged
Damage:	Thorns 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Thorns
Special Qualities:	Plant, tremorsense
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Climate/Terrain:	Any underground
Organization:	Solitary, patch (4-8), or colony (11-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Small)

The archer bush is a mobile plant that gains sustenance from the blood of living creatures. The archer bush consists of a thick trunk that resembles a 3-foot mound of brownish-green leaves. From the trunk sprout several thick branches with sparse leaves. The leaves have small pale buds of gold or purple. Many rows of 1-inch long needle-like thorns are spaced evenly along the length of each branch. Hidden beneath its trunk is the archer bush's mouth, which appears to be nothing more than a dark recess or cavity.

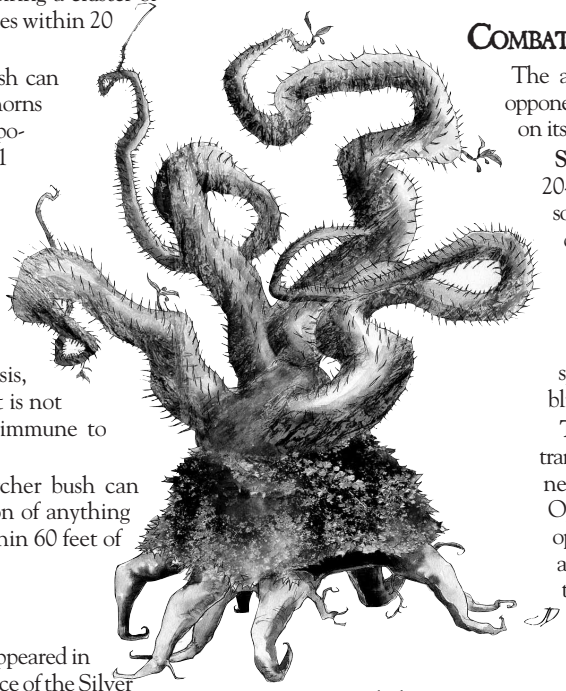
Combat

The archer bush attacks by firing a cluster of thorns at any creature that comes within 20 feet.

Thorns (Ex): An archer bush can loose a cluster of needle-sharp thorns at any foe within 20 feet. An opponent hit by the thorns suffers a -1 circumstance penalty to attacks, saves, and checks until all the thorns are removed (full round action to remove the thorns). Further hits increase the circumstance penalty by 1.

Plant: The archer bush is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing attacks.

Tremorsense (Ex): The archer bush can automatically sense the location of anything in contact with the ground within 60 feet of its body.



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Ascomoid

	Large Plant
Hit Dice:	6d8+18 (45 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	Slam +5 melee
Damage:	Slam trample
Face/Reach:	10 ft. by 10 ft./0 ft. (30 ft. with spores)
Special Attacks:	Spores, trample 1d6+3
Special Qualities:	Plant, weapon immunities, resist fire and electricity, tremorsense
Saves:	Fort +8, Ref +3, Will +2
Abilities:	Str 14, Dex 13, Con 17, Int 1, Wis 11, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral (evil tendencies)
Advancement:	7-13 HD (Large); 14-18 HD (Huge)

Ascomoids are underground semi-sentient fungi that devour living creatures when encountered. An ascomoid's lair is a large natural cavern with little or no natural light and often damp. Bones of its victims are strewn about its lair. The ascomoid appears as a 10-foot wide puffball-like fungus with a brownish-green surface. The ascomoid is covered with small pocks that serve as sensory organs.

Combat

The ascomoid attacks by rolling over its opponents or by firing spores from the pocks on its leathery skin.

Spores (Ex): Line, 30 feet; billows into 20-foot diameter cloud upon impacting a solid surface; Fortitude save (DC 16) or die in 1d4 rounds from spore infection. Even if the save succeeds, affected creatures are blinded and nauseated for 1d4 rounds. The casting of a remove disease spell prevents death from spore infection, but does not cure the blindness or nausea.

Trample (Ex): An ascomoid can trample Medium-size or smaller opponents for 1d6+3 points of damage. Opponents who do not make attacks of opportunity against the ascomoid can attempt a Reflex save (DC 16) to halve the damage.

Weapon Immunities (Ex): Ascomoids take no damage from blunt weapons and half damage from slashing weapons.

Resist Fire and Electricity (Ex): An ascomoid receives a +4 resistance bonus on all saves against fire and electricity.

Tremorsense (Ex): An ascomoid can automatically sense the location of anything within 60 feet that is in contact with the ground.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

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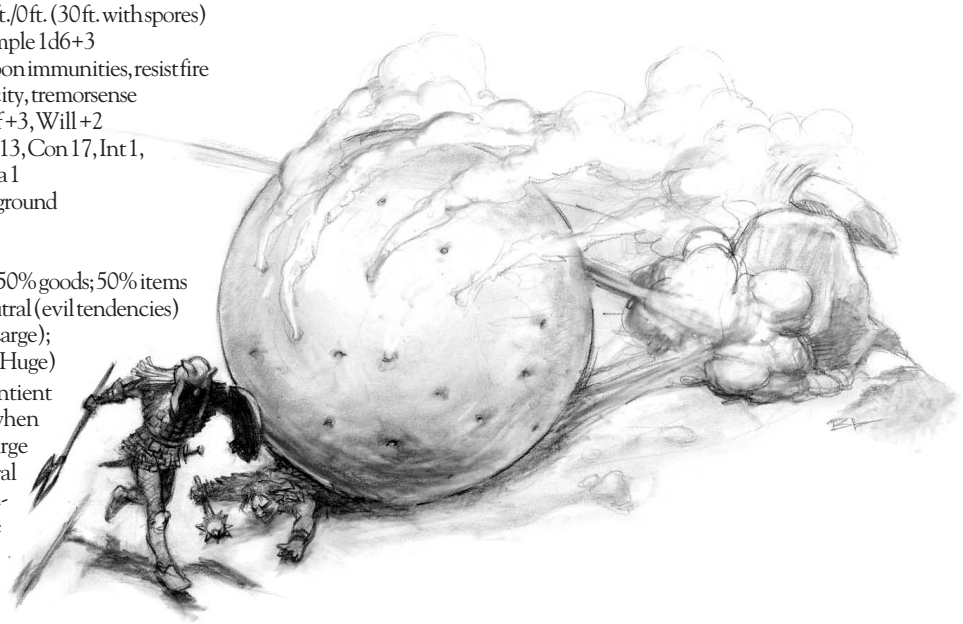

Asswere

See the Templates Appendix, under **Therianthrope.**

Astral Shark

	Large Outsider
Hit Dice:	8d8+16 (52 hp)
Initiative:	+2 (Dex)
Speed:	60 ft.
AC:	17 (-1 size, +2 Dex, +6 natural)
Attacks:	Bite +12 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Sever silver cord
Special Qualities:	Astral scent, all-around vision
Saves:	Fort +8, Ref +8, Will +7
Abilities:	Str 19, Dex 15, Con 15, Int 6, Wis 12, Cha 6
Skills:	Hide +7, Listen +14, Move Silently +10, Search +9, Spot +16
Feats:	Alertness, Improved Critical (bite), Weapon Focus (bite)
Climate/Terrain:	Any land and aquatic (Astral Plane only)
Organization:	Solitary or school (2-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-14 (Large); 15-16 HD (Huge)

An astral shark superficially resembles a normal shark about 12 feet long. Its slender body is a sickly pale white, tinged here and there with smears of pink. It has the dorsal fin of its earthly counterpart, with a jagged trailing edge. The eyes of an astral shark are bulbous and lidless, providing it with a wide range of vision. It is a sleek, fish-like creature that spends its entire life in the Astral Plane and cannot materialize on any other plane.

Among the lower life forms of the Astral Plane, the astral shark is near the top of the food chain. When extraplanar visitors come to the Astral Plane, however, the astral shark attacks them in preference to other prey. It is unknown if the astral shark is drawn to the visitors' strange energies, or if it somehow gains special nutrition from them or the silver cord that connects an astral traveler to its material body.

Combat

An astral shark's tactics resemble those of its Material Plane counterpart: circling its prey, then darting in and biting with its powerful jaws. An astral shark weakens an opponent and then attacks the opponent's silver cord, all the while biting and tearing at its opponent with its teeth.

Sever Silver Cord (Ex): An astral shark that directs its attacks against an opponent's silver cord severs the cord on a successful critical hit. If the cord is severed, the traveler's astral form and material body are slain instantly. Attacking the silver cord draws an attack of opportunity from the astral traveler.

All-Around Vision (Ex): The strangely shaped eyes of an astral shark allow it to look in all directions, bestowing a +4 racial bonus to Search and Spot checks. Astral sharks cannot be flanked.

Astral Scent (Ex): An astral shark is highly attuned to the energy of an extraplanar visitor in the Astral Plane and can detect such creatures in a 180-foot radius.

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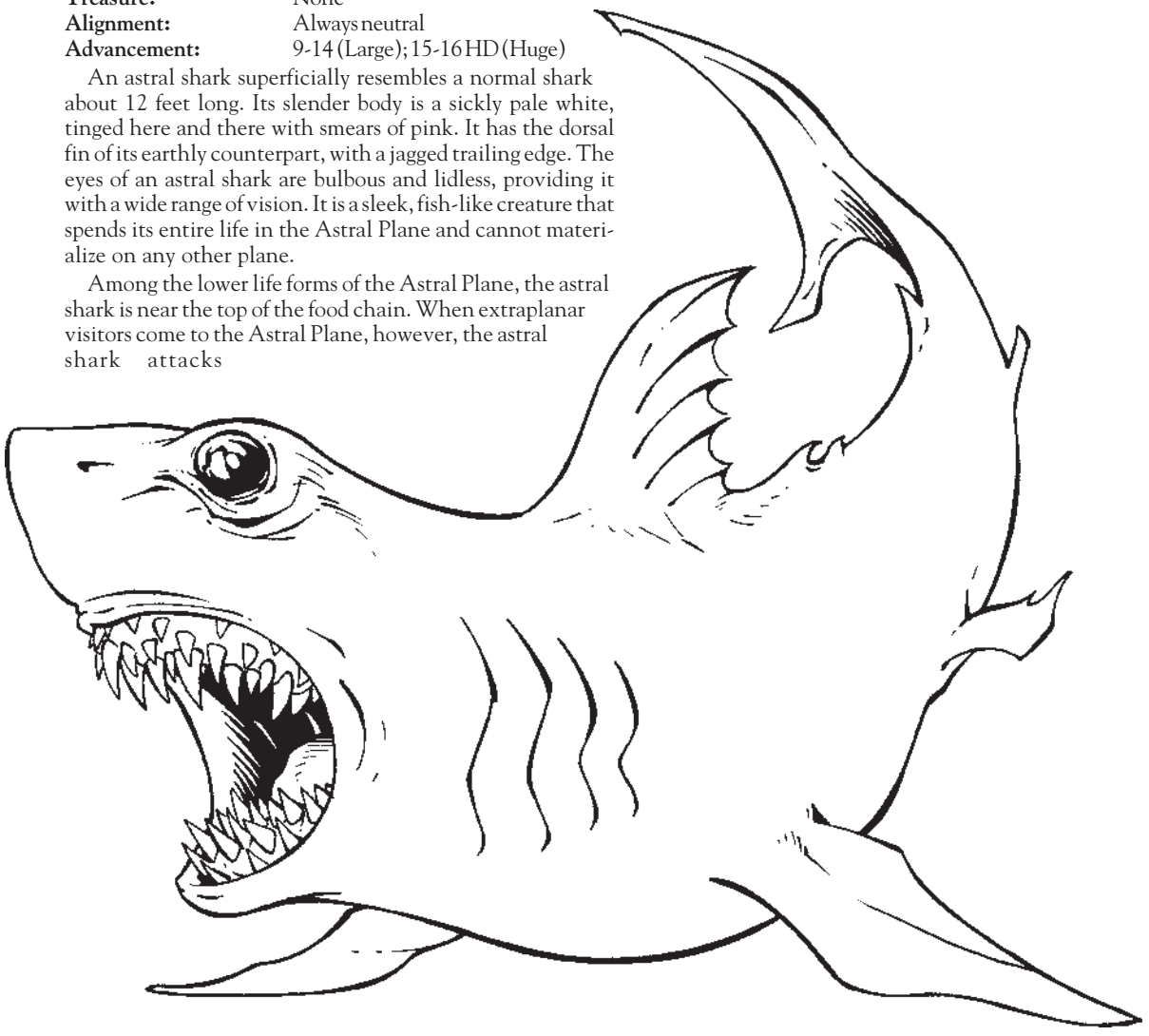
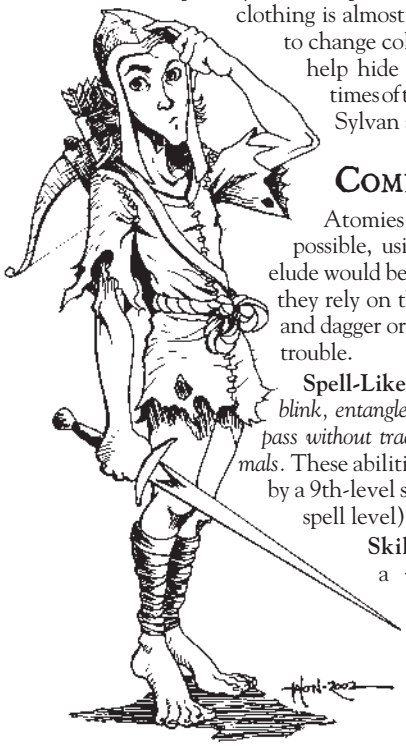


Atomie

	Tiny Fey
Hit Dice:	1/2d6+1 (2 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., fly 60 ft. (good)
AC:	16 (+2 size, +3 Dex, +1 natural)
Attacks:	Dagger +5 melee; or light crossbow +5 ranged
Damage:	Dagger 1d4-3; or light crossbow 1d6
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	SR 16, darkvision 60 ft.
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 5, Dex 17, Con 13, Int 12, Wis 13, Cha 14
Skills:	Animal Empathy +5, Concentration +4, Craft (any one) +4, Escape Artist +6, Handle Animal +5, Hide +14*, Listen +6, Move Silently +6*, Perform (dance, melody, plus any other one) +5, Search +2, Sense Motive +4, Spot +6
Feats:	Dodge, Weapon Finesse (dagger)
Climate/Terrain:	Temperate forest
Organization:	Gang (2-4), band (6-11 plus 2-4 grigs), or tribe (20-80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; standard items
Alignment:	Always chaotic neutral
Advancement:	1-3 HD (Tiny)

Atomies are among the smallest of the fey. They swell in arboreal regions, with a single atomie family staking their claim to a single tree. The atomies are nocturnal, leaving the safety of their treetop abodes under cover of darkness to dance and play among the underbrush.

An atomie is a small elfin creature related to pixies and other sprites. Rarely ever reaching 1 foot in height, an atomie is very slender and its skin has a light green cast. An atomie has long arms and legs, and narrow pointed ears. Atomies are attractive, especially when compared to other sprites. Atomie clothing is almost always magical, made to change color with the seasons to help hide the wearer during all times of the year. Atomies speak Sylvan and Common.



Combat

Atomies avoid combat when possible, using their quickness to elude would be attackers. If cornered, they rely on their spell-like abilities and dagger or crossbow to get out of trouble.

Spell-Like Abilities: 3/day — *blink, entangle, invisibility (self only), pass without trace, and speak with animals*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Skills: *Atomies receive a +5 racial bonus to Hide and Move Silently checks in a forest setting.

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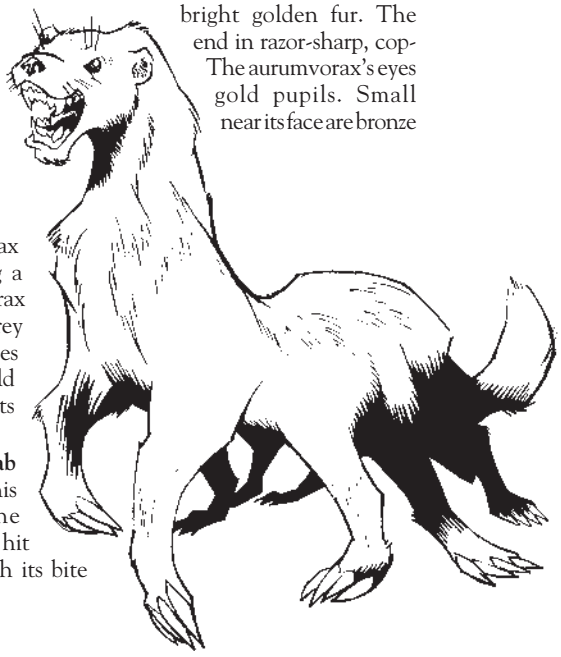
Author Scott Greene, based on original material by Gary Gygax.

Aurumvorax (Golden Gorger)

	Small Beast
Hit Dice:	12d10+24 (90 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., swim 10 ft.
AC:	20 (+1 size, +2 Dex, +7 natural)
Attacks:	Bite +14 melee, 6 claws +9 melee
Damage:	Bite 2d4+4, claw 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Half damage from bludgeoning weapons, fire resistance (20), immunities, scent, low-light vision
Saves:	Fort +10, Ref +10, Will +5
Abilities:	Str 18, Dex 14, Con 14, Int 2, Wis 12, Cha 1
Skills:	Listen +8, Spot +8
Climate/Terrain:	Temperate plains, hills, and forest
Organization:	Solitary
Challenge Rating:	8
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	13-15 HD (Small); 16-36 HD (Medium-size)

The aurumvorax (also called the golden gorger) is a small, feral, 8-legged wolf-like creature with bright golden fur. An extremely vicious creature, it attacks any living prey within its territory (and its territory often extends up to 1 mile in all directions away from its lair). The aurumvorax is 3 feet long and has bright golden fur. The creature's claws end in razor-sharp, colper colored nails. The aurumvorax's eyes are silver with gold pupils. Small whiskers and hairs near its face are bronze in color.



Combat

The aurumvorax attacks by biting a foe. An aurumvorax that grabs its prey with its jaws does not release the hold until either it or its prey is dead.

Improved Grab (Ex): To use this ability, the aurumvorax must hit an opponent with its bite

attack. If it gets a hold, it deals automatic bite damage each round it maintains the hold. While holding a victim in its powerful jaws, the aurumvorax gains a +4 bonus to its attack rolls when using its claws against a held opponent. The aurumvorax has a grapple bonus of +9.

Half Damage From Bludgeoning Weapons (Ex): Because of the aurumvorax's thick fur and dense skeletal structure, it takes only half damage from bludgeoning weapons.

Immunities (Ex): The aurumvorax is immune to poison and gas attacks.

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Axe Beak

	Large Beast
Hit Dice:	3d10+9 (19 hp)
Initiative:	+3 (Dex)
Speed:	60 ft.
AC:	14 (-1 size, +3 Dex, +2 natural)
Attacks:	2 claws +4 melee, bite –1 melee
Damage:	Claw 1d6+3, bite 2d6+1
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +6, Will +1
Abilities:	Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10
Skills:	Listen +5, Spot +5
Climate/Terrain:	Temperate and warm land
Organization:	Solitary, pair, or flock (3-6)
Challenge Rating:	2
Treasure:	None (eggs are worth 50-80 gp each)
Alignment:	Always neutral
Advancement:	4-5 HD (Large); 6-9 HD (Huge)

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7-foot tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak. The immense head and long neck are covered in short white feathers. The body is covered in dense black feathers with a white underbelly and tail. The legs are covered in yellow scales. The axe beak makes a honking noise that can be heard clearly up to one-half mile away. An axe beak lair contains 1d4 eggs worth 50-80 gp each. Hatchlings fetch the same value on the market.

Combat

The axe beak attacks by kicking with its clawed feet and biting with its beak. It is a very aggressive hunter and runs down its prey should an opponent flee. If hungry, an axe beak attacks until it or its prey is dead.

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B: Babbler to Bunyip

Babbler

	Large Beast
Hit Dice:	5d10+5 (32 hp)
Initiative:	+1 (Dex)
Speed:	40 ft. (20 ft. when standing on two legs)
AC:	15 (-1 size, +1 Dex, +5 natural)
Attacks:	2 claws +6 melee, bite +1 melee
Damage:	Claw 1d6+4, bite 1d8+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Sneak attack
Saves:	Fort +5, Ref +5, Will +3
Abilities:	Str 18, Dex 13, Con 12, Int 10, Wis 14, Cha 11
Skills:	Balance +5, Hide +1*, Jump +8, Listen +6, Spot +6, Swim +8
Climate/Terrain:	Any marsh
Organization:	Solitary or pack (2-4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Large); 11-15 HD (Huge)

The babbler is a mutated form of lizardfolk appearing to be a cross between that race and a gorgosaurus. It stands at least 8 feet tall and weighs in excess of 700 pounds. Its reptilian body is leathery and yellow with a gray underbelly. Strange symbols and patterns of grayish-brown can be seen on its back.

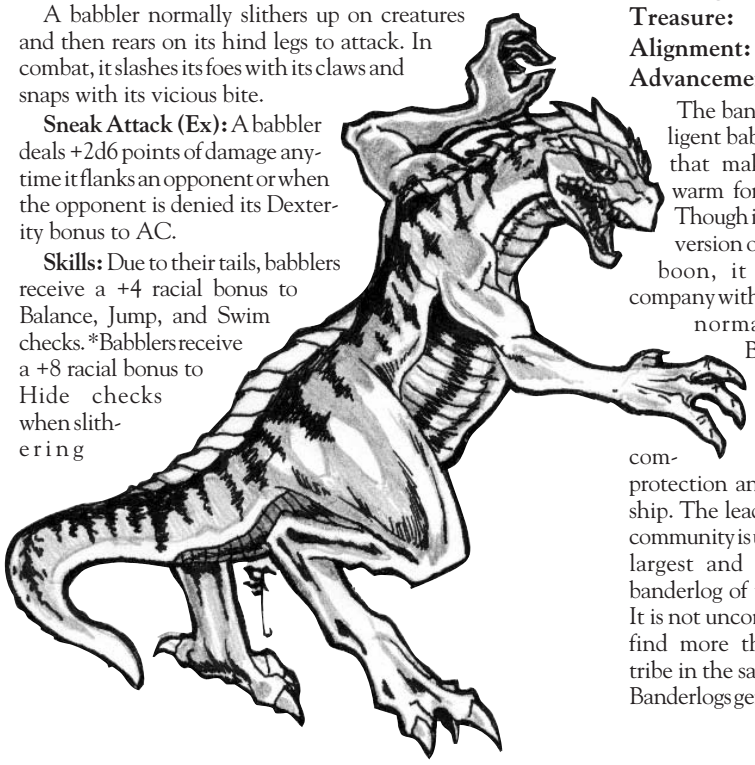
Babblers have a large, strong tail that keeps them balanced when they stand on their hind legs (particularly during combat). Most of their time is spent slithering on their stomach in search of prey. The babbler is a carnivore and is quite fond of human, elven, and dwarven flesh. Babblers speak their own weird, guttural language and understand Common but cannot speak it.

Combat

A babbler normally slithers up on creatures and then rears on its hind legs to attack. In combat, it slashes its foes with its claws and snaps with its vicious bite.

Sneak Attack (Ex): A babbler deals +2d6 points of damage anytime it flanks an opponent or when the opponent is denied its Dexterity bonus to AC.

Skills: Due to their tails, babblers receive a +4 racial bonus to Balance, Jump, and Swim checks. *Babblers receive a +8 racial bonus to Hide checks when slithering on their belly as opposed to walking upright, though this bonus does not apply against creatures with the Scent ability.



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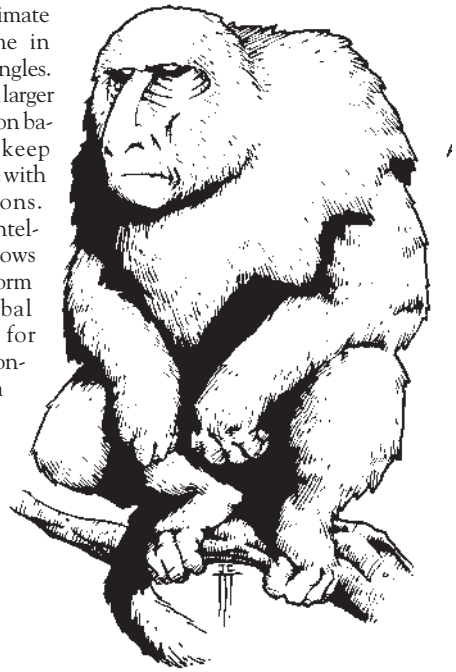
Banderlog

	Medium-Size Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., climb 30 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +5 melee; or coconut +5 ranged
Damage:	Bite 1d6+2; or coconut 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 15, Dex 14, Con 12, Int 8, Wis 12, Cha 6
Skills:	Climb +15, Listen +6, Spot +6
Climate/Terrain:	Warm forest
Organization:	Gang (2-5) or pack (6-24 plus 1-2 6 HD leaders)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-7 HD (Medium-size)

The banderlog is a somewhat intelligent baboon-like primate that makes its home in warm forests and jungles. Though it appears as a larger version of the common baboon, it does not keep company with or associate with normal baboons. Banderlogs' intelligence allows them to form small tribal communities for protection and companionship. The leader of such a community is usually the largest and strongest banderlog of the tribe. It is not uncommon to find more than one tribe in the same area. Banderlogs generally co-



exist quite well with other banderlog tribes, though if food becomes scarce, they attempt to drive off all other tribes in the area.

Banderlogs sustain themselves on a diet of fruits and nuts, with coconuts being their favorite food. Though omnivorous, they rarely eat meat of any sort. The typical banderlog stands just over 4-feet tall and weighs about 100 pounds. Banderlogs communicate with each other through a series of grunts, squeaks, and hand signals.

Combat

Banderlogs are non-aggressive unless they are threatened. They prefer to attack opponents from a distance using small rocks or coconuts to hit their foes. Should they be engaged in melee, they attack using a vicious bite.

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Author Scott Greene, based on original material by Gary Gygax.

Baric

	Small Beast
Hit Dice:	2d10 (11 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	13 (+1 size, +1 Dex, +1 natural)
Attacks:	2 claws +3 melee; or bite +3 melee
Damage:	Claw 1d3+1; or bite 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +3, Ref +4, Will +0
Abilities:	Str 12, Dex 13, Con 11, Int 4, Wis 10, Cha 10
Skills:	Listen +4, Spot +4, Wilderness Lore +2
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (1–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-5 HD (Small); 6 HD (Medium-size)

Barics are strange six-legged, rat-like creatures that hunt in packs. The average baric is 3 feet long and weighs 50 pounds, though they can grow to a length of 7 feet and weigh about 150 pounds. The baric has black fur and yellow eyes. It has a long duck-like bill lined with rows of needle-sharp teeth. Some races keep barics as pets, though more often than not, these unpredictable monsters turn on their masters within a short time of entering captivity.

Combat

Barics hunt in small packs. When prey is encountered, they slowly circle it, moving in to attack with claws and bites. If more than half the pack is slain, the remaining barics usually flee, unless they are very hungry, in which case they all fight to the death.

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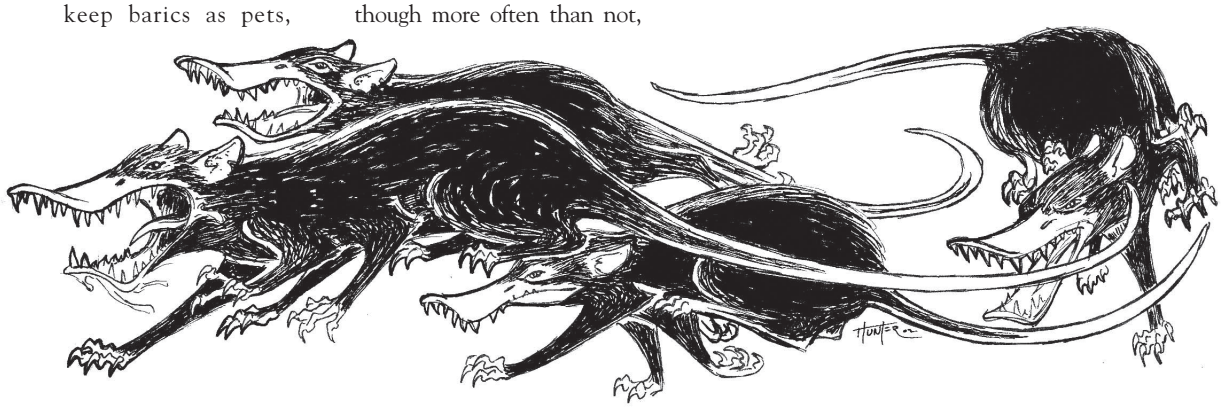
Barrow Wight

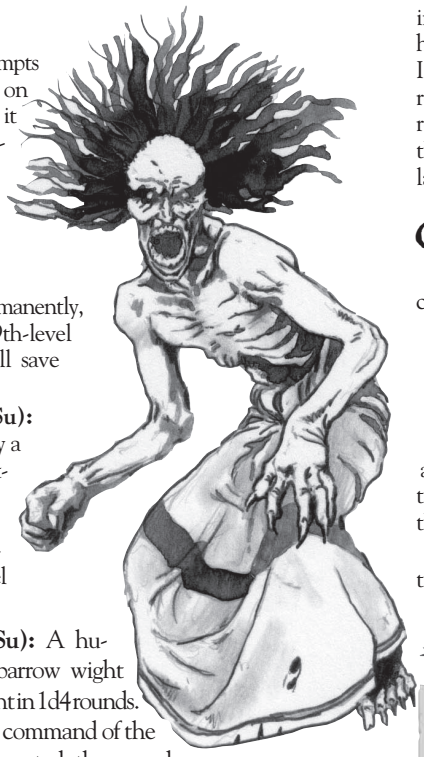
	Medium-Size Undead
Hit Dice:	6d12 (39 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d4+3 and energy drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Insanity gaze, energy drain, create spawn
Special Qualities:	Undead, turn resistance +2
Saves:	Fort +2, Ref +3, Will +6
Abilities:	Str 14, Dex 12, Con —, Int 11, Wis 13, Cha 16
Skills:	Climb +6, Hide +9, Listen +9, Move Silently +16, Search +8, Spot +9
Feats:	Blind-Fight, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-5), or pack (6-11)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Medium-size)

Barrow wights are undead creatures akin to normal wights, but they are always found in or near barrows, usually guarding the treasure contained therein. They hate living creatures and attempt to destroy anyone who invades their resting place. A barrow wight is a twisted, insane creature standing about 6 feet tall. Its skin is drawn tight over its frame, and its clothes hang in tatters about it. A barrow wight's skin is cold and leathery and gray in color. The barrow wight's eyes burn with a crimson fire that reveals the malevolence and insanity of its nature.



Combat

A barrow wight attempts to use its gaze attack on the closest creature to it when it is first encountered. Creatures not affected by its gaze are pummeled with its fists.



Insanity Gaze (Su): Affected by *insanity* permanently, as the spell cast by a 9th-level sorcerer, 30 feet, Will save (DC 16) negates.

Energy Drain (Su): Living creatures hit by a barrow wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 13.

Create Spawn (Su): A humanoid slain by a barrow wight becomes a barrow wight in 1d4 rounds. Spawn are under the command of the barrow wight that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effects requiring a Fortitude save, unless such effects target objects. Barrow wights have darkvision to a range of 60 feet.

Skills: Barrow wights receive a +8 racial bonus to Move Silently checks.

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Author Scott Greene.

Basidirond

	Medium-Size Plant
Hit Dice:	5d8+10 (32 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spores, hallucination cloud
Special Qualities:	Plant, tremorsense, immunity to cold
Saves:	Fort +6, Ref +2, Will +1
Abilities:	Str 14, Dex 13, Con 15, Int 1, Wis 11, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral (evil tendencies)
Advancement:	6-9 HD (Medium-size); 10-15 HD (Large)

The basidirond is a large, 7-foot tall fungal monster. Its body is dark green or brown and leathery to the touch, resembling an inverted umbrella with 4-6 stems (each about 5 feet long) hanging beneath it. The inside of its cone-shaped top is black. Its stems are brownish-green. The basidirond is believed to be related to the ascomoid (see that entry), and like its distant relative, makes it lair in underground natural caverns. Unlike the ascomoid's lair that is usually damp or wet, the basidirond's lair is unusually dry.

Combat

The basidirond attacks by striking with its cone-shaped cap or by firing a line of spores at an opponent.

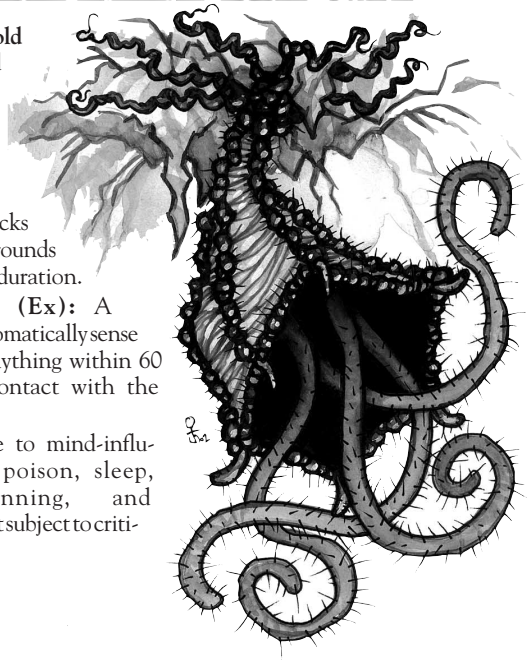
Spores (Ex): Line, 10 feet; Fortitude save (DC 14) or die in 1d4+1 rounds from spore infection unless *remove disease* is cast on the victim.

Hallucination Cloud (Ex): The basidirond can release spores in a 20-foot radius (centered on its body) as a full round action. Those within the cloud must make a successful Fortitude save (DC 14) or hallucinate for as long as they remain in the cloud plus 1d4 rounds afterwards.

Hallucinations are determined randomly for each creature affected.

1d8	Hallucination
1	Individual believes he is in a swamp and strips off gear and armor to avoid sinking.
2	Individual believes he is being attacked by a swarm of spiders. He attacks the floor and sur rounding area.
3	Individual believes item held has turned into a viper; drops item and retreats back from it.
4	Suffocation — Individual believes he is suffocat ing and gasps for air and clutches throat.
5	Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.
6	Individual believes his associates have contracted a disease. He will not come closer than 10 feet.
7	Individual believes he is melting; grasps self in attempt to hold together.
8	Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

Immunity to Cold (Ex): A basidirond takes no damage from cold-based attacks but is affected as by the *slow* spell. This also prevents spore attacks for a number of rounds equal to the spell's duration.



Tremorsense (Ex): A basidirond can automatically sense the location of anything within 60 feet that is in contact with the ground.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Credit

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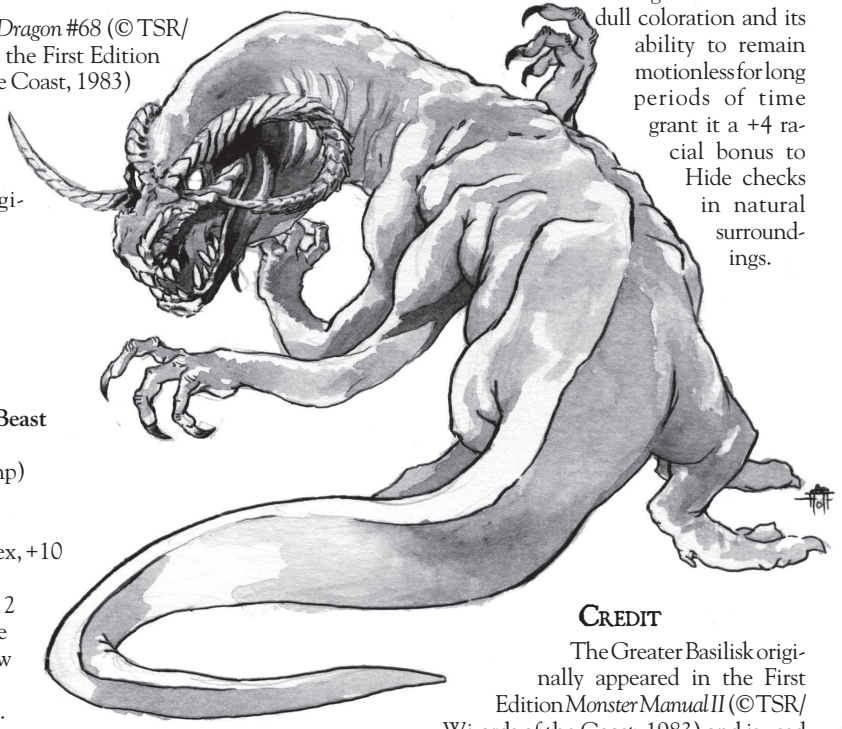

Basilisk: Greater Basilisk

	Large Magical Beast (Reptilian)
Hit Dice:	10d10+40 (95 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	18 (-1 size, -1 Dex, +10 natural)
Attacks:	Bite +15 melee, 2 claws +10 melee
Damage:	Bite 1d8+6, claw 1d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Petrifying gaze, poison, breath weapon
Saves:	Fort +11, Ref +6, Will +4
Abilities:	Str 23, Dex 8, Con 18, Int 2, Wis 12, Cha 10
Skills:	Hide -4*, Listen +7, Spot +7
Feats:	Alertness, Great Fortitude, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11-15 HD (Large); 16-30 HD (Huge)

A larger and meaner cousin of the normal basilisk, the greater basilisk is a 12-foot long reptilian monster with dull brown skin and a yellow underbelly. Sages believe the greater basilisk hails from the Elemental Plane of Earth. Unlike the normal basilisk, the greater basilisk does not have a ridge of bony spines on its back, and its eyes are pale green. The greater basilisk can grow to a length of 30 feet (not including the tail).

Combat

Greater basilisks rear up on their hind legs and slash opponents with their poisonous claws while also using their deadly gaze attack. The breath of a greater basilisk is so foul that all creatures within 5 feet can be affected by it just by entering or remaining in the area.

Petrifying Gaze (Su): Turn to stone permanently, range 60 feet, Fortitude negates DC 15. A greater basilisk cannot have its own gaze attack reflected back at it, unless the source of the reflection is within 10 feet of it. This gaze attack extends into the Astral and Ethereal Planes.

Poison (Ex): Claws, Fortitude save (DC 19); initial and secondary damage 1d4 temporary Constitution.

Breath Weapon (Ex): Cone of poisonous gas, 5 feet, always active; initial damage 1d6 temporary Constitution, secondary damage death, Fortitude save (DC 19).

Skills: The greater basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural surroundings.

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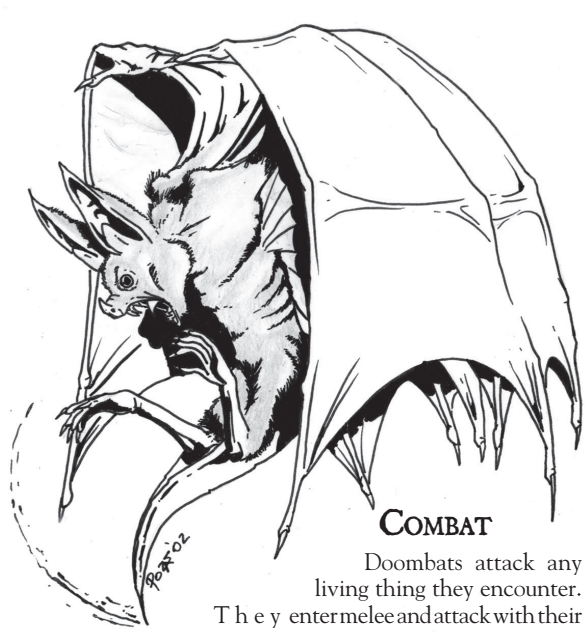
Bat: Doombat

	Large Beast
Hit Dice:	6d10+18 (51 hp)
Initiative:	+6 (Dex)
Speed:	10 ft., fly 50 ft. (good)
AC:	19 (-1 size, +6 Dex, +4 natural)
Attacks:	Bite +8 melee, tail slash +3 melee
Damage:	Bite 1d8+3, tail slash 1d6+1
Face/Reach:	10 ft. by 5 ft./5 ft. (10 ft. with tail)
Special Attacks:	Shriek
Special Qualities:	Blindsight, darkvision 60 ft.
Saves:	Fort +8, Ref +11, Will +3
Abilities:	Str 17, Dex 22, Con 17, Int 2, Wis 12, Cha 6
Skills:	Listen +10*, Spot +10*
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary or colony (5-8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7-9 HD (Large); 10-18 HD (Huge)

The doombat is a nocturnal hunter that desires living flesh to sustain it. The approach of a doombat can be heard long before the creature arrives on the scene, the yipping growing louder as the doombat draws closer. The doombat is a large black bat with a 10-foot wingspan, though specimens with wingspans reaching 25 feet have been reported.



Combat

Doombats attack any living thing they encounter. They enter melee and attack with their vicious bite and tail slash, yipping for the duration of the fight.

Shriek (Ex): When a doombat yips, all creatures except other doombats within a 100-foot spread must succeed at a Will save (DC 16) or be overcome with uneasiness (-1 penalty to attacks, checks, and saves) for the duration of the yipping. A doombat can yip continuously for 1d4+1 rounds. The doombat's yipping is constant, and spellcasters must succeed at a Concentration check (DC 16) whenever a spell is attempted. Whether or not the save is successful, an affected creature is immune to that doombat's yipping for one day, though spellcasters are still required to make a successful Concentration check each time they attempt a spell. The effect of several doombats yipping at once is not cumulative. A doombat must wait 1d3 rounds before yipping again.

Blindsight (Ex): Doombats see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this ability and forces the doombat to rely on its weak vision, which has a maximum range of 10 feet.

Skills: Doombats receive a +4 racial bonus to Spot and Listen checks. *These bonuses are lost if blindsight is negated.

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Author Scott Greene, based on original material by Julian Lawrence.

Bat: Mobat

	Large Magical Beast
Hit Dice:	4d10+12 (34 hp)
Initiative:	+6 (Dex)
Speed:	20 ft., fly 40 ft. (good)
AC:	18 (-1 size, +6 Dex, +3 natural)
Attacks:	Bite +9 melee
Damage:	Bite 1d8+4
Face/Reach:	10 ft. by 5 ft./5 ft.
Special Attacks:	Sonic screech
Special Qualities:	Blindsight
Saves:	Fort +7, Ref +10, Will +3
Abilities:	Str 17, Dex 22, Con 17, Int 6, Wis 14, Cha 6
Skills:	Listen +8*, Move Silently +6, Spot +8*
Feats:	Flyby Attack, Weapon Finesse (bite)
Climate/Terrain:	Warm desert, forest, hill, plains, and underground
Organization:	Solitary or colony (2-8)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	5-9 (Large); 10-12 HD (Huge)

The mobat is a large bat with a wingspan of approximately 15 feet. It is a nocturnal creature, cruising silently through the night sky in its never ending quest for food. A mobat, like any species of normal bat, has huge ears and an upturned snout. Its mouth is filled with razor sharp fangs. Mobats are omnivores, but they often include warm-blooded prey in their diet.

Combat

A mobat attacks by biting its opponent using its razor sharp fangs. Surviving prey is subjected to the mobat's sonic screech attack.

Sonic Screech (Su): The mobat can screech once per round, affecting all those within a 20-foot spread that fail a Will save (DC 15). On a failed save, the victim is stunned for 1d3 rounds (see the ***DMG***). This is a sonic, mind-affecting attack, and whether the save is successful or not, an affected creature is immune to the screech of that mobat for one day.

Blindsight (Ex): Mobats can "see" by emitting high-frequency sounds, inaudible to most creatures, that allow them to locate objects and creature within 120 feet. A *silence* spell negates this ability and forces the mobat to rely on its own weak vision, which has a maximum range of 10 feet.

Skills: Mobats receive a +4 racial bonus to Listen and Spot checks. *These bonuses are lost if blindsight is negated.

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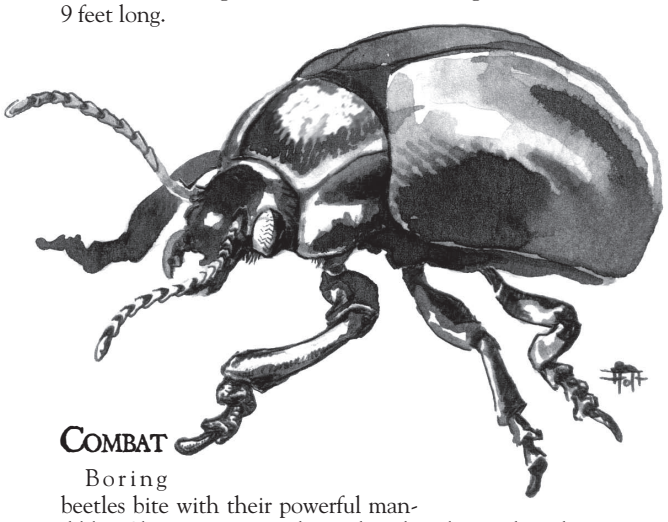
Beast of Chaos

See the Templates Appendix.

Beetle, Giant: Boring Beetle

	Large Vermin
Hit Dice:	5d10+10 (37 hp)
Initiative:	+0
Speed:	20 ft.
AC:	17 (-1 size, +8 natural)
Attacks:	Bite +6 melee
Damage:	Bite 2d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Hive mind
Special Qualities:	Vermin
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 18, Dex 10, Con 15, Int 1, Wis 10, Cha 9
Skills:	Listen +6, Spot +6
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Cluster (2-5), swarm (6-11), or hive (12-19 plus 2-8 shriekers)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	6-9 HD (Large); 10-15 HD (Huge)

Boring beetles feed primarily on wood, mold, fungus, and other organic matter. They make their lairs inside ancient tunnels and caverns, where they harvest and grow molds and fungi. Shriekers are prized for both food and their use as alarms to warn the boring beetles of intrusion. Boring beetles are about 9 feet long.



Combat

Boring beetles bite with their powerful mandibles. Slain victims are dragged to their lair and used to grow new molds and fungi.

Hive Mind (Ex): All boring beetles within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, then none of them are. No boring beetle in a group is considered flanked unless all of them are.

Vermin: Immune to mind-influencing effects. Boring beetles have darkvision to a range of 60 feet.

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Beetle, Giant: Death Watch Beetle

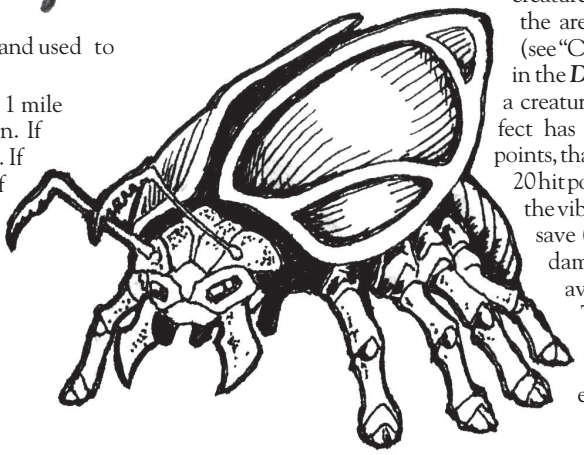
	Medium-Size Vermin
Hit Dice:	9d8+18 (59 hp)
Initiative:	+0
Speed:	30 ft.
AC:	19 (+9 natural)
Attacks:	Bite +10 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Death rattle
Special Qualities:	Immunities, Vermin
Saves:	Fort +8, Ref +3, Will +3
Abilities:	Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9
Skills:	Hide +0*, Listen +5, Spot +5
Climate/Terrain:	Temperate and warm forest, and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	10-13 HD (Medium-size); 14-27 HD (Large)

A death watch beetle appears as a 5-foot long beetle with a dark green carapace. It uses a mixture of saliva and earth to stick rubbish (leaves and twigs, for instance) to itself in order to attack by surprise.

Combat

The death watch beetle begins combat using its death rattle ability. Any creatures that survive are bitten by the beetle's mandibles and devoured.

Death Rattle (Ex): The death watch beetle can, by vibrating its carapace rapidly, produce a clicking noise that sets up sonic vibrations in all creatures within a 30-foot radius. These vibrations act as a *power word, kill* spell cast as an area effect, killing creatures of 20 hit points or less and up to 200 hit points of such creatures. All creatures in the area are also stunned (see "Condition Summary" in the ***DMG***, Chapter 3). If a creature in the area of effect has more than 20 hit points, that creature still takes 20 hit points of damage from the vibrations. A Fortitude save (DC 16) halves the damage inflicted and avoids the stun effect. The death watch beetle can use this ability only once every 1d4+1 hours.



Immunities (Ex): Death watch beetles are immune to death effects.

Vermin: Immune to mind-influencing effects. Death watch beetles have darkvision to a range of 60 feet.

Skills: *A death watch beetle receives a +8 racial bonus on Hide checks when using its surroundings to camouflage its appearance.

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Beetle, Giant: Rhinoceros Beetle

	Large Vermin
Hit Dice:	12d8+36 (90 hp)
Initiative:	+0
Speed:	20 ft.
AC:	20 (-1 size, +11 natural)
Attacks:	Bite +15 melee, horn +10 melee
Damage:	Bite 2d6+7, horn 2d6+3
Face/Reach:	5 ft. by 10 ft./5 ft. (10 ft. with horn)
Special Attacks:	Trample 2d8+10
Special Qualities:	Vermin
Saves:	Fort +11, Ref +4, Will +4
Abilities:	Str 25, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	Listen +8, Spot +7
Climate/Terrain:	Warm forest and underground
Organization:	Cluster (2-5) or swarm (6-11)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	13-15 HD (Large); 16-36 HD (Huge)

These creatures are found in the warm jungles and forests of the world and spend their days searching for plants, fruits, and berries on which to sustain themselves. An adult rhinoceros beetle is about 12 feet long.

Combat

Rhinoceros beetles charge opponents, biting with their razor sharp mandibles and slashing with their horn.

Trample (Ex): A rhinoceros beetle can trample Medium-size or smaller opponents for 2d8+10 points of damage. Opponents who do not make attacks of opportunity against the rhinoceros beetle can attempt a Reflex save (DC 23) to halve the damage.

Vermin: Immune to mind-influencing effects. Rhinoceros beetles have darkvision to a range of 60 feet.

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Beetle, Giant: Slicer Beetle

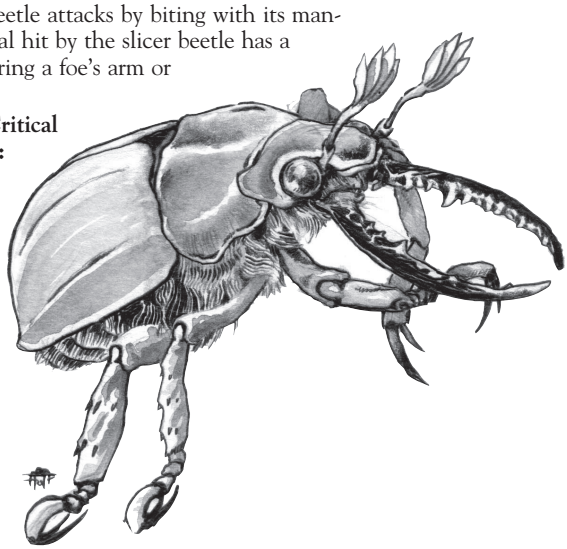
	Large Vermin
Hit Dice:	6d8+18 (45 hp)
Initiative:	+0
Speed:	20 ft.
AC:	17 (-1 size, +8 natural)
Attacks:	Bite +9 melee
Damage:	Bite 2d8+9
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved critical, vorpal bite
Special Qualities:	Vermin
Saves:	Fort +8, Ref +2, Will +2
Abilities:	Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	Listen +7, Spot +5
Climate/Terrain:	Temperate and warm forest, and underground
Organization:	Solitary or cluster (2-5)
Challenge Rating:	4
Treasure:	No coins; no goods; standard items
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)

The slicer beetle appears as a 10-foot long beetle with a triangular head and two long, razor sharp mandibles. Its body is black in color. It closely resembles a large stag beetle.

Combat

The slicer beetle attacks by biting with its mandibles. A critical hit by the slicer beetle has a chance of severing a foe's arm or leg.

Improved Critical (Ex): The slicer beetle threatens a critical on an attack roll of 19 or 20 with its mandibles.



Vorpal Bite (Ex): If a slicer beetle succeeds at a critical hit, it severs one of an opponent's extremities (1d4: 1 right leg, 2 left leg, 3 right arm, 4 left arm). Creatures immune to critical hits are immune to the vorpal effect of the slicer beetle's bite.

Vermin: Immune to mind-influencing effects. Slicer beetles have darkvision to a range of 60 feet.

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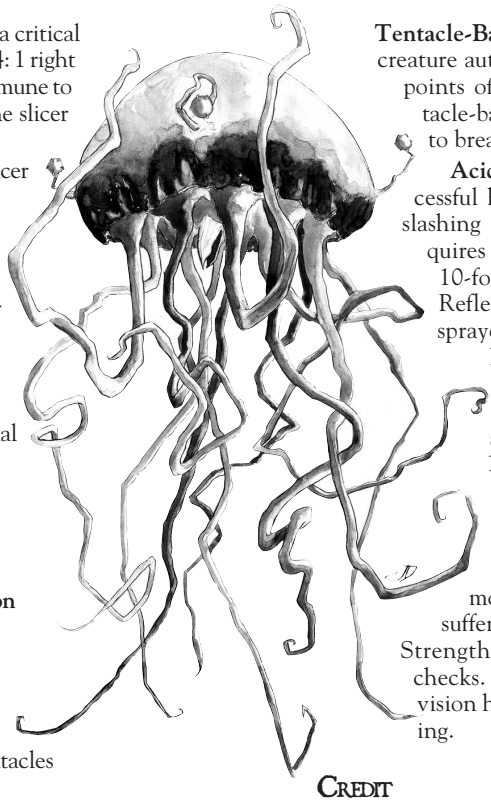

Belabra

	Medium-Size Aberration
Hit Dice:	4d8+4 (22 hp)
Initiative:	+2 (Dex)
Speed:	5 ft., fly 20 ft. (poor)
AC:	18 (+2 Dex, +6 natural)
Attacks:	Slam +5 melee; or 12 tentacles +5 melee, bite +0 melee
Damage:	Slam 2d4+2; tentacle 1d2+2, bite 2d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, tentacle-barbs, acidic blood
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +3, Will +5
Abilities:	Str 14, Dex 15, Con 13, Int 7, Wis 12, Cha 11
Skills:	Listen +9, Move Silently +6, Search +2, Spot +9
Feat:	Alertness
Climate/Terrain:	Temperate forest
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Medium-size); 10-12 HD (Large)

Belabras are large, jellyfish-like omnivores that dwell in deep forests and thick undergrowth. They sustain themselves on a diet of plants, berries, and rodents. Particularly hungry belabras will attack larger creatures (such as humanoids).

Belabras (called "tanglers" by some) resemble jellyfish about 5 feet in diameter, with twelve long tentacles dangling from its cap. Four small, thin eyestalks protrude from its cap and grant the belabra a wide range of vision. Its cap is black or gray in color and its tentacles are gray; its eyestalks are likewise gray in color. Its eyes have no pupils. A small, bird-like beak is hidden among its array of tentacles.

Combat

The belabra attacks by slamming into its opponents with its hard, chitinous shell or by lashing with its tentacles. Grabbed opponents are pulled in and bitten.

Improved Grab (Ex): To use this ability, the belabra must hit an opponent of up to Medium-size with a tentacle attack. If it gets a hold, the belabra bites with its beak. The belabra's grapple bonus is +5.

Tentacle-Barbs (Ex): A grappled creature automatically takes 1d4+2 points of damage from the tentacle-barbs each time it attempts to break free and fails.

Acidic Blood (Ex): A successful hit on a belabra with a slashing or piercing weapon requires all creatures within a 10-foot spread to succeed at a Reflex save (DC 13) or be sprayed with the creature's highly acidic blood. On a failed save, a creature is partially blinded and suffers sneezing fits for 1d6+2 rounds. An affected creature suffers a 25% miss chance in combat, loses its Dexterity bonus to AC, moves at half speed, and suffers a –2 penalty on most Strength- and Dexterity-based checks. A check that relies on vision has a 50% chance of failing.

Credit

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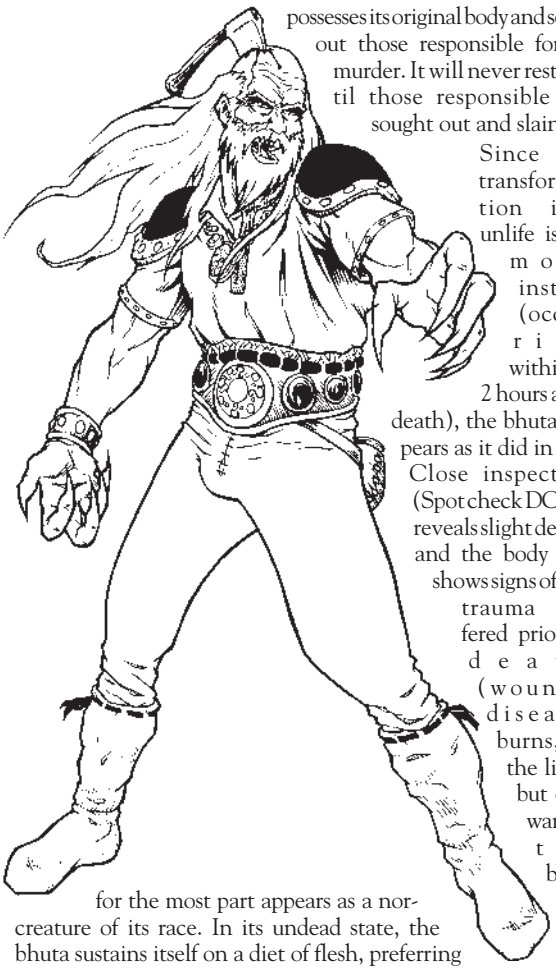
Bhuta

	Medium-Size Undead
Hit Dice:	7d12 (45 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	2 claws +7 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, death grip
Special Qualities:	Undead, gentle repose, turn resistance +2, find target
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 16, Dex 14, Con —, Int 12, Wis 14, Cha 14
Skills:	Escape Artist +9, Hide +11, Intuit Direction +11, Listen +12, Move Silently +9, Spot +12
Feats:	Alertness, Power Attack, Weapon Focus (claws)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always evil
Advancement:	8-15 HD (Medium-size); 16-21 HD (Large)

When a person is murdered, the spirit sometimes clings to the Material Plane, refusing to accept its mortal death. This spirit



possesses its original body and seeks out those responsible for its murder. It will never rest until those responsible are sought out and slain.

Since the transformation into unlife is almost instant (occurring within 1-2 hours after death), the bhuta appears as it did in life. Close inspection (Spot check DC 15) reveals slight decay, and the body still shows signs of any trauma suffered prior to death (wounds, disease, burns, or the like), but outwardly, the bhuta mal

for the most part appears as a normal creature of its race. In its undead state, the bhuta sustains itself on a diet of flesh, preferring that of humans and elves.

Combat

The bhuta attacks with its claws in combat. If facing its killers, the bhuta uses its death grip ability and (usually) only releases its hold when either it or its opponent is dead. If combat goes against it, the bhuta does not hesitate to retreat, picking a more opportune time in the future to exact its revenge.

Improved Grab (Ex): To use this ability, the bhuta must hit an opponent with both claw attacks. If it gets a hold, it can use its death grip ability. The bhuta has a grapple bonus of +6.

Death Grip (Ex): A bhuta deals 1d6+3 points of damage per round with a successful grapple check (grapple bonus +6) against a Large or smaller creature. Because the bhuta grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effects requiring a Fortitude save, unless such effects target objects. Bhutas have darkvision to a range of 60 feet.

Gentle Repose (Ex): When it first rises from the dead, the bhuta is preserved as if by *gentle repose* for a period of 14 days. After that time, its body begins to decay and it takes on an appearance similar to that of a ghoul or zombie.

Find Target (Sp): As long as the bhuta and its killer(s) are on the same plane of existence, the bhuta can track its killer(s) unerringly, as though guided by *discern location*.

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Bleeding Horror

See the Templates Appendix.

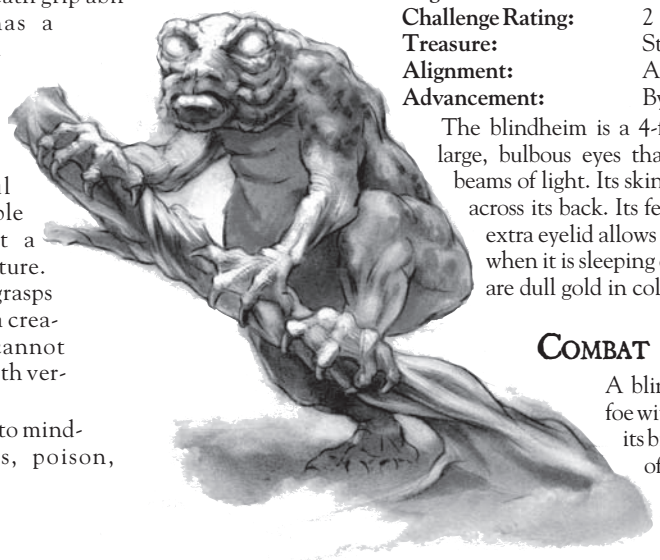
Bleeding Horror Minotaur

See the Templates Appendix, under **Bleeding Horror**.

Blindheim

	Small Monstrous Humanoid
Hit Dice:	4d8 (18 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	17 (+1 size, +1 Dex, +5 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blinding gaze
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 8, Dex 12, Con 11, Int 2, Wis 12, Cha 6
Skills:	Hide +8, Listen +9, Spot +5
Feat:	Weapon Focus (bite)
Climate/Terrain:	Any underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

The blindheim is a 4-foot tall frog-like humanoid with large, bulbous eyes that constantly emits bright yellow beams of light. Its skin is mottled yellow, growing darker across its back. Its feet are webbed as are its claws. An extra eyelid allows the blindheim to "turn off" its eyes when it is sleeping or resting. A dead blindheim's eyes are dull gold in color.



Combat

A blindheim attacks by first blinding a foe with its gaze and then rushing in to use its bite attack. It can turn its eyes on and off as it wishes, but always leaves them on during combat. If overmatched, a blindheim flees.

Blinding Gaze (Su): Any creature looking directly at the blindheim is affected: line 5 feet wide, 5 feet high, 30 feet long; *blindness* (as the spell) for 1 hour; Fortitude save (DC 12) negates.

Skills: Blindheims receive a +4 racial bonus to Listen checks.

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Blood Hawk

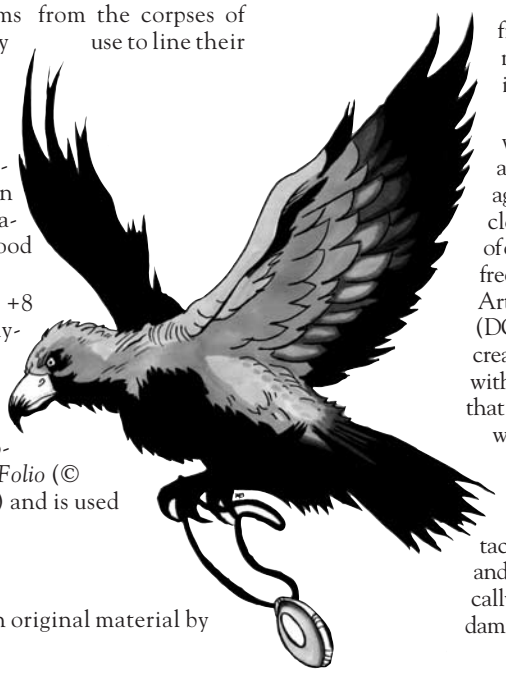
	Small Animal
Hit Dice:	1d8+1 (5 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., fly 80 ft. (average)
AC:	15 (+1 size, +2 Dex, +2 natural)
Attacks:	2 claws +4 melee, bite -1 melee
Damage:	Claw 1d4+1, bite 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +6, Spot +6*
Feats:	Weapon Finesse (claw, bite)
Climate/Terrain:	Any forest, hills, plains, and mountains
Organization:	Flock (6-11)
Challenge Rating:	1/2
Treasure:	No coins; double goods; no items
Alignment:	Always neutral
Advancement:	2-3 HD (Medium-size)

The blood hawk is identical to a normal hawk and is often mistaken for one, but a blood hawk is stronger and far more aggressive than a normal hawk. Blood hawks love the taste of human flesh and are relentless in their hunt of human prey. They often steal gems from the corpses of their humanoid prey, which they use to line their nests.

Combat

Blood hawks are fierce combatants and quickly swoop down on their prey, attacking with their razor sharp talons and beak. Blood hawks fight to the death.

Skills: *Blood hawks gain a +8 racial bonus to Spot checks in daylight.



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Bloody Bones

	Medium-Size Undead
Hit Dice:	5d12 (32 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	4 tendrils +4 ranged, 2 claws +0 melee
Damage:	Tendril (see text), claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Tendril, attach, rend 2d6+4
Special Qualities:	Undead, slippery, fire resistance (10)
Saves:	Fort +1, Ref +2, Will +6
Abilities:	Str 16, Dex 12, Con —, Int 12, Wis 14, Cha 12
Skills:	Climb +10, Escape Artist +23, Hide +9, Listen +11, Move Silently +9, Spot +11
Feats:	Alertness, Power Attack, Weapon Focus (tendril)
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-12 HD (Medium-size); 13-15 HD (Large)

The bloody bones is an evil undead spirit that haunts caverns, caves, and other desolate places. From a distance, the bloody bones is likely to be mistaken for a skeleton, but those that make this mistake often regret it, for the bloody bones is far worse than the undead creature it resembles.

The bloody bones appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. The bloody bones' eye sockets are hollow and show no pupils.

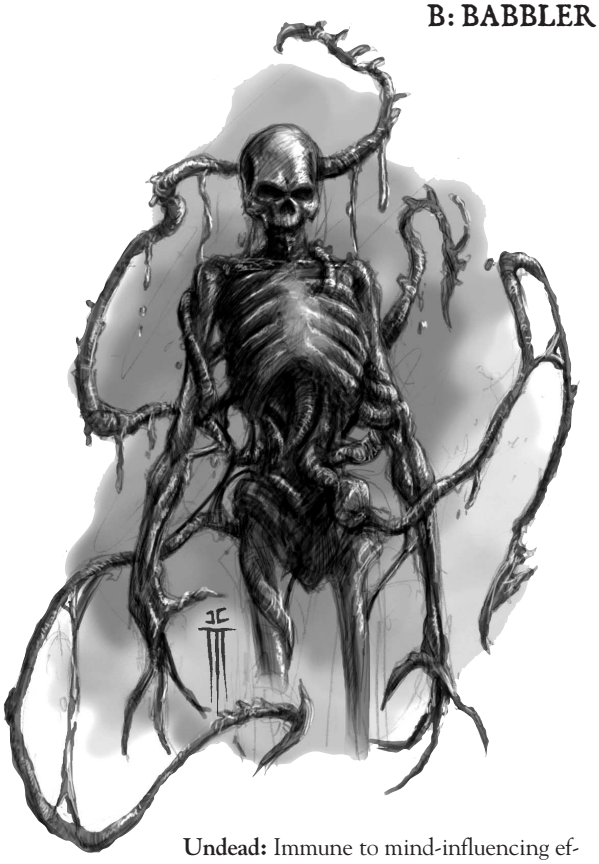
Combat

The bloody bones prefers to hide in the shadows and wait for its prey to pass nearby. It then leaps to the attack, entwining its opponents with its tendrils and clawing its prey until dead.

Tendril (Ex): The bloody bones can fire up to 4 sinewy tendrils to a maximum range of 30 feet (no range increment).

Attach (Ex): If a bloody bones hits with its tendril attack, it wraps around an opponent's body. This deals no damage, but drags the opponent 10 feet closer each subsequent round (no attack of opportunity) unless the creature breaks free, which requires a successful Escape Artist check (DC 20) or Strength check (DC 16). The bloody bones can draw a creature within 5 feet of itself and attack with both claws at a +4 attack bonus in that round. A single attack with a slashing weapon that deals at least 10 points of damage severs a tendril (AC 15).

Rend (Ex): A bloody bones that hits an opponent with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+4 points of damage.



Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Bloody bones have darkvision to a range of 60 feet.

Slippery (Ex): All bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones, and they usually wiggle free from most other forms of confinement.

Skills: Bloody bones receive a +15 racial bonus to Escape Artist checks.

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Boalisk

	Huge Magical Beast
Hit Dice:	5d10+5 (32 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.
AC:	15 (-2 size, +3 Dex, +4 natural)
Attacks:	Bite +11 melee
Damage:	Bite 1d8+10
Face/Reach:	15 ft. by 15 ft. (coiled)/10 ft.
Special Attacks:	Gaze, improved grab, constrict 1d8+10
Special Qualities:	Scent, darkvision 60 ft, low-light vision
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 4
Skills:	Balance +12, Climb +15, Listen +7, Spot +7, Swim +14
Feat:	Alertness
Climate/Terrain:	Warm forest and aquatic
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-7 HD (Huge); 8-9 HD (Gargantuan)

Lurking in misty jungles and along dark riverbanks, the boalisk is a vile serpent that can cause death and pestilence with but a gaze. A boalisk is a constrictor snake 20 to 30 feet long with dark scales interspersed with pale green and yellow daubs of color to help it blend in with its surroundings on the forest floor. The eyes of a boalisk are large and reddish in color.

Combat

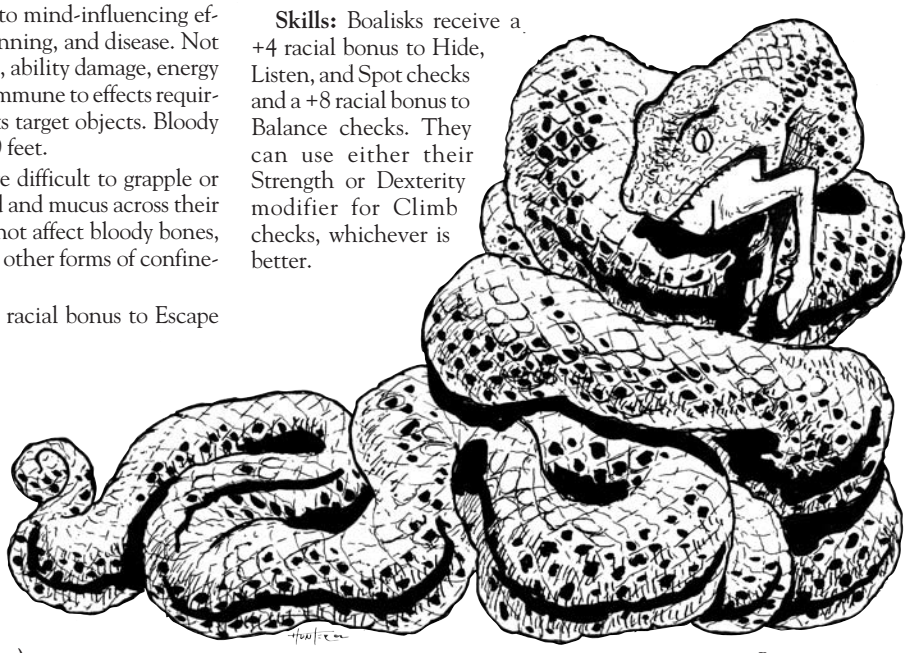
A boalisk hunts by grabbing prey with its mouth and then squeezing with its powerful body. More powerful opponents (or if the boalisk has recently eaten) will be attacked with the boalisk's gaze attack.

Gaze (Su): Inflicts *mummy rot* (see "Disease" in the ***DMG***, Chapter 3), range 30 feet, Fortitude negates (DC 20).

Improved Grab (Ex): To use this ability, the boalisk must hit with its bite attack. If it gets a hold, it can constrict. The boalisk has a grapple bonus of +21.

Constrict (Ex): A boalisk deals 1d6+4 points of damage with a successful grapple check (grapple bonus +21) against Medium-size or smaller creatures.

Skills: Boalisks receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.



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Bog Beast

	Large Beast
Hit Dice:	5d10+20 (47 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (-1 size, +5 natural)
Attacks:	2 claws +7 melee
Damage:	Claw 1d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Disease, improved grab, rend 2d6+7
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +8, Ref +4, Will +2
Abilities:	Str 20, Dex 11, Con 18, Int 5, Wis 12, Cha 9
Skills:	Listen +7, Spot +7
Climate/Terrain:	Temperate and warm marsh
Organization:	Solitary or pack (2-5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5-7 HD (Large); 8-15 HD (Huge)

The bog beast is a large, shaggy, fur-covered, vaguely humanoid creature that makes its home in bogs and swamps. It has two large upright tusks of pale white protruding from its mouth. Its hands sport sharp claws with filthy nails. Its eyes are dull brown in color and its fur is brownish-yellow. The bog beast stands over 9 feet tall and weighs around 1,100 pounds. It makes its lair amid overgrown swamplands and attacks just about any creature that travels too close to its lair.

Combat

Bog beasts attack with their claws, fighting to the death. A creature killed by a bog beast is dragged back to the beast's lair, where it is devoured.

Disease (Ex): Filth Fever — claw, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see "Disease" in the ***DMG***, Chapter 3).

Improved Grab (Ex): To use this ability, the bog beast must hit an opponent of up to Large size with both claw attacks. If it gets a hold, it rends its opponent. The bog beast has a grapple bonus of +12.

Rend (Ex): A bog beast that hits with both claw attacks latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 points of damage.

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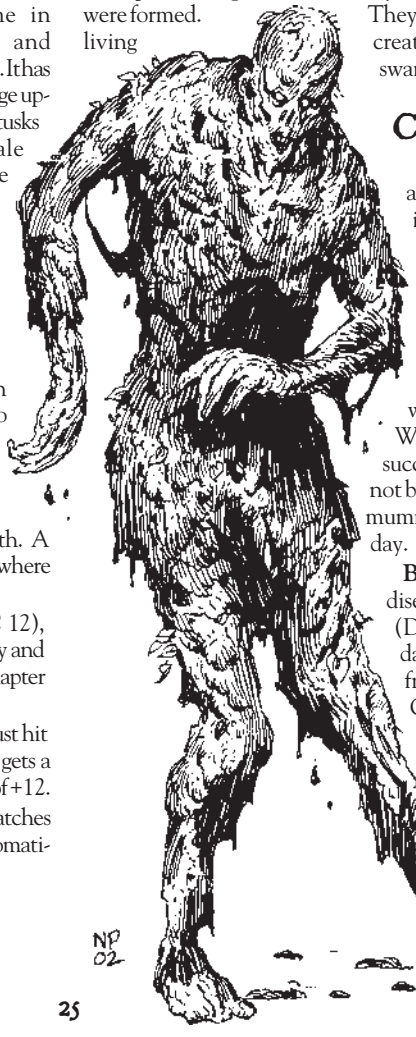
Bog Mummy

	Medium-Size Undead
Hit Dice:	8d12+3 (55 hp)
Initiative:	+3 (-1 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	17 (-1 Dex, +8 natural)
Attacks:	Slam +7 melee
Damage:	Slam 1d6+3 and bog rot
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Despair, bog rot, create spawn
Special Qualities:	Undead, resistant to blows, marsh move, damage reduction 5/+1, fire resistance (20), cold vulnerability
Saves:	Fort +2, Ref +1, Will +8
Abilities:	Str 17, Dex 8, Con –, Int 6, Wis 14, Cha 15
Skills:	Hide +9, Listen +10, Move Silently +9, Spot +10
Feats:	Alertness, Improved Initiative, Toughness
Climate/Terrain:	Any marsh
Organization:	Solitary, wardens (2-4), or guardians (6-10)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-16 HD (Medium-size); 17-24 HD (Large)

When a corpse preserved by swamp mud is imbued with negative energy, it rises as a bog mummy. Bog mummies resemble normal mummies, but are covered with a thin layer of swamp mud. Bog mummies rarely leave the swamp where they were formed. They hate life and attack any living creature that trespasses in their swamp.



Combat

In battle, a bog mummy attacks with its fists, attempting to smash any living creature it encounters.

Despair (Su): At the mere sight of a bog mummy, the viewer must succeed at a Will save (DC 16) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that bog mummy's despair ability for one day.

Bog Rot (Su): Supernatural disease — slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary from Strength, Dexterity, Constitution, or Charisma (determine randomly using 1d4), secondary damage 1d6 temporary from the same ability score. Creatures afflicted with bog rot do

not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

Create Spawn (Su): Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life (*raise dead* is ineffective, but *resurrection* or *true resurrection* works). Spawn are under the command of the bog mummy that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Resistant to Blows (Ex): Physical attacks deal only half damage to bog mummies. Apply this effect before damage reduction.

Marsh Move (Ex): Bog mummies can move at their normal movement speed through mud, marshes, and swamp with no penalty.

Cold Vulnerability (Ex): A bog mummy takes double damage from cold attacks unless a save allows for half damage. A successful save halves the damage and a failure doubles it.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Bog mummies have darkvision to a range of 60 feet.

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Boggart

	Small Aberration (Air)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+4 (Dex)
Speed:	20 ft.
AC:	20 (+1 size, +4 Dex, +5 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d3+1 and 2d6 electricity
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Confusion, electricity, electrical discharge, feed
Special Qualities:	Alternate form, detect thoughts, invisibility, spell immunity, darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +6
Abilities:	Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 11
Skills:	Bluff +8, Hide +16, Listen +12, Search +9, Sense Motive +8, Spot +12
Feats:	Alertness, Blind-Fight, Dodge
Climate/Terrain:	Any marsh
Organization:	Solitary, pair, or pack (2-5)
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Small)

The boggart is a relative of the will-o-wisp. Sages believe it to be a sort of "larval" or immature form of said creature. It haunts many of the same places as its adult form and can be just as deadly when encountered. The boggart usually appears as a 2-foot tall humanoid covered in coarse, dark fur. Its face is very human-like and most boggarts have long unkempt hair, untrimmed and shaggy beards, and mustaches.

Combat

The boggart begins melee using its *confusion* ability. It then uses its electrical attack against its foes while changing forms as it wishes. Foes not in melee range are subjected to its electrical discharge attack (it fires a thin line of electricity from its hands). If reduced to 5 or less hit points, the boggart attempts to escape by changing to its will-o-wisp form and moving across grounds its enemies cannot traverse.

Confusion (Su): Once per day, by screeching, 30-foot spread; Will save (DC 14) or *confused* for 6 rounds. This ability replicates the spell of the same name. Each additional boggart within 10 feet of a screeching boggart can join in the screeching. This adds +1 to the save DC for each additional boggart.

Electricity (Su): Touch; 2d6 points of electrical damage. A creature touched receives a Fortitude save (DC 14) for half damage.

Electrical Discharge (Su): 10 feet, no range increment, line of electricity, once every 1d4 rounds, 2d6 points of electrical damage; Reflex save (DC 14) halves.

Feed (Su): When a boggart slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 HD or levels a boggart consumes, it gains 1 HD. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Alternate Form (Su): The boggart's natural form is that of a small will-o-wisp. In will-o-wisp form, it retains its ability scores, *detect thoughts*, *invisibility*, and spell immunity, but cannot use its electrical attacks or confusion ability. The boggart's AC increases to 24 in will-o-wisp form. Its other form is that of a small humanoid. In humanoid form, the boggart gains all the abilities of the form (for example, a boggart in dwarf form has dwarven racial traits). The boggart keeps its

ability scores and all of its powers in humanoid form.

The boggart can assume either form as a standard action, but cannot maintain either longer than 10 rounds. A change in form cannot be dispelled, nor does the boggart revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid form.

Invisibility (Sp): Maximum of 10 minutes per day in any form. While *invisible*, it can use its confusion ability without becoming visible, though if it attacks using any other means, it immediately becomes visible.

Detect Thoughts (Su): A boggart can continuously *detect thoughts* as the spell cast by an 8th-level sorcerer. It can suppress or resume this ability as a free action.

Spell Immunity (Ex): Boggarts are immune to all spells save *magic circle against chaos*, *magic circle against evil*, *magic missile*, *protection from chaos*, and *protection from evil*.

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Bone Cobbler

	Medium-Size Aberration
Hit Dice:	5d8+10 (32 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	2 light hammers +7 melee
Damage:	Light hammer 1d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, bonestripping, animate bones
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 16, Dex 13, Con 15, Int 12, Wis 14, Cha 12
Skills:	Climb +6, Hide +7, Listen +6, Move Silently +7, Spot +6
Feats:	Ambidexterity, Power Attack, Two-Weapon Fighting, Weapon Focus (light hammer)
Climate/Terrain:	Any land
Organization:	Solitary or gang (2-5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6-15 HD (Medium-size)

The bone cobbler is a tattered and desiccated humanoid and is often mistaken for a zombie at ranges greater than 10 feet. The bone cobbler is a malign and evil creature (thought to be from another plane or dimension of existence) that delights in slaying its opponents and stripping the flesh from their bones.

Bone cobblers stand 6 feet tall. Their skin is leathery to the touch and drawn tight over their bones (even exposing the bones in some locations). Their eyes are hollow sockets of darkness and their clothes are rags. Bone cobblers take the skeletal remains of those they kill and combine them with other bones in their lair. From these bones they sculpt and form weird humanoid or half-humanoid skeletal statues.

Combat

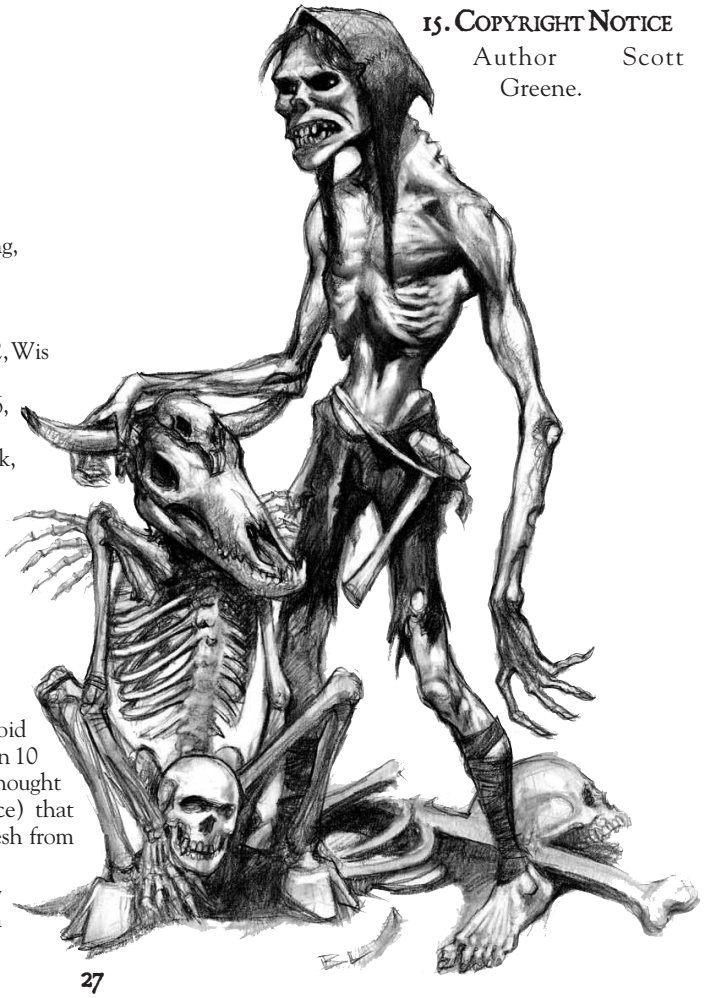
The bone cobbler attacks living creatures with its hammers. Slain creatures are stripped clean, their flesh and muscle devoured by the bone cobbler for sustenance and their bones carted away by the bone cobbler to be used in its abominable creations.

Breath Weapon (Su): Cloud of *slow*, 10 feet. A creature caught in the cloud or a creature that enters the cloud is *slowed* (as the spell) for 1 minute if he fails a Fortitude save (DC 14).

Bonestripping (Ex): When the bone cobbler slays a living creature, it can strip all flesh from the corpse's bones in 1d3 rounds using its claws and hammers. The flesh is devoured and the bone cobbler keeps the victim's bones. A creature slain in this manner can only be brought back to life through a *miracle*, *wish*, or *true resurrection* spell.

Animate Bones (Su): Once per day, the bone cobbler can animate up to 5 of its skeletal statues. A skeletal statue must be within 30 feet of the bone cobbler for this ability to take effect. These creatures fight as skeletons (see the **MM**), though their forms and structure do not necessarily resemble humanoid skeletons. This ability otherwise resembles the *animate dead* spell as cast by a 7th-level sorcerer.

Feats: The bone cobbler gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats. In combination with its natural abilities, these feats allow the bone cobbler to attack with both weapons at no penalty.



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Author Scott Greene.

Bonesnapper

	Medium-Size Beast
Hit Dice:	4d10+12 (34 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	Bite +5 melee, tail slap +0 melee
Damage:	Bite 1d8+2, tail slap 1d3+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10
Skills:	Hide +0*, Listen +6, Spot +6
Climate/Terrain:	Temperate and warm forest, marsh, and underground
Organization:	Solitary or pack (2-4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5-9 HD (Medium-size); 10-12 HD (Large)

The bonesnapper is a descendant of a long-extinct form of dinosaur. Though unintelligent, it is fond of collecting and decorating its lair with the jawbones of its victims. The bonesnapper resembles a 5-foot tall tyrannosaurus rex, gray-green in color, mottled with dark gray spots. A bonesnapper weighs about 500 pounds. Its eyes are scarlet and its teeth yellow-white.

Combat

The bonesnapper attacks with its powerful bite and tail slap. After biting a foe, it swings its tail around to smash the same opponent. If flanked or attacked by more than one creature, the bonesnapper divides its attacks between its foes. The bonesnapper fights to the death.

Improved Grab (Ex): To use this ability, the bonesnapper must hit with its bite attack. The bonesnapper has a grapple bonus of +5.

Skills: *Bonesnappers receive a +4 racial bonus to Hide checks when in forested surroundings.

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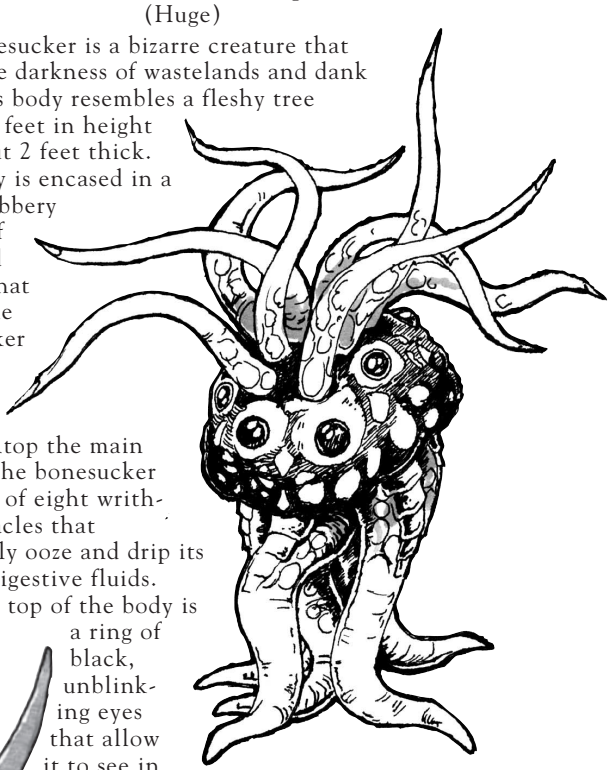
Author Scott Greene, based on original material by Ian Livingstone.

Bonesucker

	Large Aberration
Hit Dice:	8d8+24 (60 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	4 tentacles +9 melee
Damage:	Tentacle 1d4+4 and ability score drain
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, constriction 1d4+4, ability score drain
Special Qualities:	Damage reduction 10/+1, all-around vision, darkvision 90 ft.
Saves:	Fort +5, Ref +3, Will +7
Abilities:	Str 18, Dex 13, Con 17, Int 10, Wis 12, Cha 13
Skills:	Hide +2, Listen +8, Move Silently +6, Search +9, Spot +13
Feat:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	9–16 HD (Large); 17–24 HD (Huge)

A bonesucker is a bizarre creature that stalks the darkness of wastelands and dank caves. Its body resembles a fleshy tree trunk 10 feet in height and about 2 feet thick. The body is encased in a thick, rubbery sheath of flesh and muscle that makes the bonesucker highly resistant to injury. Atop the main body of the bonesucker is a mass of eight writhing tentacles that constantly ooze and drip its caustic digestive fluids. Near the top of the body is a ring of black, unblinking eyes that allow it to see in all directions. The bonesucker moves about through the use of 5 thick tentacles at its base.



Bonesuckers consume only the bones of an opponent by grabbing it and piercing its flesh with its hollow tentacles. The tentacles inject digestive enzymes into the bones, which break down and are sucked up as a pasty meal for the bonesucker — the attack of a bonesucker is horrifyingly painful. Experienced adventurers always know they are nearing the hunting grounds of a bonesucker: the creature leaves

boneless carcasses of its meals lying where it finished them.

Combat

A bonesucker attacks with its tentacles. Initially, the tentacles appear to be only a foot or two in length, but the bonesucker can extend them to a length of approximately 10 feet. It can attack with up to four of its eight tentacles in a single round.

Improved Grab (Ex): To use this ability, a bonesucker must hit an opponent of Large size or smaller with a tentacle attack. If it gets a hold, it can constrict. The bonesucker has a grapple bonus of +10.

Constrict (Ex): A bonesucker deals 1d4+4 points of damage with a successful grapple check (grapple bonus +10) against Large or smaller creatures.

Ability Score Drain (Ex): A bonesucker that has successfully grappled an opponent deals 1d2 points of temporary Strength and 1d2 points of temporary Dexterity damage to an opponent as long as the hold is maintained.

All-Around Vision (Ex): A bonesucker's symmetrically placed eyes allow it to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. Bonesuckers cannot be flanked.

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Author Erica Balsley.

Bookworm

Hazard (CR 1/10)

The bookworm is a tiny, 1-inch long, gray, seemingly normal worm. It is the bane of scholars, wizards, and sages, for its primary source of food is the paper, wood, and leather that make up books.

Bookworms cannot harm living creatures, but they burrow through wood, leather, rope, and paper very quickly. They can ignore the hardness of such materials, and a burrowing bookworm deals 3 points of damage per round to dead wood, rope, paper, or leather. Bookworms are quick and agile (moving at 20 feet per round) and seek to avoid being seen. To this end, they can alter their body color to match that of their surroundings (it takes a successful Spot check at DC 20 to see a bookworm that has camouflaged itself). Spells on scrolls are destroyed and unusable if a bookworm burrows through the scroll. Spellbooks lose one spell level per round that a bookworm spends burrowing into them.

A typical lair (or brood) contains 10-40 bookworms. They are easily killed by attacks that deal damage over an area (such as fire or cold). Consider one worm killed for each point of damage dealt.

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Author Scott Greene, based on original material by Gary Gygax.

Brown Pudding

	Huge Ooze
Hit Dice:	11d10+64 (124 hp)
Initiative:	-5 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +9 melee
Damage:	Slam 2d6+3 and 2d6 acid
Face/Reach:	5 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, acid, constrict
Special Qualities:	Blindsight, split, ooze
Saves:	Fort +7, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 19, Int —, Wis 1, Cha 1
Climate/Terrain:	Temperate and warm marsh, and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	12-16 HD (Huge); 17-33 HD (Gargantuan)

A variety of the black pudding, the brown pudding is found only in temperate and subtropical swamps. It is dark brown in color.

Combat

Brown puddings attack by grabbing and constricting their prey.

Improved Grab (Ex): To use this ability, the brown pudding must hit with its slam attack. If it gets a hold, it can constrict. The brown pudding has a grapple bonus of +19.

Acid (Ex): The brown pudding's acid dissolves organic material quickly, dealing 50 points of damage each round it is in contact with such items. Clothing, weapons, and the like are destroyed immediately if they fail a Reflex save (DC 19). The acid dissolves stone, dealing 20 points of damage per round of contact. Brown pudding acid does not harm metals.

Constrict (Ex): A brown pudding deals automatic slam and acid damage with a successful grapple check (grapple bonus +19). The opponent's clothing and armor (except metal armor) suffer a -4 penalty to Reflex saves against the acid.

Split (Ex): Weapons deal no damage to a brown pudding. Instead, the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Credit

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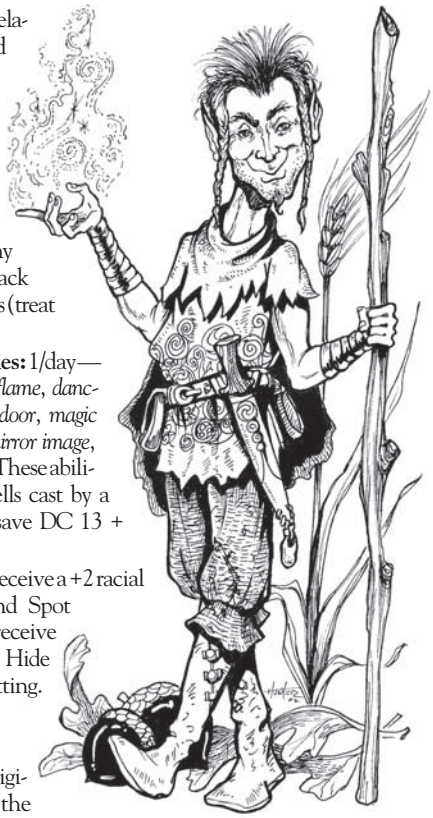
Author Scott Greene, based on original material by Gary Gygax.

Brownie

	Tiny Fey
Hit Dice:	1/2d6 (1 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	17 (+2 size, +4 Dex, +1 natural)
Attacks:	Short sword +6 melee
Damage:	Short sword 1d4-2
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	SR 16, low-light vision
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 14, Wis 14, Cha 16
Skills:	Bluff +7, Craft (leatherworking) +6, Craft (metalworking) +6, Craft (woodworking) +6, Escape Artist +8, Hide +16*, Listen +8, Move Silently +8, Search +5, Sense Motive +5, Spot +8
Feats:	Dodge, Improved Initiative, Weapon Finesse (short sword)
Climate/Terrain:	Temperate and warm forest
Organization:	Gang (2-4) or band (5-12)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always lawful good
Advancement:	1-3 HD (Tiny)

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures.

Brownies are rarely over 18 inches tall, and they have a greenish cast to their skin. Their hair is always some earth tone such as brown, gray, or tawny. Most brownies prefer green or otherwise brightly colored clothing. Brownies speak Common, Sylvan, and Halfling. They may be distant relatives of pixies and halflings, but this has never been proven.



Combat

Brownies avoid combat unless forced. If unable to employ any spells, brownies attack with tiny short swords (treat as a dagger).

Spell-Like Abilities: 1/day—*confusion*, *continual flame*, *dancing lights*, *dimension door*, *magic circle against evil*, *mirror image*, and *ventriloquism*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

Skills: Brownies receive a +2 racial bonus to Listen and Spot checks. *They also receive a +5 racial bonus to Hide checks in a forest setting.

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Buckawn

	Small Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	17 (+1 size, +4 Dex, +2 natural)
Attacks:	Dagger +1 melee; or dart +4 ranged
Damage:	Dagger 1d4; or dart 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, poison use
Special Qualities:	SR 12, scent, low-light vision
Saves:	Fort +0, Ref +6, Will +3
Abilities:	Str 11, Dex 18, Con 11, Int 12, Wis 13, Cha 16
Skills:	Bluff +7, Escape Artist +8, Hide +14, Jump +4, Listen +7, Move Silently +10, Search +5, Sense Motive +5, Spot +7
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (12-20)
Challenge Rating:	2
Treasure:	No coins; no goods; 50% items
Alignment:	Always neutral
Advancement:	2-3 HD (Small)

Buckawns are somehow related to brownies, but they are nowhere near as kind-hearted. A buckawn will avoid encounters with creatures other than their own kind, including other fey. Buckawns enjoy playing tricks on unsuspecting travelers who enter their domain, however.

A buckawn is about 2 feet tall, with swarthy skin and dark hair. The eyes of a buckawn are green or brown, and buckawns tend to dress in earth tones to match their environment. Buckawns speak Common and Sylvan.

Combat

Buckawns favor daggers and darts in combat. They readily use poisoned blades when confronted with a tough opponent or one for whom they do not particularly care.

Spell-Like Abilities: At will—*change self*, *dancing lights*, *entangle*, *invisibility* (self only), *pass without trace*, and *summon swarm*. These abilities are as spells cast by a 6th-level sorcerer (save DC 13 + spell level).

Poison Use: Buckawn never risk accidentally poisoning themselves when applying poison to a blade. They favor deathblade poison (see Table 3-16: Poisons in the ***DMG***).

Skills: Buckawns receive a +2 racial bonus to Hide, Listen, Move Silently, and Spot checks.

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Author Scott Greene, based on original material by Gary Gygax.

Bunyip

	Medium-Size Beast (Aquatic)
Hit Dice:	5d10+5 (32 hp)
Initiative:	+3 (Dex)
Speed:	Swim 50 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Roar, frenzy, vorpal bite
Special Qualities:	Keen scent, low-light vision, darkvision 60 ft.
Saves:	Fort +5, Ref +7, Will +1
Abilities:	Str 13, Dex 16, Con 13, Int 2, Wis 11, Cha 7
Skills:	Listen +4, Spot +6
Climate/Terrain:	Temperate and warm aquatic and marsh
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral (chaotic good tendencies)
Advancement:	6-12 HD (Medium-size); 13-15 HD (Large)

The bunyip is about 6 feet long, though specimens of up to 10 feet long have been encountered. The front portion of its body resembles a large black seal, while its rear half is that of a shark.

Combat

Bunyips do not attack creatures larger than themselves, except in self-defense or if they detect blood in the water. They begin combat using their powerful roar and then bite opponents who do not succumb to the fear-inducing effects of their roar.

Roar (Su): When a bunyip roars, all creatures with 4 or less HD and within a 100-foot spread must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that bunyip's roar for one day.

Frenzy (Ex): A bunyip that detects blood in the water has a 50% chance of flying into a frenzy the following round, biting madly until either it or its opponent is dead. It gains +4 Strength and -4 AC. The creature cannot end its frenzy voluntarily.

Vorpal Bite (Ex): If the bunyip delivers a successful critical hit, it severs one limb randomly (1d4: 1 right leg, 2 left leg, 3 right arm, 4 left arm).

Keen Scent (Ex): Bunyips can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to one-half mile.

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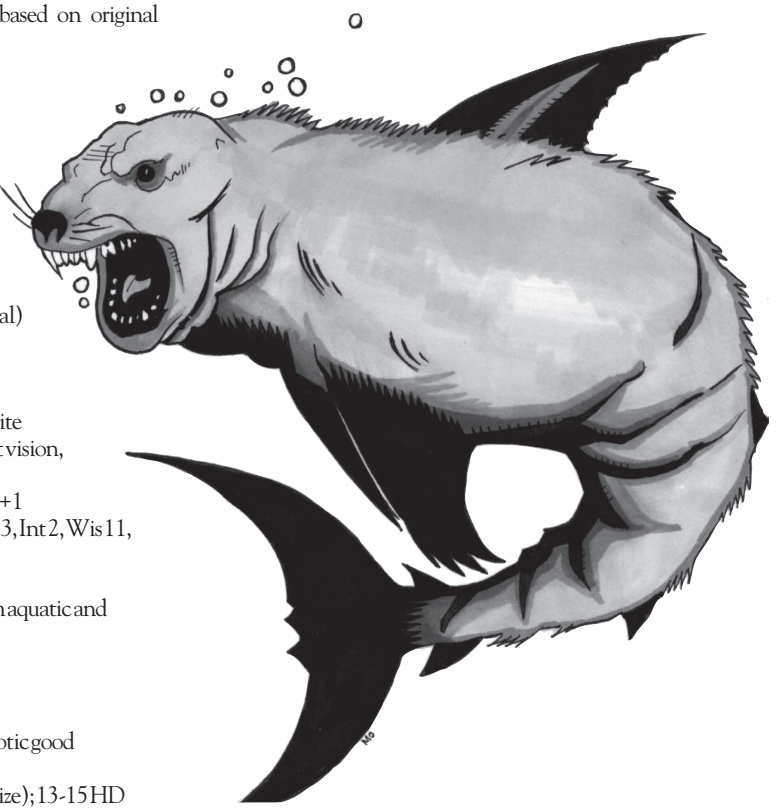
Author Scott Greene, based on original material by Dermot Jackson.



C: Carbuncle to Crypt Thing

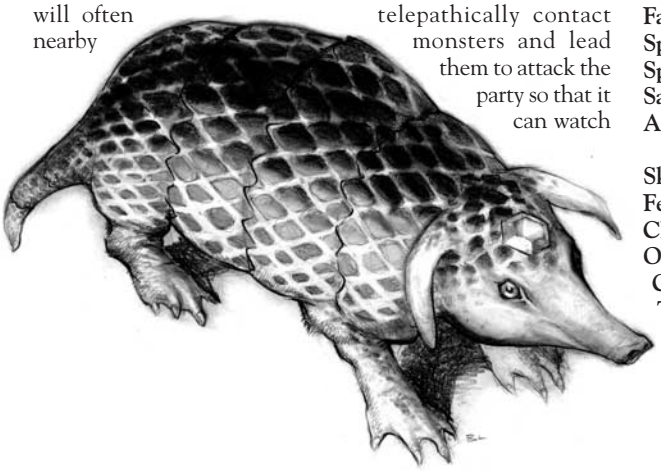
Carbuncle

	Small Aberration
Hit Dice:	1d8+1 (5 hp)
Initiative:	-1 (Dex)
Speed:	10 ft.
AC:	18 (+1 size, -1 Dex, +6 natural, +2 luck bonus)
Attacks:	Bite -1 melee
Damage:	Bite 1d2-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Telepathy, spell-like abilities, foresight
Saves:	Fort +1, Ref +1, Will +6
Abilities:	Str 7, Dex 9, Con 12, Int 10, Wis 18, Cha 8
Skills:	Climb +2, Hide +7, Listen +12, Sense Motive +8, Spot +12
Feat:	Alertness
Climate/Terrain:	Temperate and warm forest, marsh, and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None (forehead gem worth 500 gp)
Alignment:	Usually neutral
Advancement:	2-3 HD (Small)

Deep in the tangled underbrush of forests and in the remote regions of dismal swamps and bogs lives a strange creature called the carbuncle. Resembling a cross between an anteater and an armadillo, the carbuncle is a mysterious animal with a large red jewel growing in its forehead. A carbuncle has a long snout and a low-slung body protected by several thick, leathery bands. The armored hide of a carbuncle is dappled gray and brown, shading to lighter colors of gray on its underbelly.

The carbuncle is a withdrawn creature and seeks to avoid encounters. Should it seek interaction, a carbuncle often begins by proudly announcing the value of the gem in its forehead just to watch the reaction such information arouses.

Despite its overall shy nature, the carbuncle has a mischievous side as well, often seeking to join travelers in order to play pranks and gauge the reactions of the unfortunate victims of its curiosity. After joining with a party, a carbuncle will seek to cause discord by using selective telepathic images and prophesies to breed hostility and suspicion between party members. It will often telepathically contact nearby monsters and lead them to attack the party so that it can watch in fascination and read the thoughts of the party as they are attacked, slipping away at an opportune moment.



A carbuncle can be coerced to surrender the gem in its forehead. This requires a successful Bluff check (DC 20). If successful, the carbuncle releases the gem. If the check fails, the carbuncle sees through the deception and attempts to flee. When a carbuncle is slain, its forehead gem crumbles to dust.

Combat

Though fascinated by combat, carbuncles are completely helpless in melee. They much prefer to set up encounters using their powers and then watch the brutal scenes unfold. Carbuncles surrender immediately if attacked. If placed under duress, a carbuncle wills itself to die.

Telepathy (Su): Carbuncles can communicate telepathically with any creature within 100 feet that has a language.

Spell-Like Abilities: At will — *detect chaos*, *detect evil*, *detect good*, *detect law*, and *detect thoughts*. These abilities are as the spells cast by a 1st-level cleric (save DC 14 + spell level).

Foresight (Su): The carbuncle gains a +2 luck bonus to its AC and Reflex saves. This ability is always active and functions similar to a *divination* spell cast by a 1st-level cleric.

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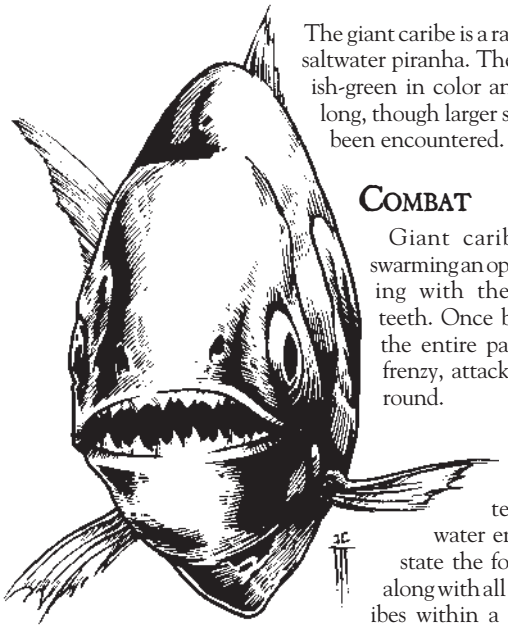
Author Scott Greene, based on original material by Albie Fiore.

Caribe, Giant

	Medium-Size Animal (Aquatic)
Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	Swim 40 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Frenzy
Special Qualities:	Keen scent, low-light vision
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 12, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any aquatic
Organization:	School (5-30)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium-size)



The giant caribe is a rare form of giant saltwater piranha. They are pale bluish-green in color and about 6 feet long, though larger specimens have been encountered.

Combat

Giant caribes attack by swarming an opponent and biting with their razor-sharp teeth. Once blood is drawn, the entire pack goes into a frenzy, attacking twice each round.

Frenzy (Ex): A giant caribe that detects blood in the water enters a frenzied state the following round, along with all other giant caribes within a 90-foot radius. Frenzied giant caribes bite until they or their opponents are dead. A frenzied giant caribe gains an extra partial action each round for 10 rounds. The creature cannot end the frenzy voluntarily.

Keen Scent (Ex): A giant caribe can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to 500 feet.

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Author Scott Greene.

Carrion Moth

	Large Aberration
Hit Dice:	5d8+10 (32 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., climb 15 ft., fly 60 ft. (good)
AC:	20 (-1 size, +4 Dex, +7 natural)
Attacks:	4 tentacles +5 melee, bite +0 melee
Damage:	Tentacle paralysis, bite 1d6+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Paralysis, drone, stench
Special Qualities:	Scent
Saves:	Fort +3, Ref +5, Will +8
Abilities:	Str 16, Dex 18, Con 14, Int 1, Wis 15, Cha 6
Skills:	Climb +13, Listen +7, Spot +7
Feat:	Alertness
Climate/Terrain:	Any forest and underground
Organization:	Solitary or swarm (2-12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 (Huge)

The carrion moth is believed by sages to be an advanced form of the carrion crawler. Just as the caterpillar grows into a moth, sages believe the carrion crawler eventually sheds its form and transforms into the carrion moth. No cocoon or evidence has been found to support this theory, but it is widely accepted among the more learned sages of the world.

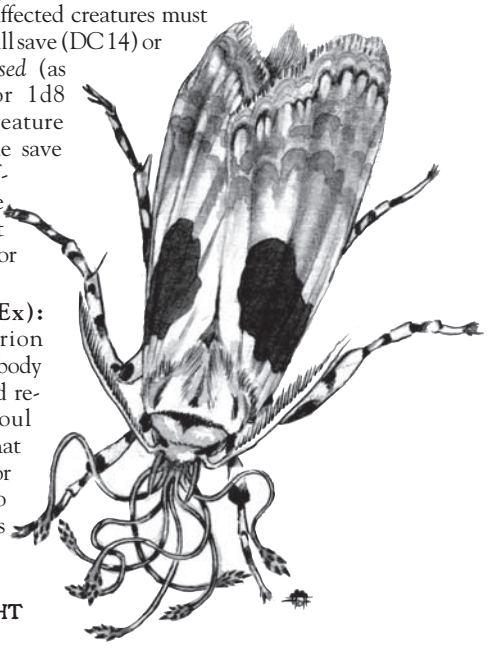
The carrion moth is a large moth-like creature growing to a maximum length of 20 feet. Its wings are long and beautiful, with rippling patterns that are often mistaken for a skull when viewed from a distance. These wings are lined with tiny holes and veins that allow the carrion moth to emit a whining drone that affects all creatures that hear it. The carrion moth's body resembles a moth, but its head resembles that of a carrion crawler, tentacles and all. The carrion moth's mouth has a single pair of needle-like mandibles that it uses to pin and bite its prey. Carrion moths are attracted to the stench of decaying flesh and the light of anything larger than a torch or lantern.

Combat

The carrion moth attacks by biting with its mandibles and slapping with its tentacles. Paralyzed creatures are carried off and devoured.

Paralysis (Ex): Those hit by a carrion moth's tentacle attack must succeed at a Fortitude save (DC 14) or be paralyzed for 2d6 minutes.

Drone (Ex): The flapping wings of the carrion moth emit a mind-numbing drone that affects all creatures within 80 feet that hear it. Affected creatures must succeed at a Will save (DC 14) or become *confused* (as the spell) for 1d8 rounds. A creature that makes the save cannot be affected by the droning of that carrion moth for one day.



Stench (Ex): When a carrion moth dies, the body splits open and releases a foul smelling gas that causes nausea for 1d4+1 rounds to all creatures within 5 feet.

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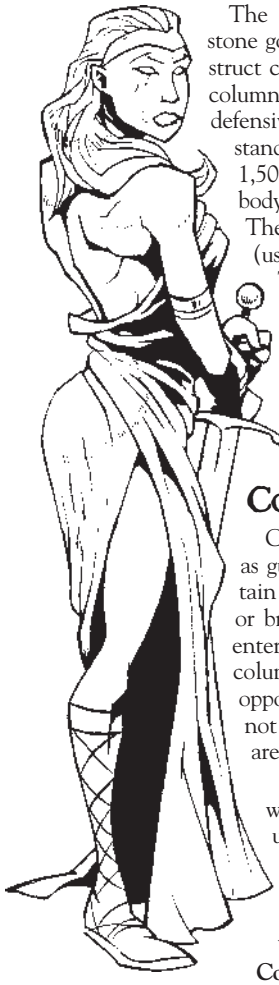
Authors Casey Christofferson and Scott Greene.

Caryatid Column

	Medium-Size Construct
Hit Dice:	5d10 (27 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	14 (-1 Dex, +5 natural)
Attacks:	Longsword +4 melee
Damage:	Longsword 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Shatter weapons, construct, resistances, magic immunity, damage reduction 10/+1
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 13, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or troupe (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Medium-size); 11-15 HD (Large)



The caryatid column is akin to the stone golem in that it is a magical construct created by a spellcaster. Caryatid columns are always created for a specific defensive function. The caryatid column stands 7 feet tall and weighs around 1,500 pounds. Its smoothly chiseled body is shaped as a beautiful woman. The column always wields a weapon (usually a longsword) in its left hand. The weapon itself is constructed of steel, but is melded with the column and made of stone until the column animates. When melded, the sword is likely to be overlooked (Spot check DC 20 to see it).

Combat

Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken (such as a living creature enters a chamber guarded by a caryatid column). A caryatid column attacks its opponents with its longsword. It does not move more than 50 feet from an area it is guarding or protecting.

Shatter Weapons (Ex): Any weapon that strikes a caryatid column must succeed at a Fortitude save (DC 12) or shatter into pieces. Magic weapons receive a bonus to this save equal to their weapon bonus.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. Immune to any effect that requires a Fortitude save, unless that effect targets objects. Caryatid columns have darkvision with a range of 60 feet.

Resistances (Ex): Caryatid columns receive a +4 bonus on saving throws against any spells that can affect it (see text below).

Magic Vulnerability (Ex): A caryatid column is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud, stone to flesh*, or *stone shape* spell instantly slays a caryatid column if it fails its saving throw. A *transmute mud to rock* heals all of its lost hit points.

Construction

A caryatid column's body is chiseled from a single block of hard stone, such as granite, weighing at least 1,500 pounds. The golem costs 30,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 12). The creator must be at least 16th level and able to cast arcane spells. Completing the ritual drains 600 XP from the creator and requires *geas/quest, limited wish, polymorph any object*, and *shatter*.

Credit

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Author Scott Greene, based on original material by Jean Wells.

Cat Lord

See the Templates Appendix, under **Animal Lord**.

Caterwaul

Medium-Size Magical Beast

Hit Dice:	4d10+8 (30 hp)
Initiative:	+6 (Dex)
Speed:	50 ft. (on two legs) or 80 ft. (on four legs), climb 20 ft
AC:	18 (+6 Dex, +2 natural)
Attacks:	2 claws +6 melee, bite +4 melee
Damage:	Claw 1d4+2, bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Screech, pounce, improved grab, rake
Special Qualities:	Scent, increased speed, darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +8, Will +2
Abilities:	Str 14, Dex 22, Con 15, Int 7, Wis 12, Cha 6
Skills:	Balance +12, Climb +14, Hide +10*, Jump +7, Listen +6, Move Silently +12, Spot +6
Feat:	Multiattack
Climate/Terrain:	Temperate forest and mountain
Organization:	Solitary
Challenge Rating:	3
Treasure:	No coins; double goods (gems only); no items
Alignment:	Always chaotic evil
Advancement:	5-12 HD (Medium-size)

The caterwaul is a semi-intelligent bipedal feline that possesses great speed. It is a natural predator and uses it speed to stalk its prey. The caterwaul appears as a large feline with elven facial

qualities and a long prehensile tail. Short, dark blue fur covers its body. Its eyes are yellow. The caterwaul's lair is most often a cave littered with sticks, twigs, and leaves, with walls covered in scratch marks where the beast has honed its claws.

Combat

The caterwaul begins combat by utilizing its screech attack. After that, it uses its claw and bite attacks each round. A caterwaul fights to the death.

Screech (Su): Once per 10 minutes, 60-foot spread, the caterwaul can emit a high-pitched screech that deals 1d8 points of sonic damage to anyone hearing it. A successful Fortitude save (DC 14) negates the damage.

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

Improved Grab (Ex): To use this ability, the caterwaul must hit with its bite attack. If it gets a hold, it can rake with its claws. The caterwaul has a grapple bonus of +6.

Rake (Ex): A caterwaul that gets a hold can make two rake attacks (+6 melee) with its claws for 1d4+2 damage each.

Increased Speed (Ex): The caterwaul can increase its base movement speed by dropping to all fours. It can maintain this increased speed for a number of rounds equal to its Constitution score. After that, it must succeed at a Constitution check (DC 10) each round to maintain its pace. The DC increases by 1 for each check made. When the check fails, the caterwaul cannot use this ability for 10 rounds and cannot move any faster than its base speed (50 feet). It may run in either mode using the normal rules for running (see "Movement" in the ***PHB***, Chapter 9).

Skills: The caterwaul receives a +4 racial bonus to Balance, Hide, Listen, Move Silently, and Spot checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

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Author Scott Greene, based on original material by Albie Fiore.

Cave Cricket

	Small Vermin
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	20 ft.
AC:	16 (+1 size, +5 natural)
Attacks:	2 kicks +3 melee
Damage:	Kick 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Chirping, leap
Special Qualities:	Vermin
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 12, Int —, Wis 10, Cha 7
Skills:	Hide +8, Listen +4, Spot +4
Climate/Terrain:	Any land and underground
Organization:	Solitary or cluster (2-5)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium-size)

Cave crickets are larger versions of normal crickets and, much like the smaller crickets they resemble, are relatively harmless. The cave cricket's chirping can be heard to a range of 300 feet. Cave crickets are about 3 feet long and pale gray or white in color.

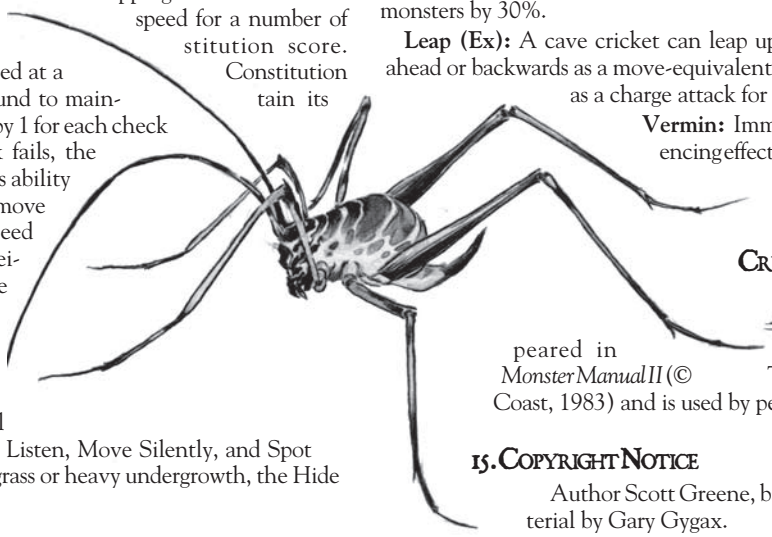
Combat

Cave crickets are mostly harmless, noisy insects and rarely attack living creatures. If attacked, a cave cricket uses its powerful legs to kick its opponents before hopping away.

Chirping (Ex): Creatures within 20 feet of a chirping cave cricket cannot be heard unless they scream. Spellcasters must succeed at a Concentration check (DC 12) to cast a spell successfully. The chirping increases the chance of wandering monsters by 30%.

Leap (Ex): A cave cricket can leap up to 40 feet straight ahead or backwards as a move-equivalent action. This counts as a charge attack for the cave cricket.

Vermin: Immune to mind-influencing effects. Cave crickets have darkvision to a range of 60 feet.



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Author Scott Greene, based on original material by Gary Gygax.

Cave Fisher

	Medium-Size Vermin
Hit Dice:	3d8+9 (22 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., climb 10 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	Filament +3 ranged; or 2 claws +8 melee
Damage:	Filament grapple; or claw 2d4+6
Face/Reach:	5 ft. by 5 ft./5 ft. (60 ft. with filament)
Special Attacks:	Filament, adhesive
Special Qualities:	Vermin
Saves:	Fort +6, Ref +2, Will +1
Abilities:	Str 23, Dex 12, Con 16, Int —, Wis 10, Cha 4
Skills:	Climb +16, Hide +4, Move Silently +3, Spot +3
Climate/Terrain:	Any underground
Organization:	Gang (1-4)
Challenge Rating:	2
Treasure:	Standard

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

The cave fisher lairs on ledges and cliffs underground, where it can quickly strike and reel in its prey. Its lair is always littered with bones and gear from its previous victims. The cave fisher is a 7-foot long insect-like creature with a hard outer shell. It closely resembles a large lobster and spider. The cave fisher has eight legs, six of which it uses for movement while the other two — ending in large, serrated pincers — are used to reel in and kill its prey. The cave fisher has a 3-foot long snout that fires a strong, web-like adhesive filament it uses to reel in its prey. Often, the ground and walls nearby are covered with this filament.

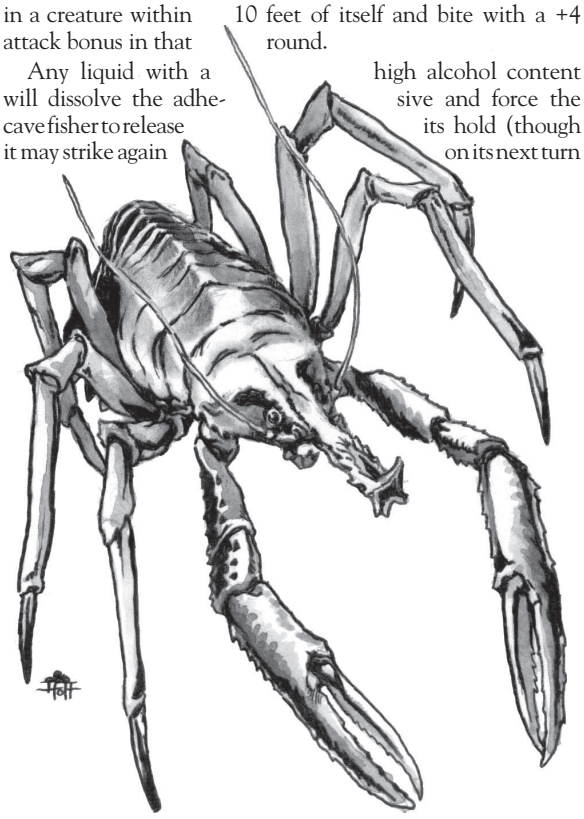
Combat

The cave fisher's preferred method of attack is to anchor itself to its ledge and string its filament across the ground of its lair. When a living creature touches or passes near the filament, the fisher attempts to trap it and reel it in. If the cave fisher fails this, it can fire its filament at an opponent up to 60 feet away. Another common method of attack is for the cave fisher to secret itself in a crack or a ledge above a cavern and dangle its filament down onto unsuspecting creatures passing below it (Spot check DC 20 to notice dangling filament).

Filament (Ex): Most encounters begin with a cave fisher when it fires or dangles its strong, sticky filament. The cave fisher can strike up to 60 feet with its filament (no range increment). The filament is thin but strong, having an AC of 20 and 15 hp. A single attack with a slashing weapon that deals at least 10 points of damage severs the filament. Cave fishers continuously create the filament material and can regenerate a new filament in an hour.

Adhesive (Ex): If a cave fisher hits with its filament attack, the filament attaches to the opponent's body. This deals no damage but draws the stuck opponent 10 feet closer each subsequent round (no attack of opportunity) unless that creature breaks free, which requires a successful Escape Artist check (DC 27) or Strength check (DC 23). The cave fisher can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in that round.

Any liquid with a high alcohol content will dissolve the adhesive and force the cave fisher to release its hold (though it may strike again on its next turn with it). Likewise, an application of the *universal solvent* forces the cave fisher to relinquish its hold.



Vermin: Immune to all mind-influencing spells and effects. Cave fishers have darkvision to a range of 60 feet.

Credit

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Author Scott Greene, based on original material by Lawrence Schick.

Cave Moray

Medium-Size Vermin

Hit Dice:	4d8+4 (22 hp)
Initiative:	+3 (Dex)
Speed:	5 ft.
AC:	18 (+3 Dex, +5 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Ambush, recoil attack
Special Qualities:	Tremorsense, vermin
Saves:	Fort +5, Ref +4 Will +2
Abilities:	Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 10
Skills:	Hide +6*, Intuit Direction +4, Listen +5
Climate/Terrain:	Any underground
Organization:	Cluster (4-6) or Colony (7-16)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium-size); 9-12 HD (Large)

The cave moray is a brownish-gray, slug-like creature about 5 feet long and 1 foot thick. Its eyes are dark brown, bulbous, and resemble the rocky surroundings where it lairs.

Combat

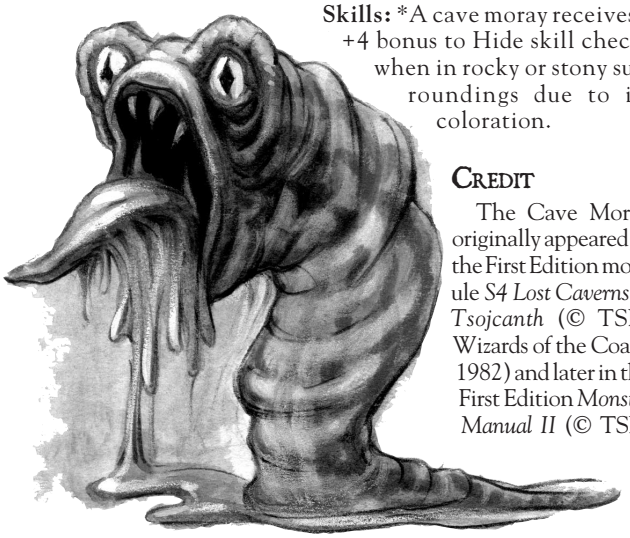
A cave moray's favored tactic is to lie in wait in its cyst-like burrow in the wall and attack whenever prey passes nearby. Two or more cave morays usually strike in unison, one from each side of a passage. After an attack, a cave moray recoils into its cyst to strike again.

Ambush (Ex): If a cave moray surprises its opponent, it gains a +4 circumstance bonus to its attack roll for that round.

Recoil Attack (Ex): A cave moray lunges out of its cyst up to 5 feet to strike at passing opponents or prey. This attack is swift enough to attack running or flying creatures. A cave moray's recoil attack is always considered a charge attack since it recoils into its cyst after an attack to lunge at its opponent again. The cave moray's statistics include the +2 attack bonus for the charge attack.

Tremorsense (Ex): Cave morays can automatically sense the location of anything within 60 feet that is in contact with the ground.

Vermin: Immune to all mind-influencing spells and effects. Cave morays have darkvision to a range of 60 feet.



Skills: *A cave moray receives a +4 bonus to Hide skill checks when in rocky or stony surroundings due to its coloration.

Credit

The Cave Moray originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission. Cave morays made their first appearance in d20 form in the **Necromancer Games** module *Tomb of Abysthor* by Clark Peterson (©2001, Clark Peterson, Necromancer Games, Inc.).

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Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Celestial: Monadic Deva

	Medium-Size Outsider (Good)
Hit Dice:	10d8+40 (85 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 90 ft. (good)
AC:	26 (+3 Dex, +13 natural)
Attacks:	+3 *heavy mace of smiting* +20/+15 melee
Damage:	+3 *heavy mace of smiting* 1d8+13 and stun
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Solid blow, spell-like abilities
Special Qualities:	Damage reduction 10/+1, SR 28, celestial qualities, darkvision 60 ft., immunity to energy drain, low-light vision
Saves:	Fort +11, Ref +10, Will +11
Abilities:	Str 24, Dex 16, Con 18, Int 18, Wis 18, Cha 19
Skills:	Concentration +17, Escape Artist +14, Hide +14, Knowledge (any three) +16, Listen +23, Move Silently +15, Sense Motive +15, Spot +23
Feats:	Alertness, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	11-15 HD (Medium-size); 16-30 HD (Large)

Monadic devas are relatives of the astral deva and are usually found wandering the Ethereal or Elemental Planes. A monadic deva looks like a very strong human with broad shoulders, black hair, and green eyes. Large, feathery, silver wings sprout from its back.

Combat

Monadic devas, like their brethren, enjoy combat. They use their +3 *heavy mace of smiting* when fighting opponents.

Solid Blow (Su): A metal-armored opponent struck twice in the same round by the monadic deva's mace takes an additional 1d8 points of damage.

Spell-Like Abilities: At will — *aid*, *charm elemental* (functions as the *charm monster* spell but only affects elementals), *continual flame*, *detect evil*, *discern lies*, *dispel evil*, *dispel magic*, *holy aura*, *holy smite*, *holy word*, *invisibility sphere* (self only), *polymorph self*, *remove curse*, *remove disease*, and *remove fear*; 7/day — *cure light wounds* and *mirror image*; 1/day — *heal* and *hold monster*. These abilities are as the spells cast by a 10th-level sorcerer (DC 14 + spell level).

Immunity to Energy Drain (Ex): Monadic devas are immune to all energy drain effects (such as spells or undead attacks).

Celestial Qualities: Protective aura; fire resistance 20; tongues; electricity, cold, acid, and petrification immunity; +4 save bonus against poison; low-light vision; darkvision to a range of 60 feet.

Skills: Extremely alert, monadic devas receive a +4 racial bonus to Spot and Listen checks.

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Celestial: Movanic Deva

	Medium-Size Outsider (Good)
Hit Dice:	8d8+32 (68 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 60 ft. (good)
AC:	25 (+4 Dex, +11 natural)
Attacks:	+3 *flaming greatsword* +15/+10 melee
Damage:	+3 *flaming greatsword* 2d6+9 and 1d6 fire
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/+1, SR 24, celestial qualities, uncanny dodge
Saves:	Fort +10, Ref +10, Will +10
Abilities:	Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18
Skills:	Concentration +15, Escape Artist +15, Hide +14, Knowledge (any two) +15, Listen +19, Move Silently +14, Sense Motive +14, Spot +19
Feats:	Alertness, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	10
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	9-13 HD (Medium-size); 14-24 HD (Large)

Movanic devas are relatives of the astral and monadic deva and are usually found wandering the Positive or Negative Energy Planes or the Material Plane. Movanic devas directly aid powerful mortals when evil threatens the balance of the planes. A movanic deva looks like a very strong human with broad shoulders, silver hair, and white eyes. Large, feathery, silver wings sprout from its back.

Combat

Movanic devas, like their brethren, enjoy combat. They use their +3 *flaming greatsword*.

Spell-Like Abilities: At will — *aid*, *continual flame*, *detect evil*, *discern lies*, *dispel evil*, *dispel magic*, *holy aura*, *holy smite*, *holy word*, *invisibility sphere* (self only), *polymorph self*, *remove curse*, *remove disease*, and *remove fear*; 7/day — *anitimagic field* and *cure light wounds*; 1/day — *protection from arrows* and *spell turning*. These abilities are as the spells cast by an 8th-level sorcerer (DC 14 + spell level).

Celestial Qualities: Protective aura; fire resistance 20; tongues; electricity, cold, acid, and petrification immunity; +4 save against poison; low-light vision; darkvision to a range of 60 feet.

Uncanny Dodge (Ex): Movanic devas are never caught flat-footed and cannot be flanked.

Skills: Extremely alert, movanic devas receive a +4 racial bonus to Spot and Listen checks.

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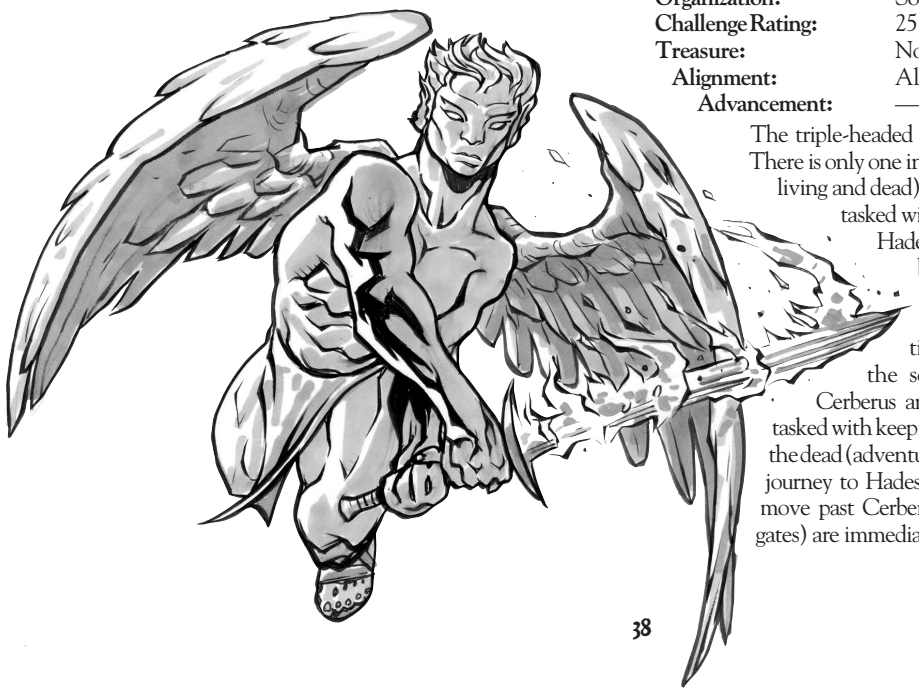
Cerberus

	Huge Magical Beast (Evil)
Hit Dice:	30d10+300 (600 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	44 (-2 size, +7 Dex, +29 natural)
Attacks:	3 bites +42 melee
Damage:	Bite 2d6+13
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Howl, breath weapon, petrifying gaze
Special Qualities:	Damage reduction 30/+3, SR 35, regeneration 10, resistances, immunities, scent, darkvision 120 ft.
Saves:	Fort +27, Ref +24, Will +24
Abilities:	Str 36, Dex 24, Con 31, Int 25, Wis 25, Cha 24
Skills:	Listen +32, Spot +32, Wilderness Lore +37*
Feats:	Alertness, Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bite), Improved Initiative, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary (unique)
Challenge Rating:	25
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—



The triple-headed Cerberus is the guardian of Hades. There is only one in existence and most creatures (both living and dead) are grateful for this fact. Cerberus is tasked with the duty of keeping dead souls in Hades. If a dead soul attempts to pass beyond the Gates of Hades and back into the land of the living, Cerberus attacks relentlessly until that soul returns to Hades. If slain, the soul is immediately devoured by Cerberus and is lost forever. Cerberus is also tasked with keeping living creatures out of the land of the dead (adventurers being what they are, they love to journey to Hades). Living creatures that attempt to move past Cerberus into Hades (through the main gates) are immediately attacked.

Cerberus is a 30-foot long black mastiff. His three canine heads each have large round crimson eyes, long fangs, and mouths that drip and spew forth saliva.

Combat

Cerberus only attacks if a dead soul attempts to pass beyond the Gates of Hades into the land of the living or if a living soul (living creature) attempts to enter the Realm of the Dead. Cerberus never willingly moves more than 60 feet from the Gates and cannot be removed by magical means. He opens combat with his baneful howl and quickly follows with his breath weapon. Living creatures that do not retreat are subjected to his gaze attack and bite attacks. Cerberus attacks until all his opponents are dead or have retreated. Slain creatures (their souls) are allowed to pass beyond the Gates and into Hades while Cerberus feasts on their body.

Howl (Su): All creatures (except dead souls) within a 600-foot spread must succeed at a Will save (DC 32) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to Cerberus' howl for one day.

Breath Weapon (Su): Center head; line of corrosive poison 5 feet high, 5 feet wide, and 30 feet long, once per 1d4 rounds; damage 4d6 temporary Constitution, Reflex save (DC 35) halves.

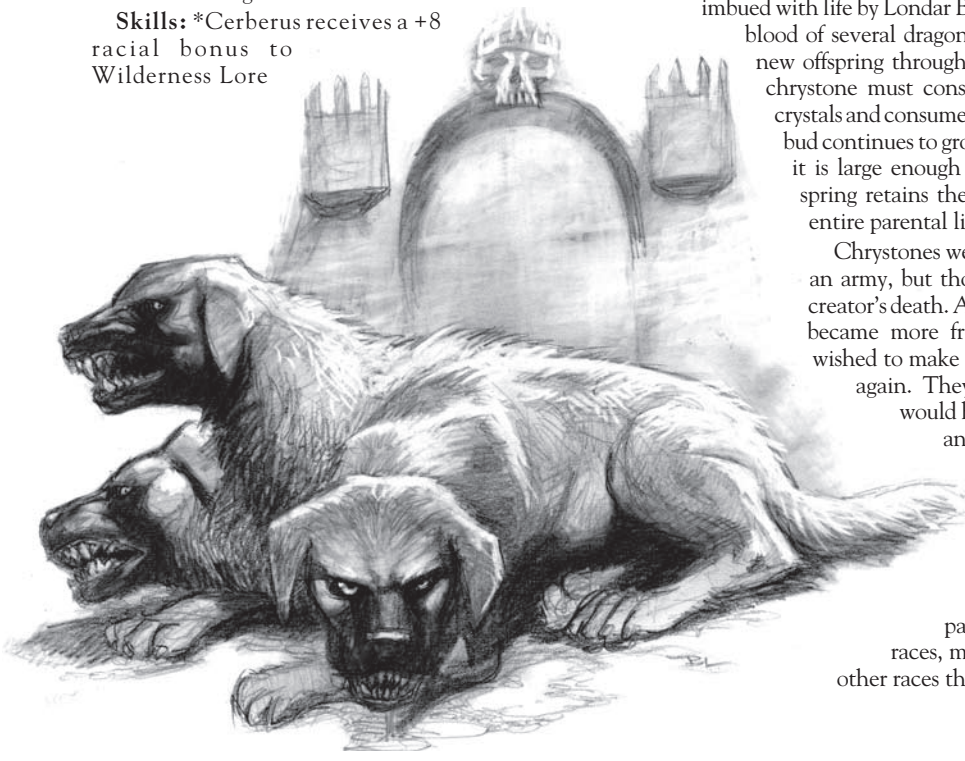
Petrifying Gaze (Su): Collective gaze of all three heads; turn to stone permanently, 50 feet, Fortitude save (DC 32).

Regeneration (Ex): Cerberus takes normal damage from holy and blessed weapons of at least a +3 enhancement.

Resistances (Ex): Cerberus has cold, fire, acid, and electricity resistance 30.

Immunities (Ex): Cerberus is immune to any magic that teleports him or moves him from his current location. Nothing save a god's magic can remove him from the gates of Hades.

Skills: *Cerberus receives a +8 racial bonus to Wilderness Lore checks when tracking by scent.



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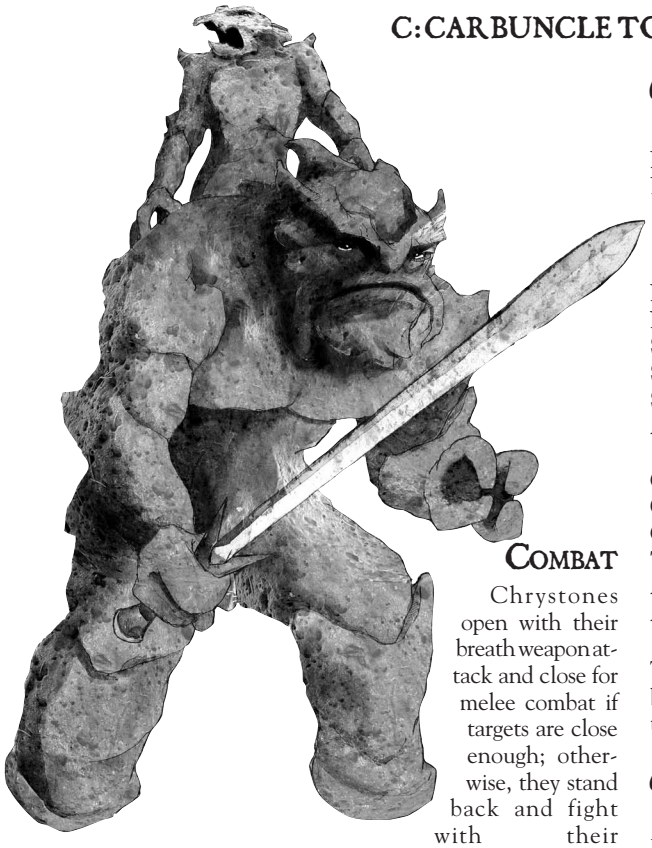
Author Scott Greene.

Chrystone

	Medium-Size Construct
Hit Dice:	5d10 (27 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run}
AC:	15 (-1 Dex, +6 natural)
Attacks:	Longsword +5 melee
Damage:	Longsword 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, shatter weapons, death throes
Special Qualities:	Construct, damage reduction 10/+1, magic immunity
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 15, Dex 9, Con —, Int 8, Wis 11, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary, company (2-6), or squad (7-20)
Challenge Rating:	4
Treasure:	Standard (gems only)
Alignment:	Usually neutral
Advancement:	6-9 HD (Medium-size); 10-15 HD (Large)

Chrystones are creatures made of rock and crystal that normally stand just over 5 feet tall. Their coloration varies by the types of crystal and rock they absorb, giving each chrystone a unique pattern of striations and coloration that makes them easy to tell apart. Chrystones are generally humanoid in shape with a few small differences. They have almost no neck; their heads seem attached firmly to their shoulders, but are still able to turn freely; and each of their hands has two fingers and two opposable thumbs, making their grip quite strong. Originally imbued with life by Londar Brightrain in a ritual involving the blood of several dragons and a demon, chrystones grow new offspring through budding. To form a new bud, a chrystone must consume several times its weight in crystals and consume at least 300 gp worth of gems. The bud continues to grow from the chrystone's back until it is large enough to separate. Each chrystone offspring retains the memories and knowledge of its entire parental line.

Chrystones were originally created to be part of an army, but those plans were cut short by their creator's death. As they developed and spread, they became more free-willed and independent and wished to make certain they were never enslaved again. They retain all of the abilities that would have made them a powerful army, and their racial knowledge helps them put these abilities to the best possible use. Chrystones, while usually neutral, have a racial memory of being slaves to the whim of their creator. This memory makes them somewhat paranoid when dealing with other races, making them more likely to attack other races than talk with them.



Combat

Chrystones open with their breath weapon attack and close for melee combat if targets are close enough; otherwise, they stand back and fight with their longswords. If a battle is going poorly, a chrystone attempts to retreat and ambush its opponents when it has repaired itself.

Breath Weapon (Su): Chrystones breathe a cone of rainbow colors 20 feet long that is equivalent to a *color spray* spell (Will save DC 13 negates); creatures of 2 HD or less become unconscious for 2d4 rounds and blind an additional 1d4 rounds and stunned for 1 round; creatures of 3-4 HD are blinded for 1d4 rounds and stunned for 1 round; creatures of 5 HD or more are stunned 1 round.

Shatter Weapons (Ex): Any weapon that strikes a chrystone must succeed at a Fortitude save (DC 12) or shatter into pieces. Magic weapons receive a bonus to this save equal to their weapon bonus.

Death Throes (Ex): As a chrystone dies, it shatters, dealing 2d6 damage to everything within a 5-foot radius (Reflex DC 13 for half). A chrystone can prevent itself from shattering as it dies with a successful Will save (DC 8), if it so chooses.

Spell-Like Abilities: Chrystones can use *stone tell* 3 times per day and can *stone shape* small items at will (limit of 5 pounds per use). Chrystones can use their *stone shape* ability to create new spears from their bodies or surrounding stone as a free action. They can also use their *stone shape* ability to heal 1d6 points of damage, but this requires a full round action and opens them up to attacks of opportunity.

Magic Immunity (Ex): A chrystone is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the chrystone's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that deal damage).

Credit

The Chrystone first appeared in the **Necromancer Games** module *Hall of the Rainbow Mage* by Patrick Lawinger (©2002, Necromancer Games, Inc.).

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Authors Patrick Lawinger and Scott Greene.

Clam, Giant

	Large Vermin (Aquatic)
Hit Dice:	4d8+8 (26 hp)
Initiative:	-5 (Dex)
Speed:	0 ft.
AC:	14 (-1 size, -5 Dex, +10 natural)
Attacks:	None (see text)
Damage:	None (see text)
Face/Reach:	10 ft. by 10 ft./0 ft.
Special Attacks:	Clamp
Special Qualities:	Camouflage, blindsight, vermin
Saves:	Fort +6, Ref –4, Will +1
Abilities:	Str 20, Dex 1, Con 15, Int —, Wis 10, Cha 9
Climate/Terrain:	Any warm aquatic
Organization:	Solitary or cluster (2-10)
Challenge Rating:	2
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	5–8 HD (Large); 9–12 HD (Huge)

Giant clams resemble their smaller, normal-sized cousins. They can be found at the bottom of rivers, lakes, and other large bodies of water, where they wait quietly for prey to swim into their open mouth.

Combat

Giant clams never initiate combat. When a creature of at least one size smaller than the clam swims within 5 feet of its mouth, it slams shut, sucking the creature into its interior.

Clamp (Ex): Any creature of up to one size smaller than the giant clam that comes within 5 feet is attacked as the clam quickly closes, pulling the creature into its interior. If the clam succeeds at a grapple check (grapple bonus +10), the creature is caught. Creatures from two sizes smaller to one size larger than the clam are partially trapped, while creatures three or more sizes smaller are completely trapped inside the clam. Trapped creatures are considered grappled. A trapped creature takes 1d6+7 points of crushing damage each round and is subject to drowning (see "The Drowning Rule" sidebar in the ***DMG***, Chapter 3). A giant clam that has clamped shut does not reopen unless forced (requires an opposed Strength roll) or until 1d4 hours have passed without the clam being disturbed.

Camouflage (Ex): The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help it to blend in with its environment. Creatures must make a Spot

check (DC 20) to notice a giant clam. Anyone with Wilderness Lore or Knowledge (sea creatures) can use those skills instead of Spot to notice the plant.

Blindsight (Ex): Giant clams have no visual organs but can ascertain all foes within 30 feet using vibration.

Vermin: Immune to all mind-influencing spells and effects.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Clockworks

	Drone	Scout	Overseer
	Tiny Construct	**Tiny Construct**	**Small Construct**
Hit Dice:	1/2d10 (2 hp)	1d10 (5 hp)	2d10 (11 hp)
Initiative:	+4 (Dex)	+3 (Dex)	+1 (Dex)
Speed:	20 ft., fly 60 ft. (perfect)	40 ft.	40 ft.
AC:	20 (+2 size, +4 Dex, +4 natural)	19 (+2 size, +3 Dex, +4 natural)	16 (+1 size, +1 Dex, +4 natural)
Attacks:	Slam +0 melee	Slam +0 melee	Slam +3 melee
Damage:	Slam 1d3-2 Slam 1d4-2	Slam 1d4+1	
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Construct	Construct, animal appearance	Construct, independent clockwork
Saves:	Fort +0, Ref +4, Will +2	Fort +0, Ref +3, Will +1	Fort +0, Ref +1, Will +1
Abilities:	Str 6, Dex 18, Con —, Int —, Wis 14, Cha 6	Str 6, Dex 17, Con —, Int —, Wis 12, Cha 10	Str 13, Dex 12, Con — Int —, Wis 12, Cha 10

	Warrior	Parasite	Swarm
	Medium-Size Construct	**Medium-Size Construct**	**Medium-Size Construct**
Hit Dice:	3d10 (16 hp)	4d10 (22 hp)	4d10 (22 hp)
Initiative:	-2 (Dex)	-2 (Dex)	+2 (Dex)
Speed:	20 ft.	20 ft.	40 ft.
AC:	12 (-2 Dex, +4 natural)	16 (-2 Dex, +4 natural, +4 armor)	16 (+2 Dex, +4 natural)
Attacks:	Slam +7 melee	Longsword +4 melee	Slam +5 melee
Damage:	Slam 1d6+5	Longsword 1d8+1	Slam 2d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5ft. by 5 ft./5 ft.
Special Qualities:	Construct, regeneration 3	Construct, regeneration 1	Construct, regeneration 8
Saves:	Fort +1, Ref -1, Will +0	Fort +1, Ref -2, Will +0	Fort +1, Ref +3, Will +2
Abilities:	Str 20, Dex 6, Con —, Int —, Wis 8, Cha 10	Str 12, Dex 6, Con —, Int —, Wis 8, Cha 8	Str 14, Dex 15, Con —, Int —, Wis 13, Cha 12

	Titan	Brain Gear
	Large Construct	**Gargantuan Construct**
Hit Dice:	7d10 (38 hp)	10d10 (55 hp)
Initiative:	+0	+0
Speed:	30 ft.	0 ft.
AC:	19 (-1 size +10 natural)	21 (-4 size, +15 natural)
Attacks:	2 slams +12 melee	None
Damage:	Slam 2d6+8	None
Face/Reach:	5 ft. by 5 ft./10 ft.	20 ft. by 20 ft./0 ft.
Special Qualities:	Construct	Construct, control clockworks, dream
Saves:	Fort +2, Ref +2, Will +0	Fort +3, Ref +3, Will +7
Abilities:	Str 26, Dex 11, Con —, Int —, Wis 6, Cha 6	Str 10, Dex —, Con —, Int 20, Wis 18, Cha 14

Climate/Terrain: Any land and underground
Organization: Drone: swarm (3-18); scout: squad (2-8); warrior: squad (2-12); overseer: solitary; parasite: horde (2-20); swarm: squad (2-4); titan: squad (2-4); brain gear: solitary
Challenge Rating: Drone: 1/8; scout: 1/2; overseer: 1/2; warrior: 1; parasite: 1; swarm: 2; titan: 4; brain gear: 6
Treasure: Standard (with brain gear only)
Alignment: All; except brain gear: neutral or lawful evil
Advancement: —

Clockworks are the creations of a great machine called the brain gear. Each clockwork varies from its brethren and each is assigned a task by the brain gear. Clockworks are automatons and follow orders without question. It is through these various clockwork creations that the brain gear seeks to destroy all living creatures.

The clockwork creations controlled by the brain gear share several characteristics as detailed in the statistics block above and the text below. Most constructs are immediately destroyed when reduced to 0 hit points or fewer. The clockworks listed below that can regenerate, however, are not destroyed when this happens. While they do cease to function, once they regenerate back above 0 hit points, they function as normal.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects that require a Fortitude save, unless such effects target objects.

Regeneration (Ex): Fire, acid, and cold deal normal damage to a clockwork. The clockwork can repair lost limbs (including its head) in 3d6 minutes. If the swarm clockwork takes damage from an area of effect attack, it is unable to regenerate for 1d6 rounds following the attack. If brought to 0 hit points during this time, the swarm clockwork is unable to regenerate and is destroyed.

Independent Clockwork (Su): The overseer can move beyond the brain gear's normal area of influence while maintaining contact with it. Normally, the brain gear can control only clockworks that are within two miles of its position. The brain gear can control an overseer that stays within 10 miles of its position. In addition, the overseer can act as a field commander for up to 20 HD worth of clockworks that are within 100 feet of its position. These clockworks are considered to be in contact with the brain gear so long as the overseer is in contact with it.

Animal Appearance (Ex): Clockwork scouts are constructed to resemble small animals such as badgers, dogs, or cats. Often, their inner wood and metal workings are covered by an animal's pelt, while their frame is specially constructed to help reinforce the illusion that they are an animal. A character must succeed at a Spot check (DC 15) to notice that the scout is not an actual animal. A character with 4 or more ranks in Wilderness Lore or Knowledge (nature) gains a +2 competence bonus to this Spot check.

Drone

The clockwork drone is a human eyeball encased within a flat, metal disk. Imbued with magic that allows it to fly, the drone has an approach typically marked by the low buzz of its tiny gears and pistons, which work furiously to maintain the magical field that allows it to fly. These clockworks are designed to act as observers. When the drone has found an advantageous position from which to maintain its watch, it uses a small, metallic claw on its underside to attach itself to a surface.

Drones usually avoid combat at all costs. When they are pressed into fighting, they prefer to aid their fellow clockworks by distracting their enemies.

Scout

Clockwork scouts are designed to serve as the mobile eyes and ears of the clockwork colony. While still restricted by the two-mile radius they must remain within to keep contact with the brain gear, scouts serve an important role as reconnaissance, patrol, and pursuit troops. Scouts are constructed to resemble animals commonly found in the area that the brain gear operates within. This camouflage helps them move about unnoticed and gives them the opportunity to strike from ambush.

Clockwork scouts prefer to attack from ambush. Often, they climb trees and leap down upon opponents. If they come across an enemy camp, the brain gear may direct them to sneak into the camp and steal equipment or carry off water, food, and other necessities. Usually, the brain gear prefers to hold scouts back from combat. Only if the scouts have a chance to strike from a devastating ambush does the brain gear order them into battle.

Overseer

The overseers are a recent invention of the brain gear. The overseer can journey up to ten miles away from the brain gear while maintaining contact with it. In addition, the overseer acts as a sort of field commander for the brain gear, controlling clockworks beyond the brain gear's reach. The brain gear plans to improve the overseers, hoping to extend the range and allow for the creation of fully functional armies that can terrorize the civilized lands. The overseer looks like a three-foot tall wooden doll with long, slender limbs. It moves with uncanny grace and a speed and fluidity that belie its mechanical origin.

The overseer avoids direct combat at all costs. The brain gear expended considerable time and resources designing it, and it is thus under orders to avoid fighting. Unless backed into a corner with no escape route, the overseer always attempts to flee.

Warrior

Clockwork warriors are constructed from a wide range of materials but take the same general form of a 6-foot tall humanoid with oversized hands and a stiff, shambling gate. In battle, clockwork warriors rely on relentless waves of attacks to overwhelm their foes. They are far too slow to engage faster units and generally serve as the primary defensive troops for a clockwork colony. Clockwork warriors are usually formed of cast-off equipment and detritus scavenged from battlefields. They all feature a "nervous system" of thin steel wires that controls their individual pieces. Tiny clockworks that look much like metallic cockroaches infest the warrior, working to repair damage and capable of rebuilding a destroyed clockwork. Acid, fire, and cold attacks destroy these maintenance clockworks and prevent the warrior from regenerating damage. Unlike clockwork swarms (see below), the clockworks that repair the warrior lack the intelligence and sophistication to tackle any other task.

When facing the enemy, clockwork warriors typically move forward and attempt to immobilize and kill their foes. The warriors are designed to take advantage of their great strength, often utilizing grapple and bull rush attacks to overwhelm foes.

Parasite

Parasite clockworks are fist-sized constructs that resemble mechanical beetles. These clockworks burrow into the skulls of the recently dead and reanimate the body using electrical impulses to control and direct the corpse. The possessed, as the animated corpses were called by Theodocious, look like zombies at first glance, but a closer inspection reveals the fist-sized hole in the back of the head, wherein lurks the parasite. The possessed are even slower than zombies, as they rely on the parasite to move them and react to changing situations.

The possessed, much like clockwork warriors, rely on numbers and overwhelming force to defeat their enemies. Parasites often attack from ambush, however. The parasites were designed to swarm over a battlefield, take control of the corpses lying on the field, and then ambush any enemies who moved across the field, rising from the ground to attack en masse. Spells such as *detect undead* or *detect magic* do not reveal the presence of the parasites, as the possessed are not undead and the parasite is hidden within the corpse's skull.

Swarm

Clockwork swarms are a collection of tiny, insect-like clockworks that work together as a single creature. An individual member of the swarm poses little threat. Yet when acting in concert, the swarm poses a deadly threat to adventurers. Much like the clockwork warrior, the clockwork swarm forms a fighting frame from random pieces of trash, debris, and other cast-offs. The swarm, however, is much more capable of adapting to new situations and surviving combat. Unless the individual components of the swarm are destroyed, it simply reforms and continues its attack. Area of effect attacks, such as burning oil, *fireball*, or *lightning bolt* are the most effective means of destroying the swarm. A clockwork swarm typically appears as a ramshackle collection of spare parts and garbage draped in a thick, web-like substance and arranged in a vaguely humanoid form.

The swarm prefers to lie in wait and strike from ambush, collecting innocuous looking piles of debris that adventurers overlook as harmless but that the swarm is capable of quickly forming into a combat-worthy frame. If the swarm attempts to assemble itself from a pile of debris, assume that the swarm starts the round with -10 hit points and regenerates from there.

Titan

The clockwork titan appears as a huge, crablike mechanical monstrosity. The titan has a saucer-shaped main hull with four spindly legs that sprout from its underbelly and allow it to move with surprising speed and agility. Two iron-shod battlefists are mounted on the front of the titan's hull, giving it excellent reach in combat.

In battle, the clockwork titan relies on its reach to keep opponents back. Quite often, the brain gear attempts to deploy its titans behind a line of clockwork warriors, allowing the titans to rain blows upon enemies without fear of any counterattack.

Brain Gear

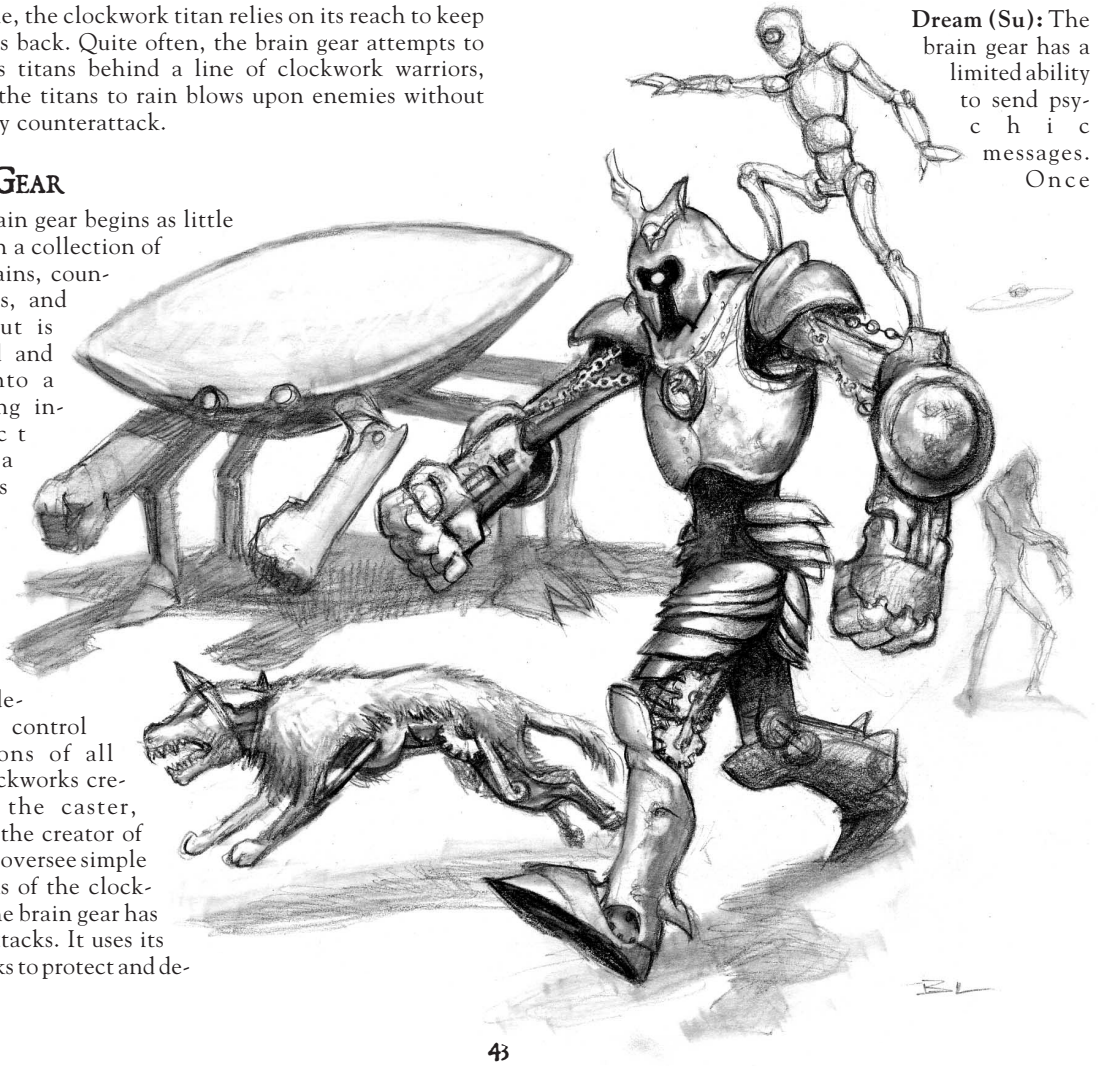
The brain gear begins as little more than a collection of gears, chains, counterweights, and levers, but is enhanced and grown into a controlling intellect through a process very similar to flesh golem creation. The brain gear is designed to control the actions of all other clockworks created by the caster, relieving the creator of having to oversee simple operations of the clockworks. The brain gear has no real attacks. It uses its clockworks to protect and defend it. Brain gears can be programmed to instruct clockworks to perform up to 20 specific tasks and can be programmed to instruct clockworks to react to certain situations that it perceives. It is rumored that brain gears occasionally develop an evil intellect and turn its charges against its creator.

Control Clockwork (Su): Any clockwork that comes within two miles of a brain gear immediately falls under that brain gear's control. If more than one brain gear is in the area, each gear must make opposed Intelligence checks to determine who gains control of a given clockwork.

When a clockwork moves more than two miles away from a brain gear, it continues to perform the last order given to it, but there is a 25% percent chance per hour that it ceases to function, collapsing into a pile of junk. If a brain gear later moves within two miles of the destroyed clockwork, the clockwork can reactivate if it has the regeneration ability. Otherwise, it is permanently destroyed.

The brain gear can take direct control of any clockwork within two miles of its position. It can use this ability to instantaneously jump from clockwork to clockwork, keeping tabs on all of its thralls and seeing the world through their senses. The brain gear can switch control from one clockwork to another once per round as a free action. The brain gear uses this ability to give commands to its clockworks, allowing the usually mindless creatures to fight with highly coordinated tactics. Each clockwork is capable of receiving roughly 100 words worth of orders. Anything beyond that is too complicated for the clockwork to handle.

Dream (Su): The brain gear has a limited ability to send psychic messages. Once



per week, it can cast a *dream* spell. The brain gear can contact multiple creatures with one casting by designating a generic creature type to contact, such as ogre or human. This designation affects every member of the target type within a two-mile radius of the brain gear.

Credit

Clockworks and the Brain Gear first appeared in the **Necromancer Games** module *Siege of Durgham's Folly* by Mike Mearls (©2001, Necromancer Games, Inc.).

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Author Mike Mearls and Scott Greene.

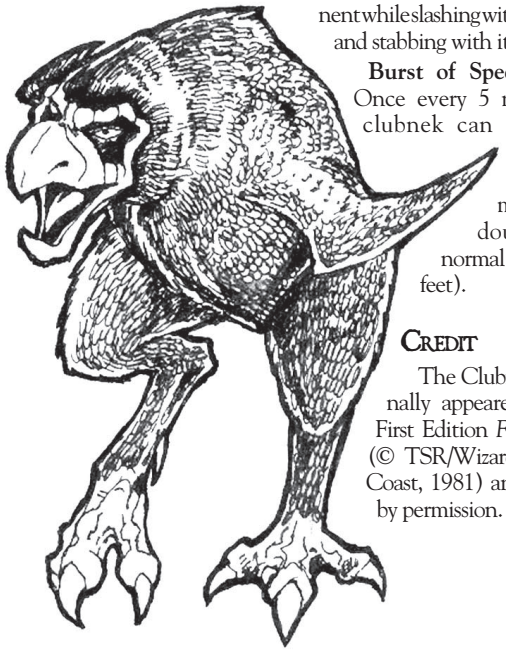
Clubnek

	Medium-Size Beast
Hit Dice:	2d10+2 (13 hp)
Initiative:	+0 (Dex)
Speed:	30 ft.
AC:	12 (+2 natural)
Attacks:	2 claws +3 melee, beak -2 melee
Damage:	Claw 1d6+2, beak 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Burst of speed
Saves:	Fort +4, Ref +3, Will +0
Abilities:	Str 14, Dex 10, Con 12, Int 5, Wis 10, Cha 9
Skills:	Jump +6, Listen +4, Spot +4
Climate/Terrain:	Temperate forest and plains
Organization:	Flock (2-8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)

A clubnek is a large flightless bird resembling an ostrich. They have feathers in varying shades of green, and their hard bony beaks are dull yellow. They are herbivores, mostly found wandering forests and meadowlands.

Combat

Clubneks are non-aggressive unless threatened or frightened. The creature's favored method of attack is leaping at its opponent while slashing with its claws and stabbing with its beak.



Burst of Speed (Ex): Once every 5 rounds, a clubnek can take a charge action to move double its normal speed (60 feet).

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Author Scott Greene, based on original material by M. English.

Cobra Flower

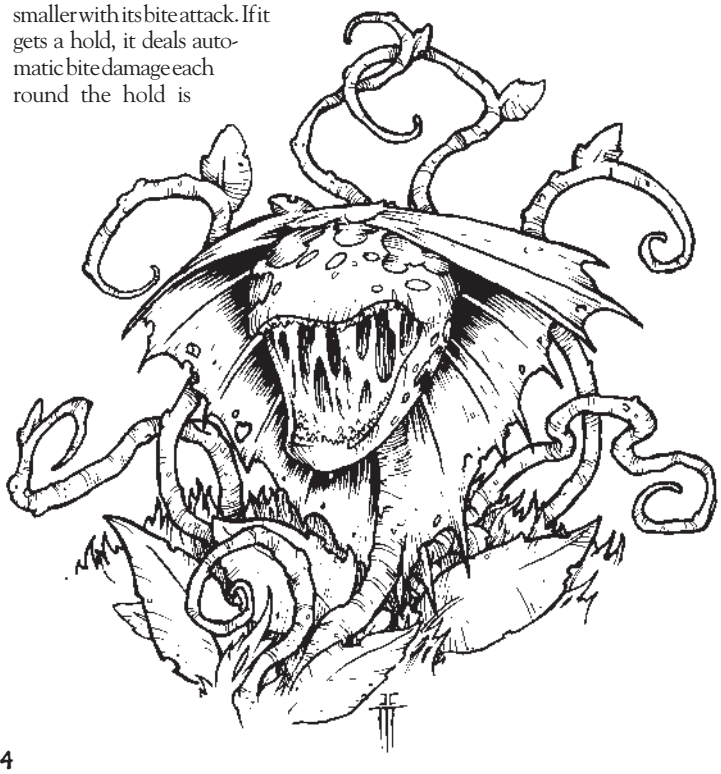
	Large Plant
Hit Dice:	6d8+18 (45 hp)
Initiative:	+1 (Dex)
Speed:	0 ft.
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	Bite +6 melee
Damage:	Bite 1d6+4 and 1d6 acid
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Improved grab, acid
Special Qualities:	Blindsight
Saves:	Fort +8, Ref +3, Will +3
Abilities:	Str 17, Dex 13, Con 16, Int —, Wis 13, Cha 9
Climate/Terrain:	Temperate and cold forest and mountains
Organization:	Solitary or patch (2-4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 (Large); 11-18 (Huge)

The cobra flower is a tall, slender plant with a large flowering yellow bulb topping its roots, which are brownish-green. Two large green leaves flank the flowering top, giving the appearance of a hood. The leaves are thin and have transparent splotches on them. Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when they available.

Combat

When the cobra flower detects a living creature, it remains motionless until its prey is within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

Improved Grab (Ex): To use this ability, the cobra flower must hit an opponent of Large size or smaller with its bite attack. If it gets a hold, it deals automatic bite damage each round the hold is



maintained. The cobra flower has a grapple bonus of +11.

Acid (Ex): Any creature successfully grappled (grapple bonus +11) by the cobra flower takes 1d6 points of acid damage each round the hold is maintained.

Blindsight (Ex): Cobra flowers have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

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Author Scott Greene.

Coffer Corpse

	Medium-Size Undead
Hit Dice:	2d12 (13 hp)
Initiative:	+4 (Improved Initiative)
Speed:	20 ft.
AC:	12 (+2 natural)
Attacks:	2 claws +5 melee
Damage:	Claw 1d4+4 and death grip
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, death grip
Special Qualities:	Undead, damage reduction 10/+1, illusory death, weapon immunity, turn resistance +2
Saves:	Fort +0, Ref +0, Will +3
Abilities:	Str 18, Dex 11, Con –, Int 6, Wis 11, Cha 10
Skills:	Intimidate +3, Hide +5, Listen +4, Sense Motive +3, Spot +5
Feat:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	3-4 (Medium-size); 5-6 HD (Large)

The coffer corpse is an undead creature formed as the result of an incomplete death ritual. They are found on stranded funeral barges or in other situations where corpses have not been delivered to their final rest. They hate life and attack living creatures on sight. A coffer corpse appears much as it did in life. Its clothes hang in shreds and its skin is dry, brittle, and drawn tightly over its bones. Its hands end in sharp claws with long nails. At a distance, they are often mistaken for zombies.

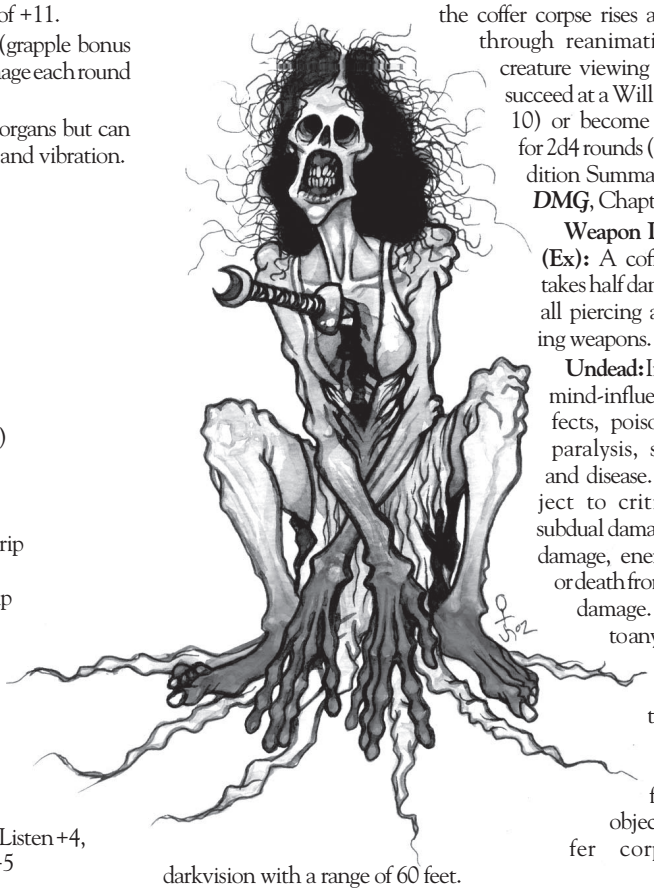
Combat

A coffer corpse attacks using its claws. It attempts to grab a foe around the throat and will not release its grip until either it or its victim is dead.

Improved Grab (Ex): To use this ability, the coffer corpse must hit an opponent of Large size or smaller with both claw attacks. If it gets a hold, it uses its death grip. The coffer corpse has a grapple bonus of +5.

Death Grip (Ex): A coffer corpse deals 1d4+4 points of damage per round with a successful grapple check (grapple bonus +5) against a Large or smaller creature. Because the coffer corpse grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components.

Illusory Death (Ex): In any round a coffer corpse is struck for 6 or more points of damage by a single non-magical weapon, it slumps to the ground as if dead. If it has fastened its death grip on a victim, the victim falls as well, unless a successful Reflex save (DC 12) is made. Even if the save is made, the coffer corpse does not release its grip but rather slumps against its opponent's body. On its next turn, the coffer corpse rises again as if through reanimation. Any creature viewing this must succeed at a Will save (DC 10) or become panicked for 2d4 rounds (see "Condition Summary" in the *DMG*, Chapter 3).



Weapon Immunity (Ex): A coffer corpse takes half damage from all piercing and slashing weapons.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effects requiring a Fortitude save, unless such effects target objects. A coffer corpse has darkvision with a range of 60 feet.

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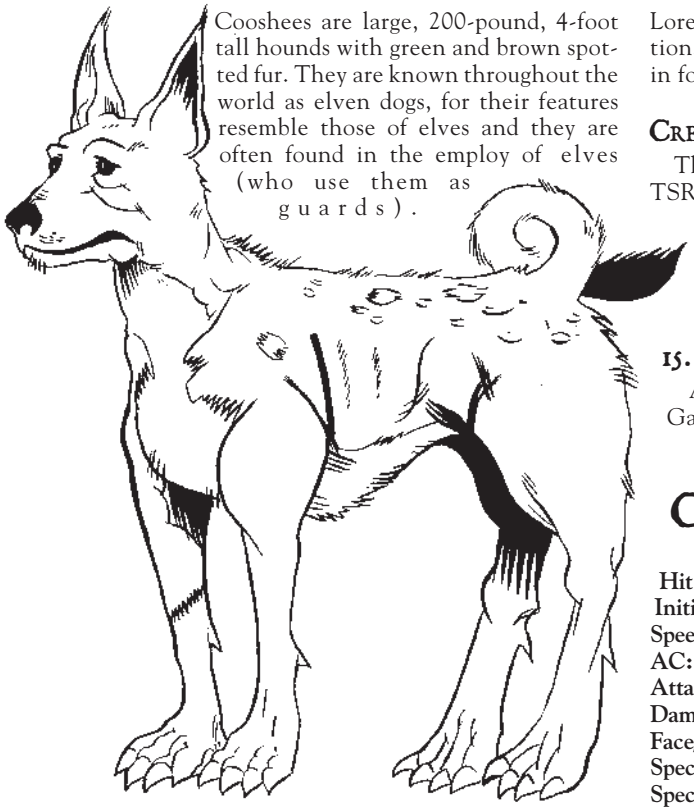
Author Scott Greene, based on original material by Simon Eaton.

Cooshee

	Medium-Size Beast
Hit Dice:	3d10+6 (22 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	2 claws +5 melee, bite +0 melee
Damage:	Claw 1d4+3, bite 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Trip, improved grab
Special Qualities:	Scent, sprint, resistance to charm, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +2
Abilities:	Str 17, Dex 15, Con 15, Int 4, Wis 12, Cha 6
Skills:	Hide +4*, Listen +3, Move Silently +4, Spot +3, Wilderness Lore +3*
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or pack (4-9)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral (good tendencies)
Advancement:	4-7 HD (Medium-size); 8-9 HD (Large)



Cooshees are large, 200-pound, 4-foot tall hounds with green and brown spotted fur. They are known throughout the world as elven dogs, for their features resemble those of elves and they are often found in the employ of elves (who use them as guards).

A cooshee has a long curling tail and ears that taper to points above its head. Though they only bark to warn their masters or other cooshees, the bark can be heard clearly up to one mile away.

Combat

Cooshees attempt to trip their opponents. Once down, an opponent is grappled and bitten.

Trip (Ex): A cooshee that hits with a claw or bite attack can attempt to trip the opponent as a free action (see "Special Attacks and Damage" in the ***PHB***, Chapter 8) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cooshee.

Improved Grab (Ex): To use this ability, the cooshee must hit an opponent of Medium-size or smaller with two claw attacks. If it gets a hold, it automatically deals bite damage each round it maintains the hold. The cooshee has a grapple bonus of +5.

Sprint (Ex): Once per hour, a cooshee can take a charge action to move ten times its normal speed (400 feet).

Resistance to Charm (Ex): Cooshees gain a +4 bonus on all saves against Enchantment (Charm) spell effects.

Skills: *Cooshees receive a +4 racial bonus to Wilderness Lore checks when tracking by scent. *Due to their coloration, cooshees gain a +8 racial bonus to Hide checks when in forest areas.

Credit

The Cooshee originally appeared in *Dragon* #67 (© TSR/Wizards of the Coast, 1983) and later in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and still later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Author Scott Greene, based on original material by Gary Gygax.

Crab, Monstrous

	Medium-Size Vermin (Aquatic)
Hit Dice:	3d8+6 (16 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	2 claws +3 melee
Damage:	Claw 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, squeeze
Special Qualities:	Vermin
Saves:	Fort +6, Ref +2, Will +1
Abilities:	Str 13, Dex 12, Con 14, Int —, Wis 10, Cha 2
Skills:	Hide +10, Spot +9
Climate/Terrain:	Any aquatic
Organization:	Solitary or swarm (2-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—

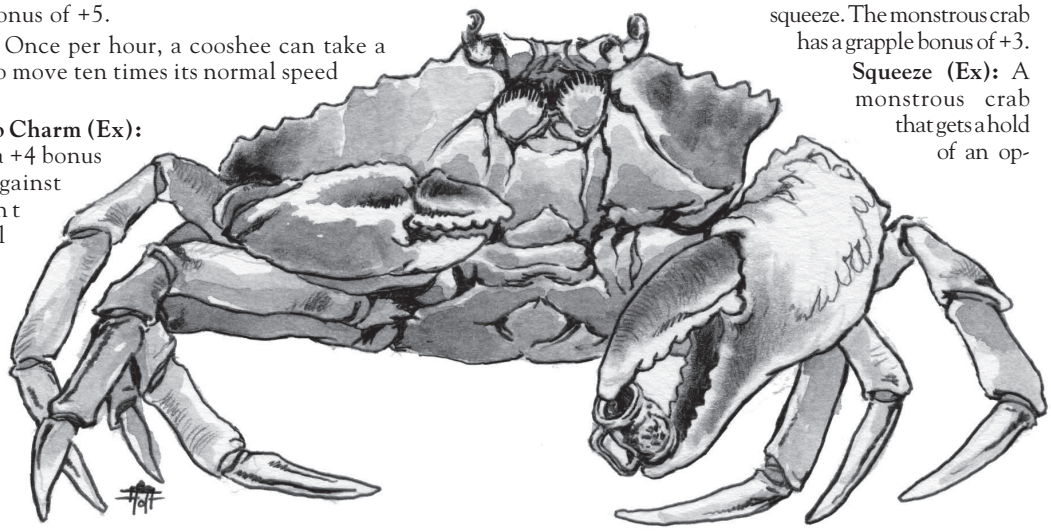
A monstrous crab appears as a much larger version of a normal crab.

Combat

Monstrous crabs are not usually aggressive, but fight if cornered. They attack using their pincers.

Improved Grab (Ex): To use this ability, the monstrous crab must hit with its claw attack. If it gets a hold, it can squeeze. The monstrous crab has a grapple bonus of +3.

Squeeze (Ex): A monstrous crab that gets a hold of an op-



ponent of its size or smaller automatically deals damage with both claws.

Vermin: Immune to mind-influencing spells and effects.

Skills: A monstrous crab receives a +4 racial bonus to Hide and Spot checks.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Crabman

	Large Monstrous Humanoid (Aquatic)
Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30 ft., swim 20 ft.
AC:	16 (-1 size, +7 natural)
Attacks:	2 claws +5 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Improved grab, squeeze
Special Qualities:	Amphibious, darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 8
Skills:	Craft (any two) +6, Listen +4, Search +3, Spot +4, Swim +13
Feat:	Power Attack
Climate/Terrain:	Temperate and warm forest, marsh, and underground
Organization:	Gang (2-12)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class

Crabmen are 9-foot tall bipedal humanoids with crab-like heads, large hands ending in powerful pincers, and splayed feet. They are covered with chitinous plates and are reddish-brown in color. Two smaller arms protrude just below their pincers. These end in human-like hands and are used for fine dexterity and manipulation; they are too weak to wield weapons effectively. Crabmen communicate with others of their race through a series of hisses and clicks.

Combat

Crabmen are passive and peaceful creatures, rarely engaging in combat. If provoked, however, they do not back away from an encounter. Crabmen attack with their claws; their pincers prevent them from wielding weapons.

Improved Grab (Ex): To use this ability, a crabman must hit with a claw attack. If it gets a hold, it can squeeze. Crabmen have a grapple bonus of +10.

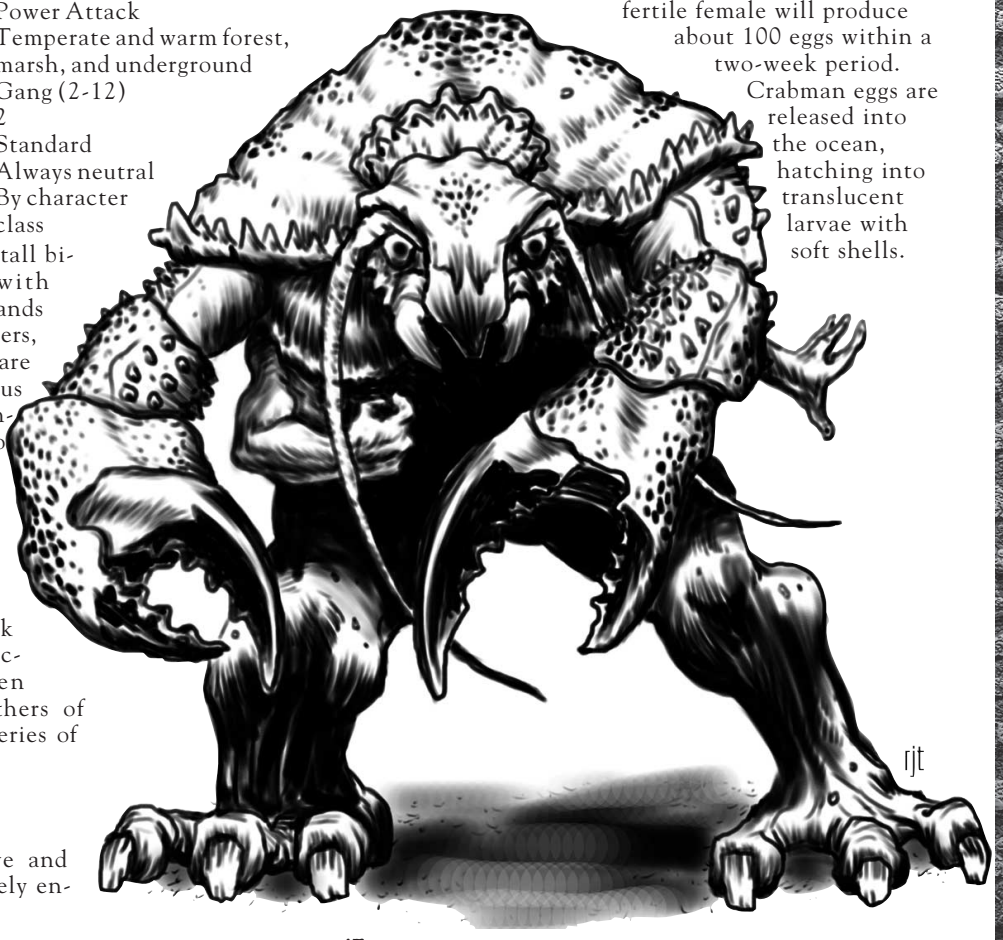
Squeeze (Ex): Crabmen that get a hold automatically deal claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

Amphibious (Ex): Crabmen can survive indefinitely on land and underwater.

Crabman Society

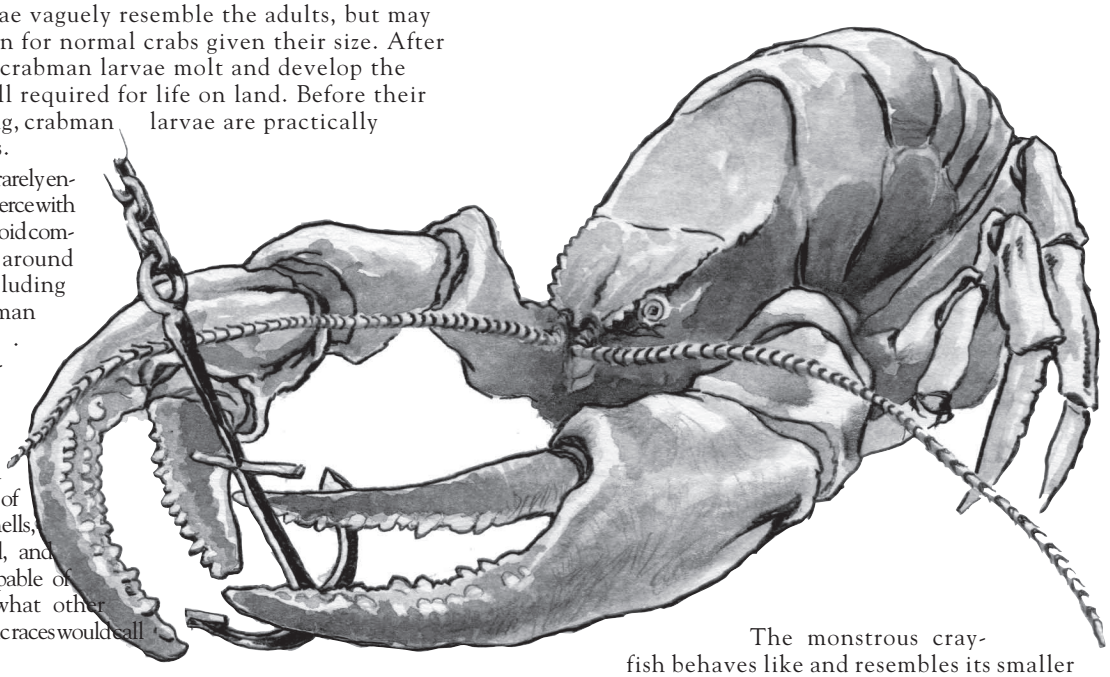
Crabmen make their homes in sea caves and coastal cliffs, venturing forth occasionally in search of food. They spend most of their time hunting, filtering algae for food, or scavenging the shores and beaches. Occasionally, they will gather wet sand from the seashore and filter it through their mouths, sucking out all organic material and plankton. The remainder is a hardened, dry ball of sand approximately 1 inch across; these pellets inadvertently give away the presence of a crabman community.

Crabmen live in coastal caves, but some communities will excavate more expansive burrows into the cliff face. Within such a warren, each individual has a lair set off from a centralized meeting area. Each crabman tribe is lead by an elder that can be of either sex. Most crabman tribal elders are at least 3rd-level warriors. Crabmen have no regular breeding or mating cycle, and each female seems to have her own periods of fertility and infertility. A fertile female will produce about 100 eggs within a two-week period. Crabman eggs are released into the ocean, hatching into translucent larvae with soft shells.



These larvae vaguely resemble the adults, but may be mistaken for normal crabs given their size. After 6 months, crabman larvae molt and develop the harder shell required for life on land. Before their first molting, crabman larvae are practically defenseless.

Crabmen rarely engage in commerce with other humanoid communities around them, including other crabman tribes. Crabman artisans produce only ephemeral goods made of driftwood, shells, and seaweed, and are quite capable of producing what other more aesthetic races would call works of art.



Crabman Characters

The favored class of the crabman is fighter. Most crabman leaders are fighters or fighter/rogues.

Player Character Crabmen

Crabmen characters have +6 Str, +4 Con, and -2 Cha. Crabmen characters are ECL 3.

Credit

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Author Scott Greene and Erica Balsley, based on original material by Ian Livingstone.

Crayfish, Monstrous

	Large Vermin (Aquatic)
Hit Dice:	4d8+8 (26 hp)
Initiative:	+0
Speed:	20 ft., swim 40 ft.
AC:	15 (-1 size, +6 natural)
Attacks:	2 claws +5 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, squeeze, Improved Critical
Special Qualities:	Vermin
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 16, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Hide +6, Spot +10
Climate/Terrain:	Any aquatic
Organization:	Solitary or colony (2-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Large)

The monstrous crayfish behaves like and resembles its smaller cousin. It is found only in fresh water.

Combat

A giant crayfish prefers to hide until its prey comes near it and then springs out to attack.

Improved Grab (Ex): To use this ability, the monstrous crayfish must hit with its claw attack. If it gets a hold, it can squeeze. The giant crayfish has a grapple bonus of +10.

Squeeze (Ex): A monstrous crayfish that gets a hold of an opponent of its size or smaller automatically deals damage with both claws.

Improved Critical (Ex): The monstrous crayfish scores a critical threat on an attack roll of 19 or 20.

Vermin: Immune to mind-influencing spells and effects.

Skills: A monstrous crayfish receives a +4 racial bonus to Hide and Spot checks.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Crystal Ooze

	Medium-Size Ooze (Aquatic)
Hit Dice:	4d10+10 (32 hp)
Initiative:	-5 (Dex)
Speed:	5 ft., swim 10 ft.
AC:	5 (-5 Dex)
Attacks:	Slam +4 melee
Damage:	Slam 2d4+1 and 1d6 acid
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, acid, paralysis, constrict

Special Qualities:	Blindsight, waterbound, immunities, transparent, ooze
Saves:	Fort +1, Ref -4, Will -4
Abilities:	Str 12, Dex 1, Con 11, Int —, Wis 1, Cha 1
Climate/Terrain:	Any aquatic
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium-Size); 9-12 HD (Large)

The crystal ooze is an aquatic variety of the gray ooze. It is semitransparent and clear and almost impossible to see in the water (Spot check DC 25 to notice). The crystal ooze can grow to a length of up to 8 feet and a thickness of about 6 inches.

Combat

The crystal ooze strikes by slamming into its opponents. Paralyzed victims are devoured.

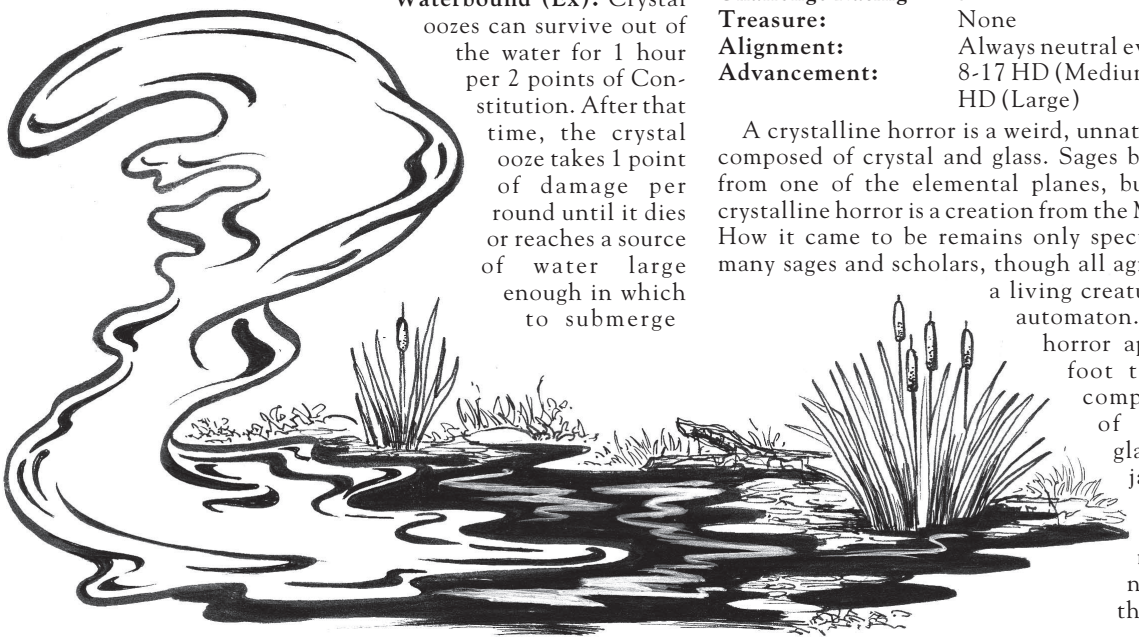
Improved Grab (Ex): To use this ability, the crystal ooze must hit with its slam attack. If it gets a hold, it can constrict, with a +4 grapple bonus.

Acid (Ex): The crystal ooze secretes a digestive acid that quickly dissolves organic material. A crystal ooze's acid does not harm metal or flesh. Any melee hit deals acid damage. The ooze's acid touch deals 40 points of damage per round to wood or cloth objects. Clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone or metal. A wooden weapon that strikes a crystal ooze deals no damage and dissolves immediately unless it succeeds at a Reflex save (DC 19).

Paralysis (Ex): Crystal oozes secrete a paralytic slime. A target hit by the ooze's slam or constrict attack must succeed at a Fortitude save (DC 12) or be paralyzed for 3d6 rounds. The ooze can automatically constrict a paralyzed opponent.

Constrict (Ex): A crystal ooze deals automatic slam damage and acid damage with a successful grapple check (+4 grapple bonus). The opponent's clothing suffers a -4 penalty to Reflex saves against the acid.

Waterbound (Ex): Crystal oozes can survive out of the water for 1 hour per 2 points of Constitution. After that time, the crystal ooze takes 1 point of damage per round until it dies or reaches a source of water large enough in which to submerge its entire form.



Transparent (Ex): When submerged, a crystal ooze is nearly undetectable (Spot DC 25).

Immunities (Ex): Crystal oozes are immune to acid, cold, and fire.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or flanking.

Credit

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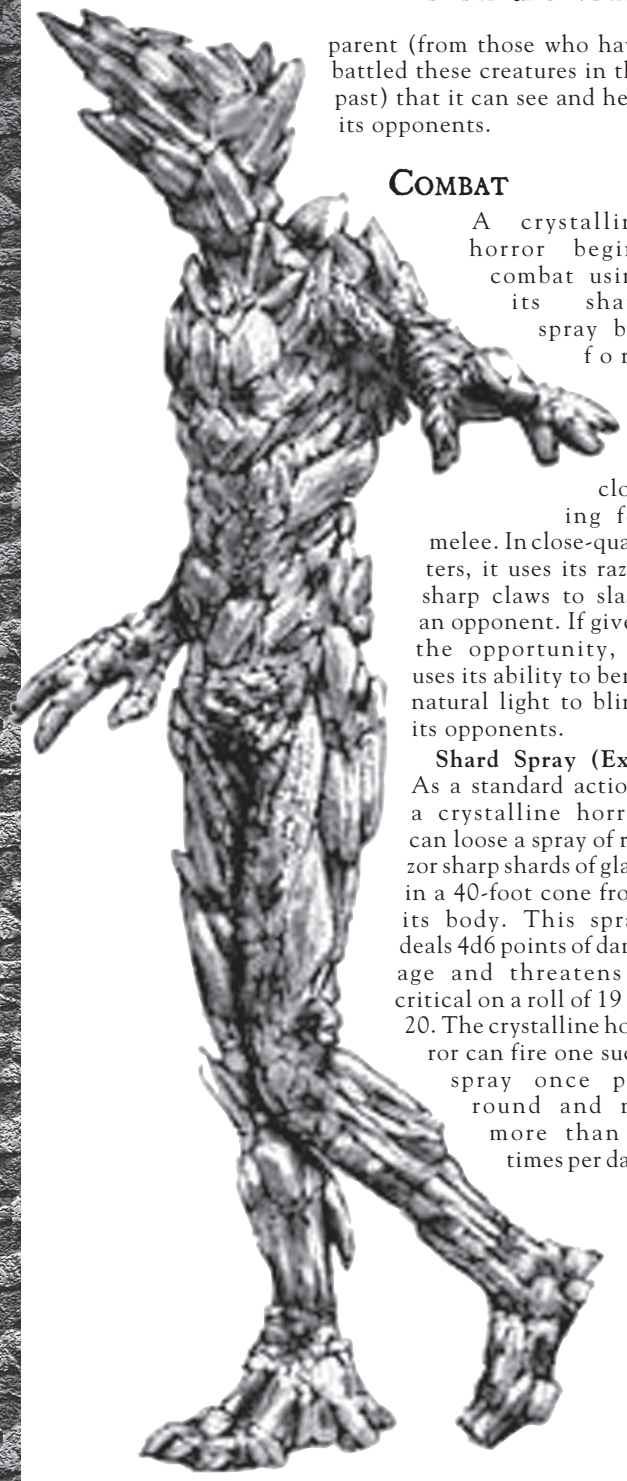
Author Scott Greene, based on original material by Gary Gygax.

Crystalline Horror

	Medium-Size Aberration
Hit Dice:	7d8+21 (52 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	20 (+2 Dex, +8 natural)
Attacks:	Crystal shards +7 ranged; or 2 claws +9 melee
Damage:	Crystal shards 4d6; claw 1d6+4 and wounding
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Shard spray, wounding
Special Qualities:	Damage reduction 10/+1, cold resistance (20), bend light, blindsight
Saves:	Fort +5, Ref +4, Will +6
Abilities:	Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10
Skills:	Hide +8, Listen +8, Move Silently +9, Search +5, Spot +9
Feat:	Dodge
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	8-17 HD (Medium-size); 18-21 HD (Large)

A crystalline horror is a weird, unnatural humanoid composed of crystal and glass. Sages believe it to be from one of the elemental planes, but in fact, the crystalline horror is a creation from the Material Plane. How it came to be remains only speculation among many sages and scholars, though all agree it is in fact a living creature and not an automaton. A crystalline horror appears as a 6-foot tall humanoid composed entirely of translucent glass. Its body is jagged and very sharp. Its head sports no mouth, eyes, nose, or ears, though it is ap-



parent (from those who have battled these creatures in the past) that it can see and hear its opponents.

Combat

A crystalline horror begins combat using its shard spray before closing for melee. In close-quarters, it uses its razor sharp claws to slash an opponent. If given the opportunity, it uses its ability to bend natural light to blind its opponents.

Shard Spray (Ex): As a standard action, a crystalline horror can loose a spray of razor sharp shards of glass in a 40-foot cone from its body. This spray deals 4d6 points of damage and threatens a critical on a roll of 19 or 20. The crystalline horror can fire one such spray once per round and no more than 5 times per day.

Wounding (Ex): Each time a crystalline horror hits with a claw attack, a small bit of glass breaks off in the wound, resulting in a wound that bleeds for 1 point of damage per round thereafter. Multiple wounds result in cumulative bleeding. The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *cure* spell or other healing-type magic (*heal* or *healing circle*, for example).

Bend Light (Ex): By shifting the make-up of its body, a crystalline horror can refract natural light in a 10-foot spread as a standard action. Creatures in the area of effect must succeed at a Reflex save (DC 16) or be blinded for 3 rounds (50% miss chance in combat, all opponents have full concealment, lose Dexterity bonus to AC and grant opponents a +2 bonus to attack rolls, move at half speed, and suffer a -4 penalty on most Strength and Dexterity-based skills). Creatures to whom sunlight is harmful or unnatural take 2d6 points of damage from this ability. Undead creatures caught within the area take 4d6 points of damage, and undead particularly vulnerable to sunlight — such as vampires — take 4d8 points of damage. Creatures that cannot see or perceive objects through the use of vision are unaffected by the blindness, but still suffer damage if they are vulnerable to sunlight.

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Author Scott Greene.

Crypt Thing

	Medium-Size Undead
Hit Dice:	6d12 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	2 claws +4 melee
Damage:	Claw 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Teleport other
Special Qualities:	Undead, darkvision 60 ft., damage reduction 10/+1, turn resistance +4
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 12, Dex 14, Con –, Int 12, Wis 14, Cha 15
Skills:	Bluff +8, Intimidate +7, Listen +12, Move Silently +8, Search +6, Sense Motive +9, Spot +13
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral
Advancement:	7-13 HD (Medium-size); 14-18 HD (Large)

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They never leave the area they guard. A crypt thing appears as a humanoid skeleton wearing a brown or black hooded robe. Two small pinpoints of red light form its pupils. Crypt things speak Common.

Combat

Crypt things do not attack if the area they are guarding is not disturbed and if they themselves are left alone. A crypt thing avoids combat if possible by using its *teleport other* ability to remove potential opponents from the area. Creatures that succeed at their Will save are attacked with claws.

Teleport Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are teleported in a random direction (1d4; 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its save. A teleported creature never arrives in a solid object and arrives in the closest open space available if the target area is solid. Teleported creatures can arrive in mid-air at the specified location rather than on a solid surface, if the crypt thing so wishes. Creatures that fall as a result of this situation take normal falling damage (1d6 points of damage per 10 feet fallen). A creature that succeeds at its save is unaffected by that crypt thing's *teleport other* ability for one day.

Create Crypt Thing

Necromancy [Evil]
Level: Clr 7, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. +5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You may create a crypt thing with this spell. The spell must be cast in the area where the crypt thing will make its lair. A crypt thing can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so, no oozes, worms, or the like). If a crypt thing is made from a corpse, the flesh falls from the bones. The statistics for the crypt thing depend on its size, not on what abilities the creature may have possessed while alive. Only one crypt thing is created with this spell, and it remains in the area where it was created until destroyed.

Material Component: A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. Once the corpse is animated into a crypt thing, the gem is destroyed.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Crypt things have darkvision with a range of 60 feet.

Crypt Guardian

There exists in some parts of the world (and maybe only truly in legend) a variant of the crypt thing called the crypt guardian. This variant has all the same abilities and powers as a normal crypt thing, with the following changes. The variant does not possess the *teleport other* ability. Instead, it possesses an ability known as *cloak other*.

Cloak Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are simultaneously *paralyzed* and turned *invisible*. Those affected remain so for 2d4 days before the effects wear off. A creature that succeeds at its save is unaffected by the crypt guardian's cloak other ability for one day.

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Author Scott Greene, based on original material by Roger Musson.

D: Daemon to Dust Digger

Daemon: Cacodaemon

	Medium-Size Outsider (Evil)
Hit Dice:	11d8+22 (71 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	18 (+1 Dex, +7 natural)
Attacks:	+1 *longsword* +15/+10/+5 melee; or 2 claws +14 melee
Damage:	+1 *longsword* 1d8+4; or claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, rend 2d6+4, summon daemons
Special Qualities:	Damage reduction 10/+1, SR 20, alter self, daemon qualities, telepathy
Saves:	Fort +9, Ref +8, Will +9
Abilities:	Str 16, Dex 13, Con 15, Int 14, Wis 14, Cha 15
Skills:	Climb +15, Gather Information +16, Intimidate +16, Listen +16, Move Silently +15, Search +16, Sense Motive +16, Spot +16
Feats:	Blind-Fight, Cleave, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	12-16 HD (Medium-size); 17-33 HD (Large)

The dreaded and feared cacodaemons are employed as guards and soldiers in the Oinodaemon's palace. A select few are used as the Oinodaemon's personal assassins and can be found wandering the planes (usually on a mission for the Oinodaemon). Cacodaemons are completely loyal to the Oinodaemon and never question their position or authority; they do not take orders from any other daemon. Even the mighty arcanadaemons hold no power over the cacodaemons. A cacodaemon is a 7-foot tall sleek, ebony humanoid with long thick arms ending in powerful claws. Its head is sleek and hairless. Its eyes are bright fiery red, and its mouth is lined with sharpened teeth and fangs.

Combat

Cacodaemons are relentless combatants and never back down from a fight. They often begin combat by changing forms and appearing as a race friendly to their potential opponents. Once an opponent is lured close to the cacodaemon, it changes to its natural form and attacks. Opponents are often subjected to the cacodaemon's *hold person* ability and then killed by a coup-de-grace attack. An unarmed cacodaemon attacks with its claws. They do not hesitate to summon other daemons to their aid if needed.

Spell-Like Abilities: At will — *cause fear*, *deeper darkness*, *desecrate*, *detect thoughts*, and *see invisibility*; 3/day — *teleport without error* (self plus 50 lbs. of objects only); 2/day — *hold person* and *protection from good*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Rend (Ex): If a cacodaemon hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+4 points of damage.

Summon Daemons (Sp): Once per day, a cacodaemon can attempt to summon 1d3 derghodaemons or another cacodaemon with a 35% chance of success.

Alter Self (Su): A cacodaemon can assume the shape of any Small or Medium-size humanoid. This supernatural ability works like *alter self* as cast by an 18th-level sorcerer, but the cacodaemon can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; cacodaemons have darkvision to a range of 60 feet.

Telepathy (Su): Cacodaemons can communicate telepathically with any creature within 100 feet that has a language.

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Author Scott Greene.

Daemon: Charon (Boatman of the Lower Planes)

Medium-Size Outsider (Evil)

Hit Dice:	32d8+192 (448 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	44 (+2 Dex, +32 natural)
Attacks:	Staff +42/+37/+32/+27/+22 melee
Damage:	Staff 1d6+9 plus paralysis
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with staff)
Special Attacks:	Spell-like abilities, fear gaze, control water, summon daemons
Special Qualities:	Damage reduction 35/+5, SR 36, plane shift, daemon qualities, telepathy, immortality
Saves:	Fort +24, Ref +20, Will +27
Abilities:	Str 28, Dex 14, Con 22, Int 28, Wis 28, Cha 28
Skills:	Alchemy +41, Bluff +41, Climb +38, Concentration +38, Gather Information +40, Hide +31, Intimidate +41, Intuit Direction +44, Knowledge (arcana) +41, Knowledge (the planes) +41, Listen +42, Move Silently +35, Scry +44, Search +41, Sense Motive +41, Spellcraft +41, Spot +42
Feats:	Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Maximize Spell, Power Attack, Quicken Spell, Weapon Focus (staff)
Climate/Terrain:	Any land (Lower Planes, River Styx only)
Organization:	Solitary
Challenge Rating:	26
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—

Charon spends his time ferrying dead souls to their final resting place in the Lower Planes. He uses a large, flat skiff to ferry his passengers across the dangerous waters of the River Styx. On occasion, he ferries living souls to a desired location within the Lower Planes, though he charges a hefty price for such passage. In order to request passage from Charon, would-be travelers must first summon him to the banks of the River Styx. This can be accomplished by casting *blasphemy*, *holy word*, or *symbol* (any). After casting one of the above mentioned spells, 2d4 rounds later, Charon appears on his black skiff. Passage for living souls across the River Styx costs a single magic item, 500 pp, or two gems of at least 1,000 gp total value. If his price is refused, Charon turns his skiff and moves away. If attacked, Charon attacks but seeks to escape as soon as possible. Charon appears as a 6-foot tall skeletal humanoid dressed in a dark hooded robe. Small pinpoints of crimson light burn in his skeletal eye sockets.

Combat

Charon attacks using his spell-like abilities, gaze weapon, and staff. He attempts to throw into the River Styx any creature on his skiff that has not paid the price of passage. If combat goes against him or he seems to be overmatched, he summons other daemons to deal with the interlopers while teleporting away.

Spell-Like Abilities: At will — *alter self*, *deeper darkness*, *desecrate*, *fear*, *see invisibility*, *silent image*, *suggestion*, *teleport without error* (self plus skiff only), and *wall of fire*; 3/day — *mass suggestion*; 1/day — *symbol* (any). These abilities are as the spells cast by a 26th-level sorcerer (save DC 19 + spell level).

Fear Gaze (Su): 30-foot range, Will save (DC 32) or affected by *fear* as the spell cast by a 20th-level sorcerer.

Paralysis: A creature hit by Charon's staff must succeed at a Fortitude save (DC 20) or be paralyzed for 3d6 minutes.

Control Water (Su): As the spell cast by a 20th-level sorcerer. Charon can cause the waters of the River Styx to rise up into a 16 HD water elemental. A creature hit by the Styx elemental's slam attack must succeed at a Will save (DC 20) or forget everything about its past life (treat this as a *feeblemind* spell). Even if the save is made, the creature acts as if affected by a *feeblemind* spell (cast by a 20th-level sorcerer) for one day.

Plane Shift (Su): Charon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports Charon and his skiff only. It is otherwise similar to the spell of the same name.

Immortality (Ex): Charon is native to five Lower Planes (Abyss, Nine Hells, Gehenna, Tarterus, and Hades), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on any plane, it takes but a single day for his form to return. To be permanently destroyed, Charon must be slain on all five Lower Planes within a single day.

Summon Daemons (Sp): Three times per day, Charon can automatically summon 2d4 charonadaemons or 2d6 hydrodaemons.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; darkvision 60 ft.

Telepathy (Su): Charon can communicate telepathically with any creature within 500 feet that has a language.

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Daemon: Charonadaemon

	Medium-Size Outsider (Evil)
Hit Dice:	10d8+20 (65 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	40 ft.
AC:	16 (+6 natural)
Attacks:	Staff +15/+10 melee
Damage:	Staff 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, fear gaze, summon daemons
Special Qualities:	Damage reduction 10/+1, SR 23, plane shift, daemon qualities, telepathy
Saves:	Fort +10, Ref +8, Will +9
Abilities:	Str 13, Dex 11, Con 15, Int 15, Wis 15, Cha 17
Skills:	Bluff +13, Concentration +14, Hide +10, Knowledge (the planes) +14, Listen +14, Move Silently +10, Search +12, Sense Motive +14, Spot +14
Feats:	Improved Initiative, Power Attack, Sunder
Climate/Terrain:	Any land (Lower Planes and River Styx)
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard coins; 50% goods; 50% items
Alignment:	Always neutral evil
Advancement:	11-22 HD (Medium-size); 23-30 HD (Large)

Charonadaemons resemble their master, Charon, the Boatman of the Lower Planes, and are often mistaken for him. Unlike their master, they care nothing for ferrying souls across the River Styx and seek to murder or steal from those that request passage. Travel across the River Styx by a charonadaemon costs a single magic item, 50 pp, or 2 gems (total value of both gems must be at least 100 gp). Even if the price is paid, the charonadaemon usually betrays his passengers, attempting to dump them into the River Styx or kill them outright. If more money or fare is offered, the charonadaemon can be persuaded not to attack. A charonadaemon can be summoned to the banks of the River Styx by casting *blasphemy*, *holy word*, *planar ally*, *planar binding*, *summon monster IX*, or *symbol* (any). Charonadaemons appear as 5-foot tall skeletal humanoids dressed in black hooded robes.

Combat

Charonadaemons avoid combat, choosing to teleport away if attacked. If forced into combat, the charonadaemon attacks with its staff and spell-like abilities.

Spell-Like Abilities: At will — *deeper darkness*, *desecrate*, *fear*, *see invisibility*, and *teleport without error* (self plus skiff only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

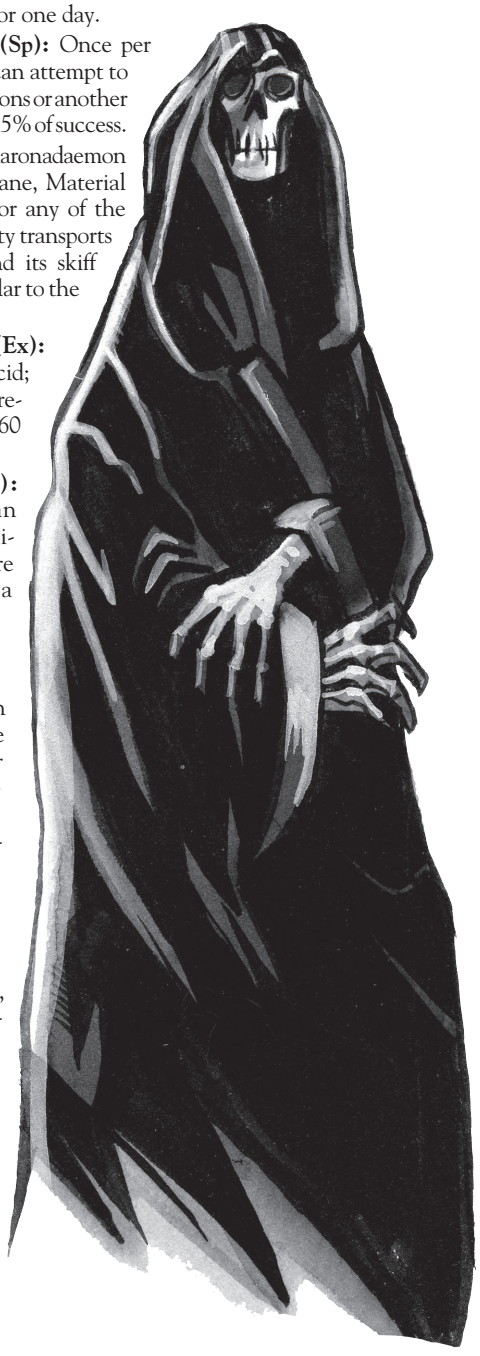
Fear Gaze (Su): 30 feet, as *fear* cast by a 12th-level sorcerer; Will save DC 18 negates. If the save is successful, that creature cannot be affected again by that charonadaemon's gaze for one day.

Summon Daemons (Sp): Once per day, a charonadaemon can attempt to summon 1d4 hydrodaemons or another charonadaemon with a 35% of success.

Plane Shift (Su): A charonadaemon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports the charonadaemon and its skiff only. It is otherwise similar to the spell of the same name.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; darkvision 60 ft.

Telepathy (Su): Charonadaemons can communicate telepathically with any creature within 100 feet that has a language.



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DAEMON: DERGHODAEMON

	Large Outsider (Evil)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+1 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	5 claws +12 melee; or 2 claws +12 melee, 3 greatswords +7 melee
Damage:	5 claws 1d4+5; or 2 claws 1d4+5, 3 greatswords 2d6+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, all-around vision, feeblemind, improved grab, tear, summon daemons
Special Qualities:	Damage reduction 10/+1, SR 22, daemon qualities, telepathy
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 20, Dex 13, Con 15, Int 5, Wis 10, Cha 14
Skills:	Hide +5, Intimidate +10, Listen +8, Move Silently +9, Search +4, Spot +12
Feats:	Improved Initiative, Multidexterity, Multiweapon Fighting
Climate/Terrain:	Any land and underground
Organization:	Solitary or team (2-4)
Challenge Rating:	10
Treasure:	Standard, plus 1d3 gems (100 gp value) in gizzard
Alignment:	Always neutral evil
Advancement:	9-13 HD (Large); 14-24 HD (Huge)

The derghodaemon is an 8-foot tall, bloated, insect-like daemon with five arms and three legs. The derghodaemon is one of the strongest of the daemon races, but its low intelligence has relegated it to a position of brute warrior and little more. The derghodaemon's five arms each end in a sharpened, clawed hand, and has four-toed feet. The derghodaemon is mottled green and black and its eyes are large and black.

COMBAT

The derghodaemon opens combat with its *feeblemind* attack. Opponents are then subjected to a barrage of claws or weapons, or a combination of both.

Spell-Like Abilities: At will—*cause fear*, *deeper darkness*, *desecrate*, and *see invisibility*; 2/day—*sleep* and *teleport without error* (self plus 50 lbs. of objects only). These abilities are as the spells cast by an 8th-level sorcerer (save DC 12 + spell level).

Feeblemind (Su): Twice per day, by clattering its mandibles together, a derghodaemon can affect all creatures within 30 feet as the spell of the same name (Will save DC 16 negates). The effects last for 6 rounds.

Improved Grab (Ex): To use this ability, the derghodaemon must hit a Large or smaller creature with two claw attacks. The derghodaemon has a grapple bonus of +17.

Tear (Ex): A derghodaemon automatically hits a held opponent with all of its melee attacks each round it maintains its hold.

Summon Daemons (Sp): Once per day, a derghodaemon can attempt to summon 1d3 mezzodaemons or another derghodaemon with a 40% chance of success.

All-Around Vision (Ex): A derghodaemon's head can rotate 360 degrees. It gains a +4 racial bonus to Search and Spot checks. A derghodaemon cannot be flanked.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; darkvision 60 ft.

Telepathy (Su): Derghodaemons can communicate telepathically with any creature within 100 feet that has a language.

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DAEMON: HYDRODAEMON

	Large Outsider (Aquatic, Evil)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 60 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	2 claws +8 melee, bite +6 melee
Damage:	Claw 1d4+2, bite 2d6+1 and sleep
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, leap, sleep spittle, summon daemons
Special Qualities:	Damage reduction 10/+1, SR 20, amphibious, resistances, daemon qualities, telepathy
Saves:	Fort +7, Ref +6, Will +5
Abilities:	Str 14, Dex 12, Con 15, Int 8, Wis 10, Cha 12
Skills:	Hide +4, Intimidate +9, Listen +9, Move Silently +9, Search +6, Spot +9
Feats:	Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), swarm (5-8), mob (9-14)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	8-11 HD (Large); 12-21 HD (Huge)

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10 feet tall and weight about 4,000 pounds. They move by leaping in a manner akin to a frog. Large flaps of skin under their arms allow them seemingly to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

COMBAT

When combat is first engaged, a hydrodaemon uses its sleep spittle on an opponent. It then leaps at a foe and slashes and bites. A favored tactic of the hydrodaemon is to *dimension door* away from its opponents so it can take maximum advantage of its leaping ability.

Spell-Like Abilities: At will — *cause fear*, *create water*, *deeper darkness*, *desecrate*, and *water walk*; 2/day — *dimension door*, *summon monster VI* (only a Large 8 HD water elemental), and *teleport without error* (self plus 50 lbs. of objects only). These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

Leap (Ex): A hydrodaemon can launch itself at a foe up to 40 feet away and make its normal claw/claw/bite attack plus two rake attacks (+6 melee) using its foot claws for 1d4+1 points of damage. A hydrodaemon must have at least 10 feet to move straight ahead before it can leap at an opponent.

Sleep Spittle (Ex): Spittle, 20 feet, once per round (no more than 5/day), Fortitude save (DC 15) or sleep for 6 rounds. Sleeping creatures can only be awakened through magical means; this ability otherwise mimics the spell of the same name, though there is no limit to the number of HD or maximum level of HD that can be affected.

Summon Daemon (Sp): Twice per day, a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success.

Amphibious (Ex): Hydrodaemons breathe both air and water and can survive indefinitely on land.

Resistances (Ex): Hydrodaemons take half damage from water-based attacks on a failed save and no damage on a successful save.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; darkvision 60 ft.

Telepathy (Su): Daemons can communicate telepathically with any creature within 100 feet that has a language.

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DAEMON: THE OINODAEMON

	Large Outsider (Evil)
Hit Dice:	45d8+360 (720 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	56 (-1 size, +7 Dex, +40 natural)
Attacks:	2 slams +57 melee
Damage:	Slam 2d6+12 and disease
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, spells, transfixing gaze, disease, summon daemons, *Staff of the Lower Planes*
Special Qualities:	Damage reduction 45/+7, SR 46, daemon qualities, telepathy
Saves:	Fort +32, Ref +31, Will +31
Abilities:	Str 34, Dex 24, Con 26, Int 24, Wis 24, Cha 28
Skills:	Balance +49, Bluff +54, Concentration +53, Diplomacy +55, Gather Information +54, Intimidate +54, Knowledge (arcana) +52, Knowledge (the planes) +55, Knowledge (religion) +52, Listen +52, Scry +52, Search +50, Sense Motive +53, Spellcraft +52, Spot +52
Feats:	Blind-Fight, Cleave, Dodge, Extend Spell, Great Cleave, Improved Initiative, Improved Unarmed Strike, Maximize Spell, Power Attack, Silent Spell, Stunning Fist, Weapon Focus (slam)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Oinodaemon plus 1-2 ultrodaemons, arcanadaemons, nycadaemons, and 2-8 mezzodaemons)
Challenge Rating:	36
Treasure:	Double standard plus *Staff of the Lower Planes*
Alignment:	Always neutral evil
Advancement:	—

The Oinodaemon (whose name has been lost over time) claims rulership over all other daemons. There is no other single figure in the lower planes that commands more respect (and fear) than the Oinodaemon (excepting a few powerful arch devils). The Oinodaemon's position is constantly threatened by those that would usurp the throne and take the position for themselves. There are believed to be at least seven other extremely powerful daemons vying for the throne and title. Through subtle machinations, sheer power, and fear, the current Oinodaemon has staved them off thus far.

The Oinodaemon stands 9 feet tall and has the head of a ram with downward, forward curving horns. The wool and flesh pull away from his humanoid form in sticky, sickly clumps, and his body is covered in boils, blisters, sores, and scabs. A thick white foam oozes from his mouth, and a thick yellow ichor squeezes from his bloodshot eyes.

COMBAT

The Oinodaemon attacks using his spells, spell-like abilities, and staff in combat. He does not hesitate to gate in other daemons to assist him.

Spell-Like Abilities: At will — *alter self*, *burning hands*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fear*, *improved invisibility*, *see invisibility*, *shapechange*, *teleport without error* (self plus 50 lbs. of objects only), and *wall of fire*; 3/day — *feeblemind*, *mass suggestion*, *wall of force*, and *wall of ice*. These abilities are as the spells cast by a 35th-level sorcerer (save DC 19 + spell level).

Spells: The Oinodaemon can replicate sorcerer spells as a 20th-level caster (DC 19 + spell level). He can also replicate cleric spells as a 35th-level caster (DC 17 + spell level). The Oinodaemon has access to the domains of Death, Destruction, and Evil.

Transfixing Gaze (Su): Held (as the *hold person* spell) until released by the Oinodaemon, 30 feet, Will save (DC 41) negates. If the Oinodaemon is slain or moves more than 30 feet away, an affected creature is released. The casting of a *wish* or *miracle* can also release a held creature. Note that the Oinodaemon only has to remain in range of an affected creature to maintain this ability. He does not have to concentrate on it.

Disease (Ex): Touch, double strength demon fever — 2d6 temporary Con damage per day, Fortitude save (DC 36) to remove, must succeed at second Fortitude save or lose 2 points of Con permanently (see the ***DMG***, Chapter 3).

***Staff of the Lower Planes*:** This 12-foot long, black wooden staff can only be wielded by the current Oinodaemon or any daemon he allows to wield it (while he himself is still alive). Upon his death, the staff can be wielded only by the new Oinodaemon. The staff has the following powers: At will — *desecrate*, *doom*, *fear*, *mass charm*, *suggestion*, and *unholy aura*; 1/day — *wish*. These are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level). The staff's powers automatically overcome any other daemon's spell resistance. Any non-daemon that touches the staff takes 8d8 points of electrical damage per round of contact.

Summon Daemons (Sp): Three times per day, the Oinodaemon can automatically summon 1d3 ultrodaemons or nycadaemons; 1d4 charonadaemons, yagnodaemons, or arcanadaemons; or 1d6 mezzodaemons, derghodaemons, hydrodaemons, or piscodaemons.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 40. The Oinodaemon has darkvision to a range of 120 feet.

Telepathy (Su): The Oinodaemon can communicate telepathically with any creature within 100 feet that has a language.

Servants of the Oinodaemon

Followers of the Oinodaemon are usually evil humanoids or fiendish variants of the aforementioned creatures and often consist of clerics, necromancers, and sorcerers or adepts. Devout followers of the Oinodaemon are called Servants of Decay and must sign a pact of evil with the Oinodaemon. Servants of Decay can receive spells from the Oinodaemon and are granted access to the domains of Death, Destruction, and Evil (a cleric can choose any two domains).

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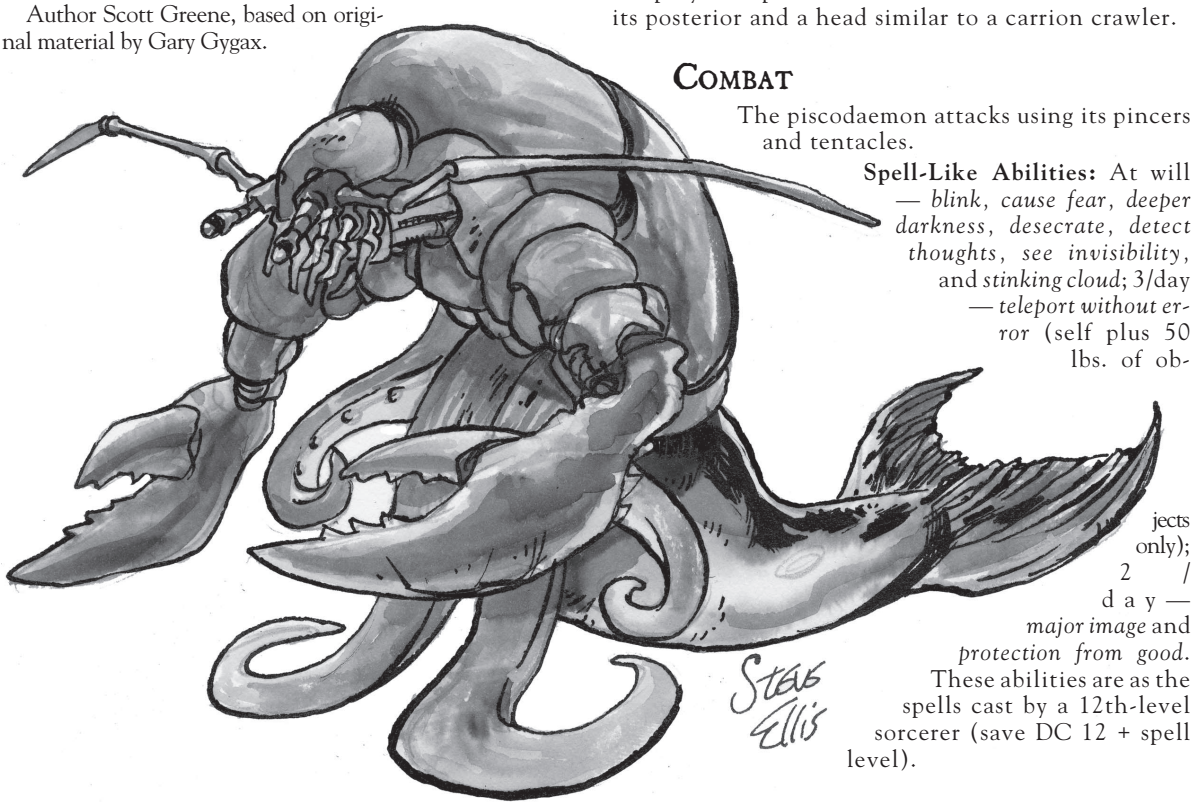
Daemon: Piscodaemon

	Medium-Size Outsider (Evil)
Hit Dice:	9d8+27 (67 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft., swim 50 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	2 claws +12 melee
Damage:	Claw 2d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, improved grab, squeeze, vorpal strike, poison, summon daemons
Special Qualities:	Damage reduction 10/+1, all-around vision, SR 23, daemon qualities, telepathy
Saves:	Fort +9, Ref +8, Will +6
Abilities:	Str 17, Dex 14, Con 16, Int 11, Wis 10, Cha 14
Skills:	Hide +11, Intimidate +11, Listen +10, Move Silently +11, Search +7, Sense Motive +9, Spot +10, Swim +20
Feats:	Alertness, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	10-14 HD (Medium-size); 15-27 HD (Large)

Piscodaemons are found throughout the Lower Planes bullying and killing weaker creatures. They are often themselves used as cannon fodder or slaves by the more powerful races of the Lower Planes, particularly the arcanadaemons. Piscodaemons stand about 6 feet tall and resemble a lobster-like humanoid. Their long, gangly arms end in powerful pincers used to grasp and kill prey. The piscodaemon has a short fish-like tail on its posterior and a head similar to a carrion crawler.



Combat

The piscodaemon attacks using its pincers and tentacles.

Spell-Like Abilities: At will — *blink*, *cause fear*, *deeper darkness*, *desecrate*, *detect thoughts*, *see invisibility*, and *stinking cloud*; 3/day — *teleport without error* (self plus 50 lbs. of objects only); 2/day — *major image* and *protection from good*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Improved Grab (Ex): To use this ability, the piscodaemon must hit an opponent with a claw attack. If it gets a hold, it squeezes its prey. The piscodaemon has a grapple bonus of +12.

Squeeze (Ex): A piscodaemon that gets a hold automatically deals claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

Vorpal Strike (Ex): If the piscodaemon scores a critical hit on an opponent using its claw attack, that opponent must succeed at a Fortitude save (DC 17) or have one limb severed (roll 1d4: 1 right leg, 2 left leg, 3 right arm, 4 left arm).

Poison (Ex): The piscodaemon can transfer grabbed victims from a claw to its tentacles as a partial action. The tentacles grapple but deal no damage. A creature grabbed by the tentacles must succeed at a Fortitude save (DC 17) or take 1d4 points of temporary Constitution damage. One minute later, another save must be made (same DC) to avoid another 1d6 points of temporary Constitution damage. Even if the save is successful, the creature is affected as by the *slow* spell cast by a 12th-level sorcerer.

All-Around Vision (Ex): This piscodaemon's faceted eyes let it see in all directions; thus, it cannot be flanked.

Summon Daemons (Sp): Once per day, a piscodaemon can attempt to summon 1d3 mezzodaemons or another piscodaemon with a 35% chance of success.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; darkvision 60 ft.

Telepathy (Su): Piscodaemons can communicate telepathically with any creature within 100 feet that has a language.

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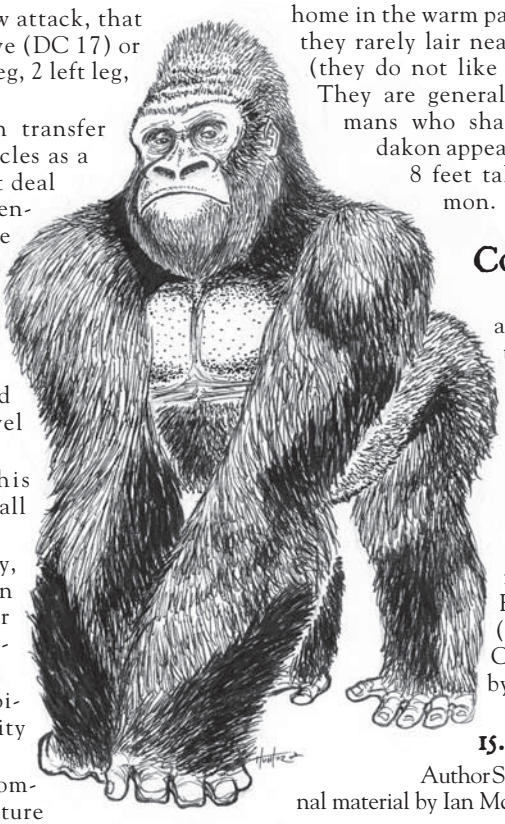
Dakon

	Large Monstrous Humanoid
Hit Dice:	1d8+2 (6 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft.
AC:	15 (-1 size, +2 Dex, +4 natural)
Attacks:	2 claws +5 melee
Damage:	Claw 1d6+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 21, Dex 15, Con 14, Int 10, Wis 12, Cha 10
Skills:	Climb +17, Listen +7, Move Silently +6, Sense Motive +4, Spot +7
Feat:	Alertness
Climate/Terrain:	Warm forest and mountains
Organization:	Solitary, gang (2-5), crew (7-18), or band (6-60)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	By character class



Dakons are a race of intelligent apes. They make their home in the warm parts of the world, though they rarely lair near a large body of water (they do not like large bodies of water). They are generally friendly toward humans who share their alignment. A dakon appears as a normal ape about 8 feet tall. Dakons speak Common.

Combat

Dakons are very passive and docile creatures; they rarely attack except in self-defense. If forced into combat, a dakon attacks with its claws.

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Dark Creeper

	Small Humanoid (Dark Creeper)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	18 (+1 size, +3 Dex, +4 clothing)
Attacks:	Dagger +1 melee
Damage:	Dagger 1d4 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Darkness, death throes
Special Qualities:	Detect magic, light blindness, armor, see in darkness
Saves:	Fort +1, Ref +5, Will +0
Abilities:	Str 11, Dex 16, Con 12, Int 9, Wis 10, Cha 8
Skills:	Climb +5, Hide +13, Listen +1, Move Silently +8, Pick Pocket +3, Spot +1
Feat:	Blind-Fight
Climate/Terrain:	Temperate forest, mountain, and underground
Organization:	Gang (2-4) or clan (20-80 plus 1 dark stalker per 20 dark creepers)
Challenge Rating:	2
Treasure:	Standard coins; standard goods; double items

Alignment: Usually chaotic neutral
Advancement: By character class

Dark creepers are 4-foot tall humanoids with a thin, light frame. They have gray skin and dark white eyes with gray pupils. Dark creepers dress in black or brown clothing that reeks of filth. When their clothing begins to rot with age and fall from their bodies, they simply add another layer, rather than remove the tattered rags. Dark creepers speak their own babbling language understandable only to other dark creepers and dark stalkers (see that entry).

Combat

Dark creepers create darkness to gain the advantage in combat. Once the advantage is obtained, dark creepers seek to pilfer valuables from their opponents, favoring magic items over normal items. They are particularly fond of daggers, rings, and jeweled items. A dark creeper never flees or parleys during combat. They fight until they or their opponents are dead.

Darkness (Su): 3/day — *darkness* as the spell cast by an 8th-level sorcerer.

Death Throes (Ex): When killed, the dark creeper spontaneously explodes in a flash of white-hot light. All creatures within a 10-foot radius must succeed at a Fortitude save (DC 11) or be blinded (as the *blindness* spell) for 1d6 x 10 minutes. Other dark creepers within 60 feet that witness a dark creeper's death throes must make a Will save (DC 15) or flee in terror for 1d6 rounds.

Detect Magic (Su): A dark creeper can continuously *detect magic* as the spell cast by a 12th-level sorcerer. It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark creepers for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

See in Darkness (Su): Dark creepers can see perfectly in darkness of any kind, including that created by *deeper darkness* spells.

Armor: Dark creepers' clothing consists of layer upon layer of rotted cloth. When a layer of clothing rots away, the dark creeper simply covers it with a new layer of clothing. This grants it a +4 armor bonus to its AC.

Skills: Dark creepers receive a +4 racial bonus to Climb, Hide, and Move Silently checks.

Dark Creeper Society

It is known that subterranean cities of dark creepers exist. Most creatures that have seen these cities venture no closer than necessary, for the route to the city is often lined with traps, snares, and other deadly devices to detour would-be trespassers. Each city is a large circular pit with a spiraling staircase leading down to the multi-layered city. A dark creeper city is constantly shrouded in a cloud of impenetrable darkness. The actual habitat and details of dark creeper society remain a mystery, as those that have ventured into a dark creeper city have yet to return and tell of their exploits. It is believed that the race known as dark stalkers are the leaders of such cities.

Dark Creeper Characters

The favored class of a dark creeper is rogue.

Player Character Dark Creepers

Player character dark creepers have +6 Dex, +2 Con, -2 Int, and -2 Cha. A dark creeper character is ECL 4.

Credit

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Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker

	Medium-Size Humanoid (Dark Stalker)
Hit Dice:	2d8+4 (13 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	18 (+2 Dex, +4 clothing, +2 natural)
Attacks:	Short sword +1 melee
Damage:	Short sword 1d6+1 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, poison, death throes
Special Qualities:	Detect magic, light blindness, armor, see in darkness
Saves:	Fort +2, Ref +5, Will +0
Abilities:	Str 13, Dex 14, Con 14, Int 9, Wis 11, Cha 13
Skills:	Climb +6, Hide +7, Listen +3, Move Silently +7, Pick Pocket +3, Spot +3
Feat:	Blind-Fight
Climate/Terrain:	Temperate forest, mountain, and underground
Organization:	Solitary or troupe (one dark stalker and 2-5 dark creepers)

Challenge Rating: 4
Treasure: Standard coins; standard goods; double items
Alignment: Usually chaotic neutral
Advancement: By character class

If the dark creeper is rarely seen, the dark stalker is even rarer. They are the leaders and commanders of the dark creepers and rule the subterranean cities through might and fear. Dark stalkers appear as 6-foot tall humans with pallid skin. They wear the same type of filthy dark robes and clothes as the dark creepers. Dark stalkers speak their own babbling language understandable only to other dark stalkers and dark creepers. Some of the more intelligent dark stalkers speak Common.

Combat

When first encountered, dark stalkers utilize their *fog cloud* and *darkness* abilities to gain the advantage. Dark stalkers generally try to avoid combat, using their powers to cover their escape. If forced into combat, they attack using their short swords. If defeat is imminent, a dark stalker seeks the quickest means of escape possible.

Spell-Like Abilities: 3/day — *darkness*; 2/day — *fog cloud*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

Death Throes (Ex): When killed, the dark stalker spontaneously explodes in a flash of white-hot flame equal to a *fireball* spell cast by a 3rd-level sorcerer; 3d6 points of fire damage, Reflex save (DC 14) for half.

Poison: Blade — Fortitude save DC 14; initial damage 1d4 Strength, secondary damage 1d6 Strength.

Detect Magic (Su): A dark stalker can continuously *detect magic* as the spell cast by a 12th-level sorcerer. It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark stalkers for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

See in Darkness (Su): Dark stalkers can see perfectly in darkness of any kind, including that created by *deeper darkness* spells.

Armor: Dark stalkers rarely remove clothing. They add layer after layer as the ones underneath molder away, granting them a +4 armor bonus.

Skills: Dark stalkers receive a +4 racial bonus on Climb, Hide, and Move Silently checks and a +2 bonus on Listen and Spot checks.

Dark Stalker Society

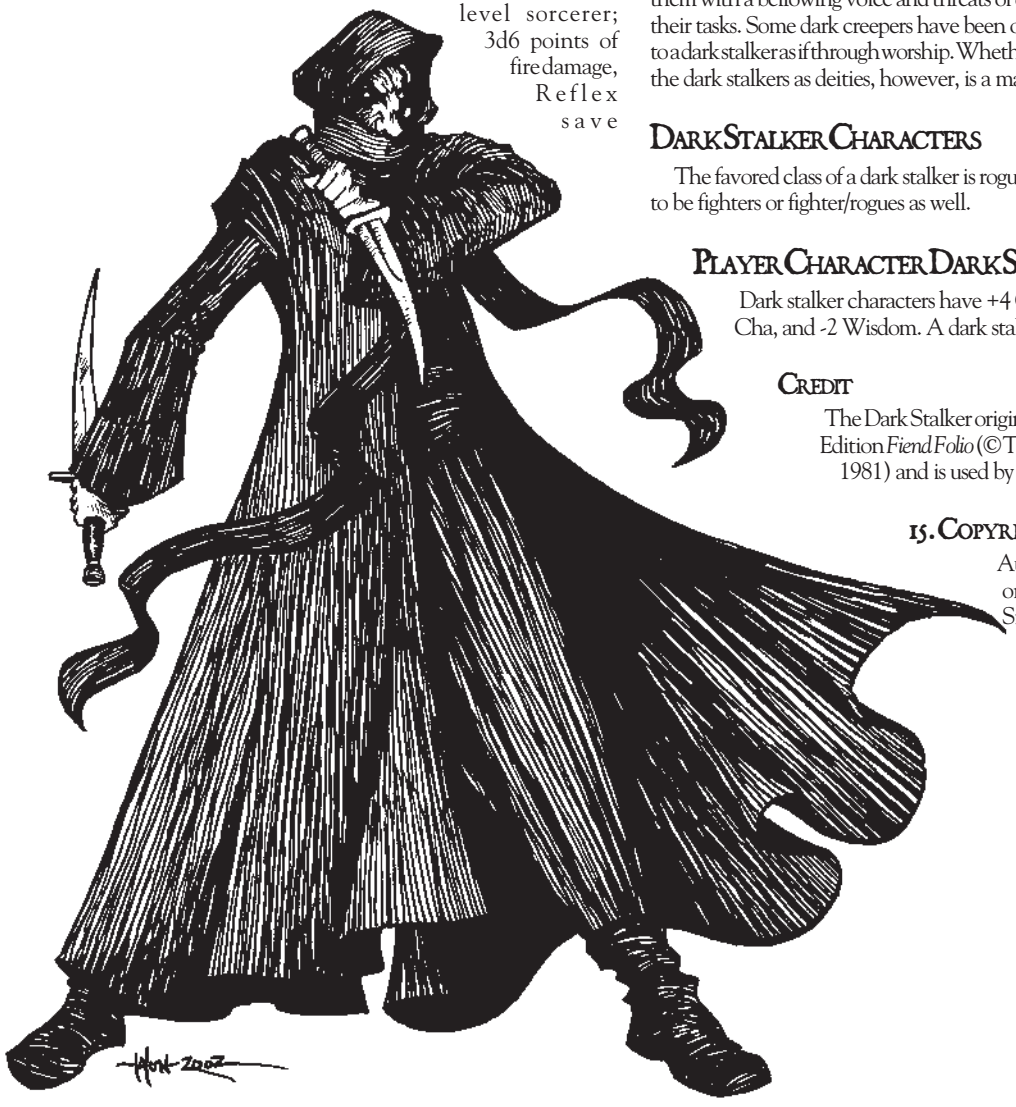
Wherever a dark creeper city is located, dark stalkers can be found. They are the leaders of the dark creepers and rule with a strong fist. They are ruthless masters, dominating those lesser than themselves (which includes most dark creepers). In times of labor or war, dark stalkers can be seen standing over their dark creeper forces, directing them with a bellowing voice and threats of death to those that fail in their tasks. Some dark creepers have been observed sacrificing items to a dark stalker as if through worship. Whether the lesser creepers view the dark stalkers as deities, however, is a matter of conjecture.

Dark Stalker Characters

The favored class of a dark stalker is rogue. Dark stalkers are likely to be fighters or fighter/rogues as well.

Player Character Dark Stalkers

Dark stalker characters have +4 Con, +4 Dex, +2 Str, +2 Cha, and -2 Wisdom. A dark stalker character is ECL 6.



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Author Scott Greene, based on original material by Simon Muth.

Darnoc

	Medium-Size Undead (Incorporeal)
Hit Dice:	8d12 (52 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Frightful presence, hit point drain, symbol of discord, create spawn
Special Qualities:	Undead, ghost form, turn resistance +2
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 12, Dex 14, Con —, Int 12, Wis 12, Cha 14
Skills:	Hide +12, Intimidate +12, Listen +11, Search +11, Spot +11
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	9-18 HD (Medium-size); 19-24 HD (Large)

The darnoc is a corrupting evil presence whose very touch sucks the life from an opponent bit by painful bit. The darnoc are said to be the restless spirits of oppressive, cruel, and power hungry individuals cursed forever to a life of monotony and toil, forbidden by the gods to taste the spoils of the afterlife they so desperately craved in life. Often seen in the clothes and guise it wore in life, a darnoc often walks the same halls and repeats the same actions of its insipid existence over and over again. Due to their great greed, a darnoc may be found within its treasury endlessly counting its coins, or within a graveyard noting the headstones of its vanquished foes with cruel mirth. When distracted from its reverie of its remembered past life, the creature flies into an inconsolable rage, often lashing out without warning or provocation at the first individual who attempts to speak to it.

Combat

Darnoc are vicious combatants, using their *symbol of discord* and frightful presence to mind-numbing effect. The darnoc is a cunning adversary who waits for bickering or terrified opponents to begin attacking one another while it moves in and out of material form to assault foes that remain unaffected by its *symbol of discord*.

Frightful Presence (Ex): This ability takes effect automatically whenever the darnoc attacks or charges. Creatures within a 30-foot radius and with less HD than the darnoc become shaken for 4d6 rounds if they fail a Will save (DC 16). If the save is successful, that creature is immune to the frightful presence of that darnoc for one day.

Hit Point Drain (Su): On a successful attack, damage dealt by the darnoc's slam attack is permanent. It does not heal naturally, and cure spells and potions have no effect. A *remove curse*, *restoration*, *heal*, *miracle*, or *wish* spell can cure the permanent damage.

Symbol of Discord (Sp): Once per day, as the spell cast by a 12th-level sorcerer (save DC 20).

Create Spawn (Su): Any humanoid slain by a darnoc becomes a darnoc in 1d4 rounds. Spawn are under the command of the darnoc that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Darnoc have darkvision to a range of 60 feet.

Ghost Form (Su): As a standard action, a darnoc can become incorporeal for up to 10 minutes. While incorporeal, the darnoc has an AC of 14 (+2 Dex, +2 deflection). The darnoc gains all the special qualities of an incorporeal creature (see the **MM**). While incorporeal, the darnoc can use its slam attack against corporeal and incorporeal targets.

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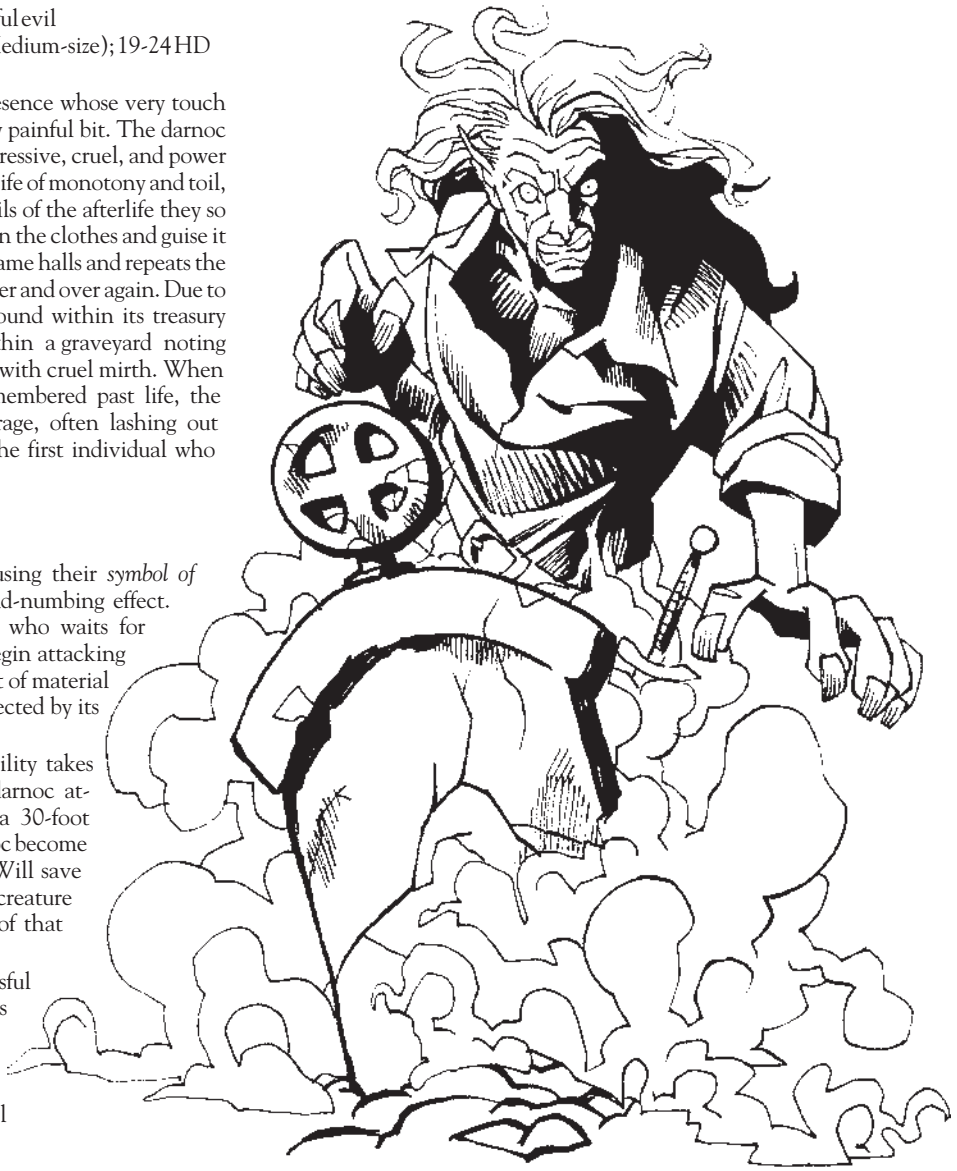
Author Scott Greene.



Death Dog

	Medium-Size Magical Beast
Hit dice:	2d10+4 (15 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	2 bites +5 melee
Damage:	Bite 1d6+1 and rotting death
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rotting death, trip
Special qualities:	Scent, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 4, Wis 12, Cha 6
Skills:	Hide +5, Listen +7, Spot +7, Wilderness Lore +3
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Warm desert and underground
Organization:	Pack (5-10)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)

Death dogs are two-headed, mastiff-like hounds. Each head constantly drips a foul smelling saliva. Death dog packs have been known to share territory with little friction, although they do engage in dominance battles in leaner times when hunting is difficult.

Combat

Death dogs hunt their prey in packs and kill through instinct. A death dog attacks by lashing out with its twin heads, snarling and biting viciously.

Rotting Death (Su): Supernatural disease — bite, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary constitution. Unlike normal diseases, rotting death continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see "Disease" in the ***DMG***, Chapter 3).

Trip (Ex): A death dog that hits with a bite attack can attempt to trip the opponent as a free action (see "Trip" in the ***PHB***, Chapter 8) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Skills: *Death dogs receive a +4 racial bonus to Listen and Spot checks. They receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

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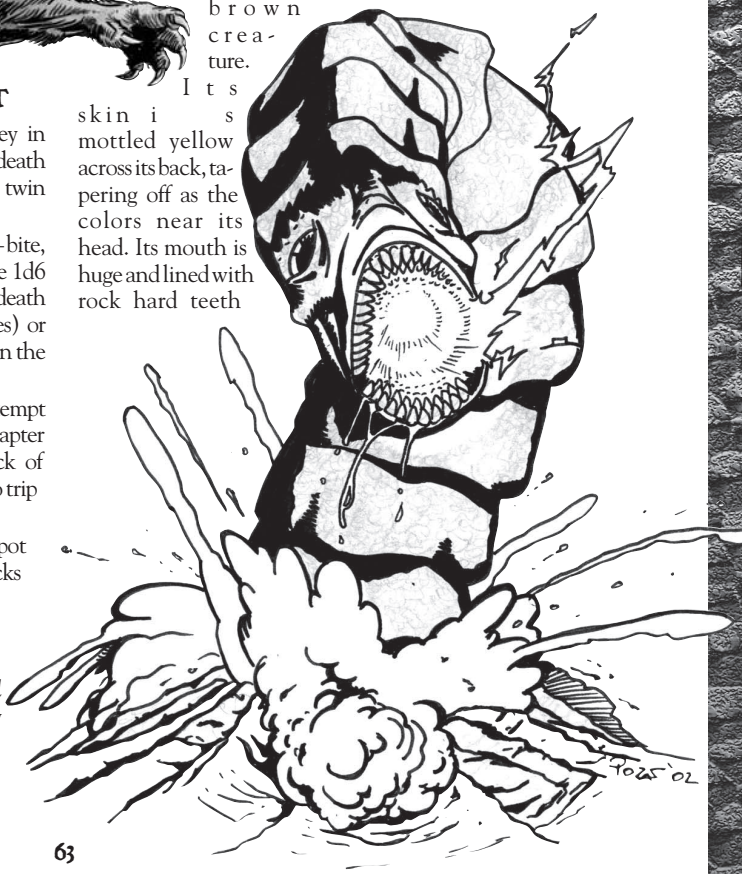
Author Scott Greene, based on original material by Underworld Oracle.

Death Worm

	Large Magical Beast
Hit Dice:	7d8+21 (52 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., burrow 10 ft.
AC:	15 (-1 size, +1 Dex, +5 natural)
Attacks:	Bite +10 melee
Damage:	Bite 1d8+6 and 1d6 acid
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spit acid, lightning
Special Qualities:	Tremorsense, darkvision 60 ft.
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 18, Dex 13, Con 16, Int 3, Wis 11, Cha 5
Skills:	Hide +2*, Listen +3, Spot +3
Climate/Terrain:	Any desert and warm plains
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8-12 HD (Large); 13-21 HD (Huge)

The death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on a diet of sand and earth. On occasion, it surfaces to devour more substantial prey (animals such as moose, deer, bison, and humans). Death worms lay their eggs far beneath the surface of the earth. Newborn death worms live on a diet of sand and earth; only when they reach maturity (2-5 years after hatching) do they surface and devour their first living prey. The death worm is a long, slender, reddish-brown creature. Its skin is mottled yellow across its back, tapering off as the colors near its head. Its mouth is huge and lined with rock hard teeth



that allow it to break rocks and earth as it burrows underground.

Combat

Death worms lurk under the sands or earth, waiting for prey to move within 30 feet. They begin combat by spitting acid and then attacking with their lightning blast and bite.

Acid (Ex): A death worm's mouth constantly drips highly corrosive saliva. Any melee hit deals acid damage.

Spit Acid (Ex): Stream of acid, 5 feet high, 5 feet wide, and 30 feet long, once per round, damage 4d6 acid, Reflex save (DC 16) halves. Death worms are immune to their own acid and that of other death worms.

Lightning (Su): Once per minute, and on any round in which it does not use its acid spittle, the death worm can breath forth a line of lightning, 5 feet wide, 5 feet high, and 20 feet long; damage 3d6 electricity, Reflex save (DC 16) halves.

Tremorsense (Ex): A death worm can automatically detect the location of anything within 60 feet that is in contact with the ground.

Skills: *Due to its coloration, a death worm receives a +8 racial bonus to Hide checks when in sandy or earth-covered areas.

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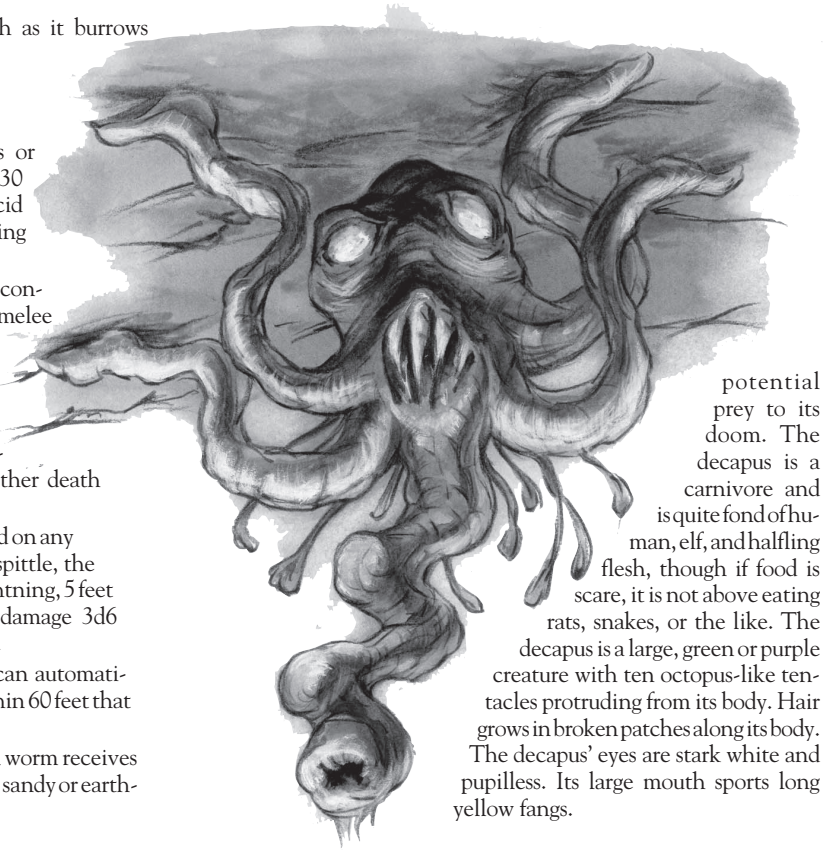
Author Scott Greene and Erica Balsley.

Decapus

	Large Aberration
Hit Dice:	5d8+15 (37 hp)
Initiative:	-2 (Dex)
Speed:	5 ft
AC:	15 (-1 size, -2 Dex, +8 natural)
Attacks:	9 tentacle slaps +6 melee; or bite +6 melee
Damage:	Tentacle slap 1d6+4; or bite 2d8+4
Face/Reach:	10 ft. by 10 ft./0 ft. (10 ft. with tentacle)
Special Attacks:	Improved grab, constrict 1d6+4, rend 2d6+6
Special Qualities:	Illusion, sound imitation
Saves:	Fort +4, Ref –1, Will +4
Abilities:	Str 18, Dex 6, Con 17, Int 14, Wis 11, Cha 14
Skills:	Climb +18, Listen +12, Move Silently +4, Spot +10
Feats:	Alertness, Blind-Fight, Power Attack
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6–10 HD (Large); 11–15 HD (Huge)

The decapus is a solitary creature that dwells in the subterranean realms of the world using trickery and deception to lure



potential prey to its doom. The decapus is a carnivore and is quite fond of human, elf, and halfling flesh, though if food is scare, it is not above eating rats, snakes, or the like. The decapus is a large, green or purple creature with ten octopus-like tentacles protruding from its body. Hair grows in broken patches along its body. The decapus' eyes are stark white and pupilless. Its large mouth sports long yellow fangs.

Combat

The decapus attacks with its tentacles while hanging with a single tentacle from the ceiling, a tree limb, or other such overhang.

Improved Grab (Ex): To use this ability, the decapus must hit an opponent of Medium-size or smaller with a tentacle attack. If it gets a hold, it can constrict. The decapus has a grapple bonus of +11.

Constrict (Ex): A decapus can constrict any grappled opponent, automatically dealing tentacle damage each round.

Rend (Ex): A decapus that hits a single opponent with three of its tentacle attacks tears the flesh, dealing 2d6+6 points of damage.

Illusions (Su): At will, a decapus can make use of the 2nd-level arcane spell *minor image* as cast by a 5th-level sorcerer (Will save DC 14).

Sound Imitation (Ex): A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A Will save (DC 14) detects the ruse.

Skills: A decapus receives a +4 racial bonus to Listen checks and a +8 racial bonus to Climb checks.

Credit

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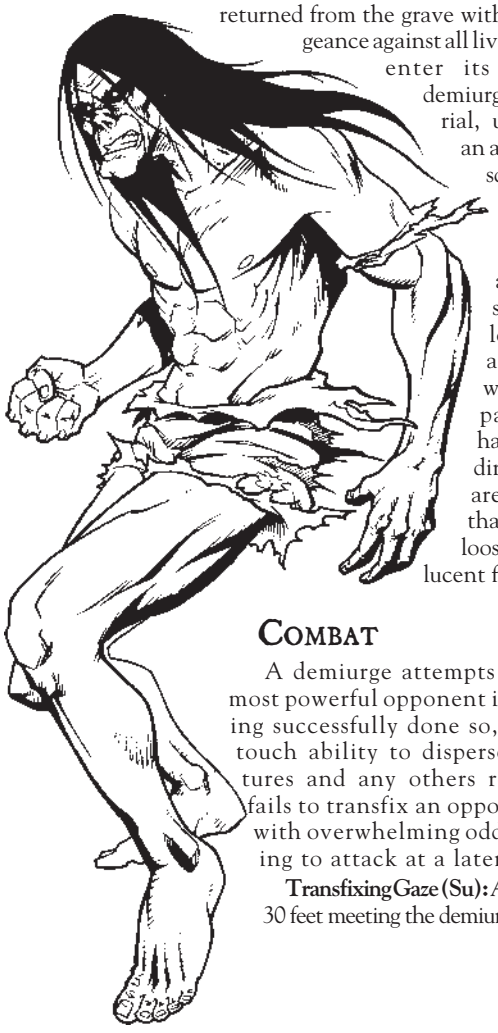
Authors Scott Greene, based on original material by Jean Wells.

Demiurge

	Medium-Size Undead (Incorporeal)
Hit Dice:	8d12 (51 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 40 ft. (good)
AC:	16 (+2 Dex, +4 deflection)
Attacks:	Incorporeal touch +8 melee
Damage:	Incorporeal touch chill (1d4)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Transfixing gaze, soul touch, chill
Special Qualities:	Incorporeal, SR 20, undead, unnatural aura, susceptibility to iron
Saves:	Fort +2, Ref +4, Will +8
Abilities:	Str —, Dex 15, Con –, Int 14, Wis 14, Cha 18
Skills:	Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15
Feats:	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-24 HD (Medium-size)

The demiurge is the undead spirit of an evil human returned from the grave with a wrathful vengeance against all living creatures that enter its domain. The demiurge is very territorial, usually haunting an area of up to three square miles from its place of death. The demiurge usually appears as a humanoid with sunken nose; hollow eye sockets; and sickly, pale white, semi-transparent flesh. Its hair is unkempt and dirty, and its clothes are nothing more than rags that hang loosely from its translucent form.



Combat

A demiurge attempts to transfix the most powerful opponent in combat. Having successfully done so, it uses its soul touch ability to disperse of such creatures and any others remaining. If it fails to transfix an opponent or is faced with overwhelming odds, it flees, seeking to attack at a later time.

Transfixing Gaze (Su): Any creature within 30 feet meeting the demiurge's gaze must succeed at a Will save (DC 18) or freeze in place for one minute as if affected by a *hold person* spell.

Soul Touch (Su): By making a successful melee touch attack against an opponent of Large size or smaller, a demiurge can move through a foe's body, thereby forcing that creature to succeed at a Fortitude save (DC 18) or die as the unnatural shock of unlife permeates its soul. If the save succeeds, that opponent cannot be affected by that demiurge's soul touch for one day.

Chill (Su): The touch of the demiurge brings the cold of the grave and deals 1d4 points of cold damage to a living creature touched.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. The demiurge has darkvision to a range of 90 feet.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a demiurge at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Susceptibility to Iron (Ex): A weapon forged of cold-wrought iron ignores the demiurge's incorporeal state and deals normal damage.

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Demodand: Shaggy Demodand

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	15d8+75 (142 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., fly 50 ft. (average)
AC:	25 (+1 Dex, +14 natural)
Attacks:	2 claws +24 melee, bite +22 melee; or morningstar +24/+19/+14 melee
Damage:	Claw 1d6+9, bite 2d6+4; or morningstar 1d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, summon demodands
Special Qualities:	Damage reduction 30/+3, SR 24, resistance to edged weapons, demodand qualities, darkvision 120 ft
Saves:	Fort +14, Ref +10, Will +13
Abilities:	Str 28, Dex 13, Con 21, Int 18, Wis 18, Cha 16
Skills:	Bluff +18, Climb +19, Concentration +23, Diplomacy +21, Hide +13, Jump +21, Knowledge (arcana) +22, Listen +17, Move Silently +13, Search +16, Sense Motive +16, Spellcraft +19, Spot +17
Feats:	Alertness, Cleave, Great Cleave, Multiattack, Power Attack

Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (2-5)
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	16-22 HD (Medium-size); 23-45 (Large)

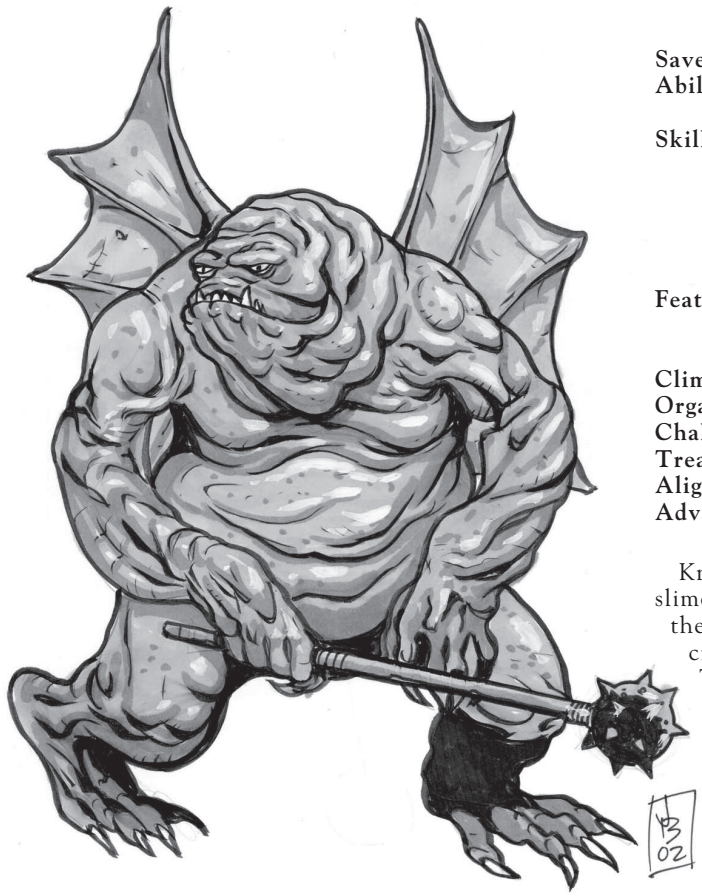
The mighty shaggy demodands are the ruling class of the demodand race. No greater demodands are known to exist, though rumors lately hint at a single, powerful demodand of deity status. Shaggy demodands are by far the most malign, selfish, evil, and ruthless of the tripartite race of demodands. Shaggy demodands are 6 feet tall, frog-like, and bloated. Their skin hangs in great folds about their bodies and is a dark brown or crimson in color. Their eyes are slit-pupiled and black, and their head sports a large, wide, frog-like mouth. Large bat-like wings protrude from their shoulders. Shaggy demodands speak Abyssal, Common, Ignan, Infernal, and Terran.

Combat

Shaggy demodands usually attack with their powerful claws and bite, though they sometimes employ weapons (morningstars or bastard swords).

Spell-Like Abilities: At will — *charm person*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fear*, *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisible*, and *tongues*; 3/day — *cloudkill*, *stinking cloud*, *unholy aura*, and *unholy blight*; 1/day — *ray of enfeeblement*. These abilities are as the spells cast by a 15th-level sorcerer (DC 13 + spell level).

Resistance to Edged Weapons (Ex): Because of its thick, flabby skin, the shaggy demodand suffers only half damage from piercing and slashing weapons.



Summon Demodands (Sp): Once per day, a shaggy demodand can attempt to summon 1d2 shaggy demodands, 1d4 slimy demondands, or 1d6 tarry demodands with a 35% chance of success.

Demodand Qualities (Ex): Immune to acid and poison; immune to mind-influencing effects and fear effects; cold and fire resistance 20; tongues.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Demodand: Slime Demodand

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	13d8+65 (123 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., fly 50 ft. (average)
AC:	24 (+1 Dex, +13 natural)
Attacks:	2 claws +21 melee, bite +19 melee
Damage:	Claw 1d6+8 and 1d6 acid, bite 1d8+4 and 1d6 acid
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, stench, acid, improved grab, tear, summon demodands
Special Qualities:	Damage reduction 20/+2, SR 24, demodand qualities, darkvision 120 ft.
Saves:	Fort +13, Ref +9, Will +10
Abilities:	Str 26, Dex 13, Con 20, Int 14, Wis 14, Cha 16
Skills:	Bluff +13, Climb +18, Concentration +17, Hide +11, Jump +18, Knowledge (arcana) +14, Listen +16, Move Silently +11, Search +12, Sense Motive +12, Spellcraft +14, Spot +16
Feats:	Alertness, Cleave, Great Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (2-5)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	14-20 HD (Medium-size); 21-39 (Large)

Known as the middle class of the demodand race, slime demodands are as evil as their lesser relatives, the shaggy demodands. They delight in torturing creatures of greater skill and rank than themselves. The great slime demodand appears as a 7-foot tall, bloated, slimy, black humanoid. Its skin constantly secretes a thick, mucus-like slime. Large bat-like wings sprout from its shoulders. The slime demodand has thick, elephantine legs and long, powerful arms that end in razor-

sharp talons. A slime demodand speaks Abyssal, Infernal, and Common.

Combat

The slime demodand attacks with its claws and bite in combat.

Spell-Like Abilities: At will — *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fear*, *gaseous form*, *invisibility* (self only), *magic circle against good*, and *see invisibility*; 3/day — *fog cloud*, *unholy aura*, and *unholy blight*; 1/day — *ray of enfeeblement*. These abilities are as the spells cast by a 14th-level sorcerer (DC 13 + spell level).

Stench (Ex): Slime demodands exude a stench to a range of 30 feet. Any living creature in the area must succeed at a Fortitude save (DC 21) or become sickened, suffering a -2 penalty to attack rolls, saves, and checks for 2d6 rounds. A new save must be made each round to avoid the effects of the slime demodand's stench.

Acid (Ex): The slimy secretions of the slime demodand are highly acidic. Any melee hit deals an extra 1d6 acid damage.

Improved Grab (Ex): To use this ability, the slime demodand must hit a Medium-size or smaller creature with a claw attack. The slime demodand has a grapple bonus of +21.

Tear (Ex): A slime demodand automatically hits an opponent with all its melee attacks each round it maintains the hold. It deals normal damage and acid damage with each attack.

Summon Demodands (Sp): Once per day, a slime demodand can attempt to summon 1d2 slime demodands or 1d4 tarry demodands with a 35% chance of success.

Demodand Qualities (Ex): Immune to acid and poison; immune to mind-influencing effects and fear effects; cold and fire resistance 20; tongues.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Demodand: Tarry Demodand

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	11d8+44 (93 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., fly 60 ft. (average)
AC:	23 (+1 Dex, +12 natural)
Attacks:	2 claws +18 melee, bite +16 melee
Damage:	Claw 1d6+7, bite 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, adhesion, rage, summon demodands
Special Qualities:	Damage reduction 20/+2, SR 24, demodand qualities, darkvision 120 ft.
Saves:	Fort +11, Ref +8, Will +8
Abilities:	Str 24, Dex 13, Con 19, Int 12, Wis 12, Cha 14
Skills:	Bluff +14, Climb +17, Concentration +17, Hide +11, Listen +13, Move Silently +11, Search +11, Sense Motive +11, Spot +13
Feats:	Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (2-5)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	12-17 HD (Medium-size); 18-33 HD (Large)

The cruel and malevolent tarry demodands wander the planes of Tarterus as soldiers and warriors in the mighty demodand armies. They are often employed by the mighty shaggy demodands to battle daemons, demons, and devils. Tarry demodands care little for anything and attack and kill just about anything weaker than themselves. Tarry demodands are 7-foot tall, gray-skinned humanoids. Their eyes are green, and their long, sharp claws are black. Two large, dull gray bat-like wings sprout from their shoulders. The tarry demodand's head is long, oval, and rather amphibious, with two large, red eyes protruding from its head. Tarry demodands speak Abyssal and Common.

Combat

The tarry demodand attacks with its claws and bite in combat.

Spell-Like Abilities: At will — *detect good*, *detect magic*, *detect thoughts*, *fear*, *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisibility*, and *tongues*; 3/day — *fog cloud*, *unholy aura*, and *unholy blight*; 2/day — *dispel magic*. These abilities are as the spells cast by a 12th-level sorcerer (DC 12 + spell level).

Adhesion (Ex): The tar-like secretions of the tarry demodand are extremely adhesive. Anyone who makes a successful melee attack against a tarry demodand must succeed at a Reflex save (DC 19) or have their weapon stick to the tarry demodand's body and yanked out of their grip. Creatures using natural weapons are automatically grappled if they get stuck. Stuck creatures or weapons can be dislodged from the tarry demodand by succeeding at a Strength check (DC 24). Creatures attempting to dislodge a weapon are considered flat-footed.

Rage (Ex): A tarry demodand that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily.

Summon Demodands (Sp): Once per day, a tarry demodand can attempt to summon 1-2 tarry demodands with a 35% chance of success.

Demodand Qualities (Ex): Immune to acid and poison; immune to mind-influencing effects and fear effects; cold and fire resistance 20; tongues.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Demon: Aeshma

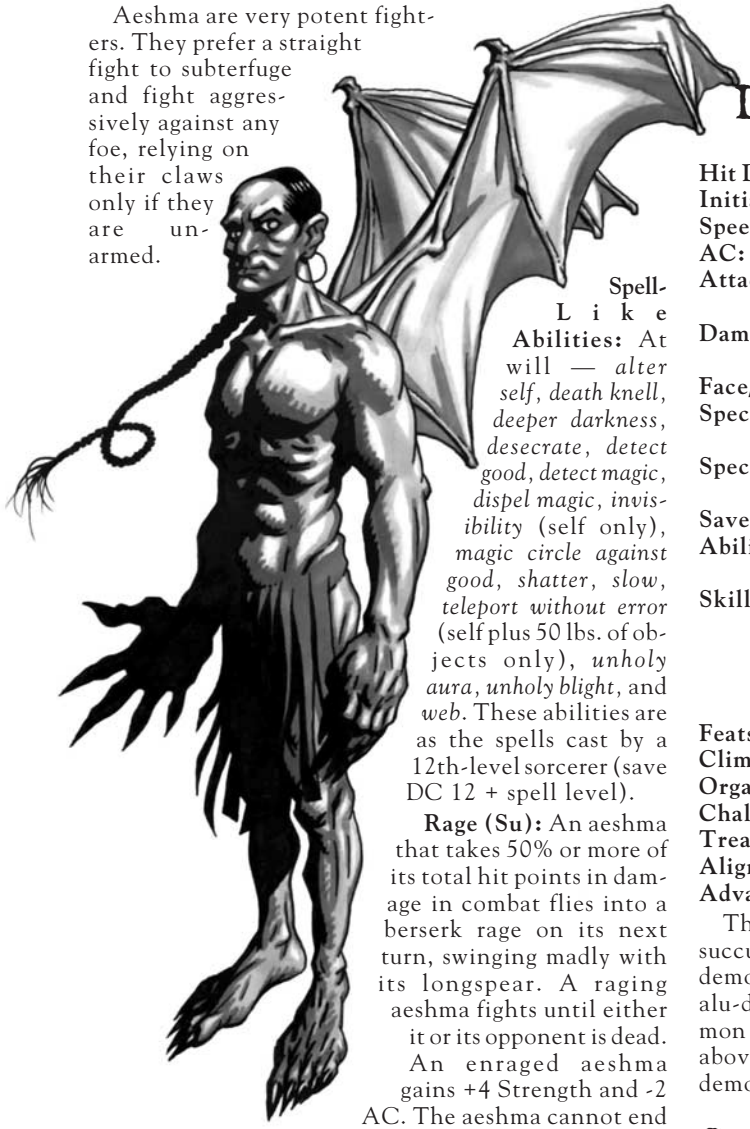
	Large Outsider (Chaotic, Evil)
Hit Dice:	10d8+30 (75 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., fly 60 ft. (good)
AC:	28 (-1 size, +1 Dex, +18 natural)
Attacks:	*+1 wounding longspear* +16/+11 melee; or 2 claws +14 melee
Damage:	*+1 wounding longspear* 1d8+6; or claw 1d6+5
Face/Reach:	5 ft. by 5 ft./10 ft. (15 ft. with longspear)
Special Attacks:	Spell-like abilities, rage, summon demons
Special Qualities:	Damage reduction 20/+2, SR 22, demon qualities, telepathy, see invisibility
Saves:	Fort +10, Ref +8, Will +9
Abilities:	Str 21, Dex 13, Con 16, Int 14, Wis 14, Cha 14
Skills:	Diplomacy +15, Concentration +15, Knowledge (arcana) +14, Listen +20, Move Silently +11, Scry +11, Search +15, Spellcraft +13, Spot +20
Feats:	Cleave, Power Attack, Weapon Focus (longspear)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (1 aeshma and 1-4 vrocks)
Challenge Rating:	10
Treasure:	Standard plus *wounding longspear*
Alignment:	Always chaotic evil
Advancement:	11-15 HD (Large); 16-30 HD (Huge)

Aeshma are the demons of rage and anger. An aeshma is sometimes referred to as "the fiend of the wounding spear." Aeshma are thoroughly malign and evil and care little for anything or anyone else. They are actively recruited into the Abyssal armies of the demon lords and princes for their skill and combat prowess. Often an aeshma is given the rank of commander or lieutenant and granted control over a retinue or battalion of lesser demons (usually vrocks or dretches).

Aeshma are handsome by demonic standards (and even more so by human standards). An aeshma is an 8-foot tall humanoid with basalt-colored skin. Dark hair covers its head, and most aeshma wear their hair long and braided. Its arms are well muscled and end in powerful claws. Its head is very human in nature, and its eyes are sapphire blue. Large, leathery black bat wings betray its demonic nature. Most aeshma disdain the use of armor, but occasionally an aeshma dons chainmail.

Combat

Aeshma are very potent fighters. They prefer a straight fight to subterfuge and fight aggressively against any foe, relying on their claws only if they are unarmed.



Spell-Like Abilities: At will — *alter self*, *death knell*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *invisibility* (self only), *magic circle against good*, *shatter*, *slow*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unholy blight*, and *web*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Rage (Su): An aeshma that takes 50% or more of its total hit points in damage in combat flies into a berserk rage on its next turn, swinging madly with its longspear. A raging aeshma fights until either it or its opponent is dead. An enraged aeshma gains +4 Strength and -2 AC. The aeshma cannot end its rage voluntarily.

Summon Demons (Sp): Once per day, an aeshma can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another aeshma with a 20% chance of success.

Wounding Longspear: An aeshma's *+1 longspear* is imbued with the *wounding* special ability. Damage dealt by this weapon bleeds for 1 point of damage per round and multiple wounds result in multiple bleeding. The bleeding can be stopped by a successful Heal check (DC 15) or through the use of curative magic (*heal*, *healing circle*, and the like).

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Sp): Aeshma can communicate telepathically with any creature within 100 feet that has a language.

See Invisibility (Su): Aeshma continuously see invisibility as the spell cast by a 12th-level sorcerer.

Skills: Aeshma receive a +8 racial bonus to Listen and Spot checks.

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Demon: Alu-Demon

	Medium-Size Outsider (Evil)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., fly 50 ft. (average)
AC:	15 (+1 Dex, +4 natural)
Attacks:	Longsword +8/+3 melee; or 2 claws +8 melee
Damage:	Longsword 1d8+2; or claw 1d3+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, vampiric touch
Special Qualities:	Damage reduction 10/+1, SR 12, demon qualities, telepathy
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 15, Dex 13, Con 13, Int 15, Wis 14, Cha 15
Skills:	Bluff +10, Concentration +9, Escape Artist +6, Hide +6, Knowledge (any one) +8, Listen +14, Move Silently +5, Search +10, Spot +14
Feats:	Cleave, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

The alu-demon is the female demonic offspring of a succubus and human. Though part demon, not all alu-demons are inherently evil (although good-aligned alu-demons are extremely rare). The typical alu-demon has dark hair, dark eyes, small black horns just above her eyes, and small, leathery black wings. Alu-demons are always female.

Combat

Alu-demons attack with weapons (preferring longswords or maces) or with claws. The alu-demon mixes in her spell-like abilities regardless of the method of attack utilized.

Spell-Like Abilities: At will — *charm person*, *desecrate*, *detect thoughts*, *shapechange* (Medium-size humanoid only), and *suggestion*; 1/day — *dimension door*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 12 + spell level).

Vampiric Touch (Su): An alu-demon that successfully hits with a claw attack deals 1d3+2 points of damage (each claw). The alu-demon temporarily gains hit points equal to the damage dealt. Note that the alu-demon cannot gain more than the victim's current hit points +10 (which is enough to kill the victim). The temporary hit points disappear in one hour.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 200 ft.

Telepathy (Su): Alu-demons can communicate telepathically with any creature within 100 feet that has a language.

Skills: Alu-demons receive a +4 racial bonus to Listen and Spot checks.

Credit

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Demon: Baphomet (Demon Lord)

	Large Outsider (Chaotic, Evil)
Hit Dice:	30d8+210 (450 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	49(-1 size, +4 Dex, +36 natural)
Attacks:	Huge *+4 unholy halberd* +47/+42/+37/+32 melee; or Huge *+4 unholy halberd* +47 melee, bite +45 melee, butt +45 melee
Damage:	Huge *+4 unholy halberd* 2d8+23, bite 1d8+6, butt 1d8+6
Face/Reach:	5 ft. by 5 ft./10 ft. (15 ft. with halberd)
Special Attacks:	Spell-like abilities, spells, armor damage, breath weapon, roar, summon demons, summon minotaurs
Special Qualities:	Damage reduction 40/+6, SR 35, demon qualities, telepathy
Saves:	Fort +24, Ref +21, Will +24
Abilities:	Str 36, Dex 18, Con 25, Int 24, Wis 24, Cha 20
Skills:	Bluff +38, Climb +46, Concentration +37, Diplomacy +37, Gather Information +37, Intimidate +38, Knowledge (arcana) +37, Knowledge (the planes) +40, Knowledge (religion) +40, Listen +48, Search +39, Sense Motive +38, Spellcraft +39, Spot +48
Feats:	Cleave, Great Cleave, Improved Initiative, Mutliattack, Power Attack, Weapon Focus (bite, butt, halberd)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Baphomet plus 2-8 minotaurs)
Challenge Rating:	25
Treasure:	Double standard plus *Huge +4 unholy halberd*
Alignment:	Always chaotic evil
Advancement:	—

Baphomet is revered by minotaurs as their lord and deity. His iron keep is located within a large stone cavern on a desolate plane of the Abyss. It is said his castle is a maze of twisting rooms and corridors, with his personal throne room located at the heart of his maze keep. Those that have ventured there remember little about the place other than the never-ending corridors and maze of rooms. Baphomet appears as a 12-foot tall minotaur with black fur and burning crimson eyes. His short bovine-like tail is likewise covered with black fur. Though his body is scarred from eons of combat, he is a very powerful and capable opponent.

Combat

Baphomet attacks using his bite, butting with his head, and slashing with his Huge *+4 unholy halberd*. He is relentless in combat and rarely shows mercy to his opponents. Should he become bored with combat, he summons a slew of demons or minotaurs to dispatch of his opponents as he stands and watches.

Spell-Like Abilities: At will — *blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *passwall*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 3/day — *maze*, *shapechange*, and *wall of stone*; 1/day — *fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Spells: Baphomet casts arcane spells as a 24th-level sorcerer (save DC 15 + spell level) and divine spells as a 24th-level cleric (save DC 17 + spell level). He has access to the domains of Chaos, Evil, and War.

Armor Damage (Ex): Baphomet's halberd can catch and tear an opponent's armor. If the opponent has both armor and a shield, roll 1d6: a roll of 1-4 affects the armor and a roll of 5-6 affects the shield. Make a grapple check whenever Baphomet hits with his halberd attack, adding to an opponent's roll any magical bonus

for the armor or shield. If Baphomet wins, the affected armor or shield is torn away and destroyed.

Breath Weapon (Su): Line of unholy water, 5 feet wide, 5 feet high, and 10 feet long, 10d6 points of damage to outsiders of any good alignment, once every 1d4 rounds (but no more than 6/day), Reflex save half (DC 32).

Roar (Su): Three times per day, 30-foot radius, Will save (DC 32) or flee in terror for 2d6 rounds.

Summon Demons (Sp): Three times per day, Baphomet can automatically summon one balor or nalfeshnee, or 1d3 mariliths.

Summon Minotaurs (Sp): Once per day, Baphomet can automatically summon up to 100 HD of minotaurs.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 120 ft.

Telepathy (Su): Baphomet can communicate telepathically with any creature within 100 feet that has a language.

Skills: Baphomet receives a +12 racial bonus to Listen checks and a +8 racial bonus to Spot checks.

Unholy Halberd: Baphomet's Huge *+4 halberd* has the *unholy* special ability. It deals +2d6 points of damage to good-aligned creatures and any good-aligned creature that attempts to wield it receives one negative level. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Servants of Baphomet

Followers of Baphomet are usually minotaurs and fiendish minotaurs and consist of clerics, necromancers, and sorcerers or adepts. Devout followers of Baphomet are called Horned Ones and must sign a pact of evil with Baphomet. Horned ones can receive spells from Baphomet and are granted access to the domains of Chaos, Evil, and War (a cleric can choose any two domains).

Credit

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Demon: Beluiri (the Temptress)

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	14d8+70 (182 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	37 (+2 Dex, +25 natural)
Attacks:	2 claws +20 melee
Damage:	Claw 1d6+6 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, dominating gaze, seduction, poison
Special Qualities:	Damage reduction 35/+5, SR 27, demon qualities, true seeing
Saves:	Fort +14, Ref +11, Will +13
Abilities:	Str 22, Dex 15, Con 20, Int 18, Wis 18, Cha 20
Skills:	Bluff +19, Concentration +19, Diplomacy +19, Gather Information +18, Intimidate +19, Knowledge (arcana) +18, Listen +28, Move Silently +16, Search +18, Sense Motive +18, Spellcraft +18, Spot +26
Feats:	Ability Focus (seduction), Alertness, Blind-Fight, Dodge
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Beluiri plus 1d4 hezrous or 1d4 gharros)
Challenge Rating:	17
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	—

Beluiri is one of the many concubines of Lord Baphomet (and one of his favorites). She is known throughout the Abyss as the Temptress, for in her many disguises she has seduced countless princes, lords, and generals in the Abyss. In the end, she most often betrays those that fall victim to her wiles. She is hated for this by more than one noble or lord of the Abyss.

She sometimes journeys to the Material Plane (in one of her many guises) to tempt and seduce mortals, for she knows that all mortals, in their hearts, always give in to their true desires — be they power, greed, lust, or one of many countless other sins.

In her true form, Beluiri appears as a bronze-skinned female standing about 6 feet tall. Her head is hairless and features four downward curving horns jutting just above her forehead. The two lower horns are about 8 inches long, while the longer horns are about 2 feet long. A ridge of small spines runs from her brow down the center of her head and tapers off just below her shoulder blades. Her hands end in razor-sharp talons, and her eyes are sapphire blue (regardless of what shape she takes).

Combat

Beluiri prefers to use subterfuge rather than directly assaulting an opponent. She usually alters her appearance to appear as an attractive member of a potential victim's race; once the victim is lured in, she assumes her true form and attacks. If combat goes against her, she flees, but not before summoning lesser demons to cover her escape and kill her opponents.

Spell-Like Abilities: At will — *alter self*, *blasphemy*, *charm person*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *polymorph self*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day — *fire storm* and *wail of the banshee*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Dominating Gaze (Su): Three times per day, 30 feet, Will save (DC 22) or dominated as per the *dominate person* spell cast by a 20th-level sorcerer.

Seduction (Su): Through seductive body language and signals, Beluiri can fascinate all creatures of the opposite sex (which could be either sex, depending on her current form) within 30 feet that observe her dancing. Those viewing this dance must succeed at a Will save (DC 24) or fall under her influence as if by *charm monster* cast by a 20th-level sorcerer. Note that the duration is 1d2+5 hours rather than the duration of the actual spell.

Poison (Ex): Claw, Fortitude save (DC 22); initial and secondary damage 1d8 temporary Strength.

True Seeing (Su): Beluiri has a permanent true seeing in effect (as the spell). This is an inherent ability and cannot be dispelled.

Summon Demons (Sp): Three times per day, Beluiri can automatically summon one balor, marilith, glabrezu, or nalfeshnee; or 1d4 hezrou or gharros demons.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Beluiri can communicate telepathically with any creature within 100 feet that has a language.

Skills: Beluiri receives a +8 racial bonus to Listen and Spot checks.

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Demon: Cambion

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	8d8+24 (60 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	Longsword +12/+7 melee
Damage:	Longsword 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/+1, SR 15, demon qualities, telepathy
Saves:	Fort +9, Ref +8, Will +9
Abilities:	Str 18, Dex 15, Con 17, Int 16, Wis 16, Cha 14
Skills:	Bluff +13, Concentration +14, Escape Artist +10, Hide +11, Knowledge (any one) +14, Listen +15, Move Silently +12, Search +14, Spot +16
Feats:	Blind-Fight, Cleave, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6

Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

When an incubus mates with a human female, the offspring is a cambion. Cambions, unlike their "sisters" the alu-demons, are always chaotic evil and care little for anyone or anything but their own well-being. They are selfish, self-centered, and egotistical. Cambions hate humans and are often employed as assassins. A cambion is a 7-foot tall, stocky humanoid, and each varies in appearance. All cambions, however, share the same demonic traits (horns, scaly skin, fangs, and so forth).

Combat

Cambions are deadly in combat, attacking relentlessly until their opponent is slain. They often employ poisons in battle. If combat goes against it, a cambion retreats, but never forgets the opponent that bested him. The cambion waits for the next opportunity to present itself so it might exact revenge.

Spell-Like Abilities: At will—*detect magic*, *detect thoughts*, *fear*, *levitate*, and *polymorph self*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Cambions can communicate telepathically with any creature within 100 feet that has a language.

Skills: Cambions receive a +4 racial bonus to Listen and Spot checks.

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Author Scott Greene, based on original material by Gary Gygax.

Demon: Demons of Corruption

	Barizou	Azizou	Geruzou
	Small Outsider (Chaotic, Evil)	**Small Outsider (Chaotic,Evil)**	**Small Outsider (Chaotic Evil)**
Hit Dice:	3d8 (13 hp)	4d8 (18 hp)	5d8+5 (27 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	30 ft., fly 50 ft. (good)	30 ft., fly 50 ft. (good)	30 ft., fly 50 ft. (good)
AC:	17 (+1 size, +2 Dex, +4 natural)	19 (+1 size, +2 Dex, +6 natural)	23 (+1 size, +2 Dex, +6 natural, +4 deflection)
Attacks:	2 claws +5 melee, bite +0 melee	2 claws +8 melee, +3 melee	2 claws +7 melee, +2 melee
Damage:	Claw 1d4	Claw 1d4+2	Claw 1d4+1
Face/Reach:	5 ft. by 5ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, summon demons, whisper of madness, sneak attack +4d6	Spell-like abilities, summon demons, whisper of madness, rend 2d4+3	Spell-like abilities, summon demons, whisper of madness, spit slime
Special Qualities:	Damage reduction 5/silver, SR 8, demon qualities, telepathy, chameleon	Damage reduction 5/+1, SR 10, demon qualities, telepathy	Damage reduction 10/+1, SR 12, demon qualities, telepathy, slimy armor
Saves:	Fort +3, Ref +5, Will +1	Fort +4, Ref +6, Will +3	Fort +5, Ref +6, Will +3
Abilities:	Str 10, Dex 15, Con 10, Int 6, Wis 6, Cha 10	Str 14, Dex 15, Con 11, Int 8, Wis 8, Cha 10	Str 12, Dex 15, Con 12, Int 8, Wis 8, Cha 10
Skills:	Hide +11, Listen +6, Move Silently +7, Spot +6	Climb +9, Hide +13, Listen +10, Spot +10	Concentration +9, Hide +14, Listen +11, Move Silently +5, Spot +11

Feats:	Weapon Finesse (bite, claw)	Weapon Finesse (bite, claw)	Alertness, Weapon Finesse (bite, claw)
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	6
Treasure:	None	None	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	4-6 HD (Small)	5-8 HD (Small)	6-10 HD (Small)

Demons of corruption (also called corruptor demons) are used by the various greater demons (including the lords and princes) to destroy all that is good and just by seducing agents of good and law. Many spellcasters have fallen victim to the temptations and lies these demons spread. Those that fall from the side of good find themselves spiraling down into a sea of madness and despair from which they rarely return. The demon lords and princes made it easy for even the weakest spellcaster (one not able to summon and control demons because of insufficient knowledge or understanding of the required spells) to summon a demon of corruption; if the demon can corrupt a good-aligned creature early in its career, the demon lord or prince can take that creature under its wing and mold it into a powerful tool of evil.

Demons of corruption share some common characteristics. Each is about 3 feet tall, with leathery gray skin and thin, membranous wings. A demon of corruption's claws and feet end in sharpened talons.

Combat

The corruptor demons rarely attack unless provoked or ordered to do so by a superior. They specialize in bringing about the downfall of good-aligned creatures and thus seek to use their *whisper of madness* ability as often as possible.

Spell-Like Abilities: At will — *cause fear*, *desecrate*, *detect good*, *detect magic*, and *invisibility* (self only). Each is as the spell cast by an 8th-level sorcerer (save DC 10 + spell level).

Summon Demons (Sp): Once per day, a demon of corruption can attempt to summon another demon of corruption of its type with a 35% chance of success.

Whisper of Madness (Su): When summoned, a demon of corruption automatically establishes a mental link between itself and the one who summoned it. Distance is not a factor to maintain the link, and it can span across planes and dimensions. The demon need not concentrate to maintain the link. A corruptor demon can have in existence a number of links equal to its current HD.

This link allows the demon to speak (as if through *telepathy*) to the summoner it is linked with and submit subconscious thoughts and messages to it summoner. Once per task requested of the summoned demon (or once per week if no task is requested, including fractions of a week if dismissed early), as long as the link is in existence, the linked summoner must succeed at a Will save (DC 11 for barizou, DC 12 for azizou and geruzou) or have his alignment shift one increment toward chaotic evil, first along the good-evil axis and then along the lawful-chaotic axis. The save DC increases by +1 each week the link is maintained. A successful save prevents the alignment shift for that week but does not break the link.

Once the summoner reaches chaotic evil (or if the summoner is chaotic evil to begin with), it must immediately make a Will save (DC 20) or become permanently insane (as if by an *insanity* spell). A successful save negates the insanity for one month, after which time a new save (same DC) must be made to avoid permanently insanity. This cycle continues until the creature fails a save and goes insane or the link is broken.

The link is blocked by lead and magical protection (*antimagic field*, *mind blank*, or *nondetection*) and can be dispelled through magical means (*dispel magic*, *greater restoration*, and

the like). The alignment shift caused by these demons can only be removed after the link is broken by the summoner being voluntarily subjected to a *greater restoration* spell and (if previously good-aligned) an *atonement* spell. One such spell is needed for each shift along the law-chaos and good-evil axis.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Sp): Demons of corruption can communicate telepathically with any creature within 100 feet that has a language.

Skills: Demons of corruption receive a +4 racial bonus to Listen and Spot checks.

Barizou

Called assassin demons or infiltrator demons, the barizou are employed as such because their small size allows them to move unseen in many places larger demons cannot go. The barizou has mottled patches of sickly blue on its back. Its head is almost wolf-like and its mouth is small but lined with sharp teeth.

Sneak Attack (Ex): A barizou can sneak attack an opponent as an 8th-level rogue any time that opponent is flanked or denied its Dexterity bonus to AC. The barizou is considered armed (i.e., it deals normal damage rather than subdual damage even when unarmed) and deals an additional 4d6 points of damage when it uses its sneak attack ability.

Chameleon (Ex): As a free action, the barizou can alter its coloration, thus blending in with its surroundings. This grants the barizou a +8 racial bonus to Hide checks.

Azizou

The azizou is slightly larger than the barizou and is quite strong (for its size). They are relentless combatants and love to inflict pain and suffering on their opponents in combat. The azizou is stout and has the head of a jackal-like creature. It has large, round eyes with slit-pupils of gray slate. Its gray skin is covered in patches of coarse black hair. Its mouth is small and filled with sharp teeth.

Spell-Like Abilities: In addition to the standard spell-like abilities that all corruptor demons possess, the azizou has the following, available at will: *detect thoughts*, *scare*, and *stinking cloud*. Each is as the spell cast by an 8th-level sorcerer (save DC 10 + spell level).

Rend (Ex): If an azizou hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+3 points of damage.

Geruzou

Geruzou are called slime demons or ooze demons because their leathery skin constantly drips and oozes a jelly-like mucus. Like their relatives, they are fierce combatants and are often employed as hunters and trackers by greater demons. The largest of the corruptor demons stands almost 4 feet tall. Its wings are larger and slightly thicker than its weaker brethren, but are still nearly translucent and membranous. The geruzou has large downward curving horns jutting from its head. Its head is long, almost horse-like, and its mouth is lined with long, sharp teeth.

Spell-Like Abilities: In addition to the standard spell-like abilities that all corruptor demons possess the azizou has the following, available at will: *darkness*, *detect thoughts*, *mirror image*, *scare*, and *stinking cloud*. Each is as the spell cast by an 8th-level sorcerer (save DC 10 + spell level).

Call Lesser Demon

Conjuration (Calling)
Level: Clr 3, Sor/Wiz 3
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned demon of up to 5 HD
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

By casting this spell, you summon a lesser demon of 5 HD or less. You do not need to have the same alignment or general alignment as the demon summoned. This spell was specifically created by a powerful demon prince (some mention Demogorgon, others say Orcus) and allowed to pass into the hands of mortal spellcasters to summon corruptor demons so they might corrupt the caster and turn him chaotic evil. Good-aligned creatures can employ this spell if desired.

The target creature must attempt a Will save. If the save succeeds, the creature resists the spell. If the save fails, the creature is immediately drawn to your location. A demon subjected to this spell receives a penalty to its save or SR roll based on the alignment of the caster and how far away from chaotic evil the caster is. For each step that the caster is removed from chaos (on the law-chaos axis), the demon receives a -1 penalty to its save and SR roll. For each one step that the caster is removed from evil (on the good-evil axis), the demon receives a -1 to its save and SR roll. These penalties stack. Thus, a demon summoned by a neutral evil caster receives a -1 penalty to its save and SR roll (neutral is one step removed from evil on the law-chaos axis), while a demon summoned by a lawful good caster receives a -4 penalty to its save and SR roll (+2 for lawful and +2 for good).

You may ask the demon to perform one task for you, and the demon may ask for some service in return (note that corruptor demons never request anything in return, desiring only to use their whisper of madness ability). The more demanding the task, the greater the return favor asked by the summoned demon. This bargaining takes at least 1 round, so any actions by the demon begin in the round after it arrives. If the character agrees to the service, the demon performs the task the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor bound to perform the return favor. If the return favor is not completed as promised, the summoner is visited by an appropriate number of demons to slay the him and take his soul.

Spit Slime (Ex): Stream of slime, range 20 feet, every 1d4+2 rounds; a creature hit is *slowed* for 5 rounds unless it succeeds at a Will save (DC 13). This ability is otherwise the same as the spell.

Slimy Armor (Ex): The slime excreted by a geruzou grants it a +4 deflection bonus to its AC. This bonus is already included in the statistics block.

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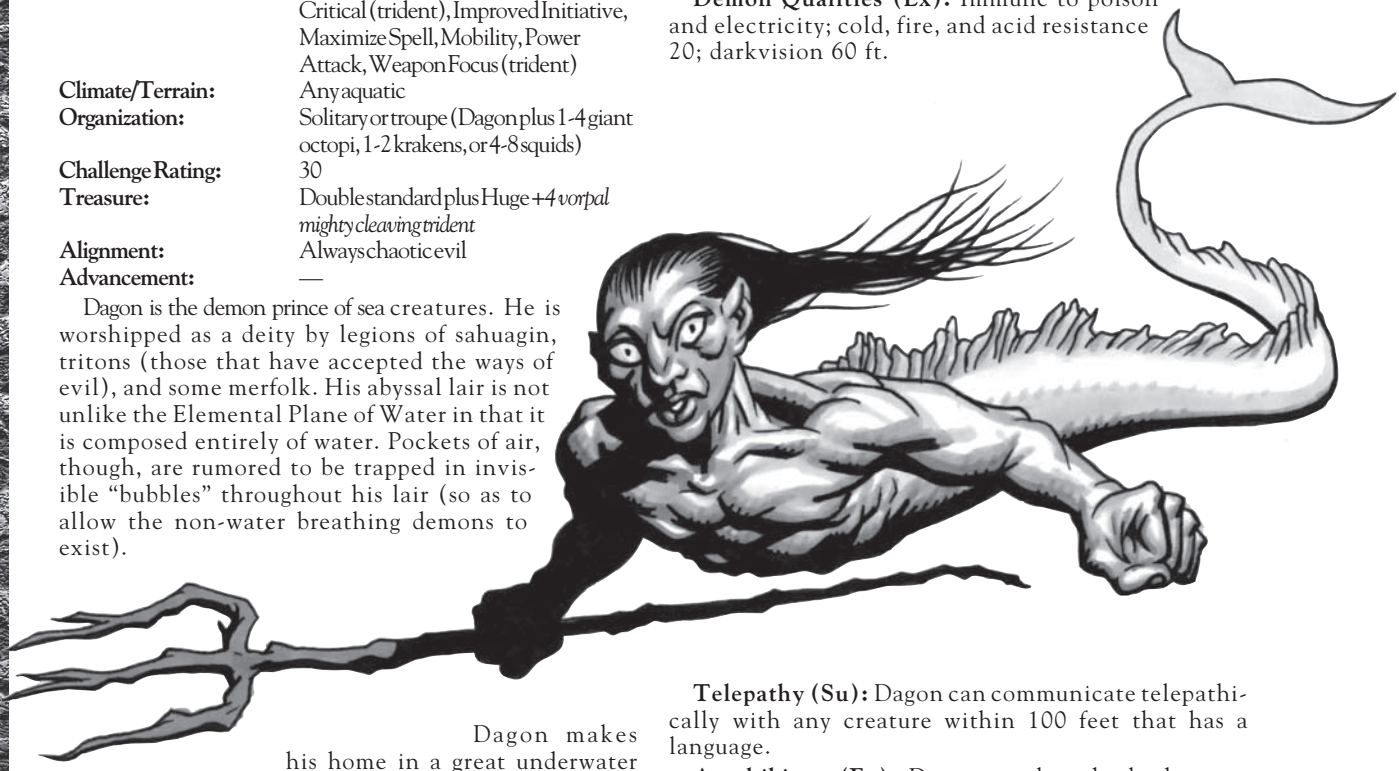
Authors Scott Greene and Clark Peterson.

Demon: Dagon (Demon Prince of Sea Creatures)

	Large Outsider (Aquatic, Chaotic, Evil)
Hit Dice:	41d8+328 (656 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	10 ft., swim 60 ft.
AC:	49 (-1 size, +5 Dex, +35 natural)
Attacks:	Huge *+4 vorpal mighty cleaving trident* +56/+51/+46/+41 melee; or 2 slams +51 melee
Damage:	Huge *+4 vorpal mighty cleaving trident* 2d8+25; or slam 2d4+10
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, summon demons, summon sea creatures
Special Qualities:	Damage reduction 45/+6, demon qualities, telepathy, SR 40, amphibious, speak with sea animals
Saves:	Fort +30, Ref +27, Will +29
Abilities:	Str 32, Dex 21, Con 27, Int 24, Wis 24, Cha 26
Skills:	Bluff +46, Concentration +49, Diplomacy +49, Gather Information +45, Intimidate +49, Knowledge (arcana) +49, Knowledge (the planes) +50, Knowledge (religion) +50, Knowledge (sea creatures) +52, Listen +56, Scry +48, Search +48, Sense Motive +48, Spellcraft +49, Spot +56
Feats:	Blind-Fight, Cleave, Craft Wondrous Item, Dodge, Great Cleave, Improved Critical (trident), Improved Initiative, Maximize Spell, Mobility, Power Attack, Weapon Focus (trident)
Climate/Terrain:	Any aquatic
Organization:	Solitary or troupe (Dagon plus 1-4 giant octopi, 1-2 krakens, or 4-8 squids)
Challenge Rating:	30
Treasure:	Double standard plus Huge *+4 vorpal mighty cleaving trident*
Alignment:	Always chaotic evil
Advancement:	—

Dagon is the demon prince of sea creatures. He is worshipped as a deity by legions of sahuagin, tritons (those that have accepted the ways of evil), and some merfolk. His abyssal lair is not unlike the Elemental Plane of Water in that it is composed entirely of water. Pockets of air, though, are rumored to be trapped in invisible "bubbles" throughout his lair (so as to allow the non-water breathing demons to exist).



Dagon makes his home in a great underwater iron citadel called *Thos*.

Dagon appears as a 9-foot tall merman. His skin is green and scaled, his eyes burn with a crimson glow, and his voice crashes like waves when he speaks. A thin, almost translucent fin runs the length of his back, and a long mane of black hair falls from his head and down his finned back. He can move on land using his fists to drag or pull his body, but prefers to remain in water whenever possible.

Combat

Dagon prefers to use his trident in battle but can attack with his powerful fists if he so chooses. One of his favorite tactics is to grab an opponent incapable of breathing water and dive under the water in an effort to drown the victim.

Spell-Like Abilities: At will — *blasphemy*, *charm monster*, *charm person*, *control water*, *create water*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *dispel magic*, *fear*, *greater dispelling*, *ice storm*, *lightning bolt*, *polymorph self*, *read magic*, *see invisibility*, *shocking grasp*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *water breathing* (another creature only); 1/day — *feeblemind*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Spells: Dagon casts arcane spells as a 20th-level sorcerer (save DC 18 + spell level) and divine spells as a 29th-level cleric (save DC 17 + spell level). He has access to the domains of Chaos, Destruction, Evil, and Water.

Summon Demons (Sp): Three times per day, Dagon can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Sea Creatures (Sp): As their prince, Dagon can automatically summon up to 100 HD of any type of aquatic creature each day.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Dagon can communicate telepathically with any creature within 100 feet that has a language.

Amphibious (Ex): Dagon can breathe both water and air and survive on land indefinitely.

Speak with Sea Animals (Su): Dagon can, at will, speak with sea creatures as if using *speak with animals*.

Skills: Dagon receives a +8 racial bonus to Listen and Spot checks.

Vorpal Mighty Cleaving Trident: Dagon's Huge *+4 trident* has the *vorpal* and *mighty cleaving* special abilities. This weapon allows Dagon to make one additional cleave attempt per a round. Upon a successful critical hit, the weapon severs the opponent's head (if it has one) from its body.

Servants of Dagon

Followers of Dagon are mermen, locathah, sahuagin, lizardfolk, and evil humanoids that revere the seas and oceans. Devout followers of Dagon are called Scaled Ones and must sign a pact of evil with Dagon. Scaled Ones can receive spells from Dagon and are granted access to the domains of Chaos, Destruction, Evil, and Water (a cleric can choose any two domains).

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Author Scott Greene.

Demon: Daraka

	Large Outsider (Chaotic, Evil)
Hit Dice:	11d8+44 (93 hp)
Initiative:	+0
Speed:	30 ft.
AC:	27 (-1 size, +18 natural)
Attacks:	2 claws +16 melee, bite +11 melee; 1d4 scorpions +11 melee
Damage:	Claw 1d6+6, bite 1d8+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, scorpions, poison, summon demons
Special Qualities:	Damage reduction 20/+2, SR 22, demon qualities, telepathy
Saves:	Fort +11, Ref +7, Will +11
Abilities:	Str 23, Dex 11, Con 19, Int 18, Wis 18, Cha 16
Skills:	Climb +18, Concentration +12, Gather Information +15, Hide +8, Knowledge (arcana) +16, Knowledge (any one) +15, Listen +24, Move Silently +11, Search +16, Sense Motive +12, Spellcraft +15, Spot +24
Feats:	Blind-Fight, Cleave, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	11
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	12-16 HD (Large); 17-33 HD (Huge)

Darakas act as guards to the greater demons or as shock troops in the demonic armies of the Abyss. A daraka stands 9 feet tall and has the head of a black-furred ram with downward curving horns of dark brown. Its skin is leathery, oily, and black in color, and its eyes are black. From a distance greater than 10 feet, the daraka's body appears to be a mass of writhing flesh. At ranges of 10 feet or less, the writhing is revealed to be hundreds (perhaps thousands) of tiny living scorpions that constantly skitter along the daraka's body — into and out of its mouth, ears, and nose.

Combat

Darakas aggressively assault any creature that stands in their way or if ordered to do so by their commanding officer. They usually open combat by slinging scorpions at their foes and then moving in to slash with their claws and bite with their terrible fangs.

Spell-Like Abilities: At will — *chaos hammer*, *chill touch*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *invisibility* (self only), *magic circle against good*, *mirror image*, *shatter*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, and *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Scorpions (Ex): The daraka's body is covered with hundreds of tiny living scorpions. Creatures attacking a daraka unarmed or with natural weapons are subjected to 1d6 bites (+16 melee). Each bite deals 1 point of damage and injects poison (see below). Alternately, the daraka can sling scorpions from its body to a range of 10 feet. A creature hit is bitten by 1d4 scorpions (+16 melee) and takes 1 point of damage from each bite and is subjected to the scorpion's poison. The daraka has an unlimited supply of scorpions.

Poison (Ex): Scorpions, Fortitude save (DC 19); initial and secondary damage 1d2 points of temporary Strength damage.

Summon Demons (Sp): Once per day, a daraka can attempt to summon 4d10 dretches or 1d4 vrocks with a 50% chance of success, or one glabrezu or marilith or another daraka with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Sp): Darakas can communicate telepathically with any creature within 100 feet that has a language.

Skills: Darakas receive a +8 racial bonus to Listen and Spot checks.

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Author Scott Greene.

Demon: Fraz-Urb'Luu (Demon Prince)

	Huge Outsider (Chaotic, Evil)
Hit Dice:	46d8+414 (782 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 50 ft. (average)
AC:	47 (-2 size, +3 Dex, +36 natural)
Attacks:	2 slams +59 melee, bite +57 melee, tail slash +57 melee
Damage:	Slam 2d6+14, bite 2d6+7, tail slash 2d4+7
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities, spells, improved grab, tear, summon demons, summon prince or lord
Special Qualities:	Damage reduction 40/+6, SR 41, immunities, demon qualities, telepathy
Saves:	Fort +34, Ref +28, Will +32
Abilities:	Str 39, Dex 16, Con 28, Int 24, Wis 24, Cha 28
Skills:	Bluff +57, Climb +50, Concentration +55, Diplomacy +55, Gather Information +57, Intimidate +57, Knowledge (arcana) +53, Knowledge (the planes) +53, Knowledge (religion) +55, Listen +61, Scry +53, Search +53, Sense Motive +55, Spellcraft +53, Spot +61
Feats:	Blind-Fight, Cleave, Craft Wondrous Item, Craft Staff, Empower Spell, Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (slam, bite, tail)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Fraz-Urb'Luu plus 2-4 nalfeshnees or 1-2 balors)
Challenge Rating:	30
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	—

Fraz-Urb'Luu is one of the most physically powerful demon princes as well as one of the most cunning. His deceptions range far and wide, affecting and influencing not only those on the Material Plane but also other demon princes and demon lords. His malevolent nature lends itself well to his trickery and deception, and he bends others to do his will. Those that oppose him are quickly dispatched.

Fraz-Urb'Luu is an 18-foot tall, hunched, almost ape-like humanoid. His head sports large, upright, pointed ears and a large round mouth lined with sharpened teeth. His body is covered in fine, thin blue hair, and the underlying skin is gray in color. His long, serpentine tail is gray, yielding to blue at the barbed end, and hairless. Two large bat wings protrude from his back.

Combat

Fraz-Urb'Luu pummels and bites a foe, or uses his tail to slash an opponent or entwine an opponent while he bites and pummels him. One of his favorite tactics, after a group of would-be-slayers has been worn down, is to summon another demon prince to deal with them. Fraz-Urb'Luu teleports away when the prince or lord arrives.

Spell-Like Abilities: At will — *blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *hypnotic pattern*, *mislead*, *polymorph other*, *polymorph self*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day — *plane shift*, *power word blind*, and *prismatic spray*. These abilities are as the spells cast by a 29th-level sorcerer (save DC 19 + spell level).

Spells: Fraz-Urb'Luu casts arcane spells as a 20th-level sorcerer (save DC 19 + spell level) and divine spells as a 29th-level cleric (save DC 17 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and Trickery.

Improved Grab (Ex): To use this ability, Fraz-Urb'Luu must hit an opponent with a slam attack or his tail attack. If he gets a hold, he tears the flesh. Fraz-Urb'Luu has a grapple bonus of +68.

Tear (Ex): Fraz-Urb'Luu automatically hits a held opponent with all his melee attacks each round he maintains the hold.

Summon Demons (Sp): Three times per day Fraz-Urb'Luu can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Prince or Lord (Sp): Once per day, Fraz-Urb'Luu can attempt to summon another demon prince or demon lord with a 70% chance of success. If successful, the demon lord or prince arrives believing he has been summoned by those opposing Fraz-Urb'Luu and acts accordingly (which usually involves slaying those that dare summon a demon prince).

Immunities (Ex): Fraz-Urb'Luu is immune to all mind-influencing effects and detection spells and effects.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Fraz-Urb'Luu can communicate telepathically with any creature within 100 feet that has a language.

Skills: Fraz-Urb'Luu receives a +8 racial bonus to Listen and Spot checks.

Servants of Fraz-Urb'Luu

Followers of Fraz-Urb'Luu are usually evil humanoids and consist of clerics, politicians or aristocrats, sorcerers, and adepts. Devout followers of Fraz-Urb'Luu are called Deceivers and must sign a pact of evil with Fraz-Urb'Luu. Deceivers can receive spells from Fraz-Urb'Luu and are granted access to the domains of Chaos, Evil, Knowledge, and Trickery (a cleric can choose any two of these domains).

Credit

Fraz-Urb'Luu originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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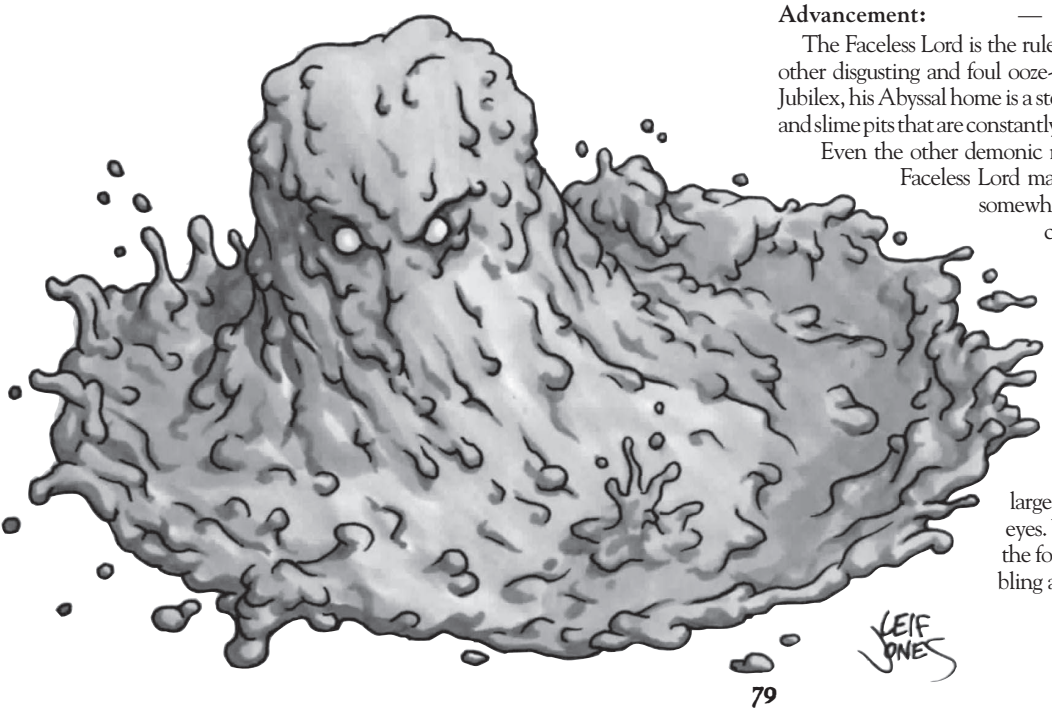
Author Scott Greene, based on original material by Gary Gygax.

Demon: The "Faceless Lord" (Demon Lord)

	Large Outsider (Chaotic, Evil)
Hit Dice:	33d8+363 (627 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	10 ft.
AC:	45 (-1 size, +1 Dex, +35 natural)
Attacks:	Slam +43 melee
Damage:	Slam 2d6+15 and 2d6 acid
Face/Reach:	5 ft. by 20 ft./10 ft.
Special Attacks:	Spell-like abilities, spells, improved grab, constrict 2d6+15, acid, slime spittle, summon demons, summon oozes
Special Qualities:	Amorphous, damage reduction 40/+7, SR38, demon qualities, telepathy
Saves:	Fort +27, Ref +17, Will +24
Abilities:	Str 30, Dex 13, Con 32, Int 26, Wis 26, Cha 21
Skills:	Bluff +38, Climb +43, Concentration +44, Diplomacy +30, Gather Information +38, Intimidate +41, Intuit Direction +41, Knowledge (arcana) +41, Knowledge (the planes) +44, Knowledge (religion) +43, Listen +57, Move Silently +34, Search +41, Sense Motive +41, Spellcraft +41, Spot +57
Feats:	Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (The Faceless Lord plus 2-8 ochre jellies, 1-4 gray oozes, and 1-4 black puddings)
Challenge Rating:	28
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	—

The Faceless Lord is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures. Known by some as Jubilex, his Abyssal home is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. The Faceless Lord makes his home in a huge slime pit somewhere on one of the many planes he controls. He is constantly attended by and surrounded with all sorts of slimes and oozes.

The Faceless Lord appears as a large, bubbling mass of greenish-black ooze. Ooze, slime, and pus constantly squirt and seep from his amorphous form. From deep within his ooze body can be seen two large red, piercing, and ever-watching eyes. When confronted, he usually takes the form of a 12-foot tall column of bubbling and squirting ooze.



Combat

The Faceless Lord lashes out with a slimy appendage, attempting to grab and constrict opponents. Grabbed creatures are crushed and cast aside, to be dissolved and devoured at a later time.

Spell-Like Abilities: At will — *blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day — *fire storm*. These abilities are as the spells cast by a 27th-level sorcerer (save DC 15 + spell level).

Spells: The Faceless Lord casts arcane spells as a 27th-level sorcerer (save DC 15 + spell level) and divine spells as a 27th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Water.

Improved Grab (Ex): To use this ability, The Faceless Lord must hit an opponent with his slam attack. It he gets a hold, he can constrict. The Faceless Lord has a grapple bonus of +47.

Constrict (Ex): The Faceless Lord deals 2d6+15 points of damage and 2d6 points of acid damage with a successful grapple check (grapple bonus +43).

Acid (Ex): The Faceless Lord secretes an acid that dissolves only flesh. Any melee hit deals acid damage in addition to normal slam damage.

Slime Spittle (Su): Once per minute, 20 foot line of slime; Fortitude save (DC 37) or 1d6 points of acid damage and 1d6 points of temporary Constitution damage per round. On the first round, the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the slime. Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. The slime does not harm stone. A metal or wooden weapon that touches the slime dissolves immediately unless it makes a successful Reflex save (DC 37).

Amorphous (Ex): The Faceless Lord is not subject to critical hits, and having no clear front or back, cannot be flanked.

Summon Demons (Sp): Three times per day, The Faceless Lord can automatically summon one balor, or two nalfeshnee or glabrezu, or 1d6 hezrous.

Summon Oozes (Sp): The Faceless Lord can automatically summon up to 100 HD of oozes per day.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): The Faceless Lord can communicate telepathically with any creature within 100 feet that has a language.

Skills: The Faceless Lord receives a +8 racial bonus to Listen and Spot checks.

Servants of The Faceless Lord

Followers of the Faceless Lord are evil humanoids with an affinity for slimes, jellies, and all things that ooze. Devout followers of the Faceless Lord are called Masters of the Ooze and must sign a pact of evil with the Faceless Lord. Masters of the Ooze can receive spells from the Faceless Lord and are granted access to the domains of Chaos, Evil, and Water (a cleric can choose any two of these domains).

Credit

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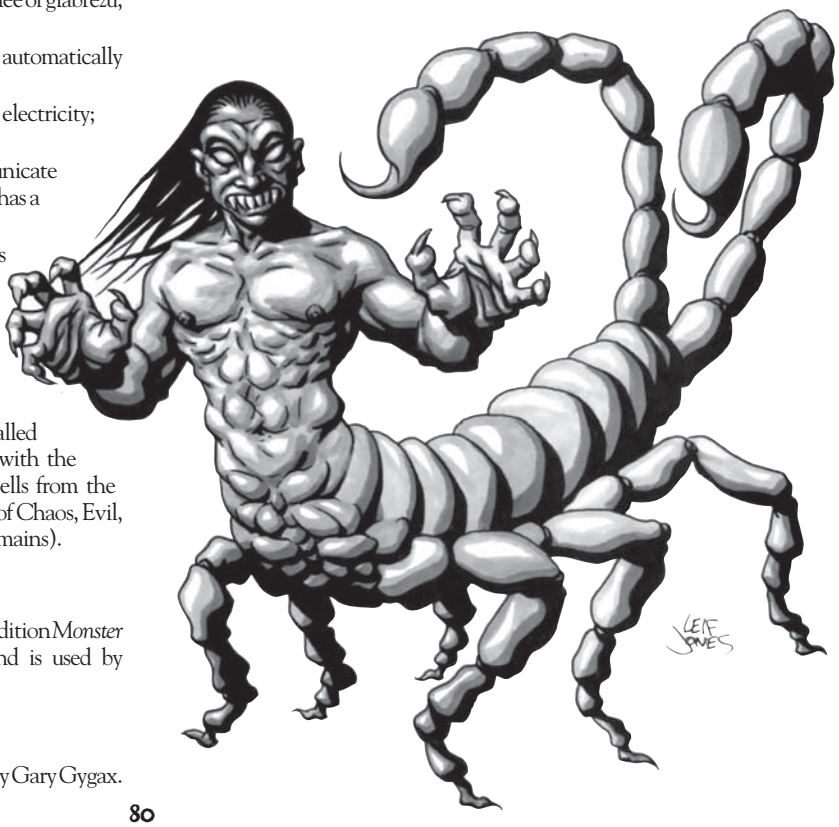
Author Scott Greene, based on original material by Gary Gygax.

Demon: Gharros (Scorpion Demon)

	Large Outsider (Chaotic, Evil)
Hit Dice:	9d8+27 (67 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	27 (-1 size, +1 Dex, +17 natural)
Attacks:	Large battleaxe +12 melee; 2 tail stings +10 melee
Damage:	Large battleaxe 1d10+4, tail sting 1d6+2 and poison
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities, poison, summon demons
Special Qualities:	Damage reduction 20/+2, SR 22, demon qualities
Saves:	Fort +9, Ref +7, Will +8
Abilities:	Str 19, Dex 12, Con 16, Int 12, Wis 14, Cha 14
Skills:	Climb +15, Concentration +12, Jump +15, Listen +21, Move Silently +10, Search +11, Sense Motive +11, Spot +21
Feats:	Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2-4)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	10-15 HD (Large); 16-27 HD (Huge)

A gharros looks like a cross between a large human and an even larger scorpion. They serve as guards, soldiers, shock troops (and even assassins sometimes) to some of the minor nobles and lesser demon lords of the Abyss. They hate all goodness and seek to destroy it at any opportunity through whatever means available

A gharros is about 8 feet tall and 10 feet long. Its upper torso is that of a greenish-silver human male while its lower torso is that of a large, reddish-brown scorpion whose tail splits into



two separate (and highly venomous) stingers. Its hair is usually long and dark, its eyes are stark white (or dull gray), and its mouth is wide and filled with sharpened teeth.

Combat

Gharros are very aggressive in battle and seek to kill the strongest opponent first. They wield their battleaxes in combat and sting with their deadly tails, all the while sprinkling the fight with their spell-like abilities. Unless ordered to do so, a gharros never takes prisoners in battle. They fight to the death (either their death or their opponent's).

Spell-Like Abilities: At will — *darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis*, and *teleport without error* (self plus 50 lbs. of object only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Poison (Ex): Tail sting, Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution.

Summon Demons (Sp): Once per day, a gharros can attempt to summon 2d10 dretches or another gharros with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Gharros can communicate telepathically with any creature within 100 feet that has a language.

Skills: Gharros receive a +8 racial bonus to Listen and Spot checks.

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Author Scott Greene.

Demon: Kostchtchie (Demon Lord)

	Medium-Size Outsider (Chaotic, Cold, Evil)
Hit Dice:	28d8+196 (420 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	47 (+1 Dex, +36 natural)
Attacks:	Large two-handed *+4 thundering warhammer* +47/+42/+37/+32 melee
Damage:	Large two-handed *+4 thundering warhammer* 2d6+25 and stun
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with warhammer)
Special Attacks:	Spell-like abilities, spells, stun, summon demons
Special Qualities:	Damage reduction 35/+6, SR 36, demon qualities, telepathy, cold subtype
Saves:	Fort +23, Ref +17, Will +23
Abilities:	Str 38, Dex 12, Con 24, Int 22, Wis 24, Cha 22
Skills:	Bluff +34, Climb +42, Concentration +35, Diplomacy +34, Intimidate +34, Intuit Direction +35, Knowledge (arcana) +34, Knowledge (giantkind) +34, Knowledge (the planes) +34, Knowledge (religion) +34, Listen 43, Search +34, Spellcraft +34, Spot +43
Feats:	Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (warhammer), Improved Disarm, Power Attack, Weapon Focus (warhammer)
Climate/Terrain:	Any land and underground
Organization:	Solitary, troupe (Kostchtchie plus two Huge 18 HD winter wolves) or squad (Kostchtchie plus 2-4 frost giants and one Huge ancient 30 HD white dragon that serves as his steed)
Challenge Rating:	26
Treasure:	Double standard plus Large two-handed *+4 thundering warhammer*
Alignment:	Always chaotic evil
Advancement:	—

Kostchtchie is the demon lord of cold and frost giants. In appearance, he resembles a 7-foot tall, yellow-skinned, stocky humanoid. His nearly hairless body (only his thick, bushy eyebrows prevent him from being completely hairless) is supported on two large stump-like legs. Kostchtchie's head is flat and oval and sports two large, sunken blue eyes.

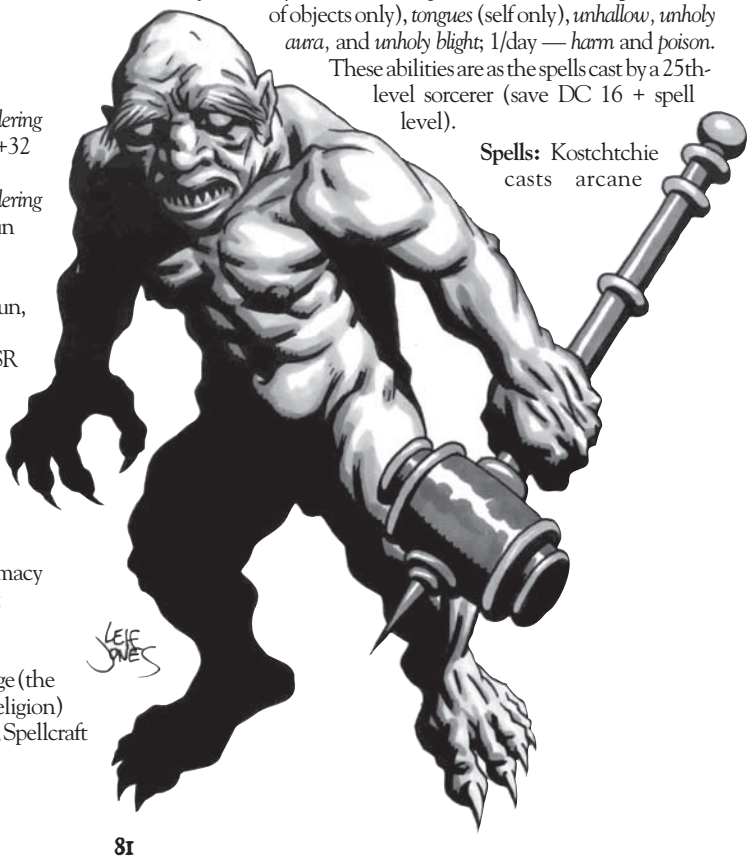
Kostchtchie is the epitome of hatred and evil. If there is a demon lord more ruthless and malevolent than he, the lord has never made his presence known. Kostchtchie is hated by all (including other demon lords and princes). Kostchtchie moves across his Abyssal landscape with a shuffling gate. He is rarely encountered alone.

Combat

Kostchtchie fights with his warhammer in battle. He is relentless in his attacks and seeks to kill all interlopers he encounters. Kostchtchie completely destroys any creature's body he slays. The body is torn to pieces, burned, or devoured by the demon lord and/or his minions.

Spell-Like Abilities: At will — *bestow curse*, *blasphemy*, *command*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *magic circle against good*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, and *unholy blight*; 1/day — *harm* and *poison*. These abilities are as the spells cast by a 25th-level sorcerer (save DC 16 + spell level).

Spells: Kostchtchie casts arcane



spells as a 25th-level sorcerer (save DC 16 + spell level) and divine spells as a 25th-level cleric (save DC 17 + spell level). He has access to the domains of Chaos, Evil, and Destruction.

Stun (Su): Any creature hit by Kostchtchie's warhammer must make a Fortitude save (DC 24) or be stunned for 1d3 rounds.

Summon Demons (Sp): Three times per day, Kostchtchie can automatically summon one balor or nalfeshnee, or 1d4 babau demons.

Demon Qualities (Ex): Immune to poison and electricity; fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Kostchtchie can communicate telepathically with any creature within 100 feet that has a language.

Cold Subtype (Ex): Kostchtchie is immune to all cold attacks and takes double damage from fire attacks (after applying his fire resistance of 20) on a failed save.

Skills: Kostchtchie receives a +8 racial bonus to Listen and Spot checks.

Large Two-Handed Thundering Warhammer: Kostchtchie's Large two-handed *+4 warhammer* has the *thundering* special ability. This weapon creates a cacophonous roar like thunder upon striking with a successful critical hit. The sonic energy does not harm the wielder of the weapon. It deals +3d8 points of bonus sonic damage on a successful critical hit. Subjects dealt a critical hit by a thundering weapon must make a Fortitude save (DC 14) or be deafened permanently.

Servants of Kostchtchie

Followers of Kostchtchie are usually frost giants and fiendish frost giants. They are usually fighters or barbarians. Devout followers of Kostchtchie are called Ice Lords and must sign a pact of evil with Kostchtchie. Ice Lords can receive spells from Kostchtchie and are granted access to the domains of Chaos, Evil, and Destruction (a cleric can choose any two of these domains).

Credit

Kostchtchie originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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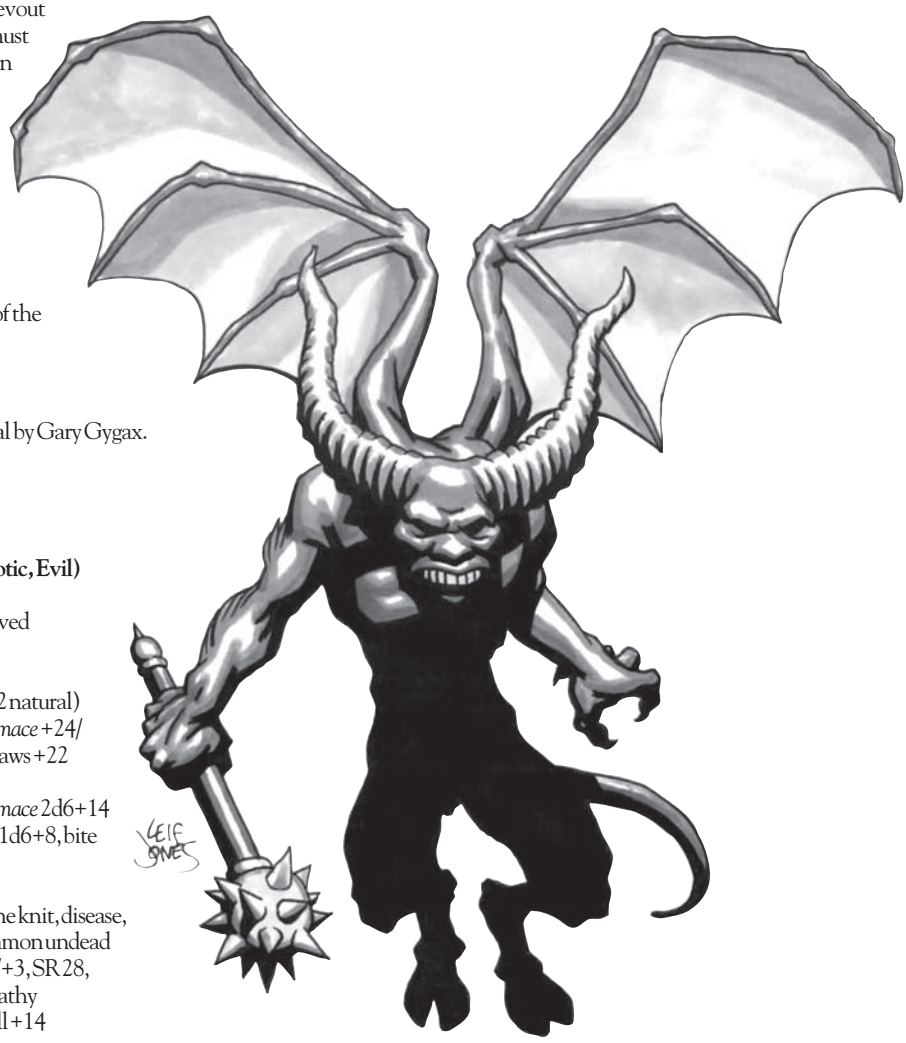
Author Scott Greene, based on original material by Gary Gygax.

Demon: Maphistal

	Large Outsider (Chaotic, Evil)
Hit Dice:	15d8+90 (210 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 80 ft. (good)
AC:	33 (-1 size, +2 Dex, +22 natural)
Attacks:	Large *+2 unholy heavy mace* +24/+19/+14 melee; or 2 claws +22 melee, bite +17 melee
Damage:	Large *+2 unholy heavy mace* 2d6+14 and bone knit; or claw 1d6+8, bite 1d8+4 and disease
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, bone knit, disease, summon demons, summon undead
Special Qualities:	Damage reduction 40/+3, SR 28, demon qualities, telepathy
Saves:	Fort +15, Ref +11, Will +14
Abilities:	Str 27, Dex 15, Con 22, Int 20, Wis 20, Cha 18
Skills:	Balance +17, Bluff +19, Climb +23, Concentration +21, Diplomacy +19, Intimidate +19, Knowledge (planes) +20, Listen +28, Move Silently +17, Search +20, Sense Motive +20, Spellcraft +20, Spot +28
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Maphistal plus 2d8 skeletons and zombies and 1d4 wights)
Challenge Rating:	18
Treasure:	Standard plus Large *+2 unholy heavy mace*
Alignment:	Always chaotic evil
Advancement:	—

Maphistal is a lieutenant in the employ of Orcus, Demon Prince of the Undead. Maphistal makes his home on a stinking, smoldering layer of the Abyss and commands his troops from his great castle, *Maalstege* (The Keep of Bones, so called because it is believe to be constructed from the skeletal remains of those slain by Maphistal). He is loyal to no one but Orcus. He does not trust Sonechard, the General of Orcus' Undead Legions, and seeks to discredit him at any opportunity, though he does not do this openly for fear of rebellion by his troops or punishment by Orcus. His machinations against Sonechard are primarily through his agents and spies in Sonechard's camps.



Maphistal appears as a 9-foot tall rotting humanoid. Two great horns protrude upward from his head. Huge leathery, bat-like wings sprout from his shoulders. His features are feral, and short, coarse, black hair covers his body. His lower torso sports two massive legs that end in soot-colored hooves.

Combat

Maphistal is very rarely encountered alone. He always has some form of undead with him. When he enters combat, he fights with his spell-like abilities and his mace. An opponent that is brought to Dexterity 0 under the blows of his mace is carried back to *Maalstege*, never to return.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy blight*, and *wall of fire*; 3/day — *create greater undead*; 1/day — *chain lightning* and *fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

Bone Knit (Su): Any living creature hit by Maphistal's mace must make a Fortitude save (DC 20) or suffer 1d4 points of temporary Dexterity damage as the victim's bones fuse together. Creatures without skeletal systems are immune to this effect.

Disease (Ex): Bite — demon fever, Fortitude save (DC 18), incubation period 1 day; damage 1d6 Constitution (see "Disease" in the ***DMG***, Chapter 3).

Summon Undead (Sp): Three times per day, Maphistal can automatically summon 3d10 zombies or skeletons, 2d6 ghouls, 2d4 ghasts, 1d6 wraiths or wights, or 1d4 spectres.

Summon Demons (Sp): Three times per day, Maphistal can automatically summon one balor, marilith, glabrezu, or nalfeshnee; or 1d4 hezrou demons.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Maphistal can communicate telepathically with any creature within 100 feet that has a language.

Skills: Maphistal receives a +8 racial bonus to Listen and Spot checks.

Unholy Mace: Maphistal's Large *+2 mace* is imbued with the *unholy* special ability. It deals +2d6 points of damage to good-aligned creatures. It also deals one negative level to any good-aligned creature that attempts to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Credit

Maphistal first appeared in the **Necromancer Games** module *Rappan Athuk 3 — The Lower Levels* (©2002, Necromancer Games, Inc.).

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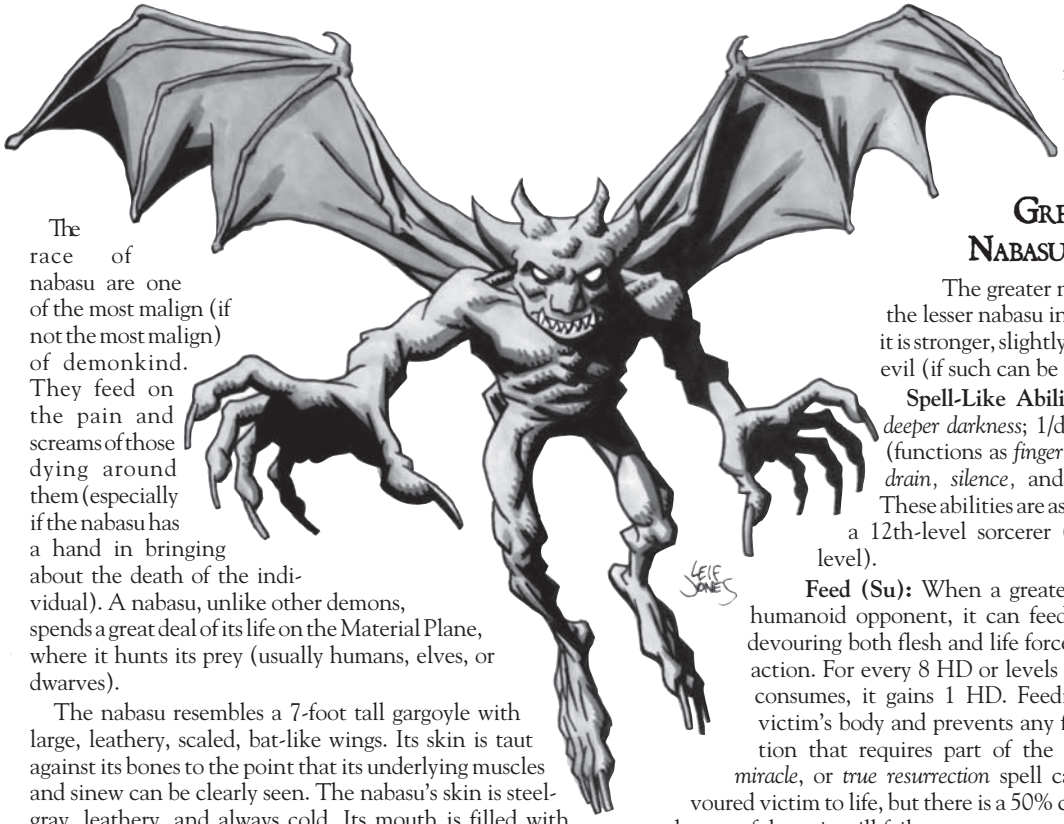
Author Scott Greene.

Demon: Nabasu

	Nabasu, Lesser	Nabasu, Greater
	Medium-Size Outsider (Chaotic, Evil)	**Medium-Size Outsider (Chaotic,** Evil)
Hit Dice:	7d8+14 (46 hp)	10d8+14 (59 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 40 ft. (average)	30 ft., fly 40 ft. (average)
AC:	23 (+1 Dex, +12 natural)	25 (+1 Dex, +14 natural)
Attacks:	2 claws +11 melee, bite +9 melee	2 claws +16 melee, bite +14 melee
Damage:	2 claws 1d4+4, bite 1d6+2	2 claws 1d4+6, bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, feed, paralysis aura, summon ghasts	Spell-like abilities, feed, paralysis aura, summon ghasts
Special Qualities:	Damage reduction 10/+1, ethereal jaunt, SR 21, demon qualities, telepathy	Damage reduction 10/+1, ethereal jaunt, SR 21, demon qualities, telepathy
Saves:	Fort +7, Ref +6, Will +7	Fort +9, Ref +8, Will +9
Abilities:	Str 19, Dex 13, Con 14, Int 14, Wis 14, Cha 13	Str 23, Dex 13, Con 14, Int 15, Wis 15, Cha 14
Skills:	Climb +11, Escape Artist +9, Hide +9, Intimidate +10, Jump +13, Knowledge (arcana) +7, Listen +16, Move Silently +7, Search +8, Spot +16	Climb +16, Escape Artist +12, Hide +10, Intimidate +14, Jump +14, Knowledge (arcana) +10, Knowledge (any one) +10, Listen +19, Move Silently +10, Search +9, Spot +19
Feats:	Improved Initiative, Multiattack	Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary	Solitary
Challenge Rating:	9	11
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	8-9 HD (Medium-size)	11-14 HD (Medium-size); 15-21 HD (Large)



The race of nabasu are one of the most malign (if not the most malign) of demonkind. They feed on the pain and screams of those dying around them (especially if the nabasu has a hand in bringing about the death of the individual). A nabasu, unlike other demons, spends a great deal of its life on the Material Plane, where it hunts its prey (usually humans, elves, or dwarves).

The nabasu resembles a 7-foot tall gargoyle with large, leathery, scaled, bat-like wings. Its skin is taut against its bones to the point that its underlying muscles and sinew can be clearly seen. The nabasu's skin is steel-gray, leathery, and always cold. Its mouth is filled with razor-sharp tusk-like fangs, and its eyes glow with a yellow flame.

Combat

Nabasu prefer to attack with their claws and bite so they can watch their opponents die a very slow and very painful death. A nabasu fights until either it or its opponent is dead, and it never shows mercy to an opponent in battle.

Spell-Like Abilities: At will — *deeper darkness*; 1/day — *death gaze* (functions as *finger of death*). These abilities are as the spells cast by a 12th-level sorcerer (DC 11 + spell level).

Feed (Su): When a nabasu slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 HD or levels a nabasu consumes, it gains 1 HD. Feeding destroys the victim's body and prevents any form of resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Paralysis Aura (Su): As a free action, a nabasu can create an aura of paralysis in a 10-foot radius. It is otherwise identical with *ghoul touch* cast by a 12th-level sorcerer (Fortitude save DC 15). If the save is successful, that creature cannot be affected again by that nabasu's paralysis aura for one day. Other demons are immune to the aura.

Ethereal Jaunt (Su): Twice per day, a nabasu can shift from the Ethereal to the Material Plane as part of any move-equivalent action and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material. The ability is otherwise identical with *ethereal jaunt* cast by a 12th-level sorcerer.

Summon Ghasts (Sp): Once per day, a nabasu can automatically summon 1d6 ghasts.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Nabasu can communicate with any creature within 100 feet that has a language.

Skills: Nabasu receive a +8 racial bonus to Listen and Spot checks.

Greater Nabasu

The greater nabasu resembles the lesser nabasu in all respects, but it is stronger, slightly larger, and more evil (if such can be possible).

Spell-Like Abilities: At will — *deeper darkness*; 1/day — *death gaze* (functions as *finger of death*), *energy drain*, *silence*, and *vampiric touch*. These abilities are as the spells cast by a 12th-level sorcerer (DC 12 + spell level).

Feed (Su): When a greater nabasu slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. For every 8 HD or levels a greater nabasu consumes, it gains 1 HD. Feeding destroys the victim's body and prevents any form of resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Paralysis Aura (Su): As a free action, a greater nabasu can create an aura of paralysis in a 10-foot radius. It is otherwise identical with *ghoul touch* cast by a 12th-level sorcerer (Fortitude save DC 17). If the save is successful, that creature cannot be affected again by that greater nabasu's paralysis aura for one day. Other demons are immune to the aura.

Ethereal Jaunt (Su): Three times per day, a greater nabasu can shift from the Ethereal to the Material Plane as part of any move-equivalent action and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. This ability is otherwise identical with *ethereal jaunt* cast by a 12th-level sorcerer.

Summon Ghasts (Sp): Once per day, a greater nabasu can automatically summon 2d4 ghasts.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Greater nabasu can communicate with any creature within 100 feet that has a language.

Skills: Greater nabasu receive a +8 racial bonus to Listen and Spot checks.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Demon: Nerizo

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	21 (+1 Dex, +10 natural)
Attacks:	2 claws +11 melee, tail sting +6 melee
Damage:	Claw 1d4+2, tail sting 1d6+1 and poison
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with tail)
Special Attacks:	Spell-like abilities, spit acid, poison, summon demons
Special Qualities:	Damage reduction 10/+2, SR 19, demon qualities, scent
Saves:	Fort +8, Ref +7, Will +8
Abilities:	Str 15, Dex 13, Con 14, Int 8, Wis 14, Cha 14
Skills:	Climb +11, Concentration +11, Hide +12, Listen +19, Move Silently +10, Spot +19
Feats:	Power Attack, Weapon Focus (claws, tail sting)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-13 HD (Medium-size); 14-24 HD (Large)

The bestial nerizo can be found on almost all planes of the Abyss. More animal than human, the nerizo are sometimes used as "hunting dogs" by the greater demons and lords. The nerizo themselves realize that they may not be the smartest or strongest of the demons, but they resent being relegated to common hunting dogs for the greater demons.

The nerizo is a 6-foot tall feral demon with dark bluish-black leathery skin; lanky, but powerful arms that end in sharpened claws; and splayed-hoofed feet. A great barbed tail trails the nerizo. Its hairless head is long and oval, and its eyes are large and crimson. Nerizo can speak Abyssal but rarely do so. They do not possess the telepathic ability of other demons.

Combat

The nerizo prefers to attack from surprise, leaping to attack its foes when they are within range. A nerizo attacks using its tail sting and claws. Slain creatures are dragged away and devoured at a later time. If in the employ of a greater demon, the nerizo follows the commands of its "master." Nerizo have been known to stalk their prey for up to one week before attacking.

Spell-Like Abilities: At will — *darkness*, *desecrate*, and *detect good*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 12 + spell level).

Spit Acid (Ex): Once every 1d4+1 rounds, the nerizo can eject a globule of stomach bile at a single foe that is within 10 feet. The acidic bile deals 4d6 points of acid damage; Reflex save (DC 16) halves the damage.

Poison (Ex): Tail sting, initial and secondary damage 1d6 points of temporary Strength damage; Fortitude save (DC 16) negates.

Summon Demons (Sp): Once per day, a nerizo can attempt to summon 1-2 nerizo with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Skills: Nerizo receive a +8 racial bonus to Listen and Spot checks.

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Author Scott Greene.

Demon: Orcus (Demon Prince of Undead)

	Huge Outsider (Chaotic, Evil)
Hit Dice:	45d8+450 (810 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 60 ft. (average)
AC:	51 (-2 size, +3 Dex, +40 natural)
Attacks:	*Wand of Orcus* +55 melee; or 2 slams +55 melee, tail sting +53 melee
Damage:	*Wand of Orcus* 1d8+13 and annihilation; slam 2d6+13, tail sting 2d4+6 and poison
Face/Reach:	5 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities, spells, fear aura, poison, summon demons, summon undead, *Wand of Orcus*
Special Qualities:	Damage reduction45/+7, demon qualities, telepathy, SR 46, speak with dead
Saves:	Fort +34, Ref +27, Will +33
Abilities:	Str 32, Dex 16, Con 30, Int 28, Wis 28, Cha 26
Skills:	Bluff +53, Concentration +55, Diplomacy +53, Gather Information +53, Intimidate +53, Knowledge (arcana) +54, Knowledge (history [Abyss]) +56, Knowledge (the planes) +54, Knowledge (religion) +54, Knowledge (undead) +57, Listen +62, Move Silently +48, Scry +54, Search +51, Sense Motive +52, Spellcraft +54, Spot +63
Feats:	Blind-Fight, Cleave, Combat Casting, Craft Wand, Craft

	Wondrous Item, Dodge, Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (slam, *Wand of Orcus*)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Orcus plus 1-2 mariliths, 1-3 glabrezus, and 4-20 zombies or shadows)
Challenge Rating:	36
Treasure:	Double standard plus *Wand of Orcus*
Alignment:	Always chaotic evil
Advancement:	—

Orcus is one of the strongest and most powerful of all demon lords. He fights a never-ending war that spans the many layers of the Abyss against the forces of several other demon lords. Orcus is known as the Prince of the Undead, for it is said (in secret) that he alone created the first undead that walked the worlds.

Orcus appears as a grossly fat 15-foot tall humanoid with a goat-like head. Large, spiraling, ram-like horns adorn his head. His legs are goat-like and his feet are hoofed. Large, powerful, humanoid arms wield his great wand. Two large, black bat-like wings protrude from his back, and a long snake-like tail trails behind him. His tail is tipped with a razor-sharp point.

Combat

Orcus prefers to melee with his fists. If pressed, he uses his spells and spell-like abilities. He wields his wand whenever possible. If combat is going against him (not likely), he summons demons and undead to cover his escape.

Spell-Like Abilities: At will — *animate dead, blasphemy, charm monster, charm person, deeper darkness, desecrate, detect good, detect law, detect thoughts, dispel magic, fear, greater dispelling, lightning bolt, polymorph self, pyrotechnics, read magic, see invisibility, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of fire*; 1/day — *feeblemind*. These abilities are as the spells cast by a 35th-level sorcerer (save DC 18 + spell level).

Spells: Orcus casts arcane spells as a 35th-level sorcerer (save DC 18 + spell level) and divine spells as a 335th-level cleric (save DC 19 + spell level). He has access to the domains of Chaos, Death, Destruction, Evil, and War.

Fear Aura (Su): All within 60 feet; Will save (DC 40) or flee in terror for 2d6 rounds. If the save is successful, that creature cannot be affected again by Orcus' fear aura for one day.

Poison (Ex): Tail sting; initial damage 3d6 temporary Constitution, secondary damage death; Fortitude save (DC 42) negates.

Summon Demons (Sp): Three times per day, Orcus can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Undead (Sp): As their prince, Orcus can automatically summon up to 100 HD of any type of undead each day.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Orcus can communicate telepathically with any creature within 100 feet that has a language.

Speak with Dead (Su): Orcus can, at will, *speak with dead* (as the spell of the name).

Skills: Orcus receives a +8 racial bonus to Listen and Spot checks.

Wand of Orcus: Mighty Orcus wields a huge black skull-tipped rod that slays any living creature it touches if the target fails a Fortitude save (DC 40). Orcus, can at will, shut this ability off so as to allow his wand to pass into the Material Plane (and usually into the hands of one of his servants). In addition, the *Wand* has the following powers: 3/day — *animate dead, deeper darkness, desecrate, fear*, and *unhallow;* 2/day — *blasphemy* and *unholy aura*. Each ability is as the spell cast by a 20th-level sorcerer (save DC 30 + spell level).

Servants of Orcus

The followers of the Prince of Undead are clerics and adepts that venerate death, sorcerers and wizards fascinated with death, and half-fiend variants of the aforementioned creatures. His followers are most often clerics, necromancers, and sorcerers. Followers of Orcus are known as Disciples of Orcus and must sign a pact of evil. Disciples of Orcus can receive spells from Orcus and are granted access to the domains of Chaos, Death, Destruction, Evil, and War (a cleric can choose any two of these domains).

Credit

Orcus originally appeared in the pre-First Edition *Eldritch Wizardry* (© TSR/Wizards of the Coast, 1976) and later in the First Edition *Monster Manual* (© TSR/Wizards of the Coast, 1977) and is used by permission. Orcus made his debut for the d20 system in the Necromancer Games module *Rappan Athuk 3 — The Lower Levels* (©2002, Necromancer Games, Inc.).

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Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

DEMON: PAZUZU (DEMON PRINCE)

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	34d8+238 (510 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 60 ft. (perfect)
AC:	58 (+8 Dex, +40 natural)
Attacks:	*+4 chaotic keen greatsword* +50/+45/+40/+35 melee; or 2 claws +50 melee
Damage:	*+4 chaotic keen greatsword* 2d6+20; or claw 1d8+11
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, breath weapon, summon demons, summon aid, dominate aerial creatures
Special Qualities:	Damage reduction 40/+7, SR 41, plane shift, fast healing 5, demon qualities, telepathy
Saves:	Fort +26, Ref +27, Will +27
Abilities:	Str 33, Dex 27, Con 24, Int 26, Wis 26, Cha 28
Skills:	Bluff +43, Concentration +41, Diplomacy +42, Escape Artist +39, Intimidate +43, Intuit Direction +44, Knowledge (aerial creatures) +45, Knowledge (arcana) +42, Knowledge (the planes) +42, Knowledge (religion) +42, Listen +50, Move Silently +37, Scry +42, Search +43, Spellcraft +42, Spot +50*
Feats:	Blind-Fight, Cleave, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (claws, greatsword)
Climate/Terrain:	Any land
Organization:	Solitary or troupe (Pazuzu plus 2-5 harpies or 6-11 gargoyles)
Challenge Rating:	31
Treasure:	Double standard and *+4 lawful keen greatsword*
Alignment:	Always chaotic evil
Advancement:	—

Pazuzu is the Prince of all aerial creatures, both in the outer planes as well as on the Material Plane. Pazuzu's lair is the sky realms above all layers of the Abyss. No single plane is claimed as his, rather he claims all the skies and aerial reaches of each layer as his own. So far, no demon lord or prince has contested this claim. Pazuzu is one of the only demon princes that seems to be on good terms with the powerful dukes and arch devils of Hell. He never enters Hell, but has been known to meet with a duke or arch devil on Acheron or Tarterus.

Pazuzu is a 7-foot tall hawk-headed humanoid. His feathers are red and gold, fading to black at the tips. Four large feathered wings protrude from his shoulders. His eyes are white, with deep red or blue pupils (he can change the color at a whim). His hands are great claws and his feet are razor-sharp talons.

COMBAT

Pazuzu relies on his spells and spell-like abilities in combat rather than his sword or claws. If engaged in melee, he usually summons his demon allies to his aid and retreats to attack from a distance with spells or weapons.

Spell-Like Abilities: At will — *blasphemy, control weather, deeper darkness, desecrate, detect good, detect law, fear, flesh to stone, greater dispelling, lightning bolt, pyrotechnics, read magic, shapechange, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight*, and *wall of stone*; 1/day — *wish*. These abilities are as the spells cast by a 30th-level sorcerer (save DC 19 + spell level).

Spells: Pazuzu casts arcane spells as a 30th-level sorcerer (save DC 19 + spell level) and divine spells as a 30th-level cleric (save DC 18 + spell level). He has access to the domains of Air, Chaos, and Evil.

Breath Weapon (Su): Each breath weapon's effect resembles a spell cast by a 20th-level sorcerer. Each breath weapon is a cone 100 feet long, has a save DC of 34, and each is usable once per day.

Creeping Doom: This works like the spell of the same name.

Insect Plague: This works like the spell of the same name.

Corrosive Gas: The target must succeed at a Reflex save or take 24d6 points of acid damage.

Summon Demons (Sp): Three times per day, Pazuzu can automatically summon 2d4 succubi.

Summon Aid (Sp): Three times per day, Pazuzu can automatically summon 3d4 harpies, 2d8 gargoyles, or 1d4 hieracosphinxes with a 50% chance of success.

Dominate Aerial Creatures (Ex): Pazuzu, as prince of the aerial creatures, can automatically dominate and control any aerial or avian creature that has 5 HD or less and that is within his line of sight. There is no limit to the number of creatures he can dominate at one time. No aerial creature ever willingly attacks Pazuzu. Those controlled or dominated by an opponent may do so if the controller so directs them, but even then Pazuzu can break the control by making an opposed Intelligence check against the controller.

Plane Shift (Sp): Pazuzu can enter any of the Lower Planes, the Astral Plane, or the Material Plane. This ability transports Pazuzu only; he cannot take others with him. It is otherwise similar to the spell of the same name.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 240 ft.

Telepathy (Su): Pazuzu can communicate telepathically with any creature within 100 feet that has a language.

Skills: Pazuzu receives a +8 racial bonus to Listen and Spot checks. *In daylight hours, Pazuzu receives an additional +8 racial bonus to Spot checks.

Chaotic Keen Greatsword: Pazuzu's *+3 greatsword* has the *chaotic* and *keen* special abilities. The critical threat range for the greatsword is 19-20. It deals +2d6 points of damage to lawful-aligned creatures and one negative level to any creature of lawful alignment that attempts to wield it. The negative level remains as long as the weapon is

in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Servants of Pazuzu

Followers of Pazuzu are evil humanoids that respect and revere the air and sky. Devout followers of Pazuzu are called Aerial Lords and must sign a pact of evil with Pazuzu. Aerial Lords can receive spells from Pazuzu and are granted access to the domains of Air, Chaos, and Evil(a cleric can choose any two of these domains).

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Demon: Shadow Demon

	Medium-Size Outsider (Chaotic, Evil, Incorporeal)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 40 ft. (perfect)
AC:	15 (+2 Dex, +3 deflection)
Attacks:	Incorporeal touch +9 melee, incorporeal bite +4 melee
Damage:	Incorporeal touch 1d6, incorporeal bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, malevolence
Special Qualities:	Shadow blend, incorporeal, darkvision 60 ft., immunities, resistances, sunlight powerlessness
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str —, Dex 15, Con 17, Int 14, Wis 13, Cha 16
Skills:	Hide +12, Intimidate +10, Intuit Direction +10, Listen +9, Search +9, Sense Motive +8, Spot +9
Feats:	Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8-11 HD (Medium-size); 12-21 HD (Large)

Shadow demons resemble standard shadows with wings. They are the incorporeal form of a demon trapped in the form of a shadow as punishment for some wrongdoing. If anything can release a demon trapped in shadow form, only the dukes, princes, and lords of the Abyss know such secrets. As a result of their new form, shadow demons are malign and evil, destroying all life they encounter.

Combat

A shadow demon lurks in dark places, waiting for its prey to pass nearby. It then leaps from the shadows and attacks with its touch and bite.

Spell-like Abilities: 1/day — *darkness* and *fear*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Malevolence (Su): Once per day, a shadow demon can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it 9/10 concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, will.

Resistances (Ex): Cold, fire and acid resistance 20.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Immunities (Ex): Immune to poison and electricity.

Sunlight Powerlessness (Su): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only partial actions.

Credit

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Author Scott Greene, based on original material by Neville White.

Demon: Sonechard

	Large Outsider (Chaotic, Evil)
Hit Dice:	14d8+84 (196 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., fly 80 ft. (good)
AC:	35 (-1 size, +2 Dex, +24 natural)
Attacks:	Large *+2 unholy wounding heavy pick* +25/+20/+15 melee; or 2 claws +22 melee
Damage:	Large *+2 unholy wounding heavy pick* 1d8+15; or claw 1d6+8
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, stench, undead master, undead domination, summon undead, summon demons
Special Qualities:	Damage reduction 40/+3, SR 28, demon qualities, telepathy
Saves:	Fort +15, Ref +11, Will +15
Abilities:	Str 28, Dex 15, Con 23, Int 21, Wis 22, Cha 20
Skills:	Balance +16, Bluff +19, Climb +23, Concentration +20, Diplomacy +19, Intimidate +19, Knowledge (the planes) +19, Listen +28, Search +19, Spellcraft +19, Spot +28
Feats:	Cleave, Improved Initiative, Power Attack, Weapon Focus (pick)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Sonechard plus 30 HD of undead)
Challenge Rating:	17
Treasure:	Standard and Large *+2 unholy wounding heavy pick*
Alignment:	Always chaotic evil
Advancement:	—

Sonechard is a General in the infernal armies of Orcus and serves him — at least to all onlookers — with unswerving loyalty. He has countless numbers of demons and undead at his command. Though his true loyalty lies only to himself, he would never openly refuse a request by Orcus nor challenge his position as Prince of the Undead. Should the day come when Orcus weakens, Sonechard will be there to claim what he believes is rightfully his. Sonechard makes his home in a large castle that sits atop a plateau of scorched earth surrounded by a moat of blood. The walls are constructed of bone and sinew, and it is said that the souls of those who cross him are entombed within.

Sonechard appears as a 14-foot tall humanoid figure with the head of a ram. His horns are curved, and the left one is broken off midway from its starting point. His skin is gray and leathery, and his hair is dark and coarse. Two large, black bat-like wings protrude from his shoulders. His body is scarred from countless millennia of warring against the enemies of Orcus.

Combat

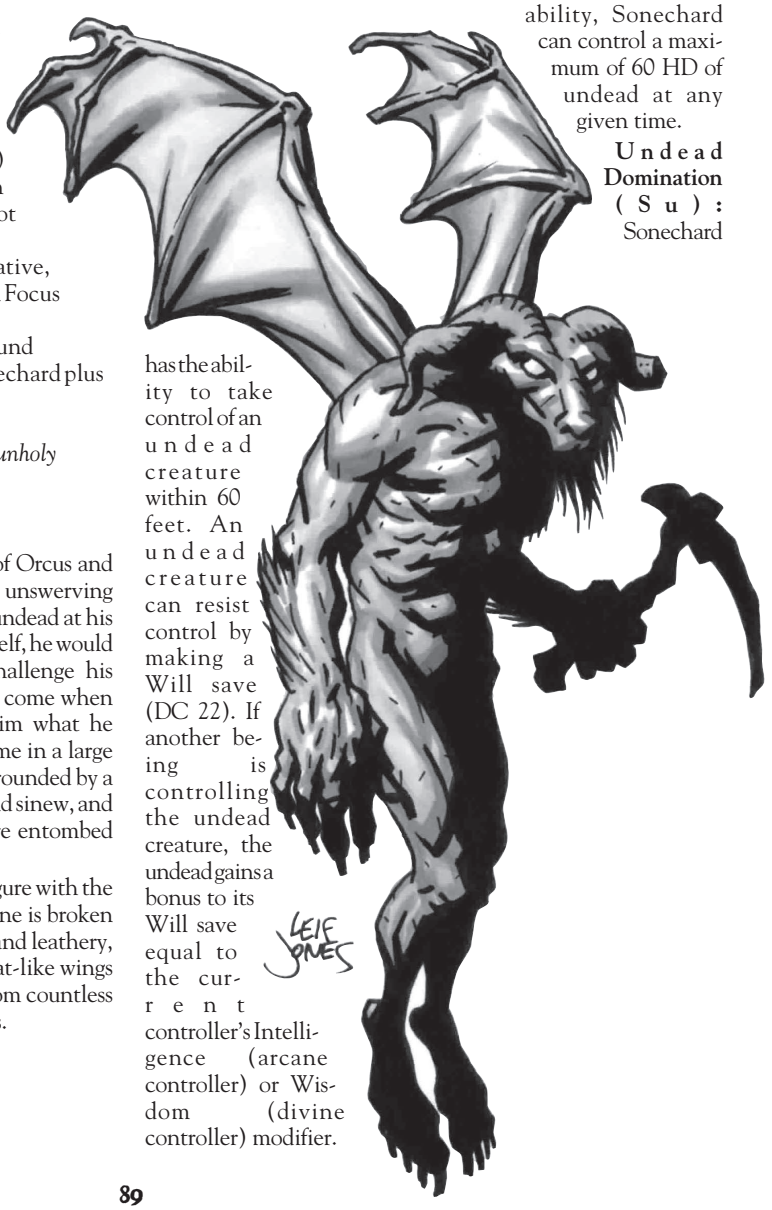
Sonechard is rarely encountered without a retinue of undead. In combat, he fights relentlessly with his pick. Should the odds begin to go against him in battle, he will summon undead and demons to cover his escape. Those that defeat him are not forgotten — or forgiven. Sonechard will remember a slight or a defeat and send his troops after such creatures, never ceasing until his enemies are dead.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy blight*, and *wall of fire*; 3/day — *create greater undead*; 1/day — *firestorm* and *unholy aura*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Stench (Su): Sonechard's very essence reeks of death. All creatures within 20 feet must succeed at a Fortitude save (DC 23) or become nauseated for as long as they remain in the area and for 1d6 rounds thereafter. Creatures that successfully save suffer a -2 morale penalty to attack rolls for 1 hour but cannot be affected again by Sonechard's stench for one day. A *delay poison* or *neutralize poison* removes the effect from one creature.

Undead Master (Su): When using his *animate dead* spell-like ability, Sonechard can control a maximum of 60 HD of undead at any given time.

Undead Domination (Su): Sonechard has the ability to take control of an undead creature within 60 feet. An undead creature can resist control by making a Will save (DC 22). If another being is controlling the undead creature, the undead gains a bonus to its Will save equal to the current controller's Intelligence (arcane controller) or Wisdom (divine controller) modifier.



Summon Undead (Sp): Three times per day, Sonechard can automatically summon 3d10 zombies or skeletons, 2d6 ghouls, 2d4 ghasts, 1d6 wraiths or wights, or 1d4 spectres.

Summon Demons (Sp): Three times per day, Sonechard can automatically summon one balor, marilith, glabrezu, or nalfeshnee; or 1d4 hezrou demons.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 120 ft.

Telepathy (Su): Sonechard can communicate telepathically with any creature within 100 feet that has a language.

Skills: Sonechard receives a +8 racial bonus to Listen and Spot checks.

Unholy Wounding Pick: Sonechard's Large *+2 heavy pick* is imbued with the *unholy* and *wounding* special abilities. It deals +2d6 points of damage to good-aligned creatures and any good-aligned creature that attempts to wield it receives one negative level. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Damage dealt by this weapon bleeds for 1 point of damage per round and multiple wounds result in multiple bleeding. The bleeding can be stopped by a successful Heal check (DC 15) or through the use of curative magic (*heal, healing circle*, and so forth).

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Author Scott Greene.

Demon: Stirge Demon

	Large Outsider (Chaotic, Evil)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., fly 60 ft. (good)
AC:	22 (-1 size, +2 Dex, +11 natural)
Attacks:	2 claws +10 melee, bite +8 melee
Damage:	Claw 2d4+4, bite 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, wounding, drone, fear aura, blood drain, summon demons
Special Qualities:	Damage reduction 20/+2, SR 19, spider climb, demon qualities, telepathy
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 18, Dex 15, Con 17, Int 12, Wis 12, Cha 12
Skills:	Climb +11, Concentration +10, Hide +5, Listen +16, Move Silently +9, Search +8, Sense Motive +8, Spellcraft +8, Spot +16
Feats:	Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), or squad (5-6)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8-12 HD (Large); 13-21 HD (Huge)

The stirge demon is a loathsome cross between a human, a stirge, and an abyssal fly. It stands on four stirge-like hind legs and grasps with its humanlike forelimbs, which end in chitinous claw-like fingers. It has the wings of a stirge, though wrinkled and seemingly useless. Its stirge-like head has distinctly human features and is topped with a bristled, backswept mane. Its mouth is tiny and filled with fangs, though its nose is long and sharp and is used to pierce and draw blood. Stirge demons hate all other demonic races and attack most on sight. They do not attack if they are outnumbered or overmatched, however.

Combat

Stirge demons attack using their spell-like abilities and claws and bite. They attempt to drone opponents to sleep before drinking their blood.

Spell-Like Abilities: At will — *darkness, desecrate, detect good, detect magic, see invisibility, telekinesis*, and *teleport without error* (self plus 50 lbs. of objects only). These abilities are as the spells cast by a 10th-level sorcerer (save DC 11 + spell level).

Wounding (Ex): Claw — a successful melee attack opens a wound that bleeds for 1 point of damage per round thereafter in addition to the normal damage that the claw deals. Multiple wounds from a claw result in cumulative bleeding (i.e., two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of curative magic (*heal, healing circle*, and the like).

Drone (Su): At all times, except when using any spell-like abilities, the stirge demon drones and buzzes like a fly. Every creature within a 30-foot radius must succeed at a Will save (DC 16) or fall into a comatose sleep for 2d4 hours. A creature that makes a successful save is immune to the droning for 24 hours. If the stirge demon attaches itself to a sleeping victim and drains blood, the victim receives a Will save (DC 12) on the first round to awaken.

Fear Aura (Su): Free action, 30-foot radius to anyone viewing the stirge demon, Will save (DC 16) negates, as a *fear* spell cast by a 10th-level sorcerer. A creature that makes a successful save is immune to the fear effect of that stirge demon for one day. Other demons are immune to the aura.

Blood Drain (Ex): A stirge demon can drain blood from a living creature by making a successful grapple check (grapple bonus +15). If it pins its foe, it drains blood, dealing 1d4 points of temporary Constitution damage each round. Stirge demons use this ability only against foes they have droned to sleep.

Summon Demons (Sp): Once per day, a stirge demon can attempt to summon 2d8 dretches or another stirge demon with a 35% chance of success.

Spider Climb (Ex): Stirge demons can walk on walls, floors, ceilings, and other such surfaces at their normal movement rate. This is an inherent ability and cannot be dispelled or negated.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Stirge demons can communicate telepathically with any creature within 100 feet that has a language.

Skills: Stirge demons receive a +8 racial bonus on Listen and Spot checks.

Credit

The Stirge demon is loosely based on the Chasme demon, which originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission. The stirge demon made its d20 debut in the **Necromancer Games** module *Tomb of Abysthor* (©2001, Clark Peterson, Necromancer Games, Inc.).

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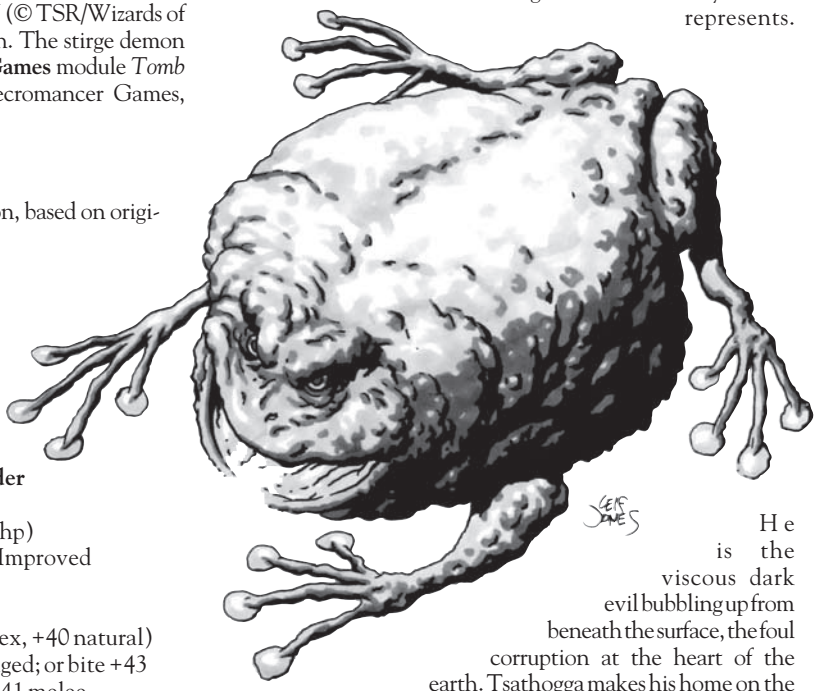
Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Demon: Tsathogga (The Frog Demon God)

	Colossal Outsider (Chaotic, Evil)
Hit Dice:	37d8+407 (703 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	44 (-8 size, +2 Dex, +40 natural)
Attacks:	Tongue +32 ranged; or bite +43 melee, 2 claws +41 melee
Damage:	Tongue grapple; or bite 4d8+13 and 2d8 acid, claw 2d6+6 and 2d8 acid
Face/Reach:	40 ft. by 60 ft./20 ft. (40 ft. with tongue)
Special Attacks:	Spell-like abilities, spells, chaos shriek, acidic secretion, improved grab, swallow whole, summon demons, summon slime creatures
Special Qualities:	Damage reduction45/+7, SR 43, seeping darkness, demon qualities, telepathy
Saves:	Fort +31, Ref +22, Will +29
Abilities:	Str 36, Dex 15, Con 32, Int 28, Wis 28, Cha 28
Skills:	Alchemy +43, Bluff +46, Concentration +48, Diplomacy +40, Gather Information +49, Intimidate +46, Jump +50, Knowledge (arcana) +46, Knowledge (history [tsathar]) +49, Knowledge (the planes) +46, Knowledge (religion) +49, Listen +54, Move Silently +39, Scry +48, Search +44, Sense Motive +46, Spellcraft +46, Spot +54
Feats:	Blind-Fight, Combat Casting, Dodge, Cleave, Improved Critical (bite), Improved Initiative, Mobility, Multiattack, Weapon Focus (tongue, bite, claws)
Climate/Terrain:	Any swamp and underground
Organization:	Solitary or troupe (Tsathogga plus 1-2 death slaadi, 2-5 vrocks, 2-5 red slaadi, and 4-12 giant frogs)
Challenge Rating:	33
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	—

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with the slow oozing sickness and decay that he represents.



He is the viscous dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Tsathogga makes his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the River Styx as it flows out of the Abyss.

Tsathogga's main form is of a colossally-bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul oils and fluids, which leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He never moves and rarely speaks other than to emit an unintelligible shrieking. Tsathogga thoughtlessly commands a host of evil creatures, notably evil slaadi and his own vile frog race, the tsathar (see that entry).

Combat

Tsathogga rarely partakes in combat, preferring to summon his minions to fight for his cause. If forced, he attacks with spells and spell-like abilities or bite and claws before reeling in his opponents and swallowing them.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *charm monster*, *charm person*, *contagion*, *control water*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *dispel magic*, *fear*, *greater dispelling*, *insect plague*, *lightning bolt*, *polymorph self*, *read magic*, *see invisibility*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unholy aura*,

unholy blight; 1/day — *horrid wilting*. These abilities are as the spells cast by a 32nd-level sorcerer (save DC 19 + spell level).

Spells: Tsathogga casts arcane spells as a 32nd-level sorcerer (save DC 19 + spell level) and divine spells as a 32nd-level cleric (save DC 19 + spell level). He has access to the domains of Chaos, Destruction, Evil, and Water.

Chaos Shriek (Su): Three times per day, Tsathogga can let out a shriek that affects all creatures within a 100-foot radius as if by *blasphemy* cast by a 20th-level cleric (no save).

Acidic Secretion (Ex): Tsathogga's body constantly secretes a foul, putrid oily liquid. Creatures attacking Tsathogga unarmed or with natural weapons take 2d8 points of acid damage each time their attacks hit. Any melee hit by Tsathogga deals acid damage.

Improved Grab (Ex): To use this ability, Tsathogga must hit an opponent of up to Colossal size with his tongue attack. A grabbed victim of Huge or smaller size is pulled into his mouth on the same round for a bite attack. This attack is a grapple check that does not provoke an attack of opportunity. Creatures of Huge or smaller size are reeled in and swallowed. Tsathogga has a grapple bonus of +66.

Swallow Whole (Ex): Tsathogga can try to swallow a grabbed Huge or smaller opponent by making a successful grapple check (grapple bonus +66). Once inside, the swallowed creature takes 2d8+9 points of crushing damage and 2d8 points of acid damage per round from Tsathogga's digestive juices. A swallowed creature can climb out of his stomach with a successful grapple check. This returns it to his mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using a light piercing or slashing weapon to deal 50 points of damage to Tsathogga's stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Tsathogga's stomach can hold two Huge, four Large, eight Medium-size, or sixteen Small or smaller creatures.

Summon Demons (Sp): Three times per day, Tsathogga can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Slime Creatures (Sp): Tsathogga can automatically summon 100 HD of slaadi, oozes, tsathar, or giant frogs each day. He can mix the type of creatures summoned (i.e., he could summon slaadi and oozes together), but cannot exceed 100 total HD for that day.

Seeping Darkness (Su): As a free action, Tsathogga can ooze a cloud of thick, dark fog from his skin that spreads to fill an area 50 feet by 70 feet. The darkness temporarily nullifies all light (magical or otherwise) brought into the area. Creatures that can normally see in the dark can see but at one-quarter the normal range. This cloud remains for up to 10 minutes before dispersing. Tsathogga can ooze another cloud of darkness immediately after the current one disperses.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20; darkvision 60 ft.

Telepathy (Su): Tsathogga can communicate telepathically with any creature within 100 feet that has a language.

Skills: Tsathogga receives a +8 racial bonus to Listen and Spot checks.

Servants of Tsathogga

Followers of Tsathogga are the tsathar and some slaadi. He has few other worshippers, though it is rumored that an evil cult of humanoids worships the vile god on the Material Plane. Tsathar clerics are granted spells and access to the domains of Chaos, Destruction, Evil, and Water (clerics choose two of these domains).

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Author Scott Greene.

Demonic Knight

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	9d8+45 (85 hp)
Initiative:	+1 (Dex)
Speed:	20 ft. (base 30 ft.)
AC:	27 (+1 Dex, +7 half plate, +9 natural)
Attacks:	+3 *longsword* +19/+14 melee; or 2 slams +15 melee
Damage:	+3 *longsword* 1d8+9; or slam 1d6+6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, fear, breath of unlife, create spawn, summon demons
Special Qualities:	Damage reduction 20/+2, SR 22, darkvision 60 ft.
Saves:	Fort +11, Ref +7, Will +10
Abilities:	Str 22, Dex 13, Con 20, Int 18, Wis 18, Cha 18
Skills:	Bluff +14, Concentration +17, Diplomacy +16, Hide +7, Intimidate +16, Knowledge (any one) +13, Listen +16, Move Silently +6, Search +10, Spellcraft +16, Spot +16
Feats:	Cleave, Power Attack, Weapon Focus (longsword)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (demonic knight plus 2-4 shadow demons)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	10-27 HD (Medium-size)

The demonic knight—known by some as a death knight—is rumored to be the creation of the great demon prince Orcus, the Prince of the Undead. Some sages doubt the validity of such a claim, since the demonic knights are not undead. Though no link has been proven, however, it is known that three of the most powerful demonic knights (Baruliis, Caines, and Arrunes) make their home on the same plane of the Abyss as the Prince of the Undead within the shadows of his great citadel. The true origins of the demonic knight lie hidden deep in the stinking pits of the Abyss, and those brave few who have dared search for these secrets have never returned. The demonic knights serve their master (whomever it may be) without unswerving loyalty. They never question their orders and never question their superior. They are often sent to the Material Plane to recruit new bodies for their master's next plot or deception, or to punish those that have offended their lord. On some occasions, they are simply sent to another plane to corrupt and slay those that are just and good (to the delight of their master).

A demonic knight appears as a 6-foot tall humanoid dressed in black iron half-plate armor. Its head is completely hidden beneath a helmet that it never removes. A black iron longsword is slung at its hip. Some demonic knights don capes and other decorations as a badge of station. It is unknown exactly how many demonic knights exist, but they are believed to number no more than nine.

Combat

A demonic knight attacks using its longsword (or fists, if unarmed). Against powerful opponents, it attempts to use its breath of unlife ability to weaken its foes before slaying them. If melee goes against the demonic knight, it summons demons to aid it or cover its escape.

Spell-Like Abilities: At will — *detect magic*, *see invisibility*, and *wall of ice*; 2/day — *dispel magic*; 1/day — *fireball* and *symbol* (pain or fear effect only). These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

Fear (Su): The demonic knight generates fear with but a word. Those within 30 feet that hear it speak must succeed at a Will save (DC 18) or flee in terror for 2d4 rounds.

Breath of Unlife (Su): Once every 1d4 rounds, the demonic knight can exhale a cone of negative energy to a range of 10 feet. Creatures in the area must succeed at a Reflex save (DC 19) or take 2d4 points of temporary Strength damage. A creature reduced to Strength 0 by a demonic knight dies.

Create Spawn (Su): Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon (see that entry) in 2d4 rounds. Spawn are under the command of the demonic knight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Summon Demons (Sp): Once per day, a demonic knight can attempt to summon 1d4 shadow demons, two glabrezus or hezrous, or 1 marilith with a 50% chance of success.

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Devil Dog

	Medium-Size Magical Beast (Cold)
Hit Dice:	6d10+12 (45 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	Bite +8 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Frightful presence, throat-rip
Special Qualities:	Scent, cold subtype, darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +7, Will +3
Abilities:	Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 10
Skills:	Hide +5*, Listen +9, Move Silently +8, Spot +9, Wilderness Lore +2*
Feat:	Alertness
Climate/Terrain:	Any cold land
Organization:	Solitary, pair, or pack (7-16)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7-9 HD (Medium-size); 10-18 HD (Large)

The wolf-like devil dog may be an interbred species of wild dog and winter wolf (see the entry for the winter wolf in the **MM**). A devil dog is smaller than a winter wolf but much larger than nearly any normal dog of any breed — about 5 feet long and 3 feet high at the shoulder. A devil dog is white in color, blending in almost perfectly with its snowbound environment. Thanks to their appearance, devil dogs are often mistaken for winter wolves by inexperienced travelers in icy regions. Devil dog packs have been known to stalk and attack humanoids and other creatures much larger than the pack members. They are smart enough to use their coloration to their best advantage in the hunt.

Combat

Devil dogs hunt in packs, using tactics similar to normal wild dogs and wolves: the pack circles the prey, with each dog taking its turn attacking. Devil dogs attempt to rip out the throat of any helpless opponent.

Frightful Presence (Ex): Activated when the devil dog bays, it forces creatures within 30 feet with fewer HD than the devil dog to make a Will save (DC 13) or become frightened for 3d6 rounds.

Throat-Rip (Ex): As a full round action, the devil dog can deliver a coup de grace on a helpless opponent. If the victim survives the attack, he must succeed at a Fortitude save (DC 10 + damage dealt) or die. Opponents killed in this manner cannot be *raised*, but *resurrection*, *true resurrection*, or the like can restore a slain creature to life.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Skills: Devil dogs receive a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. *Their natural coloration grants devil dogs a +7 racial bonus to Hide checks in areas of snow and ice. A devil dog has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Credit

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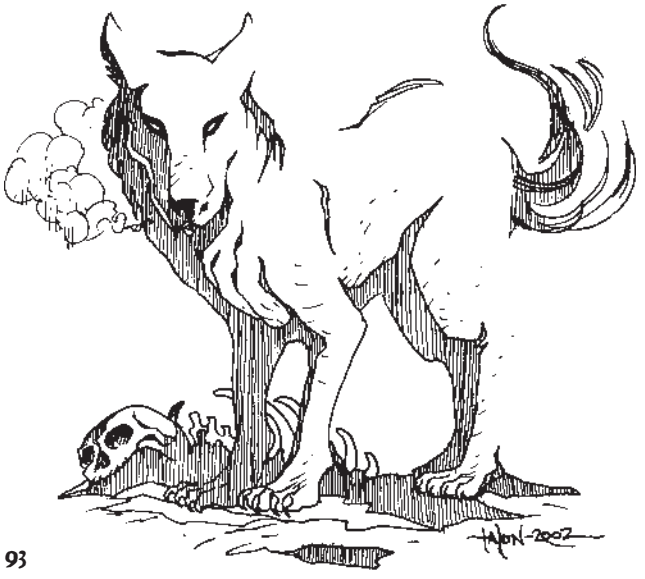

DEVIL: AMON (DUKE OF HELL)

Large Outsider (Evil, Lawful)

Hit Dice: 22d8+132 (308 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 45 (-1 size, +4 Dex, +32 natural)
Attacks: Large *+3 lawful thundering heavy mace* +35/+30/+25/+20 melee; or bite +31 melee
Damage: Large *+3 lawful thundering heavy mace* 1d10+18; or bite 2d4+10
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, fear gaze, summon devils, summon wolves, control wolves
Special Qualities: Damage reduction 40/+6, SR 34, regeneration 10, devil qualities, see in darkness, telepathy, scent
Saves: Fort +19, Ref +17, Will +19
Abilities: Str 31, Dex 18, Con 22, Int 24, Wis 22, Cha 20
Skills: Bluff +29, Climb +32, Concentration +28, Intimidate +30, Jump +34, Knowledge (arcana) +31, Knowledge (the planes) +29, Listen +30, Scry +31, Search +31, Sense Motive +30, Spellcraft +29, Spot +30, Wilderness Lore +32
Feats: Cleave, Great Cleave, Improved Critical (mace), Improved Initiative, Power Attack, Weapon Focus (heavy mace)
Climate/Terrain: Any land and underground
Organization: Solitary or troupe (Amon plus one 18 HD winter wolf, 2-5 osyluths, 1-2 cornugons, and 4-8 wolves)
Challenge Rating: 24
Treasure: Standard plus Large *+3 heavy mace*
Alignment: Always lawful evil
Advancement: —

Amon is a general in Geryon's army. He is completely loyal to the "Great Serpent" and never questions his post, though on more than one occasion an arch devil has tried to seduce Amon into betraying his lord. Amon's iron citadel sits atop of a flat-topped mountain on Hell's fifth plane. It is a great, dark place filled with devils, wolves, and creatures far worse. He commands 40 companies of osyluths. Amon is a 9-foot tall wolf-headed humanoid. His fur is brownish-black, his eyes and teeth are yellow, and his great clawed hands are brown.

COMBAT

Amon begins combat with his fear gaze. Unaffected creatures are subjected to a barrage of spell-like abilities and physical attacks with his mace. If combat is going against him, he summons his wolf companions or other devils to aid him.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *see invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, and *wall of ice*; 1/day — *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 24th-level sorcerer (save DC 15 + spell level).

Fear Gaze (Su): 30 feet, Will save (DC 26) or affected by *fear* as cast by a 24th-level sorcerer. If the save is successful, that creature cannot be affected again by Amon's gaze for one day.

Summon Devils (Sp): Twice per day, Amon can automatically summon four osyluths, or two lemures or barbazu, or one cornugon or pit fiend.

Summon Wolves (Sp): Amon can automatically summon 40 HD of wolves, worgs, winter wolves, or dire wolves per day as a move-equivalent action.

Control Wolves (Su): Amon can control up to 40 HD of wolves, worgs, winter wolves, or dire wolves to a range of 1 mile. This is otherwise similar to a *control undead* spell cast by a 20th-level sorcerer.

Regeneration (Ex): Amon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Amon can communicate telepathically with any creature within 100 feet that has a language.

Lawful Thundering Mace: Amon's Large +3 *heavy mace* is imbued with the *lawful* and *thundering* special abilities. It deals +2d6 points of damage to chaotic-aligned creatures and one negative level to any creature of chaotic alignment that attempts to wield it.

The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. This weapon creates a cacophonous roar like thunder upon striking with a successful critical hit. The sonic energy does not harm the wielder of the weapon. It deals +1d8 points of bonus sonic damage on a successful critical hit. Subjects dealt a critical hit must make a Fortitude save (DC 14) or be deafened permanently.

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Devil: Baaphel (Duke of Hell)

	Medium-Size Outsider (Evil, Lawful)
Hit Dice:	20d8+120 (280 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 60 ft. (good)
AC:	43 (+3 Dex, +8 armor, +22 natural)
Attacks:	*+3 lawful keen scythe* +33/+28/+23/+18 melee
Damage:	*+3 lawful keen scythe* 2d4+16
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with scythe)
Special Attacks:	Spell-like abilities, fear, summon devils
Special Qualities:	Damage reduction 35/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 10
Saves:	Fort +18, Ref +15, Will +18
Abilities:	Str 28, Dex 16, Con 22, Int 22, Wis 22, Cha 25
Skills:	Bluff +27, Concentration +24, Diplomacy +24, Escape Artist +23, Intimidate +27, Jump +31, Knowledge (arcana) +27, Knowledge (the planes) +28, Listen +26, Scry +26, Search +27, Sense Motive +24, Spellcraft +27, Spot +26
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (scythe)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Baaphel plus 1-2 pit fiends, 2-5 barbazu, and 4-7 hamatulas)
Challenge Rating:	22
Treasure:	Standard plus *+3 chainmail* and *+3 lawful keen scythe*
Alignment:	Always lawful evil
Advancement:	—

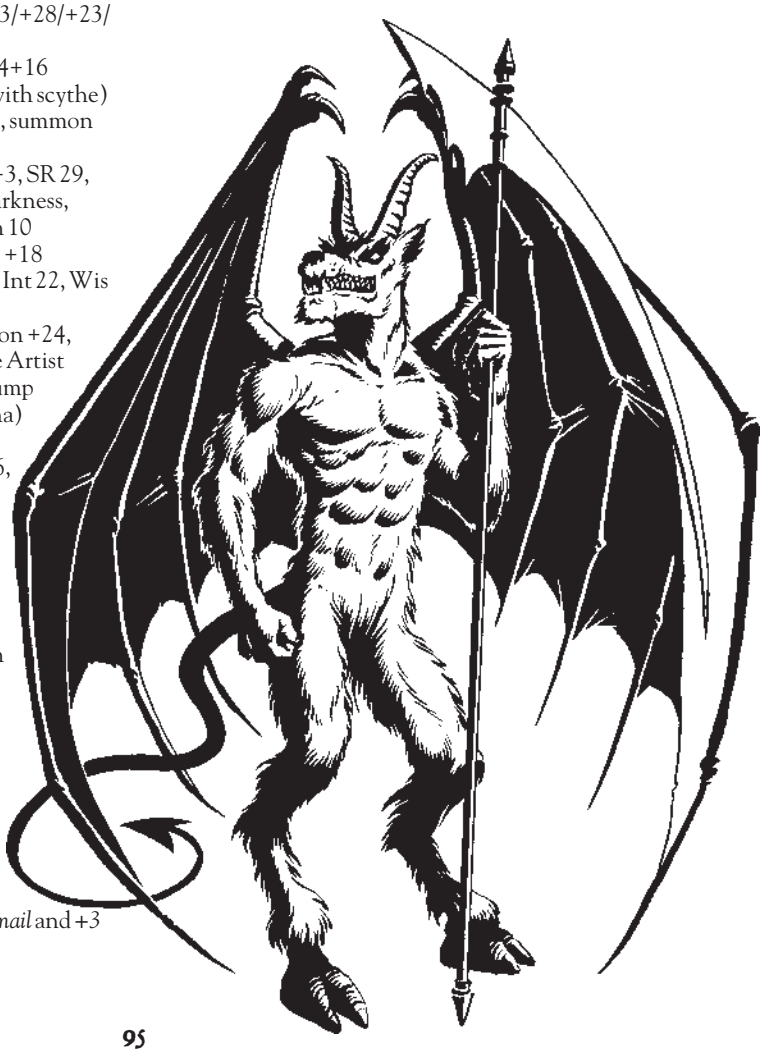
Baaphel is a grand duke in the service of Belial, leading 24 companies of barbazu in battle for his lord. Baaphel is constantly scheming against the other dukes in Belial's service and takes every opportunity to discredit them in the eyes of their lord, though he never does this openly; it is always through lesser dukes and other devils that his machinations come to fruition. Baaphel yearns to be ruler of an entire plane and is waiting anxiously until the time comes that he can overthrow his lord. Baaphel makes his home in a great castle of basalt and iron on Hell's fourth plane.

Baaphel appears as a gray-brown furred humanoid with a dog's head and pale scarlet eyes. He stands 7 feet tall. He has black, leathery dragon-like wings and upright dark crimson horns. His hooves are black and his forked tail is scarlet.

Combat

Baaphel attacks with his *+3 lawful keen scythe* and spell-like abilities. He usually opens combat with *flesh to stone*, taking out the most able-bodied attackers. Baaphel wears *+3 chainmail* and is rarely encountered without it.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fire shield*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *see invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, and *wish*; 2/day — *flesh to stone*; 1/day — *circle of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).



Fear (Su): Touch; Will save (DC 26) or flee in terror for 2d6 rounds. If the save is successful, that creature cannot be affected again by Baaphel's fear touch for one day.

Summon Devils (Sp): Three times per day, Baaphel can automatically summon 3 lemures, hamatulas, or barbazu; or 2 erinyes, osyluths, or cornugons; or one pit fiend.

Regeneration (Ex): Baaphel takes normal damage from holy and blessed weapons of at least +3 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Baaphel can communicate telepathically with any creature within 100 feet that has a language.

Lawful Keen Scythe: Baaphel's *+3 scythe* has the *lawful* and *keen* special abilities. The threat range for the scythe is 19-20. It deals +2d6 points of damage to chaotic-aligned creatures and one negative level to any creature of chaotic alignment that attempts to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

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Devil: Bael (Duke of Hell)

	Large Outsider (Evil, Lawful)
Hit Dice:	19d8+95 (247 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	47 (-1 size, +4 Dex, +8 chainmail, +26 natural)
Attacks:	*+3 telescoping unholy morningstar* +30/+25/+20/+15 melee
Damage:	*+3 telescoping unholy morningstar* 1d8+11
Face/Reach:	5 ft. by 5 ft./10 ft. (15-20 ft. with *+3 telescoping unholy morning star*)
Special Attacks:	Spell-like abilities, fear aura, summon devils
Special Qualities:	Damage reduction 35/+4, SR 31, regeneration 10, devil qualities, see in darkness, telepathy
Saves:	Fort +16, Ref +15, Will +18
Abilities:	Str 27, Dex 19, Con 21, Int 22, Wis 24, Cha 21
Skills:	Bluff +25, Concentration +26, Gather Information +26, Intimidate +26, Jump +25, Knowledge (arcana) +20, Knowledge (the planes) +25, Listen +26, Scry +25, Search +25, Sense Motive +27, Spellcraft +26, Spot +25, Use Rope +21
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (morningstar)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (2-5 cornugons and 4-8 hamatulas)
Challenge Rating:	21
Treasure:	Standard plus *+3 chainmail* and *+3 telescoping unholy morningstar*
Alignment:	Always lawful evil
Advancement:	—

Bael is a minor duke in the employ of Great Mammon and leads 66 companies of hamatulas in his service. Bael follows Lord Mammon's orders without question but secretly plans one day soon to wrest the throne from his master. For now, though, he waits and schemes.

Bael appears as an 8-foot tall golden skinned humanoid. He wears battered bronze-colored *+3 chainmail* armor. His bovine head features large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Small forward curving horns protrude from his forehead above his eyes.

Combat

Bael attacks with his *+3 telescoping unholy morningstar* and his spell-like abilities.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *inflict serious wounds*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *see invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, and *wind walk*; 2/day — *shapechange*; 1/day — *meteor swarm* (any), *symbol* (any), and *wish*. These abilities are as the spells cast by a 21st-level sorcerer (save DC 15 + spell level).

Fear Aura (Su): As a free action, Bael can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* as cast by a 20th-level sorcerer (save DC 24). If the save is successful, that creature cannot be affected by Bael's fear aura for one day.

Summon Devils (Sp): Twice per day, Bael can automatically summon four

hamatulas; two lemures or barbazu; or one erinyes, osyluth, cornugon, or pit fiend.

Regeneration (Ex): Bael takes normal damage from holy and blessed weapons of at least +4enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Bael can communicate telepathically with any creature within 100 feet that has a language.

***Telescoping Unholy Morningstar*:** Bael's *+3 morningstar* is imbued with the *telescoping* and *unholy* special abilities. As a free action, the handle of Bael's morningstar can extend 10 feet, thus increasing his reach with this weapon. It deals +2d6 points of damage to good-aligned creatures and any good-aligned creature that attempts to wield it receives one negative level. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

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Devil: Geryon (Arch-Devil)

	Huge Outsider (Evil, Lawful)
Hit Dice:	35d8+315 (595 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 50 ft. (average)
AC:	50 (-2 size, +2 Dex, +40 natural)
Attacks:	2 slams +47 melee, tail sting +46 melee
Damage:	Slam 2d6+14, tail sting 2d4+7 and poison
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Spell-like abilities, spells, poison, fear gaze, improved grab, tear, bull's horn, summon devils
Special Qualities:	Damage reduction 45/+7, SR 39, regeneration 20, devil qualities, see in darkness, telepathy
Saves:	Fort +28, Ref +21, Will +25
Abilities:	Str 39, Dex 15, Con 28, Int 22, Wis 22, Cha 24
Skills:	Bluff +42, Concentration +44, Decipher Script +41, Diplomacy +45, Intimidate +42, Knowledge (arcana) +41, Knowledge (the planes) +43, Knowledge (religion) +43, Listen +41, Scry +41, Search +39, Sense Motive +38, Spellcraft +39, Spot +41
Feats:	Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (tail sting), Improved Initiative, Multiattack, Power Attack, Weapon Focus (tail sting)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Geryon plus 2-5 osyluths)
Challenge Rating:	29
Treasure:	Double standard plus *bull's horn*
Alignment:	Always lawful evil
Advancement:	—

Geryon, the Great Serpent, rules Hell's fifth plane. His fortress, a large iron citadel located in the heart of a great city, is situated at the center of his plane. Geryon often leaves his fortress to wander the city, but rarely ever journeys beyond the city's gates. The city is a large, dark place filled with all manner of filth, waste, and creatures. Geryon is one of the most powerful arch devils (by physical standards) and enjoys displaying his physical prowess to any who would watch, often destroying pit fiends or minor dukes for sheer pleasure and entertainment. While he is weaker than other arch devils (in station and overall power), he has allied himself with Mephistopheles and as such is feared by many. For all of Hell's inhabitants know, if any can wrest the throne of Hell from Asmodeus, it is Mephistopheles, and Geryon wants to make sure he is on the winning side when the time comes to challenge the current Overlord.

Geryon is a 10-foot tall snake-humanoid. His upper torso is that of a handsome man with dark hair and eyes, while his lower torso is that of a huge, 30-foot long snake. Huge, black bat-like wings protrude from his back. His tail ends in a razor-sharp stinger, and his hands are large and paw-like.

Combat

Geryon attacks with his massive fists and poisonous tail in combat. One of his favorite tactics is to grab an opponent and sting it to death with his tail.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, *wall of ice*, and *wish*; 1/day — *mass charm*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 28th-level sorcerer (save DC 17 + spell level).

Spells: Geryon casts arcane spells as a 28th-level sorcerer (save DC 17 + spell level) and divine spells as a 28th-level cleric (save DC 16 + spell level). He has access to the domains of Evil, Law, and Strength.

Fear Gaze (Su): Gaze, 30 feet; Will save (DC 34) or flee in terror for 2d6 rounds.

Improved Grab (Ex): To use this ability, Geryon must hit with a claw attack. If he gets a hold, he can sting with his tail. Geryon has a grapple bonus of +55.

Tear (Ex): Geryon automatically hits a held opponent of Large size or smaller with all his melee attacks each round he maintains the hold.

Poison (Ex): Tail sting, Fortitude save (DC 36); initial and secondary damage 3d6 points of temporary Constitution.

Summon Devils (Sp): Three times per day, Geryon can automatically summon 1d3 osyluths or barbazu, or 1d2 hamatulas or pit fiends.

Regeneration (Ex): Geryon takes normal damage from holy and blessed weapons of at least +7 enchantment.

***Bull's Horn*:** Geryon carries a great horn that he can blow as a full round action. The horn summons 5d4 6 HD minotaurs. It may be blown three times per week. Good-aligned creatures that touch the horn take 5d6 points of electrical damage each round the horn is touched.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Geryon can communicate telepathically with any creature within 100 feet that has a language.

Servants of Geryon

Followers of Geryon are yuan-ti, inphidians (see that entry) and evil humanoids that revere snakes and serpents. Devout followers of Geryon are called Serpent Masters and must sign a pact of evil with Geryon. Serpent Masters can receive spells from Geryon and are granted access to the domains of Evil, Law, and Strength (a cleric can choose any two of these domains).

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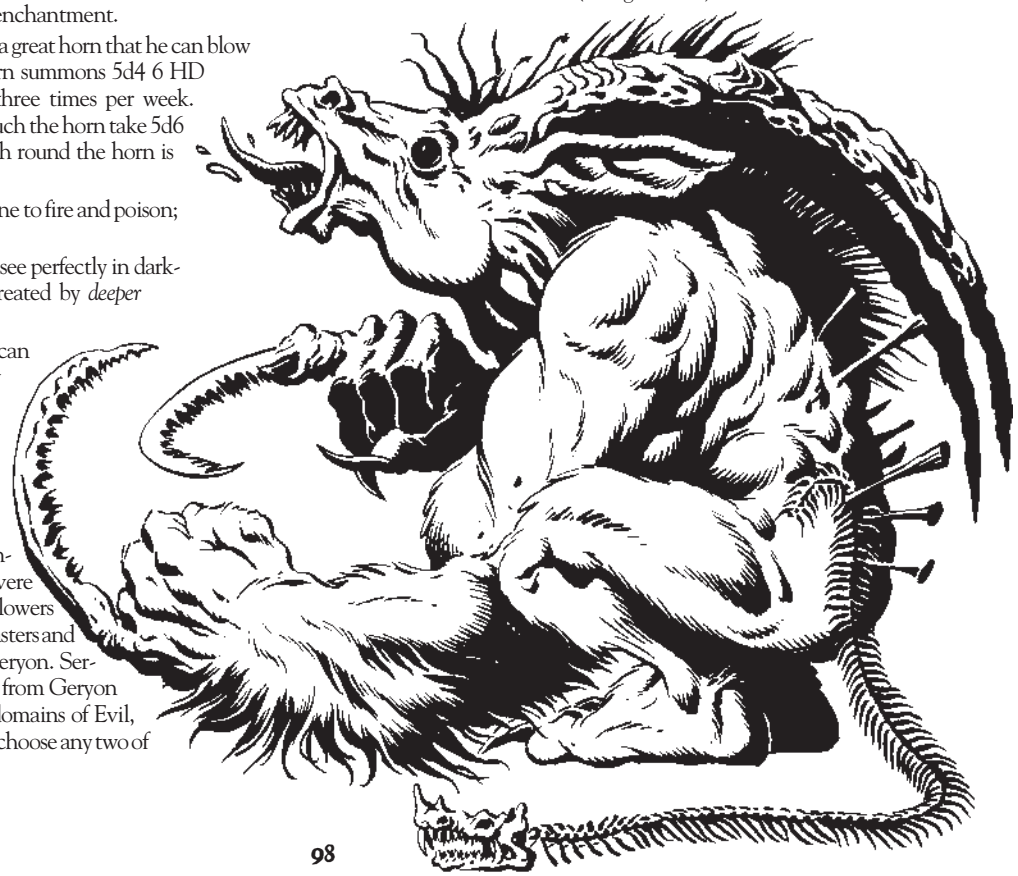
Devil: Ghaddar

	Huge Outsider (Evil, Lawful)
Hit Dice:	16d8+96 (168 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft.
AC:	28 (-2 size, +20 natural)
Attacks:	2 claws +23 melee, bite +18 melee
Damage:	Claw 2d6+9, bite 2d8+4
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities, improved grab, vorpal bite, feed
Special Qualities:	Damage reduction 20/+2, SR 22, regeneration 5, devil qualities, see in darkness
Saves:	Fort +16, Ref +10, Will +11
Abilities:	Str 29, Dex 10, Con 23, Int 6, Wis 12, Cha 12
Skills:	Climb +25, Concentration +22, Listen +17, Move Silently +16, Search +14, Spot +17
Feats:	Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	18
Treasure:	None
Alignment:	Always lawful evil
Advancement:	17-25 HD (Huge); 26-48 HD (Gargantuan)



The terrible and mighty ghaddars roam the planes of Hell devouring the unfortunate souls of those they encounter. They also consume the essence and being of any outcast devils and dukes that cross their path. The ghaddar is a 15-foot tall donkey-headed humanoid with a broad, stocky body. It walks with a hunched gait. Large downward curving horns protrude from its head. The ghaddar's body is covered with coarse black hair. Its feet are splayed, and its eyes are white with black pupils.

Combat

The ghaddar assails its foes with a barrage of claw attacks. A grabbed opponent is bitten and, if slain, devoured. Ghaddar are not strategists, and unless directed by a commander or captain, they attack with little organization and finesse. The ferocity of the ghaddar is unparalleled in combat.

Spell-Like Abilities: At will — *wall of fire*. This ability is as the spell cast by a 10th-level sorcerer (save DC 11 + spell level).

Improved Grab (Ex): To use this ability, the ghaddar must hit with both claw attacks. If it gets a hold, it can bite at its full attack bonus. The ghaddar has a grapple bonus of +33.

Vorpal Bite (Ex): Upon a successful critical hit, the ghaddar's razor sharp teeth sever the head of a grappled opponent. This ability functions only against a grappled opponent, thus allowing the ghaddar to bring the full force of its bite to bear on an enemy.

Feed (Su): When a ghaddar slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. For every 8 HD or levels a ghaddar consumes, it gains 1 HD. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Regeneration (Ex): Ghaddars take normal damage from holy and blessed weapons of at least +2 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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Author Scott Greene.

Devil: Gorson (The Blood Duke)

	Large Outsider (Evil, Lawful)
Special Qualities:	Damage reduction 35/+5 SR 26, devil qualities, see in darkness, telepathy, regeneration 10
Saves:	Fort +17, Ref +13, Will +15
Abilities:	Str 30, Dex 16, Con 24, Int 18, Wis 21, Cha 22
Skills:	Bluff +19, Concentration +21, Diplomacy +20, Intimidate +22, Knowledge (anatomy) +23, Knowledge (arcana) +20, Knowledge (the planes) +22, Listen +21, Profession (torturer) +22, Sense Motive +21, Spellcraft +20, Spot +21
Feats:	Cleave, Great Cleave, Improved Critical (battleaxe), Power Attack, Weapon Focus (battleaxe)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Gorson plus 1-3 hamatulas, osyluths, or barbazu, and 4-10 nupperibo)
Challenge Rating:	20
Treasure:	Standard plus Large +*2 wounding battleaxe*
Alignment:	Always lawful evil
Advancement:	—

The Blood Duke, Gorson, is a great lion-bodied humanoid that serves Great Mammon as 2nd general of his infernal army. Gorson leads 60 companies of hamatulas in service to his lord. Gorson is called the Lion for his ferocity in battle and his general appearance. He often takes the entrails of those he has slain and makes a necklace, wrapping it around his neck or entwining them in his bloody mane-like hair.

Gorson is a centaur-like creature, 12 feet long, with the lower body of a great golden lion and the upper body of a coal black humanoid with glaring crimson eyes. His mane-like hair is thick, long, and dark brown, and he wears it draped over his broad shoulders or down his powerful back. His mouth is lined with sharpened fangs and his arms end in large, powerful hands. Rarely is an appearance made by Gorson in which his great body is not covered with or soaked in blood.

Hit Dice:	16d8+112 (240 hp)
Initiative:	+3 (Dex)
Speed:	50 ft.
AC:	42 (-1 size, +3 Dex, +30 natural)
Attacks:	Large +*2 wounding battleaxe* +28/+23/+18/+13 melee, 2 forepaws +20 melee
Damage:	Large +*2 wounding battleaxe* 2d6+17, forepaw 1d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities, pounce, improved grab, rake 1d6+5, summon devils

Combat

Gorson usually begins combat by leaping on a foe and rending it to pieces with his forepaws and rear claws. Those that survive this onslaught are subjected to a massive assault by his great

battleaxe. Gorson attacks relentlessly and only stops when all foes are dead. Those that attempt to flee are run down and slaughtered.

Spell-Like Abilities: At will — *animate dead, blasphemy, charm person, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, suggestion, teleport without error* (self plus 50 lbs. of objects only), *unholy aura, unhallow*, and *wall of fire*; 1/day — *meteor swarm* (any) and *symbol* (any) as a 20-th level caster.

Pounce (Ex): If Gorson leaps upon a foe during the first round of combat, he can make a full attack, even if he has already taken a move action.

Improved Grab (Ex): To use this ability, Gorson must hit with both forepaw attacks. If he gets a hold, he can rake. Gorson has a grapple bonus of +32.

Rake (Ex): If Gorson gets a hold, he can make two rake attacks (+25 melee) for 1d6+5 points of damage each. If Gorson pounces on an opponent, he can use his rake attack.

Summon Devils (Sp): Three times per day, Gorson can automatically summon 2d8 nupperibo; or 4 lemures, hamatulas, or barbazu; or 2 osyluths; or one pit fiend.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Gorson can communicate telepathically with any creature within 100 feet that has a language.

Regeneration (Ex): Gorson takes normal damage from holy and blessed weapons of at least +5 enhancement.

Wounding Battleaxe: Gorson's Large *+2 battleaxe* is imbued with the *wounding* special ability. Damage dealt by this weapon bleeds for 1 point of damage per round and multiple wounds result in multiple bleeding. The bleeding can be stopped by a successful Heal check (DC 15) or through the use of curative magic (*heal, healing circle*, and the like).

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Author Scott Greene.

Devil: Hutijin (Duke of Hell)

	Large Outsider (Evil, Lawful)
Hit Dice:	20d8+120 (280 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 60 ft. (average)
AC:	40 (-1 size, +4 Dex, +27 natural)
Attacks:	Large *+3 unholy trident* +32/+27/+22/+17 melee; or *net of snaring* +23 ranged
Damage:	Large *+3 unholy trident* 2d6+15; *net of snaring* grapple
Face/Reach:	5 ft. by 5 ft./10 ft. (15 ft. with trident)
Special Attacks:	Spell-like abilities, fear, summon devils, *net of snaring*
Special Qualities:	Damage reduction 35/+5 SR 32, regeneration 10, devil qualities, see in darkness, telepathy
Saves:	Fort +18, Ref +16, Will +17
Abilities:	Str 28, Dex 18, Con 22, Int 22, Wis 20, Cha 21
Skills:	Bluff +25, Climb +29, Concentration +26, Diplomacy +25, Intimidate +25, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +25, Move Silently +24, Scry +26, Search +26, Sense Motive +25, Spellcraft +26, Spot +26
Feats:	Cleave, Great Cleave, Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Hutijin plus 3-6 gelugons and 2-4 pit fiends)
Challenge Rating:	22
Treasure:	Standard plus Large *+3 unholy trident* and *net of snaring*
Alignment:	Always lawful evil
Advancement:	—

Hutijin is a loyal servant to Mephistopheles and commands two companies of pit fiends in the infernal armies of the eighth plane of Hell. Hutijin is a noble in the court of his master and commands much respect from the other dukes and nobles. His battle prowess and strong demeanor command respect from the other dukes of Hell.

Hutijin appears as a 14-foot tall pit fiend with small leathery wings and a large oval head. Upward curving horns protrude just above and in front of his pointed ears. His mouth is lined with sharpened teeth and two large fangs protrude from his mouth (even when it is closed). His flesh is dark red or rust colored.

Combat

Hutijin attacks using his Large *+3 trident* and *net of snaring*. He utilizes his spell-like abilities in combat and is not averse to summoning more devils to his aid in order to slay those that oppose him.

Spell-Like Abilities: At will — *animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, py-*

rotechnics, suggestion, teleport without error (self plus 50 lbs. of objects only), *unholy aura, unhallow,* and *wall of fire*; 1/day — *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 22dn-level sorcerer (save DC 15 + spell level).

Fear (Su): As a free action, Hutijin causes fear by speaking. Those within 30 feet that hear his voice must succeed at a Will save (DC 25) or be affected as by *fear* cast by a 22nd-level sorcerer. If the save is successful, that creature cannot be affected by Hutijin's fear for one day.

Summon Devils (Sp): Twice per day, Hutijin can automatically summon 2 pit fiends or 4 lemures or gelugons.

Regeneration (Ex): Hutijin takes normal damage from holy and blessed weapons of at least +5 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Hutijin can communicate telepathically with any creature within 100 feet that has a language.

Unholy Trident: Hutijin's Large *+3 trident* is imbued with the *unholy* special ability. It deals +2d6 points of damage to good-aligned creatures and any good-aligned creature that attempts to wield it receives one negative level. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Net of Snaring: This magical net holds fast any creature it hits. An Escape Artist check (DC 24) or Strength check (DC 24) is required to break free. The net is AC 20 and has 30 hp.

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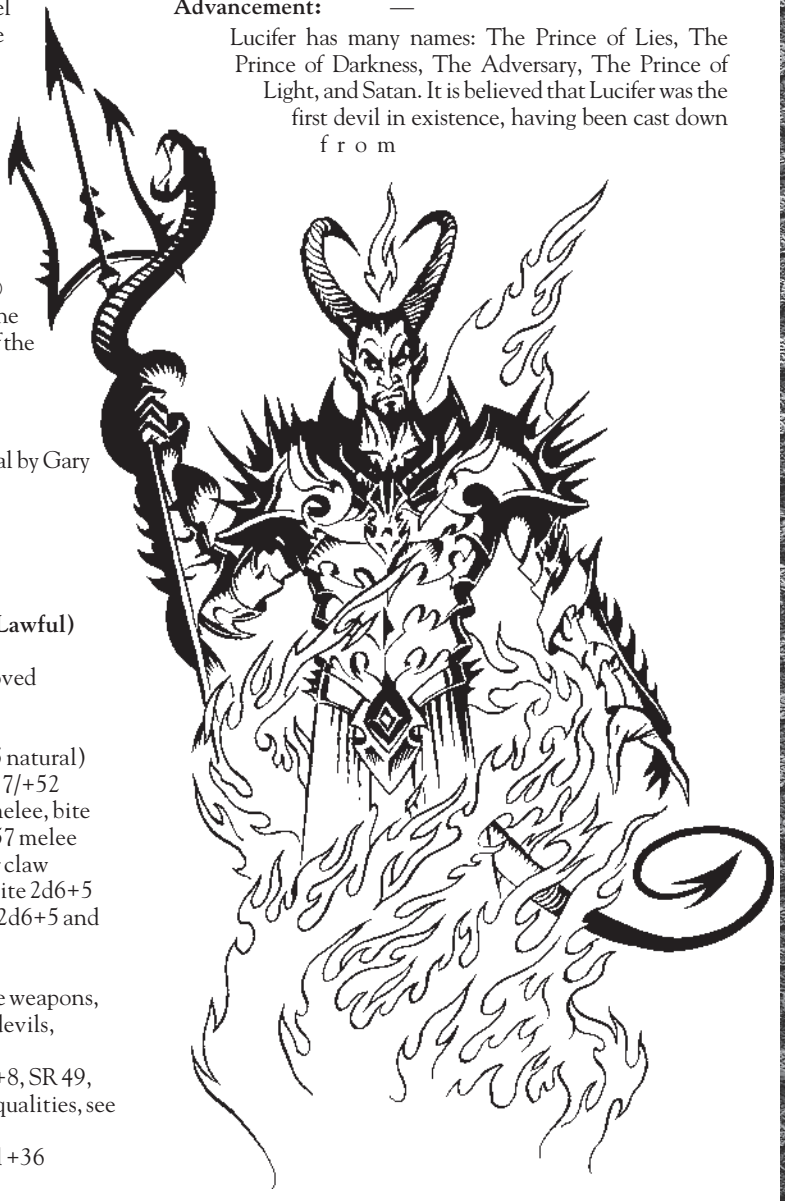
Author Scott Greene, based on original material by Gary Gygax.

Devil: Lucifer

	Large Outsider (Evil, Lawful)
Hit Dice:	51d8+666 (1,074 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	50 ft., fly 80 ft. (good)
AC:	60 (-1 size, +6 Dex, +45 natural)
Attacks:	*Rod of Hell* +67/+62/+57/+52 melee; or 2 claws +62 melee, bite +57 melee, tail sting +57 melee
Damage:	*Rod of Hell* 1d10+16; or claw 1d6+11 and 1d8 acid, bite 2d6+5 and 1d8 acid, tail sting 2d6+5 and poison
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, gaze weapons, acid, poison, summon devils, summon arch devil
Special Qualities:	Damage reduction 50/+8, SR 49, regeneration 20, devil qualities, see in darkness, telepathy
Saves:	Fort +40, Ref +33, Will +36
Abilities:	Str 32, Dex 22, Con 36, Int 28, Wis 28, Cha 32
Skills:	Alchemy +60, Bluff +66, Concentration +64, Decipher Script +57, Diplomacy +66, Gather Information +62, Intimidate +62, Knowledge (arcana) +59, Knowledge (history [Hell]) +63, Knowledge (the planes) +60, Knowledge (religion) +61, Listen +60, Search +58, Sense Motive +64, Scry +62, Spellcraft +60, Spot +60
Feats:	Cleave, Combat Casting, Craft Wondrous Item, Empower Spell, Extend Spell, Great Cleave, Improved Initiative, Power Attack, Silent Spell, Toughness, Weapon Focus (claw, bite, rod)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Lucifer plus 2-4 pit fiends)
Challenge Rating:	39
Treasure:	Double standard plus *Rod of Hell*
Alignment:	Always lawful evil
Advancement:	—

Lucifer has many names: The Prince of Lies, The Prince of Darkness, The Adversary, The Prince of Light, and Satan. It is believed that Lucifer was the first devil in existence, having been cast down from



the heavens when he challenged the rulings of the gods of law and good. After being cast down, Lucifer built his palace of iron and basalt on the lowest and darkest plane of a region he called Hell. He divided this region into distinct planes and appointed eight of his closest allies to rule, one to a plane. Each lord was allowed to mold and shape his domain as he saw fit, but all paid homage to Lucifer.

At some point, or so one version of the story goes, one of the devils, Asmodeus, felt he could do a better job of ruling Hell. He put into motion a plan that would align each of the other rulers with him and with the gained power place him on the Throne of Hell, thereby usurping Lucifer's power. With promises of power, each devil lord allied with Asmodeus, save for one. Belial remained loyal to Lucifer and fought against the infernal armies of the other collective lords to hold fast Lucifer's crown to the rulership of Hell. In the end, Belial and Lucifer were both beaten and outcast from rulership.

That is but one of several versions of the story of Hell's rulers. Another tells that Lucifer is the supreme ruler of Hell. In the battle against Asmodeus and the other arch devils, Belial (who sides with Lucifer in this version as well) and Lucifer destroy Asmodeus and several of the other arch devils. In their place, Lucifer appoints new rulers and remains on the throne, ever distrustful of those in power and always seeking to secure his place on the Throne of Hell.

Combat

Lucifer rarely engages in combat (and even more rarely does he engage in melee combat), preferring to summon pit fiends to fight his would-be challengers. If he does enter combat, he fights with his *Rod*, spells, spell-like abilities, gaze attacks, poison, and acid. Those that are slain are carried to his palace and enslaved or thrown into the Burning Pits where they are tormented forever.

Spell-Like Abilities: At will — *alter self, animate dead, blasphemy, charm person, comprehend languages, daylight, deeper darkness, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold monster, hold person, ice storm, improved invisibility, magic circle against good, major image, mass charm, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisibility, suggestion, teleport without error* (self plus 50 lbs. of objects only), *unholy aura, unhallow, wall of fire, wall of ice,* and *wish*; 1/day — *greater restoration, meteor swarm* (any), *shapechange,* and *symbol* (any). These abilities are as the spells cast by a 38th-level sorcerer (save DC 21 + spell level).

Spells: Lucifer casts arcane spells as a 38th-level sorcerer (save DC 19 + spell level) and divine spells as a 38th-level cleric (save DC 19 + spell level). He has access to the domains of Evil, Law, Strength, and War.

Gaze Weapons (Su): Lucifer has two gaze weapons. He may use one each round as a standard action. Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. Each gaze attack has a save DC of 46.

Descent into Evil: Any creature meeting Lucifer's gaze must succeed at a Will save or have his alignment shift one step toward lawful evil on the law-chaos axis or the good-evil axis. A lawful evil creature is unaffected by this gaze attack.

Curse: Any creature meeting Lucifer's gaze must succeed at a Will save or be affected as if by a double-strength *bestow curse* spell (-12 to one ability score; or -8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks; or each turn the target has a 25% chance to act normally, otherwise he takes no action).

Acid (Ex): Lucifer secretes acid at will from his sharpened claws and fangs. Any melee hit deals acid damage.

Poison (Ex): Tail sting; initial damage 3d6 temporary Constitution, secondary damage death, Fortitude save (DC 48).

Summon Devils (Sp): Three times per day Lucifer can automatically summon 1d4 pit fiends.

Summon Arch Devil (Sp): Once per day, Lucifer can attempt to summon each arch devil to his palace on the nethermost plane of Hell. The arch devil in question receives an SR roll to avoid this summoning (against caster level 20th), though most obey Lucifer's command and appear when summoned.

Regeneration (Ex): Lucifer takes normal damage from holy and blessed weapons of at least +4 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Lucifer can communicate telepathically with any creature within 100 feet that has a language.

***Rod of Hell*:** Lucifer's great black iron rod functions as a +5 *greatclub* and has the following abilities:

Annihilation Ray: Once per round, and no more than 5/day, the rod can fire a ray to a range of 60 feet. A creature struck by this ray must succeed at a Fortitude save (DC 40) or be completely annihilated. No form of resurrection or revivification is possible.

Rod of Rulership: The rod has all of the abilities and powers of a *rod of rulership* (see "Rods" in the ***DMG***, Chapter 8).

Trap the Soul: The rod can fire a ray to a range of 60 feet, once per round, and no more than 3/day. This ray traps the soul (as the spell of the same name) if the target fails a Will save (DC 40). Up to 10 such souls can be held in the rod at one time.

Any creature of good alignment that touches the rod must succeed at a Fortitude save (DC 40) or instantly die.

Skills: Lucifer receives a +4 racial bonus to Bluff, Diplomacy, and Sense Motive checks.

Servants of Lucifer

Followers of Lucifer are far and wide and consist of evil humanoids, usually clerics, necromancers, sorcerers, and wizards. Devout followers of Lucifer are called Dark Cardinals and must sign a pact of evil with Lucifer. Dark Cardinals can receive spells from Lucifer and are granted access to the domains of Evil, Law, Strength, and War (a cleric can choose any two of these domains).

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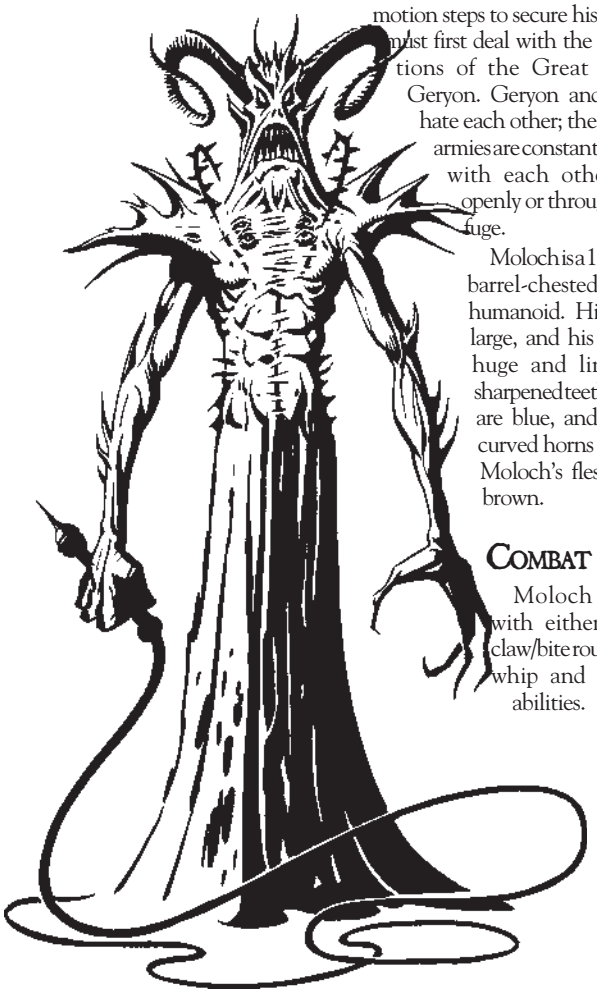
Authors Clark Peterson and Scott Greene.

Devil: Moloch (Arch Devil)

	Large Outsider (Evil, Lawful)
Hit Dice:	33d8+462 (651 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	47 (-1 size, +6 Dex, +32natural)
Attacks:	2 claws +41 melee, bite +36 melee; or Medium-size +4 *6-tailed shocking whip* +43 ranged
Damage:	Claw 1d6+9, bite 1d8+4; or Medium-size +4 *6-tailed shocking whip* 2d6+13 subdual and 1d6 electricity
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, spells, breath weapon, improved grab, summon devils

Special Qualities:	Damage reduction 40/+6, SR 29, regeneration 20, devil qualities, see in darkness, telepathy
Saves:	Fort +28, Ref +24, Will +24
Abilities:	Str 29, Dex 22, Con 32, Int 22, Wis 22, Cha 20
Skills:	Bluff +30, Concentration +44, Diplomacy +38, Gather Information +38, Intimidate +38, Knowledge (arcana) +39, Knowledge (the planes) +41, Knowledge (religion) +39, Listen +41, Move Silently +39, Scry +39, Search +41, Spellcraft +39, Spot +41
Feats:	Cleave, Combat Casting, Dodge, Exotic Weapon Proficiency (whip), Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (whip)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Moloch plus 1-4 cornugons)
Challenge Rating:	28
Treasure:	Double standard plus Medium-size *+4 6-tailed shocking whip*
Alignment:	Always lawful evil
Advancement:	—

Moloch rules the sixth plane of Hell, a flat, stinking plane of acrid smoke and soot. He is currently plotting to wrest control of the plane completely from its true ruler, Baalzebul, for Moloch is nothing more than a lieutenant in Baalzebul's infernal army or seneschal to Baalzebul's court. Yet before he puts in motion steps to secure his plane, he must first deal with the machinations of the Great Serpent, Geryon. Geryon and Moloch hate each other; their infernal armies are constantly warring with each other either openly or through subterfuge.



Moloch is a 14-foot tall, barrel-chested, hairless humanoid. His head is large, and his mouth is huge and lined with sharpened teeth. His eyes are blue, and his large curved horns are black. Moloch's flesh is dark brown.

Combat

Moloch attacks with either a claw/claw/bite routine or his whip and spell-like abilities.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *burning hands*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *fire charm*, *fly*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*; 1/day — *flame strike*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 27th-level sorcerer (save DC 15 + spell level).

Spells: Moloch casts arcane spells as a 27th-level sorcerer (save DC 15 + spell level) and divine spells as a 27th-level cleric (save DC 16 + spell level). He has access to the domains of Evil, Law, and Strength.

Breath Weapon (Su): 30 feet, cone of fear, once per round; Will save (DC 36) or flee in fear for 2d6 rounds.

Improved Grab (Ex): To use this ability, Moloch must hit a Large or smaller creature with a claw attack. Moloch has a grapple bonus of +46.

Tear (Ex.): Moloch automatically hits a held opponent with his claws and bite attack each round he maintains the hold.

Summon Devils (Sp): Three times per day, Moloch can automatically summon 1d4 cornugons or 1d2 pit fiends.

Regeneration (Ex): Moloch takes normal damage from holy and blessed weapons of at least +6 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Moloch can communicate telepathically with any creature within 100 feet that has a language.

***6-Tailed Shocking Whip*:** Moloch's Medium-size *+4 6-tailed whip* is imbued with the *shock* special ability. It deals 2d6+13 points of subdual damage and an extra 1d6 points of electricity damage on a successful hit.

Servants of Moloch

Followers of Moloch are evil humanoids and usually consist of assassins, clerics, sorcerers, and wizards. Devout followers of Moloch are called Knights of Moloch and must sign a pact of evil with Moloch. Knights can receive spells from Moloch and are granted access to the domains of Evil, Law, and Strength (a cleric can choose any two of these domains).

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Author Scott Greene, based on original material by Gary Gygax.

Devil: Nupperibo

	Medium-Size Outsider (Evil, Lawful)
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	20 ft.
AC:	11 (+1 natural)
Attacks:	Half-spear +1 melee; or 2 claws +1 melee
Damage:	Half-spear 1d6; or claw 1d4

Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Damage reduction 5/silver, blindsight, fast healing 1, devil qualities, mindless
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 4
Climate/Terrain:	Any land and underground
Organization:	Horde (20-100)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	2-3 HD (Medium-size)

Those evil souls that are taken to Hell and processed to become lemures but fail ultimately become nupperibo: a life-form even more disgusting and sad than the lowly lemure. Nupperibo are gathered by the dukes and arch devils and used as fodder in their never-ending wars. A typical nupperibo army consists of thousands of these creatures. Nupperibo are 5-foot tall vaguely humanoid creatures with clawed hands. They are dark gray or black in color.

Combat

Nupperibo unerringly follow the orders of their commander. They are relentless in their pursuit and attack, and continue to assault anything in their path until ordered to stop by their commander. A nupperibo slain in battle is often reformed (by the arch devils or dukes) into a lemure, having proved its worth in combat.

Blindsight (Ex): Nupperibo are blind and deaf but can ascertain all foes within 60 feet using scent and vibration.

Fast Healing (Ex): A nupperibo heals only if it is in the Hells.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

Mindless (Ex): Nupperibo are immune to all mind-influencing effects.

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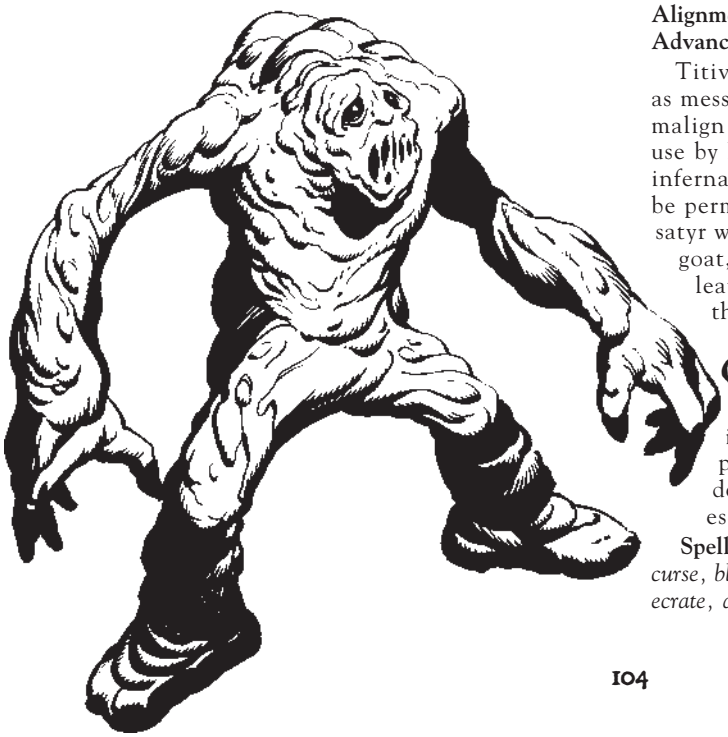

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Author Scott Greene, based on original material by Gary Gygax.

Devil: Titivilus (Duke of Hell)

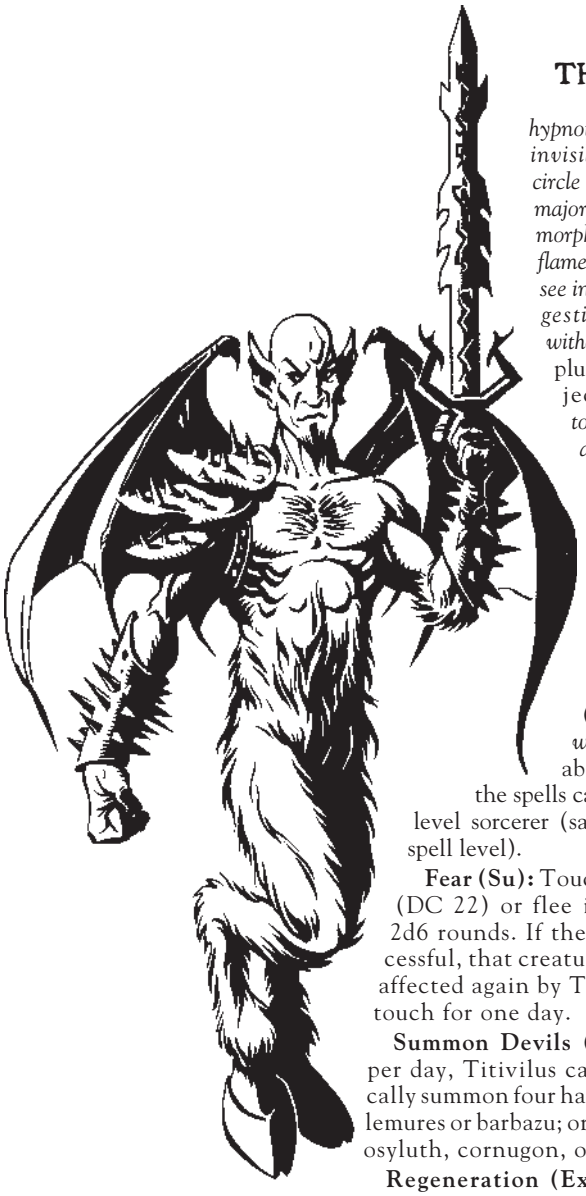
	Medium-Size Outsider (Evil, Lawful)
Hit Dice:	15d8+75 (195 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	50 ft., fly 60 ft. (average)
AC:	38 (+2 Dex, +26 natural)
Attacks:	*+3 wounding longsword* +22/+17/+12 melee
Damage:	*+3 wounding longsword* 1d8+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, fear, summon devils
Special Qualities:	Damage reduction 35/+4, SR 30, regeneration 10, devil qualities, see in darkness, telepathy
Saves:	Fort +20, Ref +19, Will +23
Abilities:	Str 19, Dex 15, Con 20, Int 24, Wis 25, Cha 27
Skills:	Bluff +22, Concentration +20, Decipher Script +23, Diplomacy +22, Gather Information +22, Intimidate +19, Knowledge (arcana) +22, Knowledge (the planes) +22, Listen +23, Move Silently +17, Scry +23, Search +20, Sense Motive +23, Spellcraft +22, Spot +23
Feats:	Cleave, Improved Initiative, Power Attack, Skill Focus (Bluff)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Titivilus plus 2-4 erinyes)
Challenge Rating:	20
Treasure:	Standard plus *+3 wounding longsword*
Alignment:	Always lawful evil
Advancement:	—

Titivilus the Confuser serves under Lord Dispater as messenger and chamberlain. He is a very evil and malign duke. His ability to manipulate others is put to use by his master, and he is often allowed to attend infernal gatherings where dukes otherwise would not be permitted. Titivilus is 6 feet tall and resembles a satyr with a round hairless head, the lower torso of a goat, cloven feet, and clawed hands. Small black leathery wings sprout from his back. His eyes are the color of coal.

Combat

Titivilus prefers to use his spell-like abilities in combat, though he will use his sword if pressed into melee. At the first sign of possible defeat, he will summon other devils to cover his escape.

Spell-Like Abilities: At will — *animate dead, bestow curse, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, dispel magic, hold person,*



hypnotism, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, see invisibility, suggestion, teleport without error (self plus 50 lbs. of objects only), *tongues, unholy aura, unhallow, ventriloquism*, and *wind walk*; 1/day — *feeblemind, meteor swarm* (any), *symbol* (any), and *wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Fear (Su): Touch; Will save (DC 22) or flee in terror for 2d6 rounds. If the save is successful, that creature cannot be affected again by Titivilus' fear touch for one day.

Summon Devils (Sp): Twice per day, Titivilus can automatically summon four hamatulas; two lemures or barbazu; or one erinyes, osyluth, cornugon, or pit fiend.

Regeneration (Ex): Titivilus takes normal damage from holy and blessed weapons of at least +4 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Titivilus can communicate telepathically with any creature within 100 feet that has a language.

Wounding Longsword: Titivilus' *+3 longsword* has the *wounding* special ability. Damage dealt by this weapon bleeds for 1 point of damage per round and multiple wounds result in multiple bleeding. The bleeding can be stopped by a successful Heal check (DC 15) or through the use of curative magic (*heal, healing circle*, and the like).

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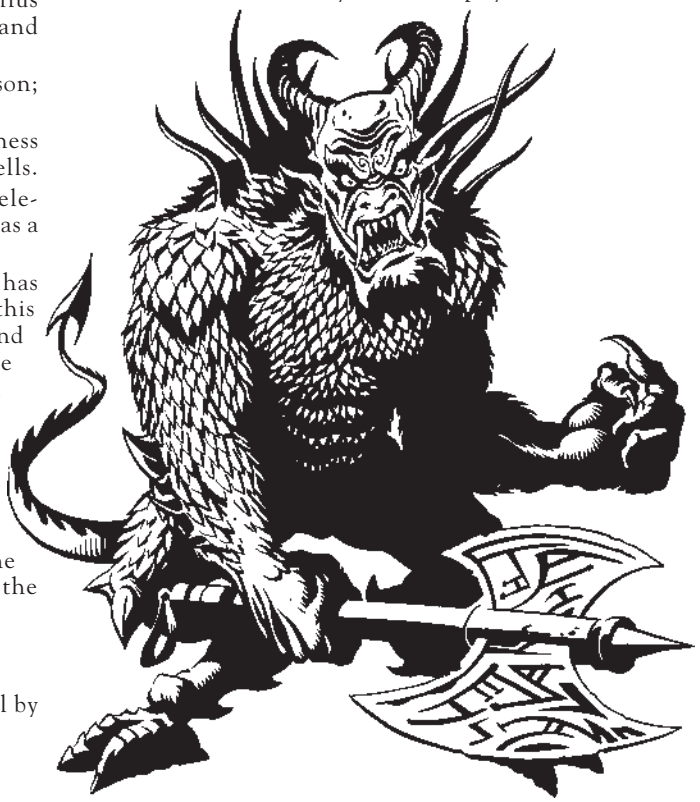
Author Scott Greene, based on original material by Gary Gygax.

Devil: Tormentor of Souls

	Medium-Size Outsider (Evil, Lawful)
Hit Dice:	8d8+8 (44 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	22 (+2 Dex, +10 natural)
Attacks:	*+1 ghost touch battleaxe* +11 melee; or *soulcatcher net* +11 ranged touch
Damage:	*+1 ghost touch battleaxe* 1d8+3; or *soulcatcher net* 1d4 and grapple
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, ghost touch, *soulcatcher net*
Special Qualities:	Damage reduction 20/+2, SR 15, souls track, regeneration 4, devil qualities, see in darkness, telepathy
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 15, Dex 14, Con 13, Int 12, Wis 12, Cha 12
Skills:	Balance +7, Climb +8, Intuit Direction +12, Jump +10, Knowledge (any one) +9, Listen +9, Search +9, Spot +9, Wilderness Lore +11
Feats:	Alertness, Improved Initiative, Track, Weapon Focus (net)
Climate/Terrain:	Any land and underground
Organization:	Pack (2-5) or troupe (pack plus 1-4 hell hounds)
Challenge Rating:	9
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9-16 HD (Medium-size); 17-24 HD (Large)

Tormentors of Souls, known as Tormentor Devils, make their way across the uppermost plane of Hell searching for souls that have entered the realms of evil. They are in the employ of this devil lord



or that devil lord and return captured souls to their master, where they are justly rewarded. Tormentors often employ hell hounds when pursuing renegade or runaway souls.

A tormentor is a 6-foot tall humanoid with reddish-gray scales and cloven feet, large fangs that constantly drip saliva, and large powerful arms. Small horns protrude just above its eyes. Its head is hairless (as is its body) and a small curving tail trails behind it. Nearly all tormentors wield battleaxes and barbed nets and carry them slung across their hip or back.

Combat

Tormentors attack using their battleaxe and net. They hunt in packs when tracking souls and are rarely encountered alone. If leading a pack of hell hounds, tormentors let the hell hounds attack first while they stay at range and attack with their nets.

Spell-Like Abilities: At will — *detect good, detect law, detect thoughts, dimensional anchor,* and *doom*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 11 + spell level).

Ghost Touch (Su): A tormentor's claw attacks allow it to deal damage normally to incorporeal creatures.

Soulcatcher Net: The tormentor's net looks like a normal net and follows the rules for net attacks (see the ***PHB***, Chapter 7) with the following changes: the net has 20 hit points; the Escape Artist check is DC 30; the net can be broken with a successful Strength check (DC 30); and the net can entrap incorporeal creatures. The net has many small razor-sharp barbs lining it. These barbs deal 1d4 points of damage each round to any creature caught in the net, including incorporeal creatures. (The incorporeal creature's 50% chance to avoid damage from a corporeal source does not apply to this attack.)

Soul Track (Su): A tormentor can track the soul of any creature that enters the domains of Hell. It has a base DC of 20 and follows the rules of the Track feat (see the ***PHB***, Chapter 5).

Regeneration (Ex): Tormentors take normal damage from holy and blessed weapons of at least +2 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Tormentors can communicate telepathically with any creature within 100 feet that has a language.

Ghost Touch Battleaxe: A tormentor's *+1 battleaxe* has the *ghost touch* special ability, allowing it to deal damage normally to incorporeal creatures.

Feats: The tormentor of souls receives the Track feat as a bonus feat.

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Authors Clark Peterson and Scott Greene.

Diger

	Large Ooze
Hit Dice:	2d10+19 (30 hp)
Initiative:	-3 (Dex)
Speed:	5 ft., fly 30 ft. (poor), swim 40 ft.
AC:	11 (-1 size, -3 Dex, +5 natural)
Attacks:	Slam +3 melee
Damage:	Slam 1d4+2 and 1d4 acid
Face/Reach:	15 ft. by 15 ft./5 ft.
Special Attacks:	Paralysis
Special Qualities:	Limited flight, ooze, camouflage
Saves:	Fort +2, Ref –2, Will –5
Abilities:	Str 15, Dex 4, Con 15, Int –, Wis 1, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3–6 HD (Large)

The diger is a translucent ooze about 9 feet in diameter that lives in abandoned ruins or underground areas where it hunts for food. The diger has a single gem-like eye in the center of its body. This gem-like eye offers the diger a means to lure its prey in so it can attack.

Combat

The diger attacks by hitting an opponent with a slimy appendage, or it simply lies in wait until an opponent touches it. Often, the diger lies at the bottom of a pool or stream, where it is nearly invisible. The gem-like eye appears to be a gemstone or jewel embedded in the ground under the water. When an opponent moves in to grab the gem, the diger strikes.

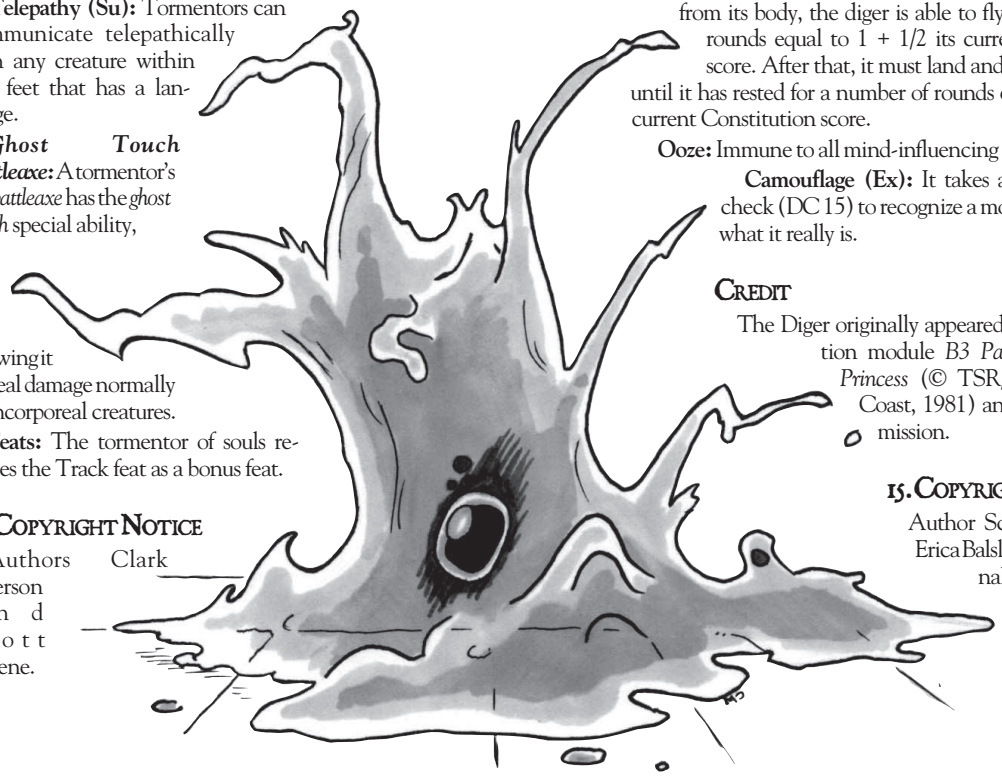
Acid (Ex): A diger secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Paralysis (Ex): Digers secrete an anaesthetizing slime. A target that touches a diger must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6 rounds.

Limited Flight (Ex): By releasing naturally occurring helium from its body, the diger is able to fly for a number of rounds equal to 1 + 1/2 its current Constitution score. After that, it must land and cannot fly again until it has rested for a number of rounds equal to twice its current Constitution score.

Ooze: Immune to all mind-influencing spells and effects.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless diger for what it really is.



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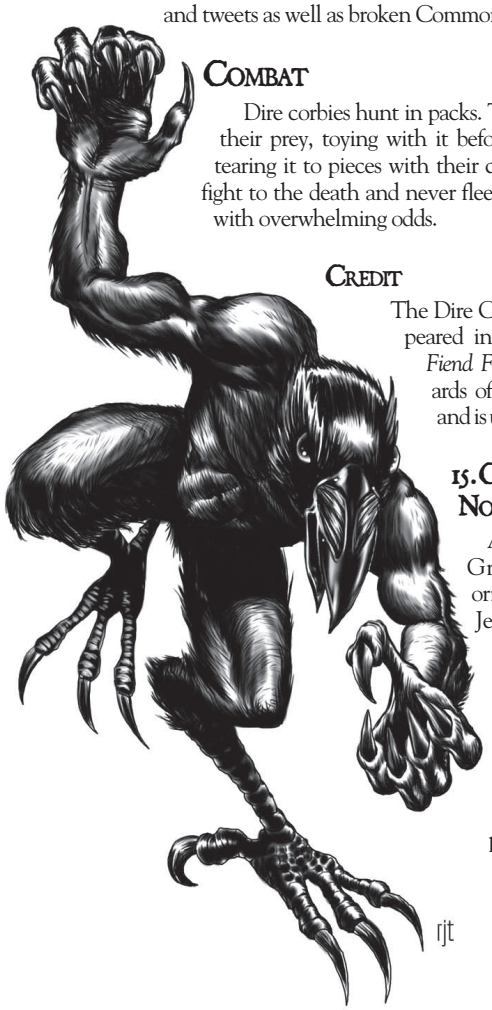
Author Scott Greene and Erica Balsley, based on original material by Jean Wells.

Dire Corby

	Medium-Size Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	2 claws +5 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +4, Will +3
Abilities:	Str 16, Dex 12, Con 13, Int 6, Wis 10, Cha 8
Skills:	Climb +6, Hide +4, Listen +4, Spot +4
Feat:	Blind-Fight
Climate/Terrain:	Any underground
Organization:	Solitary, gang (2-5), or flock (6-11)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)

Dire corbies are humanoid, bipedal birdmen that dwell deep beneath the surface world. Their bodies are covered in black feathers, their eyes are white or blue, and their beaks are gold. Dire corbies do not possess wings, though it is evident from ancient records that the race did in fact have them at some point in the past. Their wings have since been replaced with powerful arms that end in rock-hard talons. Dire corbies speak their own language of clicks and tweets as well as broken Common.



Combat

Dire corbies hunt in packs. They love to chase their prey, toying with it before moving in and tearing it to pieces with their claws. They always fight to the death and never flee, even when faced with overwhelming odds.

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Author Scott Greene, based on original material by Jeff Wyndham.

Dire Creatures

See the Templates Appendix.

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Disenchanter

	Large Magical Beast
Hit Dice:	5d10+10 (37 hp)
Initiative:	+3 (Dex)
Speed:	50 ft
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	Snout +8 melee
Damage:	Snout disenchantment
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Disenchantment
Special Qualities:	Detect magic, damage reduction 10/+1, darkvision 60 ft.
Saves:	Fort +6, Ref +7, Will +1
Abilities:	Str 16, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +3, Spot +4
Feat:	Weapon Focus (snout)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-12 HD (Large); 13-15 HD (Huge)

The disenchanter is greatly feared for the damage it can cause. Much like a rust monster, it feeds on objects most adventurers hold near and dear to their hearts. The disenchanter resembles a dromedary animal. It has a long snout with a suction cup on the end. The disenchanter is covered with blue fur, and its body is slightly translucent.

Combat

A disenchanter cannot directly harm an opponent; rather, it targets magical items carried or worn by an opponent. A disenchanter is able to discern the most powerful magical items in a group and always attack those items first, unless those items are too difficult to reach (such as hidden in a backpack), in which case the disenchanter will choose to attack a more readily available item (such as a magical shield). It fastens its snout onto an item and drains the item's magical properties. Magical weapons striking a disenchanter cannot be drained of their magical properties.

Disenchantment (Ex): A disenchanter that makes a successful touch attack with its snout causes the target magical item to be instantly and permanently drained of any magic it possesses. Items worn or carried have an AC equal to the target creature's Dexterity modifier plus any magical deflection bonus to AC (such as from a *ring of protection*) the creature may have. For example, if the disenchanter attacks a creature with Dexterity 14 (+2 bonus) wearing *+1 plate armor*, it needs only to hit AC 12 (+2 for the Dexterity bonus). The armor bonus does not apply. A held object (such as a sword) receives a +5 bonus to AC because the creature can quickly move it out of harm's way.

An item struck receives a Fortitude save (DC 14) to negate the effects of the disenchantment. The modifier is equal to the target creature's base Fortitude save bonus as long as the targeted item is

being held, touched, or worn. Otherwise, the magic item has a base save bonus of 2 + 1/2 its caster level (see the ***DMG***, Chapter 8). If the save is successful, the item retains its magic. If failed, it becomes a normal non-magical item forevermore.

Detect Magic (Su): A disenchanter can continuously *detect magic* as the spell cast by a 12th-level sorcerer. It can suppress or resume this ability as a free action.

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Author Scott Greene, based on original material by Roger Musson.

Dracolisk: Black

	Medium-Size Dragon
Hit Dice:	6d12+18 (57 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	20 (-1 Dex, +11 natural)
Attacks:	Bite +12 melee, claw +7 melee
Damage:	Bite 1d8+6, claw 1d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Petrifying gaze, breath weapon
Special Qualities:	Acid immunity, low-light vision, darkvision 60 ft.
Saves:	Fort +10, Ref +4, Will +3
Abilities:	Str 23, Dex 8, Con 17, Int 4, Wis 12, Cha 12
Skills:	Hide +5, Listen +9, Spot +9
Feats:	Alertness, Great Fortitude
Climate/Terrain:	Any land and underground
Organization:	Solitary or colony (3-6)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 HD (Medium-size); 11-18 HD (Large)

The vicious dracolisk is a rare crossbreed of dragon and basilisk. No one is quite sure how the dracolisk species came to be, but all who have encountered it are well aware of its lethality. There is believed to be one species of dracolisk for every species of dragon. Thus far, however, most dracolisks encountered have been of the black variety. Large dracolisks have wings, but the smaller varieties do not. At first glance, a dracolisk appears to be a juvenile dragon of whatever color its dragon parent was — but thanks to the petrifying gaze it inherited from its basilisk parent, most who encounter a dracolisk never get a second glance.

Combat

The dracolisk attacks first with its breath weapon and gaze attack. After this, it attacks with its bite and clawed forelegs.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 14).

Breath Weapon (Su): Line of acid 5 feet wide, 5 feet high, and 60 feet long, once per day; damage 6d4 acid, Reflex (DC 17) halves.

Skills: Dracolisks receive a +2 racial bonus to Listen and Spot checks.

Other Variations

Four other variant dracolisks exist. Each is a cross between an evil dragon and a basilisk. Each uses the statistics above with the changes detailed below.

Blue Dracolisk

The blue-scaled dracolisk's breath weapon is a line of lightning 5 feet wide, 5 feet high, and 60 feet long; damage 6d8 electricity, Reflex (DC 18) halves. Blue dracolisks are immune to electricity rather than acid.

Green Dracolisk

The green-scaled dracolisk's breath weapon is a cone of acidic gas 30 feet long; damage 6d6 acid, Reflex (DC 17) halves.

Red Dracolisk

The red-scaled dracolisk's breath weapon is a cone of fire 30 feet long; damage 6d10 fire, Reflex (DC 19) halves. Red dracolisks are immune to fire rather than acid.

White Dracolisk

Found only in cold regions, the white-scaled dracolisk's breath weapon is a cone of cold 30 feet long; damage 3d6 cold, Reflex (DC 16) halves. White dracolisks are immune to cold rather than acid.

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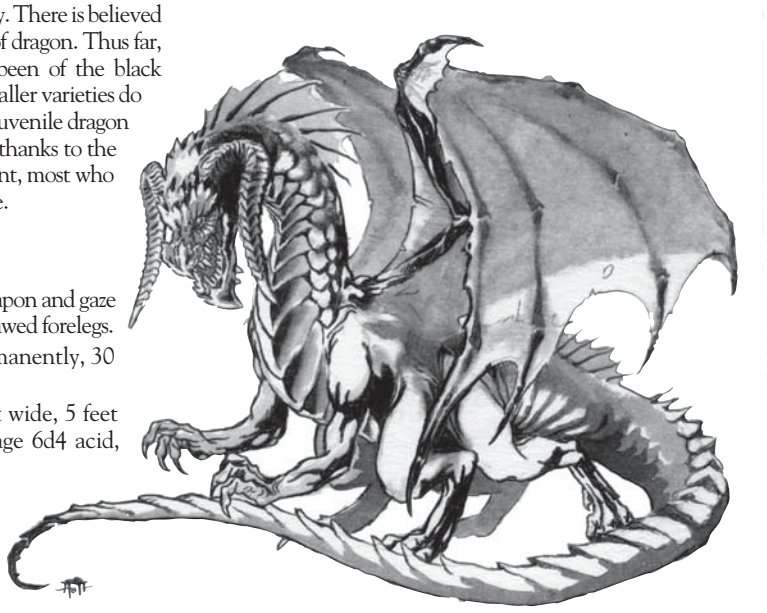

Dragon: Cloud Dragon

	Dragon (Air)
Climate/Terrain:	Temperate and warm mountains
Organization:	Solitary or clan (2-5)
Challenge Ratings:	Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	Wyrmling 6-7 HD (Large): very young 9-10 HD (Large); young 12-13 HD (Large); juvenile 15-16 HD (Huge); young adult 18-19 HD (Huge); adult 21-22 HD (Huge); mature adult 24-25 HD (Gargantuan); old 27-28 HD (Gargantuan); very old 30-31 HD (Gargantuan); ancient 33-34 HD (Colossal); wyrm 36-37 HD (Colossal); great wyrm 39+ HD (Colossal)

Cloud dragons are the most reclusive of all dragons, rarely leaving the safety and sanctity of their cloudy lairs. They have a great dislike for non-flying creatures and creatures that must use non-natural means to fly (such as through magical items or spells). A cloud dragon wyrmling's scales are silvery-blue with a slight hint of red at the tip of each scale. As the dragon ages, its color slowly changes to a bright sunset orange. The oldest cloud dragons resemble gold dragons, save for the large bony plates on their heads and backs. Cloud dragons speak Draconic and Common.

Combat

Cloud dragons are not highly aggressive, but dislike interlopers and attack them on sight. They open combat using their breath weapon, followed by their spell-like abilities. A cloud dragon rarely lands, preferring to fight from the air.

Breath Weapon (Su): A cloud dragon has one type of breath weapon: a cone of icy cold air. Creatures three or more sizes smaller than the cloud dragon must succeed at a Reflex save (DC 10+ 1/2 the cloud dragon's HD + the cloud dragon's Constitution modifier) or be knocked down and blown away 2d12 feet (+3 feet per age category of the cloud dragon). A creature sustains 1d4 points of subdual damage per 10 feet it is blown away. Flying creatures are buffeted and blown back twice the distance and sustain 2d6 points of subdual damage per 10 feet.

Cloud Form (Su): As a standard action, the cloud dragon can assume a cloudy form. It can remain in this form indefinitely and can use spells or spell-like abilities. This ability is otherwise identical to the *gaseous form* spell cast by a sorcerer equal to the cloud dragon's caster level.

Create Water (Sp): Twice per day, the cloud dragon can affect a maximum of 81 cubic feet of water as per the *create water* spell.

Other Spell-Like Abilities: 3/day — *obscuring mist*; 2/day — *call lightning*, *control weather*, *control winds*, *solid fog*, and *stinking cloud*.

Immunities (Ex): Cloud dragons are immune to lightning effects.

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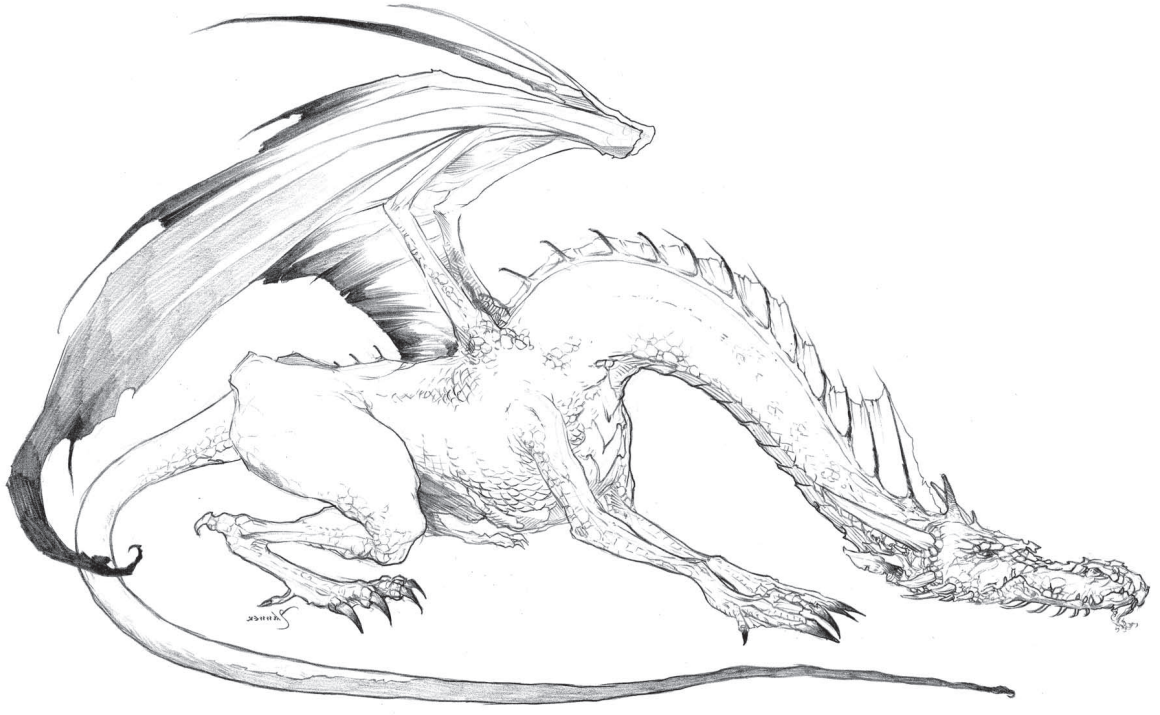


Cloud Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon	(DC)	Fear DC	SR
Wyrmling	L	5d12+5 (37)	13 (-1 size, +4 natural)	+6	+5	+4	+6	2d6	(13)	—	—
Very young	L	8d12+16 (68)	16 (-1 size, +7 natural)	+11	+7	+5	+9	4d6	(16)	—	—
Young	L	11d12+22 (93)	19 (-1 size, +10 natural)	+16	+9	+7	+10	6d6	(17)	—	—
Juvenile	H	14d12+42 (133)	21 (-2 size, +13 natural)	+20	+12	+9	+13	8d6	(20)	—	—
Young adult	H	17d12+68 (178)	24 (-2 size, +16 natural)	+26	+14	+10	+14	10d6	(23)	22	19
Adult	H	20d12+80 (210)	27 (-2 size, +19 natural)	+28	+16	+12	+17	12d6	(24)	25	20
Mature adult	G	23d12+115 (264)	28 (-4 size, +22 natural)	+29	+18	+13	+181	4d6	(27)	26	22
Old	G	26d12+156 (325)	30 (-4 size, +24 natural)	+33	+21	+15	+20	16d6	(30)	29	24
Very old	G	29d12+203 (391)	34 (-4 size, +28 natural)	+37	+23	+16	+22	18d6	(32)	31	26
Ancient	C	32d12+256 (464)	33 (-8 size, +31 natural)	+37	+26	+18	+25	20d6	(34)	34	28
Wyrm	C	35d12+315 (542)	36 (-8 size, +34 natural)	+41	+28	+19	+27	22d6	(37)	36	30
Great wyrm	C	38d12+380 (627)	39 (-8 size, +37 natural)	+45	+31	+21	+32	24d6	(39)	39	32

Cloud Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	20 ft., fly 150 ft. (average)	15	10	13	14	15	14		—
Very young	20 ft., fly 200 ft. (poor)	19	10	15	16	17	16	Solid fog	—
Young	20 ft., fly 200 ft. (poor)	23	10	15	16	17	16	Stinking cloud	—
Juvenile	20 ft., fly 200 ft. (poor)	27	10	17	18	19	18	Create water	1st
Young adult	20 ft., fly 200 ft. (poor)	29	10	19	18	19	18		3rd
Adult	20 ft., fly 200 ft. (poor)	31	10	19	20	21	20	Obscuring mist	5th
Mature adult	20 ft., fly 250 ft. (clumsy)	31	10	21	20	21	20	Call lightning	7th
Old	20 ft., fly 250 ft. (clumsy)	33	10	23	24	21	24		9th
Very old	20 ft., fly 250 ft. (clumsy)	35	10	25	26	23	26	Control weather	11th
Ancient	20 ft., fly 250 ft. (clumsy)	37	10	27	28	25	28	Control winds	13th
Wyrm	20 ft., fly 250 ft. (clumsy)	39	10	29	30	27	30		15th
Great wyrm	20 ft., fly 250 ft. (clumsy)	41	10	31	32	33	32		17th

*Can also cast cleric spells and spells from the Air, Protection, and Water domains as arcane spells.

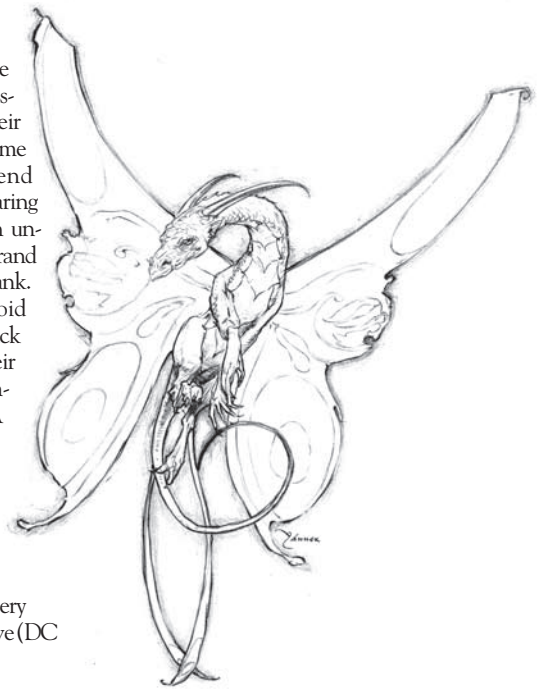
Dragon: Faerie Dragon

	Tiny Dragon
Hit Dice:	2d12+2 (15 hp)
Initiative:	+0
Speed:	15 ft., 60 ft. (good)
AC:	15 (+2 size, +3 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d2
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Breath weapon, spells
Special Qualities:	Invisibility, immunities, SR 21, darkvision 60 ft., low-light vision, telepathy
Saves:	Fort +4, Ref +3, Will +7
Abilities:	Str 11, Dex 11, Con 13, Int 16, Wis 16, Cha 16
Skills:	Hide +12, Listen +8, Search +7, Spot +8
Feat:	Hover
Climate/Terrain:	Temperate and warm forest
Organization:	Solitary or clan (3-6)
Challenge Rating:	2
Treasure:	Double standard
Alignment:	Always chaotic good
Advancement:	3-5 HD (Tiny); 6 HD (Small)

Faerie dragons are chaotic members of the dragon family and are believed to be distant cousins of the pseudodragon. Faerie dragons resemble tiny 1-2 foot long dragons with delicate and brightly colored butterfly wings and a long, thin prehensile tail. Their scales are smooth and range in color from red to purple, with all colors of the spectrum falling in between. Their eyes are blue or green, and their backward curving horns are gold or silver. Female faerie dragons have a golden sheen to their coloring while males have a silver sheen. Faerie dragons speak Draconic, Common, and Sylvan.

Combat

Faerie dragons love to play pranks on passersby and employ their spells to this end. Some faerie dragons spend months on end preparing for the day they can unleash their single grand practical joke or prank. Faerie dragons avoid combat and only attack if cornered or if their lair or young are in immediate danger. A faerie dragon attacks with its breath weapon, spells, and bite.



Breath Weapon (Su): Cone, 5 feet, once every 1d4 rounds; Reflex save (DC

12) or wander aimlessly in a state of euphoric bliss for 2d6 rounds. Creatures so affected can take no action other than a move action and lose their Dexterity bonus to AC.

Spells: Faerie dragons can replicate arcane spells (65% chance) as 6th-level sorcerers (save DC 13 + spell level) or divine spells (35% chance) as 8th-level druids (save DC 13 + spell level).

Invisibility (Su): The faerie dragon can become invisible at will as if using the *improved invisibility* spell. This effect can be dispelled, but the faerie dragon can create it again as a free action on its next turn.

Immunities (Ex.): Faerie dragons are immune to sleep and paralysis effects.

Telepathy: Faerie dragons can communicate telepathically with one another with a range of 2 miles.

Credit

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Dragon: Mist Dragon

	Dragon (Water)
Climate/Terrain:	Temperate and warm forest and aquatic
Organization:	Solitary or clan (2-5)
Challenge Ratings:	Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 15; mature adult 17; old 18; very old 19; ancient 20; wyrm 21; great wyrm 23
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	Wyrmling 3-4 HD (Medium-Size); very young 6-7 HD (Large); young 9-10 HD (Large); juvenile 12-13 HD (Large); young adult 15-16 HD (Huge); adult 18-19 HD (Huge); mature adult 21-22 HD (Huge); old 24-25 HD (Gargantuan); very old 27-28 HD (Gargantuan); ancient 30-31 HD (Gargantuan); wyrm 33-34 HD (Colossal); great wyrm 36+ HD (Colossal)

Mist dragons are relatively passive (for dragons) and reclusive, preferring to spend their time away from most other races (including other mist dragons). Mist dragons make their lairs near large sources of water such as waterfalls, lakes, and seashores. A mist dragon resembles a gold dragon in shape and size. Its scales are shiny-blue white as a hatchling and gradually darken to a blue-gray color with metallic silver splotches. Mist dragons speak Draconic.

Combat

Mist dragons usually spend their days moving from place to place in mist form. If threatened or angered, a mist dragon assumes solid form and attacks using its breath weapon, claws, and bite.

Breath Weapon (Su): A mist dragon has one type of breath weapon: a cone of cloudy scalding vapor. Creatures caught in this cloud can make a Reflex save for half damage. In still air, the vapor persists for 1d4 rounds; on the second round, it con-

Mist Dragons by Age

Age	Size	Hit Dice	(hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon	(DC)	Fear DC	Fear SR
Wyrmling	M	2d12+4	(17)	11(+1 natural)	+5	+5	+3	+5	2d6	(13)	—	—
Very young	L	5d12+15	(47)	13(-1 size, +4 natural)	+9	+7	+4	+6	4d6	(15)	—	—
Young	L	8d12+24	(76)	16(-1 size, +7 natural)	+14	+8	+5	+8	6d6	(17)	—	—
Juvenile	L	11d12+44	(115)	19(-1 size, +10 natural)	+19	+11	+7	+11	8d6	(19)	—	—
Young adult	H	14d12+70	(161)	21 (-2 size, +13 natural)	+22	+14	+9	+13	10d6	(22)	21	20
Adult	H	17d12+85	(195)	24 (-2 size, +16 natural)	+26	+16	+11	+16	12d6	(23)	22	21
Mature adult	H	20d12+120	(250)	27 (-2 size, +19 natural)	+30	+18	+12	+17	14d6	(26)	25	23
Old	G	23d12+161	(310)	28 (-4 size, +22 natural)	+33	+20	+13	+19	16d6	(28)	26	25
Very old	G	26d12+208	(377)	31 (-4 size, +25 natural)	+37	+23	+15	+22	18d6	(31)	29	27
Ancient	G	29d12+261	(449)	34 (-4 size, +28 natural)	+41	+25	+16	+24	20d6	(33)	30	29
Wyrm	C	32d12+320	(528)	33 (-8 size, +31 natural)	+41	+28	+18	+27	22d6	(36)	33	31
Great wyrm	C	35d12+385	(612)	36 (-8 size, +34 natural)	+45	+30	+19	+29	24d6	(38)	34	32

Mist Dragon Abilities by Age:

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 200 ft. (poor), swim 60 ft.	17	10	15	14	15	14		—
Very young	40 ft., fly 200 ft. (poor), swim 60 ft.	21	10	17	14	15	14	Water breathing	—
Young	40 ft., fly 200 ft. (poor), swim 60 ft.	25	10	17	16	17	16	Fog cloud	—
Juvenile	40 ft., fly 200 ft. (poor), swim 60 ft.	29	10	19	18	19	18	Create water	1st
Young adult	40 ft., fly 200 ft. (poor), swim 60 ft.	31	10	21	18	19	18		3rd
Adult	40 ft., fly 200 ft. (poor), swim 60 ft.	33	10	21	20	21	20	Control winds	5th
Mature adult	40 ft., fly 200 ft. (poor), swim 60 ft.	35	10	23	20	21	20	Wind wall	7th
Old	40 ft., fly 250 ft. (clumsy), swim 60 ft.	39	10	25	22	23	22	Solid fog	9th
Very old	40 ft., fly 250 ft. (clumsy), swim 60 ft.	41	10	27	24	25	24	Control water	11th
Ancient	40 ft., fly 250 ft. (clumsy), swim 60 ft.	43	10	29	26	27	26		13th
Wyrm	40 ft., fly 250 ft. (clumsy), swim 60 ft.	45	10	31	28	29	28		15th
Great wyrm	40 ft., fly 250 ft. (clumsy), swim 60 ft.	47	10	33	30	31	30		17th

*Can also cast cleric spells and spells from the Air, Knowledge, and Water domains as arcane spells.

denses into a smothering fog that blinds creatures for 1d4 rounds and deals 3d4 points of heat damage per round until it dissipates (further Reflex save negates).

Mist Form (Su): As a standard action, a mist dragon can assume its mist form at will. This ability is as the *gaseous form* spell, but the mist dragon can remain in its mist form indefinitely and has a fly speed of 50 feet with perfect maneuverability. The mist dragon can use its spells in mist form, but not its physical attacks (including its breath weapon).

***Create Water* (Sp):** The dragon can use this spell-like ability 2/day, to affect a maximum of 81 cubic feet of water.

Other Spell-Like Abilities: 3/day — *control winds*; 2/day — *control water, fog cloud, solid fog, water breathing,* and *wind wall.*

Immunities (Ex): Mist dragons are immune to fire and heat.

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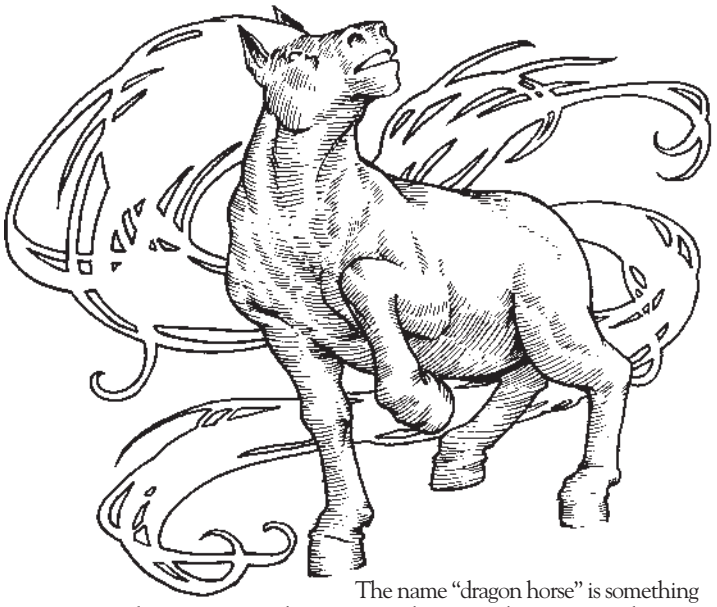
Dragon Horse

Large Magical Beast (Air)

Hit Dice:	8d10+32 (76 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	60 ft., fly 120 ft. (good)
AC:	20 (-1 size, +3 Dex, +8 natural)
Attacks:	2 hooves +14 melee
Damage:	Hoof 1d8+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, flying charge
Special Qualities:	Darkvision 180 ft., low-light vision, know alignment, telepathy, SR 16, plane shift
Saves:	Fort +10, Ref +9, Will +8
Abilities:	Str 24, Dex 17, Con 19, Int 16, Wis 18, Cha 20
Skills:	Concentration +13, Knowledge (arcana) +12, Listen +20, Sense Motive +12, Spot +20
Feats:	Alertness, Combat Casting, Flyby Attack, Improved Initiative, Iron Will
Climate/Terrain:	Any land
Organization:	Solitary or family (2-3)
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral good
Advancement:	9-16 HD (Large); 17-24 HD (Huge)



The name "dragon horse" is something of a misnomer, as these creatures have no relation to true dragons. They are, in fact, more closely related to the noble ki-rin. Dragon horses are creatures originally from the Elemental Plane of Air that have decided, for reasons unknown to anyone but themselves, to reside more or less permanently in the Material Plane. Dragon horses visit the Elemental Plane of Air frequently, however.

Dragon horses are beautiful, graceful creatures, peaceful and reclusive. They spend nearly all their time aloft among the clouds, rarely deigning to set foot on solid ground. A dragon horse has smooth coats of scintillating blue hues that seem to flicker and wash over its body in waves as it gallops through the air. The mane and tail of a dragon horse is of purest white and flows out behind it in an elegant cascade.

Dragon horses are solitary creatures, but a mated pair will often remain together to raise their young. They have no need or desire for material possessions and so keep no treasure. Dragon horses are highly prized as steeds, but they are notoriously difficult to train. They have a very free spirit and do not tolerate captivity, thus only juvenile dragon horses have any chance of being tamed mounts. A captive foal can be raised only by a good being and doing so requires 10 years and a Handle Animal check (DC 30) every 6 months. Dragon horses speak Auran and Common.

Combat

Being peaceful creatures, dragon horses dislike combat and seek to avoid it, unless pressed. In melee, a dragon horse attempts to deal subdual damage to its opponents. Unconscious opponents are not further attacked.

Breath Weapons (Su): Once per minute, a dragon horse can breathe one of the following as a 30-foot cone: *cone of cold*, *fog cloud*, or *gust of wind*. Each is as the spell cast by an 8th-level sorcerer (save DC 15 + spell level).

Flying Charge (Ex): A dragon horse that is flying gains a +2 bonus to its damage roll on a charge.

Know Alignment (Su): Dragon horses always know the alignment of any creature they look upon.

Telepathy (Su): A dragon horse can communicate telepathically with any creature within 100 feet that has a language.

Plane Shift (Su): A dragon horse can enter the Ethereal Plane, Astral Plane, Elemental Plane of Air, or the Material Plane. This ability transports the dragon horse and up to two other creatures, provided they are on its back. It is otherwise similar to the spell of the same name.

Skills: Dragon horses receive a +8 racial bonus to Listen and Spot checks.

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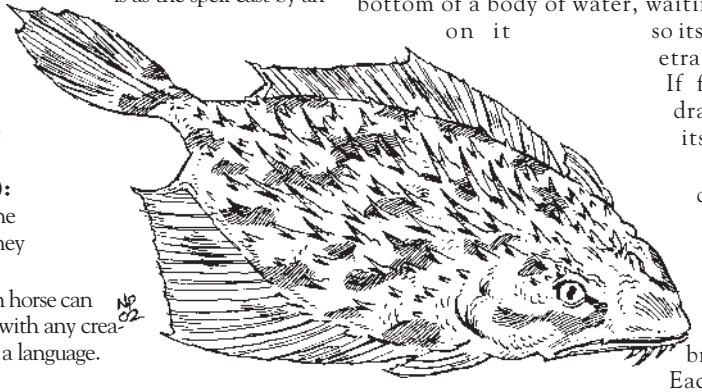
Dragonfish

	Small Beast (Aquatic)
Hit Dice:	2d10 (11 hp)
Initiative:	+2 (Dex)
Speed:	Swim 20 ft.
AC:	16 (+1 size, +2 Dex, +3 natural)
Attacks:	Bite +3 melee; or 1d4 spines +3 melee
Damage:	Bite 1d4+1; or spine 1 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spines, poison
Special Qualities:	Camouflage, darkvision 60 ft., low-light vision
Saves:	Fort +3, Ref +5, Will +0
Abilities:	Str 12, Dex 15, Con 11, Int 2, Wis 11, Cha 4
Skills:	Hide +10, Listen +3, Spot +3
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Small)

A dragonfish is a small, 2-foot long, flat fish that makes its home on the bottom of shallow lakes, rivers, or streams. They are non-aggressive and spend their days eating miniscule water creatures, insects, and aquatic plants. The dragonfish's scales are brown, mottled with black.

Combat

Dragonfish are not aggressive and prefer to lie on the bottom of a body of water, waiting for a victim to step on it so its poisonous spines penetrate the victim's flesh. If forced into melee, a dragonfish attacks with its bite.



Spine (Ex): The dragonfish's back is covered with long, sharp spines. A creature stepping on a dragonfish has 1d4 spines penetrate and break off in its flesh. Each spine deals damage

and injects poison into the wound. Removing a spine deals 1d2 points of damage.

Poison (Ex): Spine, Fortitude save (DC 11); initial damage 1d2 points of temporary Constitution, secondary damage 1d2 points of temporary Constitution.

Camouflage (Ex): It takes a successful Spot check (DC 16) to recognize a motionless dragonfish for what it really is.

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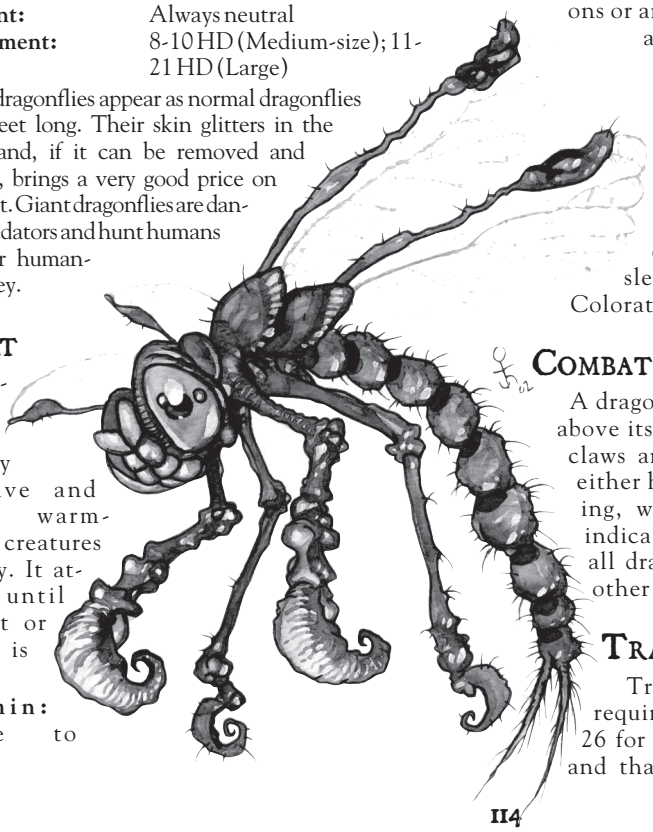
Dragonfly, Giant

	Medium-Size Vermin
Hit Dice:	7d8+14 (45 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., fly 80 ft. (good)
AC:	17 (+2 Dex, +5 natural)
Attacks:	Bite +8 melee
Damage:	Bite 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Vermin
Saves:	Fort +7, Ref +4, Will +3
Abilities:	Str 17, Dex 15, Con 14, Int —, Wis 12, Cha 9
Skills:	Intuit Direction +7, Spot +7
Climate/Terrain:	Temperate and warm land
Organization:	Solitary or swarm (2-5)
Challenge Rating:	4
Treasure:	None (skin is worth 1,500 gp intact)
Alignment:	Always neutral
Advancement:	8-10 HD (Medium-size); 11-21 HD (Large)

Giant dragonflies appear as normal dragonflies about 5 feet long. Their skin glitters in the sunlight and, if it can be removed and preserved, brings a very good price on the market. Giant dragonflies are dangerous predators and hunt humans and other humanoids as prey.



Combat

A giant dragonfly is very aggressive and hunts warm-blooded creatures fearlessly. It attacks until either it or its prey is dead.

Vermin: Immune to mind-influencing effects. Giant dragonflies have darkvision to a range of 60 feet.

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Dragonnel

	Huge Beast
Hit Dice:	8d10+32 (76 hp)
Initiative:	+0
Speed:	40 ft., fly 100 ft. (poor)
AC:	17 (-2 size, +9 natural)
Attacks:	2 claws +10, bite +5 melee
Damage:	Claw 2d4+6, bite 2d6+3
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Qualities:	Low-light vision, darkvision 60 ft.
Saves:	Fort +10, Ref +6, Will +2
Abilities:	Str 22, Dex 11, Con 18, Int 4, Wis 11, Cha 8
Skills:	Listen +7, Spot +7
Climate/Terrain:	Temperate and warm hills and mountains
Organization:	Solitary or pack (2-4)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral (evil tendencies)
Advancement:	9-12 HD (Huge); 13-24 HD (Gargantuan)

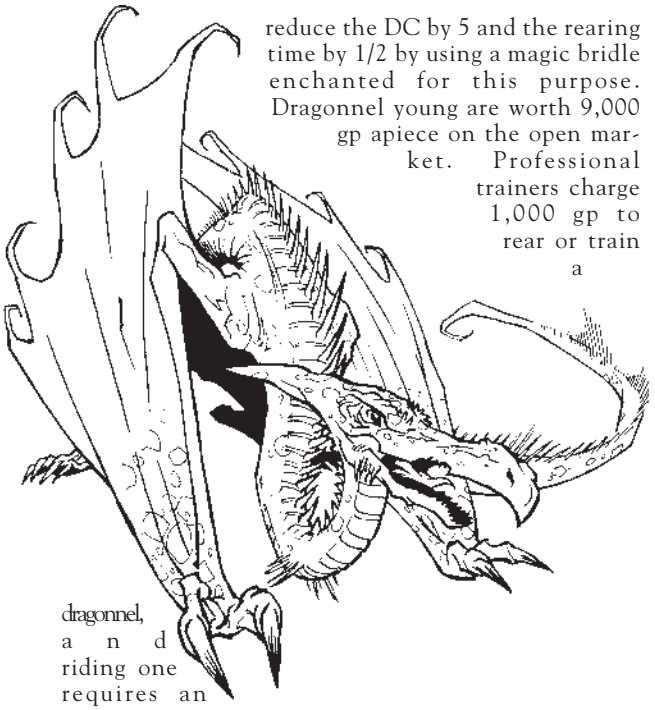
Dragonnels are believed to be either related to dragons or an abomination of dragon and pteranodon, as they share the physical characteristics of both those monsters. Dragonnels are semi-intelligent and use this ability to their advantage when hunting or stalking prey. Dragonnels are fierce hunters, though some have been trained by evil humanoids as mounts and guardians. A dragonnel is about 25 feet long; has a dragon-like serpentine body with long, slender wings; and a long pteranodon beak. Coloration ranges from dark gray to brown.

Combat

A dragonnel prefers to attack from the air, flying above its prey and then plunging to strike with its claws and bite. A solitary dragonnel is usually either hunting or returning to its lair from hunting, while more than one dragonnel usually indicates a mated pair or family. In such a case, all dragonnels attack in concert with one another and usually fight to the death.

Training a Dragonnel

Training a dragonnel as an aerial mount requires a successful Handle Animal check (DC 26 for a young creature or DC 31 for an adult) and that the creature be willing. Trainers can



reduce the DC by 5 and the rearing time by 1/2 by using a magic bridle enchanted for this purpose. Dragonnel young are worth 9,000 gp apiece on the open market. Professional trainers charge 1,000 gp to rear or train a dragonnel, and riding one requires an exotic saddle. A dragonnel can fight while carrying a rider, but the rider cannot also attack unless she succeeds at a Ride check.

Carrying Capacity: A light load for a dragonnel is up to 519 pounds, a medium load 520-1,038 pounds, and a heavy load 1,039-1,560 pounds.

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Drake: Fire Drake

	Small Dragon (Fire)
Hit Dice:	4d12+4 (30 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., fly 60 ft.(average)
AC:	15 (+1 size, +1 Dex, +3 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, pyrophoric blood
Special Qualities:	Fire subtype, immunities, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 13, Dex 13, Con 13, Int 4, Wis 11, Cha 10
Skills:	Hide +7, Listen +3, Search +1, Spot +3
Feats:	Flyby Attack, Weapon Focus (bite)
Climate/Terrain:	Temperate hills and mountains
Organization:	Pair, clutch (2-5), or family (6-8)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5-9 HD (Small); 10-12 HD (Medium-size)

Fire drakes lair in caves and caverns deep within the hills and mountains. Fire drakes are carnivorous creatures and very territorial, fighting other drakes that move into their area. They are tolerant of other fire drakes, but view them with suspicion. On occasion, a mated pair is encountered, but only in the late summer months or early autumn. A fire drake is about 4 feet long, though it can grow to a length of 6 feet. Its scales are translucent red, mottled with mauve and burgundy. Heat and steam can be seen rising from its body. Its wings are mottled black and its eyes are crimson. It is often mistaken for a young or miniature red dragon.

Combat

Fire drakes prefer to open combat with their breath weapon. Once expended, they rely on their bite. Their claws are too small to be effective in combat.

Breath Weapon (Su): Cone of fire, 40 feet long, once per 1d4 rounds but no more than 5/day; 2d8 points of damage, Reflex (DC 13) halves.

Pyrophoric Blood (Ex): A fire drake's blood is highly flammable and ignites in a burst of flame upon contact with the air. A successful hit with a slashing or piercing weapon draws blood and causes it to ignite, dealing 1d3 points of damage to the attacker (Reflex save at DC 13 to avoid).

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Immunities: Firedrakes are immune to sleep and paralysis effects.

Fire Drake Blood

The blood of a fire drake can be sealed in an airtight container and used as a firebomb, equivalent to a burning flask of oil. It can also be used to create temporary flaming weapons. A weapon coated with fire drake's blood acts as a *flaming* weapon for 1d6 rounds (see "Weapons" in the ***DMG***, Chapter 8).

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Drake: Ice Drake

	Small Dragon (Cold)
Hit Dice:	3d12+3 (22 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., fly 50 ft. (average)
AC:	18 (+1 size, +1 Dex, +6 natural)
Attacks:	Bite +5 melee, 2 claws +0 melee
Damage:	Bite 1d6+1, claw 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities
Special Qualities:	SR 24, polymorph self, cold subtype, immunities, darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +4, Will +1
Abilities:	Str 13, Dex 13, Con 13, Int 7, Wis 8, Cha 10
Skills:	Listen +4, Spot +4
Feat:	Flyby Attack
Climate/Terrain:	Cold hills and mountains
Organization:	Pair, clutch (2-5), or family (6-8)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	4-6 HD (Small); 7-9 HD (Medium-size)

Ice drakes are found in cold mountainous caves and caverns. Most encounters are with a solitary drake. Only in the winter months is it common to find a mated pair or family. An ice drake's scales are white, and it is often mistaken for a young white dragon. Ice drakes range from 3 feet to 6 feet long.

Combat

An ice drake opens combat from the air using its icy breath weapon. If it expends its breath weapon, it relies on its claws and bite to finish off any remaining opponents.

Breath Weapon (Su): Cone of cold, 40 feet long, once per 1d4 rounds but no more than 5/day; 2d8 points of damage, Reflex (DC 13) halves.

Spell-Like Abilities: 2/day — *fear* and *sleep*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level) and cannot be used if the ice drake assumes its white dragon form.

Polymorph Self (Su): Twice per day, an ice drake can assume the form of a young white dragon. It does not gain the white dragon's spell-like abilities, spells, or breath weapon. The ice drake can retain its dragon form for up to two hours each time it is used.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Immunities: Ice drakes are immune to sleep and paralysis effects.

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Drake: Salt Drake

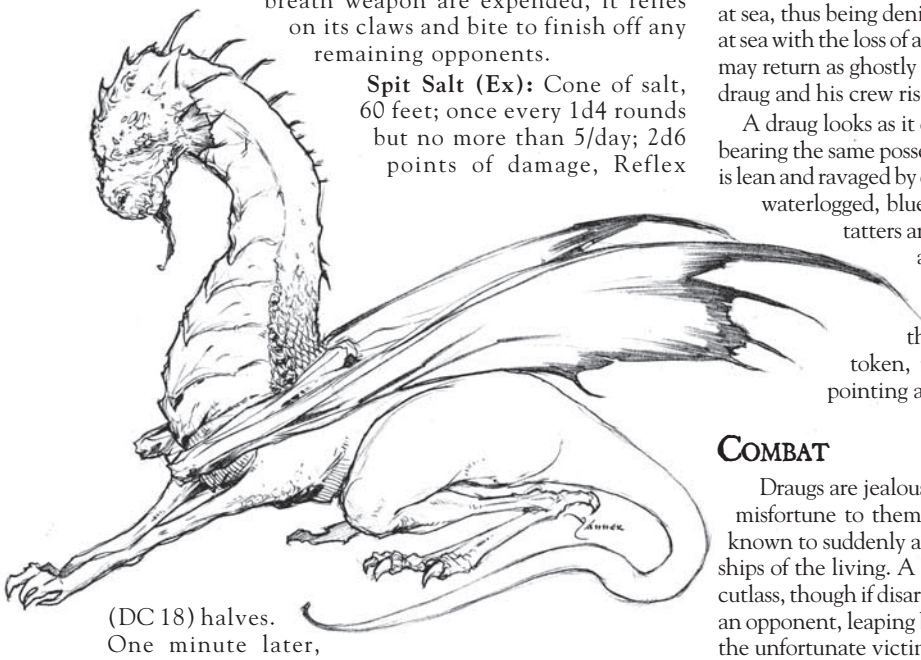
	Large Dragon (Earth)
Hit Dice:	11d12+33 (104 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., fly 150 ft. (poor)
AC:	18 (-1 size, +1 Dex, +8 natural)
Attacks:	2 claws +13 melee, bite +11 melee
Damage:	Claw 1d8+3, bite 2d6+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spit salt
Special Qualities:	Immunities, darkvision 60 ft., low-light vision
Saves:	Fort +10, Ref +8, Will +8
Abilities:	Str 17, Dex 13, Con 16, Int 4, Wis 13, Cha 11
Skills:	Hide +7, Listen +14, Spot +14
Feats:	Alertness, Multiattack, Power Attack
Climate/Terrain:	Temperate and warm desert
Organization:	Solitary, pair, or clutch (2-5)
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	13-19 HD (Large); 20-33 HD (Huge)

Salt drakes are found in warm, arid climates such as deserts or salt flats. Salt drakes are omnivorous creatures and very territorial, even fighting among themselves to protect their domains. Most encounters are with a solitary drake. Only in the midsummer months is it common to find a mated pair or family. A salt drake's scales range from dull blue to midnight blue, and it is often mistaken for a young blue dragon. Its wings are mottled black and its eyes are crimson. Salt drakes range from 8 feet to 30 feet long. Though

difficult to train, salt drakes are favored as mounts by goblins, gnolls, and hobgoblins.

Combat

A salt drake's primary diet consists of large quantities of salt. This diet enables the drake to spew salt at its opponents. A salt drake opens combat from the air using its salt spray breath weapon. If all uses of its breath weapon are expended, it relies on its claws and bite to finish off any remaining opponents.



Spit Salt (Ex): Cone of salt, 60 feet; once every 1d4 rounds but no more than 5/day; 2d6 points of damage, Reflex (DC 18) halves. One minute later, an affected creature must succeed at a Fortitude save (DC 18) or suffer 1d4 points of temporary Constitution damage as the salt absorbs the moisture from the victim's body.

Immunities (Ex): Salt drakes are immune to all paralysis and *sleep* effects.

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Author Scott Greene.

Draug

	Medium-Size Undead (Aquatic)
Hit Dice:	6d12 (38 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., swim 30 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	Cutlass +6 melee; or 2 claws +5 melee
Damage:	Cutlass 1d6+2; or claw 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Call storm
Special Qualities:	Fire resistance (10), undead, control ship, +2 turn resistance
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 14, Dex 15, Con –, Int 12, Wis 14, Cha 14
Skills:	Balance +8, Climb +7, Hide +6, Intuit Direction +6, Profession (sailor) +10, Listen +9, Move Silently +6, Search +5, Spot +9
Feats:	Alertness, Weapon Focus (cutlass)
Climate/Terrain:	Any land
Organization:	Solitary or crew (1 draug plus 6-11 brine zombies and 1-4 mummies of the deep, 2-8 lacedons, or 2-8 skeletons)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6-15 HD (Medium-size)

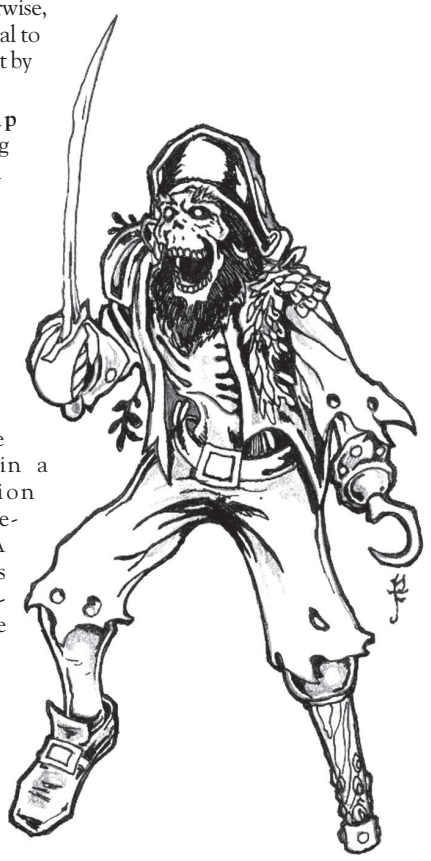
The draug is the vengeful spirit of a ship's captain who died at sea, thus being denied a proper burial. If an entire ship sinks at sea with the loss of all hands, the ship itself and its entire crew may return as ghostly wanderers. The captain usually rises as a draug and his crew rises as brine zombies (see that entry).

A draug looks as it did in life, wearing the same clothes and bearing the same possessions it held at the moment of death. It is lean and ravaged by decay, with bits of bone showing beneath waterlogged, blue-green rotting flesh. Its clothes hang in tatters and its weapons are pitted and rusted. The arrival of a draug is often taken as a death portent, for even if it does not attack, some dire circumstance is likely to befall the witness. A draug often acts as a death token, rising out of the sea and staring at or pointing a bony finger at a sailor fated to drown.

Combat

Draugs are jealous of the living and try to bring death and misfortune to them at every opportunity. They have been known to suddenly appear in a sea mist and climb aboard the ships of the living. A draug's favored form of attack is with its cutlass, though if disarmed it uses its claws to attempt to grapple an opponent, leaping back into the waves in an effort to drown the unfortunate victim.

Call Storm (Su): Once per day, a draug can summon inclement weather to harass its opponents. The effects are felt immediately (i.e., there is no gradual shift in the weather). Otherwise, this ability is identical to *control weather* as cast by a 6th-level sorcerer.



Control Ship (Su): The draug has full control over his vessel (wind notwithstanding) so long as he remains at the wheel or within at least 20 feet of the helmsman. Should he leave the area, the ship meanders in a random direction until the draug regains control. A draug also imbues his ship with special abilities (see Draug Ships, below).

Fire Resistance (Ex): Draugs have fire resistance

New Weapon

Cutlass: Small normal melee weapon, slashing, cost 15 gp, damage 1d6, critical 19-20/x2, weight 3 lb.

10 due to their waterlogged bodies.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Draugs have darkvision to a range of 60 feet.

Draug Ships

When a ship sinks beneath the waves, it and its entire crew may return as ghostly wanderers, especially if the captain and crew had a less than scrupulous profession (as pirates, for example). A sunken ship of this nature may undergo a transformation from the negative energy and evil surrounding it. When this happens, the ship rises from the deep, piloted by a draug and manned by skeletons, brine zombies, zombies, and lacedons. The ship appears as it did at the time of its demise. The sails are tattered and the decks covered with seaweed. When a draug is at the helm, the "ghost ship" gains the following powers:

Buoyancy (Su): Regardless of the condition of the hull, a draug-piloted ship remains afloat in any weather conditions. It is not affected by wind of any type (though the draug can still use the wind to maneuver and sail the ship) and can even sail against gale-force winds. Strong waves may toss the ship about, but will not capsize it as a result.

Fire Immunity (Su): A draug ship is so waterlogged and infused with negative energy that it is completely immune to all fire effects.

Flight (Su): A draug can maneuver his ship to leave the waves and take to the air as long as the draug remains on board. This functions as *fly* cast by a sorcerer with a caster level equal to the draug's HD.

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Author Scott Greene.

Drelb (Haunting Custodian)

	Medium-Size Outsider (Incorporeal)
Hit Dice:	5d8+10 (32 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 20 ft. (good)
AC:	15 (+3 Dex, +2 deflection)
Attacks:	Incorporeal touch +8 melee
Damage:	Incorporeal touch 1d4 and chill
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Chill, psionic reflection
Special Qualities:	Damage reduction 10/+1, incorporeal, darkvision 60 ft., illusory retreat
Saves:	Fort +6, Ref +7, Will +6
Abilities:	Str —, Dex 16, Con 14, Int 12, Wis 14, Cha 15
Skills:	Concentration +7, Hide +9, Intimidate +12, Intuit Direction +11, Knowledge (any one) +6, Listen +11, Search +9, Sense Motive +10, Spot +11
Feats:	Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral (evil tendencies)
Advancement:	6-10 HD (Medium-size); 11-15 HD (Large)

Drelbs are energy creatures that make their home on the Negative Energy Plane. They are summoned to the Material Plane by evil spellcasters who task them with the duty of guarding treasure or secret places to be left alone. Hence, they are sometimes referred to as haunting custodians. A drelb resembles and is nearly indistinguishable from a wraith. Drelbs are not undead and cannot be turned, though they sometimes feign being affected, using their illusory retreat ability to trick their attackers.

Combat

A drelb attacks by touching an opponent with its incorporeal touch. It uses its illusory retreat ability at the first chance, attempting to catch an opponent unawares.

Chill (Su): A creature touched by a drelb immediately drops anything it is holding and falls to the ground shivering for 1 round. There is no save against this ability.

Psionic Reflection (Su): Any psionic ability used within 30 feet of a drelb or directed at the drelb is instantly mimicked and returned against the attacker as if the drelb possessed the psionic power in question. The save to avoid or resist the drelb's "psionic" attack has a DC of 12.

Illusory Retreat (Sp): A drelb can rapidly diminish its form while it advances forward. To the onlooker, it appears as if the drelb is retreating. A creature succeeding at a Will save (DC 15) can see through the illusion. Otherwise, the drelb advances into melee range, and its opponent is considered flat-footed for the drelb's first attack following the use of this ability.

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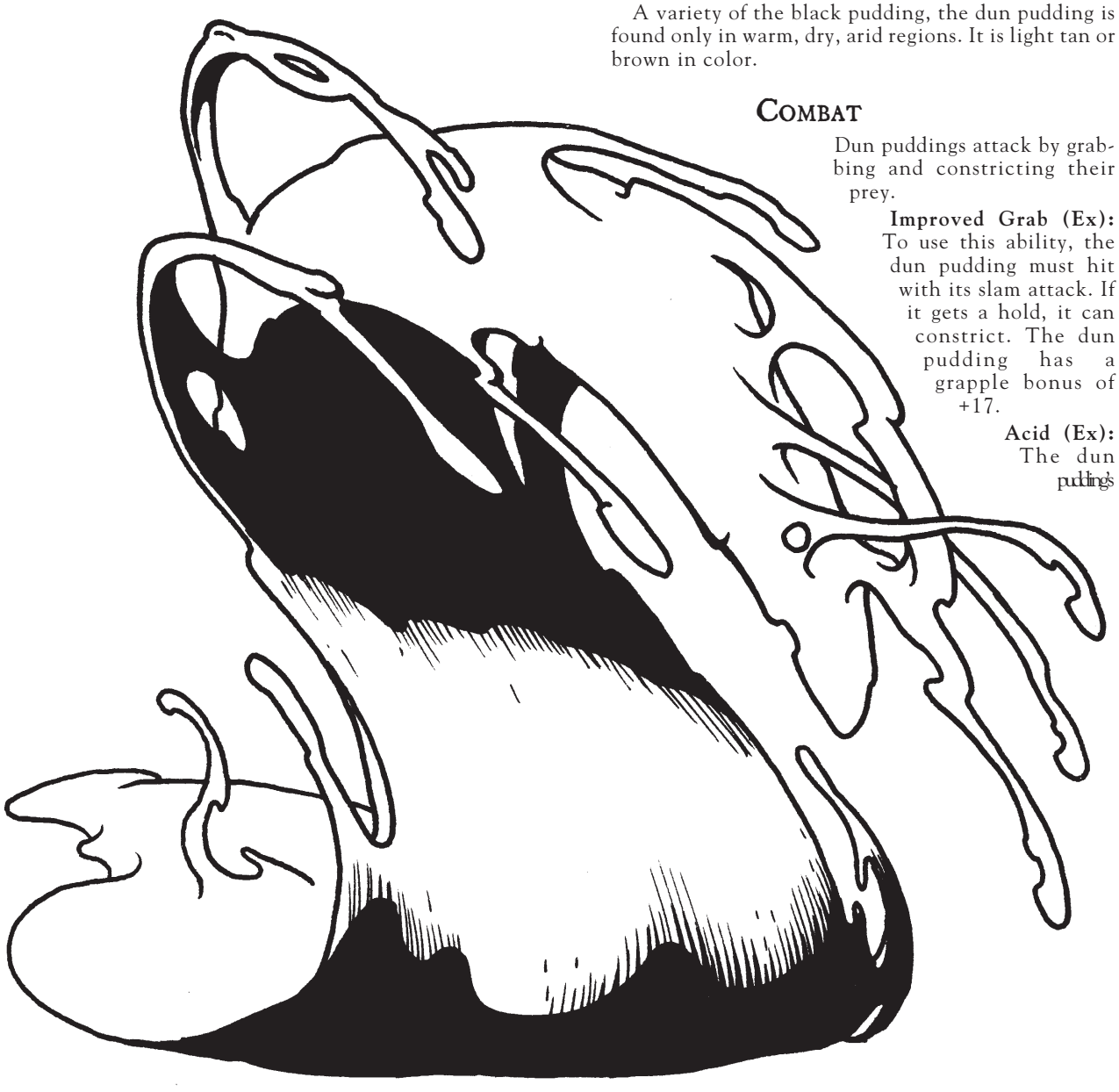
Dun Pudding

	Huge Ooze
Hit Dice:	8d10+32 (96 hp)
Initiative:	-5 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +7 melee
Damage:	Slam 2d6+4 and 2d6 acid
Face/Reach:	5 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, acid, constrict
Special Qualities:	Blindsight, split, ooze
Saves:	Fort +6, Ref -3, Will -3
Abilities:	Str 17, Dex 1, Con 19, Int —, Wis 1, Cha 1
Climate/Terrain:	Any warm land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Huge); 13-24 HD (Gargantuan)

A variety of the black pudding, the dun pudding is found only in warm, dry, arid regions. It is light tan or brown in color.



Combat

Dun puddings attack by grabbing and constricting their prey.

Improved Grab (Ex): To use this ability, the dun pudding must hit with its slam attack. If it gets a hold, it can constrict. The dun pudding has a grapple bonus of +17.

Acid (Ex): The dun puddings

acid dissolves organic material quickly, dealing 50 points of damage each round it contacts such items. Clothing, weapons, and the like are destroyed immediately if they fail a Reflex save (DC 19). The acid dissolves stone and metal, dealing 20 points of damage per round of contact.

Constrict (Ex): A dun pudding deals automatic slam and acid damage with a successful grapple check (grapple bonus +17). The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Split (Ex): Weapons deal no damage to a dun pudding. Instead, the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

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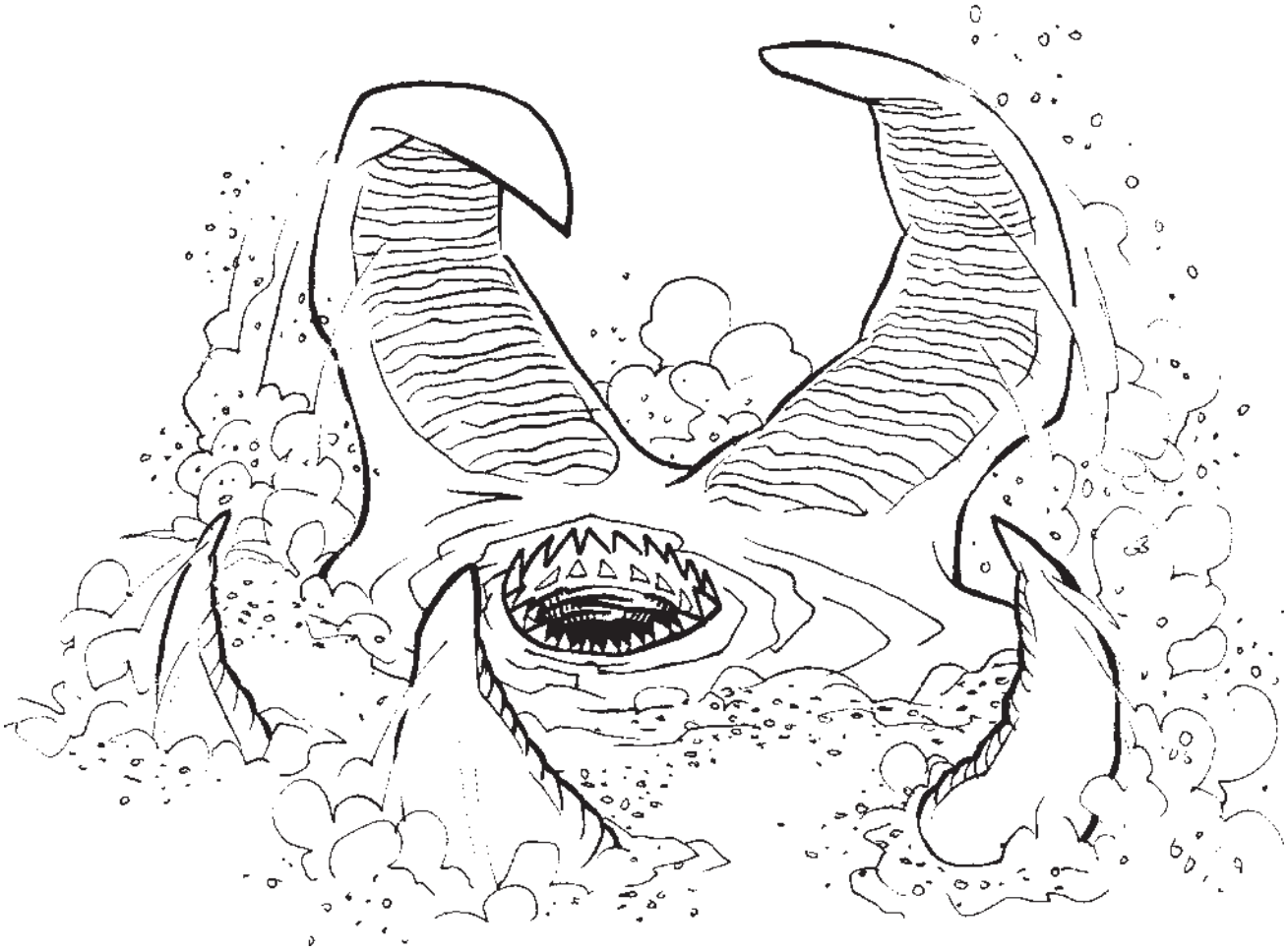
Author Scott Greene, based on original material by Gary Gygax.

Dust Digger

	Large Aberration
Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	10 ft.
AC:	16 (-1 size, +7 natural)
Attacks:	5 tentacles +5 melee
Damage:	Tentacle 1d6+3
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Sinkhole, improved grab, swallow whole
Special Qualities:	Burrow, tremorsense, darkvision 60 ft.
Saves:	Fort +2, Ref +1, Will +4
Abilities:	Str 16, Dex 10, Con 13, Int 2, Wis 11, Cha 10
Skills:	Hide +0*, Listen +4, Spot +4
Feats:	Alertness
Climate/Terrain:	Warm desert
Organization:	Solitary, gang (4-8), or colony (9-20)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)

Dust diggers are nocturnal desert carnivores that resemble 10-foot diameter sandy brown starfish with five 5-foot tentacles around a central mouth. The dust digger's mouth is lined with many large razor-sharp teeth. The dust digger spends most of its life buried under sand and dirt, rarely moving above ground.



Combat

A dust digger inflates its body with air, buries itself under a thin lair of sand or dirt, and waits for its prey to pass nearby. When a living creature walks over a dust digger, the creature deflates its body and folds its arms around the victim, attempting to shove the prey into its mouth.

Sinkhole (Ex): As the dust digger deflates its body, it uses the shifting sand and dirt to slow its prey's escape. A creature within 5 feet of the dust digger's mouth when it deflates its body is caught in the sinkhole and can only move at one-half speed. The creature must also succeed at a Balance check (DC 13) to maintain its footing. If the save fails, the creature falls and slides toward the dust digger's mouth. On a successful save, the creature maintains its footing, but must make another Reflex save (same DC) each round it remains in the shifting sand.

Improved Grab (Ex): To use this ability, the dust digger must hit an opponent of Medium-size or smaller with two of its tentacles. If it gets a hold, it can bite or swallow its prey. The dust digger has a grapple bonus of +10.

Swallow Whole (Ex): By making a successful grapple check, a dust digger can swallow a grabbed opponent of Medium-size or smaller (grapple bonus +10). Once inside, the creature takes 2d8+2 points of crushing damage plus 6 points of acid damage per round from the dust digger's digestive juices. A swallowed creature can climb out of the digger with a successful grapple check. This returns it to the digger's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light piercing or slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The dust digger's gizzard can hold one Medium-size, two Small, four Tiny, eight Diminutive, or sixteen Fine or smaller opponents.

Burrow (Ex): A dust digger can glide through sand, loose soil, or almost any sort of loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing dust digger flings the dust digger back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Tremorsense (Ex): A dust digger can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: *Dust diggers receive a +8 racial bonus to Hide checks when in sand covered terrain.

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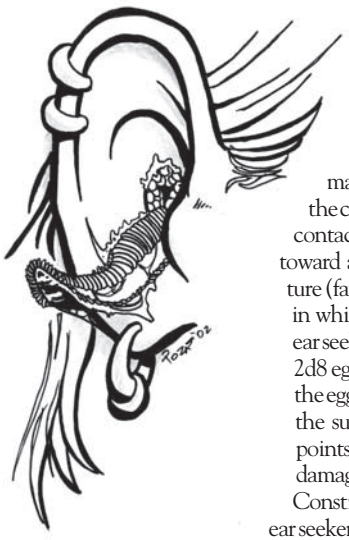
Author Scott Greene, based on original material by Gary Gygax.

E: Ear Seeker to Eye of the Deep

Ear Seeker

Hazard (CR 3)



Ear seekers are small maggot-like vermin, white or brown in color. They are found lairing in rotting wood or similar organic materials. When first encountered, a Spot check (DC 15) can be made to avoid them entirely. If the check fails, the ear seekers have contacted the creature and move toward any warm place on the creature (favoring places such as the ears) in which to lay their eggs. Once an ear seeker enters a warm place, it lays 2d8 eggs before dying. In 4d6 hours, the eggs hatch and the larvae devour the surrounding flesh, dealing 2d6 points of temporary Constitution damage to the host each round. At Constitution 0, the host dies and the ear seekers crawl out to find a new host. A *remove disease* spell kills the ear seekers and any unhatched eggs.

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Author Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Eblis

	Medium-Size Magical Beast
Hit Dice:	4d10+4 (22 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., 30 ft. fly (average)
AC:	17 (+3 Dex, +4 natural)
Attacks:	Beak +5 melee
Damage:	Beak 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Fire resistance (2), low-light vision
Saves:	Fort +5, Ref +10, Will +2
Abilities:	Str 12, Dex 16, Con 13, Int 12, Wis 12, Cha 12
Skills:	Hide +8, Intimidate +6, Jump +7, Move Silently +8, Spot +6
Feats:	Dodge, Lightning Reflexes, Mobility
Climate/Terrain:	Temperate and warm marsh
Organization:	Flock (4–16)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	5–12 HD (Medium–size)

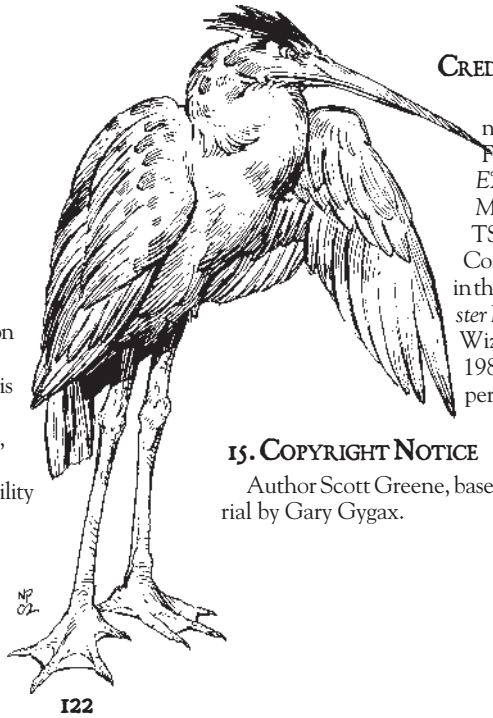
The eblies are a semi-civilized society of birdmen that make their homes in desolate swamps and marshes. They rarely have interactions with other races, preferring the company of their own kind and the serenity of their marshland homes. An eblis is a large bird that strongly resembles a stork — so much so that eblies are often called "stork men." An eblis stands about 8 feet tall, and the neck is extremely long and snake-like and is unnaturally flexible and capable of blindingly fast movements. An eblis' beak is long, sharp, and deadly. A male eblis has gray-brown feathers with reddish patches on its head, while a female lacks the red patch. Eblies speak their own language of clicks and chatters and some speak Common.

Combat

Eblies are very fast in shifting and striking, and their necks are very powerful despite their slenderness. They attack by stabbing with their beak.

Spell-Like Abilities (Sp): Each eblis flock has one individual capable of using arcane magic. Each spellcasting eblis has 2d4 spells, each spell usable once per day. Each spell is cast as a 3rd-level sorcerer (save DC 11 + spell level).

D8	Spell
1	Ghost sound
2	Change self
3	Hypnotism
4	Scare
5	Obscuring mist
6	Blur
7	Hypnotic pattern
8	Whispering wind



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Eel: Giant Moray Eel

	Large Beast (Aquatic)
Hit Dice:	5d10 (27 hp)
Initiative:	+3 (Dex)
Speed:	Swim 20 ft.
AC:	16 (-1 size, +3 Dex, +4 natural)
Attacks:	Bite +5 melee, tail lash +0 melee
Damage:	Bite 1d8 and disease, tail lash 1d4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, tear, disease
Special Qualities:	Immunities, amphibious, darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Hide +0, Listen +7, Spot +7
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Warm aquatic
Organization:	Solitary or school (4-8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)

A giant moray eel is a feared predator about 8 feet long. It is mottled brown with light brown or yellow splotches on its back and resembles its smaller relative, the normal eel.

Combat

The giant moray eel conceals itself in reefs, seaweed, or other such watery vegetation so as to strike opponents when they pass near. The eel attacks nearly any living creature that moves within 10 feet of it, including prey that is much larger than itself. A creature that attempts to flank the eel is attacked by its tail lash.

Improved Grab (Ex): To use this ability, a giant moray eel must hit a foe with its bite attack. If it gets a hold, it tears the flesh. The giant moray eel has a grapple bonus of +10.

Tear (Ex): A giant moray eel automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Disease (Ex): The giant moray eel's bite inflicts its foe with a disease akin to *mummy rot* (see Table 3-14: Diseases in the ***DMG***, Chapter 3).

Immunities (Ex): Giant moray eels are immune to all forms of fear and disease, magical or otherwise.

Amphibious (Ex): Giant moray eels can survive out of the water for 1 minute per point of Constitution (see the "Suffocation" sidebar in the ***DMG***, Chapter 3).

Skills: Giant moray eels gain a +4 racial bonus to Hide, Listen, and Spot checks.

Feats: The giant moray eel gains the Weapon Finesse (bite) feat as a bonus feat.

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Author Scott Greene, based on original material by Gary Gygax.

Elemental: Lightning Quasi-Elemental

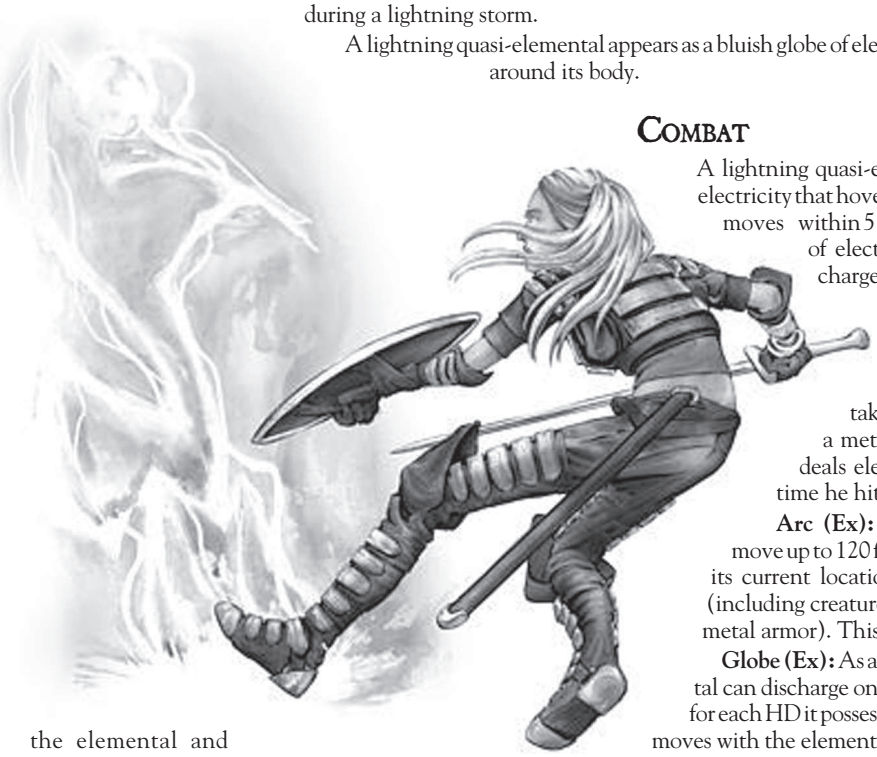
	Small	Medium	Large
	Small Elemental (Air, Electricity)	**Medium-Size Elemental (Air, Electricity)**	**Large Elemental (Air, Electricity)**
Hit Dice:	6d8 (27 hp)	10d8+20 (65 hp)	12d8+36 (90 hp)
Initiative:	+4 (Dex)	+6 (Dex)	+12 (+8 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
AC:	18 (+1 size, +4 Dex, +3 natural)	19 (+6 Dex, +3 natural)	21 (-1 size, +8 Dex, +4 natural)
Attacks:	Slam +4 melee	Slam +13 melee	Slam +16 melee
Damage:	Slam 1d6 electricity	Slam 1d8 electricity	Slam 2d6 electricity
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Globe, electricity, arc	Globe, electricity, arc	Globe, electricity, arc
Special Qualities:	Damage reduction 5/+1, elemental, electricity immunity, fire and acid resistance (20), water vulnerability	Damage reduction 5/+1, elemental, electricity immunity, fire and acid resistance (20), water vulnerability	Damage reduction 10/+1, elemental, electricity immunity, fire and acid resistance (20), water vulnerability
Saves:	Fort +2, Ref +9, Will +2	Fort +5, Ref +13, Will +3	Fort +5, Ref +13, Will +3
Abilities:	Str 10, Dex 18, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 22, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 26, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +9, Spot +9	Listen +12, Spot +12	Listen +14, Spot +14

E: EARSEEKER TO EYE OF THE DEEP

Feats:	Dodge	Dodge, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any land	Any land	Any land
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	6	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	7-9 HD (Small)	10-11 HD (Medium-size)	13+ HD (Large)

Lightning quasi-elementals are native to the Plane of Elemental Air, the Positive Energy Plane, and a rumored elemental plane situated in between. They are sometimes summoned to the Material Plane by wizards or clerics, but more often than not slip through a rift between the Material Plane and elemental plane during a lightning storm.

A lightning quasi-elemental appears as a bluish globe of electrical energy. Lightning plays off and around its body.



Combat

A lightning quasi-elemental can release small globes of electricity that hover around its body. When an opponent moves within 5 feet of the quasi-elemental, the globes of electricity arc to the opponent and discharge.

Electricity (Ex): A lightning quasi-elemental is composed completely of electricity; therefore, any creature touched by or touching the elemental takes electrical damage. Any attack with a metal weapon against a quasi-elemental deals electrical damage to the attacker each time he hits.

Arc (Ex): The lightning quasi-elemental may move up to 120 feet and make an attack by arcing from its current location to any grounded metallic object (including creatures holding metal weapons or wearing metal armor). This is treated as a charge attack.

Globe (Ex): As a free action, a lightning quasi-elemental can discharge one globe of electricity, once per round, for each HD it possesses. The globe hovers 1 foot away from the elemental and moves with the elemental. Any creature that moves within 5 feet of the quasi-elemental is attacked as each globe moves toward an opponent and discharges. The discharge deals electrical damage to any creature it touches. A successful Reflex save halves the damage.

Electricity Immunity (Ex): Lightning quasi-elementals are immune to all electrical effects.

Water Vulnerability (Ex): A lightning quasi-elemental takes 1d8 points of damage per gallon of water it contacts.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking attacks. Lightning quasi-elementals have darkvision with a range of 60 feet.

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Author Scott Greene, based on original material by Gary Gygax.

Elemental: Psionic Elemental

	Small	Medium	Large
	Small Elemental (Psionic)	**Medium-Size Elemental (Psionic)**	**Large Elemental (Psionic)**
Hit Dice:	2d8 (9 hp)	4d8+4 (22 hp)	8d8+16 (52 hp)
Initiative:	+2 (Dex)	+7 (+3 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
AC:	16 (+1 size, +2 Dex, +3 natural)	16 (+3 Dex, +3 natural)	17 (-1 size, +4 Dex, +4

			natural)
Attacks:	Force bolt +4 ranged touch	Force bolt +7 ranged touch	Force bolt +9 ranged touch
Damage:	Force bolt 1d6	Force bolt 2d6	Force bolt 2d8
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Force bolt, psionics	Force bolt, psionics	Force bolt, psionics
Special Qualities:	Warp reality, telepathy, elemental	Warp reality, telepathy, elemental elemental	Warp reality, telepathy, elemental
Saves:	Fort +0, Ref +5, Will +1	Fort +2, Ref +7, Will +3	Fort +4, Ref +10, Will +5
Abilities:	Str 10, Dex 14, Con 10, Int 15, Wis 15, Cha 13	Str 12, Dex 16, Con 12, Int 17, Wis 15, Cha 15	Str 14, Dex 18, Con 14, Int 19, Wis 17, Cha 17
Skills:	Concentration +5, Hide +8, Knowledge (psionics) +7, Listen +6, Move Silently +7, Psicraft +7, Spot +6	Concentration +8, Hide +5, Knowledge (psionics) +10, Listen +8, Move Silently +6, Psicraft +10, Spot +8	Concentration +10, Knowledge (psionics) +12, Listen +11, Move Silently +10, Psicraft +12, Spot +11
Feats:	Combat Manifestation, Weapon Focus (force bolt)	Combat Manifestation, Enlarge Power, Improved Initiative, Weapon Focus (force bolt)	Combat Manifestation, Dodge, Enlarge Power, Improved Initiative, Mobility, Weapon Focus (force bolt)

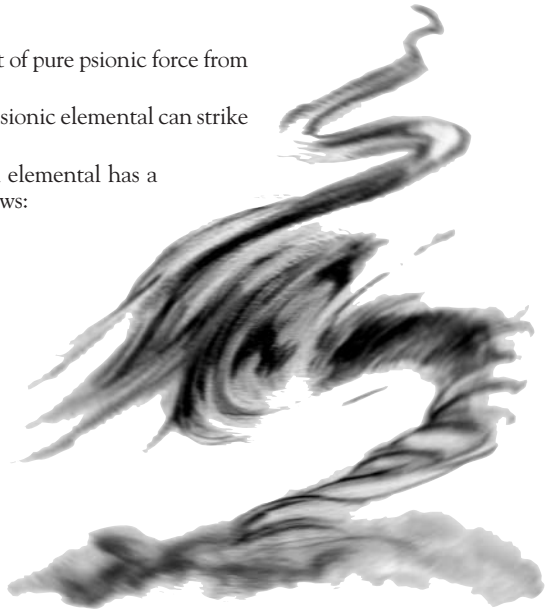
	HUGE	GREATER	ELDER
	Huge Elemental (Psionic)	**Huge Elemental (Psionic)**	**Huge Elemental (Psionic)**
Hit Dice:	16d8+48 (120 hp)	21d8+63 (157 hp)	24d8+72 (180 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)	+7 (+7 Dex, +4 Improved Initiative)	+12 (+8 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
AC:	18 (-2 size, +6 Dex, +4 natural)	23 (-2 size, +7 Dex, +8 natural)	24 (-2 size, +8 Dex, +8 natural)
Attacks:	Force bolt +17 ranged touch	Force bolt +21 ranged touch	Force bolt +25 ranged touch
Damage:	Force bolt 2d10	Force bolt 4d6	Force bolt 4d8
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Force bolt, psionics	Force bolt, psionics	Force bolt, psionics
Special Qualities:	Warp reality, telepathy, elemental	Warp reality, telepathy, elemental	Warp reality, telepathy, elemental
Saves:	Fort +8, Ref +16, Will +10	Fort +10, Ref +19, Will +13	Fort +11, Ref +22, Will +15
Abilities:	Str 18, Dex 22, Con 16, Int 23, Wis 21, Cha 21	Str 20, Dex 24, Con 16, Int 25, Wis 23, Cha 23	Str 22, Dex 26, Con 16, Int 27, Wis 25, Cha 25
Skills:	Concentration +13, Knowledge (psionics) +17, Listen +15, Move Silently +22, Psicraft +23, Spot +21	Concentration +15, Knowledge (psionics) +21, Listen +19, Move Silently +16, Psicraft +17, Spot +15	Concentration +17, Knowledge (psionics) +23, Listen +21, Move Silently +19, Psicraft +21, Spot Spot +19
Feats:	Combat Manifestation, Dodge, Enlarge Power, Power, Improved Initiative, Mobility, Psionic Focus, (Metacreativity), Rapid Metabolism, Weapon Focus (force bolt)	Combat Manifestation, Dodge, Enlarge Power, Improved Initiative, Maximize Power, Mobility, Psionic Focus (Metacreativity, Pyschoportation), RapidMetabolism, Weapon Focus (force bolt)	Alertness, Blind-Fight, Combat Manifestation, Dodge, Enlarge Improved Initiative, Maximize Power, Mobility, Psionic Focus (Metacreativity, Pyschoportation), Rapid Metabolism, Weapon Focus (force bolt)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: Small 2; medium 4; large 6; huge 8; greater 10; elder 12
Treasure: None
Alignment: Usually neutral
Advancement: Small 3 HD (Small); medium 5-7 HD (Medium-size); large 9-15 HD (Large); huge 17-20 HD (Huge); greater 22-23 HD (Huge); elder 25 + HD (Huge)

Psionic elementals have their origin on a plane composed entirely of psionic matter. They seldom venture from their home except when summoned by a spellcaster. It is unknown whether psionic elementals can speak, though they do communicate with other creatures through telepathy. A psionic elemental appears as a dark, semi-translucent cloud of swirling vapor. Very close observation reveals two small eyes and a mouth formed of bits of solid matter suspended in the body.

Combat

Psionic elementals attack using their psionic abilities or by firing a bolt of pure psionic force from their body at an opponent.



Force Bolt (Sp): Once per round, by making a ranged touch attack, a psionic elemental can strike a foe up to 60 feet away with a blast of psychokinetic energy.

Psionics (Sp): A psionic elemental can use its psionics at will. Each elemental has a varying number of powers available to it based on its current HD as follows:

Small: 1 power, 1 attack and 1 defense mode

Medium: 6 powers, 2 attack and 2 defense modes

Large: 9 powers, 3 attack and 3 defense modes

Huge: 13 powers, all attack and defense modes

Greater: 13 powers, all attack and defense modes

Elder: 13 powers, all attack and defense modes

Psionic powers are chosen from the list below. All are manifested as the powers of a psion of a level equal to the elemental's current HD. Elementals of 15 HD or less cannot choose *mind blast* as an attack mode.

Psionic Powers (Sp): biocurrent, chameleon, detect psionics, divert teleport, ectoplasmic armor, ectoplasmic cocoon, firefall, greater biocurrent, greater concussion, mass cocoon, plane shift, time hop, and *whitefire.*

Attack/Defense Modes (Sp): ego whip, id insinuation, mind blast, mind thrust, psychic crush; *empty mind, intellect fortress, mental barrier, thought shield, tower of iron will.*

Warp Reality (Sp): As a standard action, through dimensional folding and bending, the psionic elemental can automatically deflect one attack directed against it back upon the attacker. The attacker takes full damage just as if he had hit the psionic elemental. Spells can be reflected using this power, but only those that affect a single target. Area of effect spells are not reflected and have full effect on the psionic elemental.

Telepathy (Su): Psionic elementals can communicate telepathically with any creature within 100 feet that has a language.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

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Author Scott Greene.

Elemental: Time Elemental

	Common	Noble	Royal
	Medium-Size Elemental (Time)	**Large Elemental (Time)**	**Large Elemental (Time)**
Hit Dice:	12d8+36 (90 hp)	20d8+80 (170 hp)	24d8+96 (204 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	Fly 20 ft. (perfect)	Fly 20 ft. (perfect)	Fly 20 ft. (perfect)
AC:	18 (+5 Dex, +3 natural)	21 (+5 Dex, +6 natural)	21 (+5 Dex, +6 natural)
Attacks:	Slam +14/+9 melee	Slam +19/+14/+9 melee	Slam +22/+17/+12/+7 melee
Damage:	Slam 2d6+4	Slam 2d8+6	Slam 2d8+6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Cell death, multi-manifestation	Cell death, multi-manifestation, time stop, alter age	Cell death, multi-manifestation, time stop, alter age, summon time elementals
Special Qualities:	Elemental, time jaunt, spell immunity	Elemental, time jaunt, spell Immunity	Elemental, time jaunt, spell immunity
Saves:	Fort +7, Ref +13, Will +6	Fort +10, Ref +17, Will +12	Fort +14, Ref +21, Will +16
Abilities:	Str 16, Dex 20, Con 16, Int 14, Wis 14, Cha 11	Str 18, Dex 20, Con 18, Int 18, Wis 18, Cha 15	Str 18, Dex 20, Con 18, Int 22, Wis 22, Cha 20
Skills:	Listen +14, Move Silently +17, Sense Motive +14, Spot +14	Listen +21, Move Silently, Sense Motive +21,	Listen +27, Move +26, Sense Motive +27, Spot +21
Feats:	Dodge, Flyby Attack, Improved Initiative Weapon Finesse (slam)	Cleave, Dodge, Flyby Attack, Improved Initiative, Iron Will, Power Attack, Sunder, Weapon Finesse (slam)	Alertness, Cleave, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Finesse (slam)
Climate/Terrain:	Any land and underground		
Organization:	Common: solitary; noble: solitary or troupe (noble plus 1-2 common); royal: solitary or court (royal plus		

	1-2 nobles and 1-4 commons)
Challenge Rating:	Common 8; noble 14; royal 17
Treasure:	None
Alignment:	Always neutral
Advancement:	Common 13-15 HD (Medium-size), 16-19 HD (Large); noble 21-23 HD (Large); royal 25+ (Large)

Time elementals are creatures from an elemental plane most sages are unaware even exists. A time elemental is a powerful creature formed of pure time and matter such as is unknown to even the most learned of sages. It is unknown how or why time elementals enter the Material Plane, as they cannot be summoned using the standard summoning spells. A time elemental appears as a formless cloud of yellowish-red vapor or dust about 5 feet in diameter.

Combat

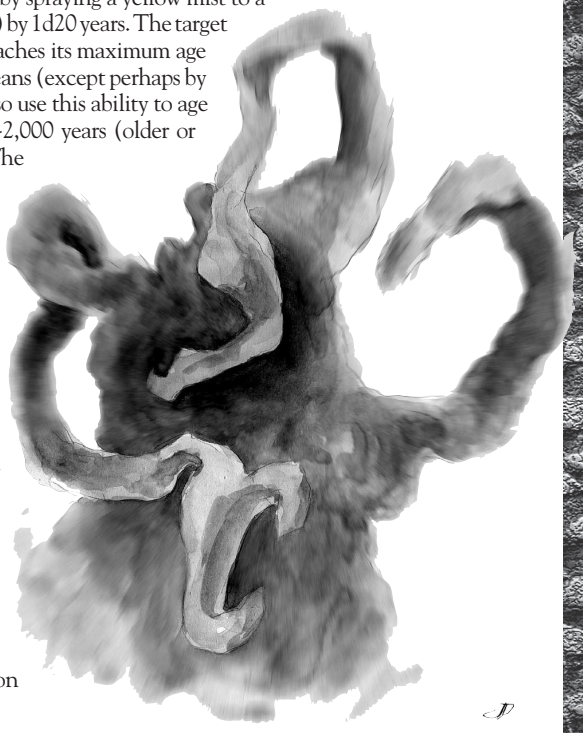
Time elementals attack by forming misty or smoky arms from their forms and lashing at opponents or by spraying a fine mist onto their opponents so as to induce aging. Against particularly powerful opponents, a time elemental uses its alter age ability or (if of the royal sort) summons additional time elementals to its aid.

Cell Death (Su): The slam attack of a time elemental causes cell death in its target. A creature slain by a time elemental can only be raised through the use of *miracle*, *true resurrection*, or *wish*.

Multi-Manifestation (Su): A time elemental exists in 1d4 other dimensions. As a standard action, it can bring forth these manifestations to its current locale. Treat each manifestation as a separate time elemental with hit points and abilities equal to the original. Because the time elementals are linked and are essentially the same creature, a successful hit that deals damage to one time elemental deals an equal amount of damage to all of its manifestations.

Time Stop (Su): Noble and royal time elementals can cast *time stop* once per day as a sorcerer of a level equal to their HD.

Alter Age (Su): Once per day, a noble time elemental can by touch or by spraying a yellow mist to a range of 10 feet cause a creature to grow older or younger (elemental's choice) by 1d20 years. The target can make a Fortitude save (DC 24) to resist the effects. A creature that reaches its maximum age dies as a result of massive cell death and cannot be restored to life by any means (except perhaps by the direct intervention of the creature's deity). The time elemental can also use this ability to age vegetable matter 10-200 years (older or younger) or mineral matter 100-2,000 years (older or younger). Royal time elementals can use this ability twice per day. The Fortitude save to resist the effects has a DC of 26.



Summon Time Elementals (Sp): Once per day, a royal time elemental can attempt to summon 1d4 common time elementals or 1-2 noble time elementals with a 50% chance of success.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Time Jaunt (Su): A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *teleport without error*. This ability transports the time elemental and up to four other creatures within a 30-foot radius. Unwilling creatures can attempt a Will save (DC 19 for common, DC 24 for noble, or DC 26 for royal) to avoid being carried away. This ability is otherwise similar to the spell of the same name.

Spell Immunity (Ex): Time elementals are immune to all time related spells and effects (including *time stop*, *temporal stasis*, and the like). In addition, any spell cast at a time elemental has only a 5% chance of affecting it since these creatures exist across multiple times and dimensions. Note, the *time stop* ability of the noble and royal time elementals can affect those time elementals of lesser power (i.e., a noble can affect a common and a royal can affect a noble or common).

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Elemental Dragon: Air Dragon

	Huge Elemental (Air)
Hit Dice:	24d8+120 (228 hp)
Initiative:	+8 (Dex)
Speed:	20 ft., fly 120 ft. (poor)
AC:	24 (-2 size, +16 natural)
Attacks:	Bite +25 melee, 2 claws +22 melee, 2 wings +22 melee; or tail slap +24 melee; or crush +24 melee
Damage:	Bite 2d10+12, 2 claws 2d8+6, 2 wings 1d8+6; or tail slap 2d10+18; or crush 2d10+18
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Breath weapon, cyclone buffet, air mastery, control winds, control weather
Special Qualities:	Elemental, damage reduction 20/+3
Saves:	Fort +13, Ref +22, Will +10
Abilities:	Str 26, Dex 27, Con 21, Int 12, Wis 15, Cha 12

Skills:	Hide +12, Listen +13, Move Silently +19, Search +12, Spot +13
Feats:	Flyby Attack, Hover, Multiattack, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	18
Treasure:	Double standard
Alignment:	Always evil (any)
Advancement:	25-36 HD (Huge); 37-72 (Gargantuan)

The Elemental Plane of Air is home to many creatures: elementals, belkers, and the great djinni. Yet none are as feared as the elemental air dragons. Their great form and majestic aura strike fear into the bravest of souls. Elemental air dragons are as evil as their brethren (the other elemental dragons) and take joy and pride in swooping over a settlement or village and destroying it with their great wing buffet. Watching the frightened creatures flee in terror provokes some sort of perverse excitement in these dragons. Luckily, elemental air dragons rarely enter the Material Plane. Elemental air dragons dislike cloud dragons and mist dragons and seek to slay them whenever they are encountered.

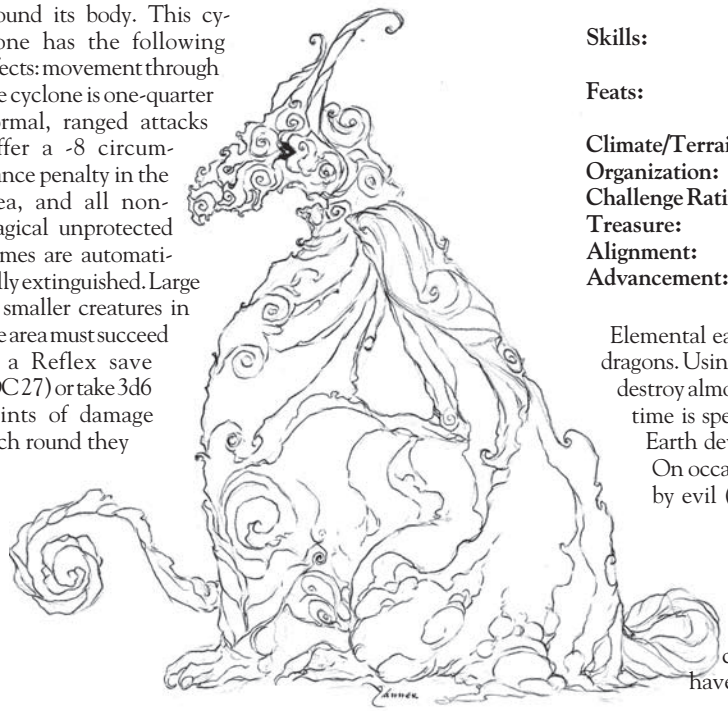
The elemental air dragon resembles a 30-foot long dragon composed of air and vapor. Its great wings are translucent and appear to be wisps of smoke. Its eyes are hollow, though on occasion a glint of bright sunlight can be seen. Its great tail appears as wisps of smoke or vapor and seems to trail off into nothingness. Elemental air dragons speak Common and Auran.

Combat

Elemental air dragons attack by swooping on their prey, unleashing a blast of superheated air, and then flying away. An elemental air dragon rarely, if ever, touches the ground. It often employs its cyclone buffet to knock more powerful creatures prone, then swoops in to blast them with its breath weapon or rend them with its claws and bite.

Breath Weapon (Su): Cone of superheated air, 50 feet, every 1d4 rounds; 10d8 points of damage, Reflex save (DC 27) for half.

Cyclone Buffet (Ex): By beating its wings rapidly back and forth, a hovering elemental air dragon can create a cyclone-like force of wind in a 30-foot radius around its body. This cyclone has the following effects: movement through the cyclone is one-quarter normal, ranged attacks suffer a -8 circumstance penalty in the area, and all non-magical unprotected flames are automatically extinguished. Large or smaller creatures in the area must succeed at a Reflex save (DC 27) or take 3d6 points of damage each round they remain in the area. Medium-size or smaller creatures in the area must succeed at a second Reflex save (same DC) or be knocked prone and back 1d4 x 10 feet, suffering 1d6 points of subdual damage per 10 feet. Flying creatures are automatically grounded in this area.



Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against an elemental air dragon.

Control Winds (Su): Once per day, an elemental air dragon can *control winds* as the spell cast by a 12th-level sorcerer.

Control Weather (Su): Once per day, an elemental air dragon can *control weather* as the spell cast by a 12th-level sorcerer.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Elemental air dragons have darkvision to a range of 300 feet.

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Author Scott Greene.

Elemental Dragon: Earth Dragon

	Huge Elemental (Earth)
Hit Dice:	24d8+120 (228 hp)
Initiative:	+0
Speed:	20 ft., fly 100 ft. (poor), burrow 20 ft.
AC:	26 (-2 size, +18 natural)
Attacks:	Bite +29 melee, 2 claws +26 melee, 2 wings +26 melee; or tail slap +28 melee; or crush +28 melee
Damage:	Bite 2d10+12, 2 claws 2d8+6, 2 wings 1d8+6; or tail slap 2d10+18; or crush 2d10+18
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Breath weapon, earth mastery, assimilation
Special Qualities:	Elemental, damage reduction 20/+3, freeze, meld with stone
Saves:	Fort +19, Ref +8, Will +9
Abilities:	Str 35, Dex 10, Con 20, Int 10, Wis 12, Cha 10
Skills:	Hide +4, Listen +11, Move Silently +10, Search +10, Spot +11
Feats:	Cleave, Flyby Attack, Multiattack, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	20
Treasure:	Double standard
Alignment:	Always evil (any)
Advancement:	25-36 HD (Huge); 37-72 (Gargantuan)

Elemental earth dragons are the strongest of the elemental dragons. Using their great stone tail or earthen claws, they can destroy almost anything in short order. The majority of their time is spent burrowing through the Elemental Plane of Earth devouring gems, minerals, and silicate life forms. On occasion, they are summoned to the Material Plane by evil (and foolish) spellcasters who usually live just long enough to regret their mistake. Elemental earth dragons are evil (perhaps the most evil of the elemental dragons in addition to being the strongest) and despise most other forms of life. They rarely associate with other creatures, though a few have been known to have dealings with the occasional earth elemental.

Elemental earth dragons cannot enter water; they must burrow under it or walk around it.

The elemental earth dragon resembles a 30-foot long dragon composed of stone and earth. Its great wings glisten like polished stone. Its eyes are deep gray and its roar seems to shake the very earth itself. The roar of an elemental earth dragon can be felt up to 5 miles away. Elemental earth dragons speak Common and Terran.

Combat

Elemental earth dragons prefer to attack from ambush and secret rather than using a direct frontal assault. An elemental earth dragon lies in wait using its *freeze* ability or *meld into stone* ability and springs to attack when its prey comes into range. They are also fond of burrowing into the ground and surfacing under their prey, thereby gaining total surprise. Slain opponents are processed and absorbed into the body of the elemental earth dragon.

Breath Weapon (Su): Cone of scorched earth, 50 feet, every 1d4 rounds; 12d8 points of damage, Reflex save (DC 27) halves.

Earth Mastery (Ex): An elemental earth dragon gains a +1 attack and damage bonus if both it and its foes touch the ground. If an opponent is airborne or waterborne, the elemental earth dragon suffers a -4 penalty to attack and damage. (These modifiers are not included in the stat block.)

Assimilation (Su): When an elemental earth dragon slays an opponent, it can absorb the slain creature into its body. The flesh is dehydrated by the dragon's breath and the bones pulverized. The desiccated flesh and pulverized bones are then absorbed. An assimilated creature can only be restored to life using *wish*, *miracle*, or *true resurrection*, but even then, there is only a 50% chance of such powerful magic working successfully.

Freeze (Ex): An elemental earth dragon can hold itself very still so as to appear to be a statue of stone. An observer must succeed at a Spot check (DC 20) to notice the elemental dragon.

Meld Into Stone (Ex): An elemental earth dragon can meld its body with any stone surface large enough to accommodate its entire body. This is a standard action and has an unlimited duration (the dragon can stay melded as long as it desires). It otherwise resembles the *meld into stone* spell.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Elemental earth dragons have darkvision to a range of 300 feet.

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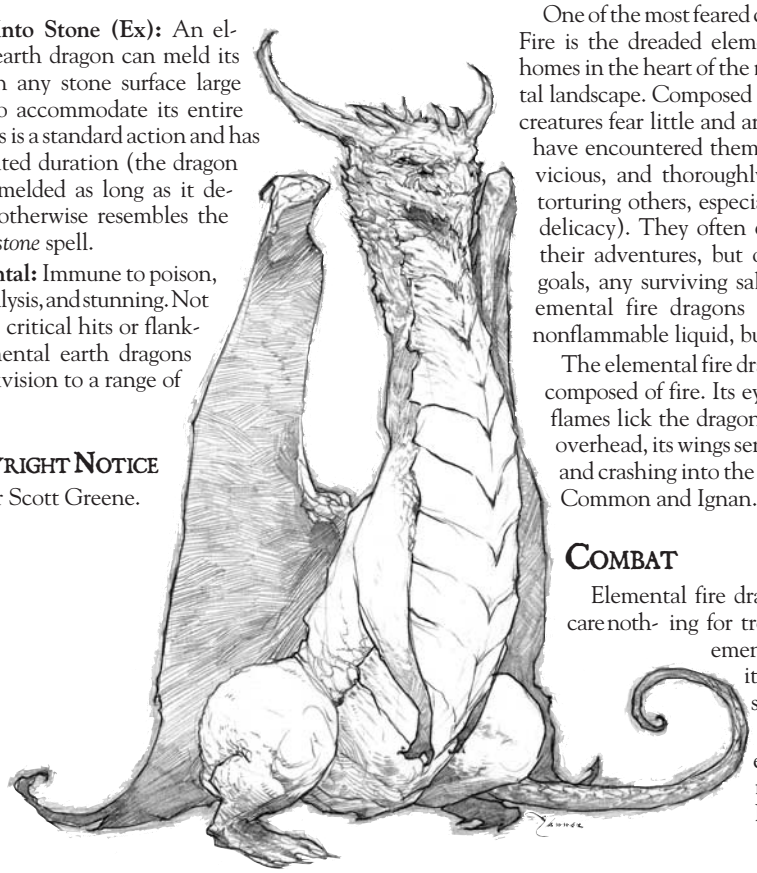

Elemental Dragon: Fire Dragon

	Huge Elemental (Fire)
Hit Dice:	24d8+120 (228 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 100 ft. (poor)
AC:	30 (-2 size, +6 Dex, +16 natural)
Attacks:	Bite +26 melee, 2 claws +23 melee, 2 wings +22 melee; or tail slap +25 melee; or crush +25 melee
Damage:	Bite 2d8+9 and 2d6 fire, 2 claws 2d6+4 and 2d6 fire, 2 wings 1d8+4 and 2d6 fire; or tail slap 2d6+13 and 2d6 fire; or crush 2d8+13 and 2d6 fire
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Breath weapon, fire, fiery aura, rain of fire
Special Qualities:	Fire subtype, elemental, damage reduction 20/+3
Saves:	Fort +13, Ref +20, Will +10
Abilities:	Str 28, Dex 23, Con 21, Int 12, Wis 15, Cha 12
Skills:	Hide +10, Listen +13, Move Silently +17, Search +12, Spot +13
Feats:	Cleave, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	22
Treasure:	Double standard
Alignment:	Always evil (any)
Advancement:	25-36 HD (Huge); 37-72 (Gargantuan)

One of the most feared creatures from the Elemental Plane of Fire is the dreaded elemental fire dragon. They make their homes in the heart of the many volcanoes that dot the elemental landscape. Composed entirely of flames, these magnificent creatures fear little and are respected and feared by those that have encountered them. Elemental fire dragons are malign, vicious, and thoroughly evil. They delight in killing and torturing others, especially magmin (whom they relish as a delicacy). They often employ salamanders to aid them in their adventures, but once they have accomplished their goals, any surviving salamanders are usually devoured. Elemental fire dragons cannot enter water or any other nonflammable liquid, but they can fly or step over it.

The elemental fire dragon resembles a 30-foot long dragon composed of fire. Its eyes burn with a white-hot flame and flames lick the dragon's great mouth as it roars. As it flies overhead, its wings send sheets of flame roaring into the sky and crashing into the ground. Elemental fire dragons speak Common and Ignan.

Combat

Elemental fire dragons are ruthless adversaries. They care noth- ing for treasure or anything of value. An elemental fire dragon attempts to annihilate its opponents using any means possible.

Breath Weapon (Su): Cone of elemental flame, 50 feet every 1d4 rounds; 14d8 points of fire damage, Reflex save (DC 27) halves.

Fire (Ex): An elemental fire dragon's body generates intense heat and flames. Any melee hit deals 2d6 points of fire damage. Creatures attacking an elemental fire dragon unarmed or with natural weapons take fire damage each time their attacks hit. Combustibles automatically catch fire if they contact an elemental fire dragon.

Fiery Aura (Ex): Anyone within 60 feet of an elemental fire dragon must succeed at a Fortitude save (DC 27) or suffer 2d6 points of heat damage from the intense heat. Treat this effect as an emanation (see "Aiming a Spell" in the ***PHB***, Chapter 10).

Rain of Fire (Ex): By flapping its wings as a standard action, the elemental fire dragon can rain fire down on an area in a 100-foot radius. All creatures in the area must succeed at a Reflex save (DC 27) or take 2d6 points of fire damage as clothes catch fire or armor and weapons become searing hot. The damage continues for another 2d4 rounds after the elemental fire dragon's attack. Elemental fire dragons can ignite combustibles by touch.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and flanking. Elemental fire dragons have darkvision to a range of 300 feet.

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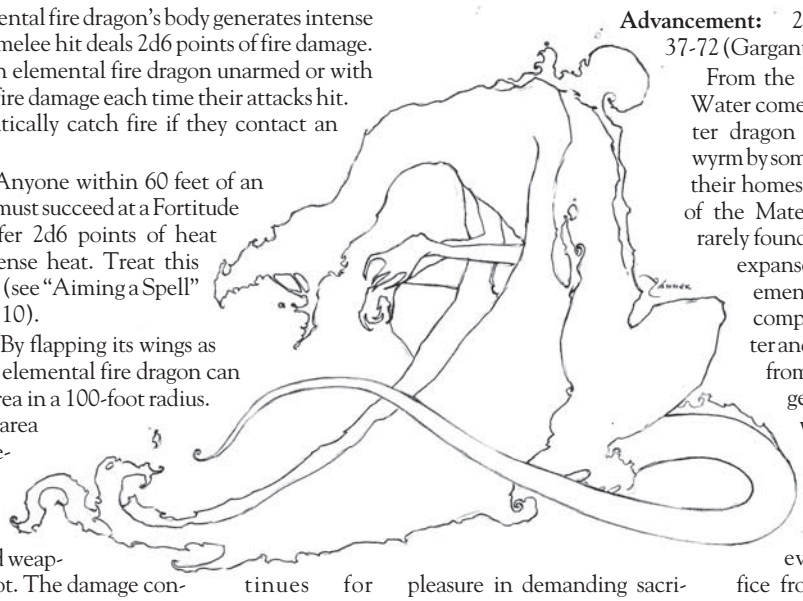
Elemental Dragon: Water Dragon

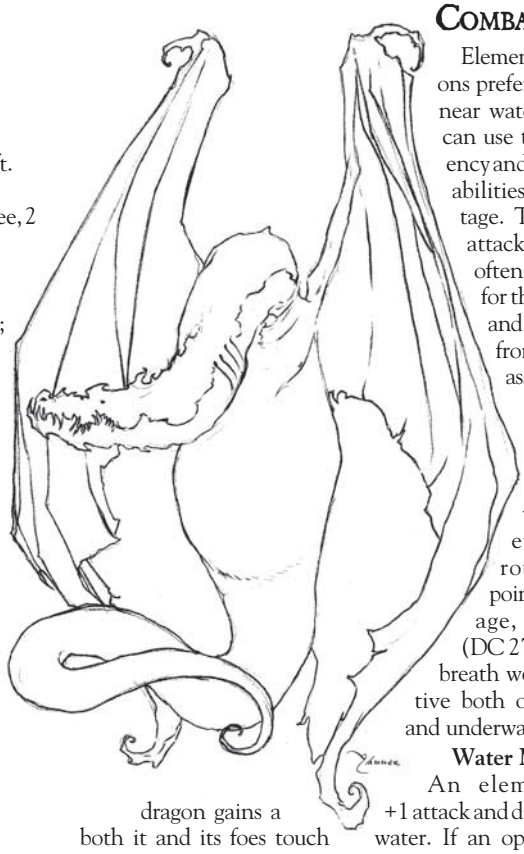
	Huge Elemental (Water)
Hit Dice:	24d8+120 (228 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., fly 100 ft. (poor), swim 90 ft.
AC:	27 (-2 size, +3 Dex, +16 natural)
Attacks:	Bite +26 melee, 2 claws +23 melee, 2 wings +22 melee; or tail slap +25 melee; or crush +25 melee
Damage:	Bite 2d8+9, 2 claws 2d6+4, 2 wings 1d8+4; or tail slap 2d6+13; or crush 2d8+13
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Breath weapon, water mastery, drench, control water, capsize
Special Qualities:	Elemental, transparency, damage reduction 20/+3
Saves:	Fort +19, Ref +11, Will +9
Abilities:	Str 29, Dex 16, Con 20, Int 10, Wis 12, Cha 10
Skills:	Hide +7, Listen +11, Move Silently +13, Search +10, Spot +11
Feats:	Cleave, Flyby Attack, Multiattack, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Any land and aquatic
Organization:	Solitary
Challenge Rating:	18
Treasure:	Double standard
Alignment:	Always evil (any)



Advancement: 25-36 HD (Huge); 37-72 (Gargantuan)

From the Elemental Plane of Water comes the elemental water dragon (also called water wyrm by some sages). They make their homes in the deep oceans of the Material Plane and are rarely found far away from large expanses of water. An elemental water dragon is composed entirely of water and commands respect from the more intelligent sea creatures as well as those humanoids that ply their trade upon the waters. Elemental water dragons are evil and take great pleasure in demanding sacrifice from those that dare enter their realm. If the sacrifice placates the dragon, it lets the creature pass unabated; otherwise, it attacks with all of its might and most often destroys those that offend it or fail to appease its desires. Water dragons take great pleasure in capsizing and sinking ships. Particularly evil water dragons may accept a sacrifice and then sink the ship of those that crossed its path anyway. On occasion, a group of sahuagin or locathah can be found allied with an elemental water dragon, but this alliance is usually short-lived and often shaky. It generally ends with the death of the sahuagin or locathah involved.

An elemental water dragon resembles a 30-foot long dragon composed entirely of water. Elemental water dragons speak Common and Aquan.



Combat

Elemental water dragons prefer to fight in or near water where they can use their transparency and water mastery abilities to full advantage. They prefer to attack from ambush, often lying in wait for their opponents and then springing from the waves to assault their foes.

Breath Weapon (Su): Cone of superheated water, 50 feet, every 1d4 rounds; 9d8 points of heat damage, Reflex save (DC 27) halves. This breath weapon is effective both on the surface and underwater.

Water Mastery (Ex): An elemental earth dragon gains a +1 attack and damage bonus if both it and its foes touch water. If an opponent or elemental dragon is landbound, the elemental water dragon

suffers a -4 penalty to attack and damage. (These modifiers are not included in the stat block.)

Drench (Ex): The elemental water dragon's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the elemental water dragon's HD total.

Control Water (Su): Once per day, an elemental water dragon can *control water* as the spell cast by a 12th-level sorcerer.

Capsize (Ex): A submerged elemental water dragon that surfaces under a boat or ship of less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Elemental water dragons have darkvision to a range of 300 feet.

Transparency (Ex): When submerged, an elemental water dragon is effectively invisible (Spot check DC 35 when near the surface only) until it attacks.

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Author Scott Greene.

Executioner's Hood

	Small Aberration
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0 (Dex)
Speed:	10 ft., climb 5 ft.
AC:	14 (+1 size, +3 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Engulf
Special Qualities:	Host, sleep immunity, alcohol vulnerability, darkvision 60 ft.
Saves:	Fort +1, Ref +0, Will +4
Abilities:	Str 10, Dex 10, Con 12, Int 4, Wis 12, Cha 10
Skills:	Climb +9, Listen +6, Spot +6
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)

The executioner's hood is a deadly monster, black in color and 1 inch thick, that resembles an actual executioner's hood or a small black bag. It has two eyeholes that can be used to see into or out of the monster (if some unfortunate soul happens actually to pick it up — or worse, put it on). The executioner's hood is sometimes used to guard valuable belongings. It does so unerringly as long as a constant supply of food is available.

Combat

The executioner's hood clings to the ceiling, waiting for prey to pass under it. When prey passes by, the hood drops and attempts to engulf the victim's head. Slain victims are slowly devoured by the hood.

Engulf (Ex): An executioner's hood can try to wrap a Medium-size or smaller creature's head in its body as a standard action. The executioner's hood attempts a grapple (grapple bonus -3) that does not provoke an attack of opportunity. If it gets a hold, it squeezes the victim, dealing automatic slam damage and suffocation damage (see the "Suffocation" sidebar in the ***DMG***, Chapter 3) each round the hold is maintained. Attacks that hit an engulfing executioner's hood deal half their damage to the monster and half to the trapped victim.

Host (Ex): An executioner hood that envelops a creature's head attaches many small fibrous strands to the victim. Damage suffered by the executioner's hood from spells or spell-like abilities deal an equal amount of damage to an engulfed victim.

Sleep Immunity (Ex): Executioner's hoods are immune to *sleep* effects.

Alcohol Vulnerability (Ex): An executioner's hood is vulnerable to wine, ale, brandy, or any other strong alcoholic drink. Each quart poured on the hood deals 1 point of damage. After the hood has taken 4 points of damage, it releases its hold on its opponent and drops to the floor.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Eye Killer

	Medium-Size Magical Beast
Hit Dice:	4d10+8 (30 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	Tail slap +7 melee
Damage:	Tail slap 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, constrict 1d6+3, death gaze
Special Qualities:	Darkvision 120 ft., light vulnerability
Saves:	Fort +6, Ref +6, Will +1
Abilities:	Str 16, Dex 14, Con 14, Int 2, Wis 10, Cha 12
Skills:	Listen +4, Move Silently +4, Spot +8
Feat:	Alertness
Climate/Terrain:	Any underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	3
Treasure:	None

Alignment: Always chaotic evil
Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)

Eye killers are subterranean dwellers that hate daylight. They dwell underground in dark places, where very little light can touch their sensitive eyes. Eye killers are limbless spherical things at birth, but take form as they develop. The eye killer is a strange hybrid monster about 7 feet long. Its upper body is that of a large black bat while its lower torso is that of a snake. Its bat-like wings are useless, as the eye killer cannot fly. The upper portion of the eye killer is covered with dark green fur, and the lower snake-like portion is scaled in green and yellow. The eye killer's eyes are large, lidless, white circles and are without pupils.

Combat

The eye killer is very territorial and attacks any living creature that enters the area currently under its watchful eye. If the intruders wield light sources (magical flame, lanterns, or the like), the eye killer attacks using its death gaze ability by absorbing the light (from the sources) into its eyes and releasing it in a bright flashing ray at the chosen target; otherwise, it dispatches the trespassers with its improved grab and constriction attacks.

Improved Grab (Ex): To use this ability, the eye killer must hit with its tail slap. If it gets a hold, it can constrict. The eye killer has a grapple bonus of +7.

Constriction (Ex): An eye killer deals 1d6+3 points of damage with a successful grapple check (grapple bonus +7) against a Medium-size or smaller opponent.

Death Gaze (Su): Once per day, death, range 50 feet, Fortitude save (DC 13) negates. Even if the save is successful, the victim takes 3d6 points of damage. Eye killers are immune to their own gaze attack. If the eye killer's gaze attack is reflected back upon it, it amplifies the intensity of the light and projects it at a new victim as a free action (DC to save is increased by +2).

Light Vulnerability (Ex): If a *light* or *daylight* spell is cast on or takes effect within 5 feet of an eye killer, it immediately releases any opponents from its grasp and attempts to flee at its full movement speed. If the eye killer cannot flee, it suffers a -1 circumstance penalty to all attack rolls, saves, and checks while operating within 5 feet of the light.

Skills: Eye killers receive a +4 racial bonus to Spot checks.

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Author Scott Greene, based on original material by Ian Livingstone.

Eye of the Deep

Medium-Size Aberration (Aquatic)
Hit Dice: 10d8+20 (65 hp)
Initiative: +4 (Improved Initiative)
Speed: 5 ft., swim 20 ft.
AC: 15 (+5 natural)
Attacks: Eye rays +7 ranged touch, 2 claws +2 melee, bite +2 melee
Damage: Claw 2d4, bite 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Eye rays, improved grab, tear
Special Qualities: All-around vision, darkvision 60 ft.
Saves: Fort +5, Ref +3, Will +8
Abilities: Str 10, Dex 10, Con 14, Int 12, Wis 13, Cha 13
Skills: Hide +6, Listen +14, Search +15, Spot +19
Feats: Flyby Attack, Improved Initiative, Shot on the Run
Climate/Terrain: Any aquatic
Organization: Solitary, pair, or cluster (3-6)
Challenge Rating: 8
Treasure: Standard
Alignment: Always lawful evil
Advancement: 11-15 HD (Medium-size); 16-30 HD (Large)

The eye of the deep is thought to be a distant relative of the beholder, for its appearance is that of said creature. Eyes of the deep are found only in the deepest parts of the ocean, though on occasion one moves too close to the shoreline and ends up beaching on the sands. An eye of the deep stranded in this manner dies in 2d4 minutes unless placed back into the water.

An eye of the deep is a 5-foot wide orb dominated by a central eye and large serrated mouth. Hundreds of small seaweed-like bristles hang from the bottom of its body (these aid the eye of the deep while swimming). Two large crab-like pincers protrude from its body, and two long, thin eyestalks sprout from the top of its orb. Eyes of the deep speak the language of beholders and Common.

Combat

An eye of the deep floats slowly through the oceans searching for its prey. It attacks using its eye rays; then it grasps an opponent with its pincer-like claws and subjects the victim to its bite attack.

Eye Rays (Su): Both of the creature's eyes, as well as the large central eye, can produce a magical ray once per round, even when the eye of the deep is attacking physically or moving at full speed. The creature can aim all of its eyes in any direction. Each eye's effect resembles a spell cast by a 12th-level sorcerer but follows the rules for a ray (see "Aiming a Spell" in the ***PHB***, Chapter 10). All rays have a range of 150 feet and a save DC of 17.

Hold Person: Left eye — the target must succeed at a Will save or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.

Hold Monster: Right eye — the target must succeed at a Will save or be affected as though by the spell. This is used in the same manner as the *hold person* ray.

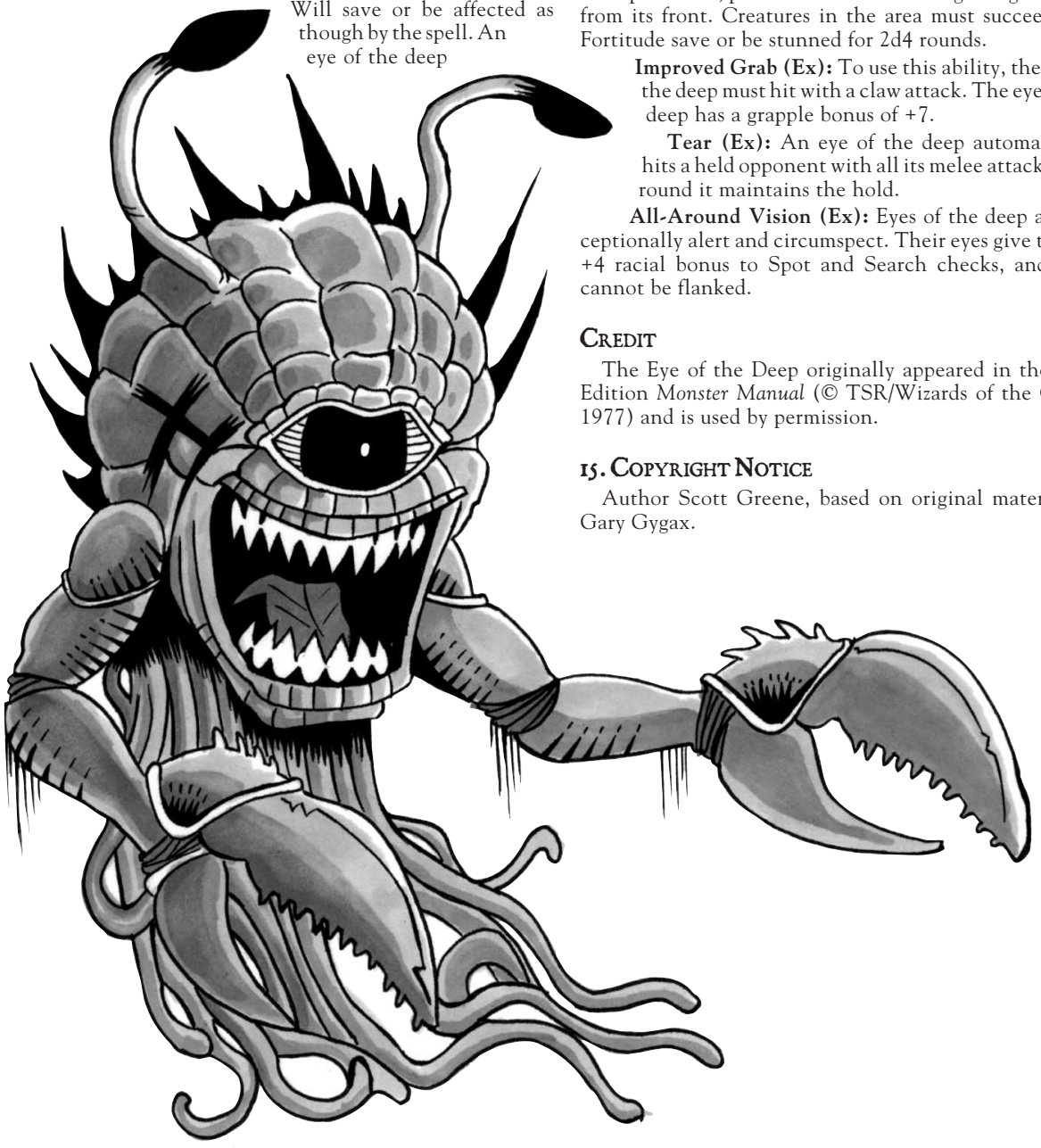
Minor Image: By combining the rays of both eyes, the eye of the deep can replicate the *minor image* spell.

Stun Cone (Su): An eye of the deep's central eye can, once per round, produce a cone extending straight ahead from its front. Creatures in the area must succeed at a Fortitude save or be stunned for 2d4 rounds.

Improved Grab (Ex): To use this ability, the eye of the deep must hit with a claw attack. The eye of the deep has a grapple bonus of +7.

Tear (Ex): An eye of the deep automatically hits a held opponent with all its melee attacks each round it maintains the hold.

All-Around Vision (Ex): Eyes of the deep are exceptionally alert and circumspect. Their eyes give them a +4 racial bonus to Spot and Search checks, and they cannot be flanked.



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Author Scott Greene, based on original material by Gary Gygax.

F: False Spider to Frost Man

False Spider

	Pedipalp Medium-Size Beast	Solifugid Medium-Size Beast
Hit Dice:	2d10+2 (13 hp)	5d10+5 (32 hp)
Initiative:	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.
AC:	16 (+2 Dex, +4 natural)	15 (+2 Dex, +3 natural)
Attacks:	2 claws +2 melee, bite -3 melee	2 claws +6 melee, bite +1 melee
Damage:	Claw 1d4+1, bite 1d6	Claw 1d4+3, bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, squeeze	Improved grab, squeeze
Special Qualities:	Mindless, darkvision 60 ft	Mindless, darkvision 60 ft
Saves:	Fort +4, Ref +5, Will +0	Fort +5, Ref +6, Will +1
Abilities:	Str 12, Dex 14, Con 13, Int —, Wis 10, Cha 2	Str 16, Dex 14, Con 13, Int —, Wis 10, Cha 2
Skills:	Hide +6, Spot +4	Hide +6, Spot +4
Climate/Terrain:	Temperate and warm land and underground	Temperate and warm land and underground
Organization:	Solitary or colony (2-5)	Solitary or colony (2-5)
Challenge Rating:	1	3
Treasure:	Standard	No coins; standard goods; standard items
Alignment:	Always neutral	Always neutral
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)	6-7 HD (Medium-size); 9-15 HD (Large)

False spiders are 5-foot long creatures that appear to be a cross between a spider and another creature, either a scorpion or a beetle. They are very aggressive and highly predatory in nature, often hunting at night when the element of surprise is theirs to be had.

Pedipalps are called whip scorpions. They resemble an arachnid/scorpion breed about 5 feet long with eight legs and two thin, 10-foot long antennae that constantly writhe and wriggle from their body. Its front sports two spider-like eyes and large mandibles. Two large, scorpion-like pincers protrude from just in front of its foremost legs.

Solifugids are 6-foot long beetle/spider creatures. The solifugid has eight spider-like legs, two spider-like eyes, and large, clicking, hooked mandibles. Two large pincers protrude from the solifugid's body, just in front of its foremost legs.

Combat

False spiders are highly territorial and are likely to attack any living creature that enters their area.

Improved Grab (Ex): To use this ability, the false spider must hit an opponent with a claw attack. If it gets a hold, it squeezes. Pedipalps have a grapple bonus of +2. Solifugids have a grapple bonus of +6.

Squeeze (Ex): A false spider that gets a hold of an opponent of its size or smaller automatically deals damage with both claws and bite at its full attack value.

Mindless (Ex): False spiders are immune to all mind-influencing effects.

Skills: False spiders receive a +4 racial bonus to Spot checks.

Poisonous Pedipalp

A few pedipalps are of the poisonous variety and are indistinguishable from the normal pedipalp. When threatened, the poisonous pedipalp releases a cloud of noxious fumes in a 20-foot radius around its body. Living creatures within the cloud must succeed at a Fortitude save (DC 12) or be nauseated for 1d6 rounds. The poisonous pedipalp can use this cloud three times per day. It is CR 2.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Fen Witch

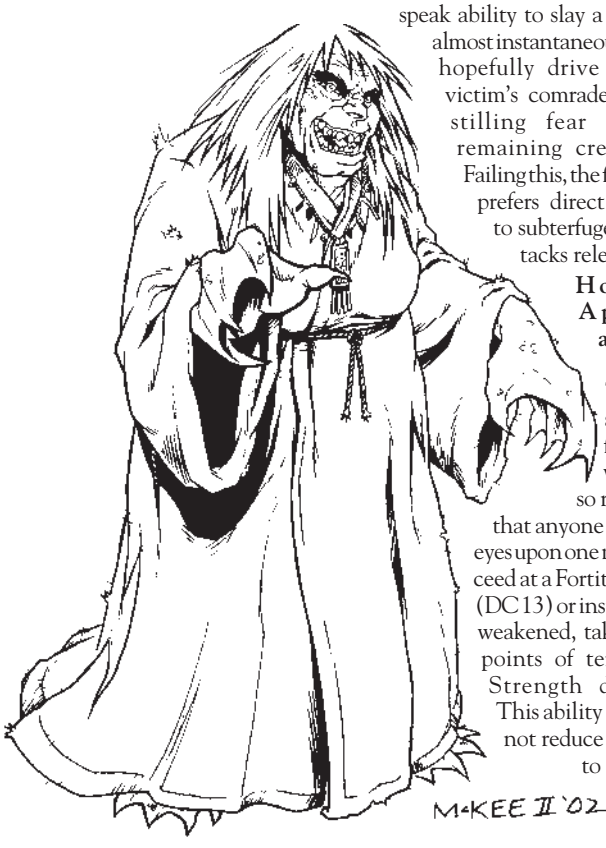
	Medium-Size Monstrous Humanoid
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 size, +3 natural)
Attacks:	2 claws +9 melee
Damage:	Claw 1d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Horrific appearance, mind probe, death speak
Special Qualities:	SR 15, darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +7
Abilities:	Str 17, Dex 12, Con 13, Int 11, Wis 14, Cha 10
Skills:	Craft (any one) +7, Hide +8, Listen +11, Spot +11
Feats:	Alertness, Blind-Fight
Climate/Terrain:	Any marsh
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

The fen witch is a creature of legend, found only in the most remote of places. It is a solitary creature and disdains all that invade its realm. It appears as a female humanoid with one nostril, webbed feet and hands, and fiery red eyes. Her body is cloaked in tattered robes of gray or brown. Her hands end in razor-sharp claws and her hair is usually long and unkempt.

A fen witch is thoroughly evil and malign, speaking to those she encounters only to learn the true name of one of the trespassers in her realm so she may utilize her power to slay that individual. Fen witches speak Common.

Combat

Fen witches rarely engage in combat, relying on their death speak ability to slay a creature almost instantaneously (and hopefully drive off the victim's comrades by instilling fear in any remaining creatures). Failing this, the fen witch prefers direct combat to subterfuge and attacks relentlessly.



Horrific Appearance (Su): The sight of a fen witch is so revolting that anyone who sets eyes upon one must succeed at a Fortitude save (DC 13) or instantly be weakened, taking 1d8 points of temporary Strength damage. This ability loss cannot reduce a victim to a negative Strength score, but anyone reduced to Strength 0 is helpless. Creatures that successfully save cannot be affected again by the same fen witch's horrific appearance for one day.

Mind Probe (Su): As a standard action, a fen witch can peer into the mind of a living creature within 60 feet in an attempt to extract the creature's true name. The target can resist the mental trespassing by succeeding at a Will save (DC 14). If the save fails, the fen witch has learned the creature's true name and can use her death speak ability. Creatures with an Intelligence score of 1 or less and creatures with no Intelligence score are immune to this ability. Psionic creatues can use defense modes or other psionic abilities to counter this probe.

Death Speak (Su): If the fen witch speaks the true name of an individual and that individual hears it, that creature must succeed at a Will save (DC 14) or die instantly. A creature slain in this manner can be restored to life normally. Note that the fen witch does not need to speak a language the creature understands in order to use this ability.

Telepathy (Sp): The fen witch can communicate telepathically with any creature within 100 feet that has a language.

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Author Scott Greene.

Fire Lizard

	Huge Magical Beast (Fire)
Hit Dice:	10d10+50 (105 hp)
Initiative:	+0
Speed:	30 ft.
AC:	17 (-2 size, +9 natural)
Attacks:	2 claws +16 melee, bite +11 melee
Damage:	Claw 2d4+8, bite 2d6+4
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Breath weapon
Special Qualities:	Fire subtype, darkvision 60 ft., low-light vision
Saves:	Fort +12, Ref +7, Will +3
Abilities:	Str 26, Dex 10, Con 21, Int 2, Wis 11, Cha 10
Skills:	Listen +5, Spot +5
Feats:	Cleave, Power Attack
Climate/Terrain:	Any warm land and underground
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	11-12 HD (Huge); 13-30 HD (Gargantuan)

Fire lizards are often called "false dragons." Despite their general resemblance to dragons, sages have as yet found no evidence of these creatures being in any way related to them. Fire lizards do not associate with or keep company with dragons. A fire lizard is a 30-foot long wingless reptile with gray scales dappled in red and brown along its back. The underbelly of a fire lizard is bright red, and it has black eyes with yellow pupils.

Combat

Fire lizards prefer to attack opponents with their claws and bite, though if outnumbered they resort to using their breath weapon.

Breath Weapon (Su): Cone of fire, 20 feet, once every 1d4 rounds; damage 2d6, Reflex save (DC 20) halves.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

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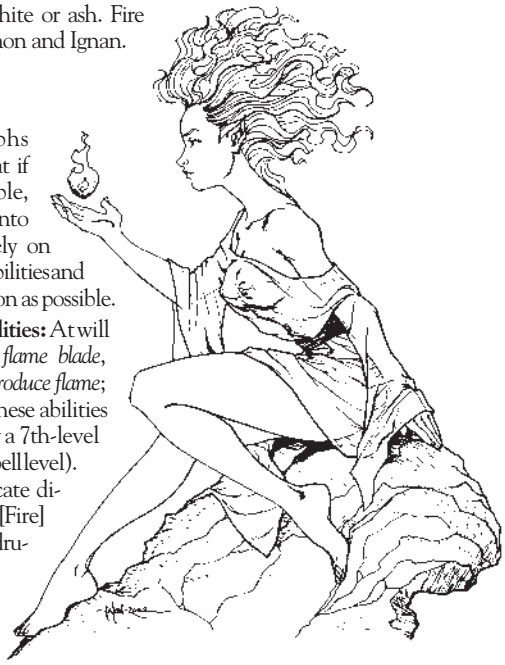
Fire Nymph

	Medium-Size Outsider (Fire)
Hit Dice:	2d8+2 (12 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	Dagger +2 melee
Damage:	Dagger 1d4 and 1d4 fire
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, heat
Special Qualities:	SR 10, fire subtype, darkvision 60 ft.
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 10, Dex 13, Con 12, Int 16, Wis 17, Cha 19
Skills:	Escape Artist +5, Hide +5, Knowledge (any one) +7, Listen +6, Spot +6
Feat:	Dodge
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic neutral (good tendencies)
Advancement:	3-6 HD (Medium-size)

A fire nymph is a very beautiful creature that dwells on the Elemental Plane of Fire. It is akin to the nymph and dryad, though its origins obviously lie elsewhere. Fire nymphs rarely visit the Material Plane, though mages are known to request their company on occasion. A fire nymph appears as a very beautiful female human with long, flowing, fiery-red hair. Her eyes are pale blue and her skin is lightly colored with a hint of red. A fire nymph usually wears translucent robes of white or ash. Fire nymphs speak Common and Ignan.



Combat

Fire nymphs avoid combat if at all possible, but if pressed into action they rely on their spell-like abilities and seek escape as soon as possible.

Spell-Like Abilities: At will — *burning hands*, *flame blade*, *flaming sphere*, and *produce flame*; 1/day — *fire shield*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 14 + spell level). Fire nymphs can replicate divine spells with the [Fire] descriptor as 7th-level druids.

Heat (Ex): A fire nymph's body is intensely hot, dealing 1d4 points of fire damage with its touch. Creatures attacking a fire nymph unarmed or with natural weapons take fire damage each time their attacks hit. A fire nymph's metallic weapons also conduct this heat.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

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Author Scott Greene.

Fire Snake

	Small Outsider (Fire)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	17 (+1 size, +3 Dex, +3 natural)
Attacks:	Bite +6 melee
Damage:	Bite 1d4-2 and paralysis
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Paralysis
Special Qualities:	Fire subtype, darkvision 60 ft.
Saves:	Fort +4, Ref +6, Will +4
Abilities:	Str 6, Dex 17, Con 12, Int 1, Wis 12, Cha 7
Skills:	Balance +8, Climb +8, Hide +8*, Listen +7, Spot +7
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	1
Treasure:	No coins; standard goods (gems only); no items
Alignment:	Always neutral
Advancement:	3-5 HD (Small); 6 HD (Medium-size)

A fire snake resembles a normal snake and ranges in size from 2 feet to 6 feet in length. Its body is reddish-orange in color and its eyes are pupiless and white. Fire snakes make their homes in fires and rarely journey more than 30 feet from such an open flame. Sages conjecture that fire snakes are some form of larval salamander from the Elemental Plane of Fire.

Combat

A fire snake's preferred method of attack is to hide in a nearby fire and then surprise its foes as they come nearby. A fire snake attacks by biting its opponents with its sharp fangs.

Paralysis (Ex): Those hit by a fire snake's bite attack must succeed at a Fortitude save (DC 11) or be paralyzed for 1d6 minutes.

Fire Subtype (Ex): Fire immunity; double damage from cold, except on a successful save.

Skills: Fire snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better. (This duplicates the skill bonuses for snakes as listed in the **MM**). *Fire snakes receive a +6 racial bonus to Hide checks in fiery surroundings due to their coloration.

Credit

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Author Scott Greene, based on original material by Michael McDonagh.

Firefiend

	Medium-size Elemental (Fire)
Hit Dice:	8d8+24 (60 hp)
Initiative:	+0
Speed:	30 ft.
AC:	13 (+3 natural)
Attacks:	3 longswords +11 melee
Damage:	Longsword 1d8+4 plus 1d6 fire
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spit, superior multi-weapon fighting
Special Qualities:	Elemental, all-around vision, fire subtype
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8
Skills:	Listen +10, Move Silently +10, Spot +10
Feats:	Power Attack, Weapon Focus (longsword)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8-16 HD (Medium-size)

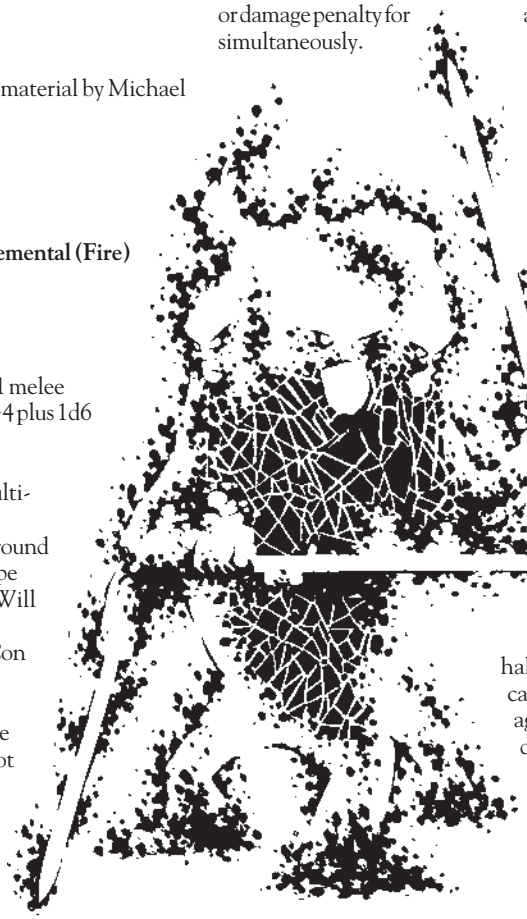
A firefiend is a rare creature from the Elemental Plane of Fire that takes the form of a roughly human-sized pillar of flame. Upon first glance, a firefiend strongly resembles a fire elemental of the same size, but beyond that the resemblance ends. A firefiend has three sides, and each side has a single leg, arm, and face. In each arm the elemental carries a flaming longsword that it wields with deadly skill. The three faces of a firefiend are identical and are terrifying grimaces with glowing red eyes. These faces constantly scowl and scream at opponents, cursing them in Ignan. If an opponent understands this language, he will comprehend only incoherent babbling and cursing.

Combat

A firefiend attacks primarily with its longswords, positioning itself in such a way as to bring as many swords to bear on a single opponent as possible. Even with two of its swords engaged on a single foe, the firefiend can still attack to its rear with its remaining longsword. Likewise, a firefiend can battle three different opponents. A firefiend cannot, however, battle a single opponent with more than two of its swords.

Spit (Su): Once every other round, a firefiend's faces can spit a fiery cinder to a range of 10 feet at one opponent directly in front of it. Foes that fail a Reflex save (DC 14) take 1 point of damage and must make another Reflex save (DC 15) or catch on fire (see the "Catching on a Fire" sidebar in the ***DMG***, Chapter 3).

Superior Multi-Weapon Fighting (Ex): A firefiend fights with a flaming longsword in each hand. Because each of its three faces controls an arm, the firefiend does not suffer an attack or damage penalty for attacking with three weapons simultaneously.



Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Firefiends have darkvision to a range of 60 feet.

All-Around Vision: A firefiend has a +4 racial bonus to Spot and Search checks, and they can't be flanked.

Fire Subtype: Immune to fire effects and damage; double damage from cold unless a saving throw for half damage is allowed, in which case the firefiend takes half damage on a success and double damage on a failure.

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Author Erica Balsley.

Flail Snail

	Large Vermin
Hit Dice:	4d8+8 (26 hp)
Initiative:	-1 (Dex)
Speed:	10 ft.
AC:	18 (-1 size, -1 Dex, +10 natural)
Attacks:	4 tentacle slams +4 melee
Damage:	Tentacle slam 1d8+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Warp magic, immunities, blindsight, light blindness, vermin
Saves:	Fort +6, Ref +0, Will +1
Abilities:	Str 15, Dex 8, Con 14, Int 5, Wis 10, Cha 2
Skills:	Hide +4, Listen +3
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None (shell is worth 3,000-5,000 gp)
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)

The flail snail appears as an 8-foot tall version of a normal snail, but in place of its head are four 5-foot long tentacles that end in mace-like balls of hardened bone. Its shell is striped in colors of red, blue, yellow, and green. The flesh of a flail snail is gray-blue. The shell of a dead flail snail can be sold on the open market for 3,000-5,000 gp.

Combat

A flail snail attacks by smashing its prey with its mace-like tentacles. It attacks until either it or its opponents are dead.

Warp Magic (Su): Each time a spell is cast on or at a flail snail, it produces a random effect. Only spells that directly affect a flail snail are warped. Area spells are not affected by this ability. Roll 1d10 and consult the table below to determine random effects.

1d10	Result
1-2	Spell misfires; caster disoriented for 1d4 rounds and must make a Concentration check (DC 10) to cast any spell while disoriented.
3-4	Spell misfires; creature nearest the flail snail is affected as if the spell had been cast on him.
5-7	Spell functions normally
7-9	Spell fails; nothing happens
10	Spell rebounds on caster (as *spell turning*)

Immunities (Ex): Flail snails are immune to fire and poison.

Blindsight (Ex): Flail snails can ascertain all foes by vibration within 60 feet.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds flail snails for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Vermin: Immune to mind-influencing spells and effects.

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Author Scott Greene, based on original material by Simon Tilbrook.

Flind

	Medium-Size Humanoid (Gnoll)
Hit Dice:	2d8+4 (13 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	18 (+1 Dex, +4 scale, +2 large shield, +1 natural)
Attacks:	Club +4 melee; or flindbar +4 melee
Damage:	Club 1d6+3; flindbar 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 17, Dex 13, Con 14, Int 11, Wis 11, Cha 10
Skills:	Listen +3, Spot +4
Feat:	Power Attack
Climate/Terrain:	Temperate or warm land and underground
Organization:	Solitary, pair, gang (2-5), mob (2-5 plus 10-20 gnolls), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 10-20 gnolls)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

Flinds are a race closely related to gnolls. The two races share some strong similarities, and at first sight inexperienced adventurers could easily confuse the two. Flinds are much stockier than their lanky kin, much stronger and hardier, and are certainly more dangerous. Flinds have dusky russet or brown fur, with hyena-like heads and rounded ears.

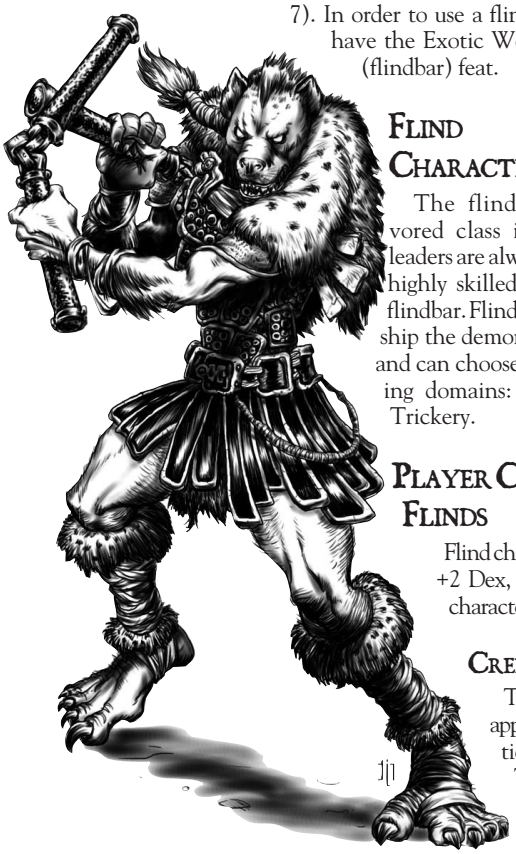
It is unknown if flinds are a subspecies of the gnoll or a genetic anomaly produced among large gnoll packs. Flinds are often found among gnoll bands acting as leaders; their strength and relatively superior intelligence puts them above their lesser brethren.

Combat

Flind combat tactics are similar to those of gnolls. They prefer to strike from ambush, using terrain and concealment to their best advantage. They are most often seen acting in the

role of leaders to gnoll bands, keeping discipline with a ruthless hand and little mercy.

Flindbar: A flindbar is a weapon that consists of two iron bars, approximately 18 inches in length, which are connected by a length of chain. They are otherwise identical to nunchaku (see the ***PHB***, Chapter 7). In order to use a flindbar, a flind must have the Exotic Weapon Proficiency (flindbar) feat.



Flind Characters

The flind's favored class is fighter. Flind leaders are always fighters and are highly skilled in the use of the flindbar. Flind clerics usually worship the demon prince Yeenoghu and can choose two of the following domains: Chaos, Evil, and Trickery.

Player Character Flinds

Flind characters have +6 Str, +2 Dex, and +4 Con. Flind characters are ECL 4.

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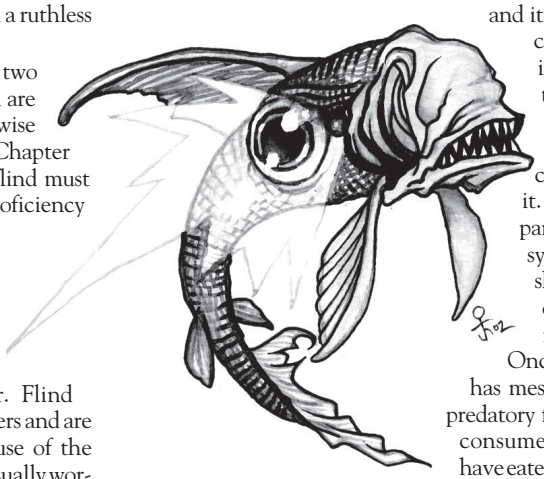
Author Scott Greene, based on original material by J. D. Morris.

Floating Eye

	Diminutive Beast (Aquatic)
Hit Dice:	1/2d10 (2 hp)
Initiative:	+2 (Dex)
Speed:	Swim 60 ft.
AC:	16 (+4 size, +2 Dex)
Attacks:	Bite -1 melee
Damage:	Bite 1
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Hypnotic gaze
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +0, Ref +2, Will -1
Abilities:	Str 1, Dex 15, Con 11, Int 1, Wis 4, Cha 2
Skills:	Hide +24
Climate/Terrain:	Any aquatic
Organization:	School (3-12)
Challenge Rating:	1/10
Treasure:	None
Alignment:	Always neutral
Advancement:	1 HD (Diminutive)

Floating eyes are 6-inch long semi-transparent fish that have a single large eye located in the center of their body along their dorsal region. The creature's eye is capable of bioluminescence, and it has such minute control over the intensity and patterns of the light that it can mesmerize other creatures that see it. Floating eyes are part of an unusual symbiotic relationship with a variety of predatory fish, including sharks. Once the floating eye has mesmerized its prey, predatory fish move in and consume it. After they have eaten, the floating eye moves in and gorges itself on the scraps. Floating eyes are small saltwater fish that have transparent bodies and a single large eye about the size of a walnut located in the center of their body.



Combat

Floating eyes avoid combat, relying on their *hypnotic gaze* ability. If forced into combat, they bite an opponent.

Hypnotic Gaze (Ex): Will save (DC 10); affected targets are held for 1d6 rounds. This ability is otherwise similar to the *hypnotism* spell cast by a 3rd-level sorcerer.

Skills: Due to its coloration, the floating eye receives a +8 racial bonus to Hide checks.

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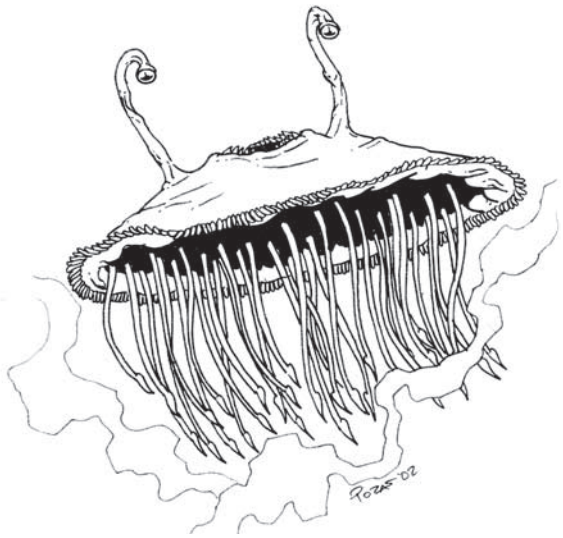
Author Scott Greene, based on original material by Gary Gygax.

Flumph

	Small Aberration
Hit Dice:	2d8 (9 hp)
Initiative:	+3 (Dex)
Speed:	Fly 20 ft. (average)
AC:	20 (+1 size, +3 Dex, +6 natural)
Attacks:	Spikes +4 melee
Damage:	Spikes 1d6 and 1d4 acid
Face/Reach:	5 ft. by 5 ft./0 ft.
Special Attacks:	Acid
Special Qualities:	Nauseating spray, darkvision 60 ft.
Saves:	Fort +0, Ref +3, Will +5
Abilities:	Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10
Skills:	Hide +7, Listen +7, Move Silently +7, Search +4, Spot +7
Feat:	Weapon Finesse (spikes)
Climate/Terrain:	Any underground
Organization:	Pair or colony (4-16)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful good
Advancement:	3-6 HD (Small)



Flumphs are small, very strange creatures that spend their days floating along looking for food and water. They are non-offensive and only attack when actively hunting for food. Flumphs prefer the darkness of the underground and are rarely, if ever, encountered above ground. The flumph appears as a saucer-shaped jellyfish with many small spike-like tentacles dangling from its underbelly. Its body is about 2 feet in diameter and milky white in color. Two short eyestalks protrude from the top of its body. The flumph's eyestalks are gray, its eyes are black, and its tentacles are dark gray.

Combat

The flumph spends most of its time hunting small animals and vermin, which it kills and devours by dropping on them and piercing them with its acidic spikes. If threatened by a creature larger than itself, it fires its nauseating spray in an attempt to repel its attackers. If this attack fails, the flumph rises above its foes and drops at them, attacking with its spikes.

A flumph is helpless if turned over (requires a successful grapple check).

Acid (Ex): A flumph that hits an opponent with its spikes injects acid into the wound, dealing 1d4 points of damage. The acid damage continues for the next 2d4 rounds. Immersion in running water or cleansing the wound for two full rounds stops the acid damage.

Nauseating Spray (Ex): Line, 1 foot wide, 1 foot high, and 20 feet long, once every 1d4 rounds; nauseated for 1d4 rounds, Fortitude save (DC 11) negates. Once the save is made, that creature is immune to the effects of that flumph's spray for one day. The odor from this spray lingers in the area (and on any creature hit) for 1d4 hours and can be detected at a range of 100 feet. Creatures that come within 100 feet of an affected area or creature during this time must succeed at a Fortitude save (DC 11) or become nauseated for 1d4 rounds.

Feats: The flumph gains the Weapon Finesse (spikes) feat as a bonus feat.

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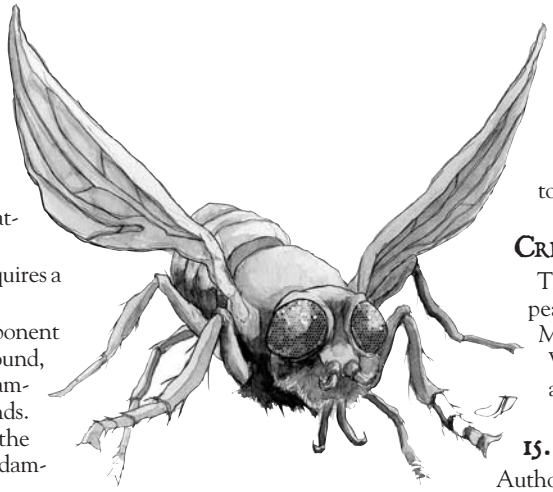
Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Fly, Giant

	Medium-Size Vermin
Hit Dice:	3d8+3 (16 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 60 ft. (average)
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent, vermin
Saves:	Fort +4, Ref +3, Will +1
Abilities:	Str 14, Dex 15, Con 12, Int —, Wis 10, Cha 9
Skills:	Jump +7, Listen +3, Spot +3
Climate/Terrain:	Any land and underground
Organization:	Solitary or swarm (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5 HD (Medium-size); 6-9 HD (Large)

Giant flies are larger relatives of normal flies. Like their lesser cousins, they are most often found in areas of garbage, litter, and refuse. A giant fly resembles a normal fly and can grow to a length of 12 feet, though most average about 6 feet long.



Combat

Giant flies attack by biting their opponents.

Vermin: Immune to mind-influencing effects. Giant flies have darkvision to a range of 60 feet.

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Fogwarden

	Medium-Size Aberration
Hit Dice:	4d8+4 (22 hp)
Initiative:	+3 (Dex)
Speed:	Fly 40 ft. (good)
AC:	15 (+3 Dex, +2 deflection bonus)
Attacks:	Lightning bolt +7 ranged
Damage:	Lightning bolt 3d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fear aura, lightning bolt
Special Qualities:	Electricity discharge, animate dead, damage reduction 20/+1, immunities, gaseous form, sunlight vulnerability

Saves:	Fort +2, Ref +3, Will +4
Abilities:	Str —, Dex 16, Con 12, Int 12, Wis 11, Cha 14
Skills:	Hide +9*, Intimidate +8, Listen +6, Move Silently +11, Sense Motive +6, Spot +6
Feat:	Weapon Focus (lightning bolt)
Climate/Terrain:	Any cold land
Organization:	Solitary or troupe (1-6 animated corpses [treat as Medium-size 2 HD zombies that cannot be turned])
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-8 HD (Medium-size); 9-12 HD (Large)

The fogwarden is sometimes called the ice apparition, for much like the standard apparition, the fogwarden feeds on the fear of its victims. The fogwarden, however, is not undead. A fogwarden is usually found inhabiting the coldest and most desolate areas of the world. The fog surrounding it flashes with its life force. These flashes are often mistaken for the will-o'-wisp. A fogwarden's natural form is that of a vaguely humanoid form composed of fog and mist. The only true discernable feature is its icy blue eyes.

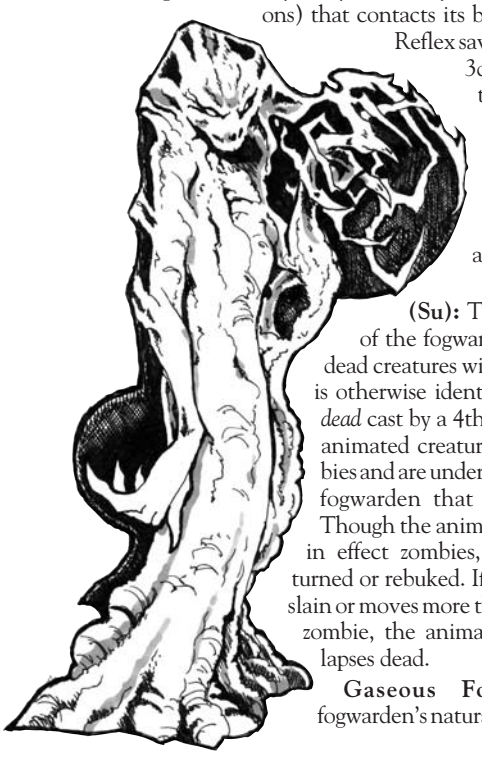
Combat

Fogwardens favor instilling fear and panic in their opponents to actual combat. In melee, the fogwarden attacks by launching a bolt of lightning at its foes. When a fogwarden is destroyed, it evaporates completely, leaving no trace of its existence.

Fear Aura (Su): Fogwardens radiate fear in a 30-foot radius. Their fear aura is otherwise identical with *fear* cast by a 4th-level sorcerer (Will save DC 14). Whether or not the save is successful, that creature cannot be affected by that fogwarden's fear aura for one day.

Lighting Bolt (Su): Line of lightning 5 feet wide, 5 feet high, and 30 feet long, once every other round; damage 3d6, Reflex save (DC 14) halves.

Electricity Discharge (Su): A fogwarden's body constantly discharges electricity. Any metal object (including weapons) that contacts its body must make a Reflex save (DC 14) or take 3d6 points of electricity damage. A creature holding the metal object at the time of contact likewise suffers the same amount of damage.



Animate Dead (Su): The electrical aura of the fogwarden can animate dead creatures within 20 feet. This is otherwise identical with *animate dead* cast by a 4th-level cleric. The animated creatures resemble zombies and are under the control of the fogwarden that animated them. Though the animated creatures are in effect zombies, they cannot be turned or rebuked. If the fogwarden is slain or moves more than 20 feet from a zombie, the animated creature collapses dead.

Gaseous Form (Su): A fogwarden's natural form allows it to seep through small or narrow openings. It cannot enter water or other liquid. A fogwarden has complete control of its movement and is not subject to the effects of wind.

Immunities: The fogwarden is immune to cold and electricity based attacks, gases, and poisons. Due to its gaseous form, it is immune to critical hits.

Sunlight Vulnerability (Ex): Fogwardens shun sunlight. A fogwarden exposed to sunlight can take only partial actions and is destroyed after 1 hour of exposure.

Skills: Fogwardens receive a +8 racial bonus to Move Silently checks. *Fogwardens receive a +12 bonus to Hide checks when in fog or mist.

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Foo Creature

See the Templates Appendix.

Foo Dog

See the Templates Appendix, under **Foo Creature**.

Forester's Bane (Snapper Saw)

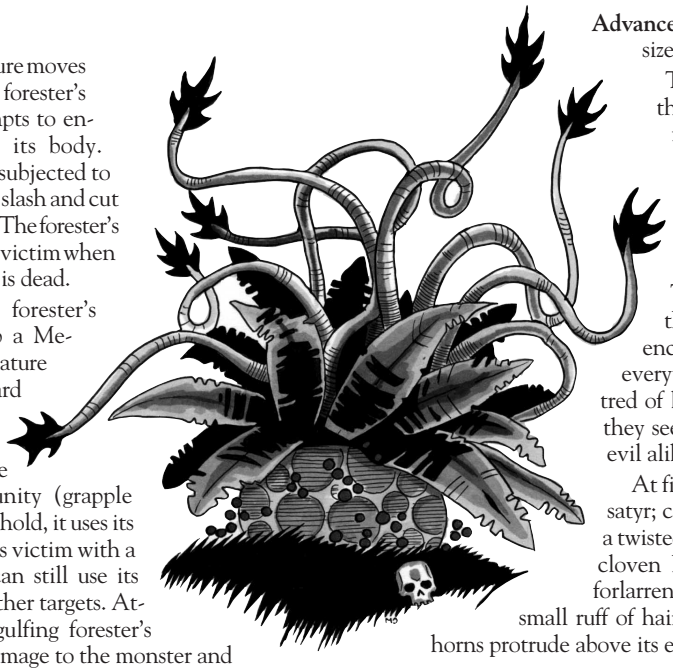
	Huge Plant
Hit Dice:	5d8+30 (52 hp)
Initiative:	+0
Speed:	0 ft.
AC:	16 (-2 size, +8 natural)
Attacks:	6 stalks +7 melee
Damage:	Stalk 2d4+6
Face/Reach:	15 ft. by 15 ft./10 ft.
Special Attacks:	Engulf
Special Qualities:	Plant, blindsight
Saves:	Fort +10, Ref +1, Will +0
Abilities:	Str 22, Dex 10, Con 22, Int —, Wis 13, Cha 9
Climate/Terrain:	Temperate plains, hills, mountains, and forest
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Huge); 11-15 HD (Gargantuan)

The forester's bane is a huge, dark green, immobile, and carnivorous shrub. Closer inspection reveals large, tough leaves radiating from its central stalk. These dark green leaves hide six purple serrated stalks inside its body. At the center of this low-growing shrub is a 3-foot diameter yellowish orb from which sprout many small green branches. Each branch has small, sweet smelling (and tasting) berries of various colors growing from it.

Combat

When a living creature moves within 5 feet of the forester's bane's leaves, it attempts to engulf the creature in its body. Trapped creatures are subjected to 1-6 serrated stalks that slash and cut them until they escape. The forester's bane releases a trapped victim when either it or the victim is dead.

Engulf (Ex): The forester's bane can try to wrap a Medium-size or smaller creature in its leaves as a standard action. The snapper saw attempts a grapple that does not provoke an attack of opportunity (grapple check +17). If it gets a hold, it uses its serrated stalks to cut its victim with a +4 attack bonus. It can still use its other stalks to strike other targets. Attacks that hit an engulfing forester's bane deal half their damage to the monster and half to the trapped victim.



Blindsight (Ex): The forester's bane has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

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Forlarren

	Medium-Size Fey
Hit Dice:	3d6+3 (13 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	2 slams +2 melee
Damage:	Slam 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Heat metal
Saves:	Fort +2, Ref +5, Will +4
Abilities:	Str 12, Dex 15, Con 12, Int 4, Wis 13, Cha 8
Skills:	Hide +7, Listen +6, Move Silently +5, Spot +6
Feat:	Alertness
Climate/Terrain:	Any temperate land
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral (evil tendencies)
Advancement:	4-9 HD (Medium-size)

The powers of a nymph are such that she can enchant and seduce nearly any creature that has the capacity to know beauty. Some say that even the great and terrible daemons are not immune to a nypmh's charms. The forlarren, they say, is the proof. The forlarren is a lonely creature that feels cursed by its own existence. They detest themselves and everything they see, consumed by hatred of life itself. Such is their rage that they seek to vent their ire on good and evil alike.

At first glance, a forlarren resembles a satyr; closer inspection, however, shows a twisted, leering face, clawed hands, and cloven hooves like those of a goat. A forlarren is usually hairless, having only a small ruff of hair on the back of its head. Small horns protrude above its eyes.

Combat

The forlarren attacks with its fists, using them to pummel an opponent. It focuses on a single opponent in combat and attacks until it or its opponent is slain. If a forlarren succeeds in killing an opponent, the kindly traits of its fey mother surface and it shows profound remorse. It ceases combat, if possible, or flees if other opponents insist on continuing the fight. Should its opponents allow combat to end, the forlarren may offer its solace to the surviving companions amid wails and sobs. After a few days, however, the dominant evil nature of its fiendish father resurfaces and the forlarren once more attacks all creatures on sight — including those it had previously befriended.

Heat Metal (Sp): Once per day, by making a melee touch attack, the forlarren can heat metal as the spell cast by a 6th-level druid (Will DC 13). Once the affected metal reaches the searing stage (after 3 rounds), it remains at that stage until the forlarren breaks contact with the affected metal. The metal returns to its starting temperature 2 rounds later, just as with the spell.

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Author Scott Greene, based on original material by Ian Livingstone.

Foxwere

See the Templates Appendix, Under **Therianthrope**.

Frog, Monstrous

	Giant	Giant Dire	Killer	Abyssal Dire
	Medium-Size Beast	**Large Animal**	**Small Beast**	**Large Outsider**
Hit Dice:	2d10+6 (17 hp)	4d8+16 (34 hp)	1d10+2 (7 hp)	6d8+24 (54 hp)
Initiative:	+0 (Dex)	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 30 ft.	30 ft., swim 40 ft.	10 ft., swim 30 ft.	30 ft., swim 40 ft.
AC:	13 (+3 natural)	17 (-1 size, +1 Dex, +7 natural)	14 (+1 size, +1 Dex, +2 natural)	18 (-1 size, +1 Dex, +8 natural)
Attacks:	Tongue +1 ranged, bite -4 melee; or bite +4 melee	Tongue +0 ranged, bite +2 melee; or bite +7 melee	Tongue +2 ranged; or bite +2 melee, 2 claws -2 melee	Tongue +7 ranged, bite +1 melee; or bite +10 melee
Damage:	Tongue grapple, bite 1d8+3	Tongue grapple, bite 2d6+5	Tongue grapple, bite 1d6+1, claw 1d3	Tongue grapple, bite 2d6+5
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with tongue)	5 ft. by 10 ft./5 ft. (10 ft. with tongue)	5 ft. by 5 ft./5 ft. (10 ft. with tongue)	5 ft. by 10 ft./5 ft.
Special Attacks:	Leap, improved grab, swallow whole	Leap, improved grab, swallow whole rake 1d8+2	Improved grab, rake 1d3	Leap, improved grab, swallow whole, smite good, rake 1d8+2
Special Qualities:	Darkvision 60 ft.	Low-light vision	Darkvision 60 ft.	Damage reduction 5/+1, resistances, SR 12, darkvision 60 ft.
Saves:	Fort +6, Ref +3, Will -1	Fort +8, Ref +5, Will +0	Fort +4, Ref +3, Will -1	Fort +9, Ref +6, Will +3
Abilities:	Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6	Str 20, Dex 13, Con 18, Int 2, Wis 9, Cha 6	Str 12, Dex 13, Con 14, Int 2, Wis 9, Cha 6	Str 20, Dex 13, Con 18, Int 5, Wis 12, Cha 10
Skills:	Hide +6, Spot +3	Hide +5, Spot +4	Hide +11, Spot +4	Hide +7, Spot +8
Feats:	—	—	—	Weapon Focus (tongue)

Poisonous

	Diminutive Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+1 (Dex)
Speed:	5 ft.
AC:	15 (+4 size, +1 Dex)
Attacks:	Bite +2 melee
Damage:	Bite 1d2-3 and poison
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 4, Dex 12, Con 11, Int 2, Wis 12, Cha 4
Skills:	Hide +19, Spot +4
Climate:	Temperate or warm land, aquatic, or underground
Organization:	Giant frog, dire frog, and Abyssal dire frog: solitary or pair; killer frog and poisonous frog: pack (2-5), cluster (4-7), or swarm (3-18)
Challenge Rating:	Killer frog and poisonous frog 1; giant frog 2; dire frog 4; Abyssal dire frog 5
Treasure:	None
AL:	Always neutral (neutral evil for Abyssal dire frog)
Advancement:	Giant frog: 3-4 HD (Medium-size), 5-6 HD (Large); dire frog: 5-7 HD (Large), 8-12 HD (Huge); killer frog: 2 HD (Small), 3 HD (Medium-size); Abyssal dire frog 7-10 HD (Large), 11-18 HD (Huge); poisonous frog: 2 HD (Diminutive), 3 HD (Small)

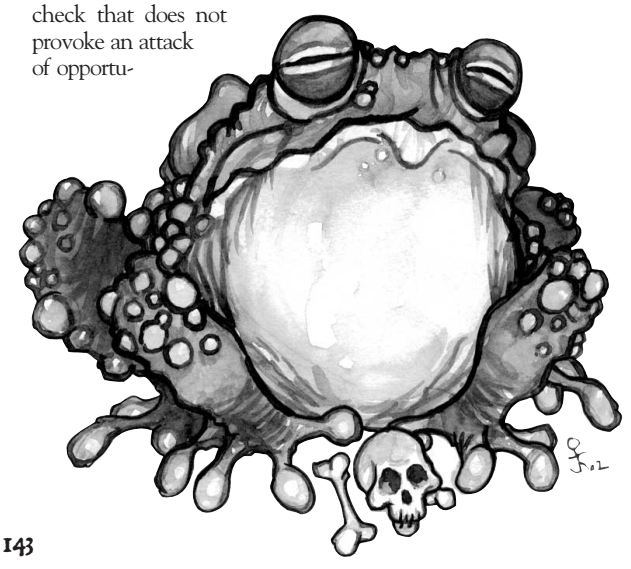
Monstrous frogs are larger versions of normal frogs. All have razor-sharp teeth lining their mouths. The dire frog appears as a 10-foot long, feral amphibian with dark mottled skin and black splotches on its body. The Abyssal dire frog is about 12 feet long, blackish-green, and oozes slime from its body.

Combat

Giant frogs leap into combat using their charge attack. Those with the Improved Trip ability make a trip attack and use their rake attack if possible. Though giant frogs (the smallest variety) may flee or not attack opponents larger than themselves, the larger variety (dire, killer, and Abyssal) are ferocious and nearly mindless killing machines, attacking everything in sight that is not a frog or a tsathar.

Leap (Ex): All types of giant frogs (except killer and poisonous) can leap and still attack as if it were a charge attack. Each type of frog, however, leaps a different distance: giant frog — 30 feet horizontally, 10 feet vertically; giant dire frog — 40 feet horizontally, 15 feet vertically; Abyssal dire frog — 40 feet horizontally, 15 feet vertically.

Improved Grab (Ex): To use this ability, the monstrous frog must hit an opponent of up to one size smaller with its tongue attack. If it gets a hold, the monstrous frog reels its opponent in and bites in the same round. This attack is a grapple check that does not provoke an attack of opportu-



nity. If the tongue is successfully attacked (AC 16), the frog does not attempt a grapple attack against that opponent for the remainder of the combat. If the tongue is struck for more than 10 points of damage, it is severed. Giant frogs have a grapple bonus of +4; giant dire frogs have a grapple bonus of +12; Abyssal dire frogs have a grapple bonus of +15.

Poison (Ex): Poisonous frogs secrete poison from their mouth and skin. Any melee hit deals poison damage: Fortitude save (DC 10), initial and secondary 1d6 temporary Strength damage.

Swallow Whole (Ex): A monstrous frog can attempt to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 1d4 points of acid damage per round from the frog's stomach acids. A swallowed creature can climb out of the frog with a successful grapple check, returning to the frog's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using a light piercing or slashing weapon to deal 6 points of damage to the frog's stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The frog's interior can hold two creatures of one size smaller than its own size, four creatures two sizes smaller, eight creatures three sizes smaller, and 16 creatures four or more sizes smaller.

Rake (Ex): Monstrous frogs that leap on an opponent can make two rake attacks (at full attack bonus). Damage is listed in the statistics block.

Smite Good (Su): Once per day, Abyssal dire frogs can make a normal attack to deal additional damage equal to their total HD against a good foe.

Resistances (Ex): Abyssal dire frogs have cold and fire resistance 10.

Skills: Due to their coloration, monstrous frogs receive a +4 racial bonus to Hide checks.

Killer Frogs

Killer frogs are similar to their dire cousins, except that they stand partially erect and use their front claws as well as their bite. Killer frogs are created by an evil mutation of dire frogs through a practice thought to be known only to the worshipers of Tsathogga. Killer frogs, being more humanoid in appearance, do not have adhesive tongues.

Abyssal Dire Frogs

They come from the Plane of Slime and are wholly evil. They have a demonic aspect to them, with a spiny and usually poisonous hide. Their red eyes flicker with demonic intelligence. They speak Abyssal — the language of demons.

Poisonous Frogs

A poisonous frog appears as a normal frog with black stripes on its hind legs. This frog is very poisonous and anyone contacting them risks being poisoned.

Credit

The Giant Frog, Killer Frog, and Poisonous Frog originally appeared in the First Edition *Monster Manual* (© TSR/Wizards of the Coast, 1977) and are used by permission. Monstrous Frogs made their d20 debut in the **Necromancer Games** module *Tomb of Abysthor*.

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Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Froghemoth

	Huge Aberration
Hit Dice:	16d8+80 (152 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	16 (-2 size, +1 Dex, +7 natural)
Attacks:	4 tentacles +14 melee, tongue +12 melee, bite +12 melee
Damage:	Tentacle 1d6+4, tongue 1d6+2, bite 4d6+2
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Electrical resistance, fire resistance (10), darkvision 60 ft.
Saves:	Fort +10, Ref +6, Will +11
Abilities:	Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11
Skills:	Hide +3*, Listen +16, Spot +16
Feats:	Alertness, Cleave, Multiattack, Power Attack
Climate/Terrain:	Temperate or warm marsh
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral
Advancement:	17-30 HD (Huge); 31-48 HD (Gargantuan)

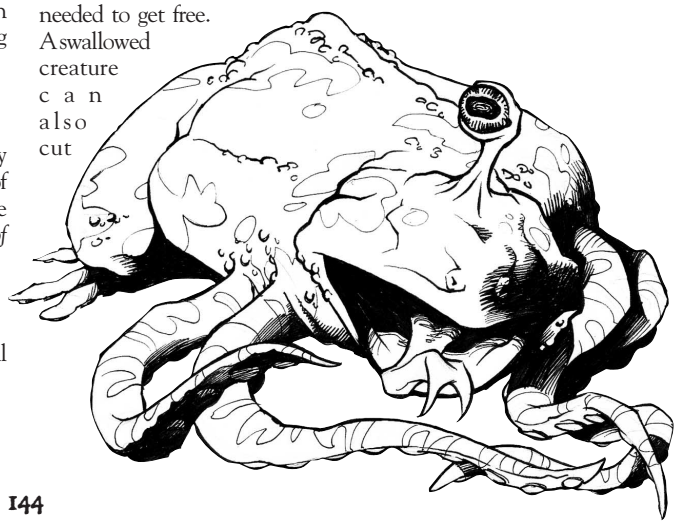
The froghemoth is a weird aberration that swells in marshes and swamps. It appears as a huge frog-like creature with 4 large tentacles in place of its front legs; a 10-foot long tongue; and a single, retractable eyestalk on top of its head. Its underbelly is yellow, its body green, and its tentacles and upper legs are mottled green.

Combat

The froghemoth attacks using its tentacles and tongue to grab opponents. Grabbed opponents are shoved into the froghemoth's mouth.

Improved Grab (Ex): To use this ability, the froghemoth must hit with its tongue attack. If it gets a hold, it can attempt to bite or swallow the opponent. The froghemoth has a grapple bonus of +24.

Swallow Whole (Ex): A froghemoth can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check (grapple bonus +24). A froghemoth that swallows an opponent can use its Cleave feat and grab another opponent. Once inside, the swallowed creature takes 2d8+4 points of crushing damage and 1d8 points of acid damage per round from the froghemoth's digestive juices. A swallowed creature can climb out of the froghemoth's stomach with a successful grapple check. This returns it to the froghemoth's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut



its way out using a light piercing or slashing weapon to deal 20 points of damage to the froghemoth's stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The froghemoth's stomach can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Electrical Resistance (Ex): The froghemoth takes no damage from electrical effects, but is instead *slowed* for one round.

Skills: The froghemoth receives a +4 racial bonus to Listen and Spot checks. *Due to its coloration, it receives a +4 bonus to Hide checks when in marshlands.

Credit

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Frost Man

	Medium-Size Humanoid (Frost Man, Cold)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	15 (+1 Dex, +2 armor, +2 natural)
Attacks:	Morningstar +3 melee; or longbow +4 ranged
Damage:	Morningstar 1d8; or longbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Ice blast
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 10, Dex 12, Con 12, Int 10, Wis 11, Cha 11
Skills:	Hide +3, Listen +4, Spot +4, Wilderness Lore +3
Feats:	Alertness, Blind-Fight
Climate/Terrain:	Cold underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

Frost men are hunters that make their home in the cold regions of the world. A frost man appears identical to a normal human, dressed loosely in animal skins and furs (granting armor protection equal to leather). Each frost man wears a patch over one eye (usually the right). Frost men wear their hair long and grow beards. Each carries his personal belongings in small sacks and takes them wherever he goes. A frost man's body radiates cold out to 30 feet, though not enough to deal damage.

There is much speculation on the society of frost men. Other beings only encounter them as lone males. Speculation suggests that there must be villages somewhere with women and children, perhaps buried deep in cold mountain caves. Tribes that are aware of frost men fear them greatly for their deadly talent and refer to them as "ice demons."

Combat

Frost men appear in the outside world occasionally and wish only to go about their unknown business undisturbed. Anyone bothering them can expect to be attacked. A frost man usually opens combat with its ice blast before moving in to kill off anything not subsequently frozen to death.

Ice Blast (Su): Three times per day, a frost man can emit a cone of freezing mist to a range of 30 feet from one of its eyes (the one it keeps covered with the patch; it removes the patch as a free action). A creature caught in the blast takes 3d6 points of cold damage or half damage if it succeeds at a Reflex save (DC 13).

Frost Man Characters

A frost man's favored class is fighter; most frost man leaders are fighters or fighter/rogues. Sorcerers, rogues, and clerics are not uncommon among frost men. Frost men clerics can choose any two of the following domains: Earth, Evil, Law, Water.

Player Character Frost Men

Frost men characters have +2 Dex and +2 Con. A frost man character is ECL 2.

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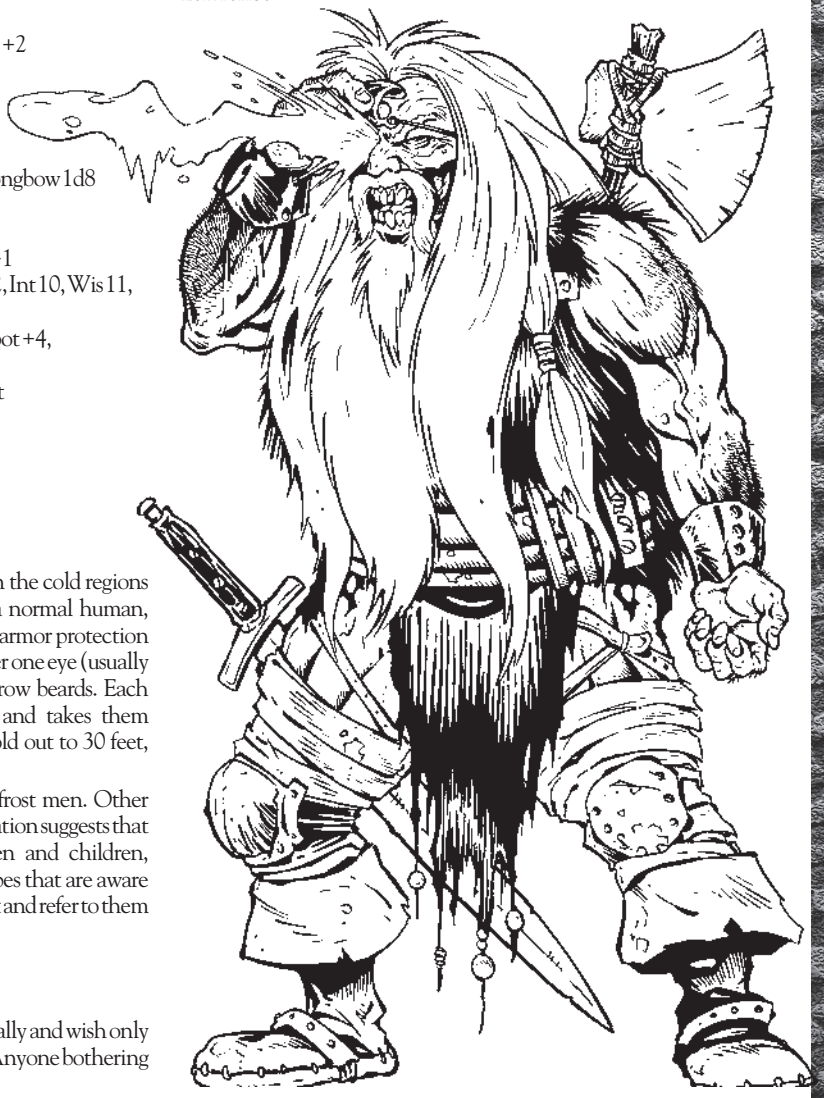


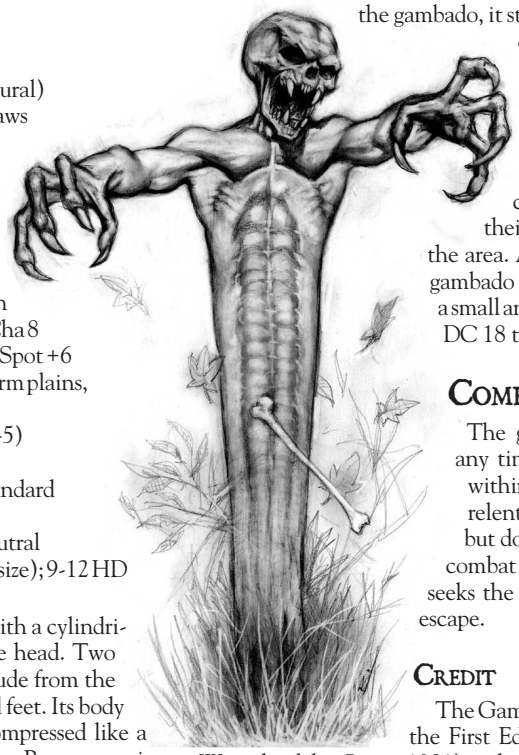
G: Gambado to Guardian Daemon

Gambado

	Medium-Size Aberration
Hit Dice:	4d8+8 (26 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	Bite +5 melee, 2 claws +0 melee
Damage:	Bite 2d4+2, claw 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +3, Ref +2, Will +5
Abilities:	Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 8
Skills:	Hide +7, Jump +9, Spot +6
Climate/Terrain:	Temperate and warm plains, and underground
Organization:	Solitary or gang (2-5)
Challenge Rating:	3
Treasure:	Standard coins; standard goods; no items
Alignment:	Always chaotic neutral
Advancement:	5-8 HD (Medium-size); 9-12 HD (Large)

The gambado is a human-sized creature with a cylindrical torso topped with a humanoid skull-like head. Two long arms ending in razor-sharp claws protrude from the body. Its torso ends in three long, single-toed feet. Its body is gray in color and leathery and can be compressed like a spring. This is its primary means of locomotion. By compressing its body, the gambado can spring up or forward.

A gambado makes its lair in a 6-foot deep pit. It hides its body with rocks, leaves, and anything else in the surrounding area, allowing only its head to be seen. Thus, when viewing a hidden gambado, it appears to be nothing more than a humanoid skull resting on the ground. When living creatures approach the gambado, it strikes. Gambado are solitary creatures by nature, and on the rare occasion that more than one is encountered, each will have its own lair and pit from which it attacks. The pits are usually close together to maximize their attacks on creatures within the area. Any treasure collected by a gambado is stored on its pit floor or in a small and well-hidden hole (Search DC 18 to find) in the side of its pit.



Combat

The gambado springs to attack any time a living creature comes within 2 feet of its lair. It attacks relentlessly with its bite and claws, but does not fight to the death. If combat goes against it, the gambado seeks the quickest possible means of escape.

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Author Scott Greene, based on original material by Simon Shaw.

Gargoyle

	Four-Armed Gargoyle	Green Guardian	Margoyle
	Medium-Size Magical Beast (Earth)	**Medium-Size Magical Beast (Earth)**	**Medium-Size Magical Beast (Earth)**
Hit Dice:	4d10+16 (38 hp)	4d10+16 (38 hp)	6d10+24 (51 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	45 ft., fly 75 ft. (average)	45 ft., fly 75 ft. (average)	45 ft., fly 75 ft. (average)
AC:	16 (+2 Dex, +4 natural)	16 (+2 Dex, +4 natural)	18 (+2 Dex, +6 natural)
Attacks:	4 claws +6 melee, bite +4 melee, gore +4 melee	2 claws +6 melee, bite +4 melee, gore +4 melee	2 claws +8 melee, bite +6 melee, gore +6 melee
Damage:	Claw 1d4, bite 1d6, gore 1d6	Claw 1d4+1, bite 1d6, gore 1d6	Claw 1d6+1, bite 1d6, gore 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	—	Hold	—
Special Qualities:	Damage reduction 15/+1, freeze,	Damage reduction 15/+1, reanimation	Damage reduction 15/+1, freeze freeze
Saves:	Fort +8, Ref +6, Will +1	Fort +8, Ref +6, Will +1	Fort +9, Ref +7, Will +3
Abilities:	Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7	Str 13, Dex 14, Con 18, Int 6, Wis 11, Cha 7	Str 13, Dex 15, Con 19, Int 8, Wis 12, Cha 8

Skills:	Hide +9*, Listen +4, Spot +4	Hide +9*, Listen +4, Spot +4	Hide +7*, Listen +6, Spot +8
Feats:	Multiattack, Weapon Finesse (claw, bite, gore)	Multiattack, Weapon Finesse (claw, bite, gore)	Multiattack, Weapon Finesse (claw, bite, gore)
Climate/Terrain:	Any land, aquatic, and underground	Any land, aquatic, and underground	Any land, aquatic, and underground
Organization:	Solitary, pair, or wing (5-16)	Solitary, pair, or wing (1-2 margoyles	Solitary, pair, or and 4-6 gargoyles)
Challenge Rating:	4	4	5
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	5-6 HD (Medium-size); 7-12 HD (Large)	5-6 HD (Medium-size); 7-12 HD (Large)	7-9 HD (Medium-size); 10-18 HD (Large)

With the exceptions noted below, each of the gargoyle varieties above resembles the standard gargoyle (see the **MM**).

Four-Armed Gargoyle

The four-armed gargoyle has four long arms, each ending in a sharp talon. It otherwise resembles a normal gargoyle.

Green Guardian

The gargoyle is carved of a strange green stone and has two eyes of jet (500 gp each). The eyes radiate magic and evil if detected. Green guardians speak Common and Terran.

Margoyle

A margoyle is a slightly larger version of the standard gargoyle. It is meaner, more evil, and deadlier than the normal gargoyle. Margoyles are most often encountered in subterranean regions and often have a pack of gargoyles with them. In such cases, the margoyle is looked upon as the master or leader of the group. Margoyles speak Common and Terran.

Combat

Gargoyles either remain still and then suddenly attack, or they dive into their prey. Green guardians attempt to *hold* their victims and then fly off with them. A group of margoyles and/or gargoyles works in unison to bring down its opponents.

Hold (Sp): If a green guardian gargoyle hits an opponent with both claw attacks, that opponent must succeed at a Fortitude save (DC 16) or be held for 4 rounds as if by a *hold person* spell.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

Reanimation (Ex): Green guardians automatically reanimate in 1d8+2 days unless the eye gems are crushed and disenchanted with both *dispel magic* and *remove curse*.

Skills: *Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Credit

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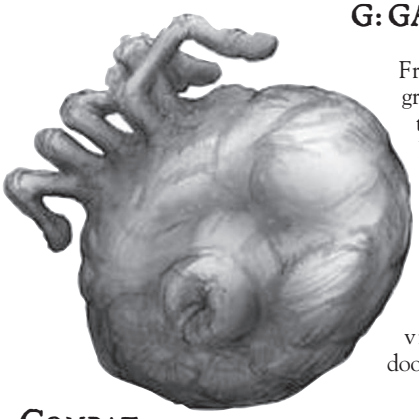
Gas Spore

	Medium-Size Plant
Hit Dice:	1/4d8 (1 hp)
Initiative:	+0
Speed:	5 ft., fly 10 ft. (poor)
AC:	10
Attacks:	Slam –4 melee
Damage:	Slam 1d3-4 and rhizomes
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Death throes, rhizomes
Special Qualities:	Plant, mimic beholder, low-light vision
Saves:	Fort +2, Ref +0, Will +1
Abilities:	Str 3, Dex 10, Con 10, Int —, Wis 12, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or colony (2-4)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	—



From a distance greater than 10 feet, the gas spore is 90% likely to be mistaken for a beholder. The gas spore is not related to the beholder, but uses its mimicry to lure would-be victims to their doom.

Combat

The gas spore attacks by touching an opponent with its body. If successful, the gas spore injects the victim with tiny poisonous rhizomes before it dies. If successfully attacked, the gas spore explodes in a violent blast of gas.

Death Throes (Ex): At 0 hit points, the gas spore explodes, dealing 6d6 points of damage to all creatures in a 30-foot radius. A Reflex save (DC 10) halves the damage.

Rhizomes (Ex): Any living creature touched by a gas spore is infested with seedpods and begins to gestate new gas spores. A Fortitude save (DC 12, +2 per additional day until cured) must be made every day until a *remove disease* spell is cast on the affected creature. Any failure deals 1d6 points of temporary Constitution damage to the victim. At Constitution 0, the victim dies and 2d4 new gas spores burst from their host. If cured, a Fortitude save (DC 10) must be made for each Constitution point lost after the third day of infection. On a failed save, the Constitution point is lost permanently.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Mimic Beholder (Ex): At a distance of 10 feet or more, the gas spore is likely to be mistaken for a beholder (Spot check DC 25 to discern the difference). At ranges closer than 10 feet, the gas spore is still likely to be mistaken for a beholder (Spot check DC 18 to discern the difference).

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Ghoul-Stirge

	Medium-Size Undead
Hit Dice:	4d12 (26 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., fly 50 ft. (average)
AC:	15 (+3 Dex, +2 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralysis, blood drain
Special Qualities:	Undead
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 10, Dex 17, Con —, Int 6, Wis 14, Cha 12
Skills:	Hide +7, Listen +8, Spot +8
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm forest, and underground
Organization:	Solitary or swarm (5-8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5-9 HD (Medium-size); 10-12 HD (Large)

A ghoul-stirge resembles a large stirge with rotting flesh and broken wings. The origin of the ghoul-stirge has been lost, but it is believed to be the result of a failed magical experiment. A ghoul-stirge is 5 feet long, with large leathery wings. Its gray skin is rotted and drawn tight across its bones. Its eyes burn with a crimson fire.

Combat

A ghoul-stirge attacks by swooping down on its opponent and attempting to paralyze its prey. Paralyzed creatures are then drained of blood.

Paralysis (Ex): The touch of a ghoul-stirge paralyzes a creature for 1d6+2 minutes if it fails a Fortitude save (DC 13). Elves are immune to this paralysis.

Blood Drain (Ex): A ghoul-stirge drains blood, dealing 1d6 points of temporary Constitution damage each round. Once it has drained 6 points of Constitution, it flies off to digest its meal.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Ghoul-stirges have darkvision to a range of 60 feet.

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Giant: Sand Giant

	Huge Giant (Earth)
Hit Dice:	17d8+102 (178 hp)
Initiative:	+1 (Dex)
Speed:	50 ft
AC:	23 (-2 size, +1 Dex, +2 leather, +12 natural)
Attacks:	Gargantuan greatsword +24/+19/+14 melee; or 2 slams +23 melee
Damage:	Gargantuan greatsword 4d6+19; or slam 1d8+13
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities, shape earth
Special Qualities:	Rock catching, scent
Saves:	Fort +16, Ref +6, Will +6
Abilities:	Str 37, Dex 13, Con 23, Int 12, Wis 12, Cha 14
Skills:	Jump +26, Listen +7, Spot +10
Feats:	Cleave, Great Cleave, Power Attack, Weapon Focus (greatsword)
Climate/Terrain:	Warm desert
Organization:	Solitary, gang (2-4), raiding party (6-9 plus 1 cleric or sorcerer of 6th-9th level), family (2-4 plus 35% noncombatants), or tribe (8-27 plus 35% noncombatants and 1 sorcerer of 10th-12th level and 1 cleric of 9th-11th level)
Challenge Rating:	14
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral evil
Advancement:	By character class

Sand giants are brutal, somewhat barbaric giants that prey on those weaker than themselves. They have dark tan skin, brown hair, and dark brown or dark green eyes. An adult male stands approximately 20 feet tall. Males tend to wear their hair and beards braided. Sand giants wear light clothes and light armor (if any). On occasion, the males may don chainmail (in times of battle). A typical sand giant's bag contains food, 3d4 mundane items, and a modest amount of cash (no more than 12d10 coins).

Combat

Sand giants favor their greatswords in combat. They usually begin combat by shaping a fist from the surrounding terrain and attacking with their greatswords in concert with the earthen fist.

Spell-Like Abilities: Once per day, a sand giant can *control earth* (functions as *control water* but only affects earth) as a 20th-level druid.

Shape Earth (Su): Once per day, a sand giant can form a volume of sand into the shape of a 20-foot long arm ending in a clenched fist (AC 20, hp 65). The fist attacks using the sand giant's full attack bonus (+23 melee) and deals 1d8+13 points of slam damage. A creature struck must succeed at a Fortitude save (DC 31) or be stunned for 1 round. A stunned creature cannot act and loses its Dexterity bonus to AC. Attackers gain a +2 bonus to attack a stunned creature. The arm remains for 17 rounds and the sand giant does not need to concentrate to maintain the arm. The fist loses shape if it reaches 0 hit points, the duration expires, or the sand giant dies.

Skills and Feats: Sand giants have EHD as though they were Large creatures.

Sand Giant Society

Sand giants make their homes in warm desert lands away from civilization. They live in organized tribes consisting of 8-9 families of 2-4 members each. On occasion, a tribe forms a raiding party that sets off to the nearest civilized place, returning at a later time with food, coins, and captives. For each adult in a sand giant's lair, there is a 40% chance that the lair has 1d3 captives of any humanoid race.

Sand Giant Characters

A sand giant's favored class is fighter. Many tribes or groups include druids, or clerics with access to two of the following domains: Earth, Evil, Strength, and War.

Player Character Sand Giants

Sand giant characters have +26 Str, +2 Dex, +12 Con, +2 Int, +2 Wis, and +4 Cha. Sand giant characters are ECL 18.

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Author Scott Greene.

Giant: Wood Giant

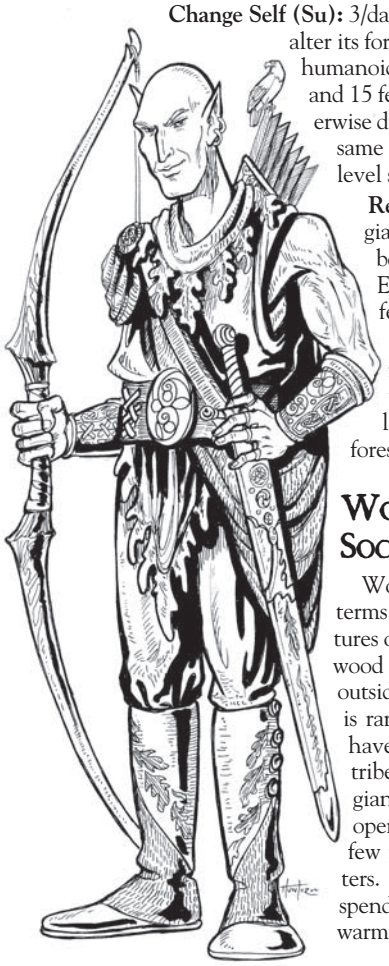
	Large Giant
Hit Dice:	7d8+21 (52 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	18 (-1 size, +3 Dex, +4 natural, +2 leather)
Attacks:	Huge greatsword +9 melee; or Huge composite longbow +8 ranged
Damage:	Huge greatsword 2d8+7; or Huge composite longbow 1d8+5
Face/Reach:	5 ft. by 5 ft./10 ft.

Special Qualities:	Change self, darkvision 60 ft., resistances
Saves:	Fort +8, Ref +5, Will +4
Abilities:	Str 21, Dex 16, Con 17, Int 14, Wis 14, Cha 12
Skills:	Hide +3*, Jump +7, Move Silently +7*, Spot +3
Feats:	Power Attack, Weapon Focus (longbow)
Climate/Terrain:	Temperate and warm forests
Organization:	Solitary, gang (2-5), clan (6-9 plus 35% noncombatants), trading party (2-5 plus 2-4 wood elves), or hunting party (2-5 plus 2-4 wood elves and 1-4 dire wolves)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class

Wood giants are peaceful, good-natured giants found in the forested areas of the world. The average wood giant stands 9 feet tall, weighs 900 pounds, and resembles a large wood elf. Wood giants have large heads and prominent jaws; their elf-like ears sit high on their long, oval heads. Most wood giants (particularly males) are bald. Their skin is usually brownish-green. Wood giants dress in greens or browns and prefer neutral colors to the bright or dull colors of other races. Wood giants speak Giant and Common.

Combat

Wood giants usually attack from ambush, hiding in dense undergrowth and firing at their prey with their bows before closing to melee with their greatswords.



Change Self (Su): 3/day — the wood giant can alter its form so as to appear as any humanoid creature between 3 feet and 15 feet tall. This ability otherwise duplicates the spell of the same name as cast by a 7th-level sorcerer.

Resistances (Ex): Wood giants receive a +2 racial bonus to Will saves against Enchantment spells or effects.

Skills: *Wood giants receive a +4 racial bonus to Hide and Move Silently checks when in forested areas.

Wood Giant Society

Wood giants are on friendly terms with most benign creatures of the forest, particularly wood elves. Though contact outside their immediate clan is rare, they do occasionally have dealings with nearby tribes of wood elves. Wood giant villages are large and open expanses of land with few if any buildings or shelters. Wood giants prefer to spend their time under the warmth of the day and the serenity of the night. They do not associate with — and usually attack on sight — evil forest creatures.

Wood Giant Characters

The favored class of the wood giant is ranger. Most wood giant chieftains are rangers. Wood giant clerics are called shamans and can choose two of the following domains: Animal, Earth, or Plant.

Player Character Wood Giants

Wood giant characters have +10 Str, +6 Dex, +6 Con, +4 Int, +4 Wis, and +2 Cha. Wood giant characters are ECL 12.

Credit

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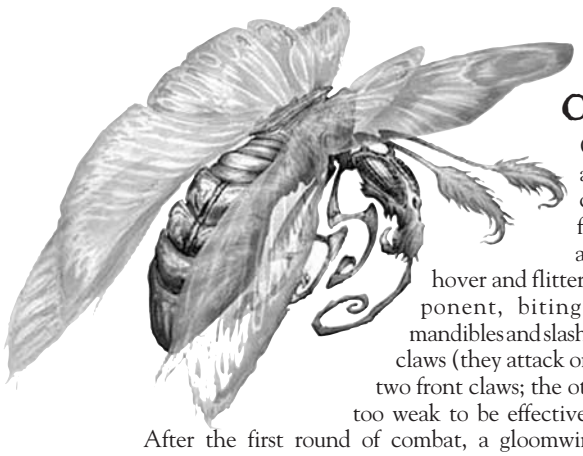
Author Scott Greene, based on original material by Wizards of the Coast.

Gloomwing

	Large Outsider
Hit Dice:	5d8+5 (27 hp)
Initiative:	+3 (Dex)
Speed:	5 ft., fly 40 ft. (average)
AC:	19 (-1 size, +3 Dex, +7 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d4, bite 1d8
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Confusion, weakness pheromone, summon gloomwings
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +7, Will +5
Abilities:	Str 11, Dex 16, Con 13, Int 2, Wis 12, Cha 10
Skills:	Hide +0*, Listen +9, Spot +9
Feats:	Flyby Attack, Hover, Snatch, Weapon Finesse (claws)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	4
Treasure:	None (ivory mandibles are worth 25 gp)
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)

The gloomwing is native to the Plane of Shadow and is often summoned to the Material Plane by spellcasters to act as a guardian. On occasion, a gloomwing slips through a tear in the fabric of the planes and enters the Material Plane on its own.

The gloomwing resembles a moth with an 8-foot wingspan. Its body and wings are black with spiraled patterns of silver. Two large black antennae protrude from its head. Eight legs run the length of its body, each ending in a pearly-white claw. Its mouth has two large pearly-white mandibles, which can be pried or broken from a dead gloomwing and sold for 25 gp each. Female gloomwings lay their eggs in the bodies of slain victims. In 12 days, these eggs hatch, releasing 4-10 tenebrous worms. The gloomwing is the adult stage of the tenebrous worm (see that entry).



Combat

Gloomwings are aggressive creatures and fight from the air. They hover and flitter about an opponent, biting with their mandibles and slashing with their claws (they attack only with their two front claws; the other claws are too weak to be effective in combat). After the first round of combat, a gloomwing secretes a pheromone that calls other gloomwings in the area to its aid. The pheromone also acts as a weakening agent against non-insect creatures in the area.

Confusion (Su): The coloration on the gloomwing's back and wings provide it with protection against some predators. Any creature viewing the gloomwing from above must succeed at a Will save (DC 12) or be affected by *confusion* for 6 rounds.

Weakness Pheromone (Ex): After the first round of combat, the gloomwing emits a scent in a 30-foot radius that deals 1d2 points of temporary Strength damage to any living, non-vermin creature. A Fortitude save (DC 13) is required each round a creature is in the area of effect. Once a successful save is made, that creature cannot be affected by that gloomwing's pheromone for one day.

Summon Gloomwings (Ex): There is a 20% chance at the end of each round (when a gloomwing is emitting its pheromone) that 1d4 additional gloomwings arrive in the area and join the battle.

Snatch: This feat allows the gloomwing that hits with its claws to start a grapple as though it had the improved grab special attack. If the gloomwing gets a hold, it automatically deals claw damage each round and can carry off a foe three or more sizes smaller. A gloomwing can drop a creature it has snatched as a free action, dealing normal falling damage to the creature.

Skills: *A gloomwing receives a +4 racial bonus on Hide checks in areas covered in darkness.

Feats: Gloomwings receive Hover and Snatch as bonus feats.

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Author Scott Greene, based on original material by Gary Gygax.

Golem: Blood Golem

	Large Aberration
Hit Dice:	6d8 (27 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	2 slams +6 melee
Damage:	Slam 1d8+3 and blood consumption
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Blood consumption, cell division
Special Qualities:	Damage reduction 10/+1, weapon resistance, tremorsense, fast healing 3, fire resistance (20), vulnerabilities
Saves:	Fort +2, Ref +3, Will +5
Abilities:	Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1
Skills:	Listen +8, Spot +8
Feat:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary or brood (2-5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)

Blood golems, contrary to their name, are not constructs: they are slug-shaped clots of living blood, animated by some forgotten magic of a long-dead spellcaster. The blood golem is a 10-foot long slug-like creature, crimson in color. Two long spindly arms protrude from its sides. The blood golem has no discernable facial features.

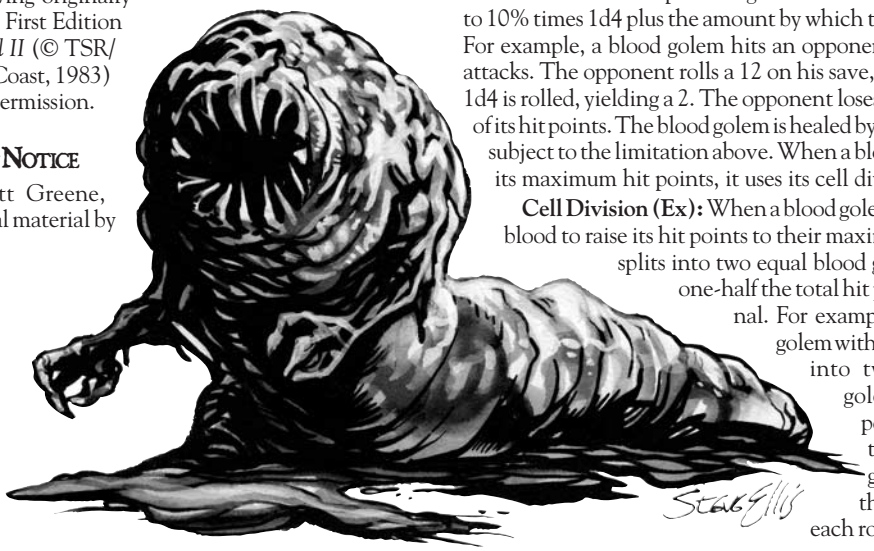
Combat

When living prey is detected, the blood golem rises up and appears as a slug-like headless humanoid. It attacks with its arms.

Blood Consumption (Su): When a blood golem successfully hits a living opponent with a slam attack, it gains a number of hit points equal to the damage dealt. These bonus hit points are added to the blood golem's total even if the addition takes it above its current maximum hit points. A blood golem may not gain more hit points than the maximum hit points allowed by its HD, however. For example, a 6 HD blood golem may not have more than 48 hit points.

If a blood golem successfully hits with both slams in one round, a living opponent must make a successful Fortitude save (DC 17) or suffer catastrophic blood expulsion. This expulsion drains the victim of a percentage of its current hit points equal to 10% times 1d4 plus the amount by which the save was failed. For example, a blood golem hits an opponent with both slam attacks. The opponent rolls a 12 on his save, failing by 5; next, 1d4 is rolled, yielding a 2. The opponent loses 2 + 5 = 7, or 70% of its hit points. The blood golem is healed by the same amount, subject to the limitation above. When a blood golem reaches its maximum hit points, it uses its cell division ability.

Cell Division (Ex): When a blood golem absorbs enough blood to raise its hit points to their maximum for its HD, it splits into two equal blood golems, each with one-half the total hit points as the original. For example, a 6 HD blood golem with 48 hit points splits into two 6 HD blood golems with 24 hit points each. Note that the blood golem must attack the same opponent each round until it drains



enough blood to use its cell division ability. Attacking multiple opponents still drains blood, but does not allow it to use its cell division ability.

Weapon Resistance (Ex): Because of their physical makeup, blood golems take half damage from piercing and slashing weapons.

Fast Healing (Ex): A blood golem heals 3 points of damage per round as long as it has at least 1 hit point.

Vulnerabilities (Ex): A blood golem is *slowed* by any cold-based attacks or effects. A *purify food and water* spell instantly slays a blood golem.

Tremorsense (Ex): Blood golems can automatically sense the location of anything within 60 feet that is in contact with the ground.

Immunities: Immune to mind-influencing spells and effects, and the various *hold* spells and *sleep* spells.

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Author Scott Greene.

Golem: Ice Golem

	Large Construct (Cold)
Hit Dice:	7d10 (38 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	14 (-1 size, -1 Dex, +6 natural)
Attacks:	2 slams +7 melee
Damage:	Slam 2d6+3 and 1d6 cold
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Breath weapon, cold
Special Qualities:	Construct, magic immunity, damage reduction 10/+1, cold subtype
Saves:	Fort +2, Ref +1, Will +2
Abilities:	Str 17, Dex 9, Con –, Int –, Wis 11, Cha 1
Climate/Terrain:	Any cold land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)

The ice golem is a humanoid formed of roughly chiseled ice, standing 9 feet tall and weighing around 800 pounds. Ice golems at rest appear to be normal ice sculptures and are often mistaken as such (Spot check DC 15 to notice).

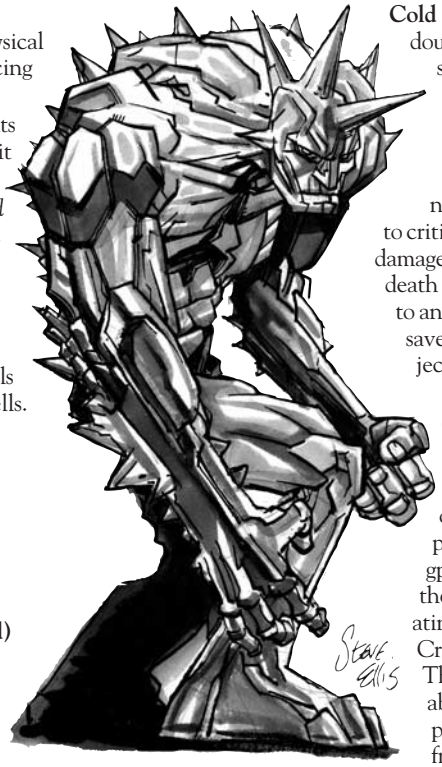
Combat

An ice golem usually opens combat with its breath weapon. An ice golem never uses weapons or wears armor, preferring to attack with its powerful fists. Fire is an effective means of combating these creatures.

Breath Weapon (Su): First or second round of combat; blast of cold air, 20-foot cone directly in front of the golem; Reflex save (DC 15) halves, 5d6 points of cold damage.

Cold (Ex): An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem unarmed or with natural weapons take cold damage each time their attacks hit.

Magic Immunity (Ex): An ice golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Lightning-based effects *slow* it (as the spell) for 2d6 rounds. Cold-based effects heal all of its lost hit points; the ice golem rolls no saving throw against cold effects. Fire-based spells deal double damage except on a successful save, in which they deal normal damage.



Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects.

Construction

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The golem costs 35,000 gp to create, including 500 gp for the construction of the body. Creating the body requires a successful Craft (sculpting) check (DC 15). The creator must be 12th level and able to cast arcane spells. Completing the ritual drains 600 XP from the creator and requires *chill touch*, *cone of cold*, *geas/quest*, *polymorph any object*, and *resist elements (cold)*.

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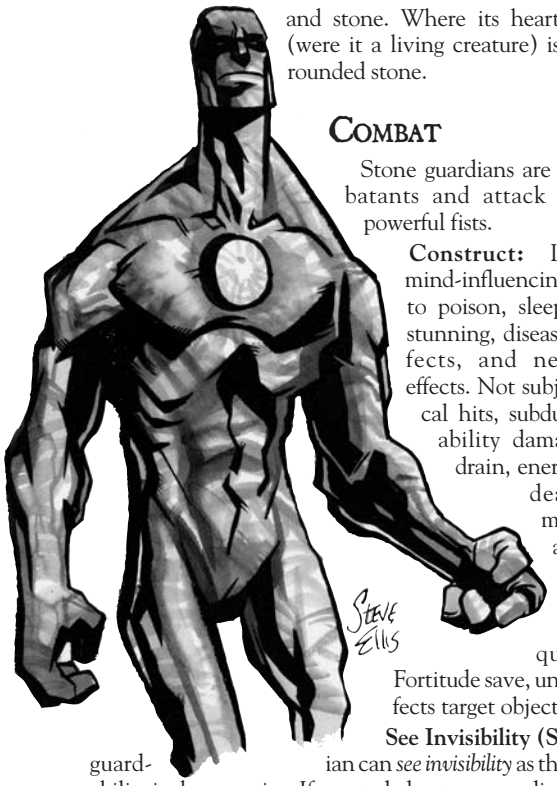
Author Scott Greene.

Golem: Stone Guardian

	Medium-Size Construct
Hit Dice:	4d10 (22 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	18 (-1 Dex, +9 natural)
Attacks:	2 slams +8 melee
Damage:	Slam 2d6+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Construct, see invisibility, resistances, ring link
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land
Organization:	Solitary or gang (2-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5-10 HD (Medium-size); 11-15 HD (Large)

Stone guardians are sometimes referred to as lesser stone golems. They are in fact very similar to the stone golem, but are instead constructed of mud and stone. They are often used as guardians by their creators. When the stone guardian is first constructed, the creator often crafts a magical ring that offers himself (or anyone to whom he gives the ring) protection from that stone guardian. A stone guardian is 6 feet tall and weighs 1,000 pounds. It resembles a stocky humanoid formed of mud



and stone. Where its heart should be (were it a living creature) is a fist-sized rounded stone.

Combat

Stone guardians are fierce combatants and attack with their powerful fists.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects.

See Invisibility (Su): A stone guardian can *see invisibility* as the spell. This ability is always active. If negated, the stone guardian can restart it as a free action on its next turn.

Resistances (Ex): Due to its mud and stone body, the stone guardian has fire, cold, and electricity resistance 5.

Ring Link (Su): The ring that is created at the same time as the stone guardian is created links that guardian to that ring. Any creature possessing that ring, and all creatures within 10 feet of someone wearing the ring, will not be attacked by that stone guardian. This ring offers protection against the particular stone guardian with which it was created and offers no such protection against other stone guardians. This ring confers no control or command over a stone guardian to the wearer.

Construction

A stone guardian's body is constructed from mud and stone. The stone guardian costs 23,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 13). The creator must be 11th level and able to cast arcane spells. Completing the ritual drains 460 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, *see invisibility*, and *transmute mud to rock*. The magical ring that links to the guardian is constructed of metal (iron or steel) and costs 1,000 gp to manufacture. It requires *shield of faith* and a Craft (metalworking) check at DC 13.

Credit

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Author Scott Greene, based on original material by Lenard Lakofka.

Golem: Tallow Golem

	Medium-Size Construct
Hit Dice:	10d10 (55 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	13 (-1 Dex, +4 natural)
Attacks:	2 slams +9 melee
Damage:	Slam 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Chemisorb, improved grab
Special Qualities:	Construct, cold immunity, fire vulnerability, damage reduction 10/ bludgeoning
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 15, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-15 HD (Medium-size); 16-30 HD (Large)

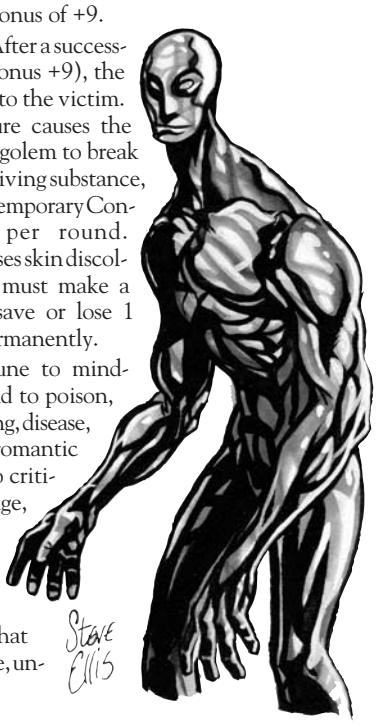
The tallow golem is a humanoid construct composed entirely of wax. It stands about 6 feet tall and usually bears no facial features, unless the creator chooses to render a lifelike "wax dummy," in which case the golem can appear quite real indeed. Wizards who specialize in the creation of tallow golems refer to themselves as "chandlers." Unlike other golem-sculptors, chandlers consider their work a form of art. The golem wears whatever clothing (if any) that its creator desires, usually rags or trousers. It has no possessions and no weapons. The golem cannot speak or utter any sound. It moves slowly, but relentlessly.

Combat

A tallow golem attacks by pounding its foes with its massive fists.

Improved Grab (Ex): To use this ability, the tallow golem must hit a Medium-size or smaller creature with its slam attack. If it gets a hold, it uses its chemisorb attack. The tallow golem has a grapple bonus of +9.

Chemisorb (Ex): After a successful grapple (grapple bonus +9), the tallow golem adheres to the victim. Contact of this nature causes the chemicals within the golem to break down and absorb any living substance, dealing 1d4 points of temporary Constitution damage per round. Additionally, this causes skin discoloration. The victim must make a successful Fortitude save or lose 1 point of Charisma permanently.



Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, un-

less such effects target objects.

Cold Immunity (Ex): Tallow golems are immune to all cold-based effects and attacks.

Fire Vulnerability (Ex): The tallow golem takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Construction

The tallow golem is formed from a large block of candle wax. The tallow golem costs 50,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 17). The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *resist elements (cold)*.

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Authors Lance Hawvermale and Scott Greene.

Golem: Wood Golem

	Medium-Size Construct
Hit Dice:	9d10 (49 hp)
Initiative:	-1 (Dex)
Speed:	30 ft. (can't run)
AC:	17 (-1 Dex, +8 natural)
Attacks:	2 slams +11 melee
Damage:	Slam 2d6+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +3, Ref +2, Will +3
Special Qualities:	Alarm, damage reduction 5/+1, immune to electricity and cold, construct, fire vulnerability
Abilities:	Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	10-12 HD (Medium-size); 13-27 HD (Large)

Arcane spellcasters used several ancient texts to arrive at a process to create inexpensive yet still quite powerful golems. They had master craftsmen create wood statues with articulating limbs and then performed the proper spells to animate and control them. The statues vary in shape and form and usually have weapons of some sort held in each hand. The wood golems were designed to act both as an alarm and a protection against intruders.

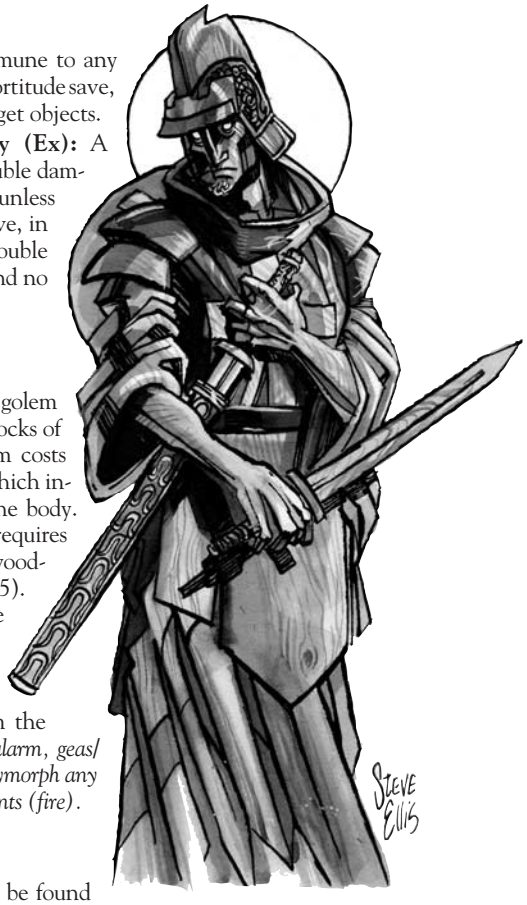
Combat

Wood golems are usually programmed to close doors and avoid ranged weapons and spells but do not break off melee combat to avoid missile fire from other sources. They attack with their fists.

Alarm (Sp): The golem lets out a piercing howl that lasts for 6 rounds when anyone other than its creator enters the room it is guarding. This functions similar to the audible version of the *alarm* spell and can be heard to a range of 100 feet.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects.

Fire Vulnerability (Ex): A wood golem takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.



Construction

The pieces of a wood golem are assembled from blocks of fine wood. The golem costs 50,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (woodworking) check (DC 15). The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *alarm*, *geas/quest*, *limited wish*, *polymorph any object*, and *resist elements (fire)*.

Credit

Wood Golems can be found in the **Necromancer Games** adventure *Hall of the Rainbow Mage*.(© Necromancer Games Inc., 2002)

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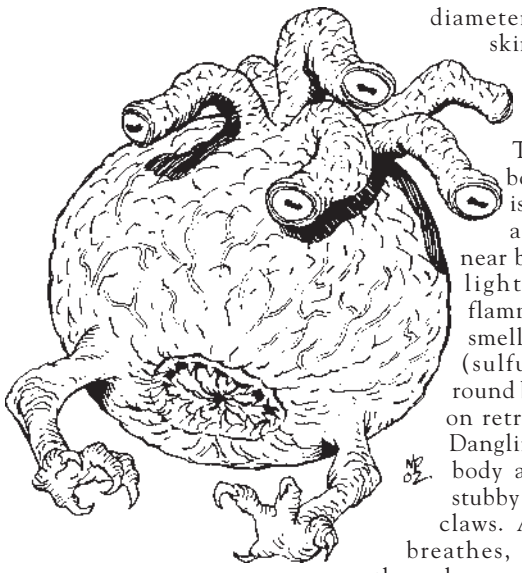
Authors Scott Greene and Patrick Lawinger.

Gorbel

	Small Aberration
Hit Dice:	2d8+2 (11 hp)
Initiative:	+2 (Dex)
Speed:	5 ft., fly 60 ft. (average)
AC:	17 (+1 size, +2 Dex, +4 natural)
Attacks:	2 claw +3 melee; or bite +3 melee
Damage:	Claw 1d4+1, bite 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, explode
Special Qualities:	Flight, damage reduction 20/slashing or piercing, all-around vision
Saves:	Fort +1, Ref +2, Will +2
Abilities:	Str 12, Dex 14, Con 12, Int 8, Wis 9, Cha 8
Skills:	Hide +12, Listen +7, Spot +7
Feat:	Flyby Attack
Climate/Terrain:	Any warm land
Organization:	Solitary or swarm (2-10)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4HD (Small), 5-6HD (Medium-size)

The gorbel is a bizarre creature that may be distantly related to beholders, but its general lack of magical abilities lends little weight to this rumor. A gorbel is approximately 3 feet in



diameter. Its reddish skin is a thin but tough and rubbery membrane. The spherical body of a gorbel is highly elastic and filled to near bursting with a lighter-than air flammable gas that smells of rotten eggs (sulfur). Atop its round body are 6 eyes on retractable stalks. Dangling beneath the body are two strong stubby legs with sharp claws. A gorbel eats, breathes, and excretes through an aperture best described as a mouth. This mouth is lined with a ring of sharp teeth that face inward to help it force food into its gullet.

Combat

Gorbels primarily attack with their claws, only resorting to biting after they have latched onto their prey. A gorbel will attack and try to eat whatever it thinks is edible — generally including anything that moves that is smaller than the gorbel. Its strange metabolic processes instill it with an almost insatiable hunger.

Improved Grab (Ex): In order to use this ability, a gorbel must hit a Medium-size or smaller opponent with both of its claw attacks in a single round. If it gets a hold, it can either automatically deal claw damage (1d6) every round or attempt to swallow the prey whole. The gorbel has a grapple bonus of -2.

Explosion (Ex): A successful hit with a piercing or slashing weapon or by spells that deal damage forces the gorbel to succeed at a Fortitude save (DC 10 + 1/2 the damage done) or explode. This immediately kills the gorbel and deals 1d4 damage to all creatures within 5 feet; Reflex save (DC 12) for half damage.

Flight (Ex): A gorbel's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 60 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

All-Around Vision (Ex): A gorbel's many eyes give it a +2 racial bonus to Spot and Search checks, and it cannot be flanked.

Credit

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Author Scott Greene, based on original material by Andrew Key.

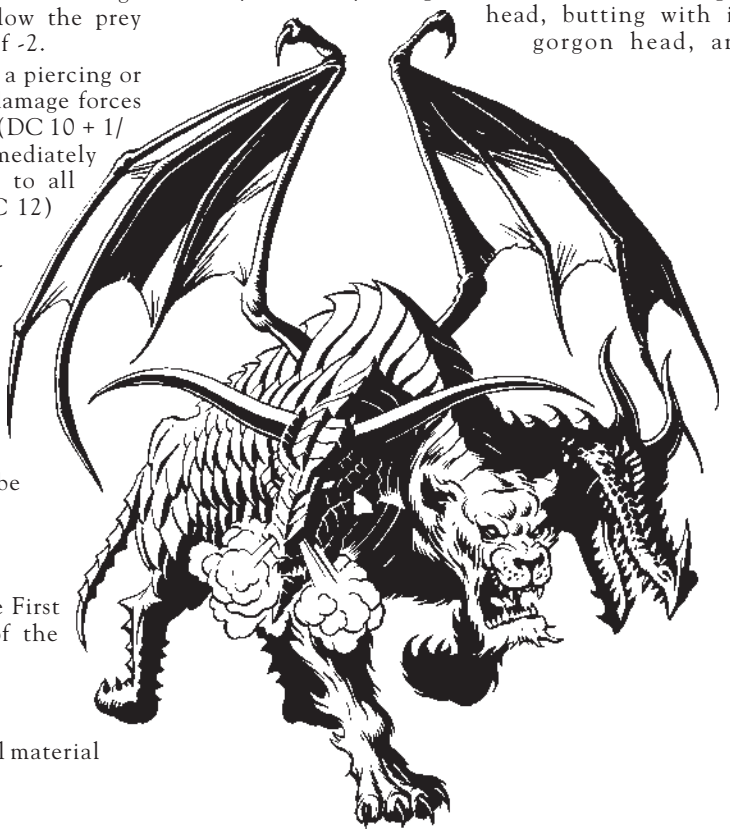
Gorgimera

	Large Magical Beast
Hit Dice:	10d10+40 (95 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., fly 50 ft. (poor)
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	Bite +13 melee, bite +11 melee, butt +11 melee, 2 claws +11 melee
Damage:	Bite 2d6+4, bite 1d8+2, butt 1d8+2, claw 1d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Breath weapons
Special Qualities:	Scent
Saves:	Fort +11, Ref +8, Will +4
Abilities:	Str 19, Dex 13, Con 19, Int 4, Wis 13, Cha 10
Skills:	Hide +5, Listen +7, Spot +7
Feats:	Alertness, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	11-14 HD (Large); 15-30 HD (Huge)

A gorgimera is a chimerical creature with the heads of a lion, dragon, and gorgon. It has the hindquarters of a gorgon and the forequarters of lion. The gorgimera has leathery dragon wings, and the dragon head of a gorgimera can be that of any of the evil dragons (see below). The lion head has no mane, and the scaled gorgon head is a deep navy blue with glowing red eyes. Gorgimeras can speak Draconic, but seldom do.

Combat

The gorgimera prefers to attack from ambush. It usually attacks by biting with its lion head and dragon head, butting with its gorgon head, and



1d10	Head Color	Breath Weapon
1-2	Black	Line of acid*
3-4	Blue	Line of lightning
5-6	Green	Cone of gas**
7-8	Red	Cone of fire
9-10	White	Cone of cold

*A line is always 5 feet high, 5 feet wide, and 40 feet long.

**A cone is always 20 feet long.

slashing with its front leonine paws. In lieu of biting, the dragon head and gorgon head can loose their respective breath weapons.

Breath Weapons (Su): The gorgimera has two breath weapons, one from the dragon's head and one from the gorgon's head.

Dragon: Every 1d4 rounds, damage 3d8, Reflex save (DC 19) halves. Use all rules for dragon breath weapons of the appropriate type (see the Dragon entry in the **MM**), except as specified in the table below. To determine the head color and breath weapon randomly, roll 1d10 and consult the table.

Gorgon: Every 1d4 rounds, no more than twice per day, turn to stone permanently, Fortitude save DC 19, cone, 30 feet.

Skills: The gorgimera's three heads give it a +2 racial bonus to Listen and Spot checks.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Gorgon: True Gorgons

	Sthenno	Euryale
	Large Outsider (Chaotic, Evil)	**Large Outsider (Chaotic, Evil)**
Hit Dice:	18d8+90 (234 hp)	20d8+120 (280 hp)
Initiative:	+1 (Dex)	+1 (Dex)
Speed:	20 ft., fly 50 ft. (poor)	20 ft., fly 50 ft. (poor)
AC:	35 (-1 size, +26 natural)	38 (-1 size, +29 natural)
Attacks:	2 claws +26 melee, bite +21 melee, snakes +21 melee	2 claws +29 melee, bite +24 melee, snakes +24 melee
Damage:	Claw 1d8+8, bite 1d8+4, snakes 1d6 and poison	Claw 1d8+9, bite 1d8+4, snakes 1d6 and poison
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Petrifying gaze, poison, improved grab, tear	Petrifying gaze, poison, improved grab, tear
Special Qualities:	Immortal, darkvision 120 ft.	Immortal, darkvision 120 ft.
Saves:	Fort +16, Ref +12, Will +17	Fort +18, Ref +13, Will +19
Abilities:	Str 26, Dex 13, Con 20, Int 20, Wis 22, Cha 24	Str 28, Dex 13, Con 22, Int 22, Wis 24, Cha 26
Skills:	Alchemy +23, Bluff +25, Diplomacy +25, Disguise +25, Hide +15, Gather Information +25, Intimidate +25, Knowledge (arcana) +23, Listen +26, Move Silently +19, Search +20, Sense Motive +24, Spot +25	Alchemy +26, Bluff +28, Diplomacy +28, Disguise +28, Gather Information +28, Hide +17, Intimidate +28, Knowledge (arcana) +26, Knowledge (religion) +26, Listen +27, Move Silently +21, Search +26, Sense Motive +27, Spot +27
Feats:	Cleave, Power Attack, Weapon Focus (claw, bite, snakes)	Cleave, Great Cleave, Power Attack, Weapon Focus (claw, bite, snakes)
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary or pair (Sthenno and Euryale)	Solitary or pair (Euryale and Sthenno)
Challenge Rating:	22	23
Treasure:	Double standard	Double standard
Alignment:	Always lawful evil	Always lawful evil
Advancement:	—	—

Though the word gorgon is often associated with the deadly bull-like creature that turns a victim to stone with its breath weapon, the true gorgons are three sisters; Euryale, Sthenno, and Medusa. They are the daughters of the god Phorcys and the goddess Ceto.

Euryale and Sthenno were born immortal and are hideous creatures with writing snakes for hair, brass claws, wings, and a gaze that can turn any living creature into stone. Phorcys tasked them with guarding the entrance to the Underworld.

Medusa was born mortal and was very beautiful. Phorcys sent her to the Material Plane so all could gaze upon the beauty of his daughter. Medusa's beauty rivaled that of some of the goddesses, and some of them grew jealous of Medusa, particularly the goddess

Athena. Her beauty also turned the heads of some of the gods, and when Poseidon seduced her in a temple to Athena, the goddess became enraged and changed the beautiful Medusa into a creature as hideous as her sisters. Poseidon turned from his love, never to return again. Medusa, enraged, fled into the desert and never came back to civilization.

The hero Perseus was tasked with killing the gorgon known as Medusa and bringing her head to King Polydectes as a wedding present. Using a magic shield given to him by the gods, he avoided Medusa's deadly gaze and severed her head. From her serpentine body sprang the children of Poseidon, creatures similar in appearance to their mother. These creatures escaped into the world and are called medusa.

Sthenno and Euryale long for their sister's return or their meeting with her in the Underworld. Yet being immortal, they cannot enter the Realm of the Dead and know they will never see their beloved sibling again. Their cries are said to be audible on the wind as a high-pitched shrill akin to a bird's cry.

Sthenno and Euryale appear as 10-foot tall humanoids with the upper torso of a woman and the lower torso of a great black-scaled snake. Small black wings protrude from their backs. Their heads writhe with deadly asps, and their mouths are lined with razor-sharp teeth. Their arms are long and thin but very strong, and end in brass colored talons. Sthenno's eyes are blue; Euryale's eyes are copper.

Combat

Sthenno and Euryale rarely enter combat unless pressed or provoked. They are both deadly combatants and use their claws, bite, snakes, and petrifying gaze with precision force. Sthenno enjoys "collecting" those she has turned to stone and even has a room in her lair where she displays them. Euryale simply smashes to rubble those she has petrified.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 26 Sthenno, 28 Euryale).

Poison (Ex): Snakes, Fortitude save (DC 24 Sthenno, 26 Euryale); initial damage 2d6 temporary Strength, secondary damage 3d6 temporary Strength.

Improved Grab (Ex): To use this ability, Sthenno or Euryale must hit an opponent of Medium-size or smaller with a claw attack. Sthenno has a grapple bonus of +30, Euryale a grapple bonus of +33.

Tear (Ex): If Sthenno or Euryale gets a hold (grapple bonus +30 Sthenno, +33 Euryale), she automatically hits a held opponent with all melee attacks (including snakes) each round she maintains the hold.

Immortal (Ex): Sthenno and Euryale are immortal and cannot die from natural causes. They are not subject to death from massive damage and are immune to death effects and disintegration. They do not age, and do not need to sleep, eat, or breathe.

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Author Scott Greene.

Gorilla Bear

	Large Beast
Hit Dice:	4d10+16 (38 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	16 (-1 size, +2 Dex, +5 natural)
Attacks:	2 claws +10 melee
Damage:	Claw 1d8+8
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, hug
Special Qualities:	Scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 27, Dex 15, Con 19, Int 5, Wis 12, Cha 7
Skills:	Climb +11, Listen +7, Spot +7, Swim +11
Climate/Terrain:	Warm forest
Organization:	Solitary or company (2-7)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)

Gorilla bears, much like owlbears, are the result of a magical crossbreeding and merging of two distinct species. As the name implies, the gorilla bear is part bear and part gorilla. Its body resembles that of a massive black gorilla. Its arms and paws are very large and powerful like a great black bear. Its ape-like head is covered with dark fur and its mouth is filled with sharp teeth.

Combat

Gorilla bears are very aggressive and attack their prey relentlessly. They grab opponents with their powerful arms and attempt to squeeze them until dead.

Improved Grab (Ex): To use this ability, the gorilla bear must hit an opponent of up to Medium-size with both of its claw attacks. If it gets a hold, it can hug. The gorilla bear has a grapple bonus of +15.

Hug (Ex): A gorilla bear deals 1d8+8 points of damage with a successful grapple check (grapple bonus +15) against Medium-size or smaller opponents.

Skills: Gorilla bears have excellent senses, and as such receive a +4 racial bonus to Listen and Spot checks.

Credit

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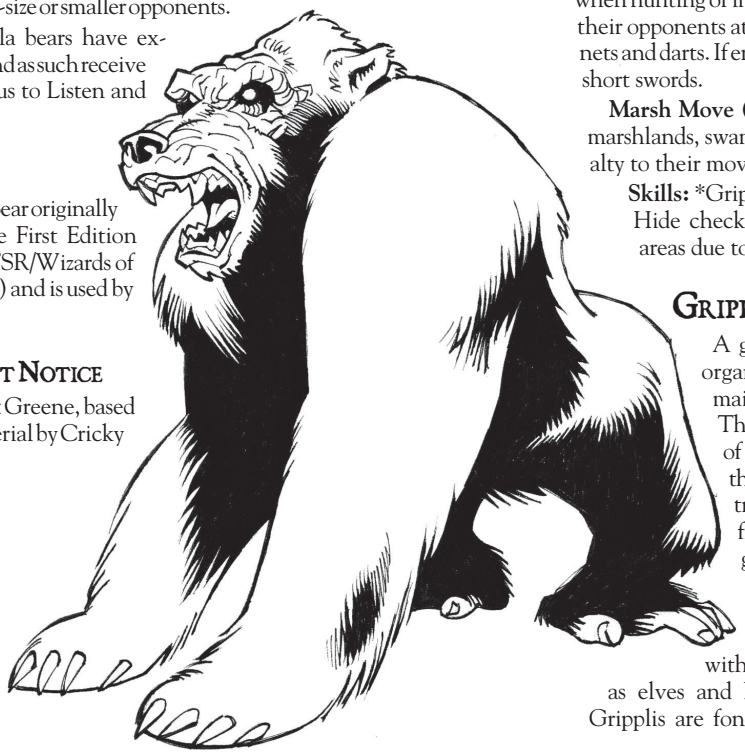
Author Scott Greene, based on original material by Cricky Hitchcock.



Grippli

	Small Humanoid (Grippli)
Hit Dice:	1d8 (4 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	13 (+1 size, +1 Dex, +1 natural)
Attacks:	Short sword +0 melee; or dart +2 ranged; or net +2 ranged
Damage:	Short sword 1d6-1; or dart 1d4-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Marsh move, darkvision 60 ft.
Saves:	Fort +0, Ref +3, Will +1
Abilities:	Str 8, Dex 13, Con 11, Int 12, Wis 12, Cha 9
Skills:	Climb +9, Hide +6*, Listen +3, Spot +3
Feat:	Alertness
Climate/Terrain:	Warm forest and marsh
Organization:	Solitary, gang (2-5), pack (6-11), or village (20-30 plus 35% noncombatants plus 1 3rd-level cleric)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class

Gripplis appear as 2-foot tall tree frogs with humanoid arms and hands in place of their front limbs. They can move upright or on all fours and make their homes in the trees above the marshes and swamps. A grippli weighs about 30 pounds and has yellow eyes with vertical-slit black pupils. Their coloration is grayish-green with brown and dark green swirls or stripes. Gripplis are often encountered wearing brightly colored or decorated clothes. This is for mere decoration only. They are attracted to and love brightly colored items. Gripplis speak their own language and some speak Common or Sylvan.

Combat

Gripplis are peaceful and non-aggressive, only attacking when hunting or if threatened. They prefer to keep their opponents at distance and attack using their nets and darts. If engaged in melee, gripplis employ short swords.

Marsh Move (Ex): Gripplis can move across marshlands, swamps, and mud without any penalty to their movement speed.

Skills: *Gripplis receive a +6 racial bonus to Hide checks when in marshes or forested areas due to their coloration.

Grippli Society

A grippli village is human-like in organization. Each grippli family maintains its own dwelling place. The huts are small and constructed of wood and mud. Gripplis build them beneath the branches of large trees so as to shade themselves from the long, hot days. Each grippli village is led by a tribal leader (usually a female adept or cleric of at least 3rd level). Gripplis survive through trade with other peace-loving races such as elves and halflings or through hunting. Gripplis are fond of various fruits and insects

(including the giant varieties) and collect and store them in village huts for the winter months when food becomes scarce. Gripplis reproduce by laying eggs. A typical clutch contains a single egg, as gripplis are slow to reproduce. For this reason, they defend their young with a ferocity unknown among many other races.

Grippli Characters

A grippli's favored class is rogue. Grippli leaders are usually rogues or rogue/fighters. Grippli priests are usually adepts. Grippli clerics have access to two of the following domains: Animal, Plant, Protection, and Travel.

Player Character Gripplis

Grippli characters have +2 Dex, +2 Int, +2 Wis, -2 Str, and -2 Cha. Gripplis are ECL 0.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Groaning Spirit

	Medium-Size Undead (Incorporeal)
Hit Dice:	7d12 (45 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	17 (+3 Dex, +4 deflection)
Attacks:	Incorporeal touch +6 melee
Damage:	Incorporeal touch 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Chill touch, fear aura, keening
Special Qualities:	Detect living, immunities, incorporeal, SR 20, turn resistance +4, undead, unnatural aura, vulnerability
Saves:	Fort +2, Ref +5, Will +8
Abilities:	Str –, Dex 17, Con –, Int 16, Wis 16, Cha 18
Skills:	Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15
Feats:	Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8-21 HD (Medium-size)

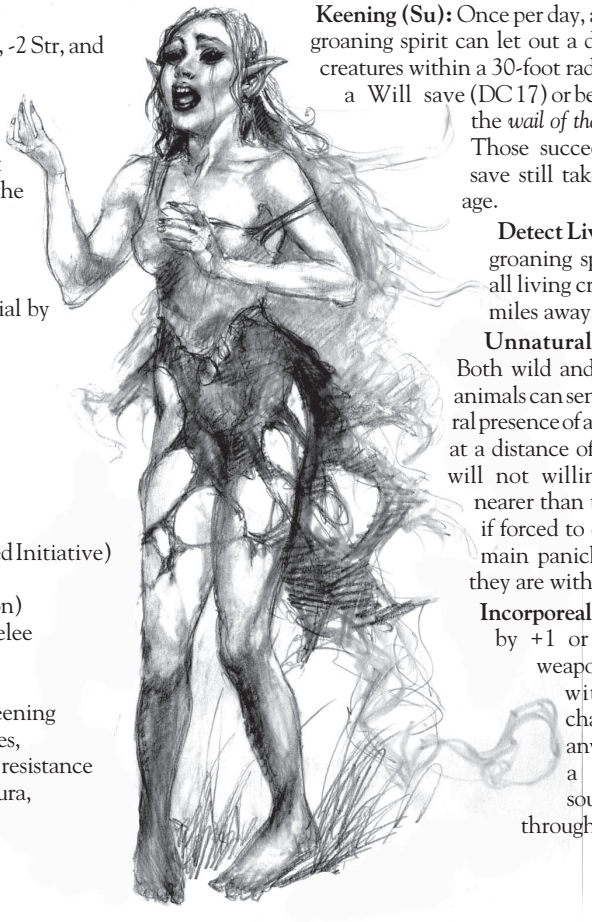
The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self. Her eyes burn with a crimson flame.

Combat

A groaning spirit's primary attack is her keening. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal touch.

Chill Touch (Su): Damage caused buy the groaning spirit's touch attack is considered negative energy and afflicts the target with a chilling cold. Any creature touched must make a Fortitude save (DC 17) or suffer 1 point of permanent Strength damage. Groaning spirits are the bane of other undead, and any other undead they touch must make a Will save (DC 17) or flee as if panicked for 1d4+7 rounds.

Fear Aura (Su): Anyone viewing a groaning spirit must make a Will save (DC 17) or flee in terror for 1d6+4 rounds. Whether or not the save is successful, the creature is immune to the fear aura of that groaning spirit for one day.



Keening (Su): Once per day, at night only, a groaning spirit can let out a death wail. All creatures within a 30-foot radius must make a Will save (DC 17) or be affected as per the *wail of the banshee* spell. Those succeeding at their save still take 3d6+7 damage.

Detect Living (Su): The groaning spirit can sense all living creatures up to 5 miles away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a groaning spirit at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects

at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Groaning spirits have darkvision with a range of 60 feet.

Immunities: Groaning spirits are immune to cold and electricity-based attacks.

Vulnerability (Ex): A *dispel evil* deals 1d6 points of damage per caster level (maximum 10d6).

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Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gryph

	Small Beast
Hit Dice:	2d10 (11 hp)
Initiative:	+3 (Dex)
Speed:	10 ft., fly 50 ft. (good)
AC:	14 (+1 size, +3 Dex)
Attacks:	Touch +2; or bite +2 melee
Damage:	Touch grapple; or bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Attach, implant eggs
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 10, Dex 16, Con 10, Int 2, Wis 12, Cha 6
Skills:	Hide +11, Listen +4, Spot +4
Climate/Terrain:	Any underground
Organization:	Flock (1-6 males, plus 1 female per 3 males)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	3-6 HD (Small)

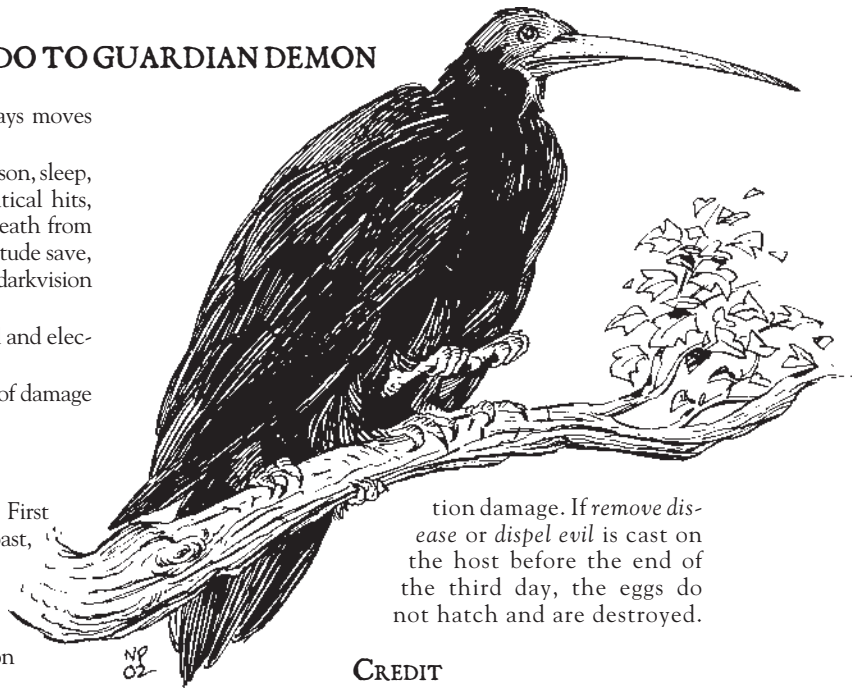
The gryph is a multi-legged avian about the size of an eagle. It has four, six, or eight legs. Its feathers are jet black, as are its talons and beak, and its eyes are reddish-brown in color. The gryph has a long, needle-like beak that it uses with deadly accuracy.

Combat

A gryph attacks by swooping down at high speed and stabbing with its beak. If a female gryph is present, she attempts to grapple an opponent and implant her eggs in her victim.

Attach (Ex): A gryph that hits an opponent with its touch attack uses its legs to latch onto the opponent's body. An attached gryph has an AC of 11.

Implant Eggs (Ex): A female gryph that gets a hold stabs with her beak and injects 1d4 eggs into the host's bloodstream. Each day thereafter the host suffers 2d6 points of temporary Constitution damage. At the end of the third day, the eggs hatch and 1d4 new gryphs burst forth. If the host is still alive, he immediately takes an additional 2d6 points of temporary Constitution damage. If *remove disease* or *dispel evil* is cast on the host before the end of the third day, the eggs do not hatch and are destroyed.



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Author Scott Greene, based on original material by Peter Brown.

Guardian Daemon

	Large Outsider
Hit Dice:	8d8+24 (60 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	21 (-1 size, +1 Dex, +11 natural)
Attacks:	Bite +11 melee, 2 claws +9 melee
Damage:	Bite 4d4+4, claw 1d6+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Breath weapon
Special Qualities:	Damage reduction 20/+2, telepathy, immunities
Saves:	Fort +9, Ref +7, Will +8
Abilities:	Str 18, Dex 12, Con 16, Int 12, Wis 14, Cha 14
Skills:	Bluff +7, Gather Information +11, Hide +8, Listen +10, Move Silently +10, Search +9, Sense Motive +12, Spot +10, Wilderness Lore +6
Feats:	Blind-Fight, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (2-4)
Challenge Rating:	7
Treasure:	None (see text)
Alignment:	Always neutral
Advancement:	9-15 HD (Large); 16-24 HD (Huge)

Though called a daemon, scholars do not believe this creature to be related to the daemons of the lower planes. A guardian daemon is summoned to the Material Plane by a spellcaster with the task of guarding an area or treasure. These daemons vary in size and ap-

pearance: those encountered on the Material Plane have resembled type II demons (hezrou), type IV demons (nalfeshnee), large bears, and wild cats. Despite its variation and form, the guardian daemon is a dangerous adversary.

Combat

A guardian daemon only initiates combat if the area it is guarding is entered or the treasure it is guarding is tampered with. When engaged in combat, it may move freely, but never more than 5 feet from the area or treasure it guards. A guardian daemon attacks using its breath weapon, bite, and claws. It defends the area it is tied to until either it or its opponents are dead.

Breath Weapon (Su): Once every 1d4 rounds, cone of fire, 30 feet; 5d6 points of fire damage, Reflex save (DC 16) halves.

Telepathy (Sp): The guardian daemon can communicate with any creature within 100 feet that has a language.

Immunities (Ex): Guardian daemons are immune to mind-influencing effects and spells, sleep, hold, and polymorph. (There is a 50% chance that any particular guardian daemon is immune to fire. Guardian daemons with this immunity gain the fire subtype.)

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Author Scott Greene, based on original material by Ian McDowall.

H: Hamster, Giant to Huecuva

Hamster, Giant

	Large Animal
Hit Dice:	4d8+12 (30 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., burrow 10 ft.
AC:	12 (-1 size, +1 Dex, +2 natural)
Attacks:	Bite +6 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, cheek pouch
Special Qualities:	Immune to disease, low-light vision
Saves:	Fort +7, Ref +5, Will +1
Abilities:	Str 19, Dex 13, Con 16, Int 1, Wis 10, Cha 10
Skills:	Climb +14, Listen +4, Spot +4
Feat:	Endurance
Climate/Terrain:	Temperate hills and plains
Organization:	Small pack (1d4 adults, encounters of 2 or less will both be female, encounters of 3 will be two females and one male, while encounters of 4 will be two males and two females, 20% per adult female that 1d4 young are present, and 20% per adult female that 1d4 juveniles are present)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)

Giant hamsters are larger, slightly more aggressive relatives of the normal hamster. Like their smaller cousins, they come in a variety of colors, shapes, and sizes. Giant hamsters are omnivorous, but prefer to feast on a diet of grains, berries, nuts, and water. On occasion, they indulge in and eat meat, usually insects and the like. Also like its smaller cousin, the giant hamster can store food in its cheek pouches. The average giant hamster can store about 200 pounds of food at any given time.

Combat

Giant hamsters normally shun combat, but if cornered or extremely hungry they may attack. Note that even domesticated giant hamsters attack if their young are threatened. The giant hamster attacks by biting with its long, sharp teeth.

Improved Grab (Ex): To use this ability, a giant hamster must hit with its bite attack. If successful, it can stuff a foe in its cheek pouch. Giant hamsters have a grapple bonus of +12.

Cheek Pouch (Ex): By making a successful grapple check (grapple bonus +12) against an opponent of up to Small size, the giant hamster can stuff a foe in its cheek pouch. A trapped foe can escape by making a successful Strength check (DC 16) or by dealing 10 points of damage to the hamster's cheek (AC 12). A trapped foe can only attack with a Tiny slashing or piercing weapon, and then only if it was in hand when the foe was stuffed in the cheek pouch.

Immune to Disease (Ex): Giant hamsters are immune to all diseases (magical and otherwise).

Feat: Giant hamsters receive Endurance as a free bonus feat.

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Author Scott Greene, based on original material by Wizards of the Coast.

Hangman Tree

	Huge Plant
Hit Dice:	6d8+30 (57 hp)
Initiative:	-2 (Dex)
Speed:	0 ft. (see text)
AC:	17 (-2 size, -2 Dex, +11 natural)
Attacks:	3 vines +10 melee
Damage:	Vine constrict 1d6+8
Face/Reach:	10 ft. by 10 ft./0 ft. (15 ft. with vine)
Special Attacks:	Improved grab, constrict, swallow whole
Special Qualities:	Hallucinatory spores, SR 12, plant, vulnerabilities, blindsight
Saves:	Fort +10, Ref +0, Will +1
Abilities:	Str 27, Dex 6, Con 20, Int 8, Wis 10, Cha 10
Skills:	Hide +0*
Climate/Terrain:	Any forest
Organization:	Solitary

Challenge Rating:	6
Treasure:	50% standard
Alignment:	Usually neutral evil
Advancement:	7-12 HD (Huge); 13-18 HD (Gargantuan)

The hangman tree resembles a thick oak tree with very few leaves and branches. Close inspection reveals a scar-like marking on the lower part of the trunk (this is where undigested creatures or gear is expelled after digestion). Hidden among the hangman tree's branches and leaves are its rope-like appendages that it uses to trap its prey. Hangman trees can speak broken Common.

Combat

The hangman tree attacks by dropping its noose-like appendages around prey and yanking victims upwards. Trapped prey is held until it dies or is dropped into the hangman's trunk where it is digested.

Improved Grab (Ex): To use this ability, the hangman tree must hit a Large or smaller opponent with its vine attack. If it gets a hold, it can constrict. Constricted foes are swallowed. The hangman tree has a grapple bonus of +20. A single attack with a slashing weapon that deals at least 10 points of damage severs a vine (AC 15).

Constrict (Ex): A hangman tree deals 1d6+8 damage with a successful grapple check (grapple bonus +20) against Large or smaller opponents. Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.

Swallow Whole (Ex): A hangman tree can try to swallow a Large size or smaller opponent by making a successful grapple check (grapple bonus +20). The swallowed creature takes 1d6+4 points of crushing damage per round plus 2d6 points of acid damage from the hangman tree's interior. A swallowed creature can cut its way out using a light piercing or slashing weapon to deal 25 points of damage to the interior (AC 20). Once the creature exits, contraction closes the hole; another swallowed opponent must again cut its own way out. The hangman tree's interior can hold one Large, two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Hallucinatory Spores (Ex): A hangman tree can release a cloud of hallucinatory spores that causes all creatures within 50 feet to make a Will save (DC 18) or believe the tree to be of some ordinary sort. A creature affected has no interest in attacking the hangman tree for 3d6 minutes, unless the hangman tree attacks first.

Vulnerabilities (Ex): A hangman tree takes double damage from fire attacks unless such attacks allow a save, in which case it takes double damage on a failure and no damage on a successful save. Electrical attacks deal double damage to the hangman tree; cold-based attacks paralyze the tree for 1 round per caster level; darkness causes it to act as if affected by the *slow* spell.

Blindsight (Ex): Hangman trees have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-influencing spells or effects.

Skills: A hangman tree receives a +16 racial bonus to Hide checks made in forested areas.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Haunt

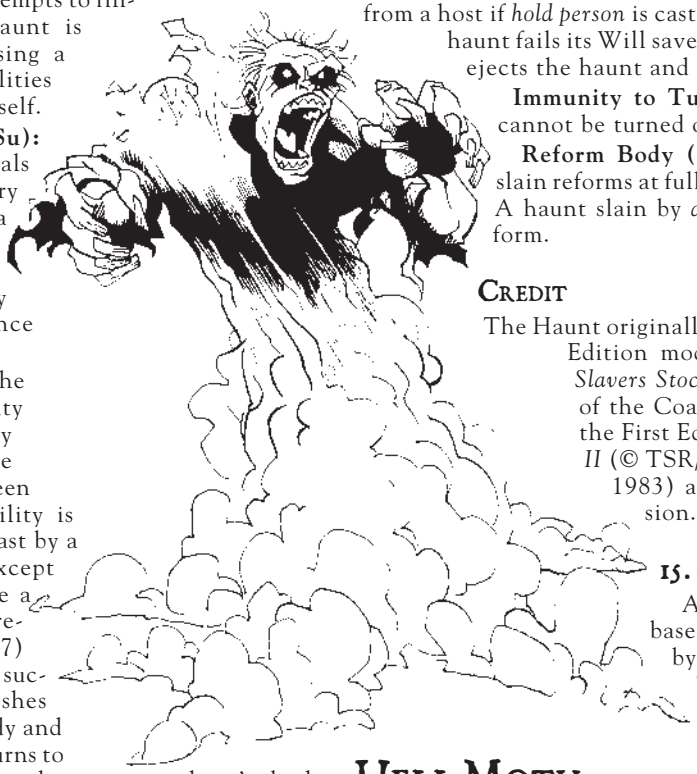
	Medium-Size Undead (Incorporeal)
Hit Dice:	5d12 (32 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 30 ft.
AC:	14 (+2 Dex, +2 deflection)
Attacks:	Incorporeal touch +4 melee
Damage:	Incorporeal touch 1d3 temporary Dexterity damage
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Dexterity damage, malevolence, strangle
Special Qualities:	Alternate form, undead, incorporeal, vulnerability, immunity to turning, reform body
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str —, Dex 15, Con —, Int —, Wis 14, Cha 14
Feats:	Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Any
Advancement:	6-9 HD (Medium-size); 10-15 HD (Large)

The haunt is the spirit of a person who died before completing some vital task. A haunt inhabits an area

within 60 feet of where its body died and never leaves this area. It desires but one thing: its final rest. To accomplish this, it must possess a living creature and finish the task that prevents it from achieving everlasting slumber. A haunt only attacks humanoid creatures.

Combat

A haunt attacks using its incorporeal touch. It concentrates on a single foe, attempting to render it helpless by draining its Dexterity. Once that victim reaches Dexterity 0, the haunt uses its malevolence ability to possess the body and attempts to finish its task. If the haunt is attacked while possessing a body, it uses all the abilities of the host to defend itself.



Dexterity Damage (Su): The touch of a haunt deals 1d3 points of temporary Dexterity damage to a living foe. A creature reduced to 0 Dexterity by a haunt is attacked by the haunt's malevolence ability.

Malevolence (Su): The haunt can use this ability once per round and only does so against a foe whose Dexterity has been reduced to 0. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. The victim receives a Will save (DC 17) to avoid. If the attack succeeds, the haunt vanishes into the opponent's body and the host's Dexterity returns to normal. The haunt uses the host's body to complete the task that binds it to the Material Plane. Once the task is completed, the haunt leaves the host and fades away forever. When the haunt leaves the host, the victim's Dexterity is 3. Lost Dexterity points are regained at the rate of 1 point per hour. If the material body is slain while the haunt is contained in it, the creature haunts the area where its host was slain.

Strangle (Su): If a creature possessed by a haunt (i.e., one the haunt has successfully used its malevolence against) has an alignment opposite to that of the haunt, it attempts to strangle itself using the its own hands. Unless precautions are taken to restrain the possessed victim's hands, they immediately reach for the throat and begin strangling the haunt-possessed body. An opponent takes 1d4 points of damage each round until its hands are forcibly restrained (Strength check at a DC equal to the victim's Strength), the haunt is ejected from the body, or the victim dies. The victim cannot hold his breath while being strangled in this manner.

Alternate Form (Su): A haunt's natural form is that of a translucent image appearing much as the person did in life. As a standard action, it can assume one other form. A haunt can alter its form so as to appear as a luminescent ball of light (possibly being mistaken for a will-o'-wisp in this form). It cannot use its Dexterity damage attack or its malevolence attack in this form and loses its incorporeality. The haunt gains a +1 size bonus to its AC (because its size changes to Small) while in this form. A haunt remains in one form until it chooses to assume a new one. A change in form cannot be dispelled.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Vulnerability (Ex): A haunt can be forcibly ejected from a host if *hold person* is cast on the victim and the haunt fails its Will save. A *dispel evil* instantly ejects the haunt and slays it forever.

Immunity to Turning (Ex): A haunt cannot be turned or rebuked.

Reform Body (Su): A haunt that is slain reforms at full strength in one week. A haunt slain by *dispel evil* does not reform.

Credit

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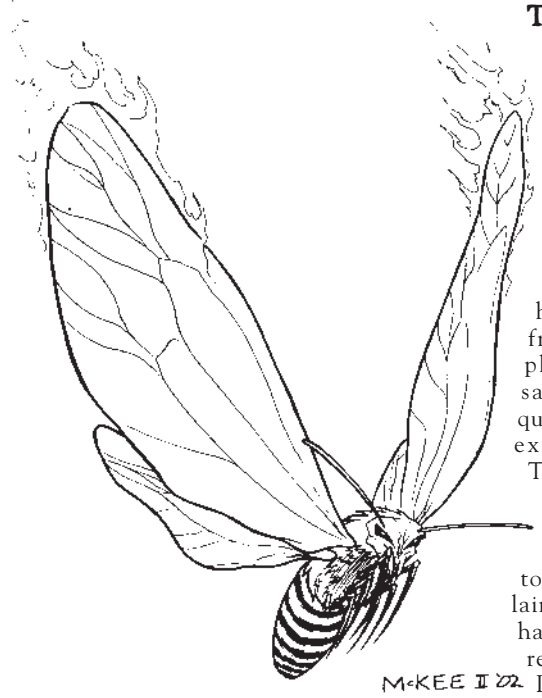
Author Scott Greene, based on original material by Harold Johnson and Tom Moldvay.

Hell Moth

	Large Aberration
Hit Dice:	9d8+27 (67 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	10 ft., fly 40 ft. (average)
AC:	19 (-1 size, +3 Dex, +7 natural)
Attacks:	Bite +10 melee
Damage:	Bite 1d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Engulf, immolation
Special Qualities:	Fire resistance (30), scent, darkvision 60 ft.
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 21, Dex 16, Con 17, Int 6, Wis 12, Cha 10
Skills:	Listen +9, Move Silently +13, Spot +9
Feat:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or flock (3-6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral (evil tendencies)
Advancement:	10-15 HD (Large); 16-27 HD (Huge)



A hell moth looks like a giant moth with spiraling bands of red and black on its body. It is thought to have come from another plane, though sages are not quite sure of its exact origin. The hell moth attacks living creatures that wander too close to its lair. A hell moth has large, thin, reddish wings. Its body is light gray and striped with black and red bands. It otherwise resembles a large moth with an 8-foot wingspan.

Combat

Hell moths wait for their prey to pass nearby before attacking. If facing multiple opponents, they attempt to bite and usually do not employ their engulfing ability. Multiple hell moths work in concert with one another against opponents. When a hell moth has successfully engulfed a foe, it sets its own body on fire in a display of self-immolation that consumes both it and its engulfed opponent.

Engulf (Ex): A hell moth can try to wrap a Medium-size or smaller creature in its body as a standard action. The hell moth attempts a grapple that does not provoke an attack of opportunity (grapple bonus +15). If it gets a hold, it bites the engulfed victim with a +4 attack bonus. Attacks that hit an engulfing hell moth deal half their damage to the monster and half to the trapped victim.

Immolation (Su): After a hell moth has successfully grappled an opponent (grapple bonus +15), it explodes its body in a hellish ball of fire that deals 6d10 points of fire damage to itself and its opponent (reduce the damage dealt to the hell moth by its fire resistance). It can use this ability once every 3 hours (providing it survives). All those within 10 feet of the hell moth (including the engulfed victim) when it uses this ability must succeed at a Reflex save (DC 17) or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished.

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Author Scott Greene.

Hippocampus

	Large Beast (Aquatic)
Hit Dice:	4d10+12 (34 hp)
Initiative:	+2 (Dex)
Speed:	Swim 60 ft.
AC:	15 (-1 size, +2 Dex, +4 natural)
Attacks:	Bite +6 melee; or tail slap +6 melee; or butt +6 melee
Damage:	Bite 1d4+4; or tail slap 1d6+4; or butt 1d4+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 10
Skills:	Hide +4*, Listen +5, Spot +5
Climate/Terrain:	Any aquatic
Organization:	Solitary, pair, or herd (3-8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic good
Advancement Range:	5-12 HD (Large)

A hippocampus is often called a merhorse or sea horse, for it is indeed a half-horse/half-fish creature of the sea. The front half of a hippocampus resembles a horse, complete with a flowing mane and long, strong legs. The legs, however, end in wide fins rather than hooves. The hindquarters of the animal are that of a great fish. Its body is covered in fine scales in the fore parts and large scales elsewhere. The hippocampus' scales vary in color from ivory to deep green, with shades of blue and silver. Aquatic races often tame these animals, and they make fine steeds, for they are strong, swift, and very intelligent. Although they cannot speak, they understand Aquan and can learn another language if properly trained.

Combat

Hippocampuses are docile creatures and only fight if threatened or if an ally is threatened. In combat, they use their powerful bite or tail slap. On rare occasions, the hippocampus may butt an opponent with its head.

Skills: *Due to their coloration, hippocampuses receive a +4 racial bonus to Hide checks when submerged.

Training a Hippocampus

Training a hippocampus as an aquatic mount requires a successful Handle Animal check (DC 21 for a

young creature, or DC 28 for an adult) and that the creature be willing. Hippocampuses mature at the same rate as horses. Trainers can reduce the DC by 5 and the rearing time by one-half by using a magical bridle enchanted for this purpose.

Hippocampus eggs are worth 1,500 gp apiece on the open market, while hippocampus young are worth 2,500 gp each. Professional trainers (usually tritons) charge 1,000 gp to rear or train a hippocampus. Riding a trained hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot attack in the same round unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for a Hippocampus is up to 233 pounds, a medium load 234-466 pounds, and a heavy load 467-700 pounds.

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Author Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Hoar Fox

	Small Magical Beast (Cold)
Hit Dice:	2d10 (11 hp)
Initiative:	+4 (Dex)
Speed:	40 ft.
AC:	19 (+1 size, +4 Dex, +4 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d6-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Scent, cold subtype
Saves:	Fort +3, Ref +7, Will +2
Abilities:	Str 6, Dex 18, Con 10, Int 2, Wis 14, Cha 6
Skills:	Hide +10, Listen +4, Spot +4
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any cold land
Organization:	Solitary or pack (2-5)
Challenge Rating:	2
Treasure:	None (pelt is worth 500 gp)
Alignment:	Always neutral
Advancement:	3-6 HD (Small)

Hoar foxes resemble normal foxes, except for their beautiful silvery-gray fur. They hunt in packs and can often be found lairing near settled areas. Hoar foxes are often hunted for their fur as it brings a handsome sum on the open market.

Combat

Hoar foxes are timid creatures and rarely aggressive unless threatened. They bite an attacker to try to scare it away, but if that tactic fails, they use their breath weapon.

Breath Weapon (Su): Line of cold 5 feet wide, 5 feet high, 30 feet long; once per 1d4 rounds; damage 2d6, Reflex DC 11 halves.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

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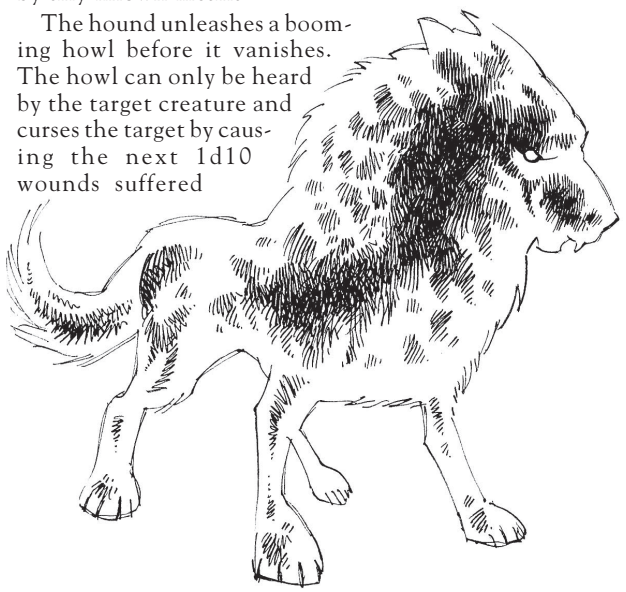
Author Scott Greene, based on original material by Graeme Morris.

Hound of Ill Omen

Hazard (CR —)

The hound of ill omen (only one is thought to exist) is a legendary monster that appears when a living creature offends his/her deity. The hound appears as a shadowy, translucent wolf about 5 feet tall at the shoulder. Only the creature that offended his deity can see the hound, and only he is affected by the hound's attack. The hound cannot be attacked or driven away by any known means.

The hound unleashes a booming howl before it vanishes. The howl can only be heard by the target creature and curses the target by causing the next 1d10 wounds suffered



by it to inflict quadruple damage. Also, no form of healing (curative magic, potions, and the like) is possible until the victim suffers the requisite number of wounds. The victim receives no save to avoid the howl's effects, but if *remove curse* is cast on the opponent within 10 minutes after the howl, the effects of the curse are halved (i.e., only 1-5 wounds deal quadruple damage).

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Author Scott Greene, based on original material by Mike Roberts.

Huecuva

	Medium-Size Undead
Hit Dice:	2d12 (13 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	Claw +2 melee
Damage:	Claw 1d4+1 and disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Undead, change self, damage reduction 10/+1, turn resistance +2
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 12, Dex 14, Con –, Int 4, Wis 12, Cha 10
Skills:	Hide +6, Listen +5, Spot +5
Feat:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), or pack (5-10)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	3-6 HD (Medium-size)

Huecuva are the undead spirits of good clerics who were unfaithful to their god and turned to the path of evil before death. As punishment for their transgression, their god condemned them to roam the earth as the one creature all good-aligned clerics despise — undead. Huecuva resemble robed skeletons and are often mistaken for such creatures. Though a huecuva's head appears quite skeletal, its body is humanoid, but rotted in several places. Worms and tiny insects constantly crawl and slither into and out of a huecuva's body in various locations. A huecuva wears filthy rags and tattered priestly vestments.

Combat

A huecuva attacks with its claws, raking and slashing at its opponents. It attacks relentlessly until either it or its opponent is dead. During combat, if a good-aligned cleric attempts to turn a huecuva and fails, the huecuva concentrates all attacks on that cleric, ignoring all other opponents until the cleric or the huecuva is dead.

Disease (Su): Filth Fever — claw, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (see "Disease" in the ***DMG***, Chapter 3).

Change Self (Sp): 3/day — as the spell cast by a 10th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Huecuva have darkvision with a range of 60 feet.

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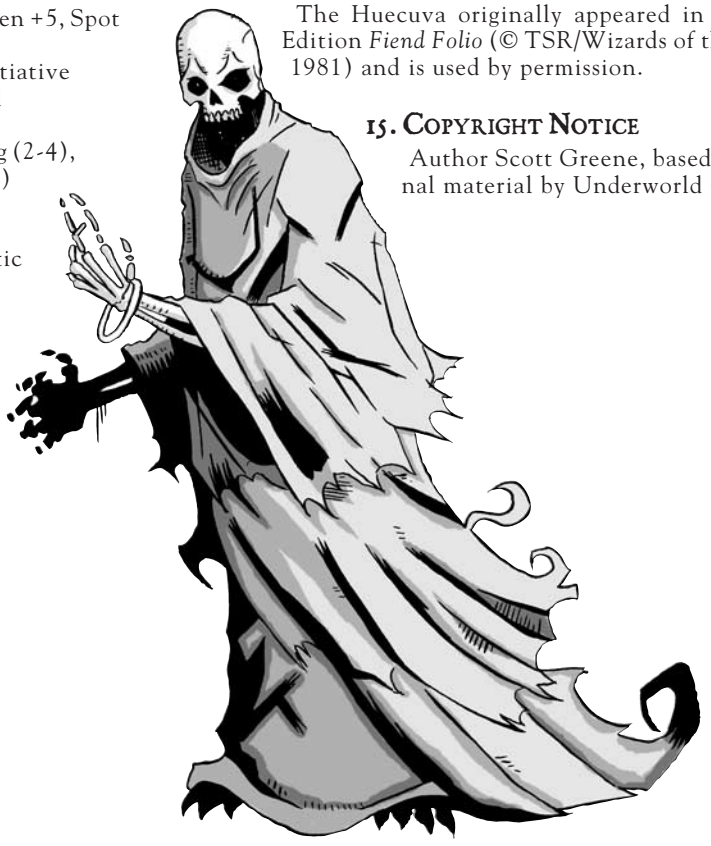

I: Inphidian to Iron Cobra

Inphidian

	Medium-Size Aberration
Hit Dice:	4d8+8 (30 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	17 (+3 Dex, +4 natural)
Attacks:	2 bites +5 melee
Damage:	Bite 1d4+2 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blinding spray, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +4, Will +5
Abilities:	Str 14, Dex 16, Con 15, Int 12, Wis 12, Cha 12
Skills:	Hide +9, Listen +10, Move Silently +8, Search +6, Spot +10
Feat:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or gang (2-5)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6-8 HD (Medium-size); 9-12 HD (Large)

An inphidian is the result of a failed evil and ensorcelled experiment involving humans and snakes, possibly by an ancient cult of snake worshippers — at least that is the conjecture among sages and those who have actually encountered an inphidian. Some sages believe that the inphidians are former worshippers that were cursed by the snake god himself for some wrongdoing. An inphidian appears as a humanoid standing about 6 feet tall. Its skin is covered with blue-green scales, and its head is almost snake-like in appearance. It has no hair on its head or body. The most unusual feature of an inphidian is its hands: for where they should be, they are not. Each hand has been replaced with the head of a viper with scales of the same blue-green color as the other parts of the inphidian.

Combat

An inphidian enters combat first spewing its blinding spray at a target before moving into melee range, where its snake-hands bite the its opponents.

Blinding Spray (Ex): Once per minute, an inphidian can spew forth a line of milky-white liquid that causes blindness for 6 rounds to any creature struck. A Reflex save (DC 14) negates this effect.

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d3 temporary Strength, secondary damage 1d6 temporary Strength.

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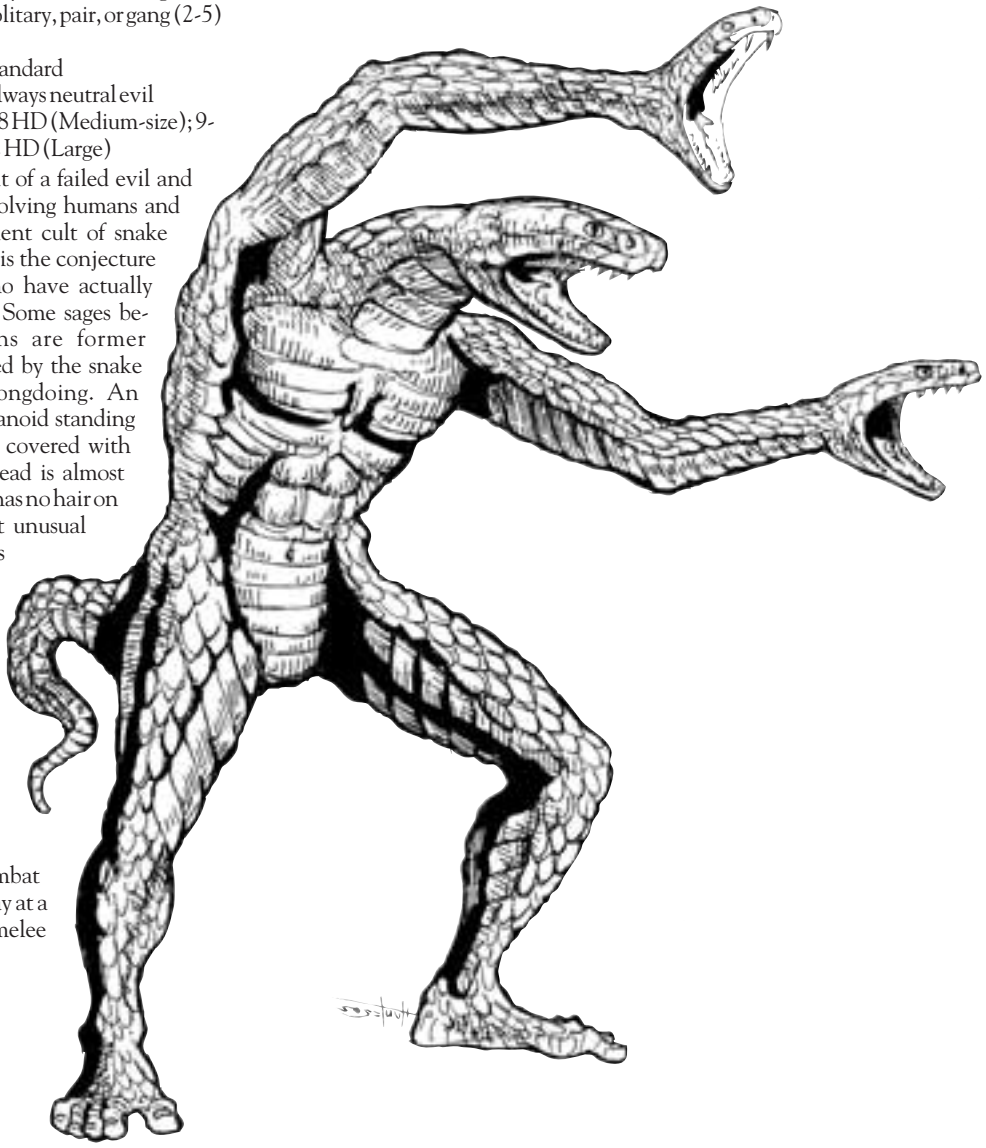
Author Scott Greene.



Iron Cobra

	Small Construct
Hit Dice:	1d10 (5 hp)
Initiative:	+0
Speed:	40 ft.
AC:	20 (+1 size, +9 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d3+1 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison, find target
Special Qualities:	Construct, damage reduction 10/+1, SR 16
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 12, Dex 11, Con —, Int —, Wis 11, Cha 1
Skills:	Hide +8, Move Silently +4
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Medium-size)

The iron cobra is a construct that resembles a small, 3-foot long cobra. Its body sheens with silver and reflects light. Its eyes are small pinpoints of red light that give it an evil and determined — and almost intelligent — look. The iron cobra is most often used to guard a treasure or to act as a bodyguard to its creator, though on some occasions it can be ordered to track down and slay any creature who is within 1 mile and whose name is known by the creator.

Combat

The iron cobra attacks by biting its opponent.

Poison (Ex): The bite of an iron cobra is poisonous, but being a construct, it does not produce its poison the way normal snakes do. The creator must fill the iron cobra's poison sacs (located inside). The sacs can be filled with any poison found in the ***DMG*** (see Chapter 3). The iron cobra can inject its poison three times per day before its sacs are emptied. It takes 5 rounds to refill the poison sacs.

Find Target (Sp): When ordered to find a being that is within 1 mile, the iron cobra does so unerringly, as though guided by *discern location*.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects.

Skills: The iron cobra receives a +8 racial bonus to Hide checks and a +4 racial bonus to Move Silently checks.

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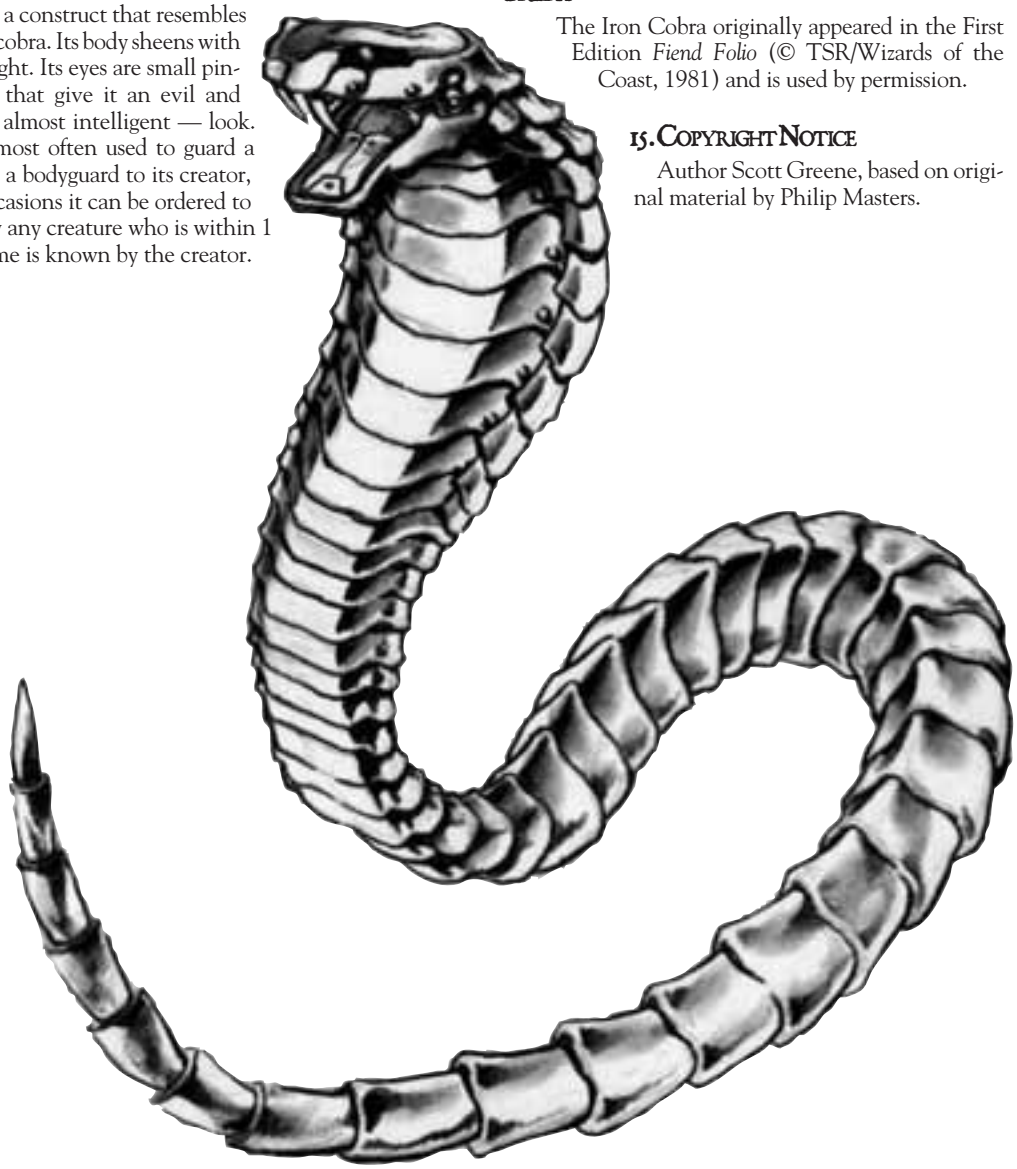

J: Jackalwere to Jupiter Bloodsucker

Jackalwere

See the Templates Appendix, under **Therianthrope**.

Jack-O-Lantern

	Medium-Size Plant
Hit Dice:	6d8+6 (33 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	14 (+3 Dex, +1 natural)
Attacks:	3 slams +6 melee, or by weapon +6 melee
Damage:	Slam 1d6+2 melee, or by weapon
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Improved grab, constrict, rend, fire seeds
Special Qualities:	Darkvision 60 ft., plant
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 14, Dex 16, Con 13, Int 6, Wis 11, Cha 2
Skills:	Climb +9, Hide +10, Listen +7, Move Silently +10
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	7-12 HD (Medium-size), 13-18 HD (Large)

A jack-o-lantern is an animated plant creature brought to life by a combination of druidic magic and fey sprits. It is a roughly humanoid shaped tangle of vines and leaves, with a large pumpkin for its head. The pumpkin-head bears a leering face that appears to have been carved there, and it glows from inside with an eldritch fire. The nature of the face generally reflects the alignment of the animating spirit.

Combat

A jack-o-lantern attacks with its many tendrils, rending and tearing at its prey; a given jack-o-lantern has one tendril strong enough for attacking for every 2 HD it possesses. Occasionally, a jack-0-lantern is armed with a pitchfork or scythe.

Improved Grab (Ex): A jack-o-lantern that hits a Medium-size or smaller opponent with at least two slam attacks in a single round can choose either to constrict or rend the opponent. The jack-o-lantern has a grapple bonus of +6.

Constrict (Ex): A jack-o-lantern that hits with at least two slam attacks on a single opponent deals automatic slam damage every round to a grappled opponent.

Rend (Ex): A jack-o-lantern that hits with at least two slam attacks on a single opponent deals 2d6+3 points of damage as it wrenches and tears the flesh.

Fire Seeds (Su): Once per day, as the spell cast by an 11th-level druid. The jack-o-lantern can only make use of the first version of this spell, and it cast the spell on its own pumpkin seeds rather than acorns.

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Skills: Jack-o-lanterns receive skill points as if they were fey.

Creating A Jack-O-Lantern

To create a jack-o-lantern, the caster must be a druid of at least 11th-level. Creating a jack-o-lantern involves placing a single pumpkin seed into the mouth of a corpse and burying the corpse in an open field. The body must be that of a humanoid of at least 6th-level; the jack-o-lantern has the same HD and alignment as the humanoid did in life. Once the body is buried, the creator must cast *control plants*, *awaken*, *summon nature's ally IV*, and *fire seeds* — in that order.

The pumpkin plant that grows from the corpse must be carefully nurtured and tended, requiring a Profession (farmer) check (DC 15). The Profession (farming) check does not need to be made by the creator. Several pumpkins will grow on the vine, one of which will contain the essence of the nature spirit that will eventually animate the plant. The creator must make a Knowl-

edge (nature) check (DC 20) to determine which pumpkin holds the essence — all others must be picked off the vine and discarded. By harvest time, if the creator chose the right pumpkin, the jack-o-lantern animates and seeks out is creator for instructions.

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Author Erica Balsley.

Jaculi

	Large Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	14 (-1 size, +3 Dex, +2 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Leap
Special Qualities:	Chameleon
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 2
Skills:	Listen +6, Spot +6
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate forest and underground
Organization:	Swarm (6-13)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Large)

The jaculi is a 10-foot long serpent that makes its home in dark forests or in natural caverns deep underground. The jaculi, though not aggressive, is very territorial and defends its territory with great skill. A jaculi can grow to a length of 15 feet. Its head is squat, flat, and encircled with a mane-like ridge of sharp bones. Its natural coloration is a deep green fading to dark brown near the tail. Its underbelly is light gray.

Combat

Jaculi lie in wait for their prey and then leap to the attack and bite.

Leap (Ex): A jaculi can leap from any high point to a distance of 40 feet and attack at its full attack bonus in the same round.

Chameleon (Ex): A jaculi has the ability to alter its coloration to blend in better with its surroundings. It does this as a standard action and gains a +12 bonus to Hide checks when using this ability to blend with its surroundings.

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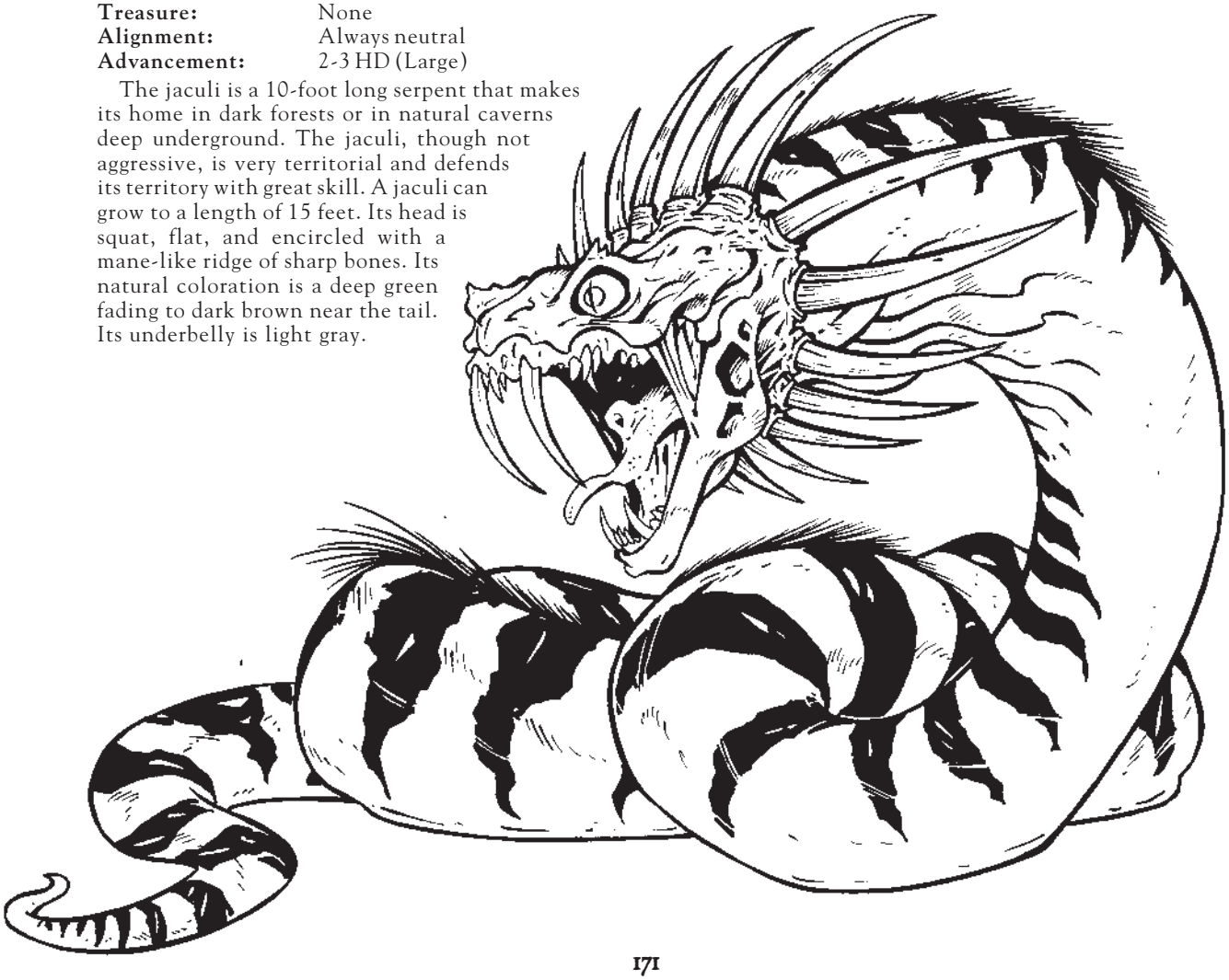

Jellyfish, Monstrous

	Large Vermin (Aquatic)
Hit Dice:	3d8 (13 hp)
Initiative:	+1 (Dex)
Speed:	Swim 10 ft.
AC:	12 (-1 size, +1 Dex, +2 natural)
Attacks:	8 tentacles +2 melee
Damage:	8 tentacles poison
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, poison
Special Qualities:	Vermin
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 11, Dex 12, Con 10, Int —, Wis 10, Cha 2
Skills:	Hide +10, Move Silently +6
Feat:	Weapon Finesse (tentacle)
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary, pack (2-5), cluster (6-11), or swarm (12-23)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)

The jellyfish's body is a translucent pink, blue, or purple hollow form resembling an inverted umbrella of sorts. A giant jellyfish's body averages 8 feet or more in diameter, while its tentacles (trailing beneath it underwater) can reach lengths of around 50 feet or greater. Special muscles on the underside of the jellyfish's body push water out of it, allowing the creature to swim through propulsion. Jellyfish eat anything that contacts their tentacles — usually crustaceans, fish, algae, and plankton.

Combat

A jellyfish spends its time floating in the oceans and seas. When something contacts its tentacles, it quickly rolls its tentacles around the creature or object, attempting to paralyze and devour it.

Improved Grab (Ex): To use this ability, the jellyfish must hit an opponent of up to Medium-size with a tentacle attack. If it gets a hold, it poisons its prey and attempts to carry it off to devour it. The jellyfish has a grapple bonus of +7.

Poison (Ex): Those who touch or those hit by a jellyfish's tentacle must succeed at a Fortitude save (DC 15) or take 1d6 points of temporary Dexterity damage. One minute later, another save must be made to avoid another 1d6 points of temporary Dexterity damage. A grappled creature takes temporary Dexterity damage each round the hold is maintained.

Vermin: Immune to mind-influencing spells and effects.

Skills: Due to their coloration, jellyfish receive a +8 racial bonus to Hide checks.

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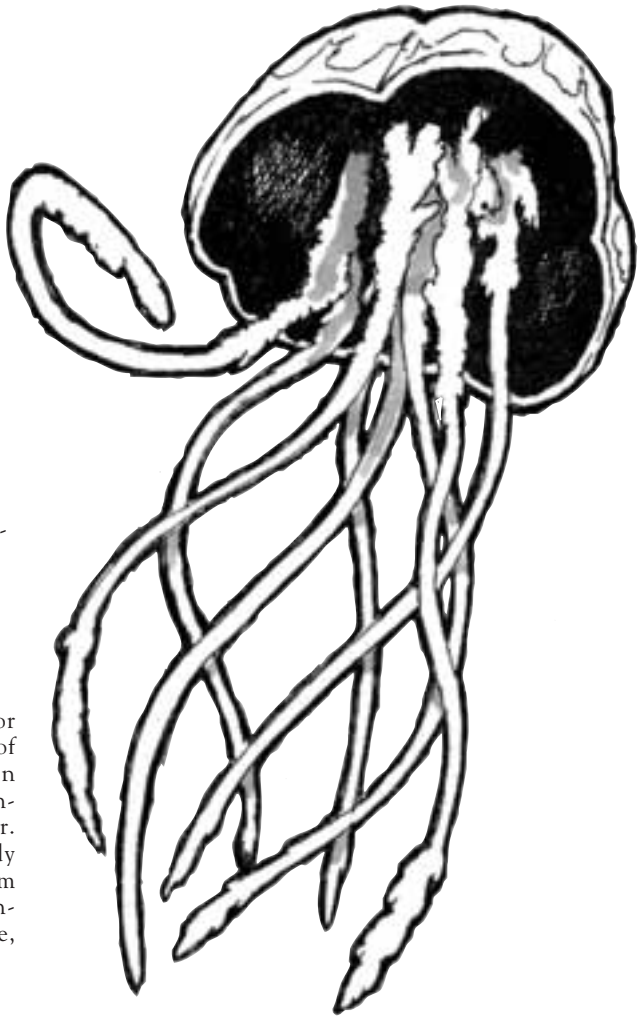

Jupiter Bloodsucker

	Medium-Size Plant
Hit Dice:	3d8+6 (19 hp)
Initiative:	-3 (Dex)
Speed:	5 ft.
AC:	15 (-3 Dex, +8 natural)
Attacks:	Slam +3 melee
Damage:	Slam 1d6+1 and blood drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, blood drain, smother
Special Qualities:	Fire vulnerability, plant, blindsight
Saves:	Fort +5, Ref –2, Will +1
Abilities:	Str 12, Dex 5, Con 15, Int –, Wis 10, Cha 10
Climate/Terrain:	Any land
Organization:	Bed (1–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium–size); 7-9 HD (Large)

The jupiter bloodsucker, or vampire plant, is a small, seemingly ordinary plant. Four large dark green and serrated leaves top the brown, red-veined roots. A creature looking closely at the roots may notice that the stems are transparent and that blood seems to course through them (Spot check DC 15 to notice).

On the bottom of each leaf are many small, sharp thorns. These are used to attach to a victim and drain its blood.

Combat

The jupiter bloodsucker attacks with its leaves in combat, attempting to grapple and pin a foe. A grabbed opponent is drained of blood by the thorny leaves. At the same time, one leaf covers the victim's face, attempting to smother it.

Improved Grab (Ex): To use this ability, the jupiter bloodsucker must hit an opponent of up to Medium-size with its slam attack. If it gets a hold, it wraps its opponent in its leaves and drains blood. The jupiter bloodsucker has a grapple bonus of +3. After a successful grab, the jupiter bloodsucker can try to attach its remaining leaves with a single grapple check. The opponent can escape with a single Escape Artist check, but the jupiter bloodsucker gets a +2 circumstance bonus for every leaf that was attached at the beginning of the opponent's turn.

Blood Drain (Ex): A jupiter bloodsucker deals 1 point of temporary Constitution per round per leaf attached. If reduced to Constitution 0, the victim has been completely drained of blood and dies. A creature that escapes heals Constitution damage at the rate of 1 point per hour.

Smother (Ex): A jupiter bloodsucker can, on a successful grapple check (grapple bonus +3), cover the mouth and nose of its opponent. This deals suffocation damage (see the "Suffocation" sidebar in the ***DMG***, Chapter 3).

Fire Vulnerability (Ex): Jupiter bloodsuckers take double damage from fire attacks.

Plant: Immune to poison, *sleep*, stunning, paralysis, and *polymorphing*. Not subject to critical hits or mind-influencing spells and effects.

Credit

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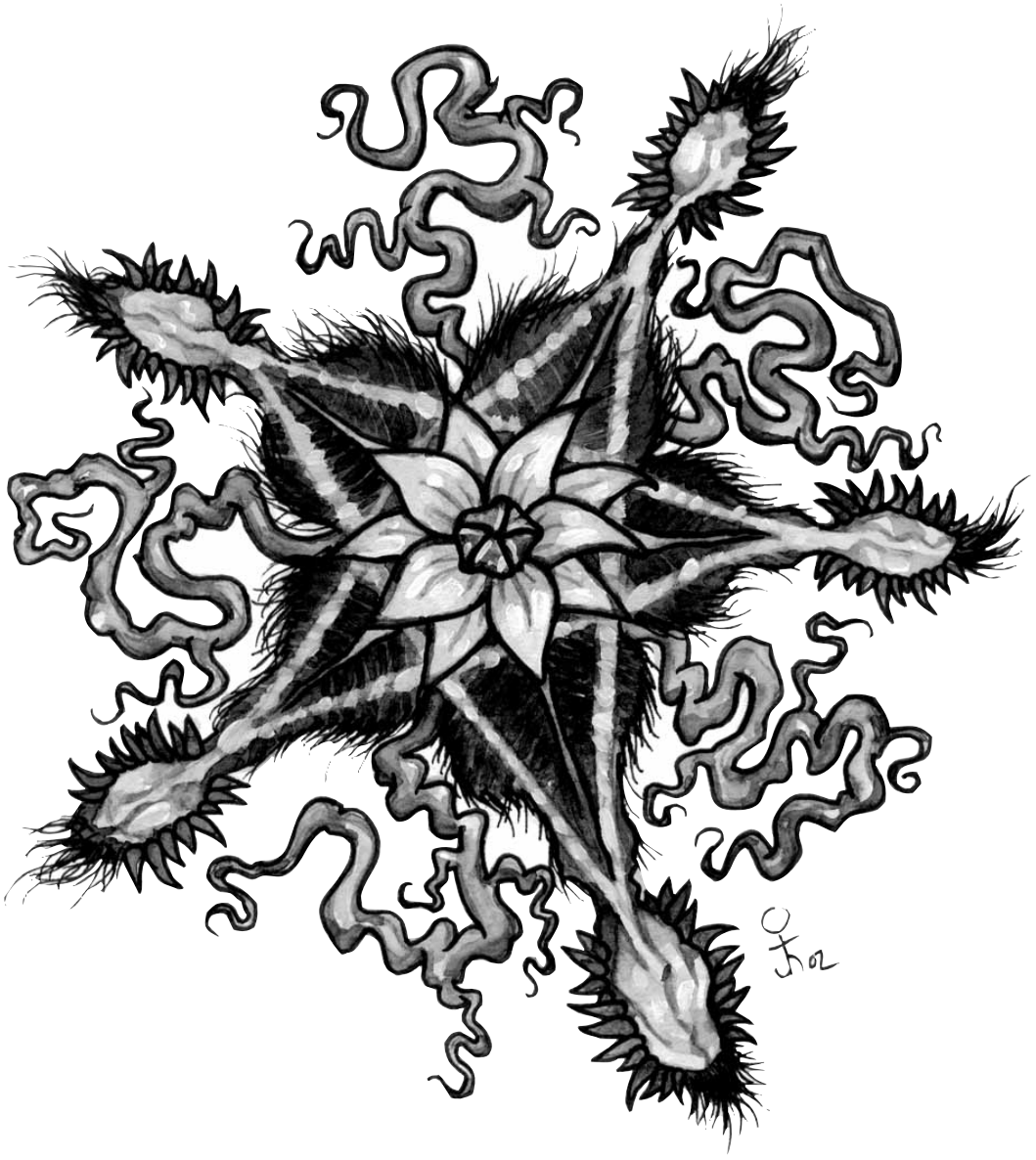


K: Kamadan to Korred

Kamadan

	Large Magical Beast
Hit Dice:	4d10+8 (30 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	16 (-1 size, +2 Dex, +5 natural)
Attacks:	2 claws +8 melee, 6 snakes +3 melee, bite +3 melee
Damage:	Claw 1d6+4, snakes 1d4, bite 1d8+2
Face/Reach:	5 ft. by 10 ft./5 ft. (10 ft. with snakes)
Special Attacks:	Breath weapon, snakes
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 18, Dex 15, Con 15, Int 5, Wis 12, Cha 9
Skills:	Balance +8, Hide +5*, Listen +6, Move Silently +9, Spot +6
Feats:	Alertness, Dodge
Climate/Terrain:	Any temperate and warm land
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral (evil tendencies)
Advancement:	5-9 HD (Large); 10-12 HD (Huge)

The kamadan is a feline-like predator that may somehow be related to the displacer beast. It resembles a large leopard with emerald green eyes and six serpents sprouting from its shoulders. The kamadan has coarse, yellowish brown fur and a leopard-like body and head. It is about 9 feet long and weighs about 500 pounds. The serpents are blackish-green in color and about 10 feet long. The kamadan is a swift predator that hunts anything that enters its territory.

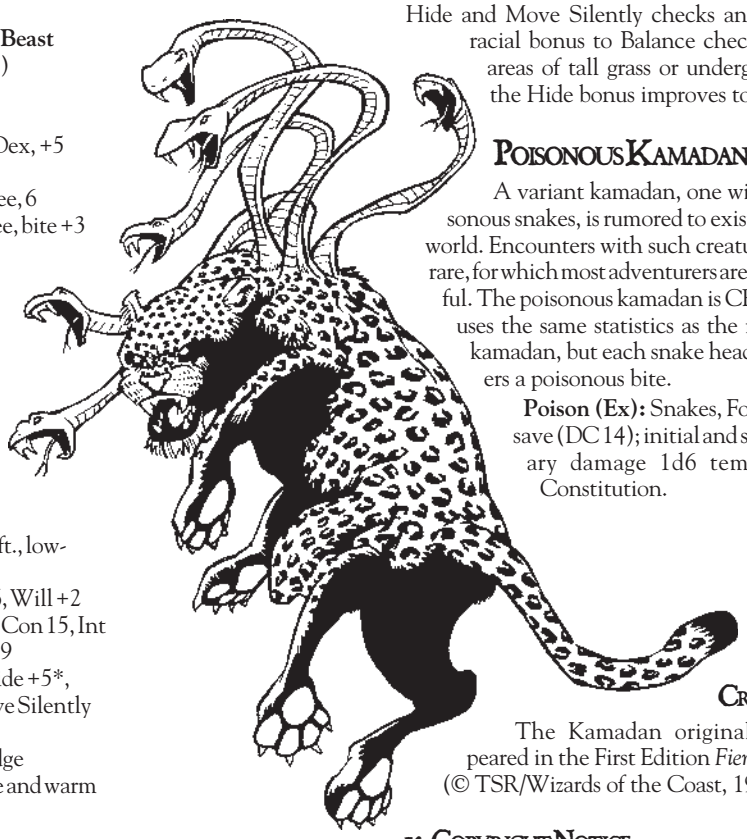
Combat

The kamadan opens combat by using its breath weapon. It attacks those that resisted using its claws and bite. Each snake also bites an opponent.

Breath Weapon (Su): Cone of sleep, 30 feet, every 1d4 rounds (but not more than 5/day); Fortitude negates. Creatures with 4 HD or less do not receive a save to avoid the effects; they are automatically affected. Otherwise, as the *sleep* spell cast by an 8th-level sorcerer.

Snakes (Ex): Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamadan's Strength bonus to damage.

Skills: Kamadans receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or undergrowth, the Hide bonus improves to +8.



Poisonous Kamadan

A variant kamadan, one with poisonous snakes, is rumored to exist in the world. Encounters with such creatures are rare, for which most adventurers are thankful. The poisonous kamadan is CR 6 and uses the same statistics as the normal kamadan, but each snake head delivers a poisonous bite.

Poison (Ex): Snakes, Fortitude save (DC 14); initial and secondary damage 1d6 temporary Constitution.

Credit

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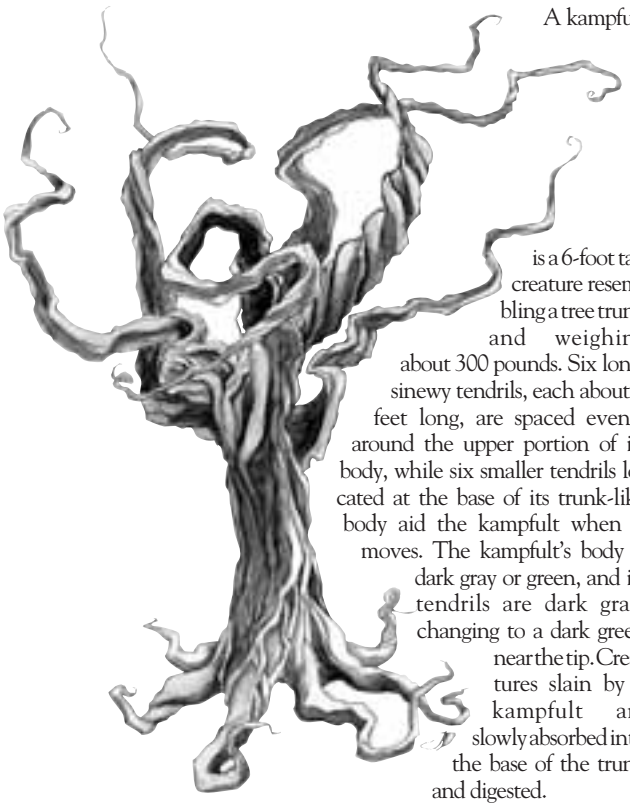
Kampfult (Sinewy Mugger)

	Medium-Size Plant
Hit Dice:	2d8+4 (13 hp)
Initiative:	+1 (Dex)
Speed:	10 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	6 tendrils +4 melee
Damage:	Tendril 1d3+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, constrict 1d3+3
Special Qualities:	Plant, blindsight
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 16, Dex 12, Con 14, Int 6, Wis 12, Cha 6
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	3-5 HD (Medium-size); 6 HD (Large)

The kampfult is a tree-like creature that haunts subterranean realms in search of prey, grabbing any living creature that passes by.



A kampfult is a 6-foot tall creature resembling a tree trunk and weighing about 300 pounds. Six long, sinewy tendrils, each about 6 feet long, are spaced evenly around the upper portion of its body, while six smaller tendrils located at the base of its trunk-like body aid the kampfult when it moves. The kampfult's body is dark gray or green, and its tendrils are dark gray, changing to a dark green near the tip. Creatures slain by a kampfult are slowly absorbed into the base of the trunk and digested.

Combat

The kampfult attacks from surprise, waiting until its prey moves within reach and then lashing out with its tendrils, attempting to grab and entangle its prey. A kampfult rarely attacks creatures larger than itself unless it is extremely hungry. It fights until either it or its opponent is dead.

Improved Grab (Ex): To use this ability, the kampfult must hit an opponent of up to Medium-size with a tendril attack. If it gets a hold, it constricts. The kampfult has a grapple bonus of +4.

Constrict (Ex): A kampfult deals 1d3+3 points of damage with a successful grapple check.

Plant: The kampfult is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing spells and effects.

Blindsight (Ex): Kampfults have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Credit

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Kech

	Medium-Size Beast
Hit Dice:	5d10+5 (32 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	2 claws +4 melee, bite -1 melee
Damage:	Claw 1d4+1, bite 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rend 2d4+1
Special Qualities:	Pass without trace, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 13, Dex 15, Con 12, Int 9, Wis 13, Cha 12
Skills:	Climb +10, Hide +2*, Listen +5, Move Silently +5, Spot +5
Climate/Terrain:	Any forest
Organization:	Pack (2-5) or band (2-8 plus 50% noncombatants)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6-15 HD (Medium-size)

Keches are monkey-like humanoids standing about 6 feet tall and weighing about 130 pounds. Keches make their homes in trees and prefer to move through the trees rather than on the ground. They have an almost human organization and society among the various tribes and clans. Family units dwell in a single lair (usually a hollowed tree or small hut built among the branches of a leafy tree). The kech has leathery skin that on first glance resembles a covering of leaves and foliage. Its skin is greenish-brown and its eyes are sapphire blue. Keches speak their own language and Common.

Combat

Keches attack from ambush, preferring to ensnare their prey in pits, traps, or the like. If faced with a weak adversary, they attack with a frontal assault, seeking to kill as quickly as possible. Slain prey is dragged into the kech's lair and devoured at the creature's leisure.

Rend (Ex.): If a kech hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d4+1 points of damage.

Pass without Trace (Ex.): The kech can move across any ground — ice, snow, mud — without leaving any footprints. Tracking by nonmagical means is impossible.

Skills: Keches receive a +2 racial bonus to Listen and Spot checks. *Due to their coloration and leaf-like skin, keches receive a +12 racial bonus to Hide checks when in a forested area.

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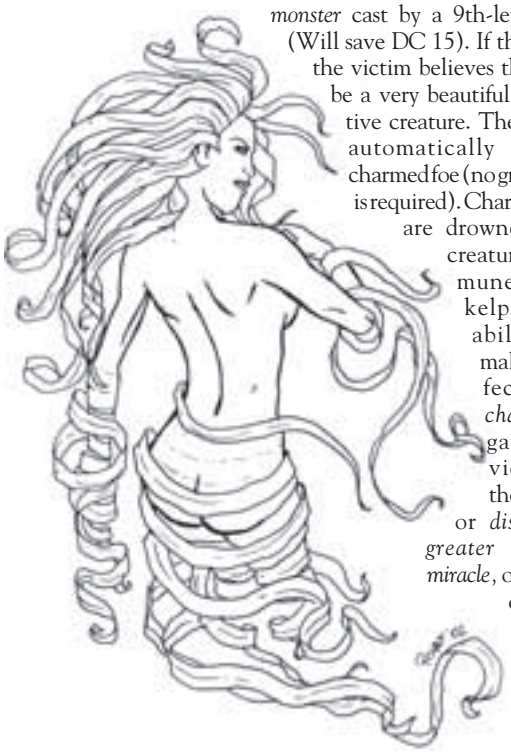
Kelpie

	Medium-Size Plant (Aquatic)
Hit Dice:	5d8+5 (27 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	Slam +5 melee
Damage:	Slam grapple
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Charm, improved grab
Special Qualities:	Plant, reshape form, amphibious, telepathy, fire resistance (20)
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 15, Dex 14, Con 13, Int 8, Wis 13, Cha 17
Climate/Terrain:	Any aquatic and underground
Organization:	Solitary or bed (1-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6-10 HD (Medium-size); 11-15 HD (Large)

In their true form, kelpies are indistinguishable from normal seaweed. They are found in saltwater and freshwater, swamps, fens, and stagnated underground pools and lakes. Sages and scholars believe the kelpies were created by an evil water elemental goddess. In her human guise, a kelpie appears as a beautiful female with long flowing dark hair, emerald eyes, and soft, pale skin. She is cloaked in robes of seaweed or wears nothing at all. A kelpie often assumes a semi-human form in which her lower torso is composed entirely of seaweed.

Combat

Kelpies lie in wait for their foes (most often males), and when a target moves within range, they reshape their form to appear human (in most cases, they take the form of a drowning woman) so as to lure the target closer. If the ruse is not detected and the opponent moves within 5 feet of the kelpie, she attacks, attempting to drown her victim. Drowned foes are taken back to the kelpie's lair and devoured.



Charm (Su): Once per day, as *charm monster* cast by a 9th-level sorcerer (Will save DC 15). If the save fails, the victim believes the kelpie to be a very beautiful and attractive creature. The kelpie can automatically grapple a charmed foe (no grapple check is required). Charmed victims are drowned. Female creatures are immune to the kelpie's *charm* ability; only males can be affected. The *charm* is negated if the victim dies; the kelpie dies; or *dispel magic*, *greater dispelling*, *miracle*, or *wish* is cast on the victim.

Improved Grab (Ex): To use this ability, the kelpie must hit with both slam attacks. If it gets a hold, it drags the foe underwater and attempts to drown him. If the victim is *charmed*, the kelpie automatically grapples the victim. The kelpie has a grapple bonus of +5.

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Reshape Form (Su): A kelpie's natural form is that of a mass of dark green seaweed. It can assume three other forms. The first is a Small or Medium-size female humanoid. The second form is a hippocampus (see that entry). The third form is a Large, green horse. In each form, the kelpie retains all of her special abilities. She does not truly alter her form (such as shapechangers do), she simply reshapes her body. In all of her forms, the kelpie's skin/fur is dark green and her features are grotesque and slightly distorted. The kelpie's ruse can be detected if an opponent succeeds at a Spot check (DC 5).

Amphibious (Ex): Kelpies can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to "The Drowning Rule" sidebar in the ***DMG***, Chapter 3).

Telepathy (Su): A kelpie can communicate telepathically with any creature she has touched.

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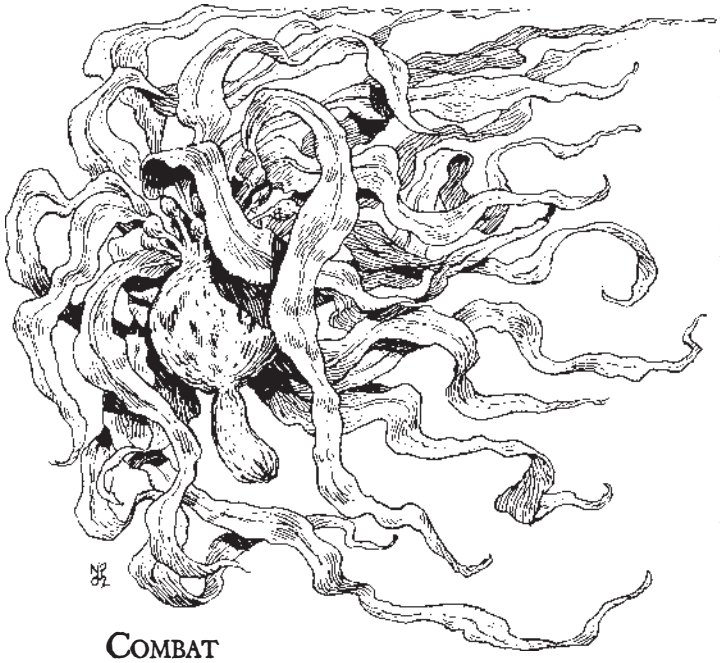
Kelp Devil

	Huge Plant (Aquatic)
Hit Dice:	8d8+32 (68 hp)
Initiative:	+0
Speed:	30 ft., swim 50 ft.
AC:	20 (-2 size, +12 natural)
Attacks:	6 fronds +12 melee
Damage:	Frond 1d6+8
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Charm, improved grab
Special Qualities:	Underwater concealment, plant, electricity immunity, fire resistance (20), weapon immunity, blindsight
Saves:	Fort +10, Ref +2, Will +3
Abilities:	Str 26, Dex 10, Con 19, Int 5, Wis 12, Cha 10
Skills:	Hide +0*
Climate/Terrain:	Temperate and warm aquatic, and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral evil
Advancement:	9-15 HD (Huge); 16-24 HD (Gargantuan)

Kelp devils are relatives of kelpies (see that entry) and are believed to have once been of that race before being subjected to vile and evil experiments that placed them in their current state. To the casual observer, the kelp devil resembles a large colony of slow moving seaweed about 20 feet in diameter. A closer look reveals six 10-foot long pseudopods extending from its body.



Combat

Kelp devils are patient creatures. They lie perfectly motionless until potential prey moves within 10 feet. Once their prey is within range, they strike quickly with their pseudopods, attempting to grab an opponent. Grappled creatures are dragged underwater and drowned. Slain creatures are devoured by the kelp devil.

Charm (Su): Twice per day, with a successful hit, the kelp devil can affect any creature as by *charm monster* cast by a 12th-level sorcerer (save DC 14).

Improved Grab (Ex): To use this ability, the kelp devil must hit an opponent of Large size or smaller with two fronds. If it gets a hold, it will drag its opponent in the water and attempt to drown it. The kelp devil has a grapple bonus of +22.

Underwater Concealment (Ex): The main body of the kelp devil remains submerged even when attacking. This grants the kelp devil three-quarters concealment against all attacks (30% miss chance).

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Electricity Immunity (Ex): Kelp devils are immune to all electrical effects.

Weapon Immunity (Ex): Kelp devils take no damage from bludgeoning weapons.

Blindsight (Ex): Kelp devils have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Skills: Kelp devils receive a +15 racial bonus to Hide checks when amid natural seaweed.

Credit

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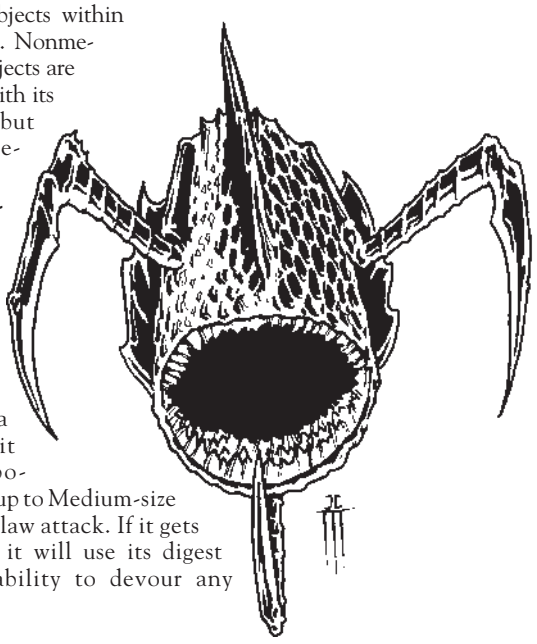
Khargra

	Small Outsider (Earth)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	10 ft., burrow 30 ft.
AC:	23 (+1 size, +2 Dex, +10 natural)
Attacks:	Bite +9 melee, 3 claws +7 melee
Damage:	Bite 2d8+2, claw 0
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, digest metal, break and swallow weapon
Special Qualities:	Burrow, tremorsense, immunities, vulnerabilities, darkvision 60 ft.
Saves:	Fort +7, Ref +7, Will +5
Abilities:	Str 15, Dex 15, Con 15, Int 5, Wis 11, Cha 10
Skills:	Hide +10, Intuit Direction +6, Move Silently +5, Search +6, Spot +6
Feats:	Improved Initiative, Multiattack
Climate/Terrain:	Any land and underground
Organization:	Solitary, pack (2-5)
Challenge Rating:	4
Treasure:	Standard coins (in digestive tract); no goods; no items
Alignment:	Always neutral
Advancement:	7-10 HD (Small); 11-18 HD (Medium-size)

Khargras are native to the Elemental Plane of Earth and are usually only encountered on the Material Plane when summoned. On occasion, a khargra slips through a tear in the planar fabric and enters the Material Plane to digest ores and metals not normally found on its native plane. A khargra is a 4-foot long cylinder and weighs about 300 pounds. Its body is covered in metallic scales and sports three large metallic "dorsal" fins spaced evenly around the circumference of its body. Between each fin is a metal sheath from which slide its long retractable claw-like arms. The khargra's mouth is a large hole in the front of its cylindrical body and is lined with many small, metal, curved teeth.

Combat

Khargras attack from ambush, preferring to wait just inside the wall of a dungeon or corridor and springing out when prey passes nearby. The khargra attempts to grab and devour any metal objects within the area. Nonmetallic objects are bitten with its teeth, but not devoured.



Improved Grab (Ex): To use this ability, the khargra must hit an opponent of up to Medium-size with a claw attack. If it gets a hold, it will use its digest metal ability to devour any

metal objects worn or carried by the opponent. The khargra has a grapple bonus of +4.

Digest Metal (Ex): If a khargra succeeds at a grapple check against an opponent (grapple bonus +4), it attempts to devour any metal objects worn or carried by that opponent. A successful bite attack indicates the khargra has bitten a metal object, dealing bite damage to the object (see "Strike a Weapon" in the ***PHB***, Chapter 8).

Break and Swallow Weapon (Ex): If the khargra is attacked with a metal weapon of Medium-size or smaller, it can attempt to bite the end off the weapon and swallow it. If the attacker misses his attack, the khargra can attempt an attack of opportunity against the weapon. If it hits, it can attempt a Strength check to break the weapon (see "Breaking Items" in the ***PHB***, Chapter 8). On a successful Strength check, the khargra has broken the weapon and swallowed the end of it.

Burrow (Ex): A khargra can glide through stone, dirt, or almost any other sort of earth, including metal, as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing khargra flings the khargra back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Tremorsense (Ex): Khargra can automatically sense the location of anything within 60 feet that is in contact with the ground.

Immunities (Ex): Khargra are immune to all fire- and cold-based effects.

Vulnerabilities (Ex): A khargra takes maximum damage from a *heat metal* spell. A *transmute metal to wood* instantly slays a khargra if it fails a Fortitude save (DC 15). Even if the save is successful, the khargra takes 1d6 points of damage per caster level.

Credit

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Killmoulis

	Diminutive Fey
Hit Dice:	1/2d6+1 (2 hp)
Initiative:	+3 (Dex)
Speed:	20 ft.
AC:	17 (+4 size, +3 Dex)
Attacks:	Needle +7 melee
Damage:	Needle 1d3-3
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Qualities:	Telepathy, SR 15, low-light vision
Saves:	Fort +1, Ref +5, Will +4
Abilities:	Str 5, Dex 16, Con 12, Int 10, Wis 14, Cha 6
Skills:	Craft (any two) +3, Escape Artist +7, Hide +19, Listen +8, Move Silently +7, Profession (farmer or miller) +3, Spot +8
Feat:	Weapon Finesse (needle)
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	1/6
Treasure:	1/10 standard
Alignment:	Usually chaotic neutral
Advancement:	2-3 HD (Diminutive)

A killmoulis resembles an unnaturally thin humanoid creature. Although distantly related to brownies and other small, helpful fey, a killmoulis bears little likeness to its kin. Standing about 1 foot tall, a killmoulis has a huge bulbous head with no mouth or chin, but with an immense and trunk-like nose through which it inhales its food. Killmoulies do not speak except through a limited form of telepathy. The race appears to be sexless.

A killmoulis gang always tries to take up residence in places of human habitation where foodstuffs are prepared or handled, dwelling beneath floorboards or in garrets or behind pantry shelves. The killmoulis has the same loyalty to its host family and eagerness to perform chores as the brownie, but unlike the brownie they are more prone to pointless but harmless mischief.

Combat

Killmoulies are inoffensive creatures, lacking any real combat capability. They do carry dagger-like needles, however, and use these to stab and pierce their opponents.

Telepathy (Su): Killmoulies can communicate telepathically with any creature within 100 feet that has a language. They rarely use this ability, but occasionally send barely noticeable telepathic messages of thanks and friendliness; the recipients generally perceive these as "warm feelings."

Skills: Killmoulies receive a +2 racial bonus to Listen and Spot checks.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

KORRED

	Small Fey
Hit Dice:	6d6+6 (27 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.
AC:	15 (+1 size, +2 Dex, +2 natural)
Attacks:	Slam +8 melee; or shears +8 melee; or club +8 melee; or rock +6 ranged
Damage:	Slam 1d2+4; or shears 1d4+4; or club 1d6+4; or rock 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, laugh, animate hair, rock throwing
Special Qualities:	SR 16, low-light vision
Saves:	Fort +3, Ref +7, Will +7
Abilities:	Str 19, Dex 15, Con 12, Int 12, Wis 14, Cha 13
Skills:	Bluff +7, Hide +12, Listen +11, Move Silently +9, Perform +8, Search +7, Spot +11
Feats:	Alertness, Dodge, Exotic Weapon Proficiency (shears), Mobility
Climate/Terrain:	Temperate forest
Organization:	Solitary or gang (2-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	By character class

Armed with a club that seems too large for it to wield, a korred is a satyr-like creature that dwells deep in the forest. A korred has a long beard and hair tangled and matted into frightful knots. Korreds keep their belongings in a large pouch; the contents of such a pouch vary with the tastes of the individual, but all korreds carry shears with which to cut their matted hair when it becomes too long. Korreds speak Sylvan, Common, and their own language.

COMBAT

A korred opens combat using its laugh to stun its opponents. It follows this with its animated hair attack. Entangled foes are pelted with rocks or attacked with shears.

Laugh (Su): 3/day — 60-foot spread, Will save (DC 14) or stunned 1d4 rounds. A bard's countersong ability can nullify the effects. Whether the save is successful or not, the creature is immune to the laugh of that korred for one day.

Animate Hair (Su): A korred can weave its hair (contained in its pouch) into rope that it can animate to entangle creatures. The time it takes to weave enough hair to entangle one foe is dependent on the size of the creature as follows:

Size	Time
Up to Tiny	1 round
Small or Medium-size	2 rounds
Large	3 rounds

A korred cannot entangle an opponent of greater than Large size. This ability otherwise is similar to the *animate rope* spell cast by a 15th-level sorcerer.

Rock Throwing (Ex): A korred can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. A korred has a range increment of 20 feet.

Spell-Like Abilities: At will — *shatter*, *stone shape*, *stone tell*, and *transmute rock to mud*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

Shears: Small Exotic weapon, 1d4 points of slashing damage, crit x3; otherwise treat as a dagger. A korred receives Exotic Weapon Proficiency (shears) as a bonus feat.

CREDIT

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L: Land Lamprey to Lurker Above

Land Lamprey

	Small Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	16 (+1 size, +2 Dex, +3 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d3-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Low-light vision, darkvision 60 ft.
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 8, Dex 14, Con 11, Int 1, Wis 12, Cha 2
Skills:	Hide +10, Listen +3, Move Silently +6
Climate/Terrain:	Any temperate land and underground
Organization:	Solitary, pack (2-5), or swarm (6-11)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium-size)

Land lampreys can be found in all but the hottest and the coldest environments. They prefer the dark and dampness of the subterranean world and so are most often encountered there. A land lamprey is a 3-foot long, blackish-green, eel-like creature with a large, downward facing mouth filled with sharp teeth.

Combat

A land lamprey attacks by attaching to a victim and draining blood. An application of fire causes the land lamprey to releases its hold and move away from the source of the flame.

Attach (Ex): If a land lamprey hits with its bite attack, it latches onto the opponent's body. An attached land lamprey has an AC of 14.

Blood Drain (Ex): A land lamprey that successfully hits an opponent drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and drops off to digest its meal.

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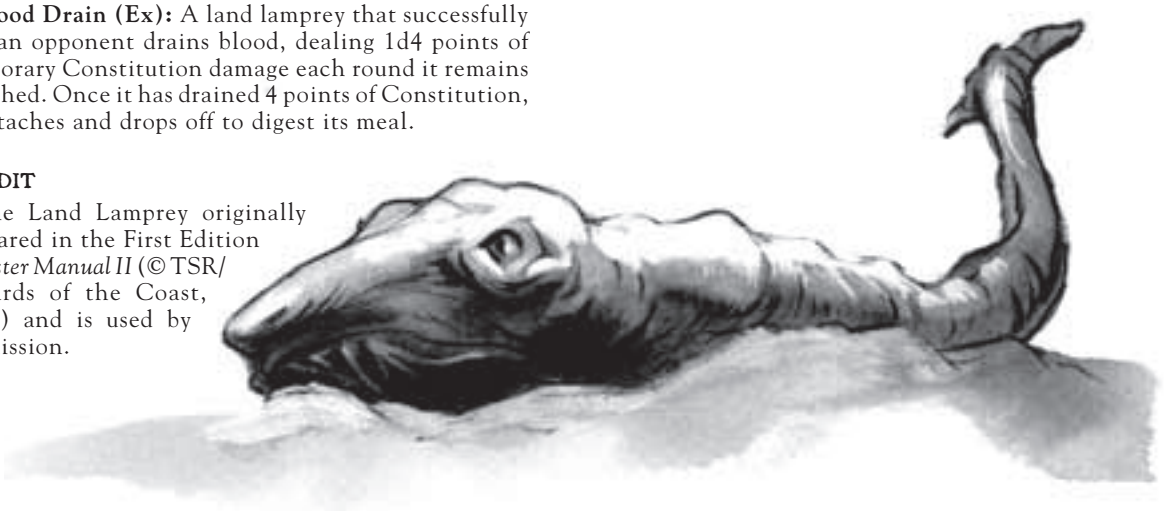
Lava Children

	Medium-Size Humanoid (Fire, Lava Children)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft.
AC:	16 (+6 natural)
Attacks:	2 claws +4 melee, bite -1 melee
Damage:	Claw 1d6+1, bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, tear
Special Qualities:	Immune to metal, fire subtype, immune to earth magic, vulnerabilities, darkvision 60 ft.
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 13, Dex 11, Con 13, Int 10, Wis 11, Cha 11
Skills:	Listen +3, Spot +3
Feat:	Improved Initiative
Climate/Terrain:	Any warm underground
Organization:	Gang (3-6), band (7-15 plus 50% noncombatants plus 1 5th-level fighter, 1 5th-level wizard, and 1 5th-level cleric)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class

Lava children dwell underground or in volcanic regions of the world. They appear as broadly built humanoids about 5 feet tall with black, sooty hair and green eyes. Their faces have a curious, child-like appearance, with a permanent smile. Their skin is pinkish-white and rough to the touch. Lava children speak their own gibberish-like tongue and Common.



Combat

Lava children attack using their clawed hands and vicious bite. They direct their attacks against the most heavily armored foe (as their attacks can pass through armor) in an attempt to weaken the attacking party.

Improved Grab (Ex): To use this ability, a lava child must hit a Medium-size or smaller creature with a claw attack. A lava child has a grapple bonus of +4.

Tear (Ex): A lava child automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Immune to Metal (Ex): Lava children are completely immune to any metal object and its effects (i.e., swords, armor, doors, walls). Metal simply passes through the lava children as though they did not exist. All attacks made against metal-armored foes are considered melee touch attacks as the lava child's attacks simply pass through the metal armor. Metal items are not destroyed, just ignored.

Fire Subtype (Ex): Fire immunity, double damage from cold, except on a successful save.

Immune to Earth Magic (Ex): Lava children are immune to all spells of the Earth subtype.

Vulnerabilities (Ex): Lava children take one extra point of damage per caster level from spells of the Air or Water subtype.

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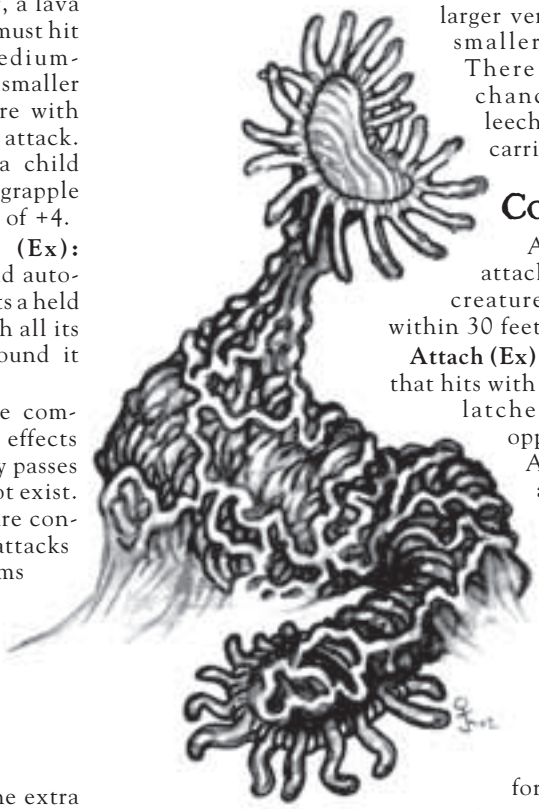
Author Scott Greene, based on original material by Jim Donohoe.

Leech, Giant

	Medium-Size Vermin
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	11 (+1 Dex)
Attacks:	Bite +1 melee
Damage:	Bite 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Attach, blood drain, disease
Special Qualities:	Blindsight, salt vulnerability, scent, vermin
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 11, Dex 12, Con 12, Int —, Wis 10, Cha 2
Skills:	Hide +6, Spot +5
Climate/Terrain:	Any marsh and aquatic
Organization:	Cluster (2-5) or swarm (6-15)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium-size); 5-6 HD (Large)



Giant leeches appear as larger versions of their smaller relatives. There is a 50% chance that any leech encountered carries filth fever.

Combat

A giant leech attacks any living creature that comes within 30 feet of it.

Attach (Ex): A giant leech that hits with its bite attack latches onto the opponent's body. An attached giant leech loses its Dex bonus to AC and thus has an AC of 10.

Blood Drain (Ex): A giant leech drains blood for 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches to digest its meal.

Disease (Ex): Fifty percent of all giant leeches carry disease. Filth Fever — bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see "Disease" in the ***DMG***, Chapter 3).

Blindsight (Ex): Giant leeches have no visual organs but can ascertain all foes within 30 feet using scent and vibration.

Salt Vulnerability (Ex): A giant leech takes 1d6 points of damage per pound of salt poured on its body.

Vermin: Immune to mind-influencing spells and effects.

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Author Scott Greene, based on original material by Gary Gygax.

Leprechaun

	Small Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	14 (+1 size, +3 Dex)
Attacks:	Dagger +4 melee
Damage:	Dagger 1d4-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	SR 27, low-light vision
Saves:	Fort +0, Ref +5, Will +4
Abilities:	Str 7, Dex 16, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Craft (any one) +5, Escape Artist +7, Hide +11, Listen +14, Move Silently +7, Open Lock +7, Perform (comedy, dance, limericks, melody) +7, Pick Pocket +7, Search +5, Sense Motive +6, Spot +6
Feats:	Dodge, Improved Initiative, Mobility, Weapon Finesse (dagger)
Climate/Terrain:	Temperate forest
Organization:	Gang (2-4), band (6-11), or family (12-20)
Challenge Rating:	4
Treasure:	Double coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	2-3 HD (Small)

Leprechauns are short fey creatures, about 2 feet tall with pointed nose and ears. A leprechaun usually dresses in bright clothes of green or red, complete with either a wide-brimmed hat or stocking-cap. Leprechauns are a jovial people, enjoying fine food and drink; some leprechauns also enjoy a good smoke from a long-stemmed pipe. They are a tricky folk and enjoy jokes and pranks, although they usually do not appreciate being the victims of such acts.

Most leprechauns are skilled pickpockets, and it is a favored prank of these wee folk to filch items from unsuspecting travelers in their domain and then taunt the intruders into pursuit. The leprechaun so involved in the prank often alternates between being visible and invisible as he teases and pesters his pursuers in a merry chase. Leprechauns tire of pranks quickly, however, and will give up the stolen item and sneak away. Some say leprechauns are descendants of halflings and pixies. Leprechauns summarily dismiss this rumor, however, scoffing at those who repeat it.

Combat

Leprechauns are fun-loving creatures and prefer to avoid combat. When facing opponents, a leprechaun usually turns invisible and flees. If forced into melee, a leprechaun uses its abilities to their fullest extent, seeking to drive an opponent off rather than kill it.

Spell-Like Abilities: At will — *dancing lights*, *invisibility* (self only), *permanent image* (visual and auditory elements only), *polymorph any object*, and *ventriloquism*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

Skills: Leprechauns receive a +8 racial bonus to Listen checks.

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Lion Beast of Chaos

See the Templates Appendix, under **Beast of Chaos**.

Lionwere

See the Templates Appendix, under **Therianthrope**.

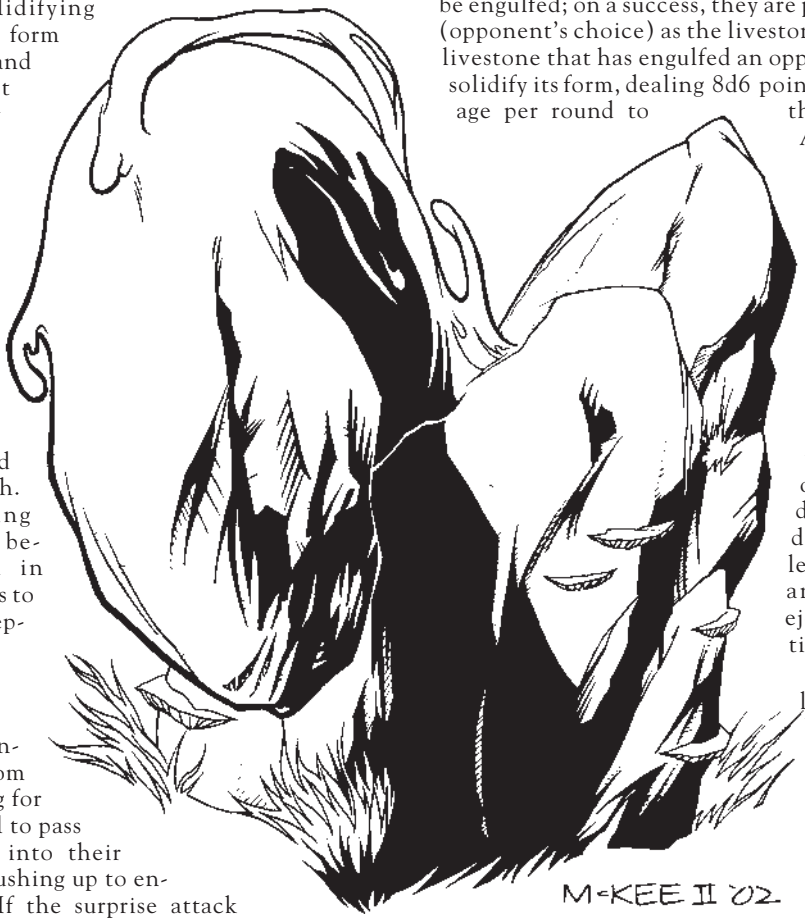
Livestone

	Large Ooze
Hit Dice:	5d8+25 (62 hp)
Initiative:	+0
Speed:	20 ft.
AC:	9 (-1 size)
Attacks:	Slam +7 melee
Damage:	Slam 1d8+7
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Solidify, improved grab, engulf
Special Qualities:	Blindsight, immune to petrification, ooze
Saves:	Fort +3, Ref +1, Will -4
Abilities:	Str 20, Dex 10, Con 14, Int —, Wis 1, Cha 1
Skills:	Hide -4*
Climate/Terrain:	Any land and underground
Organization:	Solitary or group (2-5)

Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large), 11-15 HD (Huge)

Livestone is a strange species of ooze that can solidify itself into a consistency that very closely resembles that of stone. In its solidified form, a livestone is indistinguishable from a normal boulder or slab of rock. No one is quite sure from where livestones originated, but ancient legends say that the dwarves accidentally unleashed these horrors on the surface world by digging into their subterranean lairs. Eventually, some livestones found their way to the surface.

Livestones are incredibly long-lived, solidifying and entering a form of hibernation and remaining that way indefinitely until a food source wanders too near. Livestones have a simple chameleon-like ability to mimic local stone by ingesting a small sample and adjusting its own color and texture to match. A hibernating livestone can become covered in moss and lichens to further the deception.



Combat

Livestones generally attack from ambush, waiting for a potential meal to pass before flowing into their ooze form and rushing up to engulf the prey. If the surprise attack fails, a livestone resorts to hammering with pseudopods. When attacking in this manner, a livestone will solidify the tip of the pseudopod and strike with a hammer-like blow. A livestone's usual tactic is to solidify the half of its body facing the prey and then send hard-tipped pseudopods out from behind this shield.

Solidify (Ex): A livestone can solidify all or parts of itself into a material with the hardness and consistency of solid rock. A solidified part of a livestone has a hardness of 8 and a break DC of 50. A livestone can effect the solidification as a free action. An opponent attacking a livestone must succeed at a Reflex save (DC 14) each time his attack hits. If the save is failed, the livestone actually solidified the portion of its body at the instant it was hit, thus applying its hardness rating of 8 to any damage received. A livestone cannot attack if its entire form is solidified.

Improved Grab (Ex): To use this ability, the livestone must hit with its slam attack. If it gets a hold, it solidifies its pseudopod and grapples the foe. It then attempts to engulf its opponent. The livestone has a grapple bonus of +12.

Engulf (Ex): A livestone can simply mow down Medium-size or smaller creatures as a standard action. It cannot make a slam attack in a round during which it engulfs. The livestone merely has to move over the opponent, affecting one Medium-size, two Small, four Tiny, or eight Diminutive or smaller opponents. Opponents can make attacks of opportunity against the livestone, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 14) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the livestone moves forward. A livestone that has engulfed an opponent can instantly solidify its form, dealing 8d6 points of crushing damage per round to the trapped victim. An engulfed opponent takes 1 point of damage per round as the livestone consumes it (unless the livestone solidifies itself). An engulfed creature can be freed by killing the livestone or through the casting of *stone to flesh* (this deals 1d6 points of damage per caster level to the livestone and automatically ejects an engulfed victim) or similar magic.

Blindsight: A livestone's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Skills: *Livestones gain a +12 racial bonus to Hide checks in stony areas. If the livestone solidifies its entire form while in stony areas, the Hide bonus increases to +20.

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Author Erica Balsley.

Lizard: Rock-Horned Lizard (Blood Lizard)

	Medium-Size Animal
Hit Dice:	4d8+12 (30 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., swim 20 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spit blood
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 18, Dex 14, Con 17, Int 2, Wis 12, Cha 2
Skills:	Climb +10, Hide +7*, Listen +4, Move Silently +6, Spot +4
Climate/Terrain:	Any warm land
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-6 HD (Medium-size)

The rock-horned lizard is commonly referred to as the blood lizard because of its ability to shoot a stream of blood from its eyes when threatened. The rock-horned lizard grows to a length of 8 feet. Its head is wedge-shaped, and small horns protrude from the sides and top of its head. Its scales are dark reddish-brown or gold in color.

Combat

The rock-horned lizard fires a stream of blood at its foes before rushing in to attack with its bite.

Spit Blood (Ex): When threatened, the rock-horned lizard fires a stream of blood (5 feet high, 5 feet wide, and 20 feet long) from its eyes. The blood is highly corrosive and deals 2d8 points of acid damage to any creature hit. A Reflex save (DC 15) halves the damage.

Skills: Blood lizards receive a +4 racial bonus to Hide and Move Silently checks. *In forested areas or overgrown areas, the Hide bonus improves to +8.

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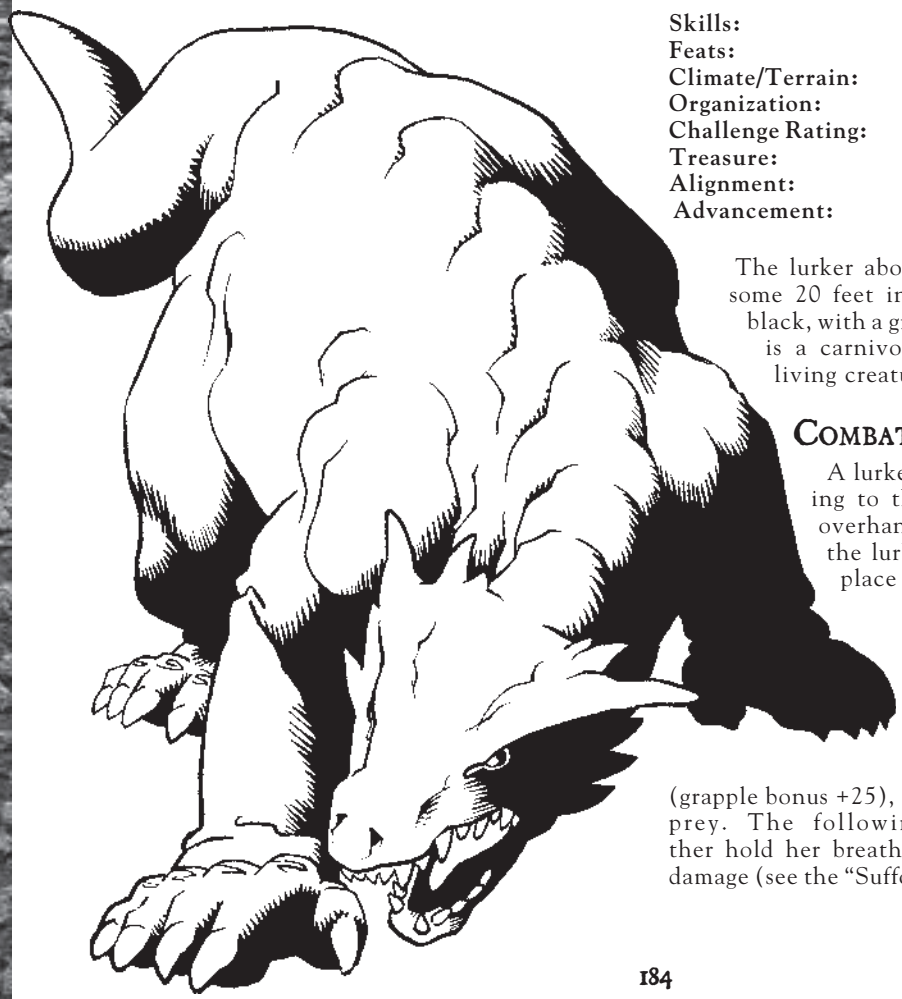
Author Scott Greene.

Lurker Above

	Huge Aberration
Hit Dice:	10d8+40 (85 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	10 ft., fly 40 ft. (average)
AC:	13 (-2 size, +1 Dex, +4 natural)
Attacks:	Buffet +15 melee
Damage:	Buffet 2d4+15
Face/Reach:	15 ft. by 15 ft./10 ft.
Special Attacks:	Smother
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +4, Will +7
Abilities:	Str 30, Dex 12, Con 19, Int 2, Wis 11, Cha 10
Skills:	Hide +0*, Listen +6, Spot +6
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)

The lurker above resembles a huge manta ray some 20 feet in diameter. Its leathery skin is black, with a gray underbelly. The lurker above is a carnivorous creature that attacks any living creature that enters its territory.



Combat

A lurker above waits for its prey, clinging to the ceiling, roof, or other such overhang. When prey passes beneath it, the lurker above drops from its hiding place and wraps itself around its prey.

Smother (Ex): A successful attack indicates the lurker deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If the lurker above succeeds at the grapple (grapple bonus +25), it has wrapped itself around its prey. The following round, the victim must either hold her breath or begin taking suffocation damage (see the "Suffoca-tion" sidebar in the *DMG*,

Chapter 3). A grappled creature takes buffet damage each round the hold is maintained.

A victim can escape the lurker above's hold by making an opposed grapple roll or an Escape Artist check against the lurker above's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped. Damage inflicted on a lurker above while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the lurker above.

Skills: *Lurkers above receive a +12 racial bonus to Hide checks when next to a stone surface.

Lurker Below

The lurker below is an aquatic variety of lurker above that makes its lair in any body of water and in any climate (though it rarely lairs in extremely cold climates). Lurkers below are pale blue or black in color and are often mistaken for giant manta rays. Lurkers below cannot fly, but have a swim speed of 40 feet. They are otherwise identical to their land-based counterpart detailed above.

Credit

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M: Magma Ooze to Mustard Jelly

Magma Ooze

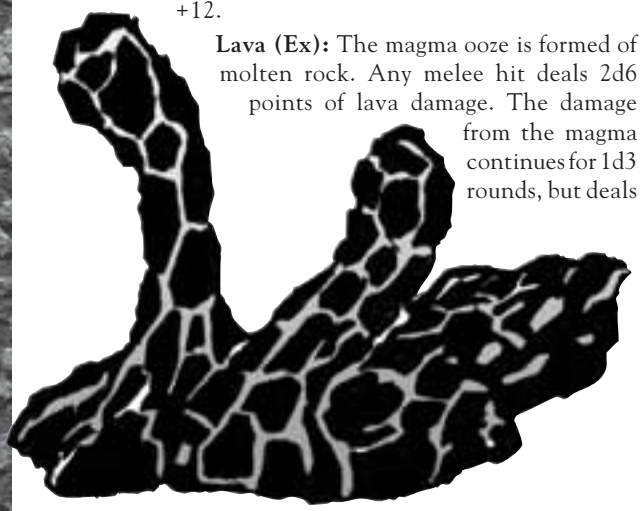
	Large Ooze (Fire)
Hit Dice:	7d10+29 (67 hp)
Initiative:	-5 (Dex)
Speed:	10 ft., climb 10 ft.
AC:	4 (-1 size, -5 Dex)
Attacks:	Slam +7 melee
Damage:	Slam 2d4+4 and 2d6 lava
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, lava, constrict 2d4+4 and 2d6 lava
Special Qualities:	Blindsight, split, ooze, fire subtype
Saves:	Fort +4, Ref -3, Will -3
Abilities:	Str 16, Dex 1, Con 15, Int —, Wis 1, Cha 1
Climate/Terrain:	Any warm land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)

A magma ooze appears to be a pool of bubbling, molten rock. It is encountered primarily on the Material Plane but is thought to have its origins on the Elemental Plane of Fire. They are almost always found in or near volcanoes and other warm or hot places. Magma oozes do not approach water and are never found near such sources. Magma oozes can grow to a length of 10 feet, with a thickness of about 6 inches.

Combat

Magma oozes attack by forming a pseudopod and lashing out at their prey.

Improved Grab (Ex): To use this ability, the magma ooze must hit with its slam attack. If it gets a hold, it can constrict. The magma ooze has a grapple bonus of +12.



Lava (Ex): The magma ooze is formed of molten rock. Any melee hit deals 2d6 points of lava damage. The damage from the magma continues for 1d3 rounds, but deals only half damage (1d6) during this time.

Constrict (Ex): A magma ooze that hits deals automatic slam and lava damage with a successful grapple check (grapple bonus +12).

Blindsight: A magma ooze's body acts as a sensory organ, allowing it to ascertain prey by scent and vibration within 60 feet.

Split (Ex): Weapons deal no damage to a magma ooze. Instead, the creature splits into two identical oozes, each with half the original's hit points (round down). An ooze with only 1 hit point cannot be further split.

Ooze: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Subtype (Ex): Immune to fire; double damage from cold, except on a successful save.

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Magnesium Spirit

	Medium-Size Outsider (Evil, Incorporeal, Lawful)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	14 (+2 Dex, +2 deflection)
Attacks:	Incorporeal tail slap +8 melee
Damage:	Incorporeal tail slap 1d6 and energy drain and 1d6 temporary Strength damage
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blinding flash, energy drain, strength drain, possess body
Special Qualities:	Incorporeal, vulnerability
Saves:	Fort +6, Ref +7, Will +6
Abilities:	Str –, Dex 15, Con 13, Int 12, Wis 13, Cha 15
Skills:	Hide +11, Listen +10, Search +10, Spot +10
Feat:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always lawful evil
Advancement:	7-13 HD (Medium-size); 14-18 HD (Large)

The magnesium spirit is an evil creature from an unknown plane, though it is agreed among sages that its origin definitely does not lie on the Material Plane. Believed to have been summoned by wizards or sorcerers

to do their bidding, the magnesium spirit desires nothing more than to return to its home plane. Its incorporeal form prevents this, however, and it requires a physical body to complete the spell ritual needed to return it home. The magnesium spirit is a human-size, 3-foot diameter column of white fire standing 5 feet tall with a 5-foot wispy tail protruding from the bottom of its body.

Combat

A magnesium spirit attacks first by attempting to blind its opponents with its flash ability before attacking with its incorporeal tail slap.

Blinding Flash (Su): Three times per day, the magnesium spirit can flare up its body in a blinding flash. All creatures within 20 feet that see the flash must succeed at a Fortitude save (DC 14) or be blinded (as the spell) for 1d2 hours.

Energy Drain (Su): Living creatures hit by a magnesium spirit's incorporeal tail slap receive one negative level. The Fortitude save to remove a negative level has a DC of 15. A creature slain in this manner can only be returned to life by the casting of *miracle*, *true resurrection*, or *wish*.

Strength Drain (Su): Incorporeal tail slap, 1d6 temporary Strength damage.

Possess Body (Su): When a foe has suffered Strength damage equal to one-half its original Strength score, the magnesium spirit attempts to merge its incorporeal form with the creature's body. This requires a successful melee touch attack. This is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 17). On its next turn, the magnesium spirit completes the spell ritual needed to return to its plane of origin, and it and the victim's body vanish in a flash of light, neither one ever to be seen again. If hit with holy water while possessing a creature's body and before it can return to its home plane, the magnesium spirit is ejected from the host's body. The victim's body collapses in a husk, and can only be returned to life by the casting of *miracle*, *true resurrection*, or *wish*.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Vulnerability (Ex): The magnesium spirit takes 2d4 points of damage per vial of holy water it touches.

Credit

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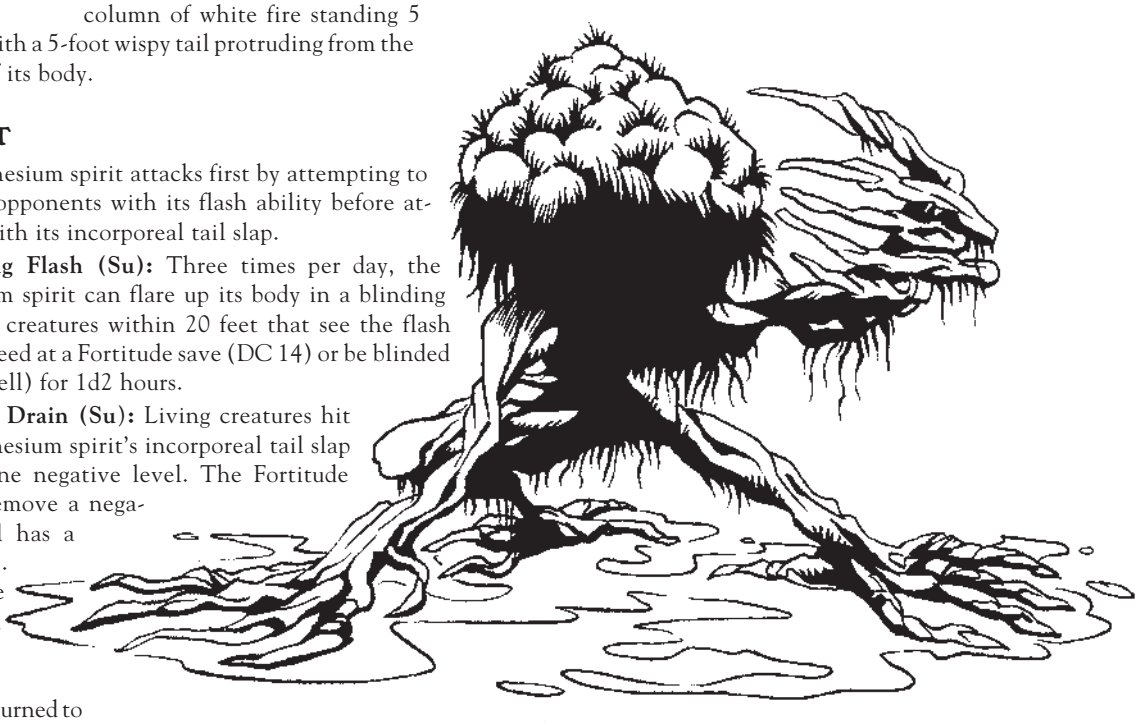

Mandragora

	Tiny Plant
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft., burrow 20 ft.
AC:	15 (+2 size, +3 natural)
Attacks:	2 tentacle slaps +2 melee
Damage:	Tentacle slap 1d4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft. (5 ft. with tentacles)
Special Attacks:	Improved grab, constrict 1d4
Special Qualities:	Plant, light sensitivity, fire resistance (20), tremorsense, SR 15
Saves:	Fort +3, Ref +0, Will +0

Abilities:	Str 11, Dex 11, Con 13, Int 8, Wis 10, Cha 9
Skills:	Hide +8
Climate/Terrain:	Temperate and warm forest and marsh
Organization:	Solitary or colony (3-18)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2-3 HD (Tiny)

The mandragora is a small carnivorous and vaguely humanoid-looking plant that loves the taste of humanoid flesh (particularly human flesh). It is mottled green and brown in color. Thick green mucus oozes constantly from its roots. Its lower roots are splayed and resemble humanoid feet and legs. Its upper roots are long and tentacle-like and give the appearance of humanoid arms. Its "head" is a mass of hard growth-covered lumps. If the mandragora goes more than three days without devouring flesh, it burrows into the ground and attaches to local tree roots, from which it draws its sustenance until living prey can be found.

Combat

The mandragora attacks its opponent by lashing and striking with its upper root-tentacles. It attempts to grab its prey and strangle it. Slain creatures are covered in a thick layer of mucus and slime and devoured at the mandragora's leisure.

Improved Grab (Ex): To use this ability, the mandragora must hit an opponent of up to Medium-size with a tentacle attack. If it gets a hold, it can constrict. The mandragora has a grapple bonus of -8.

Constrict (Ex): A mandragora deals 1d4 points of damage with a successful grapple check (grapple bonus -8) against Medium-size or smaller creatures. Because it seizes its opponent by the neck, a creature in the mandragora's grasp cannot speak or cast spells with verbal components.

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) stuns the mandragora for 1 round. In addition, it suffers a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Tremorsense (Ex): Mandragoras can automatically sense the location of anything within 120 feet that is in contact within the ground.

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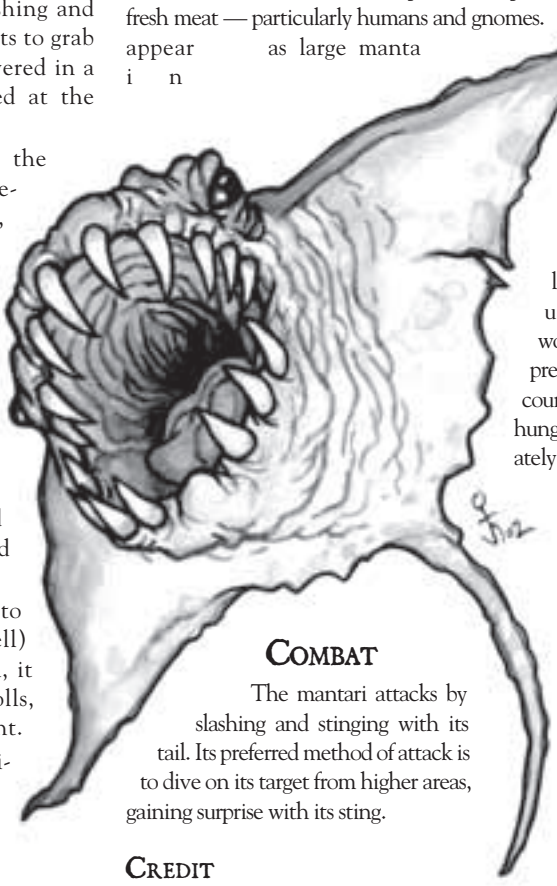
Mantari

	Medium-Size Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+2 (Dex)
Speed:	5 ft., fly 60 ft. (good)
AC:	14 (+2 Dex, +2 natural)
Attacks:	Tail sting +1 melee
Damage:	Tail sting 1d6
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with tail)
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 12, Dex 14, Con 11, Int 2, Wis 11, Cha 6
Skills:	Listen +4, Move Silently +4, Spot +4
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2-4)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2-3 HD (Medium-size)

The mantari is a feared dungeon denizen that resembles a 6-foot long, dark gray manta ray. Mantari sustain themselves on a diet of rats, carrion, and subterranean plants, but prefer the taste of fresh meat — particularly humans and gnomes. Mantari appear as large manta rays, gray in color, with a long smooth tail that ends in a sharpened barb. The mantari flies silently through its underground world in search of prey, and when encountered, it is often hungry and immediately attacks.



Combat

The mantari attacks by slashing and stinging with its tail. Its preferred method of attack is to dive on its target from higher areas, gaining surprise with its sting.

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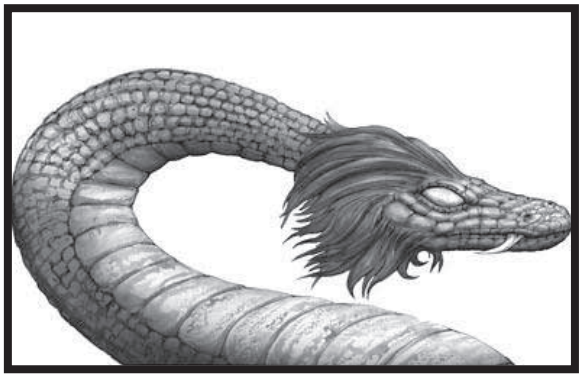
Marble Snake



	Large Beast
Hit Dice:	3d10+9 (25 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	12 (-1 size, +1 Dex, +2 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d6+6
Face/Reach:	5 ft. by 5 ft. (coiled)/10 ft.
Special Attacks:	Whistle
Saves:	Fort +6, Ref +1, Will +0
Abilities:	Str 18, Dex 13, Con 16, Int 3, Wis 10, Cha 11
Skills:	Balance +10, Hide +4, Listen +7, Spot +7
Climate/Terrain:	Any land
Organization:	Pack (2–4)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)

The marble snake, unlike normal snakes, adapts very well to its environment, hence it can be found just about anywhere, though underground encounters are rare. The marble snake prefers sunlight and warmth to the cold and darkness of dungeons and caverns. The marble snake grows to a length of 20 feet. Its scales are whitish-gray and translucent in places, allowing the underlying veins to be viewed. The snake's head is long and has a large lion-like mane of golden fur. Two long, sharp fangs protrude from its mouth. The marble snake's eyes are multi-faceted and red.

Combat

Marble snakes are generally non-aggressive creatures, though if cornered, threatened, or hungry, they attack on sight. A marble snake opens combat with its whistling and attacks relentlessly those that fall under its sway.

Whistle (Ex): Any creature within 50 feet that hears this whistling must succeed at a Will save (DC 11) or become entranced for 1d4 rounds (treat this effect as the *charm person* spell). The entranced victim moves at its normal speed directly toward the marble snake. When the entranced creature is within 10 feet, the snake attacks with its bite, gaining a +4 bonus to its attack roll. Once the snake has attacked, the victim is no longer entranced.

Skills: Marble snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks.

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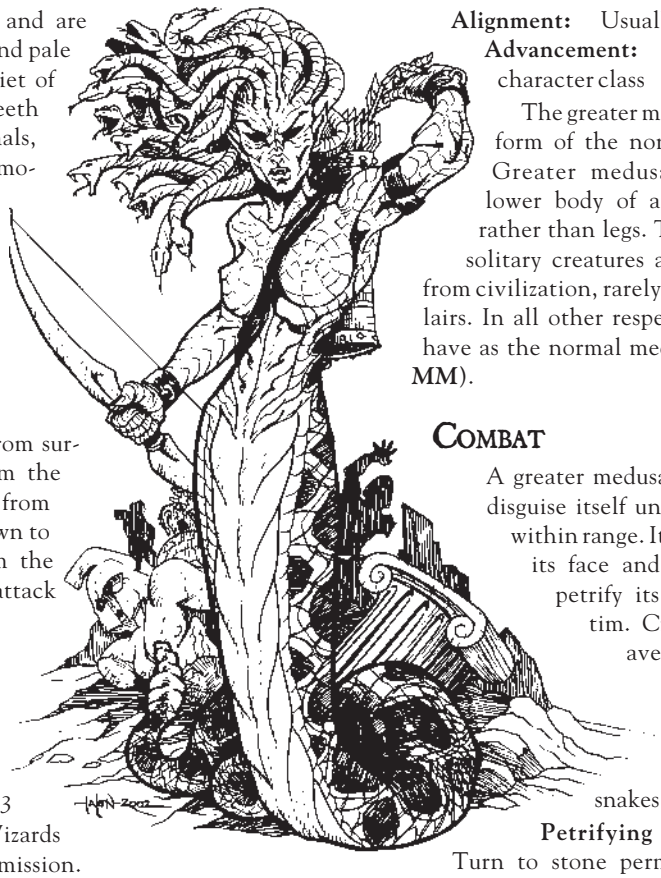
Marmoset, Giant

	Medium–Size Animal
Hit Dice:	3d8+3 (13 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., climb 30 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	2 claws +2 melee; or bite +2 melee; or tail +2 melee
Damage:	Claw 1d6; or bite 1d8; or tail 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 11, Dex 15, Con 13, Int 3, Wis 11, Cha 11
Skills:	Climb +11, Hide +5, Listen +3 Move Silently +5, Spot +7
Climate/Terrain:	Warm forest
Organization:	Pack (2-5) or family (6-11)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-9 HD (Medium-size)

Giant marmosets are larger, more aggressive relatives of the smaller marmoset. Their fur is gray or black, with

black fur predominant over the back and neck. Their tails reach a length of 5 feet and are colored in alternating bands of black and pale gray. They sustain themselves on a diet of tree saps and gums (using their sharp teeth to gnaw holes in the bark), small animals, and various fruits and nuts. Giant marmosets make their homes among the trees, rarely touching the ground unless hunting living prey. They are, on occasion, tamed by wild tribes of halflings and used as mounts in times of war.



Combat

Giant marmosets prefer to attack from surprise, either tossing large stones from the sides of cliffs at their prey, hanging from branches by their tail and swinging down to surprise their prey, or dropping from the trees on their unaware foes. They attack using their claws and bite.

Skills: Giant marmosets gain a +4 racial bonus to Spot checks.

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Medusa: Greater Medusa

	Large Monstrous Humanoid
Hit Dice:	8d8+16 (52 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	Shortbow +8/+3 ranged; or dagger +9/+4 melee, snakes +6 melee
Damage:	Shortbow 1d6; or dagger 1d4+2, snakes 1d4 and poison
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Petrifying gaze, poison, poisonous blood
Saves:	Fort +4, Ref +7, Will +7
Abilities:	Str 14, Dex 12, Con 15, Int 12, Wis 13, Cha 15
Skills:	Bluff +12, Disguise +12, Move Silently +9, Spot +9
Feats:	Point Blank Shot, Precise Shot, Weapon Focus (snakes)
Climate/Terrain:	Any land and underground
Organization:	Solitary or covey (greater medusa and 1-2 medusas)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class

The greater medusa is a rare form of the normal medusa. Greater medusas have the lower body of a great snake rather than legs. They are very solitary creatures and dwell far from civilization, rarely leaving their lairs. In all other respects, they behave as the normal medusa (see the MM).

Combat

A greater medusa attempts to disguise itself until its prey is within range. It then unveils its face and attempts to petrify its chosen victim. Creatures that avert their eyes are attacked with the greater medusa's snakes and weapons.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 16).

Poison (Ex): Snakes, Fortitude save (DC 16); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Poisonous Blood (Ex): The blood of a greater medusa is highly poisonous even to the touch. A creature contacting the blood must succeed at a Fortitude save (DC 16) or take 2d6 points of temporary Strength damage. One minute later, another save must be made (same DC) to avoid another 2d6 points of temporary Strength damage.

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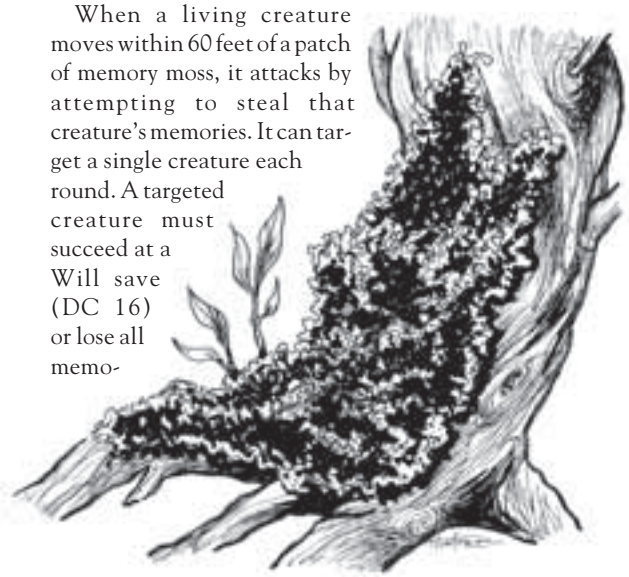
Memory Moss

Hazard (CR 5)

Memory moss appears as a 1-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms (though not often). Memory moss cannot abide the cold or the arid clime of the desert and is never encountered in such environments.



When a living creature moves within 60 feet of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed at a Will save (DC 16) or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells memorized within the last 24 hours. Once the memory moss steals a creature's memories, it sinks back down and does not attack again for one day. Any creature who loses its memories to the memory moss acts as if affected by a *confusion* spell for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a Fortitude save (DC 13), with failure resulting in the creature being nauseated for 1d6 minutes and suffering 1d4 points of temporary Constitution damage.

A creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not the creature's own memories). Such creatures can even cast spells if the memory moss has stolen these from a spellcasting creature. Any non-spellcaster that attempts to cast a spell gained in this way must succeed at a Concentration check (DC 10 + spell level) or the spell fizzles away. After 24 hours, the memories fade (including any spells not yet cast). Creatures eating the memory moss to regain their own lost memories do not lose them after 24 hours. Fire and cold kills a single patch of memory moss.

When first encountered, there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 2d4 spells determined randomly (see Table 8-24: Arcane Spell Scrolls and Table 8-25: Divine Spell Scrolls in the ***DMG***, Chapter 8). When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets. The moss casts these spells as a sorcerer of the minimum level necessary to cast the stolen spell (save DC 10 + spell level).

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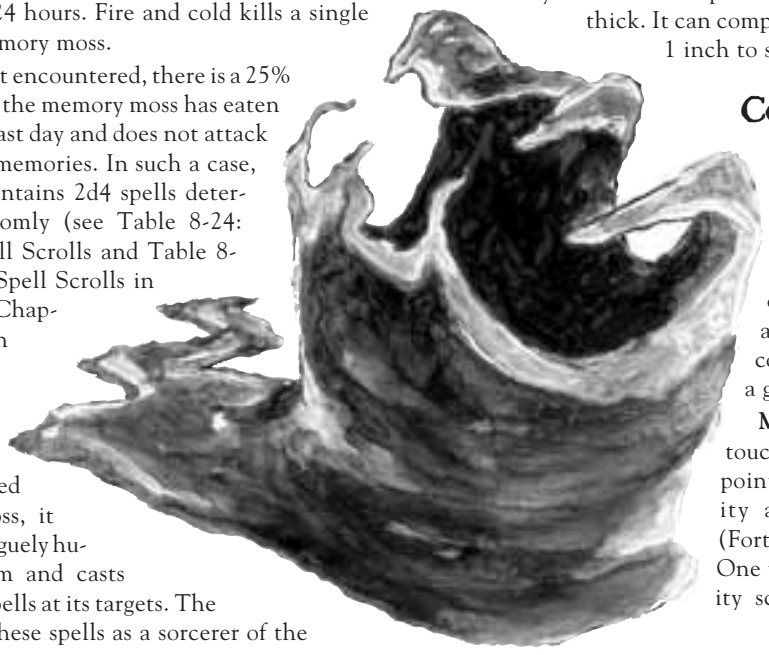
Mercury Ooze

	Large Ooze
Hit Dice:	5d10+25 (52 hp)
Initiative:	-5 (Dex)
Speed:	30 ft., climb 20 ft.
AC:	4 (-1 size, -5 Dex)
Attacks:	Slam +4 melee
Damage:	Slam 2d4+3 and mercury poisoning
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, constrict 2d4+3, mercury poisoning
Special Qualities:	Blindsight, ooze
Saves:	Fort +3, Ref -4, Will –4
Abilities:	Str 14, Dex 1, Con 14, Int —, Wis 1, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)

Mercury ooze appears to be a sentient form of actual mercury. Created by some bizarre and broken arcane experiment in ages past, the mercury ooze is a monster best left alone. The mercury ooze appears as a pool of shiny silver-white liquid about 8 feet long and 6 inches thick. It can compress its body to a thickness of 1 inch to slip into cracks and crevices.



Combat

Mercury oozes attack by grabbing and squeezing their prey.

Improved Grab (Ex): To use this ability, the mercury ooze must hit with its slam attack. If it gets a hold, it can constrict. The mercury ooze has a grapple bonus of +9.

Mercury Poisoning (Ex): The touch of a mercury ooze deals 1 point each of permanent Dexterity and Constitution damage (Fortitude save DC 14 negates). One week after suffering the ability score damage, the opponent

must succeed at a Will save (DC 14) or act as if affected by a permanent *confusion* spell. The effects of the *confusion* can be removed by the successful casting of a *heal*, *miracle*, or *wish* spell.

Constrict (Ex): A mercury ooze deals automatic slam and mercury poisoning damage with a successful grapple check (grapple bonus +9).

Blindsight (Ex): A mercury ooze's entire body is a primitive sensory organ that can ascertain all foes by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

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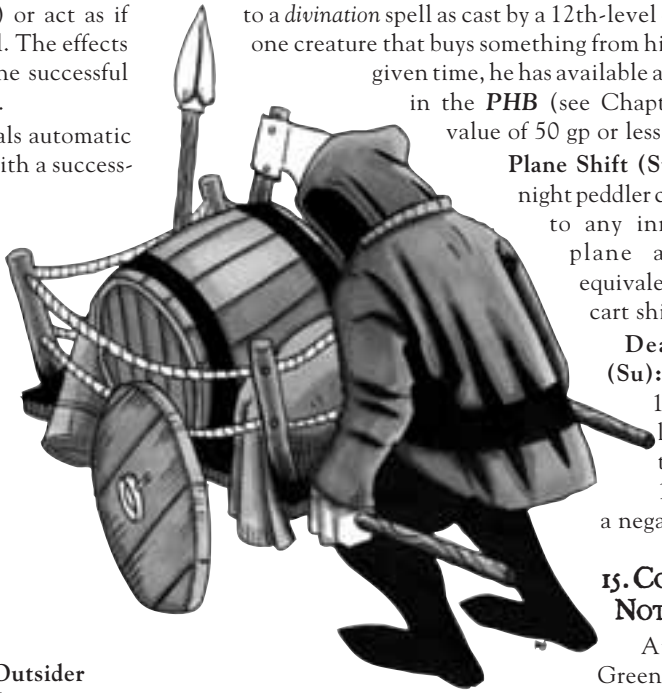

Midnight Peddler

	Medium-Size Outsider
Hit Dice:	7d8+14 (45 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	Touch +7 melee
Damage:	Touch death chill
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Death chill
Special Qualities:	Divination, plane shift, darkvision 60 ft.
Saves:	Fort +7, Ref +6, Will +9
Abilities:	Str 11, Dex 13, Con 15, Int 16, Wis 18, Cha 15
Skills:	Bluff +10, Craft (any one) +13, Hide +11, Knowledge (any one) +13, Listen +14, Profession (peddler) +11, Sense Motive +13, Spot +14
Feats:	Alertness, Dodge
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	6
Treasure:	None (see text)
Alignment:	Always neutral
Advancement:	By character class

The midnight peddler wanders the city streets and is only encountered on fog-covered nights. He is first detected by the audible squeaking of the cart he pushes, the sound growing louder as he draws closer. The sound can be heard (Listen DC 12) at a range of 300 feet. The midnight peddler moves with a slow gait as he pushes his cart. The midnight peddler appears as a normal human, cloaked in a long gray hooded robe. His face is rarely ever seen, though a long, protruding, sharp jaw can be seen under the hood. The midnight peddler speaks Common.

Combat

The midnight peddler shuns combat. If pressed, he touches one creature with his death chill and then plane shifts away.

Divination (Su): The peddler provides advice and answers correctly any one question asked of him (similar to a *divination* spell as cast by a 12th-level cleric) by any one creature that buys something from his cart. At any given time, he has available any item listed in the ***PHB*** (see Chapter 7) with a value of 50 gp or less.

Plane Shift (Su): The midnight peddler can plane shift to any inner or outer plane as a move-equivalent action. His cart shifts with him.

Death Chill (Su): Touch, deals 1d4 negative levels; Fortitude save (DC 15) to remove a negative level.

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Mihstu

	Medium-Size Elemental (Air)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 20 ft. (good)
AC:	22 (+6 Dex, +6 natural)
Attacks:	4 tentacles +12 melee
Damage:	Tentacle 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Engulf, Constitution damage
Special Qualities:	Damage reduction 20/+2, immunities, elemental qualities, SR 13
Saves:	Fort +4, Ref +12, Will +4
Abilities:	Str 12, Dex 22, Con 14, Int 14, Wis 14, Cha 13
Skills:	Hide +10, Listen +12, Move Silently +15, Search +11, Spot +12
Feats:	Dodge, Improved Initiative, Mobility, Weapon Finesse (tentacles)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9-16 HD (Medium-size); 17-24 HD (Large)

Mihstus are semi-solid creatures from the Elemental Plane of Air. They are found in cool, damp, dark areas such as ruins, dungeons, and underground caves and caverns. The mihstu can shape its body at will and almost

always appears on the Material Plane as a cloud of swirling vapor. It can seep through small cracks and openings.

Combat

When threatened, a mihstu forms four tentacles from its body. Each tentacle ends in a razor-sharp, barb-like talon. It lashes at its opponents using these tentacles. The mihstu can also engulf an opponent in its misty form.

Engulf (Ex): A mihstu can try to wrap a Medium-size or smaller creature in its body as a standard action. The mihstu attempts a grapple (grapple bonus +7) that does not provoke an attack of opportunity. If it gets a hold, the victim automatically takes Constitution damage each round the hold is maintained. The mihstu can slash the victim with its tentacles at a +4 attack bonus. It can use its tentacles to strike other opponents if it desires.

Constitution Damage (Su): A mihstu deals 1d2 points of temporary Constitution damage to an engulfed opponent each round the hold is maintained.

Immunities (Ex): Mihstu are immune to all electricity attacks. Missile attacks (including *magic missile*) have a 50% miss chance.

Cold Susceptibility (Ex): Any cold-based effects deal normal damage to the mihstu and stun it for 2d6 rounds.

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Mite

	Common	Pestie
	Small Humanoid (Goblinoid)	**Small Humanoid (Goblinoid)**
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+1 (Dex)	+3 (Dex)
Speed:	20 ft.	50 ft.
AC:	12 (+1 size, +1 Dex)	14 (+1 size, +3 Dex)
Attacks:	Club +2 melee, bite -3 melee	Dagger +4 melee
Damage:	Club 1d6-1, bite 1d3-1	Dagger 1d4-1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Saves:	Fort +0, Ref +3, Will +1	Fort +0, Ref +5, Will +0
Abilities:	Str 8, Dex 12, Con 11, Int 8, Wis 12, Cha 8	Str 8, Dex 17, Con 11, Int 6, Wis 10, Cha 8
Skills:	Craft (trapmaking) +8, Hide +6, Move Silently +2, Spot +3	Hide +8, Move Silently +7, Pick Pocket +8, Spot +2
Feat:	Weapon Finesse (club)	Weapon Finesse (dagger)
Climate/Terrain:	Any underground	Any underground
Organization:	Mob (6-24)	Solitary or mob (3-8)
Challenge Rating:	1/4	1/4
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually neutral
Advancement:	By character class	By character class

Mites are small, rather ugly humanoids about 2 feet tall. They have long pointed ears and large round noses. Their skin is pale brown or gray, and they are thought to be distant relatives of the goblins. Mites live their lives deep under the surface of the earth and are never encountered on the surface world. While sunlight does not harm a mite, it prefers the darkness and dampness of its underground realm. Common mites speak their own language of garbled twittering. Pesties do not speak but do communicate with others of their race through body language and hand signals.

Combat

Trickery and surprise are the forte of the mite. They avoid direct melee with opponents, preferring to attack from ambush. Often, the first tell-tale signs that mites may be nearby is the plethora of traps, snares, and tripwires

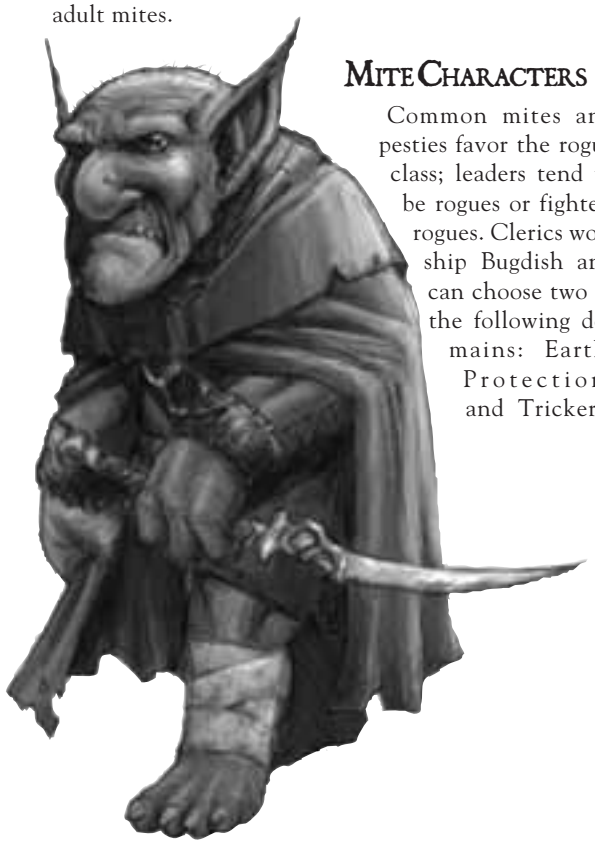
encountered. Mites prefer to attack those they feel they can overpower or dispose of quickly. Extremely tough or powerful opponents are either ignored (and left to pass through unabated) or swarmed by a massive number of mites. Though considered unintelligent and stupid by other races, there is a sort of weird cooperation and strategy to mite tactics (that only mites can understand).

A typical mite ambush has the creatures digging narrow tunnels that parallel a dungeon's corridors. When a foe traverses these corridors, the mites burst from the walls and tunnels and strike quickly with their daggers. Opponents are rarely killed, but any knocked unconscious are relieved of coins, weapons, or any other item of value. If forced into melee, mites seek escape at the first possible opportunity. Mites attack with clubs and a bite in combat, while pesties prefer to utilize their great speed and employ hit-and-run tactics to keep opponents off-balance.

Skills: Common mites receive a +8 racial bonus to Craft (trapmaking). Pesties receive a +4 racial bonus to Move Silently and Pick Pocket checks.

Mite Society

Mites make their homes underground in deep, dark dungeons and caverns where they survive by stealing from those unfortunate enough to wander near their lair. A mite lair is often a large central room or cavern from which many small and winding tunnels lead. A mite lair is a filthy place littered with garbage and refuse. Cleanliness and sanitation are virtually unknown in a mite community. Pesties often are found working with or lairing with goblins or (more usually) common mites. The trapmaking skills of the mite complement the pestie's adeptness at speed and hit-and-run tactics. Mite young are almost never encountered, but a typical lair contains a number of noncombatant young equal to the number of adult mites.



Mite Characters

Common mites and pesties favor the rogue class; leaders tend to be rogues or fighter/rogues. Clerics worship Bugdish and can choose two of the following domains: Earth, Protection, and Trickery. Most mite spellcasters are adepts (see the ***DMG***, Chapter 2).

Player Character Mites and Pesties

Common mite characters have +2 Dex, +2 Wis, -2 Str, -2 Int, and -2 Cha. Pestie characters have +6 Dex, -2 Str, -2 Cha, and -4 Int. Common mites and pestie characters are ECL 0.

Credit

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Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Mongrelman

	Medium-Size Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	15 (+1 Dex, +4 natural)
Attacks:	Slam +4 melee; or club +4 melee
Damage:	Slam 1d4+2; or club 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sound imitation
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 12, Int 10, Wis 12, Cha 6
Skills:	Climb +4, Hide +9*, Listen +5, Move Silently +5, Pick Pocket +13, Wilderness Lore +5
Feat:	Ability Focus (sound imitation)
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-5), band (6-11 plus 1 3rd-level sergeant), or tribe (10-100 plus 1 3rd-level sergeant per 10 adults, 1 or 2 bodyguards of 4th or 5th level, and 1 leader of 6th-8th level)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement Range:	By character class

Mongrelmen are hideous creatures seemingly pieced together as a vile joke or blight on humanity. Though not inherently evil, mongrelmen are shunned from society because of their appearance. They make their homes far from civilization, and those few encountered in settled areas are usually slaves or servants of the local humanoid races. Mongrelmen that must travel among other races take precautions so as not to reveal their true identities, using cloaks, capes, and the like to hide their forms. Mongrelman society is a collection of close-knit tribes, each with its own leader. Mongrelmen never fight against other mongrelmen, preferring to live peaceably with oth-

ers of their kind, for all mongrelmen know they are shunned by outsiders and must stick together if their race is to survive. Mongrelmen stand about 6 feet tall. The average lifespan of a mongrelman is 35 years. They speak their own guttural language.

Combat

Mongrelmen shun combat if possible, only entering melee if ordered to do so by their superiors. In combat, mongrelmen fight with clubs or longswords. Some carry blowguns and needles or darts (the blowgun needles and darts are usually coated with bloodroot poison).

Sound Imitation (Ex): Mongrelmen can imitate sounds made by any creature they have previously encountered, including monsters with special vocal attacks. They cannot, however, mimic the special vocal attack powers or damage dealt by such attacks. A successful Will save (DC 14) made by a listener detects the falsehood.

Skills: Mongrelmen receive a +4 racial bonus to Hide checks and a +8 racial bonus to Pick Pocket checks. *If a mongrelman spends a full round preparing to Hide (such as camouflaging itself with leaves, branches, etc.), the Hide bonus increases to +12.

Mongrelman Characters

The favored class for mongrelmen is rogue; mongrelman leaders tend to be fighters or fighter/rogues.

Player Character Mongrelmen

Mongrelmen characters have +4 Str, +2 Dex, +2 Con, +2 Wis, and -4 Cha. Mongrelmen characters are ECL 2.

Randomly Generating a Mongrelman

Mongrelmen are a mixture of many different creatures, and no two mongrelmen ever look alike. The table below can be used to generate the appearance of any given mongrelman.

Random Mongrelman Generation

1d20	Type
1	Gnoll
2	Goblin
3	Hobgoblin
4	Human
5	Kobold
6	Merfolk
7	Locathah
8	Sahuagin
9	Dwarf
10	Elf
11	Gnome
12	Halfling
13	Orc or ogre
14	Troglodyte
15	Crabman
16	Bugbear
17	Minotaur
18	Flind
19	Lizardfolk
20	Missing body part

(Use common sense on this one. Obviously, a mongrelman can not be missing part of its torso.)

Roll one time for each of the following areas of a mongrelman: left side of head (includes ear and eye); right side of head (includes ear and eye); upper torso; lower torso; upper arm (roll once for left and right arm); lower arm (roll once for left and right arm); upper leg (roll once for left and right leg); lower leg (roll once for left and right leg); foot (roll once for left and right foot); hand (roll once for left and right hand); and jaw/mouth.

Description of Body Parts

A mongrelman gains abilities in addition to the ones noted in the stat block above based on the actual body parts that make up that mongrelman. Below are descriptions of the body parts and additional abilities gained.

Gnoll: *Eye:* darkvision 60 ft. and +3 Spot check. *Ear:* +3 Listen check. *Arm:* +4 effective Strength score using that arm.

Goblin: *Eye:* darkvision 60 ft. and +3 Spot check. *Ear:* +3 Listen check. *Arm:* -2 effective Strength score using that arm.

Hobgoblin: *Eye:* darkvision 60 ft. and +3 Spot check *Ear:* +3 Listen check.

Human: No additional abilities.

Kobold: *Eye:* darkvision 60 ft. and +2 Spot check, and light sensitivity. *Ear:* +2 Listen check. *Arm:* -4 effective Strength score using that arm.

Merfolk: *Eye:* darkvision 60 ft. and +4 Spot check. *Ear:* +4 Listen check. *Head:* if entire head is merfolk, the mongrelman can breathe water and air equally. *Leg:* leg is actually a fin or flipper, and the mongrelman moves at one-half speed while on land. *Lower torso:* mongrelman can only move on land at 5 feet per round, but can swim at 50 feet per round and gains a +8 Swim check.

Locathah: *Eye:* darkvision 60 ft. and +3 Spot check. *Ear:* +3 Listen check. *Head:* if entire head is locathah, the mongrelman can breathe water and air equally.

Sahuagin: *Eye:* darkvision 60 ft., +3 Spot check, and light blindness. *Ear:* +3 Listen check. *Arm:* +2 effective Strength score using that arm. *Head:* if entire head is sahuagin, the mongrelman can breathe water and air equally.

Dwarf: *Eye:* darkvision 60 ft. *Head:* if entire head is dwarven, the mongrelman gains the stonecunning ability as a dwarf. *Upper torso:* +2 to saves against poison.

Elf: *Eye:* low-light vision and +2 Search and Spot checks. *Ear:* +2 Listen check. *Head:* if entire head is elven, the mongrelman gains a +2 racial bonus to Will saves against enchantment spells or effects.

Gnome: *Eye:* low-light vision. *Ear:* +2 Listen check. *Head:* if entire head is gnome, the mongrelman gains a +2 bonus to saves against illusions.

Halfling: *Ear:* +3 Listen check. *Arm:* -2 effective Strength score using that arm. *Upper and lower torso:* mongrelman is Small size. *Lower torso:* gains +2 to Climb, Jump, and Move Silently checks.

Orc or ogre: *Eye:* darkvision 60 ft. and light sensitivity. *Arm:* +4 effective Strength score using that arm (orc) or +10 effective Strength score using that arm (ogre).

Troglodyte: *Eye:* darkvision 90 ft. *Upper or lower torso:* gains the stench attack and bonus to Hide checks for changing its skin color as the standard troglodyte.

Crabman: *Eye:* darkvision 60 ft. *Arm:* +6 effective Strength score using that arm. *Hand:* hand is actually a large pincer like that of the crabfolk, gains claw attack that deals 1d6 + Strength modifier damage, and gains improved grab and squeeze attacks (deals an additional 1d6 points of bludgeoning damage).

Bugbear: *Eye:* darkvision 60 ft. *Arm:* +4 effective Strength score using that arm.

Minotaur: *Eye:* darkvision 60 ft. and +4 Search and Spot checks. *Ear:* +4 Listen check. *Arm:* +8 effective Strength score using that arm. *Head:* gore attack for 1d4+ Strength modifier; if both sides of a mongrelman's head are minotaur, the gore damage increases to 1d8 + Strength modifier.

Flind: *Eye:* darkvision 60 ft. and +3 Spot check. *Ear:* +3 Listen check. *Arm:* +4 effective Strength score using that arm.

Lizardfolk: *Arm:* +2 effective Strength score using that arm. *Hand:* gains claw attack that deals 1d4 + Strength modifier damage. *Jaw/mouth:* gains bite attack that deals 1d4 + Strength modifier damage. *Lower torso:* gains a lizardfolk's tail and +4 to Balance, Jump, and Swim checks.

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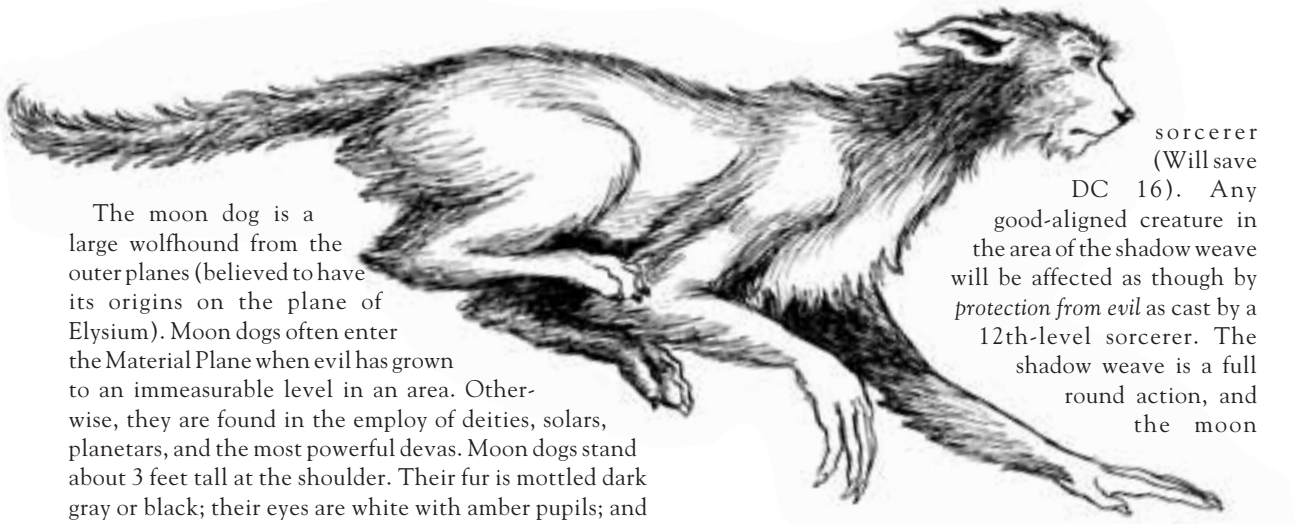
Author Scott Greene, based on original material by Gary Gygax.

Moon Dog

	Medium-Size Outsider (Good)
Hit Dice:	9d8+18 (58 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	50 ft. (or 30 ft. if on two legs)
AC:	22 (+2 Dex, +10 natural)
Attacks:	Bite +14 melee
Damage:	Bite 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, bay, shadow weave, trip
Special Qualities:	Damage reduction 20/+2, SR 16, keen senses, lick, plane shift, dispel magic, immune to fear, scent, darkvision 120 ft.
Saves:	Fort +8, Ref +8, Will +9
Abilities:	Str 18, Dex 15, Con 15, Int 15, Wis 16, Cha 14
Skills:	Animal Empathy +9, Concentration +12, Hide +11, Knowledge (any one) +11, Knowledge (arcana) +12, Listen +16, Move Silently +11, Sense Motive +11, Spot +16, Wilderness Lore +11*
Feats:	Alertness, Improved Initiative, Weapon Focus (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or pack (6-11)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral good
Advancement:	10-17 HD (Medium-size); 18-27 HD (Large)



The moon dog is a large wolfhound from the outer planes (believed to have its origins on the plane of Elysium). Moon dogs often enter the Material Plane when evil has grown to an immeasurable level in an area. Otherwise, they are found in the employ of deities, solars, planetars, and the most powerful devas. Moon dogs stand about 3 feet tall at the shoulder. Their fur is mottled dark gray or black; their eyes are white with amber pupils; and their long, triangular heads have an almost human appearance to them. Their forepaws are prehensile and resemble human hands. Though moon dogs can move on two legs in a bipedal fashion, most do not do so, preferring the speed and grace they gain by moving on all fours.

Combat

A moon dog attacks with its powerful bite. If faced by particularly powerful or evil opponents, the moon dog opens combat with its bay attack. Moon dogs' prehensile hands could facilitate the use of weapons, though none have ever been encountered wielding such items.

Spell-Like Abilities: 3/day — *change self* and *mirror image*; 1/day — *dancing lights*, *darkness*, *improved invisibility*, *light*, *nondetection*, *shades*, and *wall of fog*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level). The following abilities are always active on the moon dog, as the spells cast by a 12th-level sorcerer: *detect evil*, *detect magic*, and *see invisibility*. They can be dispelled, but the moon dog can reactivate them as a free action.

Bay (Su): The moon dog can use its bay once per round to produce one of the following effects. Each effect resembles a spell cast by a 12th-level sorcerer. All have a save DC of 14.

Fear: All creatures, except other good-aligned outsiders, within a 300-foot spread must succeed at a Will save or be affected as though by *fear*. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that moon dog's bay for one day.

Dispel Evil: This effect works like the spell, except that it targets one creature within 100 feet (see *dispel evil* in the ***PHB***, Chapter 11).

Dismissal: This effect works as the spell, except that it targets one creature with 9 HD or less (see *dismissal* in the ***PHB***, Chapter 11).

Shadow Weave (Su): When in shadows, a moon dog can move in such a way as to affect evil creatures within 60 feet as though by *hypnotic pattern* cast by a 12th-level sorcerer (Will save DC 16). Any good-aligned creature in the area of the shadow weave will be affected as though by *protection from evil* as cast by a 12th-level sorcerer. The shadow weave is a full round action, and the moon dog may take no other action while using it.

Trip (Ex): A moon dog that hits with its bite attack can attempt to trip the opponent as a free action (see "Trip" in the ***PHB***, Chapter 8) without making a melee touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the moon dog.

Keen Senses (Ex): Moon dogs can see twice as far as humans in low-light and normal light conditions.

Lick (Su): By licking a target, the moon dog may use one of the following abilities. Each is usable at will by the moon dog, but only once per day per recipient, and each ability resembles the spell cast by a 12th-level sorcerer.

Cure Light Wounds: This works like the spell.

Delay Poison: This works as the spell.

Remove Disease: This works like the spell.

Plane Shift (Sp): A moon dog can enter the Ethereal Plane, Astral Plane, or Material Plane. This ability resembles the spell of the same name.

Dispel Magic (Su): Once per day, a moon dog can *dispel magic* as the spell cast by a 12th-level sorcerer. Doing so forces the moon dog from the Material Plane back to its own plane of origin.

Immune to Fear (Ex): Moon dogs are immune to all fear effects, magical or otherwise.

Skills: Moon dogs receive a +4 racial bonus to Listen and Spot checks. *They also receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

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Author Scott Greene, based on original material by Gary Gygax.

Mouse Lord

See the Templates Appendix, under **Animal Lord**.

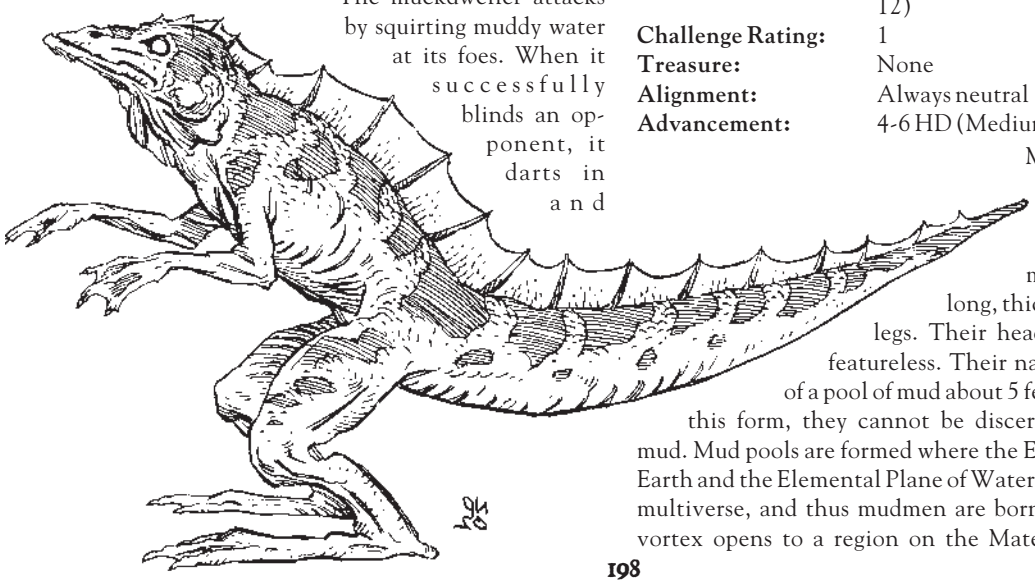
Muckdweller

	Small Beast
Hit Dice:	1/2d8 (2 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., swim 30 ft.
AC:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d4-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blinding spray
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 6, Dex 14, Con 11, Int 9, Wis 12, Cha 6
Skills:	Balance +6, Hide +10, Jump +2, Move Silently +6, Spot +3, Swim +10
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm marsh
Organization:	Pack (3-7) or swarm (8-17)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	1-2 HD (Small)

The muckdweller is a small, swamp-dwelling bipedal lizard that lives on a diet of carrion, fresh meat, plants, and insects. It has a long tail that allows it to swim rapidly through the water or maintain its balance when standing upright. Muckdwellers are 4-foot tall, mottled gray and brown lizards with a short 1-foot tall dorsal "fin" that runs the length of their body, tapering off as it meets the tail. The underbelly is yellow, the eyes are white, and the dorsal fin is dark green. Their feet are webbed as are their tiny hands. Muckdwellers sometimes associate with lizardfolk and kuo-toa. They speak their own language of croaks and hisses, and a rare few speak Draconic.

Combat

The muckdweller attacks by squirting muddy water at its foes. When it successfully blinds an opponent, it darts in and bites with its sharp teeth.



Blinding Spray (Ex): The muckdweller can fire a line of muddy water to a range of 10 feet. Creatures that fail a Reflex save (DC 10) are blinded for 1d2 rounds as the mud covers their eyes.

Skills: Muckdwellers receive a +4 racial bonus to Balance, Jump, and Swim checks due to their tail.

Feats: Muckdwellers receive the Weapon Finesse (bite) feat as a bonus feat.

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Mudman

	Medium-Size Elemental (Earth, Water)
Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	10 ft.
AC:	12 (+2 natural)
Attacks:	Slam +3 melee; or mud glob +1 ranged touch
Damage:	Slam 1d4+2; or mud glob 0 (see text)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mud globs, engulf
Special Qualities:	Elemental, damage reduction 10/+1, dormant state, immunities, vulnerabilities, tremorsense
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 11, Int 1, Wis 10, Cha 10
Skills:	Spot +2
Climate/Terrain:	Temperate and warm water, and underground
Organization:	Solitary, gang (3-6), or pack (7-12)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium-size)

Mudmen are 4-foot tall, stocky, human-shaped beings formed of mud. They have long, thick arms and bandy legs. Their heads are round and featureless. Their natural form is that of a pool of mud about 5 feet in diameter. In this form, they cannot be discerned from normal mud. Mud pools are formed where the Elemental Plane of Earth and the Elemental Plane of Water commingle in the multiverse, and thus mudmen are born. Occasionally, a vortex opens to a region on the Material Plane where

magical waters have stagnated against the land, thereby forming a mud pool. Mudmen pass through this vortex to the Material Plane. Though not evil, mudmen look with disdain on any who trespass in their mud pools.

Combat

When a living creature enters a mud pool, the mudman forms its humanoid shape (as a standard action) and attacks until the opponent is slain or leaves the mud pool. A mudman attacks by pummeling a foe with its fists or by hurling globs of mud. Mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

Dormant State (Ex): In their natural form, mudmen are effectively invisible in mud until they attack. In this form, they can still be attacked with spells.

Mud Globs (Ex): A mudman attacks by hurling globs of mud at its opponent. These globs deal no damage and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob suffers a -2 circumstance penalty to its attack rolls and a -4 circumstance penalty to effective Dexterity. The creature must succeed at a Reflex save (DC 15) or become stuck to the ground. Even on a successful save, the creature moves at half speed. A creature stuck to the ground can break free with a successful Strength check (DC 22) or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon.

Breaking the mud off is a standard action that provokes an attack of opportunity. A creature breaking the mud off himself, or another creature assisting, does not need to make an attack roll; hitting the mud is automatic, after which the creature that hit makes a damage roll to see how much of the mud happens to break off. Once free, a character can move at half speed. A character capable of spellcasting that is bound by the mud must make a Concentration check (DC 15) to cast a spell. The mud becomes brittle and crumbles after 20 minutes.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not increase with each successive hit.

Engulf (Ex): A mudman can hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack destroys the mudman and covers a Medium-size or smaller creature with mud that instantly solidifies around the opponent's head and upper body. A creature caught in this manner takes suffocation damage (see the "Suffocation" sidebar in the ***DMG***, Chapter 3). The hardened mud can be hit automatically and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. The hardened mud can be pried off by making two successful Strength checks (both at DC 25). A mudman that misses with this attack assumes its natural state and must spend one full round reforming.

Tremorsense (Ex): A mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Mudmen have darkvision to a range of 60 feet.

Immunities (Ex): Immune to all mind-influencing spells and effects.

Vulnerabilities (Ex): *Dispel magic* acts as a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all mudmen in a 30-foot radius. *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all mudmen in the area of effect.

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Mummy: Mummy of the Deep

	Medium-Size Undead (Aquatic)
Hit Dice:	6d12+3 (42 hp)
Initiative:	-1 (Dex)
Speed:	20 ft., swim 20 ft.
AC:	19 (-1 Dex, +10 natural)
Attacks:	Slam +6 melee
Damage:	Slam 1d6+3 and curse of the deep
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Despair, improved grab, curse of the deep
Special Qualities:	Undead, control water, resistant to blows, damage reduction 5/+1, fire resistance (10)
Saves:	Fort +2, Ref +1, Will +7
Abilities:	Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15
Skills:	Listen +9, Move Silently +8, Spot +9, Swim +20
Feats:	Alertness, Toughness
Climate/Terrain:	Any aquatic
Organization:	Solitary or gang (2-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	7-18 HD (Medium-size)

A mummy of the deep is an undead creature that lairs in the depths of the sea. It is the result of an evil creature that was buried at sea for its sins in life. The wickedness permeating the former life has managed to cling even into unlife and revive the soul as a mummy of the deep. A mummy of the deep appears as a bloated, desiccated humanoid wrapped in torn and waterlogged bandages.

Combat

A mummy of the deep attacks with its slam attack, attempting to grapple an opponent and use its *curse of the deep* ability.

Despair (Su): At the sight of a mummy of the deep, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy of the deep's despair ability for one day.

Improved Grab (Ex): To use this ability, the mummy of the deep must hit an opponent of Large size or smaller with its slam attack. If it gets a hold, it can use its *curse of the deep* ability. A mummy of the deep has a grapple bonus of +6.

Curse of the Deep (Su): On a successful grapple check (grapple bonus +6) against a Large or smaller creature, a mummy of the deep presses its lips against its opponent's and causes the victim's lungs to fill with water if the opponent fails a Fortitude save (DC 15). A failed save deals 1d4 points of damage per round until the victim dies. Holding one's breath does not prevent drowning damage (water is already in the lungs). A *remove curse* or *heal* spell halts the damage if applied before the victim dies.

Control Water (Su): Once per day, as *control water* cast by an 8th-level sorcerer.

Resistant to Blows (Ex): Physical attacks deal half damage to mummies of the deep. This effect is applied before damage reduction.

Fire Resistance (Ex): A mummy of the deep is so waterlogged that it gains fire resistance 10.

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Mustard Jelly

	Large Ooze
Hit Dice:	7d10+29 (67 hp)
Initiative:	-5 (Dex)
Speed:	10 ft.
AC:	4 (-1 size, -5 Dex)
Attacks:	Slam +6 melee
Damage:	Slam 2d4+3 and 1d4 acid
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, acid, poisonous aura, constrict 2d4+3 and 1d4 acid
Special Qualities:	Damage reduction 10/+1, blindsight, SR 13, cold immunity, split, ooze
Saves:	Fort +4, Ref -3, Will -3
Abilities:	Str 15, Dex 1, Con 15, Int –, Wis 1, Cha 1
Climate/Terrain:	Any marsh and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)

Mustard jelly appears to be a yellowish-brown form of the ochre jelly and is thought to be a distant relative of said creature. The mustard jelly gives off a faint odor of mustard plants to a range of 20 feet.

Combat

A mustard jelly attacks by forming a pseudopod from its body and slashing and striking its foes.

Improved Grab (Ex): To use this ability, the mustard jelly must hit with its slam attack. If it gets a hold, it can constrict. The mustard jelly has a grapple bonus of +11.

Constrict (Ex): A mustard jelly deals automatic slam and acid damage with a successful grapple check (grapple bonus +11).

Acid (Ex): A mustard jelly secretes a digestive acid that dissolves only flesh and wood. Any melee hit deals acid damage.

Poisonous Aura (Ex): 10-foot radius, affected as by a *slow* spell cast by a 12th-level sorcerer, Fortitude save (DC 15) negates. The save must be made each round a creature is within range.

Split (Ex): Weapon and electricity attacks deal no damage to a mustard jelly. Instead, the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

Ooze: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Credit

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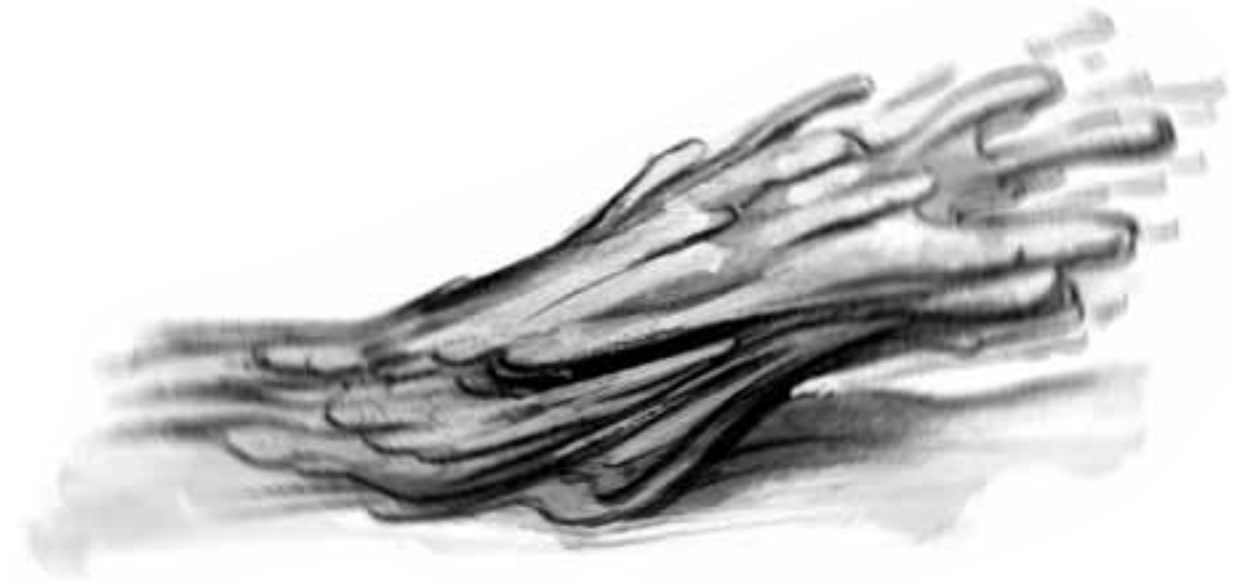


N: Necrophidius to Nilbog

Necrophidius

	Large Construct
Hit Dice:	2d10 (11 hp)
Initiative:	+3 (Dex)
Speed:	30 ft. (can't run)
AC:	18 (-1 size, +3 Dex, +6 natural)
Attacks:	Bite +0 melee
Damage:	Bite 1d8 and paralysis
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Dance of death, paralysis
Special Qualities:	Construct, immunities
Saves:	Fort +0, Ref +3, Will +0
Abilities:	Str 10, Dex 17, Con –, Int –, Wis 11, Cha 1
Skills:	Move Silently +11
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)

The necrophidius appears to be a great skeletal snake topped with a human skull. To the dismay of some (mainly clerics) it is not undead and therefore cannot be turned or rebuked. The necrophidius is a construct created by an arcane caster to serve as a guardian or assassin. It performs either task with great skill, and being a construct, it never questions its duty as guard or assassin. The necrophidius is a 10-foot long skeletal snake with a fanged human skull sitting atop its body where its snake head should be. The necrophidius' eyes glow with a hellish red light.

Combat

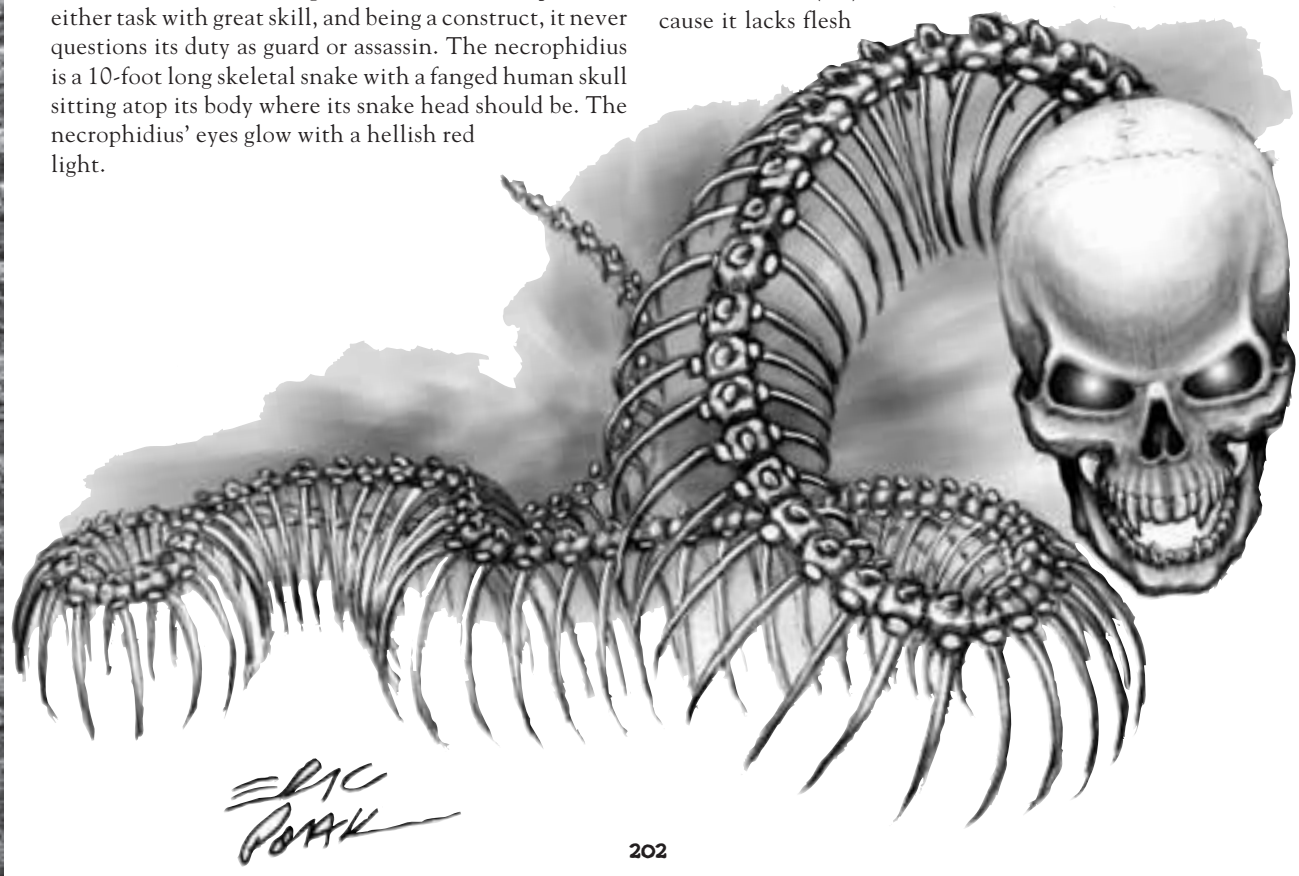
The necrophidius opens combat with its dance of death ability; entranced victims are then bitten and paralyzed. Paralyzed victims are either slain by the necrophidius or left to their own accord (depending on the exact instructions given to the necrophidius by its creator).

Dance of Death (Ex): On the first round of combat, a necrophidius attempts to entrance its opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed at a Will save (DC 11) or be unable to take any action for 2d4 rounds. Victims are not helpless, and the charm is broken if they are attacked. Opponents gain a +4 bonus to their attack roll when attacking an entranced victim. Entranced victims also lose their Dexterity bonus to AC.

Paralysis (Su): Bite, Fortitude save (DC 11) or paralyzed for 1d6 minutes.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects. The necrophidius has darkvision with a range of 60 feet.

Immunities (Ex): Because it lacks flesh



or internal organs, a necrophidius takes only half damage from piercing or slashing weapons.

Skills: The necrophidius receives a +8 racial bonus to all Move Silently checks.

Rattler

A variation of the necrophidius, the rattler is constructed from the skeletal remains of a giant rattlesnake. During the creation process, the tail rattle is left intact and magicked to create a *confusion* effect on those that hear it rattle. The rattler uses the same stats as the standard necrophidius and also gains the following special attack:

Rattle (Ex): By shaking its tail rattle, the rattler emits a rattling noise to a range of 30 feet. Those within the area that hear this rattle must succeed at a Will save (DC 11) or be affected as by *confusion* cast by a 5th-level sorcerer.

Construction

A necrophidius' body consists of a human skull and the skeletal remains of a constrictor snake. The golem costs 11,000 gp to create, which includes 500 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 15). The creator must be 14th level, and be able to cast arcane spells. Completing the ritual drains 220 XP from the creator and requires *charm person, geas/quest, hold person, limited wish,* and *polymorph any object*. To create a rattler, *confusion* must be cast during the creation process in addition to the spells listed above.

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Nereid

	Medium-Size Fey (Water)
Hit Dice:	4d6+8 (22 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., swim 40 ft.
AC:	12 (+2 Dex)
Attacks:	Spit +5 ranged
Damage:	Spit 0 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison, beguilement, kiss, shape water, control water, water mastery
Special Qualities:	SR 21, water form, low-light vision, vulnerability
Saves:	Fort +5, Ref +6, Will +5
Abilities:	Str 11, Dex 14, Con 14, Int 12, Wis 12, Cha 18
Skills:	Bluff +8, Craft (any one) or Knowledge (any one) +8, Escape Artist +6, Hide +8, Listen +7, Move Silently +7, Sense Motive +5, Spot +7
Feats:	Dodge, Great Fortitude
Climate/Terrain:	Any aquatic
Organization:	Solitary, gang (2-4) or troupe (1 giant squid, giant octopus, or Large viper snake for each nereid)
Challenge Rating:	6
Treasure:	No coins; no goods; standard items
Alignment:	Usually chaotic neutral
Advancement:	5-12 HD (Medium-size)

The nereid's true form is that of a small pool of water. It can assume humanoid form at will (free action) and usually takes the form of a very beautiful female with long golden hair, pearly white skin, and green, almond-shaped eyes. Many sailors, seafarers, pirates, and other seagoers have met their ends at the hands of the nereid. Their natural beauty lures men to their doom, for behind the beauty of the honeyed ones lies certain death for any creature that tries to steal a glance or kiss from the nereid.

Combat

Nereids shy away from combat and flee at the first sign of conflict if possible. If forced into melee, a nereid uses her poison spittle to blind an opponent and then uses her shape water ability to conjure a fist that pummels the victim. If a nereid encounters only female opponents, she assumes the shape of a handsomely striking male humanoid. Her powers of deceit are not as effective

in this form, however, and the ruse can be detected if a creature succeeds at a Will save (DC 15).

Beguilement (Su): A creature of the opposite sex seeing a nereid must make a Will save (DC 17) or be instantly smitten and *beguiled*. A beguiled creature seeks to steal a kiss from the nereid.

Poison (Ex): Spit, 20 feet, no range increments. Fortitude save (DC 14) or blinded for 2d6 rounds as per the *blindness* spell.

Kiss (Su): Any creature meeting the lips of a nereid must succeed at a Fortitude save (DC 14) or die instantly as its lungs fill with water.

Water Form (Ex): A nereid that is attacked by any weapon (including grappling attacks) can, by making a successful Reflex save (DC 15), instantly transform her body into her natural water form and flow away unharmed.

Shape Water (Su): A nereid can form a volume of water into the shape of an arm that ends in a clenched fist (AC 15, hp 15). The fist attacks using the nereid's attack roll and deals 1d4 points of damage each time it hits. The nereid does not need to concentrate to maintain the arm. At hit points 0 (or upon the death of the nereid that created it), the arm collapses into normal water.

Control Water (Su): A nereid can *control water* as the spell cast by a 15th-level sorcerer.

Water Mastery (Ex): A nereid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or nereid is land bound, the nereid suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block).

Transparency (Ex): A nereid is effectively invisible in water until it assumes humanoid form and attacks.

Vulnerability (Ex): The nereid's shawl contains a portion of her lifeforce. If it is ever destroyed, the nereid to which it belongs immediately and forever dissolves into formless water.

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Nilbog

	Small Humanoid (Goblinoid)
Hit Dice:	1d8 (4 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 size, +1 Dex, +2 studded leather)
Attacks:	Morningstar +1 melee; or javelin +3 ranged
Damage:	Morningstar 1d8-1; or javelin 1d6-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spatio-temporal reversal
Special Qualities:	Damage reversal, darkvision 60 ft.
Saves:	Fort +2, Ref +1, Will +0
Abilities:	Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills:	Hide +6, Listen +3, Move Silently +4, Spot +3
Feat:	Alertness
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Gang (4-9), band (10-20 plus 100% noncombatants plus 1 3rd level sergeant and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (20-60 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class

The nilbog is a goblin afflicted with a strange space-time reversal disease known as Nilbogism. The disease appears to occur when overly heavy use of magic strains the fabric of the space-time continuum and leads to some very strange localized events. The disease only affects goblins and is not transmitted by them. Nilbogs resemble goblins in appearance and are indistinguishable from them. Most nilbogs encountered outside their lair are warriors; the information in the statistics block is for one of 1st level (see the ***DMG***, Chapter 2, for more about the warrior class).

Combat

The nilbog favors ambushes, dirty tricks, and overwhelming odds to a fair fight. It moves within range of a foe so as to affect the creature with its spatio-temporal reversal ability.

Spatio-Temporal Reversal (Ex): Any creature that comes within 20 feet of a nilbog is affected by this ability. It causes the creature to act in a way it would not normally act; for example, an affected creature may suddenly decide to unload all of his possessions into a nearby empty chest or trunk and leave without his belongings. The DM must adjudge the exact circumstances and how it affects those within range. Creatures affected can make a Will save (DC 10) to avoid the effects. A new save must be made each time the creature comes within 20 feet of the nilbog.

Damage Reversal (Ex): When struck by any attack that would deal it damage, the nilbog actually gains hit points equal to the damage dealt. It can gain more than its maximum hit points, but never more than twice its normal hit points. The nilbog can only be damaged through the use of curative magic (*cure light wounds* and healing potions, for instance). Curative magic deals damage equal to the amount it would normally heal.

Skills: Nilbogs gain a +4 racial bonus to Move Silently checks.

Nilbog Characters

A nilbog's favored class is rogue; nilbog leaders tend to be rogues or fighter/rogues. Nilbogs worship Maglubiyet and can choose two of the following domains: Chaos, Evil, and Trickery. Most nilbog spellcasters, however, are adepts (see the ***DMG***, Chapter 2). Nilbog adepts favor spells that fool or confuse enemies.

Player Character Nilbogs

Nilbog characters have +2 Dex, -2 Str, and -2 Cha. Nilbogs are ECL 3.

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Author Scott Greene, based on original material by Roger Musson.

O: Obsidian Minotaur to Owlwere

Obsidian Minotaur

	Large Construct
Hit Dice:	12d10 (66 hp)
Initiative:	+0
Speed:	10 ft.
AC:	25 (-1 size, +16 natural)
Attacks:	2 claws +8 melee
Damage:	Claw 2d8+6 and 1d6 fire
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Breath weapon, burn
Special Qualities:	Construct, magic immunity, damage reduction 20/+1
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-18 HD (Large); 19-36 HD (Huge)

The obsidian minotaur is often employed by spellcasters as a guardian or killer and can be found performing such tasks. When employed as an assassin, the obsidian minotaur is quite effective, first striking fear into the heart of its opponent and then slaying it with no thought or consequence. The obsidian minotaur is a 12-foot minotaur of black obsidian. Its hands end in large, slightly oversized claws, and its feet are splayed hooves. Small pinpoints of bluish light can be seen in its eyes.

Combat

As a guardian, the obsidian minotaur activates when trespassers enter an area it is programmed to protect. As an assassin, it actively hunts down the targeted victim. The creature attacks with its powerful claws, slashing and ripping its opponent's flesh. Against powerful foes, it employs its breath weapon.

Breath Weapon (Su): Cloud of gas that deals 1d4 points of temporary Dexterity damage, 10-foot cube directly in front of the obsidian minotaur lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 16).

Burn (Ex): The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must succeed at a Reflex save (DC 16) or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite or armor becomes searing hot.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects.

Magic Immunity (Ex): An obsidian minotaur is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the obsidian minotaur's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Construction

The obsidian minotaur is constructed from a large block of black obsidian. The obsidian minotaur

costs 100,000 gp to create, which includes 2,000 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 18). The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 2,000 XP from the creator and requires *burning hands*, *cat's grace*, *geas/quest*, *limited wish*, and *polymorph any object*.

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Author Scott Greene.

Ogre: Half-Ogre

	Medium-Size Humanoid (Ogre)
Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (20 ft. with hide armor)
AC:	15 (+2 natural, +3 hide)
Attacks:	Greatsword +5 melee; or longspear +4 melee
Damage:	Greatsword 2d6+3; or longspear 1d8+3 melee
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with longspear)
Special Qualities:	Ogre blood, darkvision 60 ft.
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 17, Dex 10, Con 14, Int 9, Wis 10, Cha 9
Skills:	Climb +4, Listen +2, Spot +2
Feat:	Weapon Focus (greatsword)
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, gang (2-4), or band (5-8)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Half-ogres are rare crossbreeds of human and ogre. Standing a few feet shorter than their ogre kin and a few feet taller than their human kin, half-ogres have strength as well as speed and intelligence (relative to other ogres) in their favor. Their skin and hair color generally match that of their ogre parent, with dark tones such as gray, brown, or olive being the most prevalent. Half-ogres speak Common and Giant.

Combat

A half-ogre's usual weapon of choice is a greatsword or a longspear. They sometimes employ longswords and large wooden shields.

Ogre Blood (Ex): For all special abilities and effects, a half-ogre is considered an ogre.

Half-Ogre Society

Although generally outcasts among humans and feared for their ugliness and size, half-ogres can find some acceptance among ogres. Half-ogres in an ogre band will need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot. Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Their long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres.

On rare occasions, half-ogres will collect into hybrid communities of other half-ogre

races (such as orogs and ogrillons) or humanoids (such as orcs and half-orcs). These rogue bands of outcasts form bandit clans or marauding groups that are the bane of other humanoid communities in their area.

Half-Ogre Characters

A half-ogre's favored class is barbarian. Half-ogre leaders tend to be barbarians. Half-ogre clerics worship "the Destroyer" (choose any two of the following domains: Chaos, Destruction, and Evil) or a human deity. Most half-ogre spellcasters are adepts (see the ***DMG***, Chapter 2).

Player Character Half-Ogres

Half-ogre characters have +6 Str, +4 Con, -2 Int, and -2 Cha. Half-ogre characters are ECL 3.

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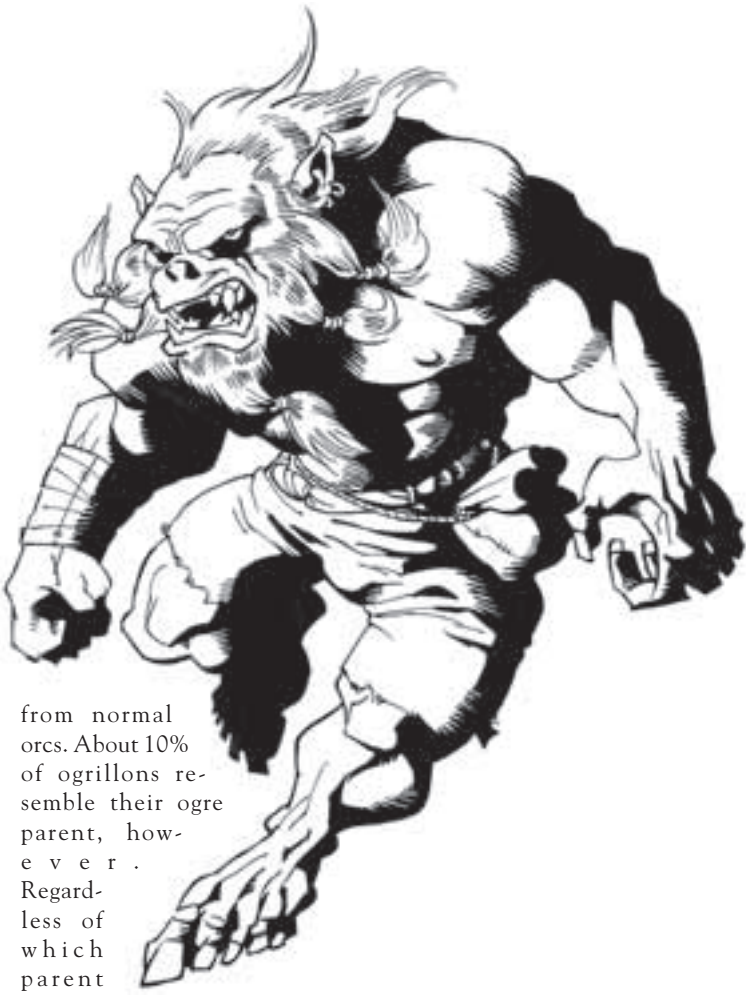
Author Scott Greene and Erica Balsley, based on original material by Roger Moore.

Ogrillon

	Medium-Size Humanoid (Ogrillon)
Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (+4 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d4+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Reinforced fists
Special Qualities:	Darkvision 60 ft., orc/ogre blood
Saves:	Fort +5, Ref +0, Will -1
Abilities:	Str 19, Dex 10, Con 14, Int 7, Wis 8, Cha 8
Skills:	Climb +5, Listen +1, Spot +1
Feat:	Improved Unarmed Strike
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-5), tribe (5-30 plus 1 4th-level sergeant per 10 adults and 1 leader of 5th-7th level), or warband (3-8 plus 10-24 orcs)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Ogrillons are a fierce half-ogre race born of a union between a female orc and a male ogre. They tend to act like ogres, but they are far more violent and aggressive than their larger kin. Ogrillons are usually only slightly taller than orcs, with features that strongly favor their orc parent — so much so that most ogrillons are indiscernible from normal orcs. About 10% of ogrillons resemble their ogre parent, however. Regardless of which parent they most closely resemble, the skin of an ogrillon is covered in close fitting bony plates and nodes like those of an alligator.



Ogrillons love nothing more than combat. They are a race so inborn to be warriors that they seem almost depressed and dejected when they are not involved in melee. They only time an ogrillon laughs is when it is the center of a whirlwind of melee and covered in its opponent's blood. Ogrillons do not care for armor or weapons and in fact carry very little gear at all. They do, however, like gold pieces and usually keep a few in a filthy pouch with other shiny trinkets as lucky charms. Ogrillons speak Ogre, and those specimens that boast Intelligence scores of at least 10 also speak Common.

Combat

Ogrillons disdain the use of armor, relying solely on their natural armor to protect them. They also disdain the use of weapons, preferring to leap headlong into a fray with fists swinging madly.

Reinforced Fists (Ex): Due to their horn-reinforced fists, ogrillons deal normal rather than subdual damage with their punches.

Orc/Ogre Blood (Ex): For all special abilities and effects, an ogrillon is considered an orc or ogre. Ogrillons, for example, can use special ogre (or orc) weapons or magic items with racially specific ogre (or orc) powers as if they were ogres (or orcs).

Ogrillon Society

Ogrillons have no society to call their own. Since they are born of female orcs, ogrillon children are generally raised in orc clans. Their size, strength, and ferocity are welcomed by the orcs, and ogrillons usually occupy a place of reverence in an orc clan. Ogrillons, of course, think little of the admiration of their orc kin. Battle is the only thought that regularly enters the ogrillon mind.

Ogrillon Characters

An ogrillon's favored class is barbarian; most ogrillon leaders are barbarians. Ogrillon clerics worship "the Destroyer," and they can choose two of the following domains: Chaos, Evil, Strength, and War. Most ogrillon spellcasters are adepts, however (see the DMG, Chapter 2).

Player Character Ogrillons

Ogrillon characters have +8 Str, +4 Con, -4 Int, -2 Wis, and -2 Cha. Ogrillon characters are ECL 8.

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Oliphant

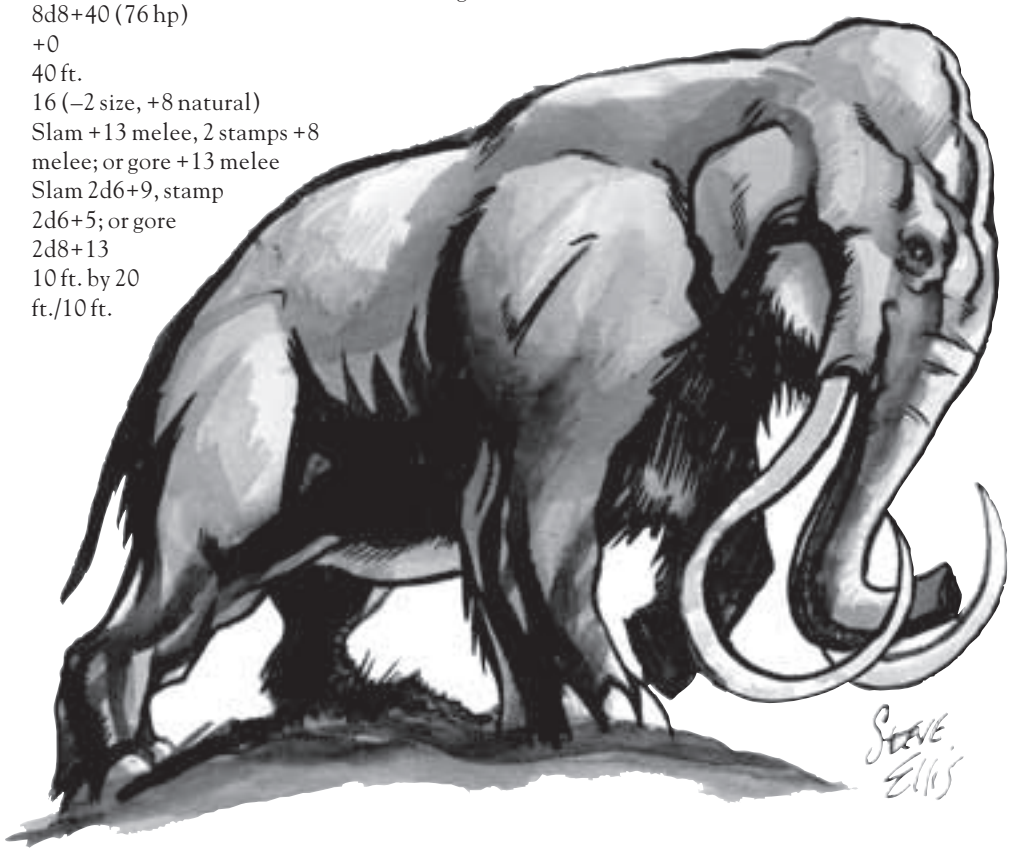
	Huge Animal
Hit Dice:	8d8+40 (76 hp)
Initiative:	+0
Speed:	40 ft.
AC:	16 (–2 size, +8 natural)
Attacks:	Slam +13 melee, 2 stamps +8 melee; or gore +13 melee
Damage:	Slam 2d6+9, stamp 2d6+5; or gore 2d8+13
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Trample 2d8+13
Special Qualities:	Scent
Saves:	Fort +11, Ref +6, Will +5
Abilities:	Str 28, Dex 11, Con 21, Int 4, Wis 15, Cha 11
Skills:	Listen +7, Spot +7
Climate/Terrain:	Any cold or temperate plain
Organization:	Solitary (male), family unit (2-8, 25% chance to be accompanied by a calf if 3 or more are encountered)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-24 HD (Huge)

The oliphant is a 20-foot long creature resembling a mastodon. It is omnivorous and rarely makes its home near civilized or settled areas. Two downward curving ivory tusks flank the oliphant's mouth. Each tusk, if wholly pried from a dead oliphant, brings 400 gp on the market. The oliphant's fur is thick, brown, and aids in protecting it from cooler climates and precipitation. Oliphants are sometimes trained as mounts or beasts of burden by various humanoid races.

Combat

An oliphant attacks with its downward curving tusks and heavy forelegs; its trunk is too short to be used as an effective weapon.

Trample (Ex): An oliphant can trample Medium-size or smaller creatures for 2d8+13 point of damage. Opponents who do not make attacks of opportunity against the oliphant can attempt a Reflex save (DC 23) to halve the damage.



Training an Oliphant

Training an oliphant as a mount requires a successful Handle Animal check (DC 21 for a calf, or DC 28 for an adult) and that the creature be willing. Oliphants mature at the same rate as elephants. Trainers can reduce the DC by 5 and the rearing time by one-half by using a magic bridle enchanted for this purpose. Riding a trained oliphant requires a howdah (basket-like seat placed on its back). An oliphant can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see the ***PHB***, Chapter 4).

Carrying Capacity: A light load for an oliphant is up to 1,600 pounds, a medium load 1,601-3,200 pounds, and a heavy load 3,201-4,800 pounds.

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Olive Slime

Hazard (CR 4)

Olive slime is a plantlike growth found in dark, damp underground areas. Olive slime is sticky, wet, and olive drab in color. It clings to walls, ceilings, and floors and consumes any organic matter it contacts. It drops from ceilings and walls when it detects movement underneath it.

A single patch of olive slime deals 1d6 points of permanent Intelligence damage per round. On the first round of contact, the slime can be scraped off a creature, but after that round, the slime must be burned, frozen, or cut away (this deals an equal amount of damage to the victim). Extreme heat, cold, and acid or a *cure disease* spell destroy a patch of olive slime. A creature brought to Intelligence 0 is slowly devoured by the olive slime and in 1d6+6 days emerges as a slime zombie (see the Slime Zombie template in the Templates Appendix).

Credit

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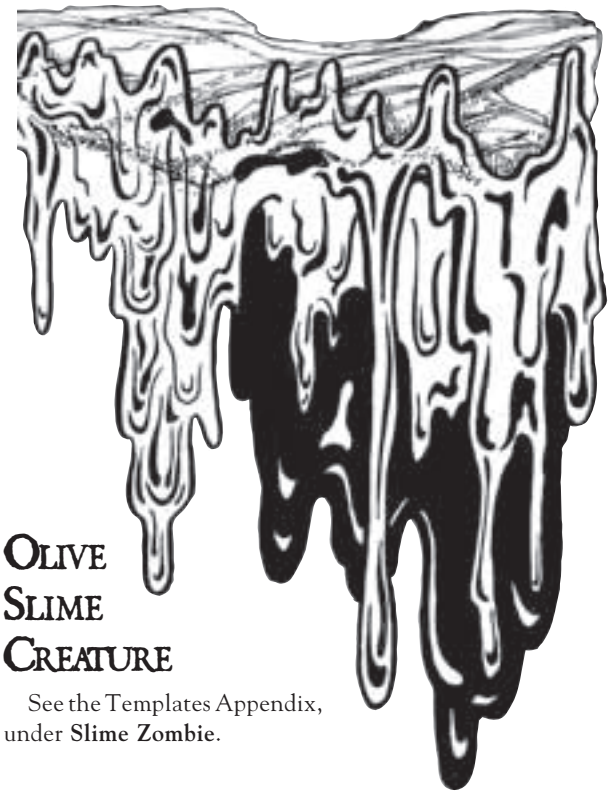

Olive Slime Creature

See the Templates Appendix, under **Slime Zombie**.

Orog

	Medium-Size Humanoid (Orog)
Hit Dice:	3d8+6 (20 hp)
Initiative:	+0
Speed:	20 ft. (half-plate armor); base 30 ft.
AC:	17 (+7 half-plate armor)
Attacks:	Greataxe +5 melee; or javelin +2 ranged
Damage:	Greataxe 1d12+3; or javelin 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., orc/ogre blood
Saves:	Fort +5, Ref +1, Will +0
Abilities:	Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 8
Skills:	Listen +4, Spot +5
Feat:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level) or band (20-80 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class

Orogs, also called elite orcs or greater orcs, are the much larger kin of normal orcs. They usually reach well over 6 feet tall but closely resemble normal orcs in all ways

except build: orogs are much stronger and stockier. It is believed that orogs are the result of the union of a male orc and female ogre.

In contrast to lesser orcs, orogs are highly disciplined and straightforward. Orogs within an orc community quickly rise to leadership positions within their clan, although in orc armies the orogs will segregate themselves into all-orog military units. Orog military units are highly organized, tactically superior, and far more dangerous than those of normal orcs. Such orog units form the vanguard of the army to which they belong. Orogs do not separate themselves into their own clans, despite their tendency to self-segregate while in an orc army. Orogs speak Orc and Common.

Combat

Orogs prefer weapons that deal massive amounts of damage. They try to avoid subterfuge, favoring direct combat to any other tactics.

Orc/Ogre Blood (Ex): For all special abilities and effects, an orog is considered an orc or ogre. Orogs, for example, can use special ogre (or orc) weapons or magic items with racially specific ogre (or orc) powers as if they were ogres (or orcs).

Orog Characters

An orog's favored class is fighter, and orog leaders tend to be fighters. Orog clerics usually worship orc deities and can choose two of the following domains: Chaos, Evil, Strength, and War. Most orog spellcasters, however, are adepts (see the ***DMG***, Chapter 2). Orog adepts favor spells that cause damage.

Player Character Orogs

Orog characters have +6 Str, +4 Con, -2 Wis, and -2 Cha. Orogs are ECL 5.

Credit

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Owlephant

See the Templates Appendix, under **Abomination**.

Owlwere

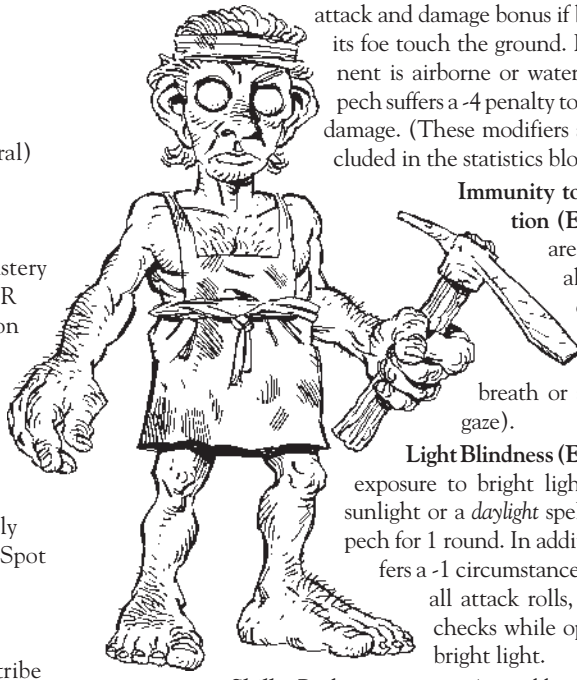
See the Templates Appendix, under **Therianthrope**.

P: Pech to Pyrolisk

Pech

	Small Fey (Earth)
Hit Dice:	4d6+4 (18 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	17 (+1 size, +1 Dex, +5 natural)
Attacks:	Heavy pick +8 melee
Damage:	Heavy pick 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, earth mastery
Special Qualities:	Immunity to petrification, SR 16, light blindness, darkvision 60 ft.
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12
Skills:	Climb +10, Craft (stonemasonry) +12, Hide +11, Listen +6, Move Silently +7, Profession (miner) +12, Spot +6
Feat:	Power Attack
Climate/Terrain:	Any underground
Organization:	Gang (2-4), pack (5-20), or tribe (21-40 plus 100% noncombatants)
Challenge Rating:	3
Treasure:	No coins; standard goods (gems only); no items
Alignment:	Usually neutral (good tendencies)
Advancement:	5-12 HD (Small)

A pech is a fey creature believed to have its origins on the Elemental Plane of Earth. They are excellent stonemasons and are often employed by races for their skill at stoneworking. Peches dwell in deep places rarely seen even by dwarves. A pech is a thin, almost 4-foot tall humanoid creature with gangly arms and legs. The limbs of a pech have broad, strong hands and feet that are perfectly suited for stoneworking. A pech has ochre colored skin and hair that is usually auburn or shades of red. The large eyes of a pech lack any discernible pupil.



Combat

A pech relies on its pick in combat, using its spell-like abilities when needed.

Spell-Like Abilities: 4/day — *stone shape* and *stone tell*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 10 + spell level). Four peches together can, once per day, cast a *wall of stone*. Eight peches together can cast a *stone to flesh* once per day. These abilities are as the spells cast by a 16th-level sorcerer (save DC 10 + spell level).

Earth Mastery (Ex): A pech gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the pech suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Immunity to Petrification (Ex): Peches are immune to all petrifying effects (such as a gorgon's breath or a medusa's gaze).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a pech for 1 round. In addition, it suffers a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Skills: Peches receive a +4 racial bonus to Craft (stonemasonry) and Profession (miner) checks.

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Phantom

Hazard (CR 3)

Phantoms are translucent spirits of creatures that died a particularly violent death. A phantom appears much as it did in life, though its form is clearly translucent and incorporeal. Phantoms have no attack form and they themselves cannot be attacked. A phantom causes fear (by gaze) to any living creature within 30 feet of it (Will save DC 15 negates). Affected creatures flee in terror for 1d6 rounds. If the save is successful, that creature cannot be affected by that phantom's fear for one day.

A phantom can be driven away through the casting of a *dismissal* or *banishment* spell. This causes the phantom to retreat from the area for 1 round per caster level.

Credit

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Phantom Stalker

	Medium-Size Elemental (Fire)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 60 ft. (average)
AC:	17 (+2 Dex, +5 natural)
Attacks:	2 claws +8 melee
Damage:	1d4+4 and 1d6 fire
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, burn, find target, death throes
Special Qualities:	Polymorph self, flames of healing, fire subtype
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 18, Dex 15, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +8, Spot +8
Feat:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-18 HD (Large)

Phantom stalkers live in the Elemental Plane of Fire. In its true form, a phantom stalker appears as a column of fire. It can take a human-shaped form, appearing as a muscular, fiery red humanoid about 8 feet tall. The phantom stalker has a long, flattish-oval face; large, round, inset eyes; and a wide mouth. A phantom stalker rarely enters the Material Plane on its own. If encountered, it is usually in the employ of a spellcaster that has summoned it there to do his bidding. Phantom stalkers speak Common and Ignan.

Combat

A phantom stalker attacks with its claws, attempting to grab its opponent and pull it into its body.

Improved Grab (Ex): To use this ability, the phantom stalker must hit a creature of up to Large size with both claw attacks. If it gets a hold, it pulls the creature into its body and burns it. The phantom stalker has a grapple bonus of +8.

Burn (Ex): Those hit by a phantom stalker's claw attacks must succeed at a Reflex save (DC 15) or catch fire. The flame burns for 1d4 rounds (see the "Catching on Fire" sidebar in the ***DMG***, Chapter 3). A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a phantom stalker with natural weapons or unarmed attacks take fire damage as though hit by the stalker's attack and also catch fire unless they succeed at a Reflex save (same DC).

Find Target (Sp): If the one who summoned the phantom stalker is slain while the stalker is on the Material Plane, the stalker can unerringly find the slayer as though guided by *discern location*. Once the slayer has been tracked and dealt with, the phantom stalker returns to its home plane.

Polymorph Self (Su): 1/day — as the spell cast by an 8th-level sorcerer.

Flames of Healing (Ex): Magical fire that contacts a phantom stalker heals 1 hit point for each die of damage it would have dealt to the stalker.

Death Throes (Ex): When a phantom stalker is reduced to 0 hit points or less, it can expel a fiery blast equivalent to a *fireball* as cast by a 6th-level sorcerer, dealing 6d6 points of damage to all creatures within 20 feet. A Reflex save DC 13 halves the damage.

Fire Subtype (Ex): Fire immunity; double damage from cold, except on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Phantom stalkers have darkvision with a range of 60 feet.

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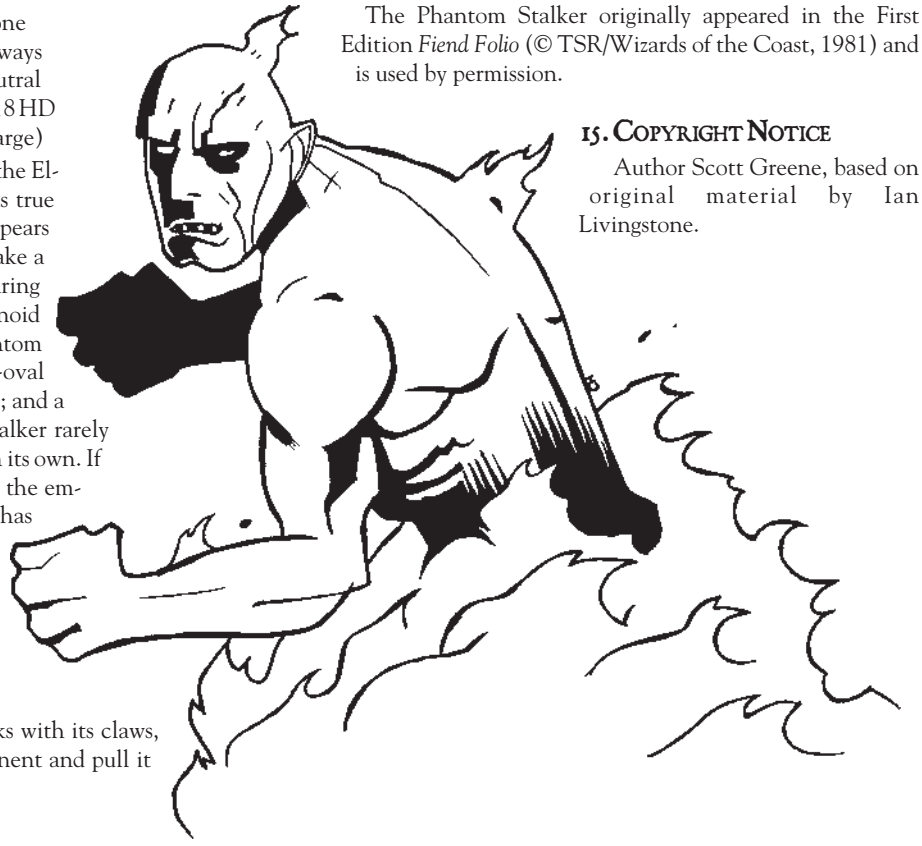

PHYCOMID

	Small Plant
Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	10 ft.
AC:	15 (+1 size, +4 natural)
Attacks:	None (see text)
Damage:	None (see text)
Face/Reach:	5 ft. by 5 ft./0 ft.
Special Attacks:	Acid stream, spore infection
Special Qualities:	Plant, tremorsense
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 8, Dex 10, Con 13, Int 1, Wis 11 Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary or patch (2-4)
Challenge Rating:	4
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral (evil tendencies)
Advancement:	5-9 HD (Small); 10-12 HD (Medium-size)

The phycomid resembles a small blob of decomposing organic matter with many small mushrooms growing from it. A patch of phycomids is often found growing in garbage heaps, refuse, and other such places. A typical patch of phycomid covers an area of 2 feet. The actual number of mushroom-growths varies with the actual size of the patch. The mushroom caps are usually white, red, purple, or yellow in color, and the phycomid's body is milky white.

COMBAT

The phycomid attacks by extruding a small tube from its body and firing a glob of acid at its foe.

Acid Stream (Ex): Line of acid, 10 feet, 1d6 points of damage plus spore infection (see below); Reflex save (13) for half.

Spore Infection (Ex): A creature hit by the phycomid's acid stream must make a Fortitude save (DC 13) or sprout tiny mushroom-like growths that cause death in 30 minutes unless the victim receives a *remove disease*, *heal*, *miracle*, or *wish*. The victim's body is consumed by the mushroom sprouts when it dies and changes into a phycomid.

Tremorsense (Ex): A phycomid can automatically sense the location of anything within 30 feet that is in contact with the ground.

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

CREDIT

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PIERCER

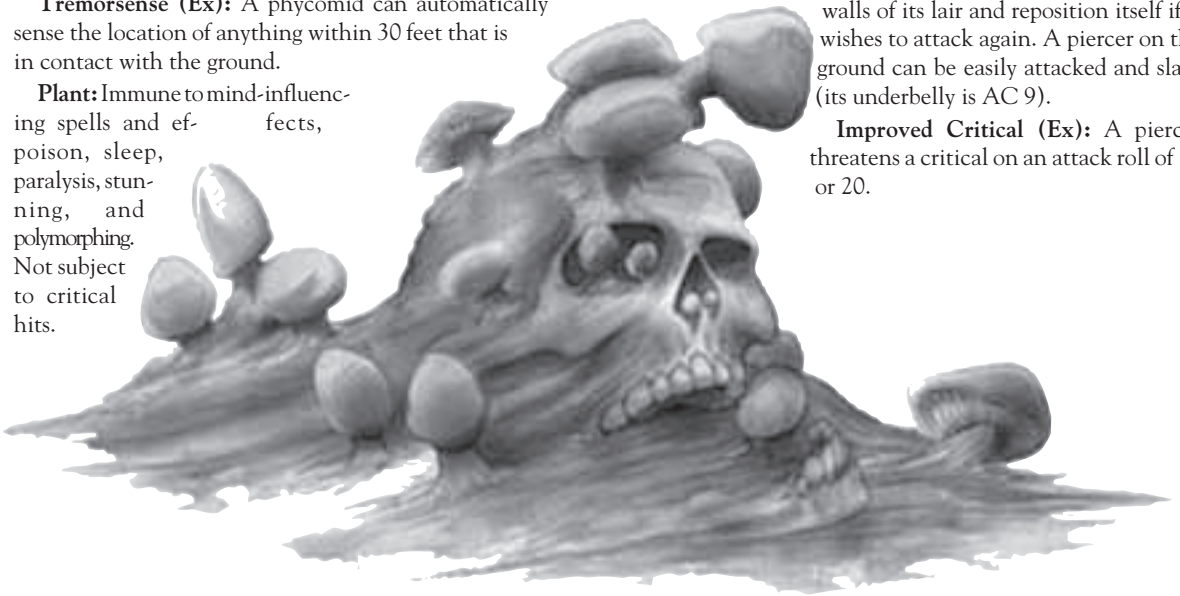
	Tiny Vermin
Hit Dice:	1d8 (4 hp)
Initiative:	-3 (Dex)
Speed:	5 ft., climb 5 ft.
AC:	16 (+2 size, -3 Dex, +7 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d6
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Improved critical, acid
Special Qualities:	Vermin
Saves:	Fort +2, Ref -3, Will +0
Abilities:	Str 10, Dex 4, Con 11, Int —, Wis 10, Cha 9
Skills:	Hide +4*, Listen +13, Spot +3
Climate/Terrain:	Any underground
Organization:	Cluster (5-10) or colony (11-20)
Challenge Rating:	1/6
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium-size)

The piercer resembles a stalactite about 1-foot long. It is brownish-gray in color, with a white underbelly (which can only be accessed through the "top" of a piercer). Two small, barely visible eyestalks protrude from its flanks.

COMBAT

The piercer attacks by dropping on unsuspecting individuals and impaling them with its shell. This is its only method of attack. The piercer must climb the walls of its lair and reposition itself if it wishes to attack again. A piercer on the ground can be easily attacked and slain (its underbelly is AC 9).

Improved Critical (Ex): A piercer threatens a critical on an attack roll of 19 or 20.



Acid (Ex): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: Immune to mind-influencing spells and effects. Piercers have darkvision to a range of 60 feet.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

Credit

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Poltergeist

	Medium-Size Undead (Incorporeal)
Hit Dice:	2d12 (13 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., fly 20 ft. (good)
AC:	12 (+1 Dex, +1 deflection)
Attacks:	Thrown object +2 ranged
Damage:	Thrown object (see text)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Throw object, fear
Special Qualities:	Natural invisibility, incorporeal, unnatural aura, undead
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str —, Dex 13, Con —, Int 5, Wis 12, Cha 12
Skills:	Hide +6, Intuit Direction +3, Listen +6, Spot +6
Climate/Terrain:	Any land and underground
Organization:	Solitary or haunting (4-7)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3-4 HD (Medium-size)

Poltergeists are undead spirits that haunt the area where they died. A poltergeist has no material form and cannot manifest on the Material Plane. Most poltergeists are evil, as they are "trapped" in the area where they were killed and can never leave this area unless they are destroyed. This "prison" drives them mad and they come to hate all living creatures.

Combat

Poltergeists cannot manifest on the Material Plane and must attack by picking up objects and striking with them or hurling them at opponents.

Throw Object (Ex): Poltergeists use any nearby object to hit an opponent. Most objects deal 1d6 points of damage, but may vary with size and construction (i.e., metal objects deal more damage than wooden objects). Even though a poltergeist has no Strength score, it can lift a maximum of 150 pounds.

Fear (Su): Any creature hit by a poltergeist must succeed at a Will save (DC 12) or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the fear effect of that poltergeist for the remainder of the encounter.

Natural Invisibility (Su): This ability is constant, allowing the poltergeist to remain invisible even when attacking. This ability is inherent and cannot be dispelled or negated (such as through the *invisibility purge* spell).

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a poltergeist at a distance of 30 feet. They will not willingly approach nearer than that

and panic if forced to do so; they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Poltergeists have darkvision to a range of 60 feet.

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Author Scott Greene, based on original material by Lewis Pulsipher.

Protector

	Medium–Size Outsider (Lawful)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	Longsword +9/+4 melee
Damage:	Longsword 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Air walk, telepathy, know alignment
Saves:	Fort +7, Ref +7, Will +12
Abilities:	Str 15, Dex 15, Con 15, Int 20, Wis 20, Cha 20
Skills:	Concentration +15, Diplomacy +15, Heal +11, Knowledge (the planes) +15, Innuendo +15, Listen +15, Scry +15, Sense Motive +15, Spellcraft +15, Spot +15
Feats:	Expertise, Iron Will
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or troupe (6-11)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always lawful neutral
Advancement:	8-21 HD (Medium-size)

Protectors are extraplanar guardians of law that appear as very noble and regal creatures. They are often sent to the Material Plane when the forces of chaos swing from the balance. A protector appears as a 7-foot tall male human with green eyes and a bald head, and dressed in long, flowing green robes that always seem to be billowing as though an invisible but gentle breeze was blowing in the area. Protectors move by means of their air walk ability; their feet never touch the ground, and they always float 6 to 10 inches above the ground. Protectors speak Celestial, Auran, and Common, though they rarely communicate vocally (even among themselves). They prefer to parlay through telepathic means.

Combat

Protectors attack neutral (except non-intelligent or low-intelligence creatures such as animals) and chaotic creatures on sight. They never knowingly and willingly attack lawful creatures. A protector fights with its longsword and spells.

Spells: All protectors can cast divine spells as a cleric equal to their HD. They must choose Law as one of their domains and may choose from either Knowledge or Protection for their other domain. The save DC to resist a spell cast by a protector is 15 + the spell level.

Air Walk (Su): Protectors can *air walk* as the spell of the same name. This ability is always active and can be dispelled, but the protector can restart it as a free action on its next turn.

Telepathy (Su): Protectors can communicate telepathically with any creature within 50 feet that has a language.

Know Alignment (Su): A protector automatically knows the alignment of any creature that comes within 50 feet of it.

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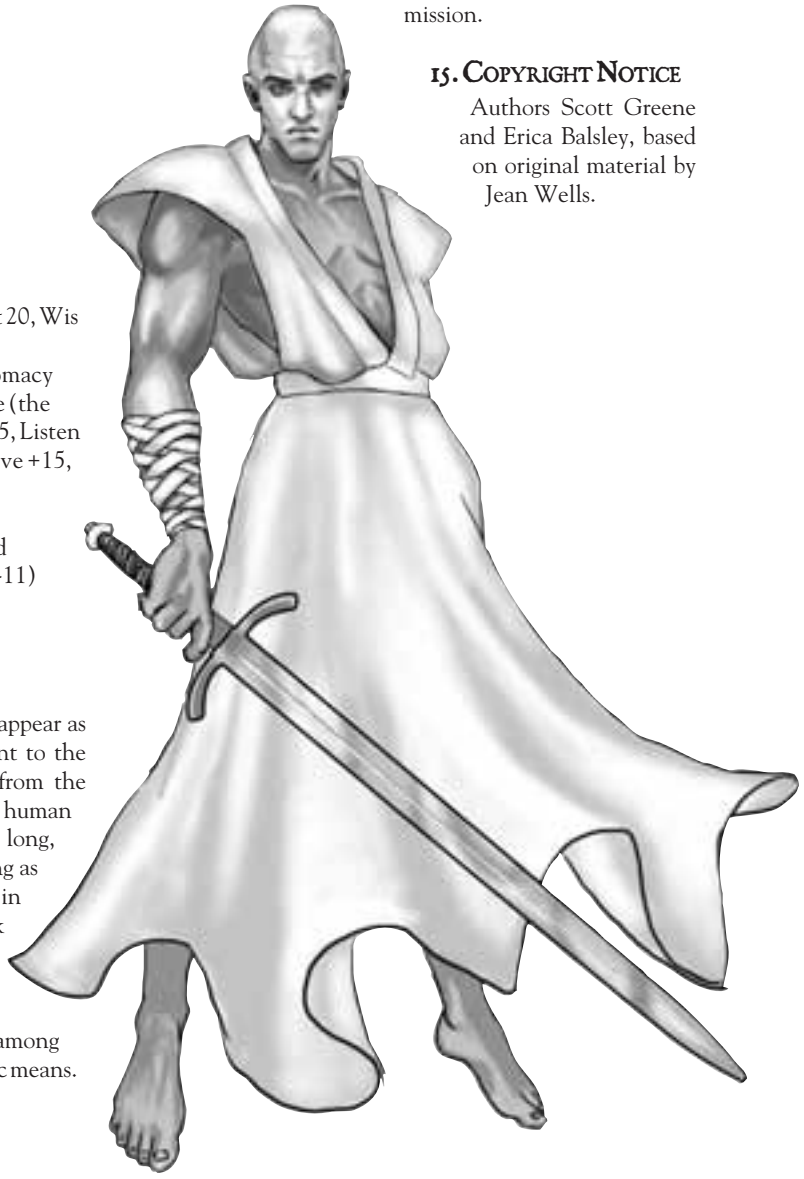
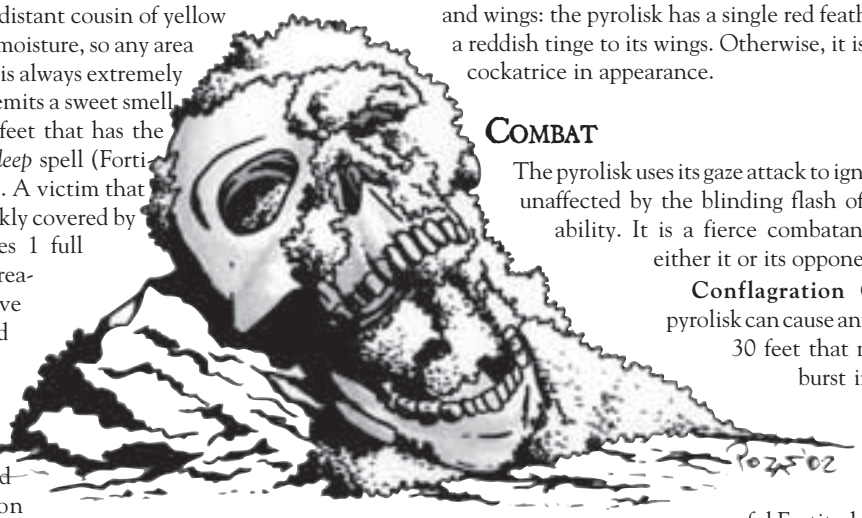


Purple Moss

Hazard (CR 2)

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a *sleep* spell (Fortitude save DC 12). A victim that falls asleep is quickly covered by the moss. It takes 1 full round to cover a creature of Diminutive or smaller size and one additional round for each size larger than Diminutive. A creature so covered takes suffocation damage (see the "Suffocation" sidebar in the ***DMG***, Chapter 3). Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.



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Pyrolisk

	Small Magical Beast
Hit Dice:	4d10 (22 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., fly 60 ft. (poor)
AC:	14 (+1 size, +3 Dex)
Attacks:	Bite +3 melee
Damage:	Bite 1d4-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Conflagration gaze, pyrotechnics
Special Qualities:	fire immunity
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 6, Dex 17, Con 11, Int 4, Wis 13, Cha 9
Skills:	Listen +8, Spot +7
Feat:	Alertness
Climate/Terrain:	Any temperate and warm land, and underground
Organization:	Solitary, flight (2-4), or flock (6-13)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	5-7 HD (Small); 8-12 HD (Medium-size)

The pyrolisk resembles a cockatrice and is often mistaken as such (Spot check at DC 25 to identify the pyrolisk successfully). The difference lies in the coloration of its tail feathers and wings: the pyrolisk has a single red feather in its tail and a reddish tinge to its wings. Otherwise, it is identical to the cockatrice in appearance.

Combat

The pyrolisk uses its gaze attack to ignite those that are unaffected by the blinding flash of its pyrotechnic ability. It is a fierce combatant, fighting until either it or its opponents are dead.

Conflagration Gaze (Su): A pyrolisk can cause any creature within 30 feet that meets its gaze to burst into flames. This deals 4d8 points of fire damage to the victim unless a successful Fortitude save (DC 12) is made to halve the damage. A creature that successfully saves cannot be affected by the gaze of that pyrolisk for one day.

Pyrotechnics (Su): Once per round, a pyrolisk can cause any fire source within 30 feet to explode in a blinding flash that affects all creatures within 300 feet that see it. Creatures viewing this explosion must succeed at a Will save (DC 12) or be blinded for 1d4+1 rounds. This ability is similar to the fireworks version of the *pyrotechnics* spell.

Fire Immunity (Ex): Pyrolisks are immune to all fire effects.

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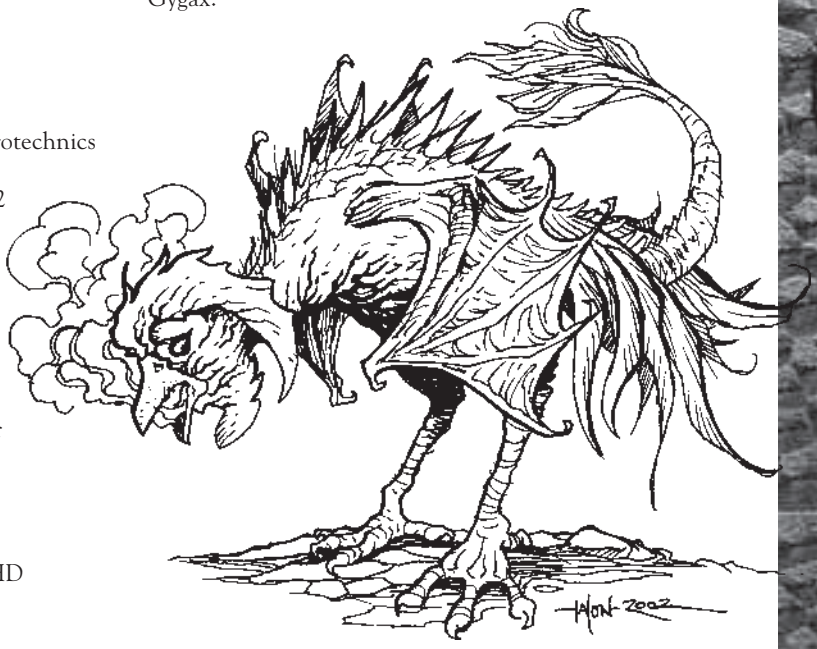


Q: Quickling to Quickwood

Quickling

	Small Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+8 (Dex)
Speed:	240 ft.
AC:	23 (+1 size, +8 Dex, +4 *haste*)
Attacks:	Dagger +9 melee
Damage:	Dagger 1d4-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, haste, special daggers
Special Qualities:	Natural invisibility, low-light vision
Saves:	Fort +0, Ref +10, Will +4
Abilities:	Str 8, Dex 27, Con 11, Int 15, Wis 15, Cha 14
Skills:	Animal Empathy +5, Bluff +6, Concentration +4, Craft (any one) +3, Escape Artist +12, Hide +16, Jump +12, Listen +6, Move Silently +12, Sense Motive +5, Spot +6, Wilderness Lore +6
Feats:	Dodge, Mobility, Spring Attack, Weapon Finesse (dagger)
Climate/Terrain:	Temperate forest
Organization:	Gang (2-4) or band (6-11)
Challenge Rating:	3
Treasure:	No coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	2-3 HD (Small)

Believed to be the offspring of an elf and a brownie (see that entry), the quickling is an evil faerie creature that hates all other races (especially the other fey races). How they came to be evil and malign is still a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some spark of the arcane that was never meant to be found by mortal creatures. Quicklings resemble small elves with large ears that rise to points above their heads. A quickling's skin is pale blue to blue-white and its hair is silver or white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites. Quicklings never wear armor. They speak Common and Sylvan.

Combat

No creature can match the natural speed and agility of a quickling (unless assisted by magic). They know this and use their great speed to the utmost advantage in combat. Quicklings rush an opponent, stab it with their tiny daggers, and then retreat out of melee range before their victim can react.

Spell-Like Abilities: 1/day — *dancing lights*, *daze*, *levitate*, *shatter*, and *ventriloquism*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Haste (Ex): A quickling is affected by a permanent *haste* spell. This grants the quickling one extra partial action, either before or after its regular action. It also grants the quickling a +4 bonus to its AC (already included in the statistics block). The quickling loses the +4 AC bonus anytime it would lose a dodge bonus. The quickling can jump one and one half times as far as normal. This is an inherent bonus and cannot be dispelled or negated.

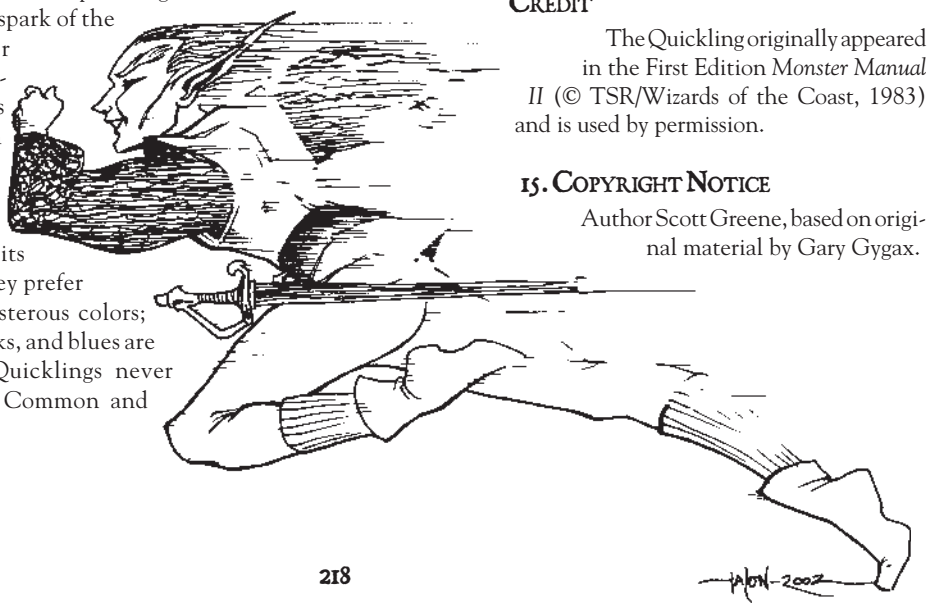
Natural Invisibility (Su): A quickling remains *invisible* (as the spell) even when it attacks. This ability is constant and the quickling can suppress or resume it as a free action.

Special Daggers (Ex): Quicklings sometimes employ special daggers that, in addition to dealing normal weapon damage, cause a creature struck to fall asleep.

Sleep: Any opponent struck by the dagger, regardless of HD, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

Skills: Quicklings receive a +8 racial bonus to Jump checks.

Feats: Quicklings gain Spring Attack as a bonus feat.



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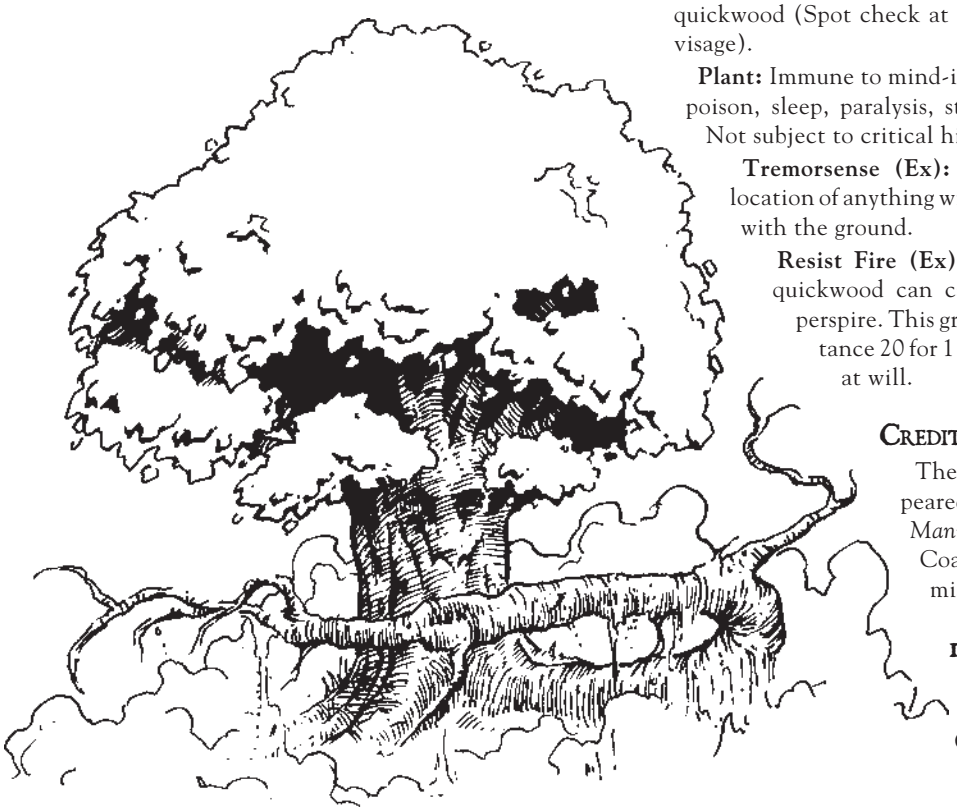
Author Scott Greene, based on original material by Gary Gygax.

QUICKWOOD

	Huge Plant
Hit Dice:	7d8+35 (66 hp)
Initiative:	-1 (Dex)
Speed:	10 ft.
AC:	17 (-2 size, -1 Dex, +10 natural)
Attacks:	8 roots +12 melee, bite +7 melee
Damage:	Root grapple, bite 4d6+4
Face/Reach:	10 ft. by 10 ft./20 ft.
Special Attacks:	Improved grab, fear
Special Qualities:	Spell absorption, link with oak, plant, tremorsense, resist fire, darkvision 120 ft.
Saves:	Fort +10, Ref +1, Will +4
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12
Climate/Terrain:	Temperate forest, hills, and mountains
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement:	8-15 HD (Huge); 16-21 HD (Gargantuan)

Quickwoods appear as nothing more than common oak trees. Closer inspection (at a distance of 10 feet or less) reveals a human-like visage embedded in the trunk. Quickwoods are indistinguishable from normal oak trees at a distance of 30 feet or more. Their skin is brown and textured like bark, and many strong, rigid branches protrude from its trunk. Each branch has many smaller branches that sport leaves of a deep, rich green color. Quickwoods rarely move, but when they do, they slowly pull themselves along with their roots.



COMBAT

Quickwoods like to use their linking ability to spy on potential enemies before attacking. When an opponent moves in range, the quickwood lashes out with its roots, grabbing an opponent and pulling it in for a bite attack. The many branches that protrude from a quickwood are very rigid and almost immobile and thus unsuited for combat.

Improved Grab (Ex): To use this ability, the quickwood must hit an opponent of Large size or smaller with a root. If it gets a hold, it reels the victim in for a bite attack in the same round. The quickwood has a grapple bonus of +22.

Fear (Su): The quickwood can use absorbed spell energy (see spell absorption below) to create an area of *fear* as a free action in a 10-foot radius per level of the spell absorbed. Creatures within the area must succeed at a Will save (DC 18) or flee in terror for 2d6 rounds. Creatures succeeding in the Will save are not affected by that particular quickwood's *fear* effect for one day.

Spell Absorption (Su): Any time the quickwood succeeds at a saving throw against a spell, it absorbs the spell's energy. It stores this energy and can release it as a *fear* effect (see the text above). A quickwood can store this absorbed energy for one week for each HD the quickwood possesses.

Link with Oak (Su): As a standard action, a quickwood can use surrounding oak trees to see, hear, and smell. At any one time, the quickwood can use a number of oak trees equal to its HD and within 360 feet. The quickwood is completely aware of its current surroundings and can break the link as a free action. It can reestablish a broken link as a standard action. This ability allows the quickwood to ascertain its surroundings over a much greater distance. The affected oak takes on a human visage akin to the quickwood (Spot check at DC 20 to notice the human visage).

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Tremorsense (Ex): Quickwoods can sense the location of anything within 60 feet that is in contact with the ground.

Resist Fire (Ex): As a standard action, the quickwood can cause its trunk and roots to perspire. This grants the quickwood fire resistance 20 for 1 minute. It can use this ability at will.

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R: Rat to Russet Mold

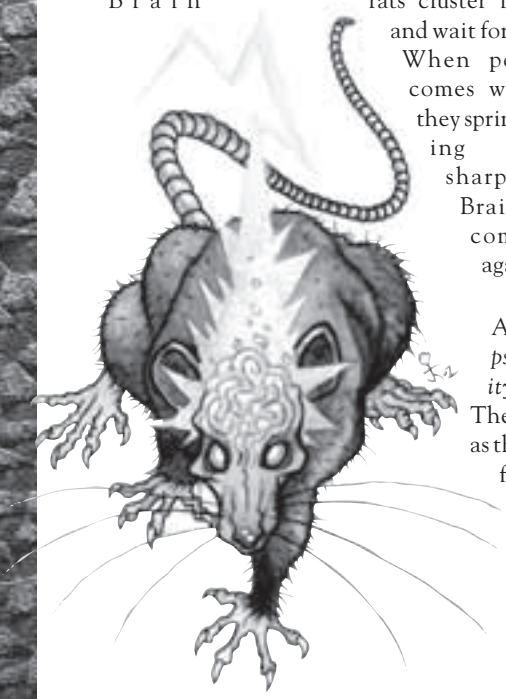
Rat: Brain Rat

	Tiny Magical Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	14 (+2 size, +2 Dex)
Attacks:	Bite +3 melee
Damage:	Bite 1d3-4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Psionics
Special Qualities:	Scent
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 2, Dex 15, Con 10, Int 14, Wis 14, Cha 10
Skills:	Concentration +4, Hide +18, Intuit Direction +6, Listen +8, Move Silently +10, Search +6, Spot +8
Feats:	Alertness, Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Pack (2-5) or swarm (6-11)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small)

Brain rats (also called psionic rats) are intelligent relatives of normal rats. They possess psionic powers and use them to their fullest extent. Brain rats resemble their normal cousins and are indistinguishable from normal rats.

Combat

Brain rats cluster in large groups and wait for prey to pass by. When potential prey comes within 30 feet, they spring to attack, biting with their sharpened teeth. Brain rats flee if combat goes against them.



Psionics (Sp): At will — *detect psionics*, *invisibility*, and *schism*. These abilities are as the powers manifested by a 5th-level psion.

Attack/Defense Modes (Sp): At will — *mind thrust/empty mind*.

For those not using the ***Psionics Handbook***, replace the above powers with: At will — *detect thoughts* and *invisibility*. These abilities are as the spells cast by a 5th-level sorcerer (save DC 10 + spell level).

Skills: Brain rats receive a +4 racial bonus to Hide and Move Silently checks.

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Rat: Ethereal Rat

	Small Magical Beast
Hit Dice:	2d10 (11 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	11 (-1 size, +1 Dex, +1 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d4-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Ethereal poisoning
Special Qualities:	Ethereal jaunt
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 6, Dex 13, Con 10, Int 2, Wis 12, Cha 2
Skills:	Listen +4, Spot +3
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Pack (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Small)

Ethereal rats resemble large, gray-black rats about 2 feet long. Like normal rats, they can be found just about anywhere.

Combat

Ethereal rats attack by biting and then jumping to the Ethereal Plane. They then jump back to the Material Plane and repeat this tactic.

Ethereal Poisoning (Ex): The bite of an ethereal rat deals 1d4 points of temporary Strength damage to a victim. At Strength 0, the victim becomes ethereal (as if affected by the *etherealness* spell). The victim remains in this state until *heal*, *miracle*, *remove disease*, or *wish* is cast.

Ethereal Jaunt (Su): An ethereal rat can shift from the Ethereal to the Material Plane as a free action and shift back again as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

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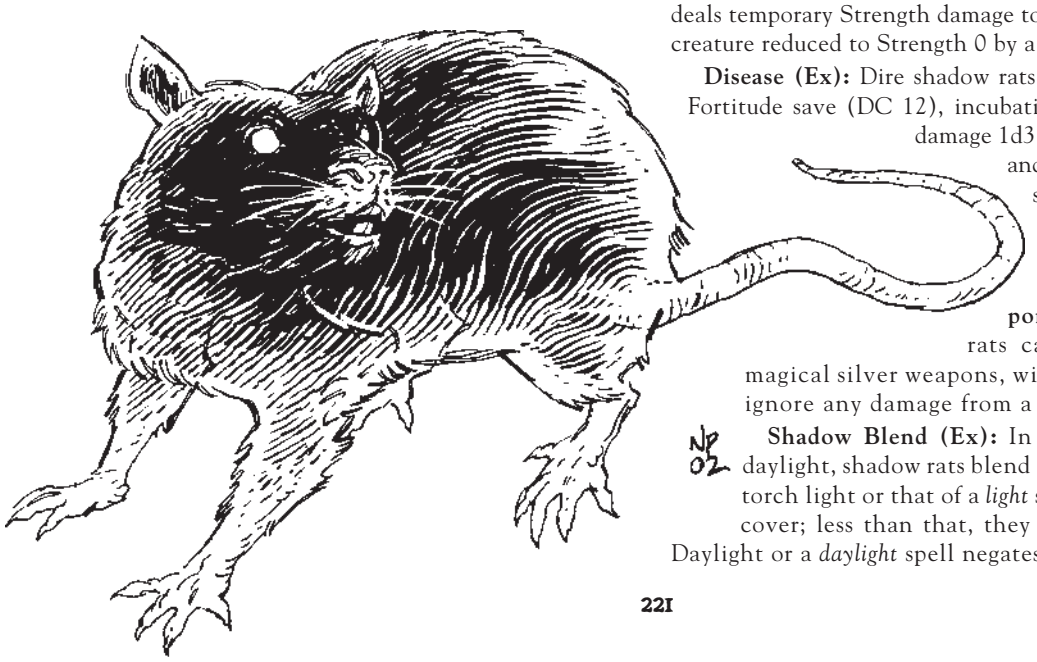
Rat: Shadow Rats

	Common	Dire
	Tiny Undead (Incorporeal)	**Small Undead (Incorporeal)**
Hit Dice:	1/2d12 (3 hp)	1d12 (6 hp)
Initiative:	+2 (Dex)	+3 (Dex)
Speed:	15 ft., climb 15 ft.	40 ft., climb 20 ft.
AC:	15 (+2 size, +2 Dex, +1 deflection)	15 (+1 size, +3 Dex, +1 deflection)
Attacks:	Incorporeal bite +4 melee	Incorporeal bite +4 melee
Damage:	Incorporeal bite 1d3 and 1d2 temporary Strength	Incorporeal bite 1d4 and 1d3 temporary Strength
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Strength damage	Strength damage, disease
Special Qualities:	Partially incorporeal, undead, scent, shadow blend	Partially incorporeal, undead, scent, shadow blend
Saves:	Fort +0, Ref +2, Will +4	Fort +0, Ref +3, Will +3
Abilities:	Str —, Dex 15, Con —, Int 2, Wis 12, Cha 2	Str —, Dex 17, Con —, Int 1, Wis 12, Cha 10
Skills:	Balance +12, Climb +12, Hide +12	Climb +12, Hide +13
Feat:	Weapon Finesse (bite)	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Pack (6-11) or cluster (12-20)	Solitary or pack (6-11)
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	2 HD (Small)	2-3 HD (Small); 4-6 HD (Medium-size)

Shadow rats are incorporeal forms of normal or dire rats. Other than their translucent form, they resemble their earthly counterparts in all respects.



Combat

Shadow rats attack relentlessly with their bite attack. Unlike normal shadows, shadow rats do not create spawn.

Strength Damage (Su): The touch of a shadow rat deals temporary Strength damage to a living creature. A creature reduced to Strength 0 by a shadow rat dies.

Disease (Ex): Dire shadow rats only. Filth fever — Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see "Disease" in the *DMG*, Chapter 3).

Partially Incorporeal (Ex): Shadow rats can be hit by nonmagical silver weapons, with a 50% chance to ignore any damage from a corporeal source.

Shadow Blend (Ex): In any light less than daylight, shadow rats blend into the shadows. In torch light or that of a *light* spell, they receive + cover; less than that, they receive 9/10 cover. Daylight or a *daylight* spell negates this ability.

Skills: Shadow rats receive a +4 racial bonus to Hide checks. Common shadow rats receive a +8 racial bonus to Balance checks. Shadow rats use their Dexterity modifier for Climb checks.

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Authors Clark Peterson and Scott Greene.

Rock Reptile

	Medium-Size Beast
Hit Dice:	5d10+20 (45 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d4+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Ambush
Saves:	Fort +8, Ref +6, Will +1
Abilities:	Str 18, Dex 14, Con 18, Int 2, Wis 10, Cha 6
Skills:	Hide +9, Listen +2, Move Silently +9, Spot +2
Climate/Terrain:	Any mountains, hills, plains, desert, and underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	25% coins; 25% goods; no items
Alignment:	Always neutral
Advancement:	6-10 HD (Medium-size); 11-15 HD (Large)

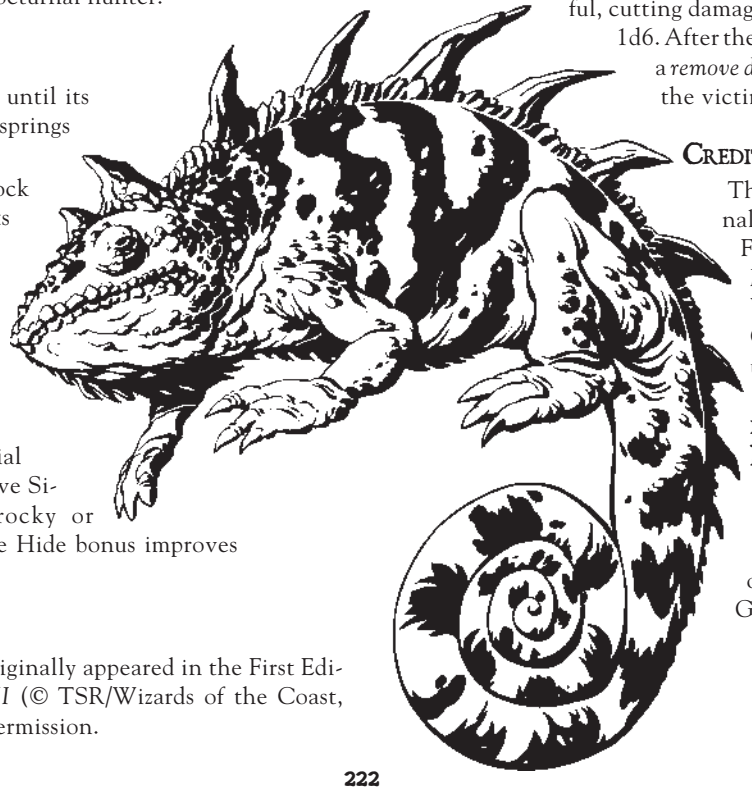
The rock reptile is a 5-foot long chameleon-like lizard. It makes its home among rocks and rubble, where its chameleon powers allow it to blend in with its surroundings. A rock reptile is effectively invisible until it attacks. The rock reptile is a nocturnal hunter.

Combat

A rock reptile hides until its prey approaches, then springs out and attacks.

Ambush (Ex): A rock reptile darts out of its hiding place with blinding speed. On the first round after it emerges, it gains a +4 conditional bonus to its attack roll.

Skills: Rock reptiles receive a +4 racial bonus to Hide and Move Silently checks. *In rocky or mountainous areas, the Hide bonus improves to +12.



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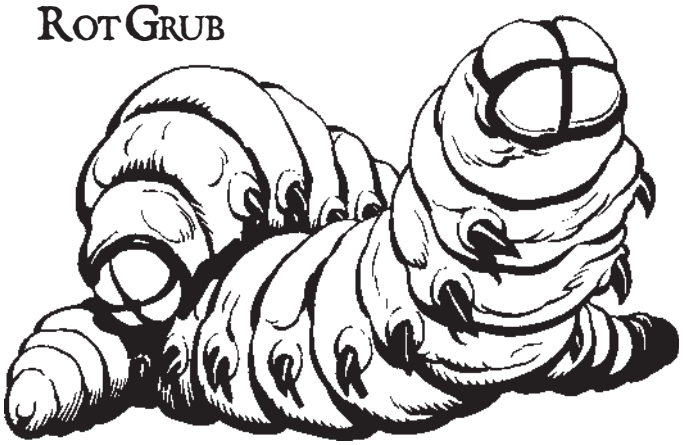
Rot Grub



Hazard (CR 4)

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a Spot check (DC 15) can be made to avoid them entirely. If this check is failed, the grubs have contacted the victim and penetrated the skin. Once this occurs, the victim may make a Wisdom check (DC 15). If successful, he notices strange burrowing below the surface of his skin. Each round thereafter, a Fortitude save (DC 17) must be made. If failed, the victim sustains 2d6 points of temporary Constitution damage. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, the grubs can be killed by applying flame to or by cutting open the affected skin. The flame or cutting does 2d6 points of damage to the victim. If a Heal check (DC 15) is successful, cutting damage can be reduced to 1d6. After the second round, only a *remove disease* spell can save the victim.

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Russet Mold

Hazard (CR 6)

Russet mold is found in dark, wet areas. At a distance of 30 feet or more, it is likely to be mistaken for ordinary rust (Spot check DC 25 to see it for what it truly is). A patch of russet mold is about 5 to 7 feet in diameter. When a living creature comes within 5 feet of a patch of russet mold, it releases a cloud of spores in a 5-foot radius. All in the area must succeed at a Fortitude save (DC 15) or take 2d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later — even by those who succeeded at the first save — to avoid taking another 2d6 points of temporary Constitution damage.

A creature killed by russet mold rises as a vegepygmy (see that entry) in 1d4+20 hours, unless *antiplant shell* is cast within one hour. *Antiplant shell* does not actually prevent the creature from becoming a vegepygmy, but it does delay the process for the spell's duration. After that, only a *wish* or *miracle* can prevent the creature from rising as a vegepygmy.

Russet mold is immune to fire and cold. Acid-based effects, alcohol (at least 1 gallon per foot diameter of mold), *continual flame*, or *remove disease* instantly destroy russet mold.

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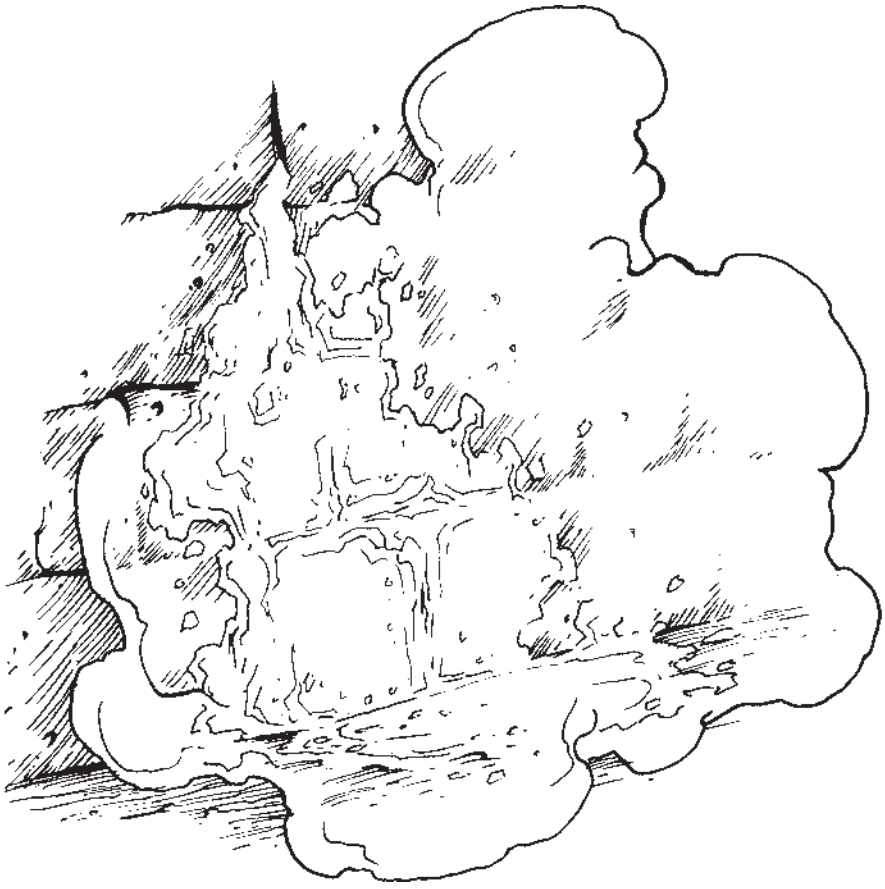


S: Sandling to Symbiotic Jelly

Sandling

	Large Elemental (Earth)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., burrow 20 ft.
AC:	16 (-1 size, +7 natural)
Attacks:	Pseudopod +5 melee
Damage:	Pseudopod 1d8+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Elemental, vulnerability to water
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 17, Dex 13, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +4
Feat:	Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)

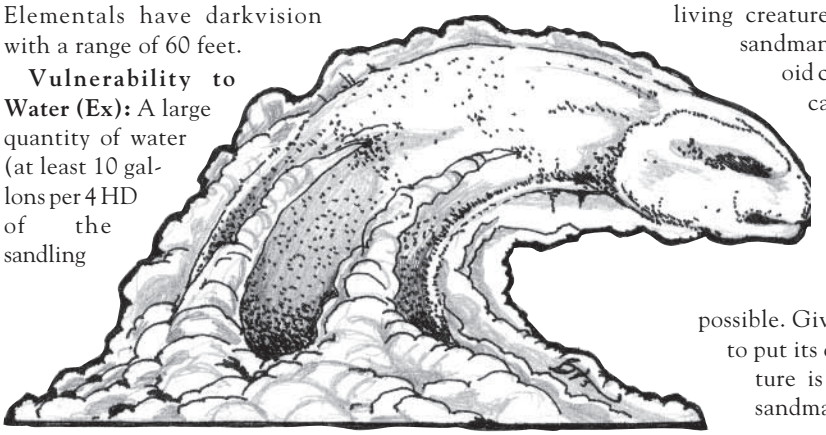
Sandlings are creatures from the Elemental Plane of Earth. A sandling in its natural form resembles a mound of sand about 10 feet in diameter. They are most often summoned to the Material Plane by clerics and wizards, though on occasion a sandling slips through a vortex connecting the Elemental Plane of Earth to the Material Plane. They are very territorial creatures and aggressively attack intruders.

Combat

Sandlings are very aggressive and territorial, attacking any intruders they detect. When agitated, a sandling takes the form of a 10-foot long serpent and strikes with a long pseudopod.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Elementals have no clear front or back and therefore cannot be flanked. Elementals have darkvision with a range of 60 feet.

Vulnerability to Water (Ex): A large quantity of water (at least 10 gallons per 4 HD of the sandling is required) *slows* a sandling as the spell for 2d4 rounds.



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Author Scott Greene, based on original material by Lawrence Schick.

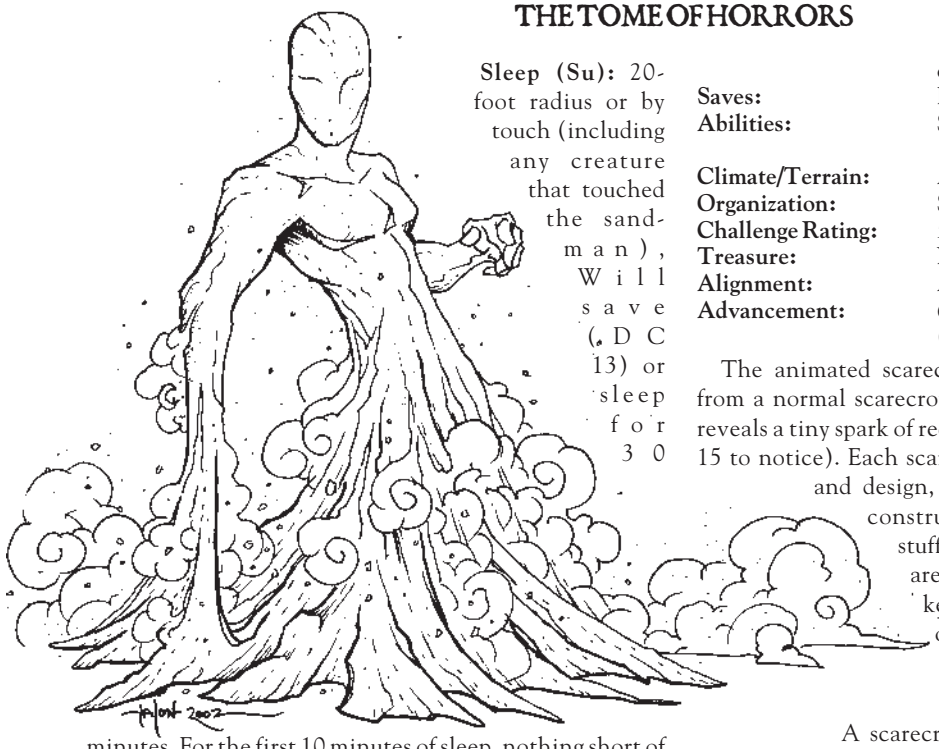
Sandman

	Medium-Size Elemental (Earth)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	30 ft.
AC:	17 (+7 natural)
Attacks:	Slam +3 melee
Damage:	1d6 and sleep
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sleep
Special Qualities:	SR 15, protection from arrows
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 10
Skills:	Hide +5, Listen +6, Move Silently +5, Spot +6
Feat:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	3
Treasure:	Double coins; standard goods; standard items
Alignment:	Usually neutral evil
Advancement:	5-12 HD (Medium-size)

The sandman has its origins on the Elemental Plane of Earth or a quasi-plane that borders the Elemental Plane of Earth and the Elemental Plane of Air. Sandmen detest living creatures and attack them on sight. The sandman appears as a slender, lithe humanoid constructed of sand. Delicate features can be seen on its face, and its fingers are long and slender.

Combat

A sandman attacks its opponent by pummeling them with its fists, though it prefers to avoid combat if possible. Given the chance, a sandman attempts to put its opponents to sleep. A sleeping creature is left alone and not assaulted by a sandman.



Sleep (Su): 20-foot radius or by touch (including any creature that touched the sandman), Will save (DC 13) or sleep for 30 minutes. For the first 10 minutes of sleep, nothing short of *dispel magic* (or more powerful magic) awakens a sleeping creature. Each 1 minute thereafter, the victim must succeed at a Will save (DC 13) to wake up. For each minute that passes, the DC decreases by 1. Violent shaking or attacking a sleeping creature wakes it immediately. Constructs, undead, and any other creatures immune to sleep effects are not affected by this ability.

Protection from Arrows (Ex): A sandman is protected by a permanent *protection from arrows* as cast by a 4th-level sorcerer. This ability is inherent and cannot be dispelled.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Elementals have no clear front or back and therefore cannot be flanked. Sandmen have darkvision to a range of 60 feet.

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Scarecrow

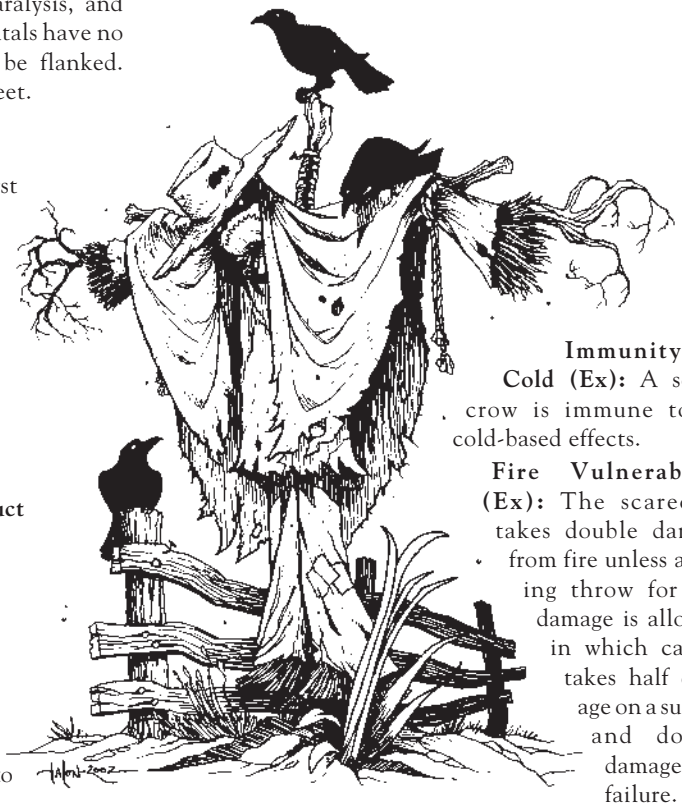
	Medium-Size Construct
Hit Dice:	5d10 (27 hp)
Initiative:	+0
Speed:	20 ft. (can't run)
AC:	14 (+4 natural)
Attacks:	2 slams +5 melee
Damage:	Slam 1d6+2 and fascination
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fascination
Special Qualities:	Construct, immunity to cold, fire vulnerability
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 15, Dex 10, Con –, Int –, Wis 11, Cha 10
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-9 HD (Medium-size); 10-15 HD (Large)

The animated scarecrow is nearly indistinguishable from a normal scarecrow. Close examination, however, reveals a tiny spark of red light in its eyes (Spot check DC 15 to notice). Each scarecrow is unique in construction and design, but most are about 6 feet tall, constructed of wood and ropes, and stuffed with straw or grass. Scarecrows are most often used as guardians to keep out would-be treasure hunters or trespassers.

Combat

A scarecrow attempts to charm the most powerful opponent it faces using its gaze attack. If it succeeds, it pummels that foe with its fists until the opponent is dead. It does not completely ignore other combatants, however, as it uses its gaze attack to charm them so it can deal with them once its primary foe is dead.

Fascination (Su): Gaze or slam — permanently paralyzed until the scarecrow is destroyed or moves more than 300 feet away, 30-foot range (gaze), Will save (DC 12). Each round a scarecrow attacks, a fascinated foe receives a new Will save (same DC) to break free of the fascination effect. The DC increases by 1 for each round the creature fails to break free.



Immunity to Cold (Ex): A scarecrow is immune to all cold-based effects.

Fire Vulnerability (Ex): The scarecrow takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects.

Construction

Each scarecrow varies in appearance: one may have a stuffed straw head, for example, while another has a pumpkin for a head. Whatever the differences, scarecrows do have some elements in common: their bodies and all limbs are constructed of wood and bound by ropes; their clothes are almost always dirty and ragged; and most scarecrows are stuffed with straw or grass.

A scarecrow costs 30,000 gp to create, which includes 800 gp for the construction of the body. Assembling the body requires a successful Craft (sculpting or woodworking) check (DC 12). The creator must be 6th level and able to cast divine spells. Completing the ritual drains 600 XP from the creator and requires *animate objects*, *command*, *hold person*, and *prayer*.

Credit

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Author Scott Greene, based on original material by Roger Musson.

Scarlet Spider

	Fine Vermin
Hit Dice:	1/4d8 (1 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., climb 10 ft.
AC:	20 (+8 size, +2 Dex)
Attacks:	Bite +10 melee
Damage:	Bite 1d2-5 and disease and tissue damage
Face/Reach:	1/2 ft. by 1/2 ft./0 ft.
Special Attacks:	Swarm, disease, tissue damage
Special Qualities:	Vermin
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +6, Hide +24, Spot +7
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Colony (8-16) or swarm (20-40)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	—

Scarlet spiders are deadly, aggressive black spiders about 3 inches long. Their legs are long, thin, and covered in a thin layer of dark hair, and their body is solid black with horizontal bands of scarlet ringing it. Scarlet spiders are not web-spinning spiders; therefore, they do not possess the standard web ability of other spiders.

Combat

Scarlet spiders hide in backpacks, bedrolls, chests, boxes, or the like. When a living creature touches or moves near a scarlet spider, it attacks, using its sharp mandibles to bite its prey. Scarlet spiders often attack prey by swarming the target.

Swarm (Ex): Because of their size, the entire colony or swarm of scarlet spiders can effectively attack the same opponent.

Disease (Ex): Red ache — bite, Fortitude save (DC 15), incubation period 1d3 days; damage 1d6 temporary Strength (see "Disease" in the *DMG*, Chapter 3).

Tissue Damage (Ex): Bite; the victim suffers a -4 penalty to any action taken when using that body part. For example, a victim bitten on the hand or arm suffers a -4 penalty to attack rolls, Climb checks, Disable Device checks, and so forth. If bitten on the foot or leg, the penalty applies to checks such as Balance and Jump. Tissue damage can be healed by making a successful Heal check (DC 15) within 24 hours of the initial bite. After that time, tissue damage can only be healed through magical means (such as *restoration*, *greater restoration*, and so on). Cumulative bites do not result in cumulative penalties if they occur on the same body part. Penalties from two or more bites to different body parts (or opposing body parts, such as right hand and left hand) do stack. For example, a victim bitten on each leg would have a -8 penalty to all checks and rolls that require the victim to use his legs (Balance checks, Jump checks, and so forth).

Vermin: Immune to mind-influencing spells and effects.

Skills: Scarlet spiders receive a +4 racial bonus to Hide and Spot checks.

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Author Scott Greene.

Screaming Devilkin

	Small Magical Beast
Hit Dice:	3d10 (16 hp)
Initiative:	+3 (Dex)
Speed:	5 ft., fly 30 ft. (poor)
AC:	18 (+1 size, +3 Dex, +4 natural)
Attacks:	Tail slap +3 melee
Damage:	Tail slap 1d4-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Scream
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 8, Dex 17, Con 10, Int 5, Wis 10, Cha 8
Skills:	Hide +10, Listen +6, Move Silently +5, Spot +6
Feat:	Alertness
Climate/Terrain:	Any cold and temperate land, and underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	4-7 HD (Small); 8-9 HD (Medium-size)

Shrill wails echoing through the night signal the arrival of a screaming devilkin. Screaming devilkins are smallish beasts, humanoid in appearance but with frail and spindly arms and legs. These weak limbs are nearly useless for combat and locomotion, but the screaming devilkin makes up for this disability with its bat-like wings. Although screaming devilkins are fast fliers, they are not particularly agile on the wing. Screaming devilkins also have a long, muscular, barbed tail that is their primary means of physical attack. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of any type.

Combat

A screaming devilkin is a tireless combatant, refusing to back down regardless of how the combat is progressing; it always attacks on sight. It attacks in melee with its barbed tail and screams continuously until it or its opponent is dead.

Scream (Su): The screaming devilkin issues a painful howling scream that has debilitating effects on all creatures within 60 feet that hear it. All creatures that do not have their ears well plugged must succeed at a Fortitude save (DC 11) each round or be stunned for the remainder of that round. Spellcasters must succeed at a Concentration check (DC 11) each round they attempt to cast a spell. Conversation, even shouting, is impossible within 60 feet of a devilkin while it is screaming.

Credit

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Author Scott Greene, based on original material by Philip Masters.

Scythe Tree

	Huge Plant
Hit Dice:	6d8+24 (51 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	4 branches +10 melee
Damage:	Branch 2d4+12
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved critical
Special Qualities:	Plant, blindsight, fire vulnerability, half damage from piercing
Saves:	Fort +9, Ref +1, Will +3
Abilities:	Str 27, Dex 8, Con 19, Int 12, Wis 12, Cha 12
Skills:	Hide +0*
Climate/Terrain:	Any forest and underground
Organization:	Solitary or grove (4-7)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Huge); 13-18 HD (Gargantuan)

A scythe tree appears as a normal, many-branched tree with few leaves on it. In reality, the scythe tree is a sentient and malevolent plant. Unlike normal trees, the scythe tree gains very little nourishment from sun, air, or water. It is a carnivore by nature and relishes the taste of dryads, elves, and other forest creatures. In the center of the scythe tree's trunk is a large, twisted opening (its mouth). When closed, the mouth appears to be nothing more than a long, deep scar on the trunk. Its legs appear as twisted dark roots. The scythe tree hates treants and attacks them on sight. A scythe tree speaks its own language and Treant.

Attacks:	Incorporeal touch +2 melee
Damage:	Incorporeal touch 1 temporary Strength
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Strength damage
Special Qualities:	Undead, partially incorporeal, +1 turn resistance, shadow blend
Saves:	Fort +0, Ref +0, Will +2
Abilities:	Str —, Dex 15, Con —, Int 5, Wis 10, Cha 10
Skills:	Hide +6, Intuit Direction +3, Listen +4, Spot +4
Feat:	Dodge
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-5), or swarm (1 shadow plus 6-11 lesser shadows)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Medium-size)

According to ancient texts, an arcane creature known only as the Shadow Lord created beings of living darkness to aid him and protect him. These beings, called shadows, were formed through a combination of darkness and evil. He also created other beings of darkness, lesser beings, not quite as powerful as his original creations. These creatures became known as lesser shadows. Though not as powerful as their stronger relatives, lesser shadows are every bit as evil.

Combat

A scythe tree waits for its prey (standing motionless so as to appear to be a real tree), attempting to surprise its foes. It attacks with its scythe-like limbs.

Improved Critical (Ex): Scythe trees threaten a critical on a roll of 19-20 when using their scythe-like appendages.

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Blindsight (Ex): Scythe trees have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Fire Vulnerability (Ex): A scythe tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal half damage to scythe trees, with a minimum of 1 point of damage.

Skills: *Scythe trees receive a +12 racial bonus to Hide checks made in forested areas.

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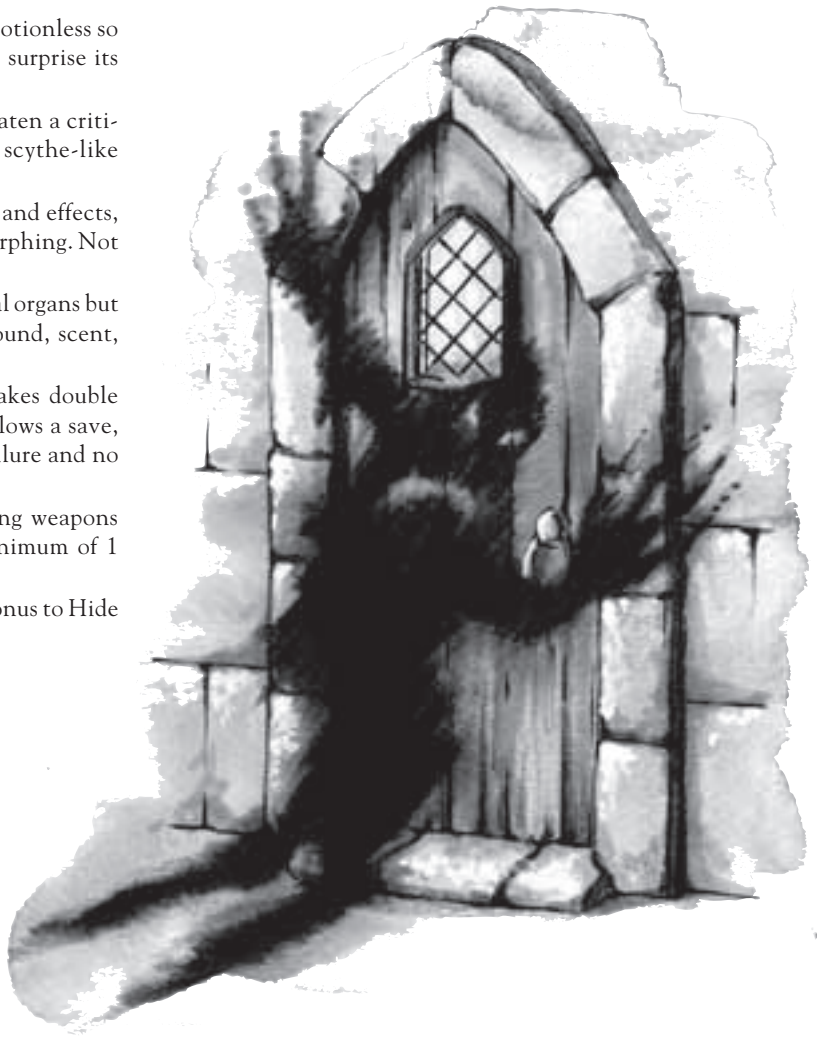

Shadow: Lesser Shadow

	Medium-Size Undead (Incorporeal)
Hit Dice:	1d12 (11 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 40 ft. (good)
AC:	13 (+2 Dex, +1 deflection)

A lesser shadow is completely indistinguishable from a standard shadow. Like its brethren, it is a creature of living darkness.

Combat

Lesser shadows hide in darkness, springing to attack when living opponents wander too close. They are often led in combat by a shadow. Unlike normal shadows, lesser shadows do not create spawn.

Strength Damage (Su): The touch of a lesser shadow deals 1 point of temporary Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies. Lesser shadows do not normally create spawn, though it is rumored that some lesser shadows do have this ability.

Partially Incorporeal (Ex): Lesser shadows can be hit by non-magical silver weapons, with a 50% chance to ignore any damage from a corporeal source.

Shadow Blend (Ex): In any light less than daylight, lesser shadows blend into the shadows. In torch light or that of a *light* spell, they receive 1/2 cover; less than this, they receive 9/10 cover. Daylight or a *daylight* spell negates this ability.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Lesser shadows have darkvision to a range of 60 feet.

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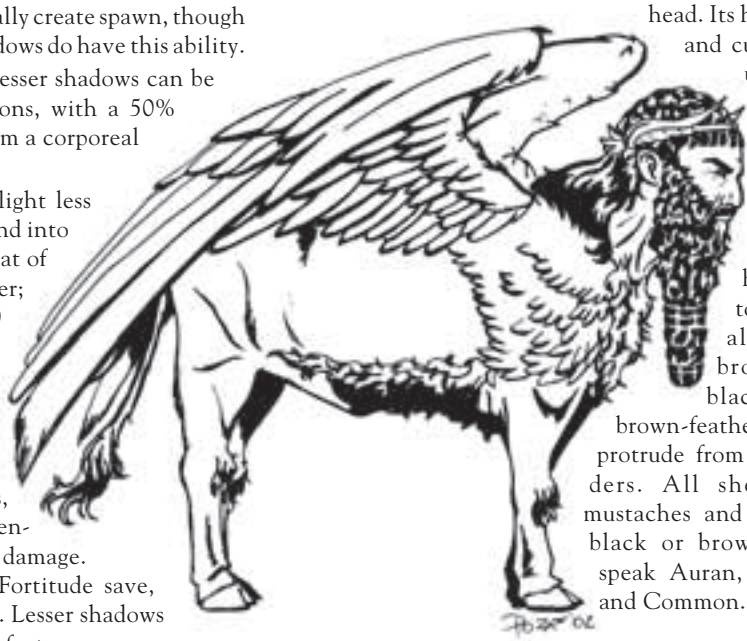
Author Scott Greene and Clark Peterson.

Shedu

	Large Magical Beast
Hit Dice:	9d10+27 (76 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 60 ft. (average)
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	2 hooves +13 melee
Damage:	Hoof 1d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Psionics
Special Qualities:	Ethereal jaunt, SR 16, darkvision 60 ft., low-light vision, telepathy
Saves:	Fort +9, Ref +7, Will +8
Abilities:	Str 21, Dex 12, Con 17, Int 16, Wis 16, Cha 17
Skills:	Concentration +9, Knowledge (arcana) +12, Listen +11, Sense Motive +13, Spot +11
Feats:	Blind-Fight, Flyby Attack, Improved Initiative, Iron Will, Power Attack
Climate/Terrain:	Any warm land
Organization:	Herd (2-8)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	10-13 HD (Large); 14-27 HD (Huge)

Shedus are good creatures that roam the Material Plane seeking out evil and destroying it wherever and whenever they encounter it. Shedus aid good creatures in need and never knowingly associate with evil creatures. Shedu are on good terms with lammasu and ki-rin. A shedu appears as a stocky horse with a wide, almost dwarf-like human head. Its hair is wide and curly and is usually braided. The short, coarse hair covering its horse-like torso is usually either brown or black. Large, brown-feathered wings protrude from its shoulders. All shedu wear mustaches and beards of black or brown. Shedu speak Auran, Celestial, and Common.



Combat

Shedu rarely enter combat, but always come to the aid of good creatures in need. Shedu relentlessly attack evil on sight, using a combination of their hooves and psionics.

Psionics (Sp): At will — *astral projection*, *charm monster*, *detect evil*, *detect good*, *detect thoughts*, and *polymorph self*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Ethereal Jaunt (Su): At will, a shedu can shift from the Ethereal to the Material Plane as a free action and shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* as cast by an 18th-level sorcerer.

Telepathy (Su): Shedu can communicate telepathically with any creature within 100 feet that has a language.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

SHEDU: GREATER SHEDU

	Large Magical Beast
Hit Dice:	14d10+70 (147 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 80 ft. (average)
AC:	18 (-1 size, +1 Dex, +8 natural)
Attacks:	2 hooves +19 melee
Damage:	Hoof 1d6+7
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Psionics
Special Qualities:	Ethereal jaunt, SR 16, magic circle against evil, darkvision 60 ft., low-light vision, telepathy
Saves:	Fort +14, Ref +12, Will +10
Abilities:	Str 24, Dex 12, Con 20, Int 18, Wis 18, Cha 20
Skills:	Concentration +15, Knowledge (arcana) +13, Listen +16, Sense Motive +13, Spot +16
Feats:	Alertness, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack
Climate/Terrain:	Any warm land
Organization:	Solitary, pair, or troupe (greater shedu plus 2-5 shedu)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	15-25 HD (Large); 26-42 HD (Huge)

Greater shedus resemble their weaker cousins, the shedu. Like their relatives, they are good creatures that roam the Material Plane seeking out evil and destroying it wherever and whenever they encounter it. Greater shedus aid good creatures in need and never knowingly associate with evil creatures. Greater shedus are on good terms with lammasu, shedus, and ki-rin.

A greater shedu has the brown body of a horse, the wings of an eagle, and the head of a human with wide, squat features. Like other shedu, greater shedu have straight braided black hair, beards, and mustaches. Greater shedu are about 10 feet long and weigh about 700 pounds. Greater shedus speak Auran, Celestial, Common, and Draconic.

COMBAT

Greater shedus attack evil creatures using their forehooves and psionics. If encountered with other shedus, a greater shedu acts as a leader, directing its lesser cousins as they battle their foes.

Psionics (Sp): At will — *astral projection*, *charm monster*, *detect evil*, *detect good*, *detect magic*, *detect thoughts*, *dominate monster*, *hypnotic gaze*, *invisibility*, and *polymorph self*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 15 + spell level).

Ethereal Jaunt (Su): At will, a greater shedu can shift from the Ethereal to the Material Plane as a free action and shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* as cast by an 18th-level sorcerer.

Magic Circle Against Evil (Su): A greater shedu has a continuous *magic circle against evil* aura that affects a 10-foot radius. The aura can be dispelled, but the greater shedu can create it again as a free action on its next turn.

Telepathy (Su): Greater shedu can communicate telepathically with any creature within 100 feet that has a language.

CREDIT

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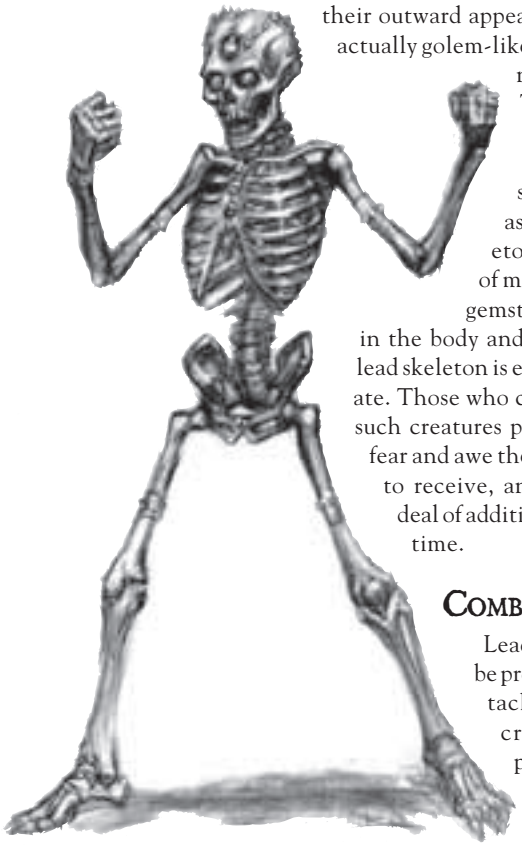
Author Scott Greene, based on original material by Gary Gygax.

SKELETON: LEAD SKELETON

	Medium-Size Construct
Hit Dice:	10d10 (55 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	30 (+4 Dex, +16 natural)
Attacks:	2 slams +13 melee
Damage:	Slam 2d6+6
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +3, Ref +7, Will +3
Special Qualities:	Damage reduction 15/+1, SR 18, immunities, blindsight, construct
Abilities:	Str 22, Dex 18, Con —, Int —, Wis 10, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or group (2-6)
Challenge Rating:	6
Treasure:	No coins; double goods (gems only); no items
Alignment:	Always neutral
Advancement:	11-15 HD (Large); 16-30 HD (Huge)



Lead skeletons appear simply to be skeletons coated with metal. Despite their outward appearance, they are actually golem-like constructs and not undead. Therefore, they cannot be turned. Lead skeletons appear as 6-foot tall skeletons constructed of metal. Some have gemstones encrusted in the body and eye sockets. A lead skeleton is expensive to create. Those who choose to create such creatures prefer the added fear and awe the skeletons tend to receive, and have a great deal of additional wealth and time.

Combat

Lead skeletons can be programmed to attack only certain creatures or be programmed to accept certain passwords or types of clothing. More complex programming tends to fail. While lead skeletons might not have the same abilities as other golems, their immunities and speed make them extraordinarily dangerous. They use their fists to inflict powerful slam attacks and attack a single target at a time until it is dead.

Blindsight (Ex): Lead skeletons have no eyes. They "see" their opponents by emitting high-frequency sounds, inaudible to all other creatures, that allow them to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the lead skeleton.

Immunities (Ex): Lead skeletons are immune to fire, cold, electricity, and acid attacks and take half-damage from piercing and slashing attacks. Sonic based spells that get past their spell resistance do normal damage to lead skeletons and temporarily *slow* them for 1d4 rounds.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effects that require a Fortitude save, unless such effects target objects.

Construction

Bones from a full humanoid skeleton are carefully sheathed in an alloy of lead and iron and rejoined with iron or steel hinges. An elemental spirit is summoned during the creation and bound to the body.

The golem costs 120,000 gp to create, which includes 5,000 gp for the body. Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 20). The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 2,400 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *resist elements (fire, cold, electric, acid)*. To bind the elemental spirit, the creator must summon and confine an elemental using any of the *planar binding* spells.

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Author Patrick Lawinger and Scott Greene.

Skeleton Warrior

See the Templates Appendix.

Skulk

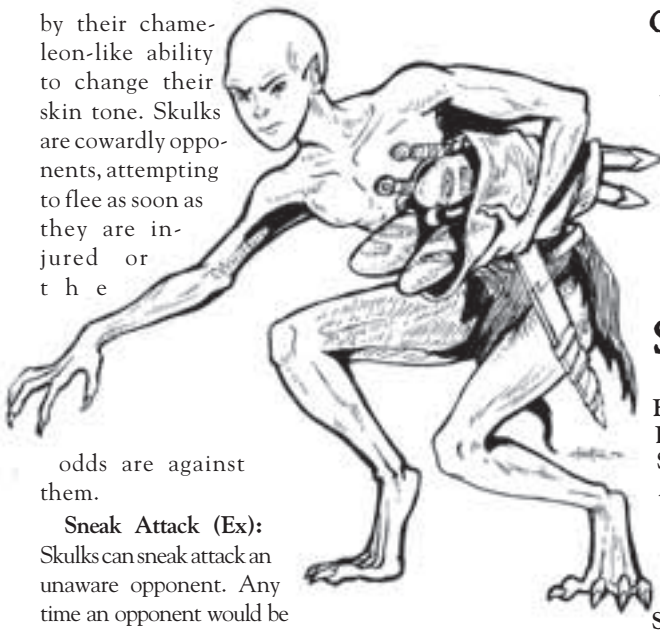
	Medium-Size Humanoid (Skulk)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	13 (+2 Dex, +1 natural)
Attacks:	Short sword +1 melee
Damage:	Short sword 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sneak attack
Special Qualities:	Chameleon, untrackable
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 6
Skills:	Hide +8, Listen +2, Move Silently +12, Spot +2
Feat:	Improved Initiative
Climate/Terrain:	Any land
Organization:	Solitary or band (3-8)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Skulks are a race of humanoids that dwell on the fringe of other societies. They are a parasitic race — the humanoid equivalent of rats that survive by theft, subterfuge, and at times outright murder. Skulks are consummate cowards, sneaking into humanoid communities under cover of darkness and taking what they desire. They freeze to immobility and blend in with the background if they are detected and flee at the first opportunity.

Skulks are approximately human-sized, but are very lightly built. They have slender, graceful arms and legs. Their facial features are very soft and almost child-like. Skulks have no hair, and their eyes are usually pale blue or pink. The grayish skin of a skulk is leathery to the touch, but the skulk has the natural ability to vary its skin tone to match nearly any environment. Skulks speak Common.

Combat

Skulks never initiate combat unless there is no other option. They prefer to strike from ambush, a tactic aided



by their chameleon-like ability to change their skin tone. Skulks are cowardly opponents, attempting to flee as soon as they are injured or the odds are against them.

Sneak Attack (Ex): Skulks can sneak attack an unaware opponent. Any time an opponent would be denied his Dexterity bonus to AC or when the skulk flanks its victim, the skulk deals an additional 1d6 points of damage per attack. This is a racial ability that does not increase with class level but does stack with the sneak attack ability of the rogue class.

Chameleon (Ex): Immobile skulks gain a +15 circumstance bonus to their Hide skill as they alter their skin color to match that of their surroundings. A skulk does not gain this bonus if a creature is viewing it when it changes colors.

Untrackable (Ex): Skulks can pass through forest and subterranean settings almost without a trace (double the DC for any tracking attempt).

Skills: Skulks receive a +8 racial bonus to Move Silently checks and a +4 racial bonus to Hide checks.

Skulk Society

Skulks dwell in small bands or family groups, living a nomadic existence as they travel from place to place. They move constantly so as not to attract undue attention from local militias. A skulk lair will usually be located in an area that is easily concealed, such as a cave or forest. Occasionally, skulks will sneak into a large city's sewer system and set up a more or less permanent presence there, moving their lair from place to place under the city.

Skulks remain hidden during daylight hours, leaving the safety of their lair to conduct forays into the humanoid community under cover of darkness. A favored tactic of a skulk band is to sneak into a residence under cover of darkness and slaughter the entire family. Once that grisly task is complete, the skulks remain to take what they will from the home and leave the following dawn.

Skulk Characters

The favored class of a skulk is rogue. Skulks rarely become anything but rogues, as they are far too cowardly ever to pursue actively the combative classes.

Player Character Skulks

Skulk characters have +4 Dex, +2 Con, +2 Wis, and -4 Cha. Skulk characters are ECL 5.

Credit

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Author Scott Greene, based on original material by Simon Muth.

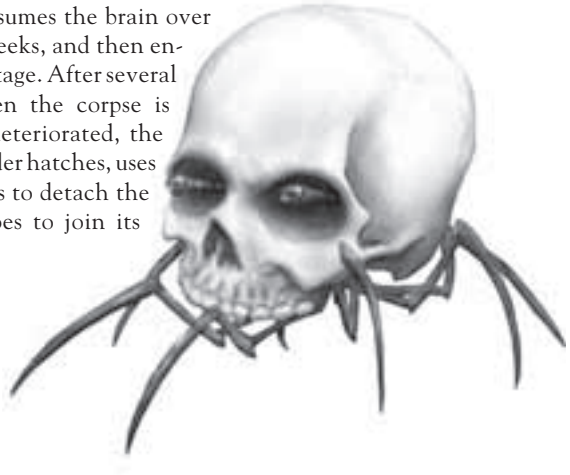
Skull Spider

	Tiny Vermin
Hit Dice:	1d8 (4 hp)
Initiative:	+5 (Dex)
Speed:	20 ft., climb 10 ft.
AC:	20 (+2 size, +5 Dex, +3 natural)
Attacks:	Sting +0 melee
Damage:	Sting 1 plus poison
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Vermin
Saves:	Fort +2, Ref +5, Will +0
Abilities:	Str 6, Dex 20, Con 10, Int —, Wis 10, Cha 2
Climate/Terrain:	Any land and underground
Organization:	Swarm (2-20)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Tiny)

Skull spiders are tarantula-like creatures that reside in the skulls of their victims. The two front legs of a skull spider contain poisoned barbs that they use to sting their victims. The weak and fleshy body of a skull spider is about the size of a grapefruit and is easily damaged. Its eyes grow on the end of long, slender stalks. Skull spiders take up residence within skulls as a means of protecting themselves in a manner similar to hermit crabs.

Their eyestalks protrude through the empty eye sockets of their skull, and their legs have a backwards curve in the first joint that enables them to extend out of the bottom of the skull to allow rapid locomotion. Skull spiders can also fold their legs under their skull so they cannot be seen. Many an adventurer has been unnerved by the sight of dozens of skulls seemingly sprouting long, spidery legs and skittering toward them.

A colony of skull spiders is led by a king and queen, which are the only two members of the colony that are capable of reproducing. After a victim is subdued, the queen deposits an egg in the skull. Queen skull spiders are always 3 HD. The larva hatches, consumes the brain over a period of weeks, and then enters a pupae stage. After several months, when the corpse is sufficiently deteriorated, the new skull spider hatches, uses its strong legs to detach the skull, and goes to join its colony.



Combat

Skull spiders always attack en masse, swarming over their victims in great numbers and stinging them repeatedly.

Poison (Ex): Anyone bitten by a skull spider must make a Fortitude save (DC 10) or suffer 1d3 points of temporary Constitution damage. One minute later, the victim must succeed at another Fortitude save (same DC) or take 1 point of temporary Constitution damage every 10 minutes thereafter. *Heal*, *remove curse*, *remove disease* or similar magic halts the Constitution damage.

Vermin: Immune to mind-influencing spells and effects. Skull spiders have darkvision to a range of 30 feet.

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Author Erica Balsley.

Skulleton

	Tiny Undead
Hit Dice:	4d12 (26 hp)
Initiative:	+0
Speed:	Fly 10 ft. (perfect)
AC:	14 (+2 size, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d3-2 and disease
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Dust, disease
Special Qualities:	Undead
Saves:	Fort +1, Ref +1, Will +5
Abilities:	Str 6, Dex 10, Con –, Int 10, Wis 12, Cha 10
Skills:	Hide +6, Listen +7, Move Silently +6, Search +6, Spot +7
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Any evil
Advancement:	5-12 HD (Tiny)

Believed to have been created by a lich or demilich, the skulleton resembles the latter creature in that it appears as a skull, pile of dust, and collection of bones. Several small gems (false — all are painted glass and worthless) are inset in its eye sockets and mouth. The skulleton is thought to have been created to detour would-be tomb plunderers in to thinking they had desecrated the lair of a demilich.

Combat

The skulleton lies in wait for its prey. When a living creature touches a skulleton, it rises 6 feet in the air and uses its dust attack (doing its best imitation of a demilich, even pivoting to face its foes). Once it uses its dust attack to incapacitate its opponents, the skulleton moves to bite with its gem-encrusted teeth.

Dust (Ex): The skulleton can use its crumbled remains to attack any creature that comes within 10 feet. The skulleton billows forth the dust in a 10-foot cloud that affects any creature caught within it as though by a *stinking cloud* unless a successful Fortitude save (DC 12) is made. A creature that fails its save acts as if affected by *stinking cloud* for 6 rounds. The dust cloud remains for 2 rounds before dispersing, and the skulleton can use this ability only twice per day.

Disease (Ex): Filth fever — bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see "Disease" in the ***DMG***, Chapter 3).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. The skulleton has darkvision to a range of 90 feet.

Creation of a Skulleton

The ingredients required to create this creature are the skull of a humanoid, a few humanoid bones (they need not be from the same humanoid that the skull came from), and a large quantity of dust. Once the bones, dust, and skull are acquired, the creator must be at least 9th level and able to cast arcane spells. Completing the formula requires the successful casting of *animate dead*, *contagion*, *fly*, and *stinking cloud*.

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Author Scott Greene.

Slaad Lord: Lord of Entropy

	Large Outsider (Chaotic)
Hit Dice:	48d8+384 (768 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	53 (-1 size, +7 Dex, +37 natural)
Attacks:	Huge +5 *scythe* +62/+57/+52/+47 melee
Damage:	Huge +5 *scythe* 2d6+20 and death strike
Face/Reach:	5 ft. by 5 ft./10 ft. (15 ft. with scythe)
Special Attacks:	Spell-like abilities, death strike, control undead, summon slaad
Special Qualities:	Fast healing 15, damage reduction 40/+7, SR 42, plane shift, resistances, telepathy
Saves:	Fort +34, Ref +35, Will +35
Abilities:	Str 29, Dex 25, Con 26, Int 28, Wis 28, Cha 24
Skills:	Concentration +56, Diplomacy +55, Gather Information +55, Handle Animal +55, Intimidate

+55, Intuit Direction +54, Knowledge (arcana) +57, Knowledge (history [slaadi]) +60, Knowledge (the planes) +60, Listen +57, Move Silently +55, Ride (dragon) +49, Scry +57, Search +57, Sense Motive +57, Spellcraft +55, Spot +57.

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (scythe), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (scythe), Weapon Specializtion (scythe)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Lord of Entropy plus 1-2 death slaadi)

Challenge Rating: 32

Treasure: Double standard

Alignment: Always chaotic neutral

Advancement: —

The Slaad Lord of Entropy is believed by some to be the supreme ruler of the slaadi race. He is a true agent of Chaos as can be seen in his actions and mood. Few have witnessed his true power, and those who have never speak of such experiences.

The slaad lord appears as a 12-foot tall skeletal humanoid cloaked in impenetrable darkness. Two huge, 15-foot long, bat-like wings protrude from his shoulders (though he cannot actually fly). His eyes are hollow sockets of white light. Hushed whispers among the slaadi say this is in fact a guise and not his true form. It is believed that his true form is that of a 15-foot tall black salad.

Combat

The slaad lord's primary attack is with his scythe. He attacks relentlessly with it in combat, mixing in his spell-like abilities as he sees fit.

Spell-Like Abilities: At will — *animate objects*, *chaos hammer*, *circle of death*, *cloak of chaos*, *deeper darkness*, *detect magic*, *dispel law*, *fear*, *finger of death*, *fireball*, *fly*, *identify*, *invisibility*, *magic circle against law*, *mass charm*, *power word blind*, *see invisibility*, *silent image*, *symbol* (fear or hopelessness only), and *word of chaos*; 1/day — *blasphemy*, *power word kill*, and *storm of vengeance*. These abilities are as the spells cast by a 32nd-level sorcerer (save DC 17 + spell level).

Death Strike (Su): Any creature of demigod status or less struck by the slaad lord's scythe is instantly slain unless a successful Fortitude save (DC 24) is made. Creatures slain can be raised normally, but there is only a 50% chance of such magic working properly. If the save succeeds, the victim takes 6d6 points of additional damage.

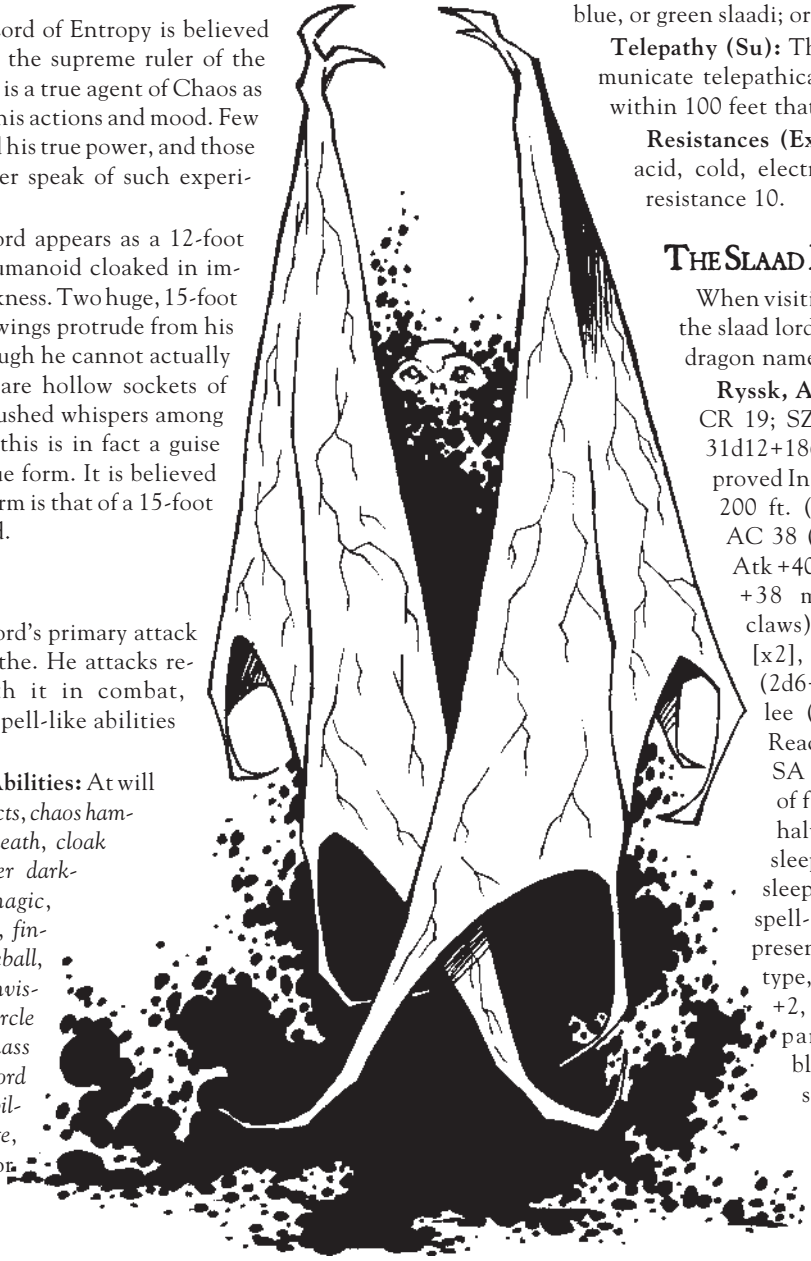
Control Undead (Su): When on the Material Plane, the slaad lord can *control undead* as the spell cast by a 20th-level cleric.

Plane Shift (Sp): The slaad lord can enter any of the outer planes, the inner planes, or the Material Plane. This ability transports the slaad lord and up to six other creatures, provided they all link hands. It is otherwise similar to the spell of the same name.

Summon Slaad (Sp): Three times per day, the slaad lord can automatically summon 3 red, blue, or green slaadi; or 2 gray or death slaadi.

Telepathy (Su): The slaad lord can communicate telepathically with any creature within 100 feet that has a language.

Resistances (Ex): The slaad lord has acid, cold, electricity, fire, and sonic resistance 10.



The Slaad Lord's Mount

When visiting the Material Plane, the slaad lord rides an ancient brass dragon named Ryssk.

Ryssk, Ancient Brass Dragon: CR 19; SZ H dragon [fire]; HD 31d12+186; hp 465; Init +4 (Improved Initiative); Spd 60 ft., fly 200 ft. (poor), burrow 20 ft.; AC 38 (-2 size, +30 natural); Atk +40 melee (2d8+11, bite), +38 melee (2d6+5 [x2], claws), +38 melee (1d8+5 [x2], wings), +38 melee (2d6+5, tail slap), +38 melee (2d8+5, crush); Face/Reach 10 ft. x 20 ft./10 ft.; SA breath weapon (cone of fire, 100 ft., Ref DC 31 halves 10d6; or cone of sleep, 50 ft., Will DC 31 or sleep for 1d6+10 rounds), spell-like abilities, frightful presence, spells; SQ fire subtype, damage reduction 15/+2, immune to *sleep* and paralysis, SR 27, blindsight 300 ft., keen senses; AL CG; SV Fort +23, Ref +17, Will +21; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills: Bluff +38, Concentration +38, Diplomacy +38, Escape Artist +22, Intimidate +34, Knowledge (arcana) +38, Listen +35, Search +35, Sense Motive +34, Spot +35. *Feats:* Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Power Attack.

Hover: Can attack with bite, 4 claws, and tail slap. Hemispherical cloud, 300-foot radius, snuffs out small fires, obscures vision, and blinds those inside and for 1 round after they exit; Concentration DC 25 to cast a spell inside.

Spell-like Abilities: At will — *speak with animals*; 3/day — *endure elements* (300-ft. radius); 1/day — *control weather*, *control winds*, *suggestion*.

Keen Senses (Ex): Quadruple normal vision range in bad light; double normal vision in good light; darkvision 1,000 feet.

Frightful Presence (Ex): 300-foot radius, all creatures with 31 HD or less; Will save DC 29 or panicked (creatures with 4 HD or less) or shaken (creatures with 5 HD or more) for 4d6 rounds.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Sorcerer Spells Known (9/6/6/5/5/4/3/2; base DC 14 + spell level): 0 — *dancing lights*, *daze*, *disrupt undead*, *flare*, *light*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; 1st — *animate rope*, *burning hands*, *magic missile*, *obscuring mist*, *shocking grasp*, *true strike*; 2nd — *blur*, *daylight*, *detect thoughts*, *misdirection*, *see invisibility*, *web*; 3rd — *blink*, *lightning bolt*, *magic circle against law*, *nondetection*, *water breathing*; 4th — *charm monster*, *confusion*, *improved invisibility*, *remove curse*, *wall of fire*; 5th — *dismissal*, *feeblemind*, *hold monster*, *seeming*; 6th — *antimagic field*, *circle of death*, *geas/quest*; 7th — *spell turning*, *teleport without error*.

Credit

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Author Scott Greene, based on original material by Charles Stross.

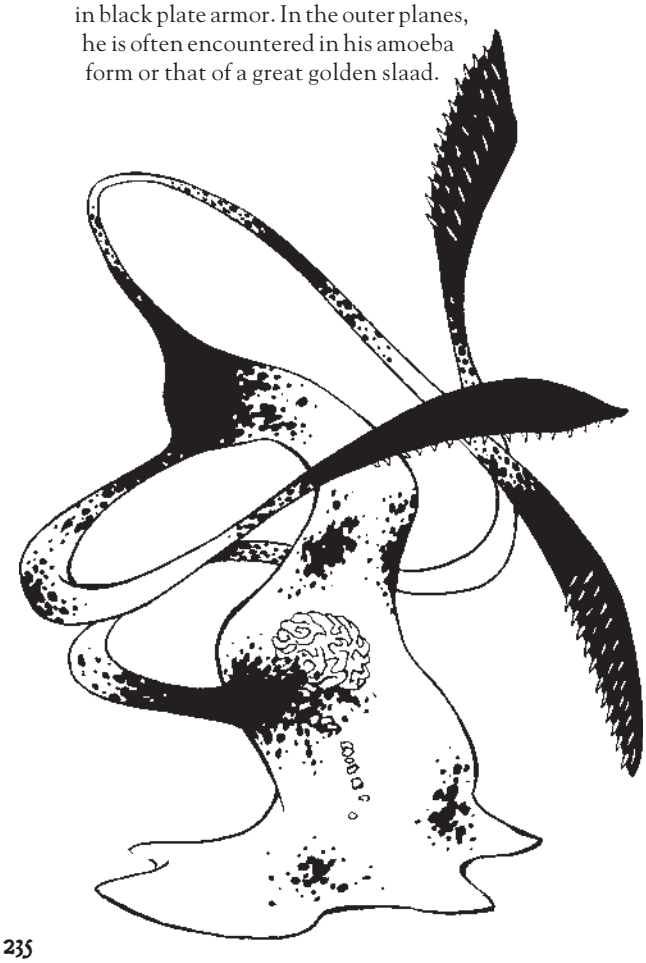
Slaad Lord: Lord of the Insane

Medium-Size Outsider (Chaotic)

Hit Dice:	40d8+360 (680 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 60 ft. (average)
AC:	49 (+3 Dex, +36 natural)
Attacks:	3 pseudopods +50 melee
Damage:	Pseudopod 1d8+9 and energy drain
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with pseudopod)
Special Attacks:	Spell-like abilities, energy drain, summon slaad
Special Qualities:	Fast healing 15, damage reduction 40/+7, SR 40, amorphous, plane shift, resistances, telepathy, alternate form
Saves:	Fort +31, Ref +25, Will +29
Abilities:	Str 29, Dex 17, Con 28, Int 24, Wis 24, Cha 24
Skills:	Climb +49, Concentration +50, Diplomacy +40, Intimidate +47, Intuit Direction +45, Knowledge (arcana) +49, Knowledge (history [slaadi]) + 49, Knowledge (the planes) +50, Listen +48, Move Silently +43, Scry +47, Search +47, Sense Motive +47, Spellcraft +46, Spot +48
Feats:	Cleave, Combat Casting, Combat Reflexes, Dodge, Enlarge Spell, Extend Spell, Great Cleave, Improved Initiative, Maximize Spell, Power Attack, Weapon Focus (pseudopod)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Lord of the Insane plus 1-2 death slaadi)
Challenge Rating:	30
Treasure:	Double standard
Alignment:	Always chaotic neutral
Advancement:	—

The Slaad Lord of the Insane is one of the most powerful slaad lords in existence, and no slaadi questions his authority or rulership, even the other slaad lords. The slaad lord appears as a dark gold amoeba with a large humanoid brain floating in the center of his ooze-like body. Three black, 10-foot long pseudopods extend from his body, writhing almost as if uncontrollably.

The Slaad Lord of the Insane is one of the few slaad lords that enjoys traveling the planes and often enters the Material Plane disguised as a tall, mystical warrior adorned in black plate armor. In the outer planes, he is often encountered in his amoeba form or that of a great golden slaad.



Combat

The Slaad Lord of the Insane attacks using his spell-like abilities and pseudopods.

Spell-Like Abilities: At will — *animate objects*, *chaos hammer*, *circle of death*, *cloak of chaos*, *deeper darkness*, *detect magic*, *dispel law*, *fear*, *finger of death*, *fireball*, *fly*, *identify*, *invisibility*, *magic circle against law*, *mass charm*, *power word blind*, *see invisibility*, *shatter*, *symbol (insanity only)*, and *word of chaos*; 1/day — *implosion* and *storm of vengeance*. These abilities are as the spells cast by a 30th-level sorcerer (save DC 17 + spell level).

Energy Drain (Su): A creature hit by the slaad lord's slam attack gains 1d4 negative levels. The Fortitude save to remove a negative level has a DC of 39.

Alternate Form (Su): The slaad lord can shift between his natural form and any humanoid form at will as a standard action. He usually assumes the form of a human male fighter cloaked in black plate armor wielding an iron black longsword (purportedly the legendary *black sword*: a *+3 longsword* that stuns any creature struck, as if by the *power word stun spell*, for 1d10 minutes if the victim fails a Fortitude save at DC 24). This ability is otherwise similar to *polymorph self* as cast by a 20th-level sorcerer.

Plane Shift (Sp): The slaad lord can enter any of the outer planes, the inner planes, or the Material Plane. This ability transports the slaad lord and up to six other creatures, provided they are all touching the slaad lord. It is otherwise similar to the spell of the same name.

Amorphous (Ex): The slaad lord is not subject to critical hits, and having no clear front or back, it cannot be flanked.

Summon Slaad (Sp): Three times per day, the slaad Lord of the Insane can automatically summon 3 red, blue, or green slaadi; or 2 gray or death slaadi.

Telepathy (Su): The slaad lord can communicate telepathically with any creature within 100 feet that has a language.

Resistances (Ex): The slaad lord has acid, cold, electricity, fire, and sonic resistance 10.

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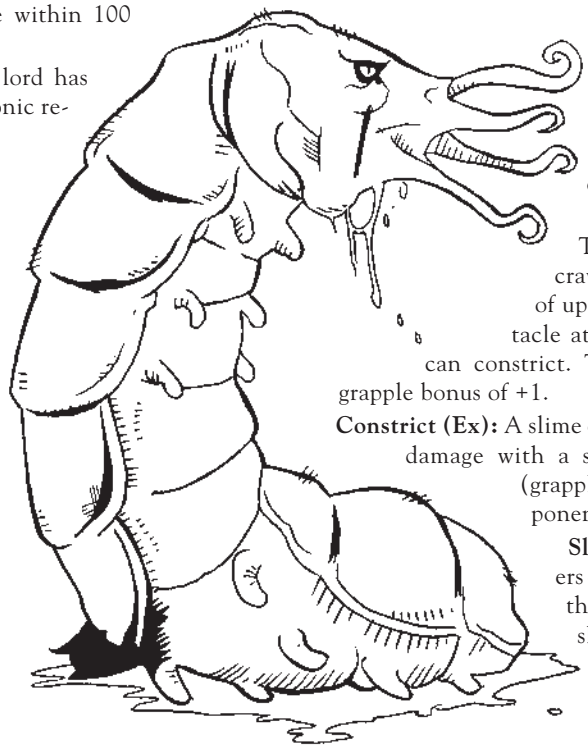
Author Scott Greene, based on original material by Charles Stross.

Slime Crawler

	Medium-Size Aberration
Hit Dice:	1d8+1 (5 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., climb 10 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	4 tentacle slaps +1 melee, bite -4 melee
Damage:	Tentacle slap 1d3+1, bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, constrict 1d3+1
Special Qualities:	Scent, slippery
Saves:	Fort +1, Ref +2, Will +3
Abilities:	Str 12, Dex 14, Con 12, Int 1, Wis 12, Cha 6
Skills:	Climb +4, Escape Artist +14, Listen +3, Spot +3
Feat:	Alertness
Climate/Terrain:	Any land
Organization:	Solitary, cluster (2-5), swarm (5-10) or nest (10-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Medium-size)

Slime crawlers are the immature version of the carrion crawler. The process of maturity usually takes two to three weeks, at which time the slime crawler feeds on any living organisms encountered. More slug-like at this larval stage, the slime crawler's legs appear as small buds or stumps. These legs allow the slime crawler to climb walls and other surfaces, albeit slower than an adult carrion crawler. Four tentacles sprout below its throat, eventually splitting (losing their grappling ability) and growing into the pseudopod-like tentacles of the carrion crawler. Slime crawlers exude a thin, slippery, transparent oily film from their mouths that leaves a slug-like trail behind them as they move.



Combat

Slime crawlers attack using their tentacles, attempting to grab their prey and squeeze it until either the slime crawler or prey is dead.

Improved Grab (Ex): To use this ability, the slime crawler must hit an opponent of up to Small size with a tentacle attack. If it gets a hold, it can constrict. The slime crawler has a grapple bonus of +1.

Constrict (Ex): A slime crawler deals 1d2+1 pts of damage with a successful grapple check (grapple bonus +1) against opponents of up to Small size.

Slippery (Ex): Slime crawlers exude a thin oily film from their mouths that leaves a slug-like trail behind them as they slither along. Any

creature stepping in this slime must succeed at a Reflex save (DC 11) or slip and fall. The slime remains in the area for 1d2 hours before losing its potency.

Skills: Due to their slippery secretions, slime crawlers receive a +12 racial bonus to Escape Artist checks.

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Authors Casey Christofferson and Scott Greene.

Slithering Tracker

	Small Ooze
Hit Dice:	5d10+15 (42 hp)
Initiative:	-5 (Dex)
Speed:	10 ft., climb 10 ft.
AC:	6 (+1 size, -5 Dex)
Attacks:	Slam +4 melee
Damage:	Slam 1d4 and paralysis
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralysis, engulf, plasma drain
Special Qualities:	Ooze, blindsight, transparent
Saves:	Fort +2, Ref -4, Will -4
Abilities:	Str 10, Dex 1, Con 12, Int –, Wis 1, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Small); 13-15 HD (Medium-size)

The slithering tracker is an amorphous and transparent creature that inhabits dark underground areas of the world. Unlike other oozes, the slithering tracker does not feed on organic matter. It survives by devouring living creatures. The slithering tracker is 3 feet long (but can grow to a length of 7 feet) and has a thickness of about 6 inches.

Combat

The slithering tracker prefers to attack helpless or immobile creatures. Once a creature is paralyzed, the slithering tracker engulfs it and devours it.

Paralysis (Ex): Slithering trackers secrete an anaesthetizing slime. A target hit by a tracker's slam attack must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6 hours.

Engulf (Ex): A paralyzed creature of Medium-size or smaller is covered in a single round as a standard action by the slithering tracker. It cannot make a slam attack during a round in which it engulfs. Engulfed creatures are subjected to the tracker's plasma drain attack and are considered to be grappled and trapped within its body.

Plasma Drain (Ex): A slithering tracker deals 1d2 points of temporary Constitution damage per round to an engulfed creature. A victim reduced to Constitution 0 dies and his body is dissolved and consumed by the tracker.

Ooze: Immune to all mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or flanking.

Blindsight (Ex): The slithering tracker's entire body is a primitive sensory organ that can detect prey by scent and vibration within 60 feet.

Transparent (Ex): The slithering tracker is nearly impossible to see, even in ideal conditions, and it takes a successful Spot check (DC 17) to notice one.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

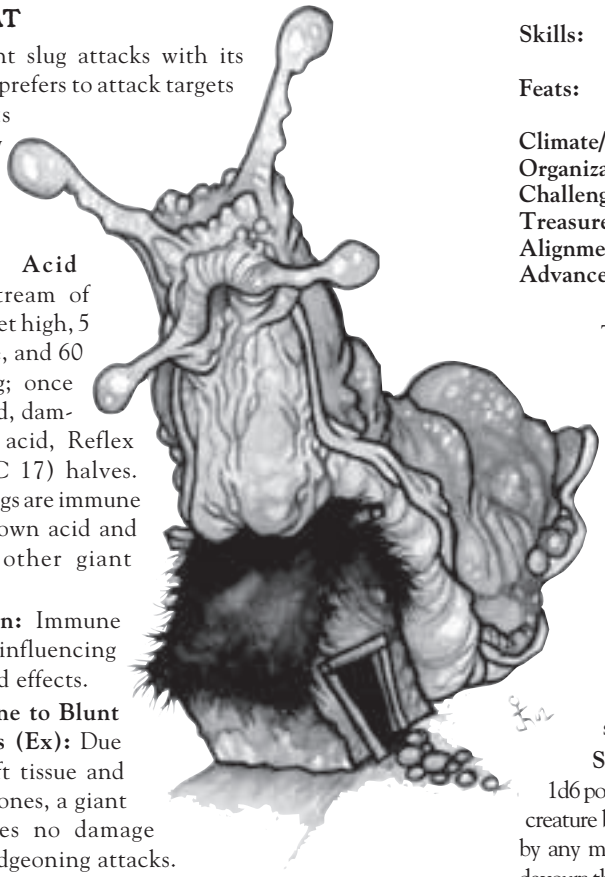
Slug, Giant

	Huge Vermin
Hit Dice:	12d8+12 (66 hp)
Initiative:	+0
Speed:	20 ft., burrow 10 ft.
AC:	16 (-2 size, +8 natural)
Attacks:	Bite +11 melee
Damage:	Bite 2d6+6
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Spit acid
Special Qualities:	Vermin, immune to blunt weapons, blindsight
Saves:	Fort +9, Ref +4, Will +4
Abilities:	Str 19, Dex 10, Con 12, Int —, Wis 10, Cha 2
Skills:	Listen +10
Climate/Terrain:	Temperate and warm marsh, and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	13-21 HD (Huge); 22-36 HD (Gargantuan)

Giant slugs are larger versions of the normal slug. The average giant slug is about 25 feet long, though sages have recorded reports of some as long as 50 feet. The giant slug is pale gray in color with a pale white underbelly.

Combat

A giant slug attacks with its bite, but prefers to attack targets with its highly corrosive spittle.



Spit Acid (Ex): Stream of acid, 5 feet high, 5 feet wide, and 60 feet long; once per round, damage 4d8 acid, Reflex save (DC 17) halves. Giant slugs are immune to their own acid and that of other giant slugs.

Vermin: Immune to mind-influencing spells and effects.

Immune to Blunt Weapons (Ex): Due to its soft tissue and lack of bones, a giant slug takes no damage from bludgeoning attacks.

Blindsight (Ex): Giant slugs have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

Salt Vulnerability (Ex): A giant slug is highly susceptible to salt, taking 1d8 points of damage per pound of salt it contacts.

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Author Scott Greene, based on original material by Gary Gygax.

Soul Eater

	Medium-Size Outsider
Hit Dice:	10d8+20 (65 hp)
Initiative:	+6 (Dex)
Speed:	Fly 100 ft. (perfect)
AC:	24 (+6 Dex, +8 natural)
Attacks:	2 claws +16 melee
Damage:	Claw 1d6+1 and soul drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Soul drain
Special Qualities:	Damage reduction 10/+1, find target, link with caster, immunities, darkvision 60 ft.
Saves:	Fort +9, Ref +13, Will +7
Abilities:	Str 13, Dex 22, Con 14, Int 12, Wis 11, Cha 11
Skills:	Hide +16*, Listen +13, Search +14, Spot +13
Feats:	Dodge, Flyby Attack, Weapon Finesse (claw)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Medium-size); 21-30 HD (Large)

The soul eater resembles a billowing cloud of inky darkness. Two long, pale white arms protrude from the cloud, each ending in a clawed hand. Soul eaters are summoned to the Material Plane for one purpose — to slay living creatures. When given a target, they can track it unerringly. Soul eaters sustain themselves on the life energies of living creatures and derive this sustenance by draining the very soul of a living target.

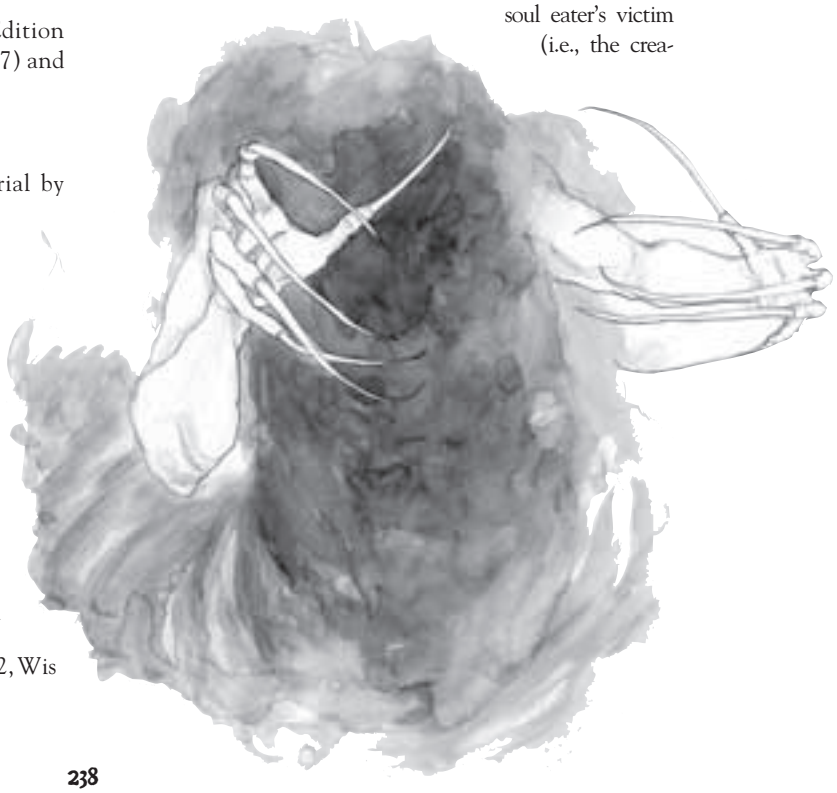
Combat

The soul eater attacks with two ghostly claws in each round. It attacks until either it or its target is defeated or slain.

Soul Drain (Su): A successful hit with a claw attack deals 1d6 points of temporary Wisdom damage to a living creature. A creature brought to Wisdom 0 dies and cannot be returned to life by any means (save for a deity's intervention) as the soul eater devours the victim's soul.

Find Target (Sp): When ordered to locate a living creature, a soul eater does so unerringly, as though guided by *discern location*. The caster who summoned the soul eater must know the designated creature's name.

Link with Caster (Ex): When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the crea-



ture it is summoned to slay) is killed, the soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by the creature it is summoned to kill, it returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster. If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters the plane the caster is on, the link is immediately reconnected and the soul eater moves at full speed toward the caster's current location.

Immunities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Skills: *The soul eater gains a +10 racial bonus on all Hide checks when in darkness or smoke.

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Author Scott Greene, based on original material by David Cook.

Soul Nibbler

	Tiny Magical Beast
Hit Dice:	1/2d8 (2 hp)
Initiative:	+2 (Dex)
Speed:	15 ft., climb 15 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d3-4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Energy drain
Special Qualities:	Necromantic immunity, scent, darkvision 60 ft.
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +16, Move Silently +8
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Swarm (10-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small)

Soul nibblers are rats that have undergone genetic mutation due to continued feeding on essence ingots (see sidebar). The biological effects of a prolonged consumption of soul stuff are minimal. Soul nibblers are always black in color, and their eyes sometime glow with a sickly light. The magical changes wrought by their unholy diet, however, are more profound, granting the soul nibblers unique necromantic abilities.

Combat

Having begun life as normal rats, soul nibblers behave in combat much like their mundane cousins. The primary difference between soul nibblers and standard rats is their bond to dark magic, which grants them the powers of energy drain and necromantic immunity.

Energy Drain (Su): The bite of a soul nibbler incurs 1 negative level. The Fortitude save (DC 10) removes the negative level.

Essence Ingots

Essence ingots are small rectangular bricks of blackened stone that contain the soul of a living creature. Creatures are trapped in *essence ingots* through the use of a great smelter, the location of which has been lost.

A trapped spirit can be released by casting *remove curse* (or similar and more powerful magic). A released soul reforms its material body in 1d4 rounds. An *essence ingot* has a hardness 5, hp 10, and Break DC 20. Note, however, that if an *essence ingot* is broken, the trapped soul is not released but is lost forever.

Necromantic Immunity (Ex): Soul nibblers are immune to all spells of the Necromancy school.

Skills: Soul nibblers receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

Credit

The soul nibbler first appeared in the **Necromancer Games** module G3 *What Evil Lurks* by Lance Hawvermale (© Necromancer Games, Inc., 2002).

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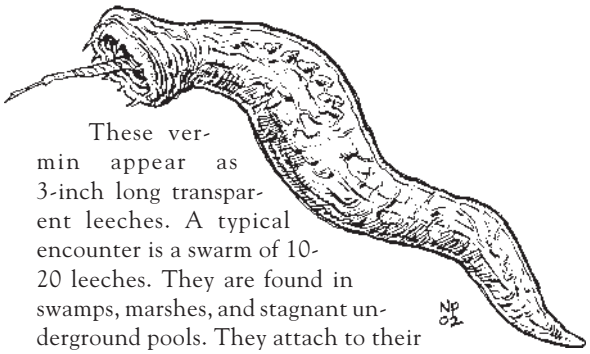
Author Travis Hawvermale and Scott Greene.

Spectral Troll

See the Templates Appendix.

Spinal Leech

Hazard (CR 2)



These vermin appear as 3-inch long transparent leeches. A typical encounter is a swarm of 10-20 leeches. They are found in swamps, marshes, and stagnant underground pools. They attach to their prey and drain spinal fluid, thereby inducing paralysis in the victim. When first encountered, a Spot check (DC 15) can be made to avoid them entirely. If this check is failed, the spinal leeches go unnoticed and crawl onto their victim, moving quickly to its spine. A spinal leech needs only a single round to reach its destination. If the target is wearing medium armor, an additional round is added to the time as the leech finds a way underneath its host's armor; 2 rounds are added if the victim is wearing heavy armor.

When a leech attaches itself, the victim may make a Wisdom check (DC 15). If successful, he feels a strange sensation run down his spine; otherwise, the spinal leech's bite goes unnoticed. Each round thereafter, a Fortitude save (DC 17) must be made. If failed, the victim sustains 1d6 points of temporary Dexterity damage. At Dexterity 0, the victim is paralyzed until his Dexterity score is brought to 1.

An application of fire or salt instantly kills all leeches. They can also be pulled from a host with no ill effects.

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Author Scott Greene.

Spriggan

	Small Humanoid (Gnome)
Hit Dice:	4d8+8 (26 hp); or 8d8+16 (52 hp) when enlarged
Initiative:	+2 (Dex)
Speed:	20 ft.
AC:	17 (+1 size, +2 Dex, +4 chain shirt); or 15 (-1 size, +2 Dex, +4 chain shirt) when enlarged
Attacks:	Short sword +3 melee; or small halberd +3 melee (or longsword +11 melee; or halberd +11 melee when enlarged)
Damage:	Short sword 1d6-1; or small halberd 1d8-1 (longsword 1d8+6; or halberd 1d10+6 when enlarged)
Face/Reach:	5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./10 ft. when enlarged
Special Attacks:	Spell-like abilities, sneak attack
Special Qualities:	Size alteration, low-light vision
Saves:	Fort +3, Ref +6, Will +1; or Fort +4, Ref +8, Will +2 when enlarged
Abilities:	Str 8, Dex 14, Con 14, Int 11, Wis 11, Cha 9; or Str 22, Dex 14, Con 14, Int 11, Wis 11, Cha 9 when enlarged
Skills:	Climb +0, Disable Device +5, Hide +7, Listen +3, Move Silently +3, Open Lock +3, Pick Pocket +3, Search +1, Spot +1; or Climb +7, Disable Device +5, Hide -1, Listen +3, Move Silently +3, Open Lock +3, Pick Pocket +3, Search +1, Spot +1 when enlarged
Feat:	Combat Reflexes
Climate/Terrain:	Any land and underground
Organization:	Solitary or mob (3-12)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Spriggans are among the ugliest and certainly the most foul tempered of all gnomes. At one moment a normal-sized gnome, a spriggan can grow to giant-sized in an instant, gaining immense strength and taking unsuspecting opponents by surprise.

Spriggans are, by human standards, quite homely. They have stocky bodies and sickly ochre-colored skin and dark hair. Spriggans have large, bulbous noses flanked by evil red eyes. Male spriggans favor facial hair such as shaggy mustaches and ratty beards, but any head or facial hair they have is unkempt and filthy. Being unhygienic creatures, spriggans never bathe or clean their clothing or equipment. Thanks to their filthy lifestyle, spriggans reek with the foulness of dirt, body odor, and other unpleasantness. Despite being gnomes themselves, spriggans despise all of their gnomish kinfolk. Spriggans speak Gnome and Common.

Combat

Spriggans make the best use of their magical abilities in combat. When several spriggans are encountered, some will enlarge themselves at the first sign of melee, while the remainder will stay Small and take advantage of their innate abilities of stealth and sneak attacks. Owing to their chaotic nature, complex battle plans are generally beyond most spriggan mobs; it is likely that some, none, or all spriggans in a mob will change size at the start of melee.

Spell-Like Abilities: At will — *cause fear*, *flare*, and *shatter*. These abilities are as the spells cast by a 4th-level sorcerer (save DC 9 + spell level). The spriggan cannot use its spell-like abilities when enlarged.

Sneak Attack (Ex): Spriggans can sneak attack an unaware opponent. Any time an opponent would be denied his Dexterity bonus to AC, or when the spriggan flanks its victim, the spriggan deals an additional 2d6 points of damage per attack. This is a racial ability that does not increase with class level but does stack with the sneak attack ability of the rogue class. A spriggan cannot use this ability when enlarged.

Size Alteration (Su): At will, as a full round action, a spriggan can grow from Small to Large size. Weapons, armor, and other inanimate objects on its person will grow proportionately with the spriggan. The spriggan can changes sizes at will, each time requiring a full round action to do so. When enlarged, the spriggan gains 4 bonus HD. These bonus HD are always 4d8 and add only bonus hit points, melee bonuses, and saves. An enlarged spriggan gains the statistics and abilities listed in the statistics block above. While enlarged, a spriggan cannot use its spell-like abilities or its innate sneak attack ability. The sneak attack ability of the rogue class is unaffected by the size change.

Skills: Spriggans have a +2 racial bonus to Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, and Pick Pocket.

Spriggan Society

Spriggan mobs are almost always comprised of males; female spriggans rarely venture out of their dismal lairs other than to gather food. Mobs of spriggan males are nomadic in nature, roving from place to place and never settling down for more than a few days unless there is promising a opportunity for rewarding raids on local communities. Female spriggan mobs are unusually stable for such chaotic creatures, often lairing in the same place for years before moving on.

Spriggan Characters

The favored class of the spriggans is rogue. Spriggan leaders are usually rogue/fighters or rogue/sorcerers.

Player Character Spriggans

Spriggan player characters have +4 Dex, +4 Con, -2 Str, -2 Cha. When enlarged, a spriggan character gains +14 Str. A spriggan character is ECL 7.

Credit

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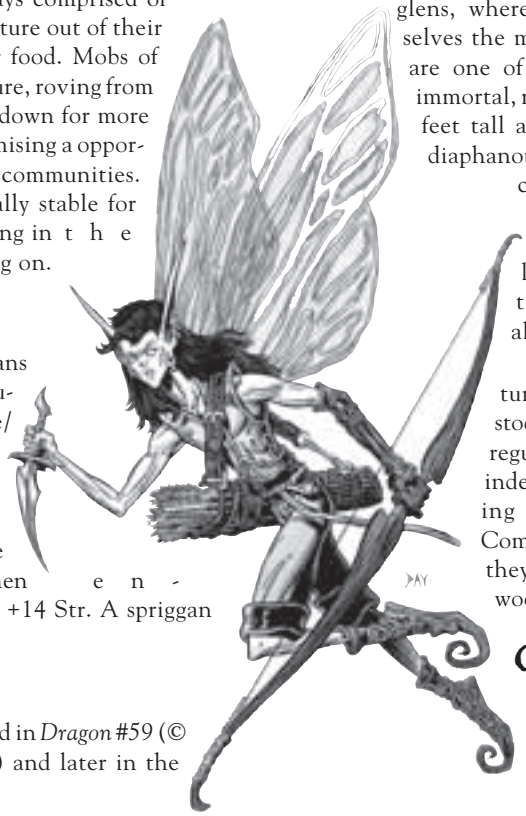
Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Sprite

	Small Fey
Hit Dice:	1d6+1 (4 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., fly 50 ft. (good)
AC:	15 (+1 size, +4 Dex)
Attacks:	Dagger +5 melee; or shortbow +5 ranged
Damage:	Dagger 1d4-1; or shortbow 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sleep arrows
Special Qualities:	Spell-like abilities
Saves:	Fort +1, Ref +6, Will +5
Abilities:	Str 8, Dex 18, Con 12, Int 12, Wis 16, Cha 16
Skills:	Animal Empathy +7, Bluff +6, Craft (any one) +5, Escape Artist +8, Hide +8, Listen +7, Perform (any one) +7, Search +4, Sense Motive +6, Spot +7
Feats:	Dodge, Weapon Finesse (dagger)
Climate/Terrain:	Any forest and plains
Organization:	Gang (2-4), band (6-11), or tribe (10-100)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral (good tendencies)
Advancement:	2-3 HD (Small)

A reclusive folk, sprites live in meadows and woodland glens, where they have appointed themselves the monitors of their lands. Sprites are one of the few races that are truly immortal, never aging. They stand about 2 feet tall and fly by means of their tiny diaphanous wings. Sprites have very delicate features with tiny, upturned noses and large pointed ears. Their eyes sparkle like moonlight on a forest lake, and their tiny, high-pitched voices sound almost like music.



Sprites are very capricious creatures, even finding elves a bit stodgy and serious; only druids have regular contact with sprites, and indeed many druids get their training from sprites. Sprites speak Common, Elven, and Sylvan, and they can communicate with other woodland animals and creatures.

Combat

Sprites detest evil and attack it on sight using their miniature weapons. Opponents are

knocked unconscious with sleep arrows and then spirited away to some reclusive locale where they are placed, without weapons or gear, and left to their own accord. Extremely evil creatures are usually slain outright by the usually fun-loving and good-natured sprite.

Sleep Arrows (Ex): Sprites coat the tips of their arrows with an ointment that causes any creature struck by one of these arrows to fall into a deep sleep for 1d6 hours should they fail a Fortitude save (DC 16).

Spell-Like Abilities: At will — *detect evil*, *detect good* (both at a range of 150 feet), and *invisibility* (self only).

Sea Sprites

Sea sprites are the aquatic version of sprites. As their name implies, they are joyful fey who dwell in the sea. Their hair resembles strands of seaweed and they have large, fish-like eyes. The skin of a sea sprite is pale blue. Lacking wings, sea sprites cannot fly, but thanks to fine webbing in their fingers and toes they can move through the water at a rate of 60 feet. The powers and abilities of the sea sprites are identical to those of their land-dwelling cousins, except they use Tiny crossbows rather than regular bows. Like normal sprites, sea sprites make use of special ammunition that can put their opponents to sleep.

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Author Scott Greene, based on original material by Gary Gygax.

Sea Sprite, Author Scott Greene.

Squealer

	Large Beast
Hit Dice:	12d10+24 (90 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., climb 30 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)
Attacks:	Bite +14 melee, 2 claws +9 melee
Damage:	Bite 1d8+6, claw 1d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, tear, rake
Special Qualities:	Sound imitation
Saves:	Fort +10, Ref +10, Will +5
Abilities:	Str 23, Dex 15, Con 14, Int 2, Wis 12, Cha 10
Skills:	Hide +1*, Listen +6, Spot +6
Climate/Terrain:	Temperate and warm forest
Organization:	Solitary or gang (2-4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	13-17 HD (Large); 18-36 HD (Huge)

The squealer is a large, bulky, fierce creature that stands 9 feet tall. It is about the size of a large gorilla and is fearless, even attacking prey much larger than itself. A squealer's fur is long and yellowish-green in alternating splotches. It has hunched shoulders and a forward-thrusting, pig-like head. Razor-sharp teeth line its mouth. Its five forelimbs, each about 4 feet long, sprout from its body — three from the hunched back and the other two from high on the hindquarters. A sixth limb, about 4 feet long, grows from the middle of its back. This limb can be turned forward or rearward. All six of its limbs are prehensile and end in sharpened talons.

Combat

The squealer attacks using its bite and claws. One of its favorite tactics is to hide in a tree, grasping a limb with three of its claws. When prey passes beneath, it swings down to attack. If it can grapple its prey, it drops from the tree, raking with its hind legs.

Improved Grab (Ex): To use this ability, the squealer must hit a Medium-size or smaller creature with two claw attacks. If it gets a hold, it tears the flesh. The squealer has a grapple bonus of +19.

Tear (Ex): A squealer automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Rake (Ex): A squealer that attacks from the trees and leaps on an opponent can make two additional claw attacks for 1d6+3 points of damage each.

Sound Imitation (Ex): The squealer can mimic any animal or beast sound it has heard. It does this whenever it likes. Listeners can detect the ruse with a successful Will save (DC 16).

Skills: *The squealer receives a +12 racial bonus to Hide checks when in forested areas.

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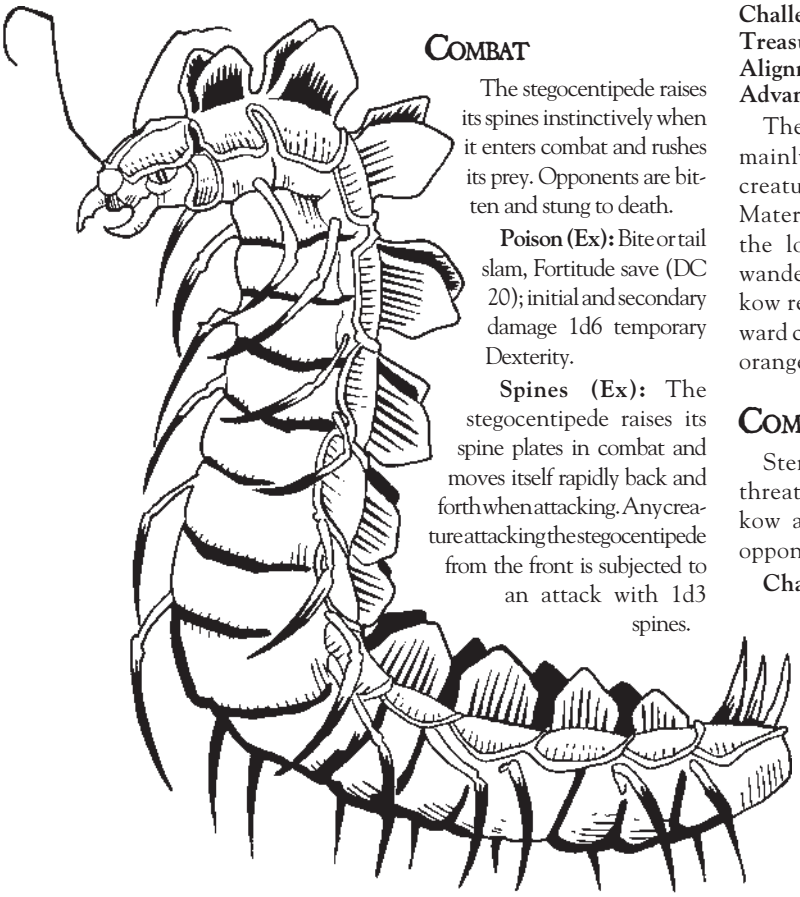
STEGOCENTIPEDE

	Huge Vermin
Hit Dice:	9d8 (40 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	17 (-2 size, +2 Dex, +7 natural)
Attacks:	Bite +8 melee, tail +3 melee, 1d3 spines +3 melee
Damage:	Bite 2d6+4 and poison, tail 2d6+2 and poison, spines 1d8+2
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Poison, spines
Special Qualities:	Vermin
Saves:	Fort +6, Ref +5, Will +3
Abilities:	Str 19, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +12, Hide +1, Spot +7
Climate/Terrain:	Any temperate and warm land, and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	10-12 HD (Huge); 13-18 HD (Gargantuan)

Stegocentipedes are rumored among sages to have come to the Material Plane from another plane or dimension, though no proof has been found to support this theory. Whatever their origin, they are greatly feared by adventurers and other dungeon dwelling denizens for their poisonous bite and sting. The deadly stegocentipede appears as an 18-foot long centipede covered in chitinous plates of hardened bone that run along its back in double rows. Stegocentipedes range in color from brown to green. Their rear portion ends in a long, scorpion-like stinger.



COMBAT

The stegocentipede raises its spines instinctively when it enters combat and rushes its prey. Opponents are bitten and stung to death.

Poison (Ex): Bite or tail slam, Fortitude save (DC 20); initial and secondary damage 1d6 temporary Dexterity.

Spines (Ex): The stegocentipede raises its spine plates in combat and moves itself rapidly back and forth when attacking. Any creature attacking the stegocentipede from the front is subjected to an attack with 1d3 spines.

Vermin: Immune to mind-influencing spells and effects.

Skills: Stegocentipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

CREDIT

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STENCH KOW

	Large Outsider
Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	40 ft.
AC:	17 (-1 size, +8 natural)
Attacks:	Butt +6 melee
Damage:	Butt 2d4+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Charge, trample 2d4+6, stench
Special Qualities:	Immunities
Saves:	Fort +8, Ref +3, Will +4
Abilities:	Str 18, Dex 10, Con 17, Int 2, Wis 12, Cha 4
Skills:	Listen +7, Spot +7
Feat:	Great Fortitude
Climate/Terrain:	Any plains
Organization:	Herd (15-60; 50% noncombatant young, plus one 6 HD bull per 5 female adults)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 (Huge)

The stench kow is the cattle of the lower planes. Found mainly in the Hells, stench kows are a race of bison-like creatures, not unlike the normal cattle found on the Material Plane. They are used as food by the denizens of the lower planes and are often found in large herds wandering the wastelands of the nether regions. A stench kow resembles a bison with a hunched back, long downward curving horns, and grotesque facial features. Its fur is orange or brown in color and mottled green throughout.

COMBAT

Stench kows attack only if threatened, if the herd is threatened, or if the young calves are in danger. A stench kow attacks by charging and trampling or butting its opponents.

Charge (Ex): A stench kow that makes a charge attack deals double damage with its butt attack if it hits.

Trample (Ex): A stench kow can trample Small or smaller creatures for 2d4+6 points of damage. Opponents who do not make attacks of opportunity against the stench kow can attempt a Reflex save (DC 15) to halve the damage.

Stench (Ex): The stench kow exudes a foul body odor that affects all within a 5-foot radius as by *stinking cloud* if

they fail a Fortitude save (DC 15) each round they remain within the area.

Immunities (Ex): Stench kows are immune to cold, fire, poison, and gas effects.

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Stone Roper

	Medium-Size Magical Beast
Hit Dice:	6d10+6 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	10 ft.
AC:	26 (+2 Dex, +14 natural)
Attacks:	6 strands +9 ranged, bite +1 melee
Damage:	Strand (see text), bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft. (50 ft. with strand)
Special Attacks:	Strands, venom, attach, weakness
Special Qualities:	Tremorsense, darkvision 60 ft.
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 11, Dex 15, Con 13, Int 12, Wis 16, Cha 12
Skills:	Climb +5, Hide +8*, Listen +14, Spot +14
Feats:	Alertness, Improved Initiative, Weapon Focus (strand)
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	No coins; 50% goods (stone only); no items
Alignment:	Usually chaotic evil
Advancement:	7-9 HD (Medium-size); 10-15 HD (Large)

The stone roper is a distant relative of the roper and is often mistaken for a small stone statue about 5 feet high and 2 feet in diameter.

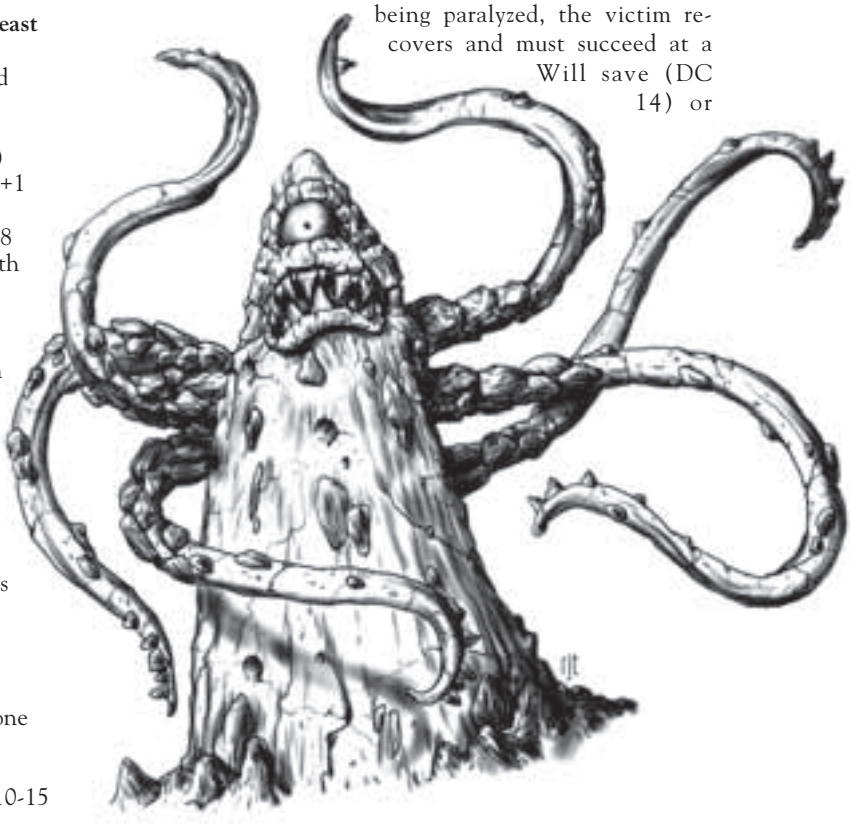
The stone roper is a vaguely cone-shaped creature with six tentacles and a large, gaping mouth filled with serrated teeth. The stone roper is usually mottled gray and brown like stone and has a rocklike body. If a stone roper is killed and cut open, its treasure will be found inside the gizzard.

Combat

Most encounters with a stone roper begin when it fires its strong, sticky strands. A stone roper attacks anything that comes within 50 feet by suddenly shooting out its tentacle strands. It prefers to attack two victims at once, each with three strands. The first two victims successfully attacked are injected with the stone roper's venom. If the venom fails, the stone roper continues to hold the creatures and the weakness will take effect next round.

Strands (Ex): A stone roper has six tentacle-like strands that can strike up to 50 feet away (no range increment).

Venom (Ex): Twice per day, the stone roper can secrete venom from each of its strands. A creature hit by a strand must succeed at a Fortitude save (DC 14) or be paralyzed. A paralyzed creature appears to have been turned to stone (Spot check DC 20 or close inspection reveals that this is in fact not the case). One round after being paralyzed, the victim recovers and must succeed at a Will save (DC 14) or



act as if under the effects of a *charm person* spell for 2d4 minutes. A charmed creature fights for and defends the stone roper. If the stone roper is killed, a charmed victim acts as if under the effects of a *confusion* spell for 1d6+2 rounds.

Attach (Ex): If a stone roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage. If the stone roper uses its venom attack and the target fails its save, it releases that creature so it can fight for the stone roper. If the venom fails, or the stone roper has already used all of its venom attacks for the day, it draws the stuck opponent 10 feet closer each subsequent round (no attack of opportunity) unless the creature breaks free, which requires a successful Escape Artist check (DC 15) or Strength check (DC 11). The stone roper can draw in a creature within 5 feet of itself and bite with a +4 attack bonus in that round. A single attack that deals at least 10 points of damage severs a strand (AC 20).

Weakness (Ex): After the stone roper uses its venom, its strands function similarly to a roper's, sapping an opponent's strength. Anyone caught by a strand must succeed at a Fortitude save (DC 14) or take 2d6 points of temporary Strength damage.

Tremorsense (Ex): A stone roper can automatically detect the location of anything within 200 feet that is in contact with the ground.

Skills: *Stone ropers receive a +8 racial bonus to Hide checks in stony or icy areas.

Credit

The Stone Roper (Storoper) originally appeared in the First Edition module A3 *Assault on the Aerie of the Slave Lords* (© TSR/Wizards of the Coast, 1980) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Stormwarden

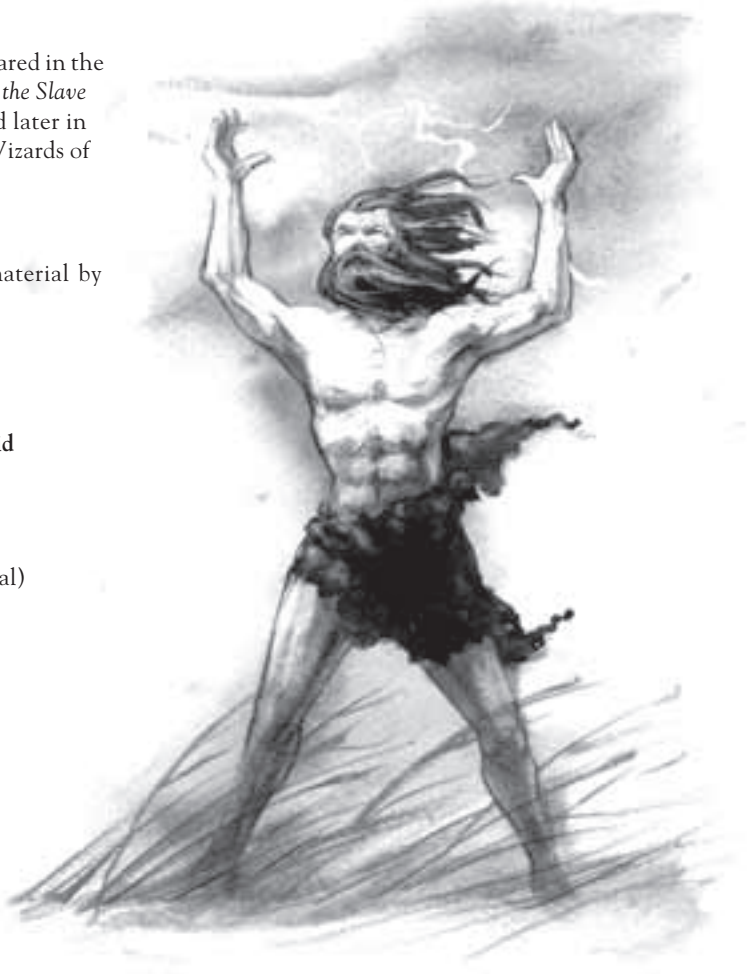
	Medium-Size Humanoid (Stormwarden)
Hit Dice:	3d8 (13 hp)
Initiative:	+0
Speed:	30 ft.
AC:	13 (+2 leather, +1 natural)
Attacks:	Longsword +3 melee
Damage:	Longsword 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Conjure storm
Special Qualities:	Low-light vision
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 12, Dex 10, Con 11, Int 10, Wis 11, Cha 10
Skills:	Listen +5, Spot +5
Feat:	Alertness
Climate/Terrain:	Temperate mountains and hills
Organization:	Pair or gang (3-6)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class

Stormwardens dwell high in the mountains and hills away from civilization. They are hunters by nature and spend their time hunting and trapping game, though they never do so to an abundance, only enough to sustain themselves. They are isolationists and solitary, rarely found in groups of more than 6 individuals. Stormwardens wear leather armor and furs. They keep their hair long and males have long beards. Their hair color and eye color range across the spectrum just as a normal human, though most tend to have dark hair and eyes. Stormwardens' skin is sapphire-blue in color.

Combat

Stormwardens prefer to avoid combat, but if provoked, they open combat using their longswords, attempting to slay their opponents before escaping to their lair. If melee goes against a stormwarden, it alters the weather and attempts to escape.

Conjure Storm (Su): Once per day, as a standard action, a stormwarden can alter the weather in a 500-foot radius. The weather changes are immediate and remain for 1 minute before returning to their previous state. In the first and second round (and ninth and tenth rounds), the weather is strong; in the third and fourth rounds (and seventh and eighth rounds), the weather is severe; and in the fifth and sixth rounds, the weather is in-



tense. The inclement weather conjured by the stormwarden takes the form of heavy rain and wind and has the following effects:

Rounds 1-2, 9-10: Strong wind (25 mph) and rain impose a -2 circumstance penalty to ranged attacks and Listen, Search, and Spot checks and automatically extinguish small flames (candles, torches, and the like). Tiny or smaller creatures are knocked down if they fail a Fortitude save (DC 10), while Tiny or smaller flying creatures are blown backwards 2d6 x 10 feet and sustain 2d6 points of subdual damage if they fail a Fortitude save (DC 10). Visibility is reduced by one-quarter.

Rounds 3-4, 7-8: The wind and rains increase to severe (45 mph winds) and impose a -4 circumstance penalty to ranged attacks and Listen, Search, and Spot checks (these penalties replace the penalties above) and automatically extinguish unprotected flames and have a 50% chance of extinguishing protected flames (lanterns for example). Tiny creatures are blown backwards 1d4 x 10 feet, sustaining 1d4 points of subdual damage per 10 feet if they fail a Fortitude save (DC 15), while Tiny flying creatures are blown backwards 2d6 x 10 feet and take 2d6 points of subdual damage if they fail a Fortitude save (DC 15). Small creatures are knocked down, and Small flying creatures are blown back 1d6 x 10 feet. Medium-size creatures cannot move against the wind, and Medium-size flying creatures are blown back 1d6 x 5 feet. Visibility is reduced by one-half.

Rounds 5-6: The wind and rains increase to intense (65 mph winds) and make ranged attacks impossible (except with siege weapons, which suffer a -4 circumstance penalty). Listen, Search, and Spot checks suffer a -8 circumstance penalty. Protected and unprotected flames are both automatically extinguished. Small or smaller creatures are blown backwards 1d4 x 10 feet and take 1d4 points of damage per 10 feet if they fail a Fortitude save (DC 18); Small or smaller flying creatures are blown backwards 2d6 x 10 feet and take 2d6 points of damage if they fail a Fortitude save (DC 18). Medium-size creatures are knocked down; Medium-size flying creatures are blown backwards 1d6 x 10 feet. Large or Huge creatures are restrained from moving against the winds, while Large or Huge flying creatures are blown back 1d6 x 5 feet. Visibility is reduced by three-quarters.

Stormwarden Characters

The stormwarden's favored class is wizard. Stormwarden leaders are usually wizard/fighter. Stormwarden clerics worship nature or weather deities and can choose two of the following domains: Air, Evil, and Water.

Player Character Stormwardens

Stormwarden characters have +2 Str. They are ECL 4.

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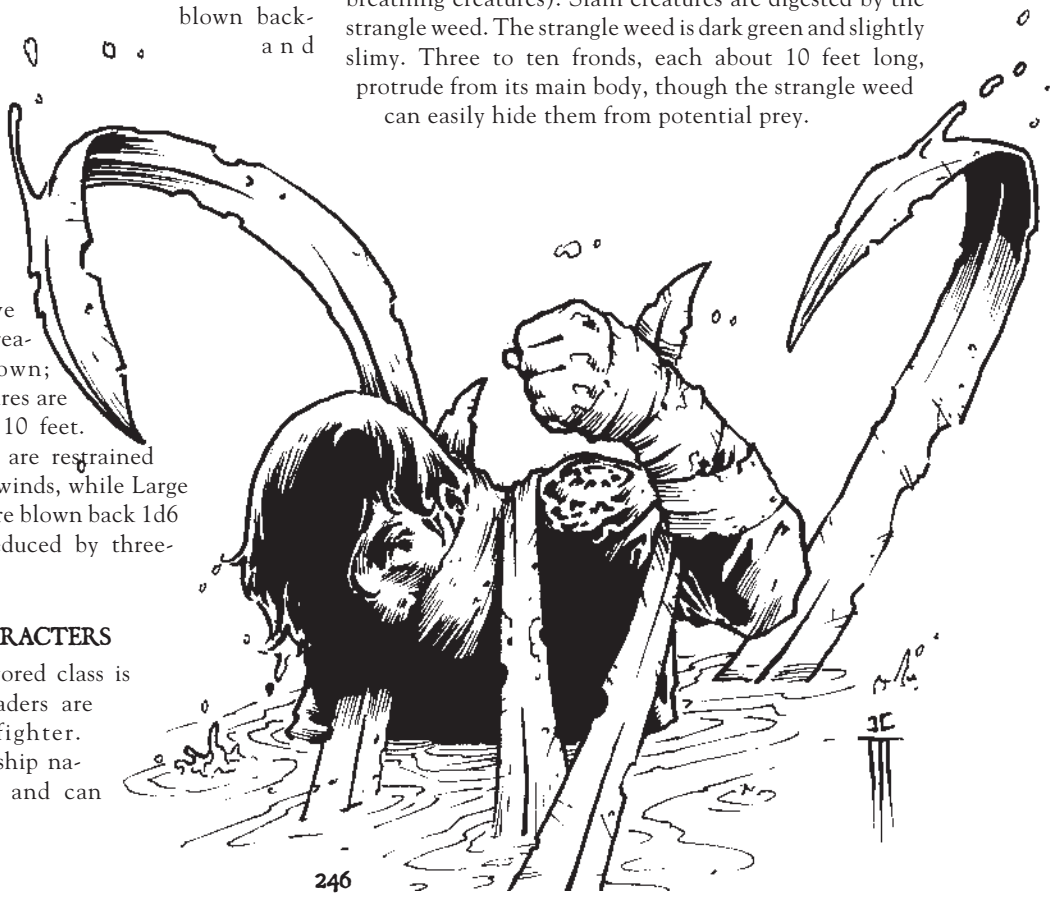
Strangle Weed

	Large Plant (Aquatic)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	0 ft.
AC:	14 (-1 size, +5 natural)
Attacks:	Slam +6 melee
Damage:	Slam 1d6+6
Face/Reach:	5 ft. by 5 ft./10 ft. (20 ft. with frond)
Special Attacks:	Improved grab, constrict 1d6+6
Special Qualities:	Plant, blindsight, camouflage, fire resistance (20)
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 18, Dex 10, Con 16, Int —, Wis 12, Cha 6
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary or patch (2-4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)

The strangle weed is a large, 12-foot wide plant that resembles a patch of seaweed. It attacks by grappling its foe and then squeezing it or drowning it (in the case of air-breathing creatures). Slain creatures are digested by the strangle weed. The strangle weed is dark green and slightly slimy. Three to ten fronds, each about 10 feet long, protrude from its main body, though the strangle weed can easily hide them from potential prey.



A subterranean version of the strangle weed is believed to exist, though encounters with it are very rare. It is dark blackish-green and is found in underground pools, stagnant water, and the like.

Combat

Strangle weed lies still until prey comes near. It then lashes out with its fronds, attempting to grapple its foes. Grappled foes are either squeezed until they die or held underwater until they drown.

Improved Grab (Ex): To use this ability, the strangle weed must hit with its slam attack. If it gets a hold, it can constrict. The strangle weed has a grapple bonus of +11.

Constrict (Ex): A strangle weed deals 1d6+6 points of damage with a successful grapple check (grapple bonus +11) against Medium-size or smaller opponents.

Plant: The strangle weed is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing spells and effects.

Blindsight (Ex): Strangle weeds have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Strangle weed closely resembles normal seaweed and when not moving is nearly indistinguishable from it until attacking (Spot check at DC 20 to notice strangle weed before it attacks). Anyone with Wilderness Lore or Knowledge (nature) can use those skills instead of Spot to notice the plant.

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Author Scott Greene, based on original material by Gary Gygax.

Stunjelly

	Large Ooze
Hit Dice:	4d10+27 (49 hp)
Initiative:	-5 (Dex)
Speed:	10 ft.
AC:	4 (-1 size, -5 Dex)
Attacks:	Slam +2 melee
Damage:	Slam 1d6 and 1d6 acid
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Paralysis, engulf, acid
Special Qualities:	Blindsight, camouflage, electricity immunity, ooze
Saves:	Fort +4, Ref -4, Will -4
Abilities:	Str 10, Dex 1, Con 16, Int —, Wis 1, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10th coins; 50% goods (no nonmetal or nonstone); 50% items (no nonmetal or nonstone)
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)

The stunjelly is a distant relative of the dungeon-dwelling gelatinous cube. It appears as a section of ordinary wall and covers an area of 10 square feet. A stunjelly is 2 1/2 to 5 feet thick. The stunjelly is gray in color and slightly translucent. It gives off a mild vinegar odor that can be detected at a range of 5 feet.

Combat

When a target moves within 5 feet of the stunjelly, it attacks with its pseudopod. Any creature paralyzed by the stunjelly is engulfed and devoured.

Paralysis (Ex): Stunjellies secrete an anaes-

thetizing slime. A target hit by a stunjelly's melee attack must succeed at a Fortitude save (DC 15) or be paralyzed for 3d6 rounds.

Engulf (Ex): As a standard action, a stunjelly can simply mow down a Medium-size or smaller creature. It cannot make a slam attack during a round in which it engulfs. The stunjelly merely must move over its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the stunjelly, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the stunjelly moves forward. Engulfed creatures are subject to the stunjelly's paralysis and acid, and are considered to be grappled and trapped within its body. Note, a paralyzed creature does not receive a Reflex save and is automatically engulfed if the stunjelly moves over it.

Acid (Ex): A stunjelly's acid does not harm metal or stone.

Camouflage (Ex): Stunjellies blend well with stone. It takes a successful Spot check (DC 15) to recognize a motionless stunjelly for what it really is.

Ooze: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or flanking.

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Author Scott Greene, based on original material by Neville White.

Stymphalian Bird (Bronze Beak)

	Medium-Size Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	Beak +5 melee, 2 claws +0 melee, 2 wing slashes +0 melee; or 4 feathers +5 ranged
Damage:	Beak 1d8+2, claw 1d6+1, wing slash 1d6+1; or feather 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved critical, feathers
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 14, Dex 14, Con 12, Int 6, Wis 12, Cha 2
Skills:	Listen +6, Spot +6
Feat:	Flyby Attack
Climate/Terrain:	Temperate and warm forest, marsh, and hills
Organization:	Solitary or flock (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Medium-size); 10-12 HD (Large)

The stymphalian bird resembles a large crane with an unusually long beak of bronze and long, swift legs that end in razor-sharp talons. When a stymphalian bird makes it lair, it feeds on living creatures within a 5 mile radius. Stymphalian birds are very fond of flesh and devour livestock, cattle, and the like. They are particularly fond of elves and humans. The bird stands about 7 feet tall and has an ibis-like body. Unlike the ibis, however, its beak is long and straight, not curved. Its feathers and talons are bronze like its beak.

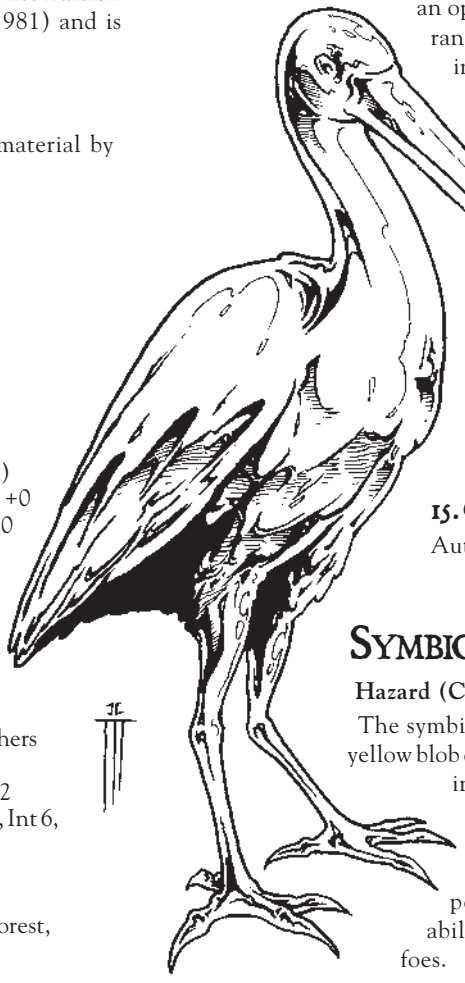
Combat

Stymphalian birds attack from the air. When flying, a stymphalian bird looses a volley of bronze feathers at its foes or else swoops down and attacks with its beaks or wings, flying out of range before the opponents can react. On the ground, the stymphalian bird attacks with its wings and talons.

Improved Critical (Ex): A stymphalian bird threatens a critical on a roll of 19 or 20 with its beak, talons, and feathers (including its wing slash).

Feathers (Ex): A stymphalian bird can loose a volley of four feathers when flying over an opponent. This attack has a range of 60 feet, with no range increment. A feather threatens a critical on a roll of 19 or 20. The stymphalian bird can launch three such volleys in a single day.

Feats: Stymphalian birds receive Flyby Attack as a bonus feat.



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Author Scott Greene.

Symbiotic Jelly

Hazard (CR 4)

The symbiotic jelly is a small, sickly yellow blob of slimy ooze about 3 inches in diameter. It is found in subterranean realms, caverns, and damp, dark caves. The symbiotic jelly possesses several mental abilities that it uses to assail its foes.

When a living creature moves within 30 feet, the jelly attempts to charm it (as if by the *charm monster* spell). The victim receives a Will save (DC 15) to resist the effects. If successful, the victim feels a tingling sensation but nothing more. The jelly then lets the creature pass unharmed, as it can only attempt its charm ability on the same creature once per day. If the save fails, however, the creature has fallen under the symbiotic jelly's sway.

The jelly telepathically orders the victim to remain in its lair and attack the next living creature that ventures into the area. The jelly uses its illusion powers to make the victim appear to be a much weaker monster or an entirely different monster all together. It also generates an illusionary treasure horde in which to draw potential prey into its lair. A successful Will save (DC 15) allows a victim to disbelieve either illusion.

When the jelly's symbiotic link kills a trespasser, the jelly draws sustenance as the charmed monster feeds. If the symbiotic jelly's host is slain, it attempts to charm the creature that killed it and use it to replace its former host. The symbiotic jelly, if it can be found, is easily killed by the application of fire, cold, or acid.

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T: Tabaxi to Twilight Mushrooms

Tabaxi

	Medium-Size Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	14 (+3 Dex, +1 natural)
Attacks:	2 claws +5 melee, bite +0 melee; or club +4 melee; or javelin +5 ranged
Damage:	Claw 1d4+2, bite 1d3+1; or club 1d6+2; or javelin 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d3+1
Special Qualities:	Scent, darkvision 60 ft.
Saves:	Fort +1, Ref +6, Will +4
Abilities:	Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 10
Skills:	Balance +11, Hide +8*, Listen +5, Move Silently +12, Spot +6, Swim +4
Feats:	Weapon Finesse (bite, claw)
Climate/Terrain:	Warm forest and plains
Organization:	Solitary or pride (2-8)
Challenge Rating:	2
Treasure:	No coins; no goods; standard items
Alignment:	Always chaotic neutral
Advancement:	By character class

The tabaxi (called cat-people by some) are a reclusive race of feline humanoids that dwell away from settled areas, making their home deep in the forests and jungles. Tabaxis are tall and thin, with cinnamon fur striped black like that of a tiger. They wear no clothing or armor and rarely use weapons, preferring to attack with their retractable claws in combat. They have large, yellow eyes, pointed ears, and a long tail. Tabaxis are very graceful and catlike in their movements. Tabaxi speak Common and Sylvan.

Combat

Tabaxis rely on their claws and bite in combat, though they have been known to employ weapons (usually javelins or clubs). They prefer to attack from ambush, using their natural coloration to their advantage.

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

Improved Grab (Ex): To use this ability, the tabaxi must hit with a claw attack. If it gets a hold, it can rake. Tabaxis have a grapple bonus of +4.

Rake (Ex): A tabaxi that gets a hold can make two rake attacks (+5 melee) with its hind legs for 1d3+1 damage each. If the tabaxi pounces on an opponent, it can also rake.

Skills: Tabaxi receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

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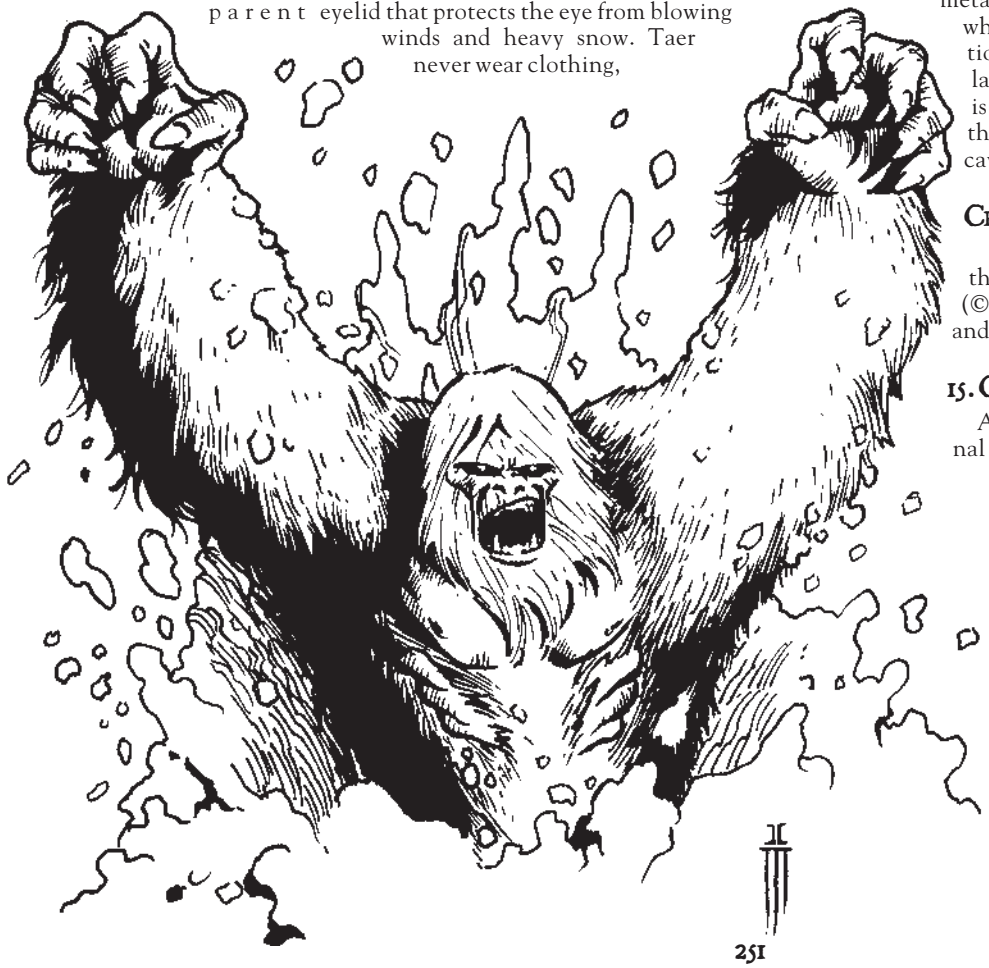
Taer

	Medium-Size Monstrous Humanoid (Cold)
Hit Dice:	3d8+6 (19 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	2 slams +6 melee, bite +1 melee; or shortspear +5 ranged
Damage:	Slam 1d4+3, bite 1d4+1; or shortspear 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Stench
Special Qualities:	Scent, cold subtype
Saves:	Fort +3, Ref +5, Will +4
Abilities:	Str 16, Dex 15, Con 15, Int 6, Wis 12, Cha 6
Skills:	Climb +7, Hide +6, Listen +7, Spot +7
Feat:	Alertness
Climate/Terrain:	Cold mountains
Organization:	Solitary, band (2-10), or clan (10-40)
Challenge Rating:	2
Treasure:	50% standard
Alignment:	Usually neutral
Advancement:	By character class

Taer are shaggy, primitive, naked humanoids that may be related to the yeti. They resemble prehistoric humans but are more bestial and apelike, with large, sloping heads. Their bodies are covered in thick snow-white fur. The fur is coated with an oily, fatty substance excreted through the pores, which protects them from cold. Taer can see clearly even in heavy snowstorms due to a second transparent eyelid that protects the eye from blowing winds and heavy snow. Taer never wear clothing, although they do sometimes wear necklaces and bracelets of tooth and horn. Taer communicate through grunts, hooting, and yelling, as well as a body language similar to that of apes.



Combat

Taer attack with their claws and bite, but occasionally use stone spears in combat. They are fierce creatures and very territorial, attacking any living creature that wanders into the area. Taer use their knowledge of the land to their advantage during combat by creating avalanches, burrowing under snow and attacking from surprise, and using snow-covered pits to trap their prey. They prefer to drive intruders off rather than kill them.

Stench (Ex): A taer's body secretes a foul-smelling oil. All living creatures within 10 feet of a taer (except other taer) must succeed at a Fortitude save (DC 13) or suffer a -2 penalty to attack rolls, damage rolls, checks, and saves for 10 rounds. Once a creature succeeds at its Fortitude save, it cannot be affected by that taer's stench for one day.

Cold Subtype (Ex): Immune to cold; double damage from fire except on a successful save.

Taer Society

Taers are nomadic creatures that band together in clans for protection, hunting, and social reasons. During the day, adults hunt for food, which consists of fruits, berries, nuts, insects, and game (goat, sheep, rodents, and the like). Though they do eat meat, taer do not hunt or eat humans or humanoids. Taer are extremely superstitious and fear metal and clothing and those that use and wear them. No taer ever wields or wears items of cloth or metal. Taer clans worship a snow-god to whom they offer sacrifices for protection and guidance. Each clan has a large stone idol of this snow god that is often located in the very heart of the clan or near the clan leader's cave.

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Tenebrous Worm

	Medium-Size Outsider
Hit Dice:	10d8+10 (55 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	19 (+3 Dex, +6 natural)
Attacks:	Bite +13 melee
Damage:	Bite 2d6+2 and 1d6 acid
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Acid, bristles
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +8, Ref +10, Will +7
Abilities:	Str 14, Dex 16, Con 12, Int 2, Wis 10, Cha 2
Skills:	Hide +9, Listen +12, Move Silently +11, Search +2, Spot +12
Feats:	Alertness, Weapon Focus (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-16 HD (Medium-size); 17-30 HD (Large)

The tenebrous worm is native to the Plane of Shadow and is rarely encountered elsewhere. On occasion, a tear in the fabric of the planes allows the worm to slip through to other planes of existence. Tenebrous worms enjoy attacking and devouring living creatures, though they do not normally attack anything larger than themselves.

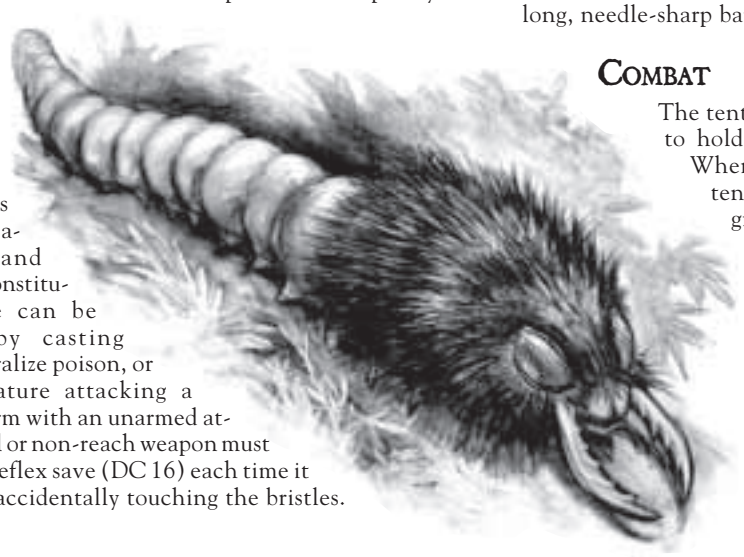
The tenebrous worm resembles a 6-foot long, sleek, gray caterpillar. The front half of its body, including its head, is covered in long, dull, black coarse bristles. Two large, multi-faceted eyes dot its head and two large, pearl white mandibles flank its mouth. The mandibles can be broken off or pried from a dead tenebrous worm and sold for 1d3 x 1,000 gp each. The tenebrous worm is the larvae stage of the gloomwing (see that entry).

Combat

The tenebrous worm is highly aggressive and attacks prey with its bite.

Acid (Ex): The tenebrous worm's mandibles drip a highly corrosive acid. Any bite attack deals acid damage.

Bristles (Ex): The tenebrous worm's head and upper body are covered with many small bristles that cause paralysis for 1d4 rounds and 3d6 points of temporary Constitution damage immediately after the paralysis wears off if a Fortitude save (DC 16) is failed. The paralysis and subsequent Constitution damage can be prevented by casting miracle, neutralize poison, or wish. A creature attacking a tenebrous worm with an unarmed attack or natural or non-reach weapon must succeed at a Reflex save (DC 16) each time it hits to avoid accidentally touching the bristles.



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Tentamort

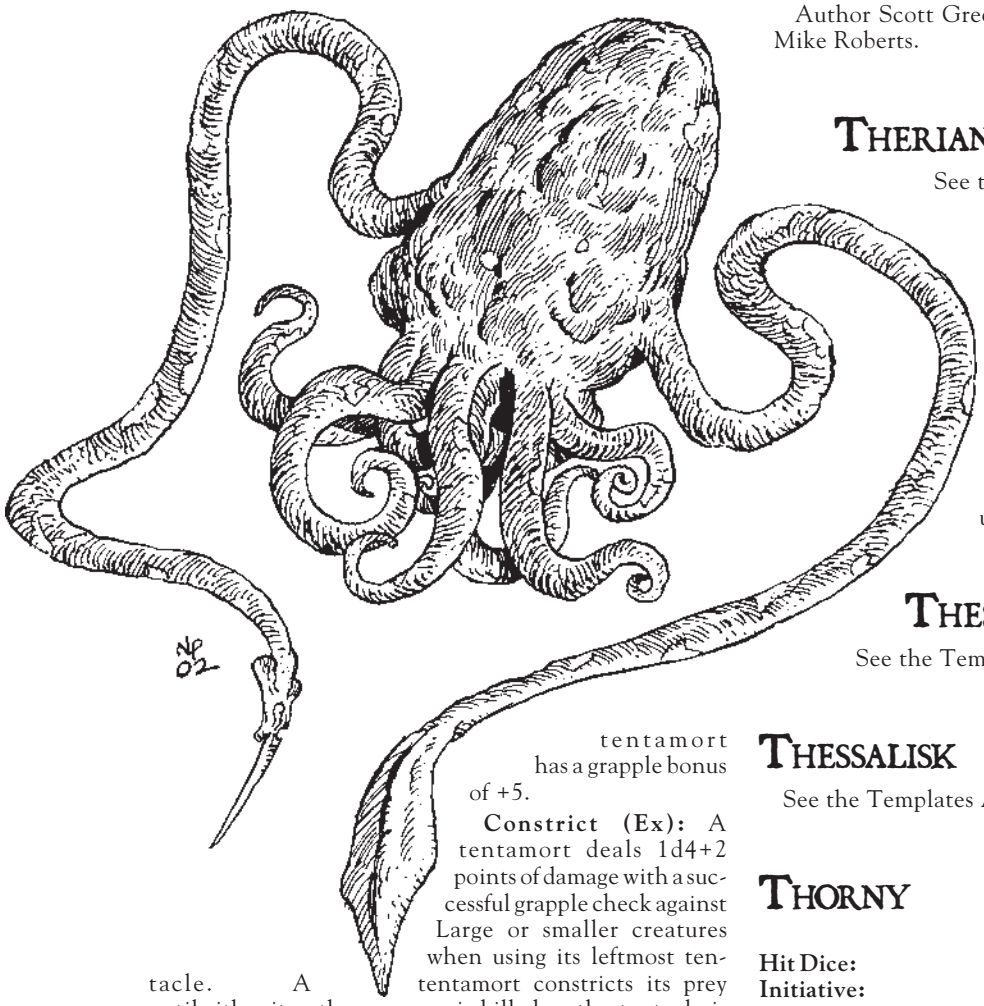
	Medium-Size Aberration
Hit Dice:	4d8+4 (22 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	5 ft., climb 5 ft.
AC:	19 (+1 Dex, +8 natural)
Attacks:	2 tentacle slaps +5 melee
Damage:	Tentacle slap 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with tentacle)
Special Attacks:	Improved grab, constrict, liquefy organs
Special Qualities:	Blindsight
Saves:	Fort +2, Ref +2, Will +4
Abilities:	Str 15, Dex 12, Con 12, Int 1, Wis 10, Cha 6
Skills:	Climb +12, Hide +4, Move Silently +4
Feat:	Improved Initiative
Climate/Terrain:	Any marsh and underground
Organization:	Solitary or brood (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-7 HD (Medium-size); 8-12 HD (Large)

Tentamorts are thought to have arrived on the Material Plane through a tear in the planar fabric. They are rarely encountered above ground, preferring the darkness of underground caverns and dungeons. The tentamort resembles a squid. Its body is a small, 3-foot diameter sphere of gray, hard flesh. Two 10-foot long tentacles protrude from the upper half of its body while eight 2-foot long tentacles hang from the bottom of its spherical body (it uses these for movement only). Of the two large tentacles, the left ends in a squid-like appendage and the right in a long, needle-sharp barb.

Combat

The tentamort uses its small tentacles to hold itself to ceilings and walls. When prey passes under it, the tentamort drops on its opponent, grabbing it and injecting it with a deadly acid.

Improved Grab (Ex): To use this ability, the tentamort must hit an opponent of Large size or smaller with a tentacle attack. If it gets a hold, it can constrict or deal Constitution damage depending on which tentacle hits. The



tentamort has a grapple bonus of +5.

Constrict (Ex): A tentamort deals 1d4+2 points of damage with a successful grapple check against Large or smaller creatures when using its leftmost tentacle. A tentamort constricts its prey until either it or the prey is killed or the tentacle is severed. A single attack with a slashing weapon that deals at least 10 points of damage severs a tentacle (AC 17). A severed tentacle regenerates in one week.

Liquefy Organs (Su): On a successful grapple check that does not provoke an attack of opportunity, the tentamort grabs and holds its prey with its rightmost tentacle and inserts the needle-like projection into the victim, injecting its acidic saliva through the hollow barb. The saliva liquefies the victim's internal organs, which the tentamort then draws through the barb and into its own body. This attack deals 1d6 points of temporary Constitution damage each round the hold is maintained and for 1d2 rounds after the needle is removed. At Constitution 0, the creature dies. A heal, lesser restoration, miracle, remove disease, restoration, or wish halts the Constitution damage after the needle has been removed. A creature slain by this attack can only be raised by the casting of miracle, true resurrection, or wish.

Blindsight (Ex): Tentamorts have no visual organs but can ascertain all foes within 30 feet using body heat and vibration.

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Therianthrope

See the Templates Appendix.

Thessalhydra

See the Templates Appendix, under **Thessalmonster.**

Thessalgorgon

See the Templates Appendix, under **Thessalmonster.**

Thessalmonster

See the Templates Appendix.

Thessalisk

See the Templates Appendix. under **Thessalmonster.**

Thorny

	Medium-Size Plant
Hit Dice:	4d8+8 (26 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	17 (+2 Dex, +5 natural)
Attacks:	Bite +5 melee, 1d3 thorns +0 melee
Damage:	Bite 1d6+2, thorns 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Thorns, trip
Special Qualities:	Plant
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 14, Dex 15, Con 14, Int 2, Wis 12, Cha 6
Skills:	Hide +0*, Listen +4, Move Silently +4, Spot +4
Climate/Terrain:	Warm forest and underground
Organization:	Solitary or pack (3-8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Medium-size); 10-12 HD (Large)

Thornies are the pets and companions of the vegepygmies. They are rarely encountered outside of a vegepygmy tribe or hunting party. Vegepygmies often use them to hunt prey. A thorny resembles a human-sized dog composed of wood and leaves and other vegetable matter. Its entire body is covered with small, thorny spikes.

Thornies reproduce by planting egg-like seeds (that the female lays) in the ground. Three to six months later, a small tree sprouts, buds, and from these buds are born the thornies. An average thorny tree is ca-

pable of producing 1d6+4 thornies. The tree dies once it buds and the thornies "hatch."

Combat

A thorny attacks with its bite, and if an opponent moves close enough, it attacks with its thorns.

Thorns (Ex): A thorny's body is covered with sharp wooden thorns. When biting, a thorny thrashes about, striking with 1d3 thorns. An opponent hit by a thorny's thorn attack must make a Reflex save (DC 14) or have the thorn break off in his or her flesh. A lodged thorn imposes a -1 circumstance penalty to attacks, saves, and checks. Removing the thorn deals 1d6 additional points of damage.

Trip (Ex): A thorny that hits with its bite attack can attempt to trip the opponent as a free action (see "Trip" in the PHB, Chapter 8) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the thorny.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind-influencing spells and effects.

Skills: Thornies receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. *They receive a +12 bonus to Hide checks when in a swampy or forested area.

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Throat Leech

Hazard (CR 4)

The throat leech is a 1-inch long grey leech that lairs in fresh streams, pools, underground springs, and the like. When a living creature consumes liquid containing a throat leech, the leech attaches itself to the back of the victim's throat and begins draining blood. This deals 1d3 points of temporary Constitution damage each round. Once the leech has drained 6 points of blood, it ceases draining (but does not detach). A bloated throat leech causes the host to choke, thereby dealing suffocation damage to the victim (see the "Suffocation" sidebar in the DMG, Chapter 3). A throat leech can be destroyed through magical means or by the application of fire that deals a single point of damage.

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Thunder Beast

	Huge Outsider
Hit Dice:	4d8+20 (38 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (-2 size, +6 natural)
Attacks:	Bite +12 melee
Damage:	Bite 2d6+15
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Breath weapon, trample 2d6+15,
Saves:	Fort +11, Ref +4, Will +5
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +9, Spot +9
Feats:	Great Fortitude, Power Attack
Climate/Terrain:	Any land
Organization:	Herd (5-20; 50% noncombatant young)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 (Huge); 9-12 (Gargantuan)

Thunder beasts are 20-foot long herd animals that spend their time roaming the uncountable layers of the Abyss sustaining themselves on a diet of rotted plants, manes demons, and other inconsequential life forms. The thunder beast has a hippo-like head, with pointed, pig-like ears. It has a large, wide hippo-like mouth, and small upright tusks jut from its lower jaw. Its long body is thick and hunched. The thunder beast moves by means of 6 powerful legs. It is yellow-brown, ochre, or olive in color, mottled dark brown or black.

Combat

Thunder beasts breathe their foul breath on opponents while attacking with their vicious bite. If angry or frightened, a thunder beast bellows with a low, rumbling tone.

Breath Weapon (Ex): Through normal breathing, and every 1d4 rounds, thunder beasts exhale a semi-noxious cloud of gas that fills an area 20 feet high in a 30-foot radius around the thunder beast. Living creatures caught in the cloud must succeed at a Fortitude save (DC 17) or suffer a -2 penalty to attack rolls, saves, and checks for every round spent inside the affected area. The cloud lasts for 1d4 rounds before dispersing.

Trample (Ex): A thunder beast can trample Small or smaller creatures for 2d6+15 points of damage. Opponents who do not make attacks of opportunity against the thunder beast can attempt a Reflex save (DC 22) to halve the damage.

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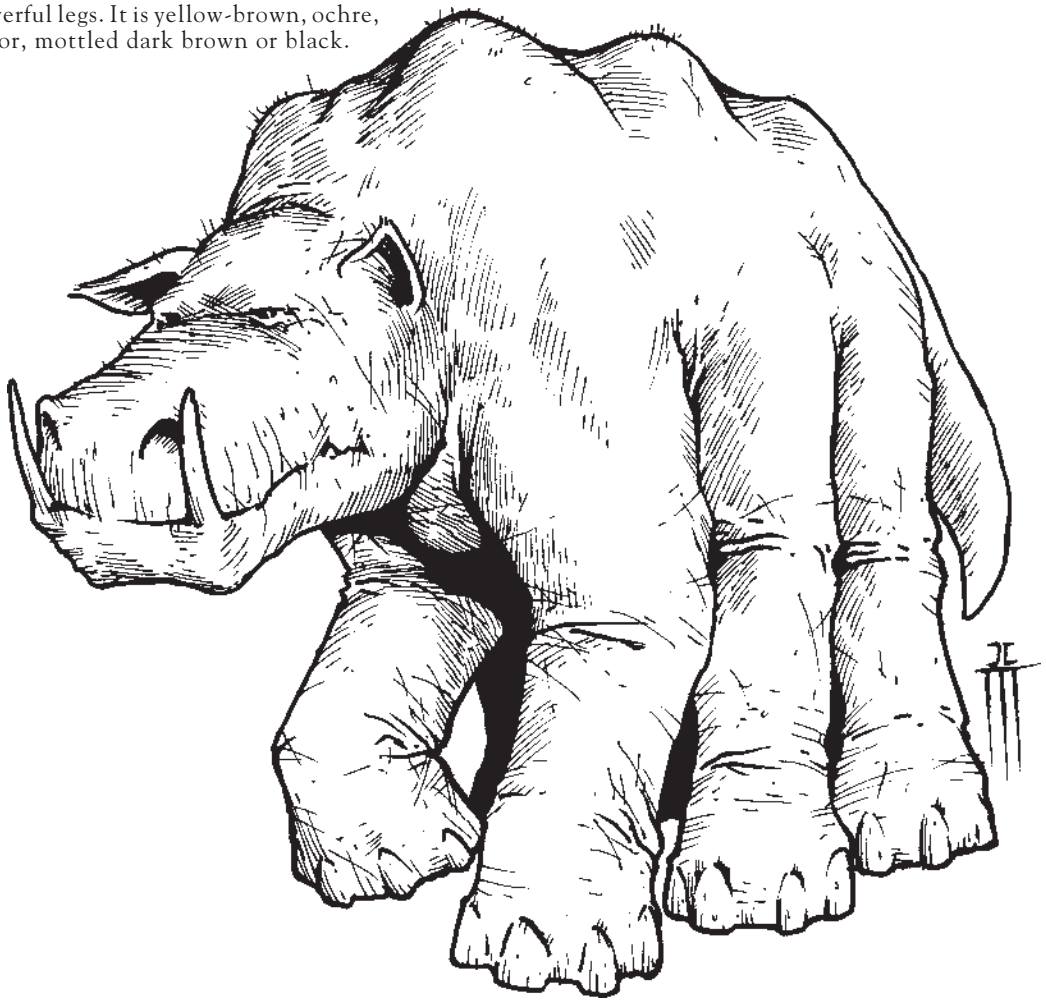

TICK, GIANT

	Small Vermin
Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	10 ft.
AC:	17 (+1 size, +6 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Attach, blood drain, disease
Special Qualities:	Scent, vermin
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 11, Int —, Wis 10, Cha 2
Skills:	Listen +6, Spot +6
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Cluster (3-6) or nest (7-12)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Small)

Giant ticks appear as 3-foot long ticks. They are otherwise similar to normal ticks.

COMBAT

Giant ticks attack by dropping on their prey from above and stabbing with a hollow mouth tube. If subjected to fire or immersed in water, a giant tick detaches from its victim.

Attach (Ex): If a giant tick hits with its bite attack, it grasps its prey with its tiny legs and hangs on. An attached giant tick as an AC of 17.

Blood Drain (Ex): A giant tick drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 8 points of Constitution, it detaches and crawls away.

Disease (Ex): Fifty percent of all giant ticks carry and deliver red ache with their bite attack: bite, Fortitude save (DC 15), incubation period 1d3 days, 1d6 temporary Strength (see "Disease" in the DMG, Chapter 3).

Vermin: Immune to mind-influencing spells and effects.

CREDIT

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TIGER BARB, GIANT

	Large Animal (Aquatic)
Hit Dice:	5d8+5 (27 hp)
Initiative:	+2 (Dex)
Speed:	Swim 50 ft.
AC:	13 (-1 size, +2 Dex, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. b y 10 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6
Climate/Terrain:	Temperate and warm aquatic
Organization:	Pack (2-5) or school (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large)

The giant tiger barb is peach with black-striped gills that resemble the stripes of a tiger. It is 10-15 feet long and weighs about 50 pounds.

COMBAT

Tiger barbs sustain themselves on a diet of plants, but eat any sort of food if hungry. They are very territorial and attack anything that enters their domain.

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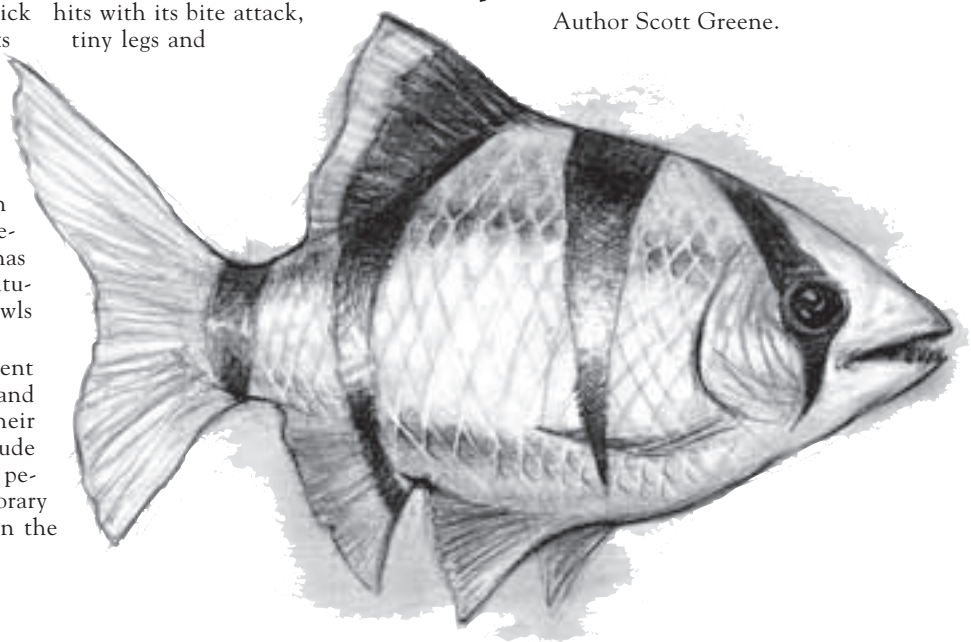

Tigrilla

See the Templates Appendix, under **Abomination**.

Transposer

	Medium-Size Shapechanger
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	2 slams +5 melee
Damage:	Slam 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Transpose damage
Special Qualities:	Change self, darkvision 60 ft.
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 12, Dex 13, Con 12, Int 8, Wis 12, Cha 11
Skills:	Bluff +6, Disguise +7*, Listen +5, Spot +5
Feat:	Dodge
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	By character class

The transposer appears as a featureless humanoid creature whose arms end in large sucker-like membranes. The transposer is thought to be of an alien culture; how it came to the Material Plane remains a mystery to sages.

Combat

The transposer uses its change self ability to lure its prey into range. It usually takes the shape of a creature of the same race as its potential prey if possible. Once its prey is in range, the transposer lashes out with its arms.

Transpose Damage (Su): A creature hit by the transposer becomes "linked" to it by some invisible and undetectable force of energy for the remainder of the encounter. Any damage dealt by a linked opponent to the transposer actually harms the linked attacker and heals a like amount of damage on the transposer. Any curative magic (spells, potions, and the like) used on a transposer while it is linked to an opponent do damage to the transposer and heal the linked opponent. Such magic used on a linked opponent does not affect a transposer (it neither harms nor heals it). Opponents not affected (i.e., not linked to the transposer) can attack the transposer normally. A transposer can link any number of creatures in an encounter.

Change Self (Su): This ability is as the spell cast by a 6th-level sorcerer (Will save DC 13 to disbelieve or see through the ruse).

Skills: *When using its change self ability, the transposer receives a +10 circumstance bonus to Disguise checks.

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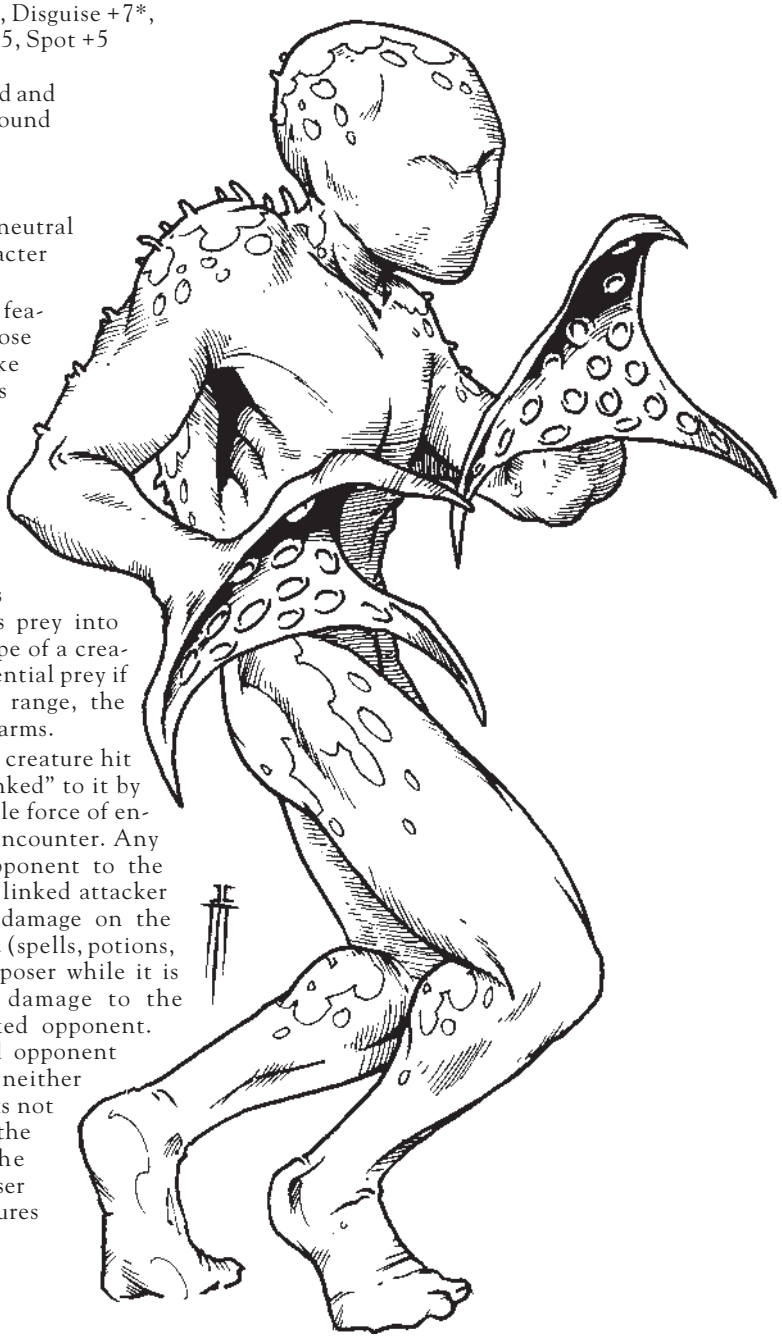

Trapper

	Huge Aberration
Hit Dice:	12d8+48 (102 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	10 ft
AC:	16 (-2 size, +1 size, +7 natural)
Attacks:	Buffet +17 melee
Damage:	Buffet 2d4+15
Face/Reach:	15 ft. by 15 ft./10 ft.
Special Attacks:	Smother
Special Qualities:	Immunities, darkvision 60 ft.
Saves:	Fort +8, Ref +5, Will +10
Abilities:	Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14
Skills:	Hide +8*, Listen +12, Move Silently +12, Spot +12
Feats:	Alertness, Blind-Fight, Improved Initiative
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13-22 HD (Huge); 23-36 HD (Gargantuan)

The trapper is thought to be a distant relative of the lurker above (see that entry). Unlike its cousin, however, the trapper mimics the floor of a building, dungeon, or other structure. By manipulating its body structure while covering the floor, it can form a box that resembles a small trunk or chest.

Combat

Trappers wait until their prey is almost centered on their body (usually near the trunk or chest they form to lure prey in) before they strike. A trapper attacks by folding and wrapping its body around its prey and smothering and squeezing until either it or its opponent is dead.

Smother (Ex): A successful attack indicates the trapper deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +27). If the trapper succeeds at the grapple, it has wrapped itself around its prey. The following round, the victim must either hold her breath or begin taking suffocation damage (see the "Suffocation" sidebar in the DMG, Chapter 3). A grappled creature takes buffet damage each round the hold is maintained. A victim can escape the trapper's hold by making an opposed grapple roll or an Escape Artist check against the trapper's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if the weapon was in hand when the creature was first enveloped. Damage inflicted on a trapper while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons deal full damage to the victim but do not harm the trapper.

Immunities (Ex): Trappers are immune to all cold and fire-based effects.

Skills: Trappers receive a +12 racial bonus to Hide checks. *When they change color to appear as stone, the Hide bonus increases to +16.

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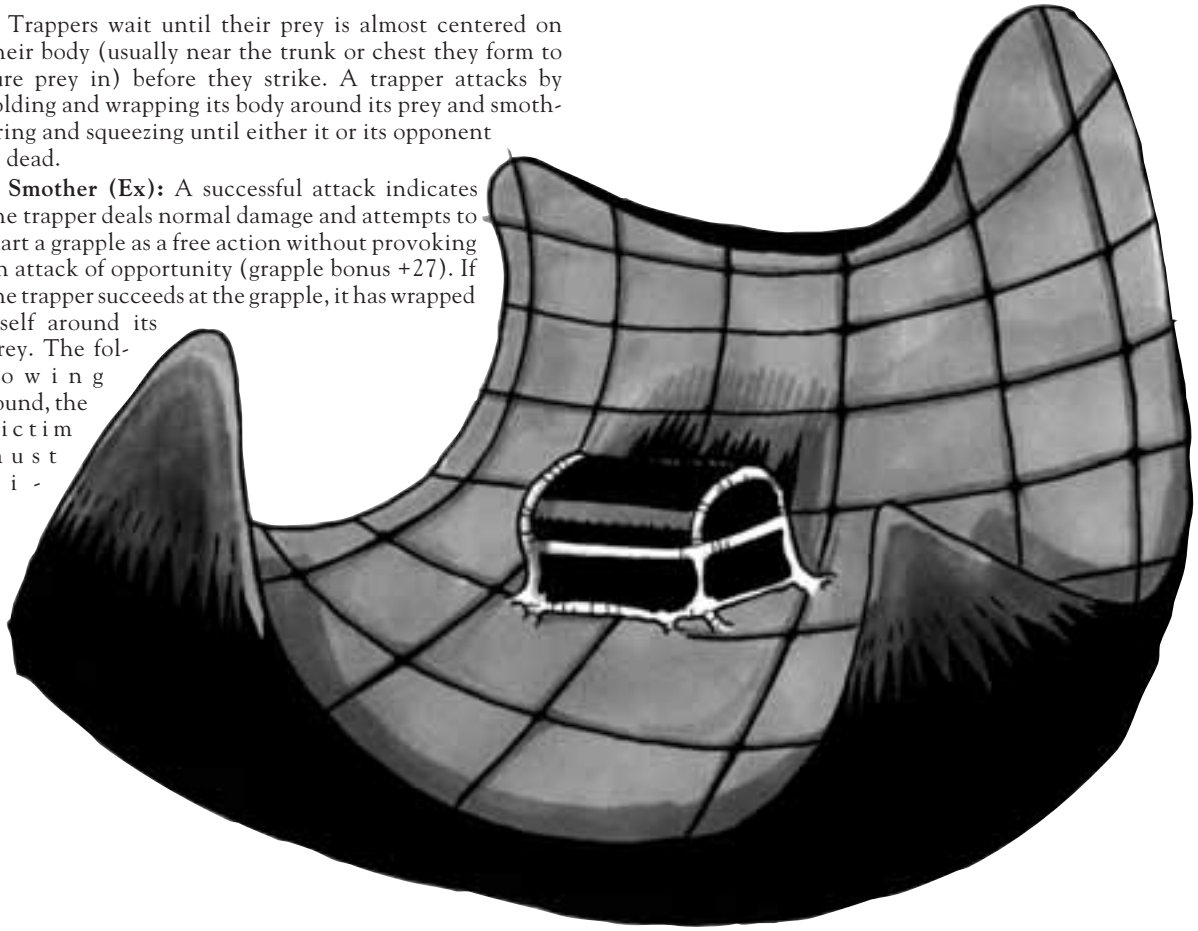

Tri-Flower Frond

	Medium-Size Plant
Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	0 ft.
AC:	11 (+1 natural)
Attacks:	5 tendrils +3 melee
Damage:	Tendril 1d4 temporary Intelligence
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Intelligence damage, acid, fluid drain
Special Qualities:	Plant, blindsight, camouflage
Saves:	Fort +5, Ref +0, Will +1
Abilities:	Str 14, Dex 10, Con 14, Int —, Wis 13, Cha 9
Climate/Terrain:	Warm forest
Organization:	Solitary, patch (2-5), or cluster (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 (Medium-size); 5-6 HD (Large)

The tri-flower frond appears as a plant about 5 feet tall, with deep green stalks. Three trumpet-shaped flowers of yellow, red, and orange top the stalks.

Combat

Tri-flower fronds attack by firing their tendrils from the orange flower. If they reduce a foe to Intelligence 0, their yellow blooms bend over and drip deadly acid on the unconscious victim.

Intelligence Damage (Su): A creature hit with a tendril takes 1d4 points of temporary Intelligence damage if it fails a Fortitude save (DC 13). Those whose Intelligence is reduced to 0 by the tri-flower frond fall into an unconscious, coma-like state until at least 1 point of Intelligence is restored.

Acid (Ex): Acidic enzymes drip from the yellow flower. It deals 1d6 points of acid damage per round the acid contacts a victim.

Fluid Drain (Ex): A tri-flower frond injects a tendril into its unconscious victim and drains its body fluids, dealing 1d6 points of damage per round. An unconscious victim does not wake up when attacked in this manner.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind-influencing spells and effects.

Blindsight (Ex): Tri-flower fronds have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since the tri-flower frond looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

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Troll: Cave Troll

	Medium-Size Giant
Hit Dice:	4d8+20 (38 hp)
Initiative:	+6 (Dex)
Speed:	80 ft.
AC:	25 (+6 Dex, +5 natural, +4 haste)
Attacks:	2 claws +3 melee, bite -2 melee
Damage:	Claw 1d4+2, bite 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rend 2d4+3
Special Qualities:	Haste, spider climb, regeneration 3, scent, darkvision 90 ft.
Saves:	Fort +9, Ref +7, Will +0
Abilities:	Str 15, Dex 22, Con 20, Int 6, Wis 9, Cha 6
Skills:	Listen +4, Spot +5
Feat:	Alertness
Climate/Terrain:	Any underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Cave trolls are smaller cousins of the normal troll and are found in all types of subterranean realms. They are as deadly, or more so, than their larger brethren. Cave trolls have the same voracious appetite of the normal troll and sustain themselves on whatever they can find in their Underdark realms. They rarely venture to the surface world, preferring the security and tranquility of the darkness they inhabit. If extremely hungry or if

food is scarce, however, a cave troll ventures to the surface and attacks whatever it finds near its lair.

Cave trolls stand 6 feet tall and weigh 300 pounds. Their leathery skin is blackish-gray and their eyes are yellow. Most cave trolls have long upright ears, almost elven in nature. Their arms and legs are long and slender, though both are quite powerful. Cave trolls do not walk with the same hunched gait of their larger relatives. They stand upright and move with blinding speed.

Combat

Cave trolls often use deception when they first encounter prey, especially intelligent prey. Their troll heritage often leads to the misconception that they are slow in combat, which they gladly allow their opponents to believe — until the cave troll strikes or moves. Only then is the ruse negated and the true nature of the troll revealed. Cave trolls attack by grabbing and rending an opponent.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+2 points of damage.

Haste (Su): A cave troll is affected by a permanent haste spell. This grants it one extra partial action, either before or after its regular action. It also grants the cave troll a +4 bonus to its AC (already included in the statistics block). The cave troll loses the +4 AC bonus anytime it would lose a dodge bonus. The cave troll can jump one and one-half times as far as normal. This is an inherent bonus and cannot be dispelled or negated.

Spider Climb (Su): A cave troll can climb sheer surfaces as though with a spider climb spell.

Regeneration (Ex): Fire and acid deal normal damage to a cave troll. If a cave troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

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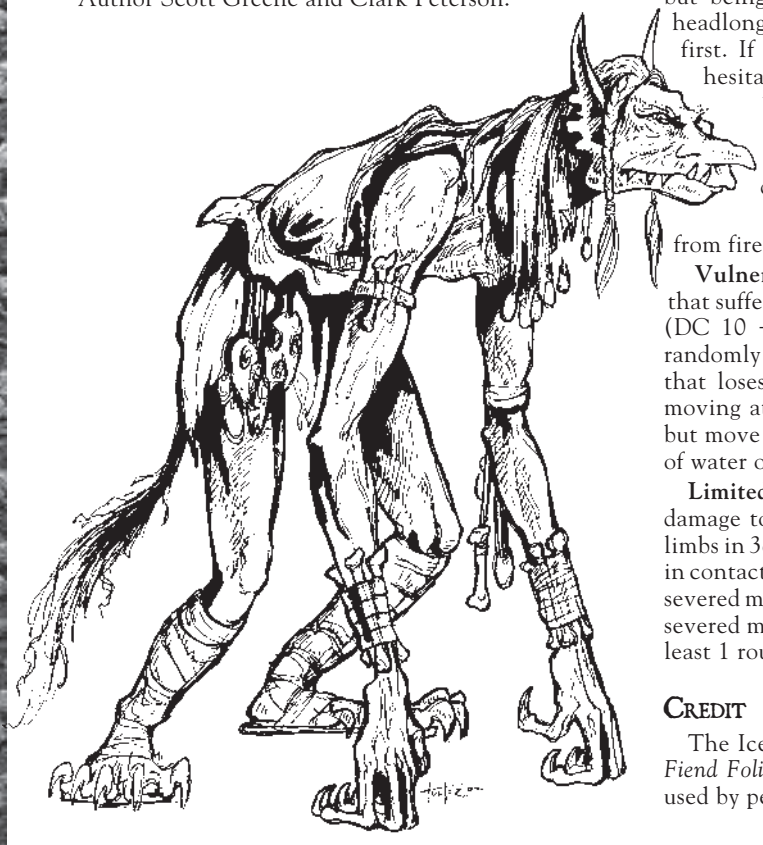

Troll: Ice Troll

	Large Giant (Cold)
Hit Dice:	2d8+6 (15 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	12 (-1 size, +1 Dex, +2 natural)
Attacks:	2 claws +4 melee
Damage:	Claw 1d6+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Rend 2d6+6
Special Qualities:	Cold subtype, damage reduction 10/+1, vulnerability to slashing weapons, limited regeneration 5, darkvision 90 ft.
Saves:	Fort +6, Ref +1, Will +0
Abilities:	Str 19, Dex 12, Con 16, Int 9, Wis 10, Cha 6
Skills:	Listen +5, Spot +5
Feat:	Alertness
Climate/Terrain:	Any cold land
Organization:	Band (3-6)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Ice trolls are relatives of normal trolls, but are decidedly more cunning, ruthless, evil, and despicable. They make their homes in very cold climates, always near a pool of water (either natural or troll-made). An ice troll stands about 8 feet tall and weighs 450 pounds. Its hide is semitransparent, light blue, and cold to the touch. Ice trolls do not possess hair (like normal trolls). Ice trolls speak Giant.

Combat

Ice trolls fight similarly to their normal troll relatives, but being slightly more intelligent, they do not rush headlong into battle. They attack the weakest opponents first. If combat goes against an ice troll, it does not hesitate to flee.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Vulnerability to Slashing Weapons (Ex): An ice troll that suffers a critical hit must succeed at a Fortitude save (DC 10 + damage taken) or lose a limb (determined randomly by rolling 1d6: 1-4 arm, 5-6 leg). An ice troll that loses a leg falls to the ground, but can continue moving at one-half speed. Severed limbs cannot attack but move at a speed of 30 feet toward the nearest source of water or ice.

Limited Regeneration (Su): Fire and acid deal normal damage to an ice troll. An ice troll can regenerate lost limbs in 3d6 minutes as long as both the limb and troll are in contact with ice or water. The ice troll can reattach the severed member instantly by holding it to the stump if the severed member has been immersed in ice or water for at least 1 round.

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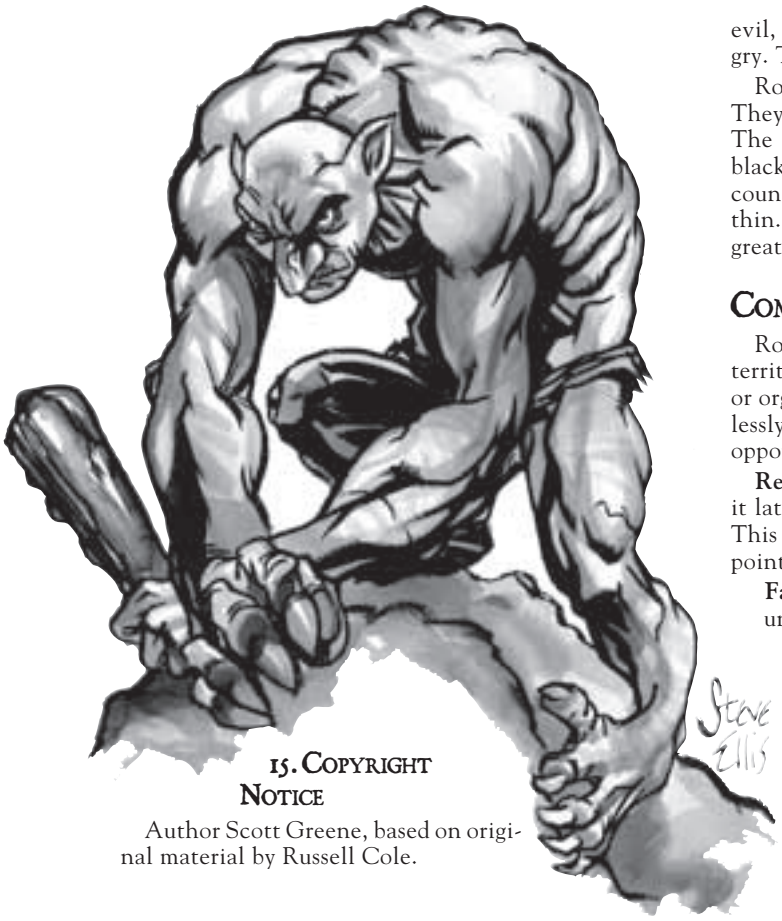

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Troll: Rock Troll

	Large Giant (Earth)
Hit Dice:	8d8+56 (92 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., burrow 20 ft.
AC:	20 (-1 size, +1 Dex, +10 natural)
Attacks:	2 claws +12 melee, bite +7 melee
Damage:	Claw 1d6+7, bite 1d6+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Rend 2d6+10
Special Qualities:	Fast healing 5, vulnerability to sunlight, scent, darkvision 90 ft.
Saves:	Fort +13, Ref +3, Will +1
Abilities:	Str 25, Dex 12, Con 25, Int 4, Wis 9, Cha 6
Skills:	Listen +6, Spot +5
Feats:	Alertness, Power Attack
Climate/Terrain:	Any underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Rock trolls are relatives of the normal troll and make their lairs deep within the subterranean realms of the earth. Most underground creatures avoid rock trolls, as they are completely malign and evil, attacking any living creature, especially when hungry. They are quite fond of human and halfling flesh.

Rock trolls are 10 feet tall and weigh about 600 pounds. They resemble their smaller relatives in most respects. The rock troll's hide is stone gray or brown, its hair is black or brown, and its eyes are dull brown. Like its counterpart, the rock troll's arms and legs are long and thin. Its arms end in sharpened talons, and its legs sport great three-toed feet.

Combat

Rock trolls attack any living thing that enters their territory, usually doing so for food. They have no strategy or organization in their attacks; a rock troll flails relentlessly at its foes with its powerful claws until either it or its opponent is dead.

Rend (Ex): If a rock troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

Fast Healing (Ex): A rock troll heals only if it is underground and touching dirt or earth.

Vulnerability to Sunlight (Ex): Rock trolls in natural sunlight (not merely a daylight spell) are instantly turned to stone (as if by the flesh to stone spell) if they fail a Fortitude save (DC 17). This effect is permanent, but can be dispelled if the rock troll is removed from the sunlight and stone to flesh is cast on it. A new save must be made each round the rock troll remains within the sunlight.

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Troll: Spectral Troll

See the Templates Appendix, under **Spectral Troll**.

Troll: Swamp Troll

	Large Giant
Hit Dice:	3d8+15 (28 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	16 (-1 size, +2 Dex, +5 natural)
Attacks:	2 claws +5 melee, bite +0 melee
Damage:	Claw 1d6+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Amphibious, scent, darkvision 60 ft.
Saves:	Fort +8, Ref +3, Will +0
Abilities:	Str 18, Dex 14, Con 20, Int 6, Wis 9, Cha 4
Skills:	Hide +3*, Listen +3, Move Silently +6, Spot +3
Feat:	Alertness
Climate/Terrain:	Any marsh
Organization:	Solitary or gang (2-4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Swamp trolls are large, stocky, dark gray or brown hunched humanoids. Their flesh is slick and slimy like moss. Swamp trolls make their lairs deep in swampland and marshes away from more settled areas, but not far enough away where they cannot hunt humans if game and other food runs scarce in the swamps.

Swamp trolls are 7-foot tall hunched humanoids. They have long, thick arms and legs (both of which end in razor-sharp talons). A swamp troll's body is covered with moss and seaweed, and its hair is dark green or brown. Large, upward curving fangs jut from its jaws.

Combat

Swamp trolls are aggressive predators that attack living creatures on sight (especially when a swamp troll is hungry). When hunting, a swamp troll moves quietly along, easing closer to its prey and then finally striking with its claws and bite when within range. Swamp trolls rarely fight to the death unless threatened or hungry.

Amphibious (Ex): Swamp trolls must keep their bodies covered in a thick coating of mud and swamp water. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that time, they begin to drown (see "The Drowning Rule" sidebar in the DMG, Chapter 3).

Skills: Swamp trolls receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +8 racial bonus to Hide checks when in swampy or forested areas.

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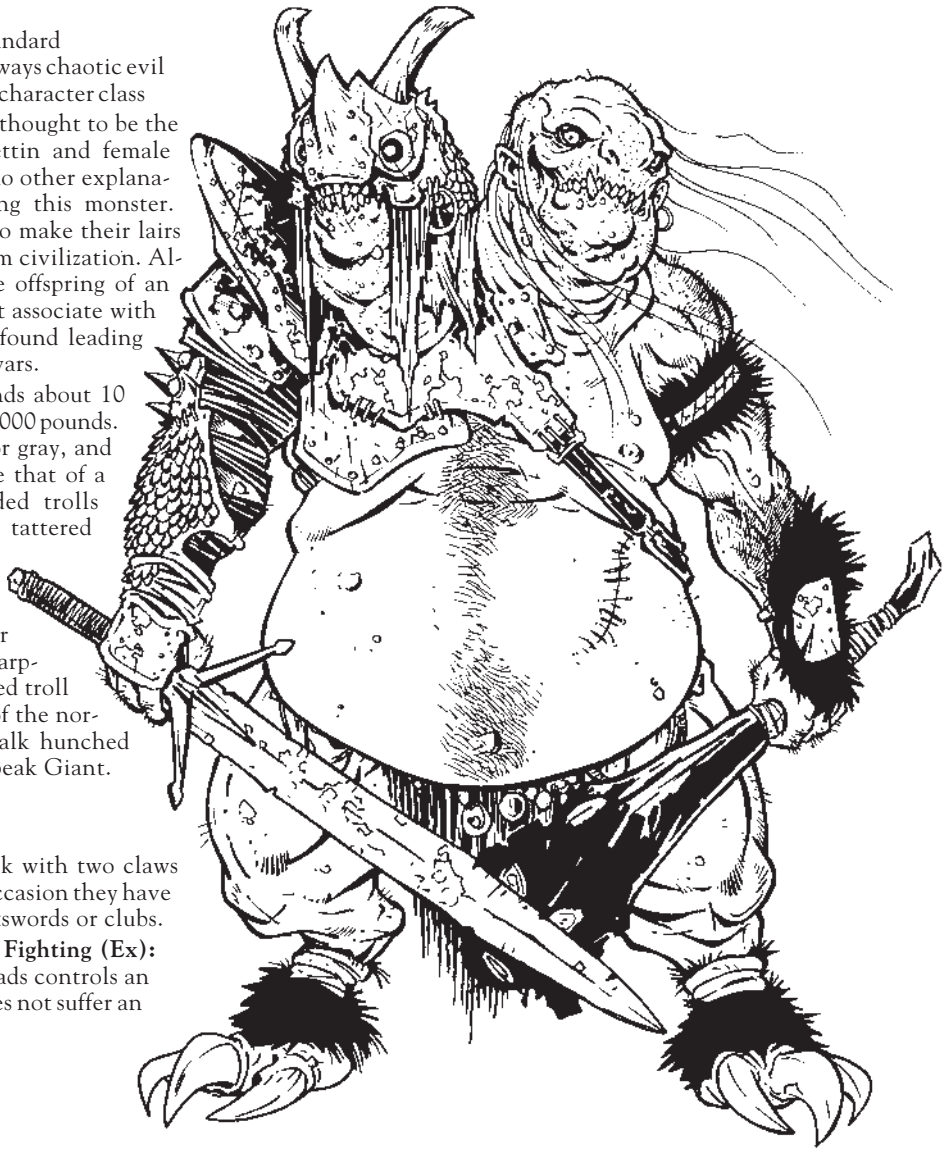
Troll: Two-Headed Troll

	Large Giant
Hit Dice:	10d8+40 (85 hp)
Initiative:	+0
Speed:	30 ft.
AC:	16 (–1 size, +7 natural)
Attacks:	2 claws +12 melee, 2 bites +5 melee; or 2 greatswords +12 melee
Damage:	Claw 1d6+9, bite 1d6+5; greatsword 2d6+9
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Superior two-weapon fighting, rend 2d6+9
Special Qualities:	Fast healing 1, scent, darkvision 90 ft.
Saves:	Fort +11, Ref +3, Will +5
Abilities:	Str 22, Dex 11, Con 19, Int 9, Wis 10, Cha 6
Skills:	Listen +7, Search +4, Spot +7
Feats:	Cleave, Iron Will, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), or warband (1-2 two-headed trolls plus 2-4 trolls)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

The two-headed troll is thought to be the hideous offspring of an ettin and female troll. Sages contend that no other explanation is possible concerning this monster. Two-headed trolls prefer to make their lairs underground and away from civilization. Although believed to be the offspring of an ettin and troll, they do not associate with the former, but are often found leading the latter during raids or wars.

A two-headed troll stands about 10 feet tall and weighs about 2,000 pounds. Its hide is mottled green or gray, and its facial features resemble that of a standard troll. Two-headed trolls typically dress in rags or tattered clothes or even battered and rusted armor on occasion. Their legs end in three-toed feet, and their powerful arms end in sharpened claws. The two-headed troll has the slow moving gait of the normal troll, but does not walk hunched over. Two-headed trolls speak Giant.



Combat

Two-headed trolls attack with two claws and two bites, though on occasion they have been known to wield greatswords or clubs.

Superior Two-Weapon Fighting (Ex): Because each of its two heads controls an arm, a two-headed troll does not suffer an attack or damage penalty for attacking with two weapons if it chooses to wield weapons in combat.

Rend (Ex): If a two-headed troll hits with both of its claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Fast Healing (Ex): A two-headed troll heals 1 point of damage each round so long as it has at least 1 hit point.

Skills: A two-headed troll's two heads give it a +2 racial bonus to Listen, Search, and Spot checks.

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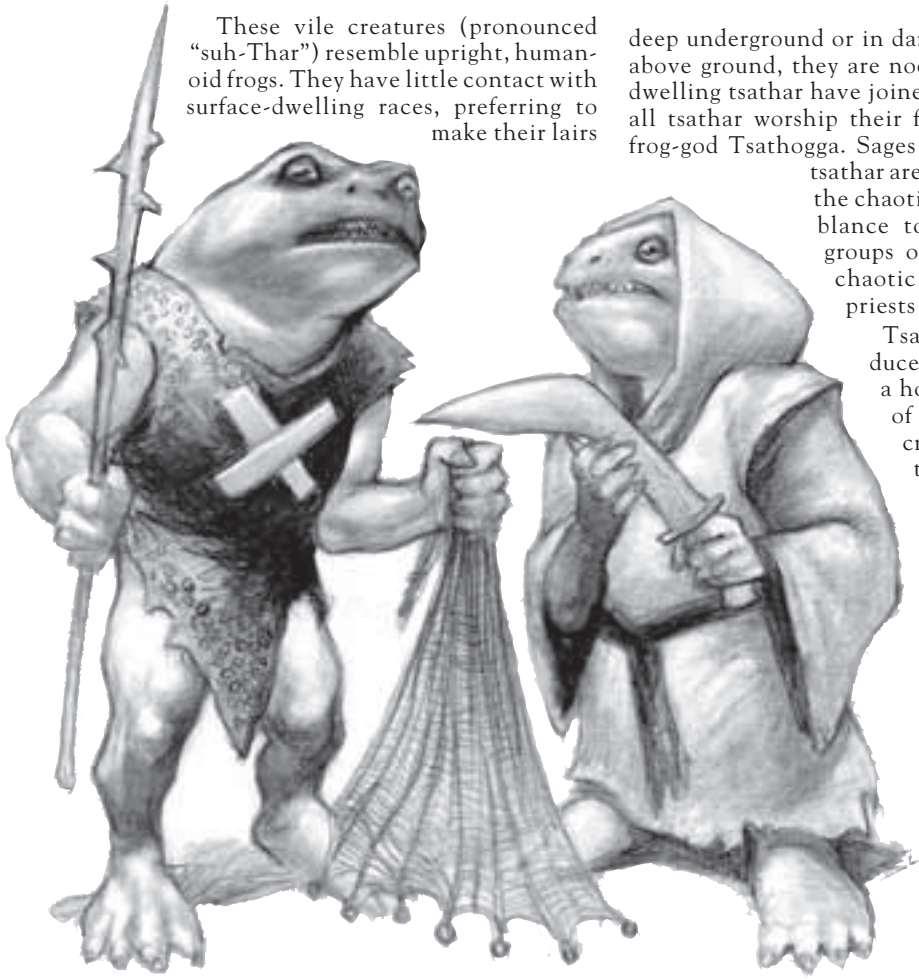
Tsathar

	Tsathar	Tsathar Scourge
	Medium-Size Monstrous Humanoid	**Medium-Size Monstrous Humanoid**
Hit Dice:	2d8+2 (11 hp)	4d8+8 (27 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., swim 30 ft.	30 ft., swim 30 ft.
AC:	16 (+2 Dex, +4 natural)	16 (+2 Dex, +4 natural)
Attacks:	2 claws +3 melee, bite -2 melee; or by melee weapon +3 melee	2 claws +6 melee, bite +1 melee; or by melee weapon +6 melee
Damage:	Claw 1d6+1, bite 1d4; or by weapon	Claw 1d6+2, bite 1d4+1; or by weapon
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Leap	Leap
Special Qualities:	Amphibious, darkvision 90 ft., implant, light blindness, scent, slimy, summon slaad	Amphibious, darkvision 90 ft., implant, light blindness, scent, slimy
Saves:	Fort +1, Ref +5, Will +4	Fort +3, Ref +7, Will +6
Abilities:	Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 10	Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 12
Skills:	Animal Empathy +2, Climb +4, Escape Artist +14, Handle Animal +4, Hide +4, Jump +3, Listen +3, Move Silently +5, Search +3, Spot +3, Swim +11	Animal Empathy +3, Climb +5, Escape Artist +14, Handle Animal +4, Hide +5, Jump +4, Listen +5, Move Silently +5, Search +4, Spot +5, Swim +12
Feats:	Alertness, Improved Initiative	Alertness, Improved Initiative
Climate:	Temperate and warm marsh, and underground	Temperate and warm marsh, and underground
Organization:	Solitary, gang (2–5), or pack (6–10)	Solitary, gang (2–5), or pack (6–10)
Challenge Rating:	2	3
Treasure:	Standard	Standard
Alignment:	Always chaotic (usually chaotic evil)	Always chaotic (usually chaotic evil)
Advancement:	By character class	By character class



These vile creatures (pronounced "suh-Thar") resemble upright, humanoid frogs. They have little contact with surface-dwelling races, preferring to make their lairs deep underground or in dark swamps. When they lair above ground, they are nocturnal. Some few surface-dwelling tsathar have joined cults of assassins. Nearly all tsathar worship their foul, slime-covered demon frog-god Tsathogga. Sages (correctly) speculate that tsathar are Material Plane relatives of the chaotic slaad. They bear a resemblance to gray slaad, and in fact groups of tsathar are often led by chaotic evil gray slaad sorcerer-priests of Tsathogga.

Tsathar are sexless and reproduce by implanting an egg into a host, which can be any form of living creature. Normally, creatures are captured or bred to serve as hosts — dire rats and giant frogs being common hosts. It is said that priests must be born of an egg implanted into a humanoid or other creature of great intelligence. Tsathar speak their own strange tongue as well as Abyssal.

Combat

Most tsathar use short, barbed spears and kukri-like daggers. They also use nets. They charge into combat with maniacal fury. They rarely use

elaborate tactics, unless a scourge or priest is present to control them. They favor leather armor crafted from the hides of the frogs they breed. Priests favor wicked kukri.

Leap (Ex): Tsathar can leap up to 30 feet horizontally (10 feet vertically) and attack with their claws and bite or their weapon. This is treated as a charge (+2 bonus to attack roll, -2 penalty to AC). To leap, the tsathar must be at least 10 feet from its target. This ability is not available to tsathar wearing medium armor or heavier.

Amphibious (Ex): Tsathar can breathe underwater and can also survive indefinitely on land.

Implant (Ex): Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into an unconscious or restrained host. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless a Fortitude save is made (DC 20). If the save is made, the victim becomes violently ill 24 hours prior to the maturation of the egg (–10 penalty to all attacks, saves, and checks). A *remove disease* spell rids the victim of the egg, as does a successful Heal check (DC 20 + 1 per day since implantation of the egg). Each failed Heal check causes 2d6 points of damage plus 1 point of damage per day since implantation of the egg.

Light Blindness (Ex): Abrupt exposure to bright light (such as *sunlight or a daylight* spell) blinds tsathar for one round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Scent (Ex): Tsathar can detect opponents within 30 feet by smell. If downwind, the range increases to 60 feet; if upwind, the range decreases to 15 feet.

Slimy (Ex): Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement.

Summon Slaad (Sp): Once per day, a tsathar priest of 5th level or higher can attempt to summon a red slaad as if by a *summon monster* spell with a 40% chance of success.

Skills: Due to the slimy secretions that cover their body, tsathar receive a +12 racial bonus to Escape Artist checks.

Tsathar Scourges

Tsathar scourges are special tsathar in charge of breeding the dangerous "killer" frogs. They wear a badge of station that indicates their control over the various beasts. All frogs bred by the tsathar obey scourges. Tsathar scourges never become priests and thus do not have the summon slaad ability.

Combat: Scourges prefer to loose their servant frogs on opponents, allowing common tsathar soldiers to engage opponents hand-to-hand. This is not to say that they are not able fighters, for they certainly are. They favor barbed longspears, twisted kukri-like daggers, and light armor such as leather or studded leather. They also often carry nets to snare their charges or foes. If their frogs are in danger, they leap in with their spears and attack.

Tsathar Characters

A tsathar's favored class is cleric; tsathar leaders are usually clerics or cleric/fighters. Tsathar clerics worship Tsathogga (the Frog God) and can choose two of the following domains: Chaos, Destruction, Evil, and Water.

Player Character Tsathar

Tsathar characters have Str +2, Dex +4, Con +2, Int +2, and Wis +2. Tsathar scourge characters have Str +4, Dex +4, Con +4, Int +2, Wis +4, and Cha +2. Tsathar are ECL 6. Tsathar scourges are ECL 8.

Credit

The Tsathar first appeared in the **Necromancer Games** adventure ***Tomb of Abysthor*** (©2001, Clark Peterson, Necromancer Games, Inc.) as servants of the demonic frog god Tsathogga (see that entry).

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Authors Clark Peterson and Scott Greene.

Tunnel Worm

	Huge Beast
Hit Dice:	9d10+54 (103 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., burrow 20 ft.
AC:	16 (-2 size, +1 Dex, +7 natural)
Attacks:	Bite +10 melee
Damage:	Bite 2d6+9
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Armor damage
Special Qualities:	Tremorsense
Saves:	Fort +12, Ref +7, Will +3
Abilities:	Str 22, Dex 13, Con 22, Int 1, Wis 10, Cha 6
Skills:	Listen +9, Spot +9
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Solitary or cluster (2-5)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	10-13 HD (Huge); 14-27 HD (Gargantuan)

The tunnel worm is a burrowing creature related to the monstrous centipede. It is a very aggressive predator and hunter, though it can sustain itself by scavenging. Its preferred food is fresh, raw meat. A tunnel worm looks like a 30-foot long sleek black centipede with a long segmented body and many slender legs. Its huge mandibles are razor-sharp and its eyes are multi-faceted. A ring of tough, chitinous bone rings its oversized head.

Combat

Tunnel worms are very aggressive and attack anything that enters their territory. They usually wait beneath the surface of the ground and then burrow out to surprise and attack their opponents (treat this attack as a charge attack). A tunnel worm that has taken more than half its

hit points in damage retreats to its lair unless it is cornered, in which case it fights to the death.

Armor Damage (Ex): A tunnel worm's bite can catch and tear an opponent's armor. If the opponent has both armor and a shield, roll 1d6: 1-4 affects the armor and 5-6 affects the shield. Whenever the tunnel worm hits with its bite attack, make a grapple check (grapple bonus +20), adding to the opponent's roll any magical bonus for the armor or shield. If the tunnel worm wins, the affected armor or shield is torn away and ruined.

Tremorsense (Ex): Tunnel worms can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: Tunnel worms receive a +4 racial bonus to Listen and Spot checks.

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Author Scott Greene, based on original material by Gary Gygax.

Turtle, Giant Snapping

	Gargantuan Beast (Aquatic)
Hit Dice:	10d10+70 (125 hp)
Initiative:	-2 (Dex)
Speed:	10 ft., swim 20 ft.
AC:	20 (-4 size, -2 Dex, +16 natural)
Attacks:	Bite +14 melee
Damage:	Bite 2d8+16
Face/Reach:	40 ft. by 40 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +14, Ref +5, Will +2
Abilities:	Str 32, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills:	Swim +29
Climate/Terrain:	Any aquatic
Organization:	Solitary or band (2-4)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	11-19 HD (Gargantuan); 20-30 HD (Colossal)

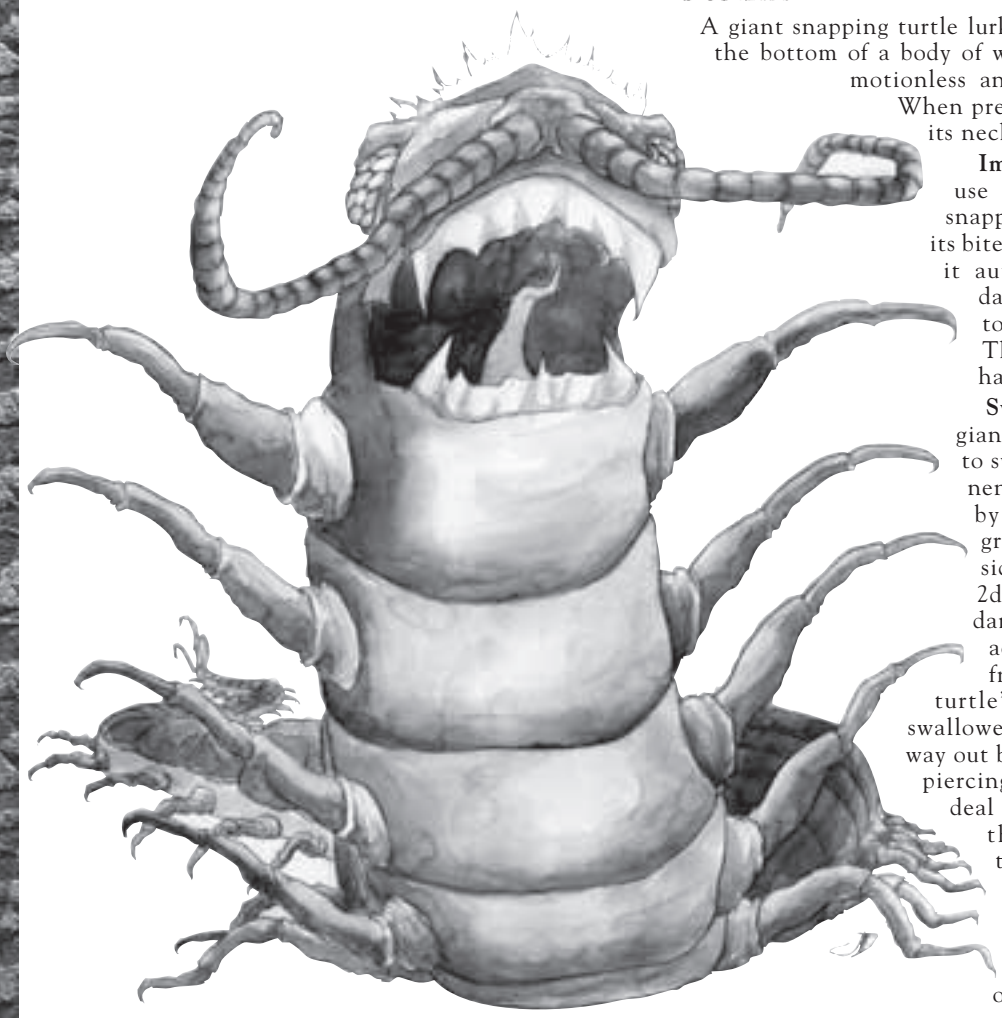
Giant snapping turtles are very large and very aggressive versions of their smaller cousins. They are found in large lakes, rivers, and inland seas. The average giant snapping turtle is 40 feet in diameter, but they can grow to a diameter of 75 feet.

Combat

A giant snapping turtle lurks near the shore or on the bottom of a body of water, where it remains motionless and hidden in its shell. When prey passes near, it shoots its neck out and bites.

Improved Grab (Ex): To use this ability, the giant snapping turtle must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the opponent. The giant snapping turtle has a grapple bonus of +30.

Swallow Whole (Ex): A giant snapping turtle can try to swallow a grabbed opponent of Huge size or smaller by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d8 points of acid damage per round from the giant snapping turtle's digestive juices. A swallowed creature can cut its way out by using claws or a light piercing or slashing weapon to deal 25 points of damage to the giant snapping turtle's gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its



own way out. The giant snapping turtle's interior can hold two Huge, four Large, eight Medium-size, or sixteen Small or smaller opponents.

Credit

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Twilight Mushrooms

Hazard (CR 7)

Twilight mushrooms appear as purplish-black mushrooms about 4 to 6 inches in height. They grow in patches of 5-10 mushrooms and are only found in damp, dark underground areas. Twilight mushrooms sense vibrations and burst forth a cloud of noxious and choking dust when a living creature comes within 10 feet. All those in the area must succeed at a Fortitude save (DC 15) or take 2d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later — even by those who succeeded at the first save — to avoid taking another 1d6 points of temporary Constitution damage. Even if either (or both) saves succeed, the affected creature is disabled (treat as stunned) for 2d4 rounds from fits of choking and coughing. Sunlight renders twilight mushrooms dormant, and cold instantly destroys them.

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Author Scott Greene.

U & V: Ubue to Vulchling

Ubue

	Large Humanoid (Ubue)
Hit Dice:	3d8+6 (19 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	17 (-1 size, -1 Dex, +6 natural, +3 hide)
Attacks:	3 clubs +5 melee, or 3 slams +5 melee
Damage:	Club 1d6+4 or slam 1d4+4
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Superior three-weapon fighting
Special Qualities:	Multiple personalities, low-light vision
Saves:	Fort +2, Ref -1, Will -1
Abilities:	Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12
Skills:	Climb +4, Hide +0, Listen +4, Search +4, Spot +5
Feat:	Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or clan (3-30)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Any chaotic
Advancement:	By character class

Ubues are a bizarre humanoid race that is among the rarest of intelligent races. They are so rare, in fact, that most people believe their existence to be only legend. At first sight, many adventurers assume that ubues are a race of three-headed ettins or trolls. Ubues each have three heads, three arms, and three legs. They have ashen skin, pale and sickly-looking, but otherwise ubues resemble very homely humans. Adventurers who have actually seen these strange creatures claim that the middle head of an ubue is a different sex from the other two. This is not true, however, and is in fact merely a side effect of the bizarre biology of these creatures. Ubues are very primitive and clothe themselves in unfinished animal hides, weave bones and sticks into their hair, and utilize only the crudest of tools and weapons.

Combat

Ubues attack with savage brutality as if in an animalistic rage.

Superior Three-Weapon Fighting (Ex): Because each of its three heads controls an arm, the ubue does not suffer an attack penalty for attacking with three weapons.

Multiple Personalities (Ex): The three heads of an ubue rarely get along with each other. Due to this division of personalities, there is a 15% chance in any given situation that the three heads will get into an argument. An ubue engaged in an argument with itself has a -2 penalty to attacks, AC, and Reflex saves. In a non-combat situation, an ubue can be coerced into a self-argument with an opposed Charisma check versus its Wisdom modifier.

Skills: An ubue's three heads grant it a +4 racial bonus to Listen, Search, and Spot checks. An ubue cannot be flanked.

Ubue Society

Ubues have a very primitive social system: simply put, the strongest male of any ubue tribe is the leader. Any adult male ubue has the right to challenge the tribal leader in a non-lethal ritual combat — usually a wrestling match or other test of strength. If the challenger

loses, he is banished from the tribe for a period of one full year. His immediate family is also banished with him: ubues cannot tolerate weakness. Should the leader be deposed, he becomes an elder of the tribe and acts as an advisor to the new leader.

Female ubues usually give birth to only a single child. If twins are born to an ubue couple, this is seen as an ill omen: thus, one child is slain by the tribal shaman as a sacrifice to their god. The shaman casts bones or sticks to determine which child is to be the sacrifice. Because ubue society is strongly male-dominated, if one twin is male and the other female, it will always be the female child that is sacrificed.

Ubue Characters

The favored class of an ubue is barbarian, and all ubue chieftains are barbarians. Female ubues have been known to become adepts, but this is rare; nearly all classed members of both sexes of this unusual race are barbarians.

Credit

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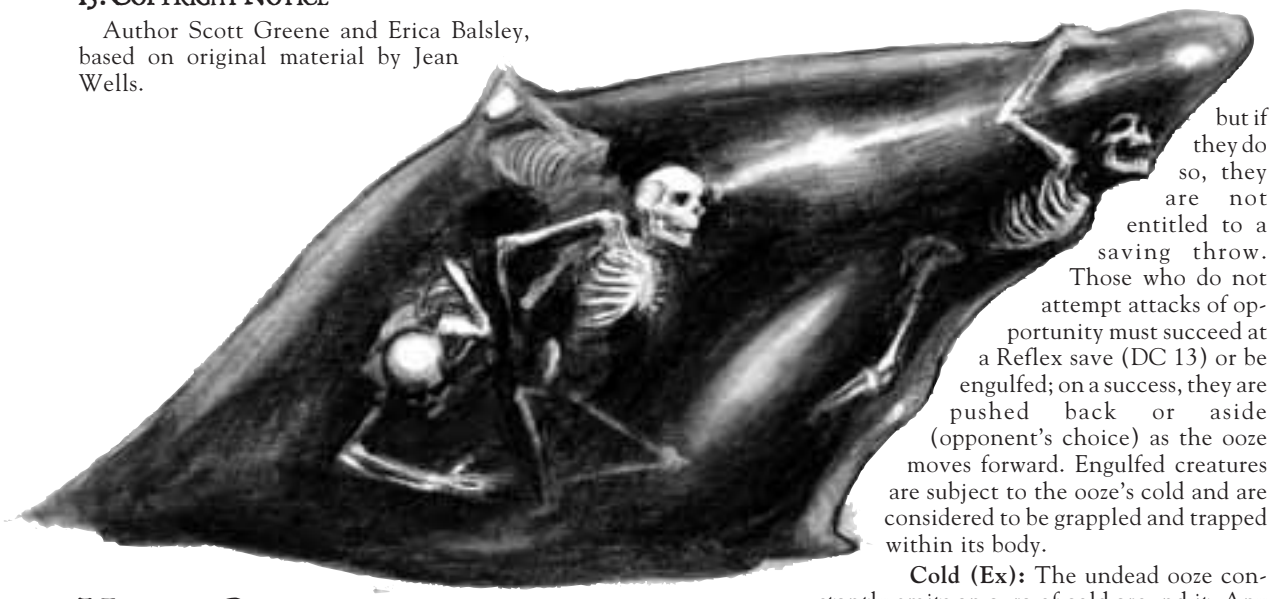
Author Scott Greene and Erica Balsley, based on original material by Jean Wells.



Undead Ooze

	Huge Undead (Cold)
Hit Dice:	6d10 (33 hp)
Initiative:	-5 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +2 melee
Damage:	Slam 2d4+1 and 1d6 cold
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Engulf, engulf, expel skeletons
Special Qualities:	Blindsight, undead, ooze qualities
Saves:	Fort +2, Ref -3, Will +6
Abilities:	Str 12, Dex 1, Con —, Int 10, Wis 12, Cha 10
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	7-12 HD (Huge); 13-18 HD (Gargantuan)

When an ooze moves across the grave of a restless and evil soul, a transformation takes place. The malevolent spirit, still tied to the rotting flesh consumed by the ooze, melds with the ooze. The result is a creature filled with hatred of the living and an intelligence and cunningness not normally known among its kind. An undead ooze appears as a large, viscous, black mass, from which the bones of its previous victims' protrude.

Combat

The undead ooze has an advantage over any other ooze: intelligence. It uses this new gift to its fullest in combat by attacking from surprise or by stalking its prey and attacking when the opportunity presents itself. The undead ooze attacks by slamming its body into its prey. It usually engulfs its foes or expels its skeleton allies to contend with its enemies.

Engulf (Ex): As a standard action, an undead ooze can simply move across any foes of Large or smaller size. It cannot make a slam attack during a round in which it engulfs. The undead ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the ooze's cold and are considered to be grappled and trapped within its body.

Cold (Ex): The undead ooze constantly emits an aura of cold around it. Any melee hit deals cold damage.

Skeletons (Su): As a full round action, an undead ooze can expel the skeletons in its body. At any given time, it has 1d4 skeletons of up to Large size in its body. Expelled skeletons can act in the round they were expelled, and each skeleton conforms to the basic statistics for its size (see the MM). Slain skeletons are engulfed by the undead ooze and can be reanimated and expelled again in 1d2 hours when they return to full strength.

Blindsight (Ex): The undead ooze's entire body is a primitive sensory organ that can ascertain prey by scent, heat, and vibration within 60 feet.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects.

Ooze Qualities (Ex): The undead ooze has no clear front or back and so are not subject to critical hits or flanking.

Credit

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Author Scott Greene, based on original material by Sword & Sorcery Studios.

Vampire Rose

	Small Plant
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5 ft.
AC:	15 (+1 size, +4 natural)
Attacks:	Stalk +6 melee
Damage:	Stalk 1d4+2
Face/Reach:	5 ft. by 5 ft./10 ft. (with stalk)
Special Attacks:	Improved grab, blood drain
Special Qualities:	Plant, camouflage, blindsight
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 14, Dex 10, Con 16, Int –, Wis 13, Cha 8
Climate/Terrain:	Temperate and warm forest, and underground
Organization:	Solitary or patch (2-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Small); 10-12 HD (Medium-size)

Vampire roses look like normal white rose bushes and are often mistaken for such. The typical vampire rose bush stands about 3 feet tall and has many branches.

Combat

The vampire rose stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents are grabbed and drained of blood. When fully sated with blood, the vampire rose's petals flush red.

Improved Grab (Ex): To use this ability, the vampire rose must hit with its stalk attack. If it gets a hold, it can drain blood. The vampire rose has a grapple bonus of +2.

Blood Drain (Ex): A vampire rose can suck blood from a living victim with its thorns by making a successful grapple check (grapple bonus +2). If it gets a hold, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the hold is maintained.

Camouflage (Ex): Since the vampire rose looks like a normal white rose bush when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Blindsight (Ex): Vampire roses have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind-influencing spells and effects.

Credit

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Author Scott Greene, based on original material by Tom Moldvay and Jean Wells.

Vampiric Ooze

	Large Undead
Hit Dice:	8d12 (52 hp)
Initiative:	-5 (Dex)
Speed:	10 ft., climb 10 ft.
AC:	4 (-1 size, -5 Dex)

Attacks:	Slam +7 melee
Damage:	Slam 2d4+2 and energy drain
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, energy drain, constrict 2d4+3, create spawn
Special Qualities:	Undead, ooze qualities, split, blindsight, sunlight vulnerability
Saves:	Fort +2, Ref -3, Will +1
Abilities:	Str 15, Dex 1, Con —, Int —, Wis 1, Cha 1
Climate/Terrain:	Any marsh and underground
Organization:	Solitary or pack (vampiric ooze plus 2-4 zombies)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	9-12 HD (Large); 13-24 HD (Huge)

The vampiric ooze is thought to have been created by a great undead spellcaster using ancient and forbidden magic. Some believe the vampiric ooze was formed when an ochre jelly slew a vampire and absorbed it. The vampiric ooze appears as a giant flowing and bubbling mass of mustard yellow ooze. It can alter its shape so as to appear up to 12 feet long and 6 inches thick; it can also compress its body to slip through cracks as small as 1 inch wide. It spends its time slithering along floors, walls, and ceilings, or if above ground, hunting its prey at night.

Combat

A vampiric ooze attempts to envelop and constrict its prey, dealing negative levels with its slam attack.

Improved Grab (Ex): To use this ability, the vampiric ooze must hit with its slam attack. If it gets a hold, it can constrict. The vampiric ooze has a grapple bonus of +12.

Energy Drain (Su): A vampiric ooze deals 1 negative level with its slam attack. The Fortitude save to remove a negative level has a DC of 14.

Constrict (Ex): A vampiric ooze deals automatic slam damage and one negative level with a successful grapple check (grapple bonus +12).

Create Spawn (Su): Any humanoid slain by a vampiric ooze becomes a zombie in 1d4 rounds. Spawn are under the command of the vampiric ooze that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects.

Ooze Qualities (Ex): Immune to polymorphing, mind-influencing effects, poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Split (Ex): Cold and electricity deal no damage to a vampiric ooze. Instead, the creature splits into two identical oozes, each with half the original's hit points (round down). A vampiric ooze with only 1 hit point cannot be further split.

Sunlight Vulnerability (Ex): A vampiric ooze exposed to sunlight is disoriented. It can take only partial actions and is destroyed utterly on the next round if it cannot escape.

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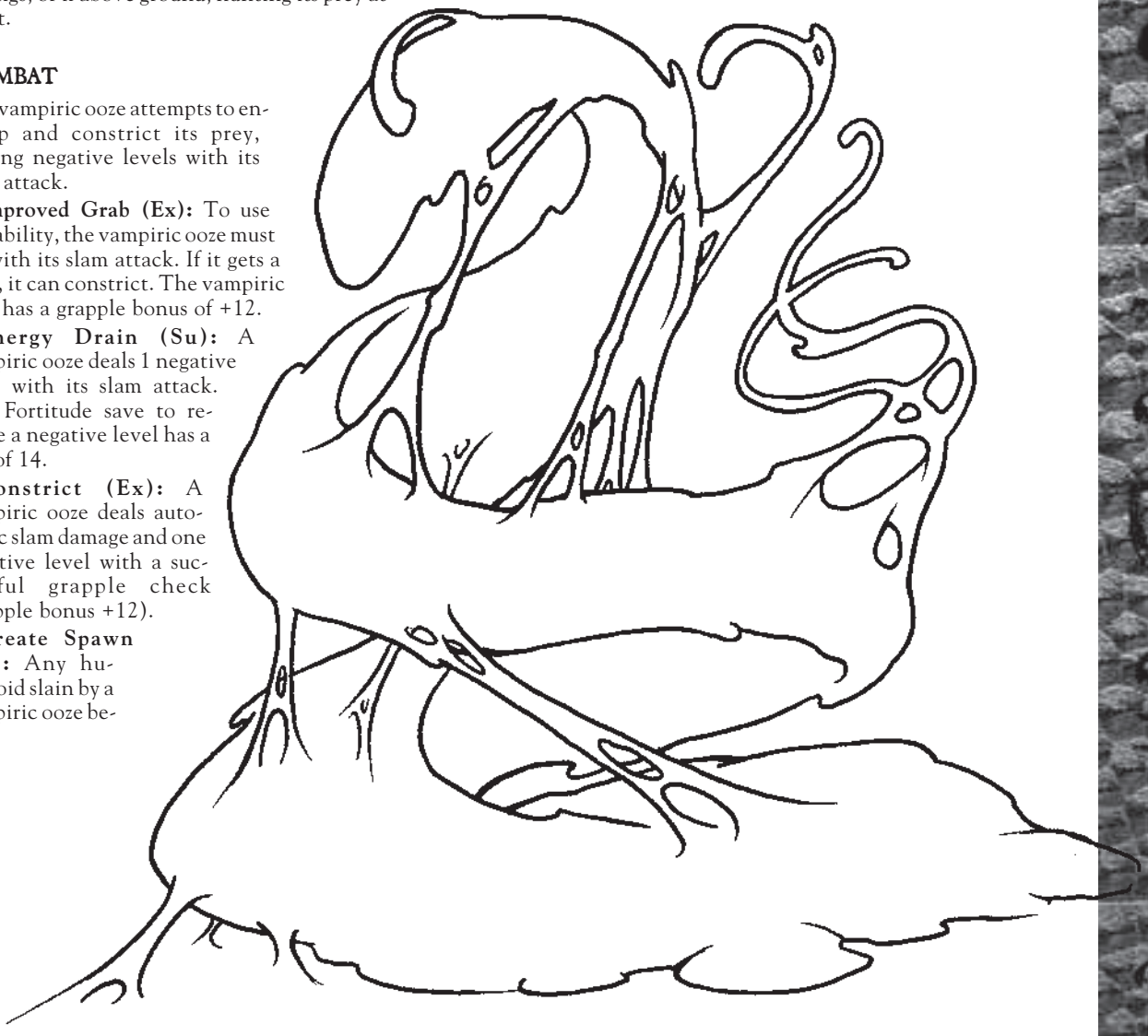


Vegepygmy

	Commoner	Worker	Guard
	Small Plant	**Small Plant**	**Small Plant**
Hit Dice:	1d8 (4 hp)	2d8+2 (11 hp)	3d8+3 (16 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	16 (+1 size, +2 Dex, +3 natural)	16 (+1 size, +2 Dex, +3 +3 natural)	17 (+1 size, +2 Dex, +4 natural)
Attacks:	2 claws +1 melee; or Medium-size longspear +1 melee	2 claws +2 melee; or Medium-size longspear +2 melee	2 claws +4 melee; or Medium-size longspear +4 melee
Damage:	Claw 1d4; or Medium-size longspear 1d6	Claw 1d4; or Medium-size longspear 1d6	Claw 1d4+1; or Medium-size longspear 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Plant, immunity to piercing weapons, electrical immunity	Plant, immunity to piercing weapons, electrical immunity	Plant, immunity to piercing weapons, electrical immunity
Saves:	Fort +2, Ref +2, Will +0	Fort +4, Ref +2, Will +0	Fort +4, Ref +3, Will +2
Abilities:	Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 10	Str 11, Dex 14, Con 12, Int 8, Wis 11, Cha 10	Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 11
Skills:	Hide +10*, Listen +4, Move Silently +6, Spot +4	Hide +10*, Listen +4, Move Silently +6, Spot +4	Hide +10*, Listen +7, Move Silently +6, Spot +7
Feat:	—	—	Alertness

	Bodyguard	Subchief	Chief
	Small Plant	**Medium-Size Plant**	**Medium-Size Plant**
Hit Dice:	4d8+8 (26 hp)	5d8+10 (32 hp)	6d8+18 (45 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	16 (+1 size, +2 Dex, +3 natural)	16 (+1 Dex, +5 natural)	17 (+1 Dex, +6 natural)
Attacks:	2 claws +6 melee; or Medium-size longspear +6 melee	2 claws +6 melee; or Medium-size longspear +6 melee	2 claws +8 melee; or Medium-size longspear +8 melee
Damage:	Claw 1d4+2; or Medium-size longspear 1d6+3	Claw 1d6+3; or longspear 1d8+4	Claw 1d6+4; or longspear 1d8+6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft. (10 ft. with longspear)	5 ft. by 5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	—	—	Spores
Special Qualities:	Plant, immunity to weapons, electrical immunity	Plant, immunity to piercing weapons, electrical immunity	Plant, immunity to piercing piercing weapons, electrical immunity
Saves:	Fort +6, Ref +3, Will +2	Fort +6, Ref +2, Will +3	Fort +8, Ref +3, Will +4
Abilities:	Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 12	Str 16, Dex 12, Con 15, Int 11, Wis 14, Cha 14	Str 18, Dex 12, Con 16, Int 12, Wis 15, Cha 16
Skills:	Hide +10*, Listen +7, Move Silently +6, Spot +7	Hide +5*, Listen +8, Move Silently +5, Spot +8	Hide +5*, Listen +8, Move Silently +5, Spot +8
Feat:	Alertness	Alertness	Alertness

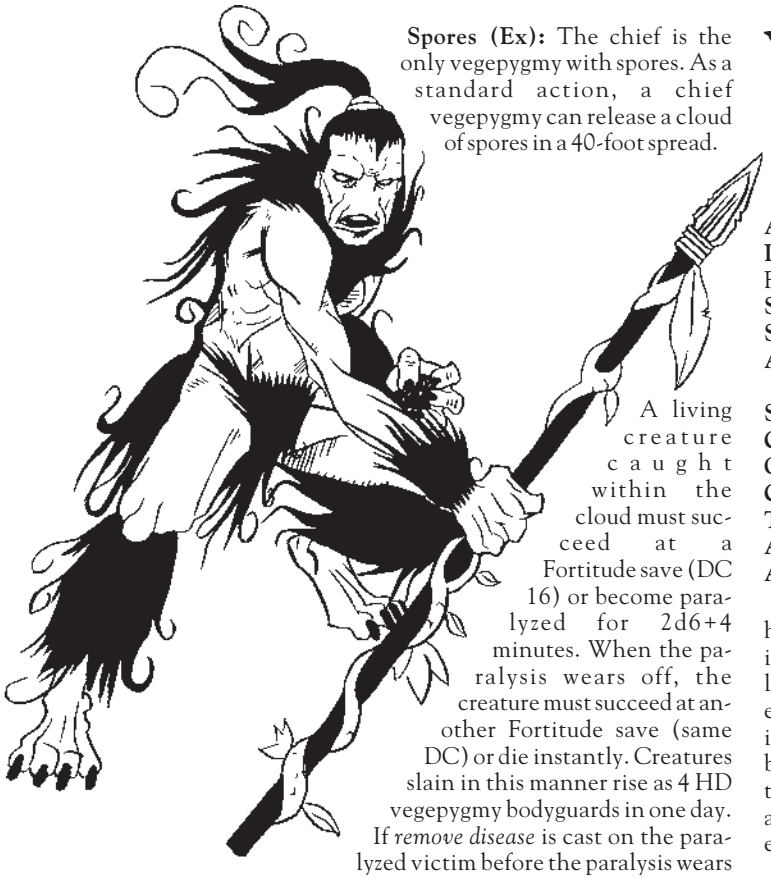
Climate/Terrain: Warm forest and underground
Organization: Gang (4-9), band (10-100 plus 2-5 guards, 2-5 bodyguards, 1 subchief, and 1 chief per 50 vegepygmies), warband (10-24 with 1-4 thornies), or tribe (30-300 plus 2-5 guards, 2-5 bodyguards, 1 subchief, and 1 chief per 50 vegepygmies, 10-24 thornies, and 1-4 patches of russet mold)
Challenge Rating: Commoner 1/2; worker 1; guard 2; bodyguard 3; subchief 4; chief 6
Treasure: Standard
Alignment: Always neutral
Advancement: —

When a living creature is slain by russet mold (see that entry), it rises as a 1 HD vegepygmy. Vegepygmies are low-intelligence plants that make their home deep in the forests or underground away from most settled areas. They are hunters and scavengers, and carnivorous, preying on living creatures weaker than themselves.

A vegepygmy ranges from 2 feet to 4 1/2 feet tall. They appear as roughly humanoid green-skinned creatures with muscular, powerful arms that end in sharp thorn-like claws. Leafy tendrils protrude from their shoulders, midsection, arms, and legs. Their humanoid head sports two large, bulbous yellow eyes, a wide mouth, inset nose, and a topknot of dark brown leaves. Their head shows no ears, though it is well-known they can hear. Vegepygmies do not speak, but communicate with others of their kind by thumping their chest or rapping their spears on rocks, earth, or some other solid surface. It is not known if or how they communicate with other creatures.

Combat

Vegepygmies attack using either their claws or weapons, usually a longspear or club. They prefer a direct frontal assault as opposed to an ambush or sneak attack.



Spores (Ex): The chief is the only vegepygmy with spores. As a standard action, a chief vegepygmy can release a cloud of spores in a 40-foot spread. A living creature caught within the cloud must succeed at a Fortitude save (DC 16) or become paralyzed for 2d6+4 minutes. When the paralysis wears off, the creature must succeed at another Fortitude save (same DC) or die instantly. Creatures slain in this manner rise as 4 HD vegepygmy bodyguards in one day. If *remove disease* is cast on the paralyzed victim before the paralysis wears off, the victim does not need to attempt the second Fortitude save and is not in danger of dying.

Immunity to Piercing Weapons (Ex): Vegepygmies take no damage from piercing weapons.

Electrical Immunity (Ex): Vegepygmies take no damage from electricity.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind-influencing spells and effects.

Skills: Vegepygmies receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. *They receive a +12 bonus to Hide checks when in a swampy or forested areas.

Feats: Guards, bodyguards, subchiefs, and chiefs gain Alertness as a bonus feat.

Credit

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Vilstrak (Tunnel Thug)

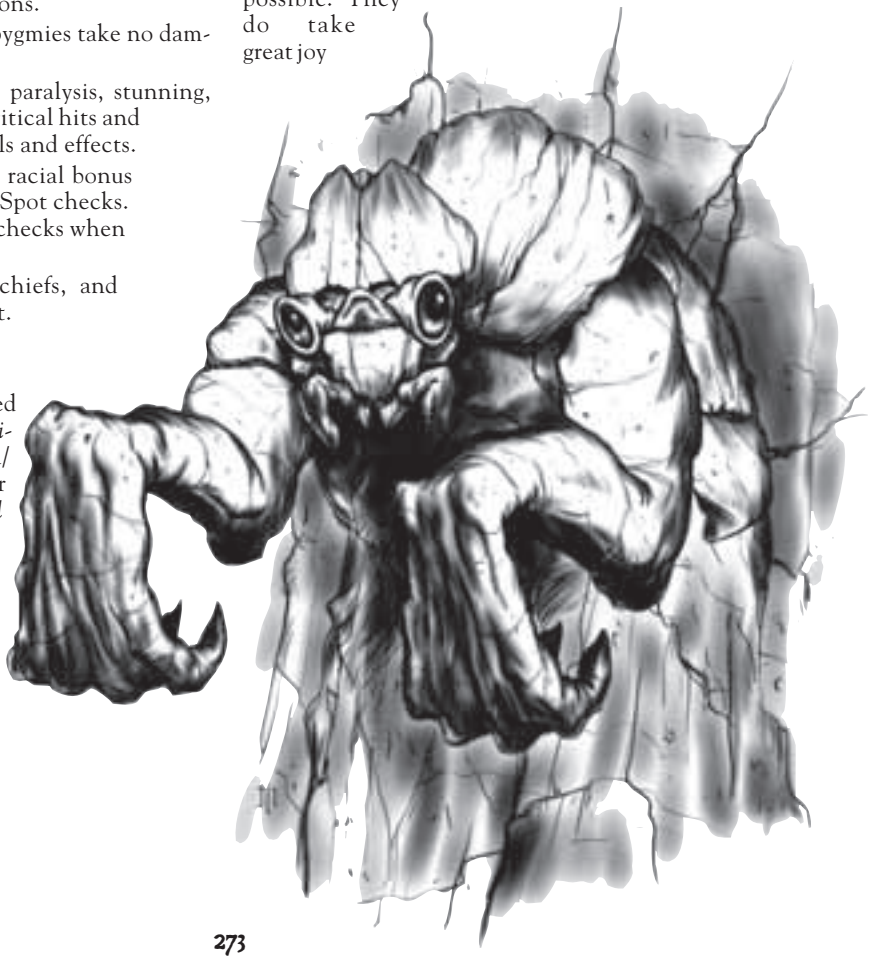
Medium-Size Aberration

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft.
AC:	18 (+8 natural)
Attacks:	2 slams +2 melee
Damage:	Slam 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Burrow, darkvision 60 ft.
Saves:	Fort +1, Ref +0, Will +2
Abilities:	Str 14, Dex 11, Con 12, Int 6, Wis 10, Cha 8
Skills:	Hide +4*, Listen +4, Spot +4
Climate/Terrain:	Any underground
Organization:	Gang (2-5) or band (6-20)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	2-3 HD (Medium-size)

The vilstrak, or tunnel thug, is a 6-foot tall vaguely humanoid creature seemingly formed of stone. It has an insect-like head; long, large arms; and thick, trunk-like legs that end in hoof-like feet. The vilstrak's arms have an extra joint between the elbow and wrist, and its arms end in large, powerful fists of stone. Vilstraks are gray or brown. A vilstrak's lair is a "pocket" formed deep inside the earth. These pockets have no exits or entrances and are only reachable by those who can pass through stone or earth.

Combat

Vilstraks are peaceful creatures who avoid combat if possible. They do take great joy



and pride in robbing those that invade their territory. A favored tactic of the vilstrak is to hide inside the wall of a dungeon corridor and spring out when prey passes nearby.

Burrow (Ex): Vilstraks can glide through stone, dirt, or any other type of earth (except metal) as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing vilstrak flings the vilstrak back 30 feet, stunning it for 1 round unless the creature succeeds at a Fortitude save.

Skills: *Vilstraks receive a +8 racial bonus to Hide checks when in stony areas.

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Volt

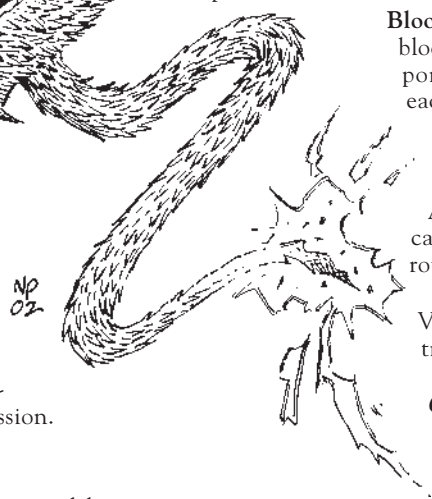
	Small Aberration (Electricity)
Hit Dice:	2d8+1 (10 hp)
Initiative:	+4 (Dex)
Speed:	Fly 30 ft. (good)
AC:	17 (+1 size, +4 Dex, +2 natural)
Attacks:	Bite +5 melee, tail slap +0 melee
Damage:	Bite 1d4-1 and blood drain, tail slap electricity
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Attach, blood drain, electricity
Special Qualities:	Electricity immunity, darkvision 60 ft.
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str 8, Dex 18, Con 12, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Gang (2-4), mob (6-11), or swarm (12-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Small); 5-6 HD (Medium-size)

This weird aberration appears as a small spherical creature with a 3-foot long sinewy tail trailing behind it. Its body is covered in thick gray bristles. Two large fly-like eyes dominate the body, and small horns protrude above the eyes. The volt's mouth is located near the underside of its body and is lined with many small needle-like teeth.

Combat

Volts are very aggressive and attack by latching onto a foe and draining blood. A volt strikes a held foe with its tail, dealing electrical damage, and maintains its hold until either it or its opponent is dead.

Attach (Ex): A volt that hits with its bite attack latches onto its foe's neck and drains blood each round. An attached volt automatically hits a foe with its bite and tail slap. An attached volt has an AC of 13.



Blood Drain (Ex): A volt drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached.

Electricity (Su): A volt deals 2d4 points of electricity damage with its tail slap. An attached volt automatically hits a held opponent each round with its tail slap.

Electricity Immunity (Ex): Volts are immune to all electricity effects.

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Vulchling

	MediumSize Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., fly 10 ft. (average)
AC:	13 (+2 Dex, +1 natural)
Attacks:	Bite +0 melee; or 2 claws +0 melee
Damage:	Bite 1d6; or claw 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 10, Dex 14, Con 10, Int 7, Wis 11, Cha 10
Skills:	Hide +5, Listen +4, Spot +4*
Climate/Terrain:	Cold and temperate forest and marsh, and underground
Organization:	Solitary or flock (2-16)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Medium-size)

Vulchlings are a malevolent race of avian creatures akin to the vulture. Their faces, though bird-like, seem to have an almost human quality to them. They resemble 6-foot tall vultures with black feathers, gray beaks, and gray or brown talons. Unlike normal vultures, vulchlings are not only scavengers but predators, and they feed on living prey as well as carrion. Vulchlings can occasionally be found in the company of harpies or vrocks, but most of their time is spent in their lairs — usually large nests found deep within the earth.

Combat

Vulchlings prefer to attack from secret or ambush by lying in wait for their prey and then swooping in to attack with their razor-sharp talons and beak. Slain opponents are carried back to the vulchlings' lair and fed to the young vulchlings.

Skills: *Vulchlings gain a +8 racial bonus to Spot checks when flying in daylight.

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W: White Pudding to Wolfwere

White Pudding

	Huge Ooze
Hit Dice:	9d10+56 (105 hp)
Initiative:	-5 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +7 melee
Damage:	Slam 2d6+4 and 2d6 acid
Face/Reach:	5 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, acid, constrict
Special Qualities:	Blindsight, split, ooze, camouflage
Saves:	Fort +7, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 19, Int —, Wis 1, Cha 1
Climate/Terrain:	Any cold land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Huge); 13-24 HD (Gargantuan)

A variety of the black pudding, the white pudding is found only in cold, frigid lands. It is white in color and uses this to its advantage by ambushing its prey.

Combat

White puddings attack by grabbing and constricting their prey. A motionless white ooze waits for its prey to move within range before striking.

Improved Grab (Ex): To use this ability, the white pudding must hit with its slam attack. If it gets a hold, it can constrict. The white pudding has a grapple bonus of +17.

Acid (Ex): The white pudding's acid dissolves organic material quickly, dealing 50 points of damage each round it contacts such items. Clothing, weapons, and the like are destroyed immediately if they fail a Reflex save (DC 19). The acid dissolves stone, dealing 20 points of damage per round of contact. White pudding acid does not affect metals.

Constrict (Ex): A white pudding deals automatic slam and acid damage with a successful grapple check (grapple bonus +17). The opponent's clothing and armor (except metal armor) suffer a -4 penalty to Reflex saves against the acid.

Split (Ex): Weapons deal no damage to a white pudding. Instead, the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hp cannot be further split.

Ooze: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and flanking.

Camouflage (Ex): It takes a successful Spot check (DC 20) to recognize a motionless white pudding for what it really is.

Credit

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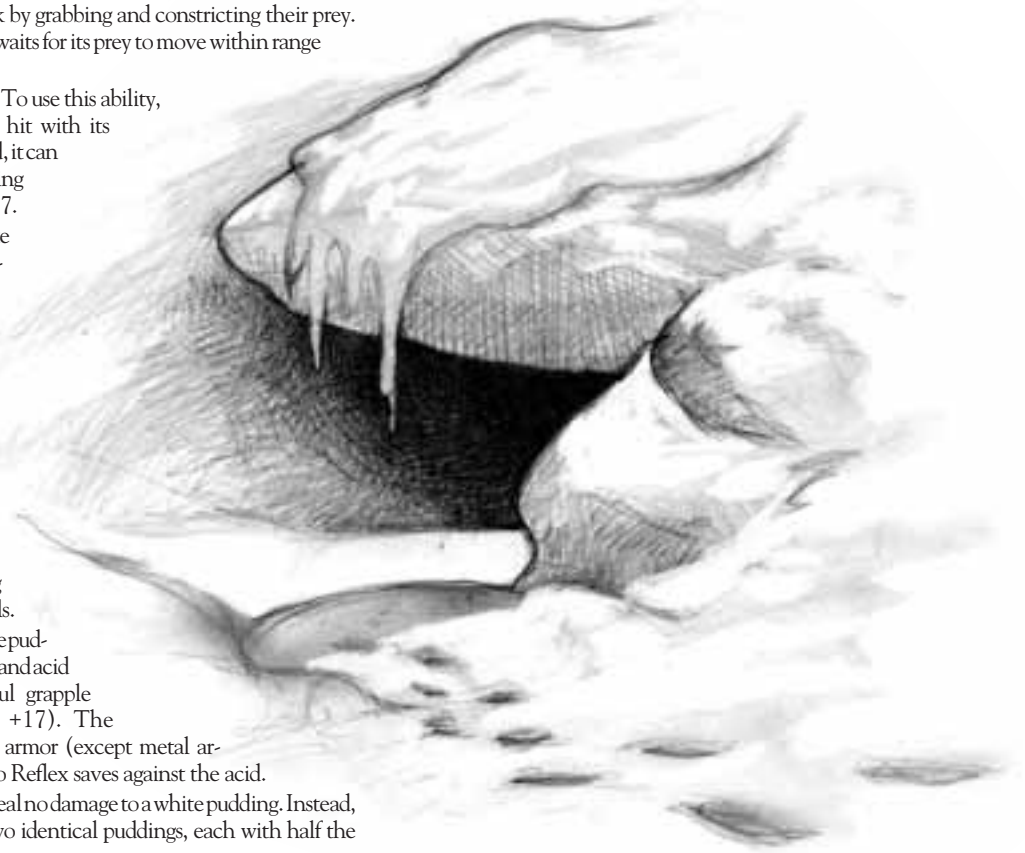

WIND WALKER

	Large Elemental (Air)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 60 ft. (perfect)
AC:	17 (-1 size, +4 Dex, +4 natural)
Attacks:	Slam +7 melee
Damage:	Slam 2d6+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Elemental, natural invisibility, detect thoughts, telepathy, vulnerabilities
Saves:	Fort +4, Ref +9, Will +3
Abilities:	Str 18, Dex 18, Con 14, Int 12, Wis 13, Cha 11
Skills:	Listen +8, Move Silently +11, Search +8, Spot +8
Feats:	Combat Reflexes, Improved Initiative
Climate/Terrain:	Any mountains and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7-10 HD (Large); 11-18 HD (Huge)

Wind walkers are creatures from the Elemental Plane of Air. They are often summoned to the Material Plane by wizards or clerics who employ them as guards. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreet, djinn, or other such creature. A wind walker's natural

form is that of a roaring and whistling column of wind. No discernable features can be seen in the wind walker.

COMBAT

A wind walker attacks by using the surrounding air to pummel a single opponent. The wind takes the form of a large, howling, swirling cone of air. A wind walker has no other method of attack.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Natural Invisibility (Su): This ability is always active, even when the wind walker attacks. It is inherent and not subject to invisibility purge.

Detect Thoughts (Su): A wind walker continuously detects thoughts as the spell cast by a 12th-level sorcerer (save DC 11). It can suppress or resume this ability as a free action.

Telepathy (Su): Wind walkers can communicate telepathically with any creature within 100 feet that has a language.

Vulnerabilities (Ex): A control weather spell instantly slays a wind walker if it fails a Fortitude save. A slow spell deals 1d6 points of damage per caster level to a wind walker, and ice storm causes it to act as if affected by fear for 1d4 rounds if it fails a Will save.

CREDIT

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WITHERSTENCH

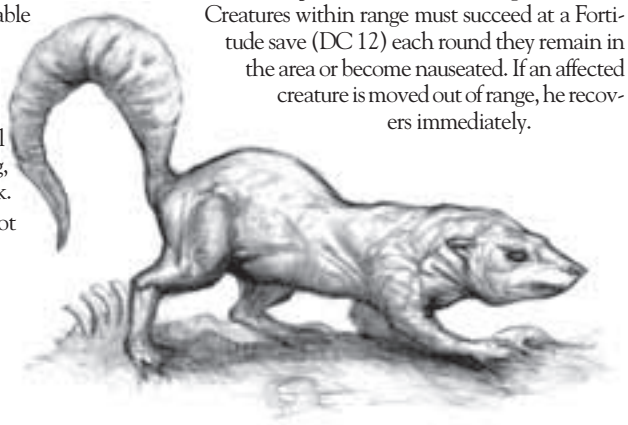
	Small Beast
Hit Dice:	2d10+2 (13 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.
AC:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	2 claws +1 melee
Damage:	Claw 1d6-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Stench
Saves:	Fort +4, Ref +5, Will -1
Abilities:	Str 8, Dex 14, Con 12, Int 4, Wis 8, Cha 7
Skills:	Hide +10, Listen +2, Spot +2
Climate/Terrain:	Any underground
Organization:	Pack (3-12)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	3-4 HD (Small); 5-6 HD (Medium-size)

The witherstench (also called skunk beast by sages) is a mutated relative of the common skunk. It is about 4 feet long and weighs around 50 pounds. Its diet consists of carrion, and the witherstench is always found in areas where such food can be found. The witherstench's skin is putrid yellow with tiny purple spots. Patches of dark fur are sprinkled across its body.

COMBAT

The witherstench shuns combat, but attacks if cornered.

Stench (Ex): The witherstench constantly emits a nauseating stench from the spots on its skin to a range of 30 feet. Creatures within range must succeed at a Fortitude save (DC 12) each round they remain in the area or become nauseated. If an affected creature is moved out of range, he recovers immediately.



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Witherweed

	Huge Plant
Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	0 ft.
AC:	12 (-2 size, +4 natural)
Attacks:	13 fronds +1 melee
Damage:	Frond 1d4 temporary Dexterity
Face/Reach:	20 ft. by 20 ft./10 ft.
Special Attacks:	Dexterity damage, death smoke, additional fronds
Special Qualities:	Camouflage, plant, blindsight
Saves:	Fort +6, Ref +1, Will +2
Abilities:	Str 12, Dex 10, Con 16, Int —, Wis 13, Cha 9
Climate/Terrain:	Temperate land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5 HD (Huge); 6-9 HD (Gargantuan)

The witherweed resembles a large patch of dry grass or weeds and is most often found underground in desolate caverns and caves. Hidden among its weed-like body are many long sinewy fronds. The average witherweed covers an area of 20 square feet, though specimens as large as 60 square feet have been encountered by a few dungeon delvers.

Combat

A witherweed attacks any living creature that comes within 10 feet of it, slashing and striking with its fronds. Incapacitated creatures are pulled into its body and devoured.

Dexterity Damage (Su): The touch of a witherweed deals 1d4 points of temporary Dexterity damage to a living foe. A creature can attempt a Fortitude save (DC 14) to halve the Dexterity loss.

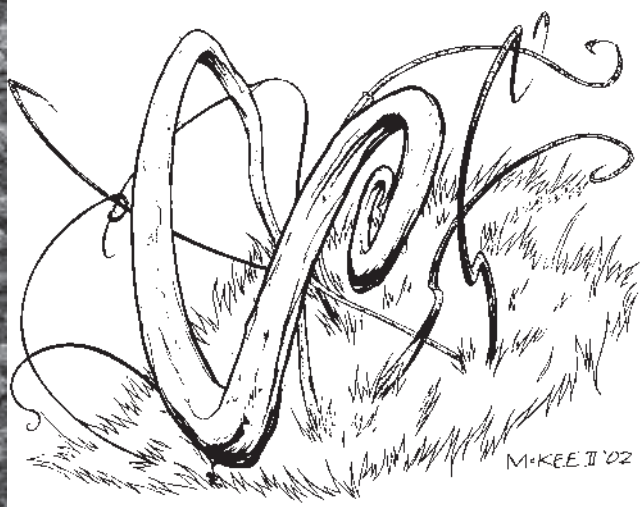
Death Smoke (Ex): If subjected to fire, the witherweed releases a deadly cloud of smoke that billows forth, covering a 5-foot radius in a single round. Each round thereafter, the smoke covers an additional 5-foot radius, until it has covered a maximum radius of 30 feet. Any creature caught in this smoke must succeed at a Fortitude save (DC 14) each round he remains in the smoke or take 2d6 points of temporary Constitution damage. Another Fortitude save (same DC) must be made 1 minute later to avoid another 2d6 points of temporary Constitution damage.

Additional Fronds (Ex): For each HD above 3, the witherweed gains two additional fronds. Each frond attacks at the witherweed's maximum attack bonus.

Camouflage (Ex): The witherweed looks like normal grass or weeds when at rest. It takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (nature) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Blindsight (Ex): The witherweed has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.



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Wizard's Shackle

	Diminutive Magical Beast
Hit Dice:	1/2d10 (2 hp)
Initiative:	+0
Speed:	5 ft.
AC:	14 (+4 size)
Attacks:	Bite +5 melee
Damage:	Bite 1d2-5 and spell drain
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Attach, spell drain
Special Qualities:	Mindless, blindsight
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 10, Con 11, Int 1, Wis 11, Cha 2
Skills:	Hide +13, Listen +1
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement:	—

The wizard's shackle is a 6-inch long, leech-like creature. Though it is small in size, it is greatly feared by spellcasters, for its bite drains arcane magic from a caster's mind. In some rare instances, evil spellcasters have harvested these monsters and set them loose in an enemy spellcaster's tower or laboratory. The wizard's shackle is gray-green in color, 6 inches long, and resembles a leech.

Combat

A wizard's shackle attacks from ambush. It favors hiding on ledges, bookshelves, doors, and other such places From where it can drop on spellcasters that pass underneath it. A wizard's shackle injects an anesthetic when it bites, so it is possible that its bite goes unnoticed (Spot DC 12 to notice).

Attach (Ex): If a wizard's shackle hits with its bite attack, it latches onto the opponent's body. An attached wizard's shackle has an AC of 14.

Spell Drain (Su): A wizard's shackle drains spells from any arcane spellcaster. Each round the wizard's shackle remains attached, it drains 1d6 levels of prepared spells or unused slots, beginning with the highest level spell or slot available. For example, on a roll of 4 against a 5th-level wizard, a wizard's shackle drains four levels of prepared spells. The wizard currently has one 3rd-level spell, two 2nd-level spells, and three 1st-level spells prepared. The wizard's shackle drains the 3rd-level spell and one of the 1st-level spells (determined randomly). A creature drained of spells or slots can attempt another Spot check (DC 12) with a +2 bonus to notice that something is wrong (though unless he searches his body, he might still overlook the wizard's shackle). Once a wizard's shackle has drained at least 4 spell levels, it detaches and crawls away to digest its meal. Lost spells can be relearned normally.

Mindless: Immune to mind-influencing spells and effects.

Blindsight (Ex): Wizard's shackles have no visual organs but can ascertain all foes within 10 feet using scent and vibration.

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Author Scott Greene.

Wolf: Ghoul Wolf

	Medium-Size Undead
Hit Dice:	4d12 (26 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +6 melee
Damage:	Bite 1d6+3 and paralysis
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralysis
Special Qualities:	Undead, turn resistance +2
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10
Skills:	Hide +7, Listen +10, Move Silently +7, Spot +10, Wilderness Lore +8*
Feats:	Alertness, Weapon Focus (bite)
Climate/Terrain:	Any land
Organization:	Solitary or pack (7-16)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-9 HD (Medium-size); 10-12 HD (Large)

Ghoul wolves resemble normal wolves, save that their fur is matted in places and torn away from their flesh in other places. Their eyes are stark white and their fur is gray.

Combat

Ghoul wolves hunt in packs, surrounding their prey and circling as they move in to kill it.

Paralysis (Ex): Those hit by a ghoul wolf's bite must succeed at a Fortitude save (DC 12) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Ghoul wolves have darkvision to a range of 60 feet.

Skills: Ghoul wolves receive a +2 racial bonus to Hide and Move Silently checks. *Ghoul wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

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Authors Clark Peterson and Scott Greene.

Wolf: Shadow Wolf

	Medium-Size Undead (Incorporeal)
Hit Dice:	4d12 (26 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	13 (+2 Dex, +1 deflection)
Attacks:	Incorporeal bite +4 melee
Damage:	Incorporeal bite 1d4 temporary Strength
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Strength damage, trip
Special Qualities:	Shadow blend, scent, partially incorporeal, undead
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str —, Dex 15, Con —, Int 4, Wis 12, Cha 13
Skills:	Listen +5, Spot +5, Wilderness Lore +5*
Feat:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or pack (5-12)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5-6 HD (Medium-size); 7-12 HD (Large)

Shadow wolves are large black hounds formed of darkness. They are nocturnal hunters and hate all living creatures. Their eyes flash with a crimson fire when prey is sighted.

Combat

Shadow wolves prefer to attack from ambush, using the shadows and darkness to their advantage. When prey wanders nearby, a shadow wolf leaps to the attack. A shadow wolf pack leads its prey into an ambush and then strikes when opponents are completely unaware.

Strength Damage (Su): The bite of a shadow wolf deals 1d4 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 dies.

Trip (Ex): A shadow wolf that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow wolf.

Partially Incorporeal (Ex): Shadow wolves can be hit by non-magical silver weapons, with a 50% chance to ignore any damage from a corporeal source.

Shadow Blend (Ex): In any light less than daylight, shadow wolves blend into the shadows. In torch light or that of a light spell, they receive 1/2 cover; less than that, they receive 9/10 cover. Daylight or a daylight spell negates this ability.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Shadow wolves have darkvision to a range of 60 feet.

Skills: A shadow wolf receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

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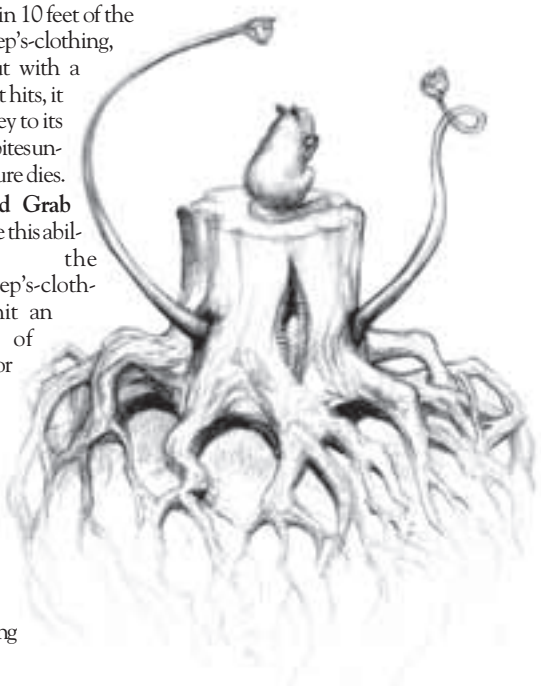
Wolf-In-Sheep's-Clothing

	Medium-Size Aberration
Hit Dice:	9d8+18 (58 hp)
Initiative:	+4 (Improved Initiative)
Speed:	5 ft.
AC:	15 (+5 natural)
Attacks:	7 tentacles +9 melee, bite +4 melee
Damage:	Tentacle 1d4+3, bite 2d4+1
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with tentacle)
Special Attacks:	Improved grab, constrict, rend
Special Qualities:	Lure-growth, all-around vision, darkvision 60 ft.
Saves:	Fort +5, Ref +2, Will +8
Abilities:	Str 17, Dex 10, Con 15, Int 6, Wis 14, Cha 8
Skills:	Hide +12*, Listen +4, Search +6, Spot +20
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Any temperate land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	10-16 HD (Medium-size); 17-27 HD (Large)

The wolf-in-sheep's clothing is perhaps the single strangest monster sages have cataloged to date. It appears as a gray-brown tree stump about 3-4 feet in diameter. Two 10-foot long eyestalks protrude from the creature's base. Each eyestalk is brownish-green in color and is topped by a violet flower-like eye. Seven to ten root tentacles, black-brown in color, give the monster its means of locomotion. Its mouth is located on its trunk-like body and appears to be nothing more than a deep scar, except when the creature opens it. The mouth is lined with razor-sharp and jagged greenish-white teeth. Its strangest and perhaps deadliest characteristic is its ability to "sprout" a growth on its top that resembles a small furry animal (such as a rabbit or squirrel). The wolf-in-sheep's clothing uses this ability to lure in its prey, when it strikes with deadly force and aim.

Combat

The wolf-in-sheep's-clothing uses its lure-growth ability to draw in prey. When a creature moves within 10 feet of the wolf-in-sheep's-clothing, it lashes out with a tentacle. If it hits, it drags the prey to its mouth and bites until the creature dies.



Improved Grab (Ex): To use this ability, the wolf-in-sheep's-clothing must hit an opponent of Large size or smaller with a tentacle attack. If it gets a hold, it can constrict. The wolf-in-sheep's-clothing

has a grapple bonus of +9.

Constrict (Ex): A wolf-in-sheep's-clothing deals 1d4+3 points of damage with a successful grapple check (grapple bonus +9) that does not provoke an attack of opportunity. A single attack with a slashing weapon that deals at least 10 points of damage severs a tentacle (AC 20). Severed tentacles grow back in 1d4 weeks.

Rend (Ex): A wolf-in-sheep's-clothing automatically hits a held opponent with its bite attack each round it maintains the hold.

Lure-Growth (Ex): This ability allows the wolf-in-sheep's-clothing to sprout a small furry animal that lures in its prey. A creature viewing the growth can attempt a Will save (DC 16) to detect the deception.

All-Around Vision (Ex): The wolf-in-sheep's-clothing's 7-foot long eyestalks allow it to look in any direction, bestowing a +4 racial bonus to Search and Spot checks. A wolf-in-sheep's-clothing cannot be flanked.

Skills: *A wolf-in-sheep's-clothing receives a +8 racial bonus to Hide checks when in forested surroundings.

Credit

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Wolf-Spider

	Large Magical Beast
Hit Dice:	6d10+12 (45 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., climb 20 ft.
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	Bite +8 melee
Damage:	Bite 1d8+3 and poison
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Poison, web, trip
Special Qualities:	Scent
Saves:	Fort +7, Ref +8, Will +2
Abilities:	Str 15, Dex 17, Con 14, Int 8, Wis 10, Cha 2
Skills:	Climb +13, Craft (trapmaking) +5, Hide +5, Jump +7, Listen +2, Spot +12, Wilderness Lore +4*
Feats:	Alertness, Improved Initiative, Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land
Organization:	Solitary or colony (2-5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	7-14 HD (Large); 15-18 HD (Huge)

The wolf-spider appears as a large monstrous spider with the head of a worg. Its eyes are multifaceted like a spider's, and its fangs are complimented by a set of spider-like mandibles. Wolf-spiders are very territorial creatures and hunt their prey, kill it, and drag it back to their web lair. Wolf-spiders speak Common and Goblin.

Combat

Wolf-spiders often attack from surprise, dropping from trees to ambush their foes.

Poison (Ex): Bite, Fortitude save (DC 15); initial damage 1d6 temporary Strength , secondary damage 1d6 temporary Strength.

Web (Ex): Wolf-spiders can cast a web eight times per day. This is similar to an attack with a net, but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 26) or burst the web with a Strength check (Break DC 32). A wolf-spider can create sheets of sticky webbing up to 30 feet square.

Approaching creatures must succeed at a Spot check (DC 20) to notice the web; otherwise, they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 12 hit points and sheet webs have damage reduction 5/fire. A wolf-spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Trip (Ex): A wolf-spider that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf-spider.

Skills: Wolf-spiders receive a +3 racial bonus to Jump checks, a +4 racial bonus to Spot checks, and a +2 racial bonus to Hide checks. Wolf-spiders receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

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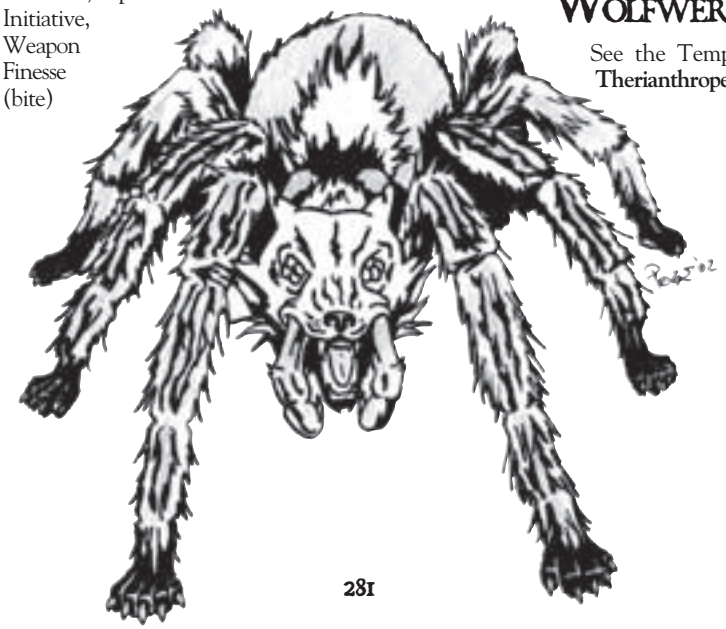

Wolfwere

See the Templates Appendix, under **Therianthrope.**

Y & Z: Yellow Musk Creeper to Zombie

Yellow Musk Creeper

	Large Plant
Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	0 ft.
AC:	13 (-1 size, +4 natural)
Attacks:	Pollen spray +2 ranged; or slam +6 melee
Damage:	Pollen spray 0; or slam grapple
Face/Reach:	10 ft. by 10 ft./0 ft. (10 ft. with pollen spray)
Special Attacks:	Pollen spray, improved grab, intelligence drain, create yellow musk zombie
Special Qualities:	Plant, main root
Saves:	Fort +6, Ref +0, Will +1
Abilities:	Str 20, Dex –, Con 17, Int 3, Wis 11, Cha 9
Climate/Terrain:	Temperate land and underground
Organization:	Solitary or patch (yellow musk creeper plus 1-6 yellow musk zombies)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)

The yellow musk creeper is an immobile plant that attacks living creatures, feeding on their Intelligence and turning their rotting carcasses into yellow musk zombies (see the Yellow Musk Zombie template in the Templates Appendix). The yellow musk creeper is a large green clinging vine with ivy-like leaves of dark green. Small dark green bulbs and bright yellow flowers mottled with purple adorn the plant. A typical plant has 2-12 of these flowers. The actual root of the plant is a large bulbous, brown sac that lies beneath the surface of the ground where the yellow musk creeper grows.

Combat

Yellow musk creepers lie still until prey approaches within 10 feet. The small flowers then puff a musky smelling fine powder at potential prey, attempting to *charm* creatures into walking into the yellow musk creeper's folds.

Pollen Spray (Ex): An opponent hit by the spray must succeed at a Fortitude save (DC 14) or act as if affected by *charm monster*. Charmed creatures move at their normal speed into the awaiting vines of the yellow musk creeper.

Improved Grab (Ex): To use this ability, the yellow musk creeper must hit a Huge or smaller creature with its slam attack. If it gets a hold, it attaches its roots to the opponent's head. The yellow musk creeper has a grapple bonus of +11. After a successful grab, the yellow musk creeper can attempt to attach its remaining roots with a single grapple check. A single attack against a root causes it to release, but after 1 full round there will be so many tiny roots attached to the target, that the Intelligence drain cannot be prevented in this manner.

Intelligence Drain (Ex): A creature held by a root takes 1d4 points of temporary Intelligence damage each round the hold is maintained.

Main Root (Ex): The actual roots of the yellow musk creeper lie under the surface of the soil and dirt where it grows. Though the flowers, bulbs, and attaching roots can be destroyed, so long as the main root exists, the yellow musk creeper eventually heals all damage dealt to it. The hit points in the statistics block represent the main root. Only by destroying the main root can a yellow musk creeper truly be slain.

Create Yellow Musk Zombie (Su): A victim reduced to Intelligence 0 dies instantly; a victim reduced to Intelligence 1 or 2 becomes a yellow musk zombie in 1d2 hours under the creeper's control. If the yellow musk creeper is slain before the yellow musk zombie rises, the transformation can be prevented by the casting of *neutralize poison* followed by *heal* or *restoration*.

Blindsight (Ex): The yellow musk creeper has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Credit

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Yellow Musk Zombie

See the Templates Appendix.

Yeti

	Large Monstrous Humanoid (Cold)
Hit Dice:	4d8+8 (26 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	2 claws +7 melee
Damage:	Claw 1d6+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Frightful gaze, improved grab, constrict 2d6+6, cold
Special Qualities:	Cold subtype, darkvision 60 ft.
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 19, Dex 12, Con 14, Int 9, Wis 12, Cha 10
Skills:	Hide +2*, Listen +11, Move Silently +6, Spot +11
Feats:	Great Fortitude, Power Attack
Climate/Terrain:	Cold hills, mountains, forest, and plains
Organization:	Solitary or gang (2-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5-7 HD (Large); 8-12 HD (Huge)

Yetis are large, hulking humanoids found in the cold regions of the world. They are fierce predators that are very fond of human and elven flesh. The yeti is a 9-foot tall, shaggy, white-furred creature with long, sharp claws and a large round mouth. Razor-sharp teeth fill its mouth. A yeti resembles a large shaggy ape.

Combat

A yeti attacks with its claws, attempting to grab an opponent and squeeze it against its frigid body.

Frightful Gaze (Su): Paralyzed with fear for 3 rounds; 30 feet, Will save (DC 12).

Improved Grab (Ex): To use this ability, the yeti must hit an opponent of up to Medium-size with a claw attack. If it gets a hold, it can constrict. The yeti has a grapple bonus of +12.

Constrict (Ex): A yeti deals 2d6+6 points of damage and 1d6 points of cold damage with a successful grapple check (grapple bonus +12).

Cold (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least one round.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Skills: Yetis receive a +4 racial bonus to Listen and Spot checks. *Due to their coloration, they receive a +12 racial bonus to Hide checks made in snow-covered terrain.

Feats: Yetis gain the Great Fortitude feat as a bonus feat.

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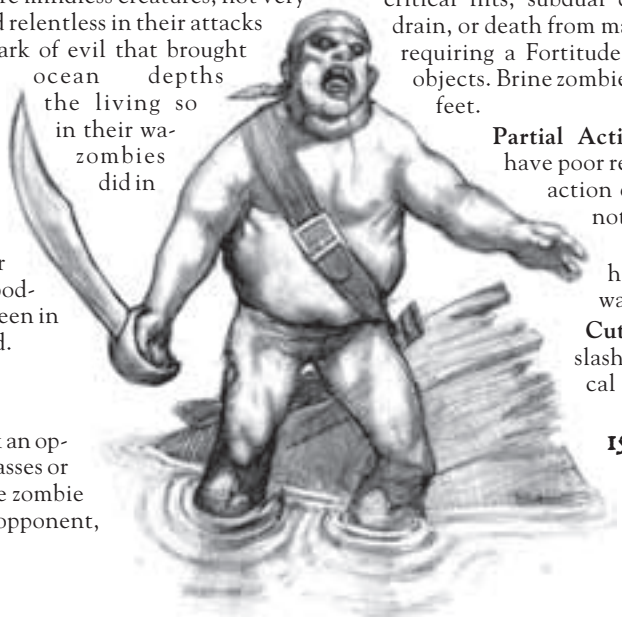
Zombie: Brine Zombie

	Medium-Size Undead (Aquatic)
Hit Dice:	4d12 (26 hp)
Initiative:	-1 (Dex)
Speed:	30 ft., swim 30 ft.
AC:	13 (-1 Dex, +4 natural)
Attacks:	Cutlass +4 melee (or slam +4 melee)
Damage:	Cutlass 1d6+2; slam 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, partial actions only, fire resistance (10)
Saves:	Fort +1, Ref +0, Will +4
Abilities:	Str 14, Dex 8, Con —, Int —, Wis 10, Cha 1
Feat:	Toughness
Climate/Terrain:	Any aquatic
Organization:	Gang (2-4) or crew (6-11)
Challenge Rating:	1

Treasure: None
Alignment: Always neutral evil
Advancement: 5-8 HD (Medium-size)

Brine zombies are the remnants of a ship's crew that has perished at sea. They are mindless creatures, not very pleasant to look at, and relentless in their attacks on the living. The spark of evil that brought them back from the ocean depths drives them to seek the living so they may join them in their watery graves. Brine zombies appear much as they did in life, still wearing the clothes — now rags — they wore at their time of death. Their bodies are bloated, blue-green in color, and waterlogged.



Combat

Brine zombies attack an opponent with their cutlasses or fists in melee. If a brine zombie successfully grabs an opponent, it dives overboard and attempts to drown the victim by pinning him/her underwater.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Brine zombies have darkvision to a range of 60 feet.

Partial Actions Only (Ex): Brine zombies have poor reflexes and can take only a partial action each round (move or attack, but not both unless charging).

Fire Resistance: Brine zombies have fire resistance 10 due to their waterlogged bodies.

Cutlass: Small normal melee weapon, slashing, cost 15 gp, damage 1d6, critical 19-20/x2, weight 3 lb.

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Zombie: Juju Zombie

	Tiny	Small	Medium
	Tiny Undead	**Small Undead**	**Medium-Size Undead**
Hit Dice:	1d12+3 (9 hp)	2d12+3 (16 hp)	3d12+3 (21 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	13 (+2 Dex, +1 natural)	14 (+2 Dex, +2 natural)	14 (+1 Dex, +3 natural)
Attacks:	Slam +3 melee	Slam +3 melee; or short sword +3 melee	Slam +4 melee; or longsword +4 melee
Damage:	Slam 1d3+1	Slam 1d4+2; or short sword 1d6+2	Slam 1d6+3; or longsword 1d8+3
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, weapon resistances, fire resistance, immunities, turn resistance +4	Undead, damage reduction 5/+1, weapon resistances, fire resistance, immunities, turn resistance +4	Undead, damage reduction 10/+1 weapon resistances, fire resistance, immunities, turn resistance +4
Saves:	Fort +0, Ref +2, Will +2	Fort +0, Ref +2, Will +3	Fort +1, Ref +2, Will +3
Abilities:	Str 13, Dex 14, Con —, Int 4, Wis 10, Cha 1	Str 15, Dex 14, Con —, Int 4, Wis 11, Cha 1	Str 17, Dex 13, Con —, Int 4, Wis 10, Cha 1
Skills:	Hide +12, Listen +4, Spot +4	Hide +8, Listen +5, Spot +5	Hide +7, Listen +5, Spot +5
Feat:	Toughness	Toughness	Toughness

	Large	Huge	Gargantuan
	Large Undead	**Huge Undead**	**Gargantuan Undead**
Hit Dice:	6d12+3 (42 hp)	12d12+3 (81 hp)	36d12+3 (237 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	40 ft.	40 ft.	40 ft.
AC:	13 (-1 size, +4 natural)	13 (-2 size, +5 natural)	13 (-4 size, +7 natural)
Attacks:	Slam +7 melee; or Huge or greatsword +7 melee	Slam +11/+6 melee; or Gargantuan greatsword +11/+6 melee	Slam +23/+18/+13/+8 melee; Colossal greatsword +23/+18/+13/+8 melee
Damage:	Slam 1d8+7; or Huge greatsword 2d8+7	Slam 2d6+10; or Gargantuan greatsword 4d6+10	Slam 2d8+13; or Colossal greatsword 4d8+13
Face/Reach:	5 ft. by 5 ft./10 ft.	10 ft. by 10 ft./10 ft.	20 ft. by 20 ft./20 ft.
Special Qualities:	Undead, damage reduction 10/+2, weapon resistances, fire resistance,	Undead, damage reduction 20/+2, weapon resistances,	Undead, damage reduction 30/+2 weapon resistances, fire resistance, turn resistance +4

	turn resistance +4	fire resistance, turn resistance +4	
Saves:	Fort +2, Ref +2, Will +5	Fort +4, Ref +4, Will +8	Fort +12, Ref +12, Will +20
Abilities:	Str 21, Dex 11, Con —, Int 4, Wis 10, Cha 1	Str 25, Dex 11, Con —, Int 4, Wis 10, Cha 1	Str 29, Dex 11, Con —, Int 4, Wis 10, Cha 1
Skills:	Hide +2, Listen +7 Spot +7	Hide +3, Listen +10, Spot +10	Listen +15, Move Silently +14, Spot +15
Feats:	Improved Initiative, Toughness	Improved Initiative, Power Attack, Toughness	Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Toughness

Colossal

Colossal Undead
Hit Dice: 72d12+3 (471 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 13 (-8 size, -1 Dex, +12 natural)
Attacks: Slam +39/+34/+29/+24 melee; or Colossal greatsword +39/+34/+29/+24 melee
Damage: Slam 4d6+16; or Colossal greatsword 4d8+16
Face/Reach: 40 ft. by 40 ft./25 ft.
Special Qualities: Undead, damage reduction 30/+3, weapon resistances, fire resistance, immunities, turn resistance +4
Saves: Fort +26, Ref +25, Will +40
Abilities: Str 33, Dex 8, Con —, Int 4, Wis 10, Cha 1
Skills: Listen +30, Move Silently +31, Spot +31
Feats: Alertness, Cleave, Great Cleave, Great Fortitude, Improved Critical (slam, greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness

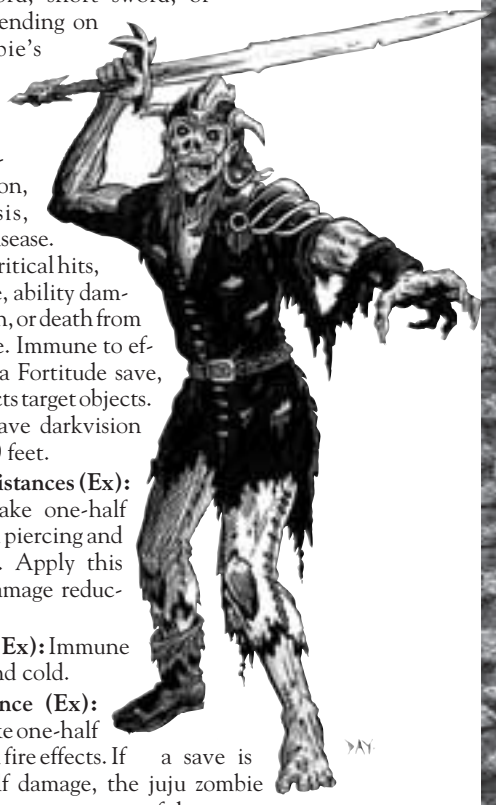
Climate/Terrain: Any land and underground
Organization: Tiny and Small: Squad (6-10) or mob (11-20); Medium-size: Solitary, gang (2-5), or squad (6-10); Large and larger: Solitary, pair, or gang (2-5)
Challenge Rating: Tiny 1; Small 2; Medium-size 3; Large 5; Huge 8; Gargantuan 19; Colossal 25
Treasure: None
Alignment: Always neutral evil
Advancement: Tiny and Small —; Medium-size 4-5 HD (Medium-size); Large 7-11 HD (Large); Huge 13-35 HD (Huge); Gargantuan 37-71 HD (Gargantuan); Colossal 73+ HD (Colossal)

Juju zombies' hatred of living creatures and the magic that created them are what holds them to the world of the living. When a living creature is slain as the result of an *energy drain*, *enervation*, or similar spell or spell-like ability, it may rise as a juju zombie.

Juju zombies are hideous humanoid creatures. Their bodies are decayed, gray in color, and have the feel of hardened leather. Their clothes are the same as they wore at the time of their death, but hang in rags about their body. A juju zombie's eyes are small pinpoints of crimson fire. Juju zombies exude a strong odor of death.

Combat

Juju zombies attack using their fists or with weapons (usually a longsword, short sword, or greatsword depending on the juju zombie's size).



Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects. Juju zombies have darkvision to a range of 60 feet.

Weapon Resistances (Ex): Juju zombies take one-half damage from all piercing and blunt weapons. Apply this effect before damage reduction.

Immunities (Ex): Immune to electricity and cold.

Fire Resistance (Ex): Juju zombies take one-half damage from all fire effects. If a save is allowed for half damage, the juju zombie suffers no damage on a successful save.

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Zombie: Slime Zombie

See the Templates Appendix, under **Slime Zombie**.

Zombie: Yellow Musk Zombie

See the Templates Appendix, under **Yellow Musk Zombie**.

Appendix A: Animals

Barracuda

	Small Barracuda Small Animal (Aquatic)	Medium Barracuda Medium-Size Animal (Aquatic)	Giant Barracuda Large Animal (Aquatic)
Hit Dice:	1d8 (4 hp)	4d8 (18 hp)	7d8+7 (38 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+2 (Dex)
Speed:	Swim 70 ft.	Swim 70 ft.	Swim 70 ft.
AC:	14 (+1 size, +3 Dex)	14 (+3 Dex, +1 natural)	14 (-1 size, +2 Dex, +3 natural)
Attacks:	Bite +4 melee	Bite +6 melee	Bite +6 melee
Damage:	Bite 1d4-1	Bite 1d6+1	Bite 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +2, Ref +5, Will +1	Fort +4, Ref +7, Will +2	Fort +6, Ref +7, Will +3
Abilities:	Str 8, Dex 16, Con 11, Int 1, Wis 12, Cha 2	Str 12, Dex 16, Con 11, Int 1, Wis 12, Cha 2	Str 15, Dex 14, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6	Listen +6, Spot +6	Listen +6, Spot +6
Feat:	Weapon Finesse (bite)	Weapon Finesse (bite)	—
Climate/Terrain:	Any aquatic	Any aquatic	Any aquatic
Organization:	Pair, pack (2-5), or school (6-11)	Pair, pack (2-5), or school (6-11)	Pair, pack (2-5), or school (6-11)
Challenge Rating:	1/4	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2-3 HD (Small)	5-6 HD (Medium-size)	8-9 HD (Large)

The barracuda is a predatory fish that averages about 2 feet long and weighs 10-15 pounds. Its upper body is blue-gray and its lower body is silver mottled with black spots. Its mouth is lined with razor-sharp teeth. Medium-size barracudas are about 6 feet long and weigh 30-45 pounds. The Large barracuda is about 10 feet long and weighs 50-80 pounds.

Combat

The barracuda strikes quickly in combat. Slain prey is devoured immediately.

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Deer

	Medium-Size Animal
Hit Dice:	2d8+2 (11 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	13 (+2 Dex, +1 natural)
Attacks:	2 hooves +1 melee; or gore +1 melee
Damage:	Hoof 1d4+1; or gore 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Mobility, scent
Saves:	Fort +1, Ref +5, Will +2
Abilities:	Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Hide +8*, Listen +5, Move Silently +8, Spot +5, Swim +5
Feats:	Dodge, Run
Climate/Terrain:	Any forest, plains, and hills
Organization:	Solitary or herd (mated pair)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Large)

Shy and wary, deer range from the arctic to the tropics. They are very flexible creatures, adapting easily to their climate and able to survive in all but the harshest of temperatures. Deer are very flexible in their diets as well, able to exist on plants, insects, fish, and even dead birds. Deer are excellent swimmers and have been known to swim to a distance of five miles in the water. These statistics represent the typical white-tailed deer; they can also be used to represent other deer-like animals such as caribou and antelope.

Combat

Deer attack using their hooves or antlers. Antelopes, when defending their herd, attack by charging an opponent and butting with their horns (gore). The gore attack only applies to bucks with antlers.

Mobility (Ex): The deer gains a +4 dodge bonus to its AC against attacks of opportunity caused when it moves out of or within a threatened area. This ability functions as the feat of the same name.

Skills: Deer receive a +4 racial bonus to Hide, Move Silently, and Swim checks. *In forested areas, the Hide bonus increases to +8.

Feats: The deer receives the Dodge and Run feats as bonus feats.

Black-Tailed Deer

The statistics above can be used to represent the average black-tailed deer as well, with a few minor changes. The black-tailed deer prefers plains, hills, and other open ground as its habitat. It has Jump +4 in addition to the

skills listed in the statistics block above. In combat, the black-tailed deer jumps about in an effort to confuse its attackers before stotting (hopping) away.

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Eel, Electric

	Large Animal (Aquatic)
Hit Dice:	2d8 (9 hp)
Initiative:	+3 (Dex)
Speed:	Swim 40 ft.
AC:	14 (-1 size, +3 Dex, +2 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Electricity
Special Qualities:	Scent
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 (Large); 5-6 HD (Huge)

The electric eel resembles a snake ranging from 9 to 20 feet long and weighing 50 to 120 pounds. Its body is grayish-brown and lightens near the head. Small yellow splotches can be seen near the mouth. The electric eel is slimy to the touch and has no scales (the electric eel is not a true eel, but a fish).

Combat

The electric eel prefers to discharge its electricity when it first enters combat. Those slain or rendered unconscious by the shock are devoured. Should any opponents survive the attack, the eel either flees (if outnumbered) or attacks its remaining foes with its bite.

Electricity (Ex): Once per hour, the electric eel can produce a jolt of electricity (about 800 volts at 1 ampere current) that deals 3d8 points of electricity damage to all within 5 feet of the eel. Those within 10 feet take 2d8 points of electricity damage. A Fortitude save (DC 11) halves the damage. Electric eels are immune to their own electrical attacks and that of other electric eels.

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Fox

	Small Animal
Hit Dice:	1d8 (4 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d4-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 7, Dex 15, Con 10, Int 2, Wis 12, Cha 6
Skills:	Hide +8*, Jump +4, Listen +8, Spot +8
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and cold plains, marsh, and forest
Organization:	Solitary or pack (2-5)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	—

Foxes are opportunistic eaters with a diet that consists of mice and voles, rabbits, birds, eggs, amphibians and small reptiles, fish, mollusks, earthworms, carrion, and plants. Foxes are also known to scour garbage and refuse in settled areas. The statistics above describe the common red fox, but can be used for other foxes such as the grey fox or arctic fox.

Combat

The fox is a very territorial creature and spends about one-third of its day hunting for food (most hunting is performed at night). Foxes are excellent hunters and have even been known to bring down prey much larger than themselves. When prey is encountered, the fox leaps at it and dispatches it with a series of quick bites.

Skills: Foxes receive a +4 racial bonus to Jump, Listen, and Spot checks. *Due to their coloration, arctic foxes receive a +8 racial bonus to Hide checks when in snow-covered surroundings.

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Hippopotamus

	Large Animal
Hit Dice:	6d8+18 (45 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (-1 size, +5 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Trample 1d8+6, capsize
Special Qualities:	Scent, remain submerged
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 19, Dex 10, Con 16, Int 2, Wis 12, Cha 4
Skills:	Listen +8, Spot +5
Climate/Terrain:	Warm plains and aquatic
Organization:	Solitary or herd (2-12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 HD (Large); 11-18 HD (Huge)

The hippo is a peaceful creature, but will defend its lair and young if provoked. They are found dwelling near rivers and lakes. Hippos in the water move by running along the bottom of lakes and rivers, surfacing occasionally to gulp air.

Combat

Hippos attack by trampling and biting their foes.

Trample (Ex): A hippopotamus can trample Small or smaller creatures for 1d8+6 points of damage. Opponents who do not make attacks of opportunity against the hippo can attempt a Reflex save (DC 17) to halve the damage.

Capsize (Ex): A submerged hippo that surfaces under a boat or ship less than 10 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 10-30 feet long and a 20% chance to capsize a vessel over 30 feet long.

Remain Submerged (Ex): Hippos can hold their breath underwater for 5 rounds per point of Constitution.

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Moose

	Large Animal
Hit Dice:	5d8+15 (37 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	Butt +6 melee; or 2 hooves +6 melee
Damage:	Butt 1d8+6; or hoof 1d6+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +7, Ref +5, Will +1
Abilities:	Str 18, Dex 12, Con 16, Int 2, Wis 11, Cha 6
Skills:	Hide +1*, Listen +3, Move Silently +2, Swim +8
Climate/Terrain:	Cold and temperate forest, plains, and hills
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-7 HD (Large)

Moose are the largest members of the elk family, ranging in size from 4 1/2 feet to over 8 feet tall at the shoulder and weighing from 440 to over 1,000 pounds. Males have broad, flat antlers that can reach a length of 5 feet or more. These antlers are shed each year after mating season. The moose's fur ranges from brown to black, changing to a dull gray in the winter months. They are excellent swimmers, often swimming into deep water to feed on aquatic plants.

Combat

Generally non-aggressive if left alone, moose can become quite aggressive if approached. They have poor eyesight, but excellent hearing, and tend to flee rather than fight as soon as would-be attackers are detected. If forced into combat, a moose attacks with its antlers or hooves.

Skills: Moose receive a +2 racial bonus to Hide and Move Silently checks and a +4 racial bonus to Swim checks. *In forested areas, the Hide bonus increases to +4.

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Author Scott Greene.

Quipper

	Fine Animal (Aquatic)
Hit Dice:	1/2d8 (2 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	20 (+8 size, +2 Dex)
Attacks:	Bite +10 melee
Damage:	Bite 1d2-2
Face/Reach:	1/2 ft. by 1/2 ft./0 ft.
Special Attacks:	Frenzy
Special Qualities:	Keen scent, low-light vision
Saves:	Fort +0, Ref +2, Will +1
Abilities:	Str 6, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and cold aquatic
Organization:	Shoal (5-50) or school (50-100)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	—

The quipper is a rare form of cold-water piranha. They are dark green in color and are found in freshwater lakes and stream.

Combat

Quippers attack by swarming an opponent and biting with their razor-sharp teeth. Once blood is drawn, the entire pack goes into a frenzy, attacking twice each round.

Frenzy (Ex): If a quipper detects blood in the water, it and all quippers within a 90-foot radius will go into a frenzy as if affected by a *haste* spell. The frenzied quippers receive an extra partial action per round for 10 rounds, but do not gain the +4 bonus to AC.

Keen Scent (Ex): A quipper can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to 500 feet.

Credit

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Author Scott Greene, based on original material by Albie Fiore.

Sheep

	Medium-Size Animal
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	Bite +1 melee
Damage:	Bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Climate/Terrain:	Temperate mountains, hills, and

	plains
Organization:	Flock (10-100 plus 1 ram per 10 adults and 50% noncombatant lambs)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Medium-size)

The statistics here describe the common sheep.

Combat

Sheep generally flee from danger and avoid combat if possible. If cornered, they attack by biting.

Ram

Rams are male sheep and are usually encountered leading a flock. Rams have 3 HD, Str 12, a speed of 40 feet, and attack using their horns (butt +3 melee/1d6+1). If the flock is threatened, the ram becomes very aggressive.

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Skunk

	Tiny Animal
Hit Dice:	1/2d8 (2 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	13 (+2 size, +1 Dex)
Attacks:	Bite +3 melee
Damage:	Bite 1d3-4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Musk
Special Qualities:	Scent
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 2, Dex 13, Con 10, Int 2, Wis 12, Cha 2
Skills:	Hide +15, Listen +4, Move Silently +4, Spot +2
Feat:	Weapon Finesse (bite)
Climate/Terrain:	Temperate forest and hills
Organization:	Solitary or family (2-5)
Challenge Rating:	1/6
Treasure:	None
Alignment:	Always neutral
Advancement:	—

The stats here describe the common non-aggressive skunk.

Combat

Skunks squirt their musk at potential predators in hopes of forcing the predator to flee. If this fails, the skunk looks for the quickest route possible for itself to escape. If cornered, a skunk bites its opponents.

Musk (Ex): Once per round, and no more than 5 times per day, a skunk can release a stinking musk in a 5-foot cloud. An affected creature must succeed at a Fortitude save (DC 10) or become nauseated for 1d4 rounds. A second save must also be made to avoid being blinded (as the spell) for 1d4 rounds. The stench is highly potent, and short of magical means of cleaning, all cloth and such material continues to reek for 1d6 months. The odor is so strong that it doubles all chances for wandering monster encounters and imposes a -12 circumstance penalty on Hide checks if attempted while wearing clothing contaminated with a skunk's musk. Flesh, leather goods, metal goods (weapons, armor, and the like) must be washed in a concentrated mixture of vinegar for a period of 1d3 days. Otherwise, the stench clings to them for at least 1 week, imposing the same penalties to wandering monster encounters and Hide checks.

Credit

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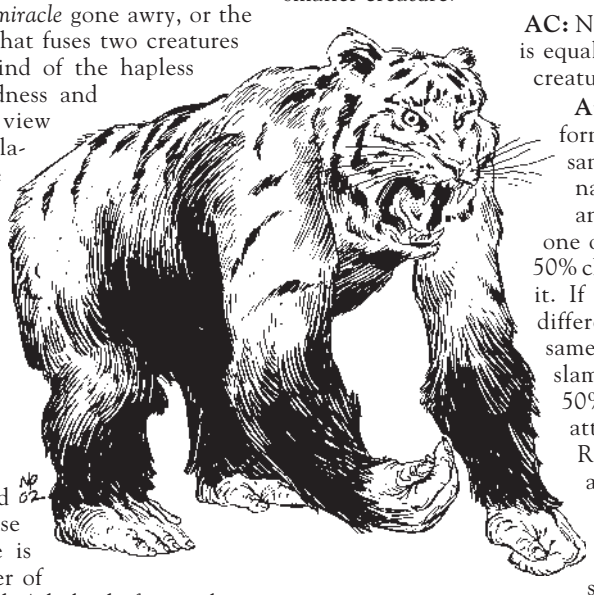
Appendix B: Templates

Abomination

Abominations (often called hybrids) are fusions of two normal creatures that are just as often intelligent as they are rampaging beasts. No one knows how abominations come to be: perhaps the result of experimentation by a mad wizard or druid, a *wish* or *miracle* gone awry, or the wrath a deity. The end result that fuses two creatures together often destroys the mind of the hapless beings, forcing them into madness and evil. Druids almost universally view evil abominations as profane violations of nature that must be eliminated wherever they are found. The most well known examples of abominations are hippogriffs, griffons, gorillabears, and the terrible owlbear.

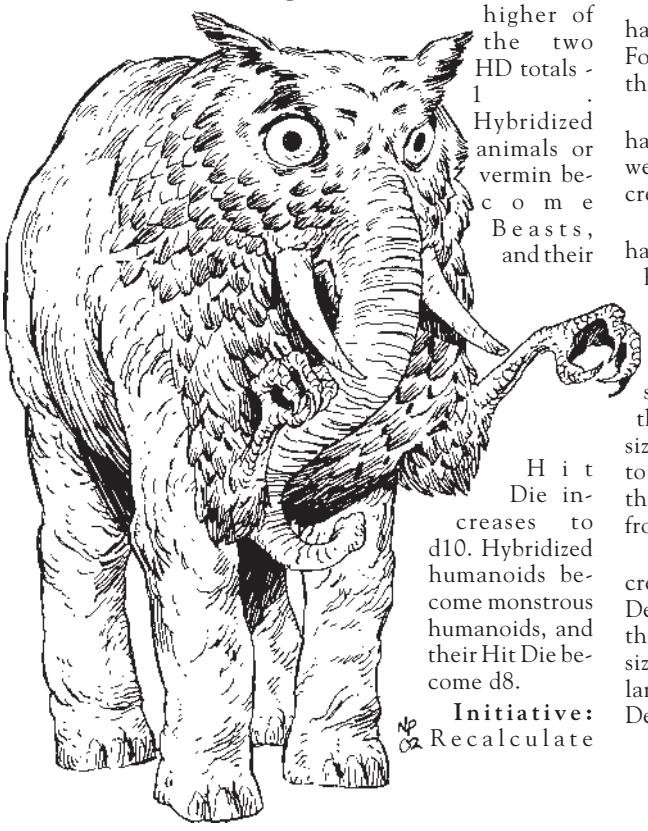


Creating an Abomination

"Abomination" is a template that can be applied to any animal, vermin, or humanoid (hereafter referred to as the "base creature.") The base creature is usually assumed to be the larger of the two animals to be hybridized. A hybrid of animals or vermin becomes a Beast; a hybrid that includes a humanoid becomes a Monstrous Humanoid, and it uses the statistics and special abilities of the base creatures.

Size: Same as the larger of the two creatures.

Hit Dice: If both creatures are the same size, average the HD. Otherwise, use the higher of the two HD totals -1. Hybridized animals or vermin become Beasts, and their Hit Die increases to d10. Hybridized humanoids become monstrous humanoids, and their Hit Die become d8.



Initiative: Recalculate based on new Dexterity score.

Speed: Average the speeds of the creatures to be hybridized (round up); if the smaller creature can fly, there is a 75% chance that the ability to fly is lost if the size of the hybrid is more than 1 category above that of the smaller creature.

AC: Natural armor bonus, if any, is equal to the higher of the two creatures.

Attacks: If both creatures forming the hybrid have the same attack forms, the abomination has them as well. For an attack possessed by only one of the creatures, there is a 50% chance the abomination has it. If both creatures have two different attack forms on the same limb, such as a claw and a slam, the abomination has a 50% chance of having either attack form, but never both. Recalculate the abomination's attack bonus. Beasts use the cleric's attack bonus progression (i.e., total HD x 3/4). Monstrous humanoids use the fighter's attack bonus progression (i.e., total HD).

Damage: The highest damage die of the two creatures, modified for possible change in Strength. The attack forms of a smaller creature are increased in die type using the size increase rules in the **MM**.

Face/Reach: Equal to that of the larger creature.

Special Attacks: If both creatures in the abomination have the same special attacks, the hybrid has them as well. For a special attack possessed by only one of the creatures, there is a 50% chance the hybrid has it.

Special Qualities: If both creatures in the abomination have the same special qualities, the hybrid has them as well. For a special quality possessed by only one of the creatures, there is a 50% chance the hybrid has it.

Saves: Recalculate using new ability scores. Beasts have good Fortitude and Reflex saves, while monstrous humanoids have good Reflex and Will saves.

Abilities: The abomination's ability scores are modified or determined as follows:

Strength: Average the Strength score of two like-sized creatures. If one creature is smaller, subtract 2 from the Strength score if the smaller creature is within two sizes of the larger creature. If the smaller creature is three to four sizes smaller, subtract 4 from the Strength score. If the smaller creature is 5 or more sizes smaller, subtract 6 from the Strength score.

Dexterity: Average the Dexterity score of two like-sized creatures. If one creature is larger, subtract 2 from the Dexterity score if the larger creature is within two sizes of the smaller creature. If the larger creature is three to four sizes larger, subtract 4 from the Dexterity score. If the larger creature is 5 or more sizes larger, subtract 6 from the Dexterity score.

Constitution: Average the Constitution of two like-sized creatures, or take the highest Constitution score if the creatures are of different sizes.

Intelligence, Wisdom, and Charisma: These abilities are rerolled for the abomination as follows: Intelligence is rolled using 1d4+2, Wisdom is rolled using 2d6, and Charisma is rolled using 2d6.

Skills: The base creature loses all skill points and recalculates its current skills as a beast. Beasts have 10-15 skill points.

Climate/Terrain: 50% chance to be that of either creature.

Organization: Solitary, pair, or pack (5-8).

Challenge Rating: Equal to the higher of the two creatures (add +1 to the CR if the creature gains more than 2 supernatural, spell-like, or extraordinary abilities above what the creature with the higher CR has).

Treasure: None.

Alignment: Usually neutral.

Advancement: Abominations usually advance to 3x their current HD.

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Authors Erica Balsley and Scott Greene.

Owlephant

	Huge Beast
Hit Dice:	10d10+50 (105 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	15 (-2 size, +7 natural)
Attacks:	Slam +13 melee, 2 claws +8 melee; or gore +13 melee
Damage:	Slam 2d6+12, claw 1d8+6; gore 2d8+12
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Trample 2d8+12
Special Qualities:	Scent
Saves:	Fort +12, Ref +8, Will +4
Abilities:	Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Climate/Terrain:	Warm forests and plains
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Huge)

Tigrilla

	Large Beast
Hit Dice:	5d10+15 (42 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d8+9, bite 2d6+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, rake 1d8+9
Special Qualities:	Scent
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 22, Dex 15, Con 17, Int 5, Wis 12, Cha 10
Skills:	Balance +6, Climb +14, Hide +4, Listen +5, Move Silently +6, Spot +5
Climate/Terrain:	Any forest, hill, mountains, and plains
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Large); 11-15 HD (Huge)

Combat

Skills: Tigrillas receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Animal Lord

The animal lord is the master of one type of animal: for example, there is a bass lord, a fox lord, a mouse lord, and a cat lord. Each lord has two shapes it may assume: its humanoid form and its animal form (which corresponds to the animal it represents).

Animal lords are seen as protectors of nature and animals. They may step in and prevent hunters from destroying a race of animal or foresters from completely decimating a forest. They do not, however, interfere with nature itself: i.e, animals die, they are killed and hunted for food and clothing — and such is the way of the universe.

To the respective animal, the animal lord is its god. The animal lord, in a sense, is immortal. If slain, its spirit is forced to the Astral Plane, where it stays for a time before inhabiting another animal, thereby reviving the animal lord.

Creating An Animal Lord

"Animal lord" is a template that can be added to any mundane animal (referred to here as the "base creature"). Dire animals cannot have this template, as they are larger versions of normal animals; they do, though, pay homage to the animal lord of their type. Animals given this template have their type changed to Outsider. An animal lord uses the base creature's statistics and special abilities as noted here.

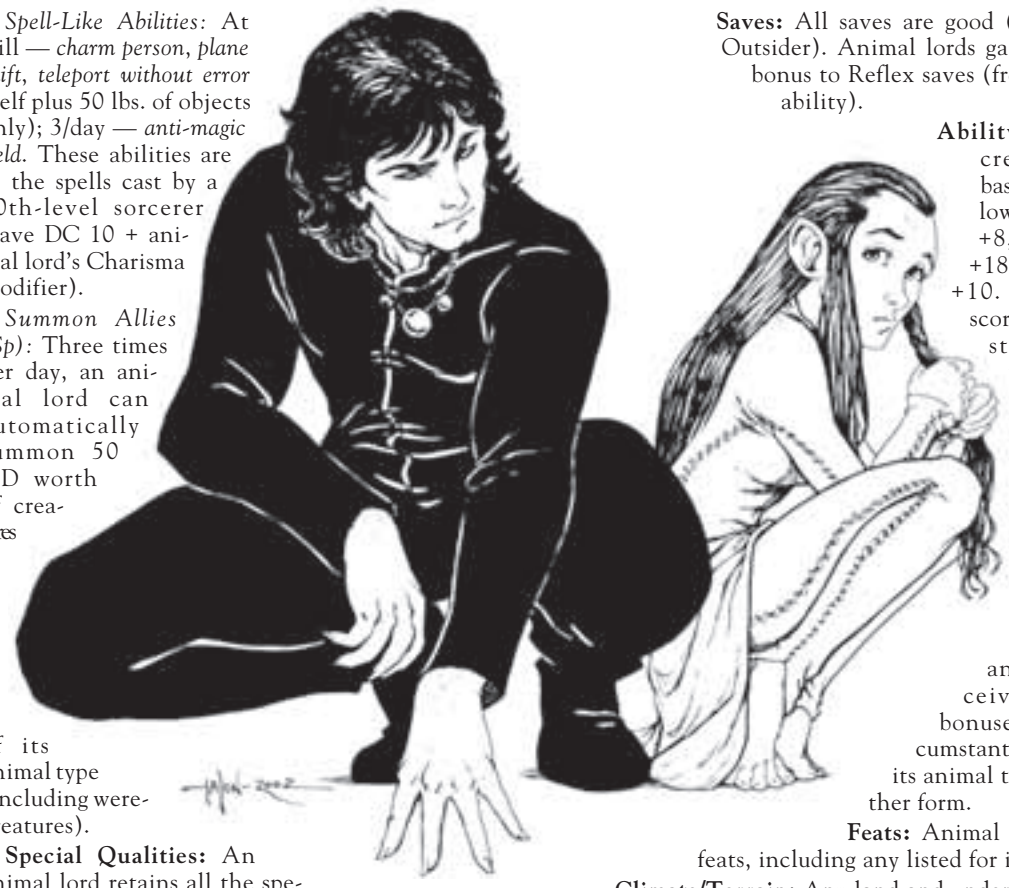
Hit Dice: Total HD increases to 20. If HD is already above 20, then it does not change.

Speed: Same as the base creature in either form, or 30 feet, whichever is greater. If the base creature has any other type of movement (flight, swimming, and so forth), the animal lord retains that movement rate in animal form only.

AC: The animal lord has +8 natural armor or the base creature's natural armor, whichever is better. Animal lords gain a +2 insight bonus to AC from their *foresight* ability.

Special Attacks: An animal lord retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 the animal lord's HD + the animal lord's Charisma modifier, unless noted otherwise.

Animal lords lose their special attacks from their animal type when in human form, but retain those listed below, unless noted otherwise.



Spell-Like Abilities: At will — *charm person*, *plane shift*, *teleport without error* (self plus 50 lbs. of objects only); 3/day — *anti-magic field*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + animal lord's Charisma modifier).

Summon Allies (Sp): Three times per day, an animal lord can automatically summon 50 HD worth of creatures of its animal type (including were-creatures).

Special Qualities: An animal lord retains all the special abilities of the base creature (unless noted otherwise) and gains those listed below, and also gains the Outsider type. Unless otherwise noted, all special qualities can be used in either of the animal lord's forms.

Alternate Form (Su): All animal lords can shift into animal or human form as though using the *polymorph self* spell. In animal form, an animal lord appears as the normal creature over which it rules. In humanoid form, an animal lord appears as a very attractive human with subtle animal-like features. Changing forms is a standard action. Upon changing forms, the animal lord regains hit points as if having rested for a day.

Damage Reduction (Ex): An animal lord gains damage reduction 20/+2 in either form.

Darkvision (Ex): Range 60 feet.

Resistances (Ex): Acid, cold, and fire 30.

Spell Resistance (Ex): SR 28.

Sealed Mind (Ex): Immune to all mind-influencing effects.

Detect Thoughts (Su): An animal lord can continuously detect thoughts as the spell cast by a 20th-level sorcerer (save DC 20 + animal lord's Intelligence modifier). It can suppress or resume this ability as a free action.

Foresight (Su): An animal lord is continuously protected by foresight as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action. This ability grants the animal lord a +2 insight bonus on its AC and Reflex saves.

Telepathy (Su): An animal lord can communicate telepathically with any creature within 100 feet that has a language. Each animal lord can also communicate telepathically with all animals of its type.

Saves: All saves are good (+12 on all for Outsider). Animal lords gain a +2 insight bonus to Reflex saves (from the *foresight* ability).

Ability Scores: Increase from the base creature as follows: Str +8, Dex +8, Con +8, Int +18, Wis +6, Cha +10. These ability scores remain constant in either form.

Skills: An animal lord has 8 skill points, plus its Intelligence modifier, per HD. Treat all skills as class-skills. The animal lord receives all racial bonuses (except circumstantial bonuses) for its animal type when in either form.

Feats: Animal lords have five feats, including any listed for its animal type.

Climate/Terrain: Any land and underground.

Organization: Solitary or troupe (animal lord plus 20-50 HD worth of creatures of the animal lord's type).

Challenge Rating: Same as the base creature +12.

Treasure: Double standard.

Alignment: Always neutral.

Advancement: —

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Cat Lord

	Medium-Size Outsider
Hit Dice:	20d8+120 (210 hp)
Initiative:	+8 (Dex)
Speed:	40 ft; 40 ft., climb 20 ft. as panther
AC:	28 (+8 Dex, +8 natural, +2 insight)
Attacks:	Slam +27 melee; bite +28 melee, claw +26 melee as panther
Damage:	Slam 1d6+7; bite 1d6+7, claw 1d3+3 as panther
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, summon allies; pounce, improved grab, rake 1d6+3 as panther

Special Qualities:	Damage reduction 20/+2, SR 28, resistances, sealed mind, detect thoughts, foresight, scent, telepathy, darkvision 60 ft.
Saves:	Fort +18, Ref +22, Will +16
Abilities:	Str 24, Dex 27, Con 23, Int 20, Wis 18, Cha 16
Skills:	Balance +35, Climb +30, Concentration +29, Disguise +19, Hide +35*, Knowledge (arcana) +28, Listen +27, Move Silently +35, Search +22, Spellcraft +28, Spot +27
Feats:	Cleave, Dodge, Multiattack, Power Attack, Weapon Finesse (bite, claw)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Cat Lord plus 5-10 leopards, tigers, lions, panthers, or weretigers)
Challenge Rating:	14
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	—

The cat lord uses a 3 HD panther (found under the leopard entry in the ***MM***) as the base creature.

Combat

Skills: The Cat Lord receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 when the Cat Lord is in animal form.

Mouse Lord

Medium-Size Outsider

Hit Dice:	20d8+80 (170 hp)
Initiative:	+10 (+6 Dex +4 Improved Initiative)
Speed:	30 ft., climb 30 ft.; 15 ft., climb 15 ft. as mouse
AC:	26 (+6, +8 natural, +2 insight)
Attacks:	Slam +20 melee; bite +26 melee as mouse
Damage:	Slam 1d3; bite 1d6, bite 1d3 as mouse
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, summon allies
Special Qualities:	Damage reduction 20/+2, SR 28, resistances, sealed mind, detect thoughts, foresight, scent, telepathy, darkvision 60 ft.
Saves:	Fort +16, Ref +18, Will +16
Abilities:	Str 10, Dex 23, Con 18, Int 20, Wis 18, Cha 12
Skills:	Balance +31, Bluff +24, Climb +29, Concentration +27, Escape Artist +24, Hide +27, Jump +14, Knowledge (arcana) +21, Listen +22, Move Silently +33, Search +15, Spellcraft +28, Spot +27
Feats:	Endurance, Improved Initiative, Mobility, Run, Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Mouse Lord plus 10-100 mice)
Challenge Rating:	14
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	—

The mouse lord uses a 1/4 HD mouse (use the rat entry in the ***MM***) as the base creature.

Combat

Skills: The Mouse Lord receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. She uses her Dexterity modifier for Climb checks.

Beast of Chaos

A beast of chaos is a creature that has been warped when the demonic forces of the Abyss reach into the Material Plane. A beast of chaos vaguely resembles the animal it once was. Its skin and fur become leprous and patchy; its color fades to a dull sheen; its teeth become razor-sharp and more pronounced; its eyes turn to a bright golden yellow.

Creating a Beast of Chaos

"Beast of Chaos" is a template that can be added to any normal or dire animal (referred to hereafter as the "base creature"). The creature's type changes to Magical Beast. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increases to d10.

Speed: Same as the base creature.

AC: The base creature's natural armor improves by +4.

Attacks: Same as the base creature, but the beast of chaos uses the fighter's base attack bonus (base attack bonus equals total HD).

Damage: Same as the base creature.

Special Attacks: Same as the base creature plus those listed below.

Frightful Presence (Ex): When the beast of chaos growls, roars, hisses, or makes any other sound common to its animal type, all creatures within 30 feet that hear it and those with fewer HD than the beast of chaos must succeed at a Will save (DC 10 + 1/2 the beast of chaos' HD + the beast of chaos' Charisma modifier) or become shaken (see "Condition Summary" in the ***DMG***, Chapter 3) for 5d6 rounds.

Rage (Ex): In the presence of bright light (*daylight* spell, *continual flame*, but not actual sunlight), a beast of chaos flies into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and -4 AC while enraged. It cannot end its rage voluntarily. If the source of light is removed, the creature's rage ends 1d4 rounds later. The beast is fatigued (-2 to Strength and Dexterity) for the remainder of the encounter.

Special Qualities: Same as the base creature plus those listed below.

Immunities (Ex): Immune to *confusion*, *fear*, *hold animal* or *monster*, *slow*, and *haste*.

Scent (Ex): The beast can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Spell Resistance (Ex): Beasts of chaos gain SR 12.

Darkvision (Ex): Darkvision with a range of 60 feet.

Saves: Good saves on Fortitude and Reflex; poor saves on Will.

Abilities: A beast of chaos gains Str +2 and Cha +4.

Skills: Beasts of chaos receive a +8 racial bonus to Listen checks. Otherwise, same as the base creature.

Feats: Beasts of chaos have a number of feats equal to 1 + their Intelligence modifier and receive one additional feat per four HD.

Climate/Terrain: Same as the base creature.

Organization: Solitary or pack (6-11).

Challenge Rating: Same as base creature +2.

Treasure: None.

Alignment: Always chaotic neutral.

Advancement: —

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Author Scott Greene.

Lion Beast of Chaos

	Large Magical Beast
Hit Dice:	5d10+10 (37 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	19 (-1 size, +3 Dex, +7 natural)
Attacks:	2 claws +11 melee, bite +6 melee
Damage:	Claw 1d4+9, bite 1d8+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce, improved grab, frightful presence, rage, rake 1d4+9
Special Qualities:	SR 12, scent, immunities, darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 23, Dex 17, Con 15, Int 2, Wis 12, Cha 10
Skills:	Balance +7, Hide +4, Jump +5, Listen +13, Move Silently +11, Spot +5
Feat:	Weapon Finesse (bite, claw)
Climate/Terrain:	Warm plains
Organization:	Solitary or pack (6-11)
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	—

Bleeding Horror

Created by the *blood axe*, these foul creatures drip with the blood they were so willing to sacrifice to the hungry blade. Though undead, bleeding horrors are not intrinsically evil and retain the alignment they had in life. They are, however, filled with the unquenchable desire for blood to feed the weapon that created them. Bleeding horrors appear as skeletons or sunken corpses covered in and continuously dripping thick red blood. Their eyes glow with a desire for blood. They may wear armor and wield weapons.

Creating a Bleeding Horror

"Bleeding horror" is a template that can be added to any humanoid, monstrous humanoid, giant, beast, magical beast, outsider, or shapechanger (hereafter referred to as the "base creature") that dies as a result of feeding the *blood axe* (see the sidebar for more details). The creature's type changes to Undead. It otherwise uses the base creature's statistics and special abilities except as noted here.

Hit Dice: Increases to d12.

AC: The base creature's natural armor is increased by +5. In addition, the bleeding horror gains a +2 deflection bonus due to the slippery and bloody nature of its body. It may wear armor.

Attacks: The bleeding horror retains all the attacks of the base creature and gains a claw attack if it did not already have one. Note that the bleeding horror cannot use blood to feed the *axe*, but it remains powered as it was when the creature died and turned into a bleeding horror.

Damage: The bleeding horror does damage as per the base creature and any weapon it may use — which normally is the *blood axe*. Bleeding horrors have claw attacks. Bleeding horrors with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-Size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The bleeding horror retains all the special attacks of the base creature and gains the following:

Bloodstorm (Sp): Bleeding horrors can cast *bloodstorm* up to three times per day as an 8th-level cleric. See ***Relics & Rituals*** by Sword and Sorcery Studio.

Blood Consumption (Su): When a bleeding horror successfully hits a living opponent with a claw attack, it gains a number of hit points equal to the damage dealt. These bonus hit points are added to the bleeding

Minor Artifact: The Axe of Blood

Description: Wielded until recently by the famous dwarf fighter Rhezenuduk, legend holds that the *axe of blood* was lost on a quest to another plane of existence. The axe itself is rather nondescript, being made of dull iron. Only the large, strange rune carved into the side of its double-bladed head gives any immediate indication that the axe may be more than it seems. The rune is one of lesser life stealing, carved on it long ago by a sect of evil sorcerers. This is, in fact, the only remaining copy of that particular rune, thus making the axe a valuable item. Further inspection reveals another strange characteristic: the entire length of the axe's long haft of darkwood is wrapped in a thick leather thong stained black from years of being soaked in blood and sticky to the touch. When held, the axe feels strangely heavy but well balanced, and it possesses a keenly sharp blade.

Powers: At first blush, the axe appears to be no more than a *keen battle axe*. If legend lore is consulted or the history of the axe unearthed in some other fashion, its true powers can be tapped. The rune of lesser life stealing does not afflict those struck by the axe. Instead, the rune draws power from its wielder to become a mighty magic weapon. Each day, the wielder of the axe can choose to "feed" the axe, sacrificing some of his blood to the axe in a strange ritual. This ritual takes 30 minutes and may be done only at dawn or the axe cannot be powered that day.

Using the axe, the wielder opens a wound on his person (causing 1d6 damage) and feeds the axe with his own blood. The rough metal absorbs the ichor hungrily. In this ritual, the wielder sacrifices Constitution to the axe. The axe gains +1 to attack and +1 to damage per point of Constitution sacrificed, up to a total of +5 to attack and +5 to damage. The lost Constitution also, of course, reduces the wielder's hit points and Fortitude save accordingly. Hit points lost due to a reduction in Constitution may not be healed by any means and are recovered only on the morning of the day following the sacrifice. Similarly, the damage caused by the opening of the wound to power the axe also may not be healed by any means until the sacrificed Constitution is regained. Note that the axe retains its keen quality when powered.

If the axe is powered to an amount less than the full +5 during the morning ritual and the wielder subsequently wishes that day to power the axe further, the wielder may again wound himself (a full-round action causing 1d6 damage) and sacrifice additional Constitution. In this instance where such a "second feeding" is done, however, the wielder must sacrifice 2 points of Constitution per additional +1 to attack and damage (up to the same maximum of +5).

For example, for the third day in a row, Drekuthar powers the axe by sacrificing Constitution. On this particular day, he sacrifices 2 points of Constitution in the morning ritual, wounding himself for 4 points of damage in doing so (in addition to the hit points lost by the sacrificed Constitution). Later in the day, Drekuthar encounters a golem that is only hit by +4 or better weapons. Reluctantly, Drekuthar gives his axe a "second feeding," wounding himself for another 3 hit points of damage and sacrificing 4 Constitution points to increase the enhancement bonus of the axe from +2 to +4.

There is a chance that the Constitution sacrificed to the axe is lost permanently. If the wielder always skips a day in between powering the axe and always powers the axe with the morning ritual, there is no chance of permanent loss. If, however, the axe is fed on consecutive days or powered in a second feeding, there is a 1% chance plus a 1% cumulative chance per consecutive day the axe is powered that Constitution sacrificed to the axe on that day is permanently lost. This check must be made for each point of Constitution sacrificed to the axe that day. The wielder will not know this until the next morning, when he fails to recover the Constitution points as usual. In the example of Drekuthar above, because this is the third consecutive day he has fed the axe, there is a 3% chance for each point sacrificed that the sacrificed Constitution is permanently lost. In addition, when he feeds the axe a second time, he must make another check to see whether any of that batch of Constitution points is permanently lost as well. If reduced to Con 0 permanently as a result of feeding the axe, the wielder becomes a bleeding horror. See the Templates Appendix for details on this horrible creature.

Until activated, the axe is just a *keen battle axe*. The wielder must consult *legend lore* or some other similar source of information to learn the ritual required to feed the axe. Despite the gruesome ritual required to power the axe, the axe is not evil but is instead neutral. Bound inside it is a rather savage earth spirit.

Caster Level: 20th; *Prerequisites: energy drain, symbol.*

horror's total even if the addition takes it above its current maximum hit points. A bleeding horror may not gain more hit points than the maximum hit points allowed by its HD, however. For example, a 12 HD bleeding horror may not have more than 144 hit points.

If a bleeding horror successfully hits with both claws in one round, a living opponent must make a successful Fortitude save (DC 10 + 1/2 the bleeding horror's HD + the bleeding horror's Strength modifier) or suffer catastrophic blood expulsion. This drains the opponent of a percentage of its current hit points equal to 10% x 1d4 + the amount by which the save was failed. For example, a bleeding horror hits an opponent with both claw attacks; the opponent rolls a 10 on his save, failing the save roll by 5; 1d4 is rolled, yielding a 2. Thus, the opponent loses 2 + 5 = 7, or 70% of its hit points. The bleeding horror is healed by the same amount, subject to the limitation above.

Luckily for most opponents, bleeding horrors in possession of the *blood axe* prefer to attack with that weapon rather than their claws, resorting to the latter attack only when drained of hit points.

Horrific Appearance (Su): Any living creature within 60 feet that views a bleeding horror must succeed at a Fortitude save (DC 10 + 1/2 the bleeding horror's HD + the bleeding horror's Charisma modifier) or suffer 1d6 points of temporary Strength drain and a –2 morale penalty to all rolls. A creature that successfully saves against this effect cannot be affected by the same bleeding horror's horrific appearance for one day.

Spawn (Ex): Any creature slain by the blood consumption attack of a bleeding horror becomes a bleeding horror under the command of the initial horror.

Find Target (Sp): If the bleeding horror is wielding the *blood axe* and the *axe* is taken from it, the horror can track and find the possessor of the *axe* unerringly, as though guided by *discern location*.

Special Qualities: A bleeding horror has all the special qualities of the base creature. It gains the abilities associated with the undead type as well as the following:

Turn Resistance (Ex): A bleeding horror has +4 turn resistance.

Spell Resistance: A bleeding horror has spell resistance equal to its HD.

Damage Reduction: 10/+1.

Saves: Same as the base creature.

Abilities: Same as the base creature, except that the bleeding horror has no Constitution score, and its Charisma score increases by +2.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Solitary, or gang (2–4) if it has spawned other bleeding horrors.

Challenge Rating: Same as the base creature +3.

Treasure: Standard.

Alignment: Any.

Advancement: Bleeding horrors can advance to three times their current HD.

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Author Clark Peterson and Scott Greene.

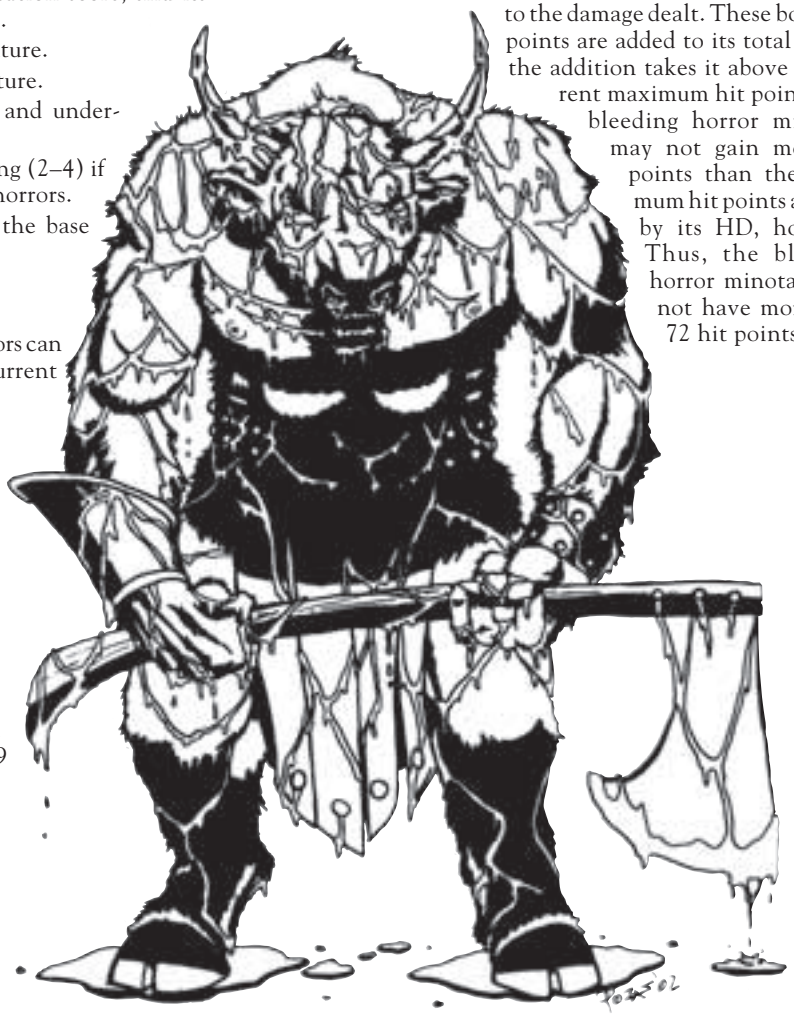
Bleeding Horror Minotaur

	Large Undead
Hit Dice:	6d12 (39 hp)
Initiative:	+0
Speed:	30 ft.
AC:	18 (-1 size, +7 natural, +2 deflection)
Attacks:	Huge greataxe +6 melee, gore +1 melee; or 2 claws +6 melee
Damage:	Huge greataxe 2d8+4, gore 1d8+2; or 2 claws 1d8+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Charge 4d6+6, bloodstorm, blood consumption
Special Qualities:	Damage reduction 10/+1, scent, natural cunning, SR 6, turn resistance +4
Saves:	Fort +4, Ref +5, Will +5
Abilities:	Str 19, Dex 10, Con —, Int 7, Wis 10, Cha 10
Skills:	Intimidate +6, Jump +8, Listen +8, Search +6, Spot +8
Feats:	Great Fortitude, Power Attack
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-18 HD (Large)

Combat

Bloodstorm (Sp): Bleeding horrors can cast bloodstorm up to three times per day as an 8th-level cleric.

Blood Consumption (Su): When the bleeding horror minotaur successfully hits a living opponent with a claw attack, it gains a number of hit points equal to the damage dealt. These bonus hit points are added to its total even if the addition takes it above its current maximum hit points. The bleeding horror minotaur may not gain more hit points than the maximum hit points allowed by its HD, however. Thus, the bleeding horror minotaur may not have more than 72 hit points.



If the bleeding horror minotaur successfully hits with both claws in one round, a living opponent must make a successful Fortitude save (DC 17) or suffer catastrophic blood expulsion. This drains the opponent of a percentage of its current hit points equal to 10% x 1d4 plus the amount by which the save was failed. For example, the bleeding horror minotaur hits an opponent with both claw attacks. The opponent rolls a 10 on his save, failing the save roll by 5; 1d4 is rolled, yielding a 2. The opponent thus loses 2 + 5 = 7, or 70% of its hit points. The bleeding horror minotaur is healed by the same amount, subject to the limitation above.

Luckily for most opponents, bleeding horrors in possession of the blood axe prefer to attack with that weapon rather than their claws, resorting to the latter attack only when drained of hit points.

Horrific Appearance (Su): Any living creature within 60 feet that views the bleeding horror minotaur must succeed at a Fortitude save (DC 13) or immediately suffer 1d6 points of temporary Strength drain and suffer a –2 morale penalty to all rolls. A creature that successfully saves against this effect cannot be affected by the bleeding horror minotaur's horrific appearance for one day.

Spawn (Ex): Any creature slain by the bleeding horror minotaur's blood consumption attack becomes a bleeding horror under the command of the bleeding horror minotaur.

Find Target (Sp): If the bleeding horror is wielding the blood axe and the axe is taken from it, the bleeding horror can track and find the possessor of the axe unerringly, as though guided by discern location.

Dire Creature

Dire creatures are feral looking beasts with a vaguely prehistoric look. They have long, sharp teeth and claws, and there is a glow of savage intelligence in their eyes. Though they resemble the animal from which they are born, dire creatures are more aggressive and generally larger than their normal counterparts.

Creating a Dire Creature

"Dire" is a template that can be added to any animal or vermin (referred to hereafter as the "base creature"). The creature's type changes to Animal, and it gains the subtype Dire. It uses all the base creature's statistics and abilities except as noted here.

Size: If the base creature is Small or smaller, increase its size to Medium-size. If the base creature is Medium-size or larger, its size increases to the largest size listed for the base creature's advancement range. The base creature gains all the benefits and detriments that arise from increased size (see the **MM**).

Hit Dice: Increase by +2 HD.

Speed: Same as the base creature.

AC: Same as the base creature and natural armor increases by +2. This bonus stacks with the bonus gained from the increase in size.

Special Attacks: A dire creature retains all the base creature's special attacks. The damage of its special attacks is adjusted upwards for the increased size and ability scores, where applicable.

Special Qualities: A dire creature retains all the base creature's special qualities. These special qualities are adjusted upwards for the increased size and ability scores, where applicable.

Saves: Same as base creature, adjusted upwards to account for increased HD and ability scores.

Abilities: Dire creatures gain the following ability score increases: Str +4, Dex +2, and Con +2. These bonuses stack with any bonuses gained from a size increase (see the **MM**).

Skills: Same as base creature, adjusted for increased ability scores, where applicable.

Challenge Rating: Same as the base creature +2.

Advancement: Dire creatures can advance to three times their new HD.

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Author Erica Balsley.

Dire Bison

	Huge Animal
Hit Dice:	7d8+42 (73 hp)
Initiative:	+0
Speed:	40 ft.
AC:	15 (-2 size, +7 natural)
Attacks:	Butt +11 melee
Damage:	Butt 2d6+12
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Trample 2d6+12
Special Qualities:	Scent
Saves:	Fort +11, Ref +5, Will +2
Abilities:	Str 26, Dex 10, Con 22, Int 2, Wis 11, Cha 4
Skills:	Listen +8, Spot +5
Climate/Terrain:	Temperate plains
Organization:	Solitary or herd (6-30)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Huge); 15-21 HD (Gargantuan)

Dire bison resemble their smaller normal-sized relatives. They can grow to a length of 20 feet and weigh up to 6,000 pounds.

Combat

A dire bison attacks by butting with its head or trampling its opponents.

Trample (Ex): A dire bison can trample Medium-size or smaller creatures for 2d6+12 points of damage. Opponents who do not make attacks of opportunity against the dire bison can attempt a Reflex save (DC 21) to halve the damage.

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Author Scott Greene.

Dire Goat

	Medium-Size Animal
Hit Dice:	3d8+9 (22 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	Butt +6 melee
Damage:	Butt 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Trample 1d6+4
Special Qualities:	Scent
Saves:	Fort +6, Ref +4, Will +4
Abilities:	Str 18, Dex 12, Con 16, Int 2, Wis 12, Cha 6
Skills:	Listen +7, Spot +7
Climate/Terrain:	Any temperate land
Organization:	Solitary, pack (2-5), or herd (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium-size); 7-9 HD (Large)

Dire goats stand 5 feet tall at the shoulder and resemble their smaller cousins. They are non-aggressive unless threatened or provoked.

Combat

A dire goat attacks with its horns and begins an encounter by charging its opponents.

Trample (Ex): A dire goat can trample Tiny or smaller creatures for 1d6+4 points of damage. Opponents who do not make attacks of opportunity against the dire goat can attempt a Reflex save (DC 15) to halve the damage.

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Author Scott Greene.

Dire Hippopotamus (Behemoth)

	Huge Animal
Hit Dice:	8d8+48 (84 hp)
Initiative:	+0
Speed:	30 ft.
AC:	18 (-2 size, +10 natural)
Attacks:	Bite +14 melee
Damage:	Bite 2d6+15
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Trample 2d6+15, capsize
Special Qualities:	Scent, remain submerged
Saves:	Fort +12, Ref +6, Will +3
Abilities:	Str 31, Dex 10, Con 22, Int 2, Wis 12, Cha 4
Skills:	Listen +8, Spot +5
Climate/Terrain:	Warm plains and aquatic
Organization:	Solitary or herd (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)

Dire hippos resemble their smaller cousins and grow up to 40 feet long and can weigh up to 10,000 pounds.

Combat

Dire hippos attack by trampling and biting their foes.

Trample (Ex): A dire hippopotamus can trample Medium-size or smaller creatures for 2d6+15 points of damage. Opponents who do not make attacks of opportunity against the hippo can attempt a Reflex save (DC 24) to halve the damage.

Capsize (Ex): A submerged dire hippo that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20-60 feet long and a 20% chance to capsize a vessel over 60 feet long.

Remain Submerged (Ex): Dire hippos can hold their breath underwater for 5 rounds per point of Constitution.

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Dire Porcupine

	Medium-Size Animal
Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	30 ft.
AC:	16 (+6 natural)
Attacks:	1d6 quills +6 melee; or bite +6 melee, 1d4 quills +1 melee
Damage:	Quill 1d4+4; or bite 1d4+4, quill 1d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Quills
Special Qualities:	Scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 18, Dex 10, Con 16, Int 2, Wis 12, Cha 11
Skills:	Hide +6, Listen +11
Climate/Terrain:	Temperate, warm, and cold forest, plains, and hills
Organization:	Solitary or pack (2-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-7 HD (Medium-size); 8-9 HD (Large)

The dire porcupine ranges in size from 5 to 8 feet and can weigh up to 550 pounds. When the porcupine is relaxed, the hair and quills lie flat and point toward the rear of its body. When threatened, it draws up the skin of the back to expose quills facing all directions.

Combat

Dire porcupines are passive until threatened. When faced with possible combat, the dire porcupine raises the quills on its body and spins around, smashing an opponent with its quill-covered tail as it does. Dire porcupines can bite an opponent, but rarely do. If they do bite an opponent, 1d4 quills break off from their body and lodge in the opponent's body (see text below).

Quills (Ex): When the dire porcupine strikes with its tail, it dislodges 1d6 quills that automatically break off and lodge in the opponent's flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Each 1 minute thereafter, the quill moves deeper into the opponent's flesh, dealing 1d2 additional points of damage. Removing the quill takes 1 full round and deals 1d6 additional points of damage. If the quill has been embedded for more than 10 rounds, a Strength check at DC 10 is needed to remove the quill. For every minute after that, the DC to remove a lodged quill increases by +1. An unarmed or melee touch attack against a dire porcupine causes 1d4 quills to break off and lodge in the attacker.

Skills: Dire porcupines receive a +4 racial bonus to Listen checks.

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Author Scott Greene.

Dire Ram

	Large Animal
Hit Dice:	5d8+15 (37 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	15 (-1 size, +1 Dex, +5 natural)
Attacks:	Butt +9 melee
Damage:	Butt 2d6+10
Face/Reach:	5 ft. by 10 ft./5 ft.

Special Attacks:	Ferocity
Special Qualities:	Scent
Saves:	Fort +7, Ref +5, Will +1
Abilities:	Str 24, Dex 13, Con 16, Int 1, Wis 11, Cha 4
Skills:	Listen +6, Spot +6
Climate/Terrain:	Temperate mountains, hills, and plains
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-9 HD (Large); 10-15 HD (Huge)

Dire rams are larger, meaner cousins of normal rams. They can grow to a length of 20 feet and weigh as much as 3,000 pounds.

Combat

A dire ram charges its opponents, trying to butt them with its horns.

Ferocity (Ex): A dire ram is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see "Injury and Death" in the ***PHB***, Chapter 8).

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Author Scott Greene.

Dire Sloth

	Large Animal
Hit Dice:	8d8+16 (52 hp)
Initiative:	+0
Speed:	10 ft., climb 40 ft.
AC:	15 (-1 size, +6 natural)
Attacks:	2 claws +13 melee, bite +8 melee
Damage:	Claw 1d6+12, bite 2d6+
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Rend 2d6+12
Special Qualities:	Scent
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 26, Dex 10, Con 14, Int 2, Wis 12, Cha 10
Skills:	Climb +20, Hide +4*, Swim +16
Climate/Terrain:	Warm forest
Organization:	Solitary or pair
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-16 HD (Large); 17-24 HD (Huge)

Dire sloths grow up to be 20 feet long and weigh up to 5,500 pounds.

Combat

A dire sloth attacks by biting and rending its opponent with its claws.

Rend (Ex): A dire sloth that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

Skills: Dire sloths receive a +4 racial bonus to Hide and Swim checks. *In areas of dense undergrowth, the dire sloth receives a +4 racial bonus to Hide checks.

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Author Scott Greene.

Foo Creature

Foo creatures are outer planes creatures that serve as guardians to those of good alignments. They are rarely encountered on the Material Plane, but when they are, they are always in the employ of a good-aligned creature acting as either a companion or guardian. A foo creature never associates with creatures of evil alignment. It tolerates those of neutral alignments.

A foo creature appears as a normal animal of its type with large bulging eyes. Most foo creatures range in color from black to deep gold, though a few have been encountered that were white in color. A foo creature speaks Celestial and a number of additional languages equal to its Intelligence modifier.

Creating A Foo Creature

"Foo Creature" is a template that can be added to any normal animal, known hereafter as the "base creature." The base creature's type changes to Outsider. It uses all the base creature's statistics and abilities except as noted here.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

AC: The foo creature has a +6 natural armor bonus or the base creature's natural armor, whichever is better.

Special Attacks: A foo creature retains all the base creature's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 the foo creature's

HD + the foo creature's Charisma modifier unless noted otherwise.

Strike Evil (Su): Foo creatures gain a +2 morale bonus to attack and damage rolls when attacking creatures of evil alignment. This ability is always active and cannot be negated or dispelled.

Summon Foo Creatures (Sp): Once per day, by barking, roaring, and so forth, a foo creature can summon 1d4 additional foo creatures of the same type with a 35% chance of success.

Special Qualities: A foo creature retains all the base creature's special qualities and gains those listed below; it also gains the Outsider type (see the **MM**).

Darkvision (Ex): Range 60 feet.

Aura of Goodness (Su): A foo creature is protected by an aura of goodness. An evil creature that attacks a foo creature suffers a -1 penalty to attack and damage rolls. This supernatural ability can be dispelled, but the foo creature can restart it as a free action.

Invisibility (Su): A foo creature can become *invisible* at will as the spell cast by a 15th-level sorcerer. The invisibility can be dispelled, but the foo creature can create it again as a free action on its next turn.

Ethereal Jaunt (Su): A foo creature can shift from the Ethereal to the Material Plane as a free action and shift back as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* as cast by a 15th-level sorcerer.

Plane Shift (Sp): A foo creature can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to six other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.

Spell Resistance: A foo creature has SR equal to 10 + its HD.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2, Int +10, Wis +2, Cha +4.

Skills: A foo creature has 8 skill points + its Intelligence modifier per HD. Treat all skills (including those from the base creature's skill list) as class skills.

Feats: Foo creatures have one feat, plus one feat for every four HD, or the base creature's total of feats, whichever is greater.

Climate/Terrain: Any land.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always chaotic good.

Advancement: At least triple normal HD, or same as base creature

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Foo Creature (Foo Dog)

	Medium-Size Outsider
Hit Dice:	2d8+6 (15 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	19 (+3 Dex, +6 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Strike evil, summon foo creatures
Special Qualities:	SR 12, aura of goodness, scent, invisibility, ethereal jaunt, plane shift, darkvision 60 ft.
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 19, Dex 17, Con 17, Int 12, Wis 14, Cha 10
Skills:	Listen +6, Spot +6, Swim +7, Wilderness Lore +4*
Feat:	Weapon Focus (bite)
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic good
Advancement:	3-4 HD (Medium-Size); 5-6 HD (Large)

Combat

Strike Evil (Su): Foo creatures gain a +2 morale bonus to attack and damage rolls when attacking creatures of evil alignment. This ability is always active and cannot be negated or dispelled.

Aura of Goodness (Su): A foo dog is protected by an aura of goodness. An evil creature that attacks a foo dog suffers a -1 penalty to attack and damage rolls. This supernatural ability can be dispelled, but the foo creature can restart it as a free action.

Invisibility (Su): A foo dog can become invisible at will as the spell cast by a 15th-level sorcerer. The invisibility can be dispelled, but the foo dog can create it again as a free action on its next turn.

Ethereal Jaunt (Su): A foo dog can shift from the Ethereal to the Material Plane as a free action and shift back as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* as cast by a 15th-level sorcerer.

Plane Shift (Sp): A foo dog can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to six other creatures, provided they are all within 5 feet of the foo dog. It is otherwise similar to the spell of the same name.

Summon Foo Creatures (Sp): Once per day, by barking, a foo dog can summon 1d4 additional foo dogs with a 35% chance of success.

Skills: *Foo dogs receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.

Skeleton Warrior

The skeleton warrior is a lich-like undead lord that was once a powerful fighter of at least 10th level. Legend tells that the skeleton warriors were forced into their undead state by a powerful demon prince that trapped each of their souls in a golden circlet. A skeleton warrior's only purpose is to search for and regain the circlet containing its soul.

A skeleton warrior appears as a lich-like creature dressed in the same type of armor and clothes worn during life. Its clothes and armor usually show signs of wear and age. A skeleton warrior speaks Common and any other languages it knew in life.

Creating a Skeleton Warrior

"Skeleton Warrior" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The character's type changes to Undead. The skeleton warrior uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the character.

AC: The skeleton warrior has +4 natural armor or the character's natural armor, whichever is better.

Special Attacks: A skeleton warrior retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 the skeleton warrior's HD + the skeleton warrior's Charisma modifier, unless noted otherwise.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed at a Will save or be affected as though by *fear* cast by a sorcerer of the skeleton warrior's level.

Damage Reduction: Skeleton warriors have damage reduction 15/+1.

Find Target (Sp): The skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*. It can also find the last person to possess its circlet using this ability.

Special Qualities: A skeleton warrior retains all the character's special qualities and gains those listed below; it also gains the undead type (see the **MM**).

Darkvision (Ex): Range 60 feet.

Turning Immunity (Ex): Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Su): Each character gains SR 20 +1 per level above 10th.

Saves: Same as the character.

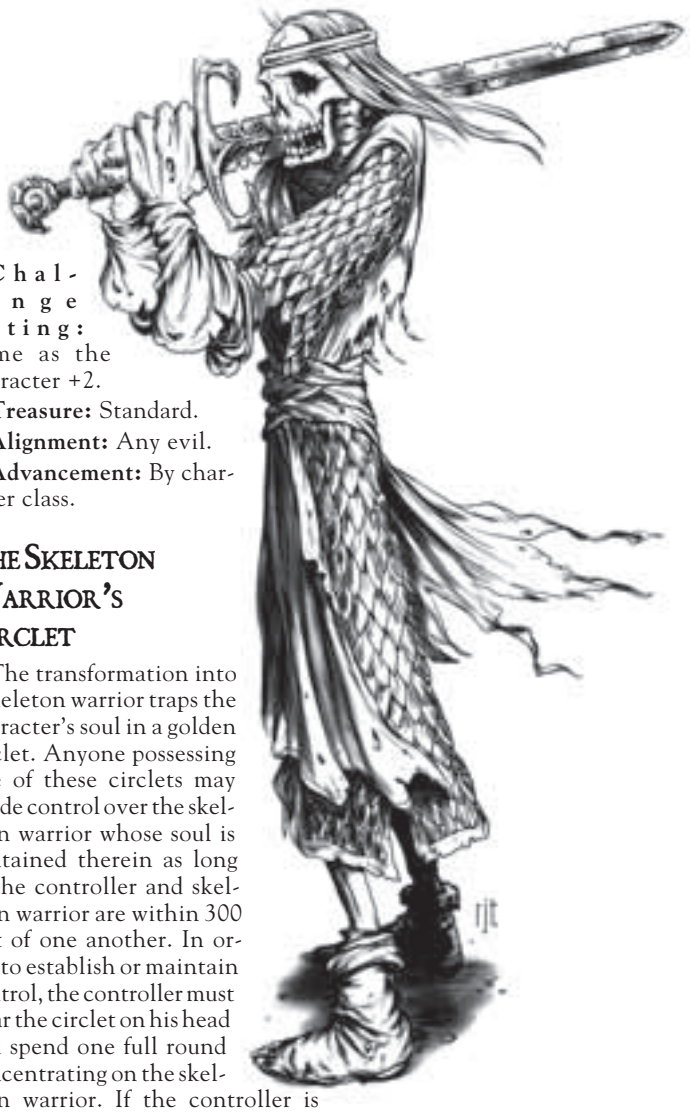
Abilities: A skeleton warrior gains Str +4, Wis +2, and Cha +2, but being undead, has no Constitution score.

Skills: Skeleton warriors gain a +8 racial bonus to Intimidate checks and a +6 racial bonus to Sense Motive and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land.

Organization: Solitary.



Challenge Rating: Same as the character +2.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

The Skeleton Warrior's Circlet

The transformation into a skeleton warrior traps the character's soul in a golden circlet. Anyone possessing one of these circlets may exude control over the skeleton warrior whose soul is contained therein as long as the controller and skeleton warrior are within 300 feet of one another. In order to establish or maintain control, the controller must wear the circlet on his head and spend one full round concentrating on the skeleton warrior. If the controller is

interrupted during this time, he must succeed at a Concentration check to establish control. The controller cannot wear any other item on his head while wearing the circlet. Doing so causes the circlet to cease functioning until the other headgear is removed. Note that the skeleton warrior can still detect the location of its circlet even if the controller wears something on his head to nullify the circlet's powers temporarily.

While wearing the circlet and within 300 feet of the skeleton warrior, the controller can see through the skeleton warrior's eyes and force it to act (attack, search, and so forth). This is called "active" mode. While the skeleton warrior is in active mode, the controller himself cannot take any other action except a 5-foot step.

While controlling the skeleton warrior, the controller can place it in "passive" mode. In this mode, the skeleton warrior stands motionless and inert. The controller cannot see through the skeleton warrior's eyes while it is in passive mode, though the controller himself is free to act. Regardless of the current mode, if a distance greater than 300 feet separates the controller and skeleton warrior at any time, control is lost and the skeleton warrior is free to act. The controller can have the skeleton warrior switch modes (active or passive) as a free action. If the circlet is removed from the controller's head at any time, control is broken and the skeleton warrior is free to act. Should the controller ever lose the circlet (whether through accident or theft, for instance), the skeleton warrior instantly stops what it is doing and moves at double its normal movement rate to attack and destroy the former controller. If a skeleton warrior ever gains control of the circlet that contains its soul, the skeleton warrior places the circlet on its head and dies, vanishing in a flash of light. The circlet falls to the ground and crumbles to dust.

Credit

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Author Scott Greene, based on original material by Nigel Morgan.

Sample Skeleton Warrior

	Medium-Size Undead
Hit Dice:	12d12 (78 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	25 (+1 Dex, +4 natural, +10 armor)
Attacks:	+2 *bastard sword* +20/+15/+10 melee
Damage:	+2 *bastard sword* 1d10+9
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fear aura, find target
Special Qualities:	Undead, damage reduction 15/+1, SR 22, turning immunity, darkvision 60 ft.
Saves:	Fort +11, Ref +6, Will +8
Abilities:	Str 21, Dex 13, Con –, Int 12, Wis 15, Cha 14
Skills:	Climb +9, Intimidate +9, Jump +11, Listen +12, Ride +8, Search +5, Sense Motive +8, Spot +15, Swim +10
Feats:	Alertness, Armor Proficiency (all), Cleave, Great Cleave, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Sunder, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class

This example uses a 12th-level human fighter as the character.

Combat

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to effects requiring a Fortitude save, unless such effects target objects.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures of less than 5 HD in a 30-foot radius must succeed at a Will save (DC 18) or be affected as though by *fear* as cast by a 12th-level sorcerer.

Find Target (Sp): The skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*. It can also find the last person to possess the circlet using this ability.

Magic Items Carried: *+2 full plate armor*, *+2 bastard sword*, *cloak of resistance +2*, *boots of speed*.

Slime Zombie

Slime zombies (or olive slime creatures) are created when a living creature is slain by a patch of olive slime (see that entry). The slime zombie's sole purpose for existence is to capture or kill new prey for its master (i.e., the olive slime that created it).

A slime zombie resembles a humanoid blob, olive drab in color. The creature bears no distinguishing marks or facial features. It can speak to others of its kind through telepathy, but otherwise makes no sound or noise.

Creating a Slime Zombie

"Slime Zombie" is a template that can be added to any corporeal creature except undead, constructs, and elementals (referred to hereafter as the "base creature"). The base creature's type changes to Plant. A slime zombie only vaguely resembles the being it once was. The base creature loses all of its skills and feats, as well as all type and alignment modifiers (such as Fire, Aquatic, or Good).

Hit Dice: The base creature's HD changes based on its size as shown on the following table:

Size	Hit Dice
Tiny or smaller	1d8
Small	3d8
Medium-size	5d8
Large	8d8
Huge	12d8
Gargantuan	16d8
Colossal	20d8

Speed: The base creature's land speed decreases by half, rounding up to the nearest increment of 10 feet. If the creature had a swim speed, it remains the same, but all other types of movement are lost.

AC: The base creature's natural armor class improves by +1.

Attacks: The base creature loses all of its attack forms, but gains a single slam attack.

Damage: If the base creature does not have a slam attack, use the damage values below. Otherwise, use the values below or the base creature's damage, whichever is higher.

Size	Damage
Tiny or smaller	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The base creature loses all of its special attacks, but gains the following:

Infestation (Ex): Any creature hit by the slime zombie's slam attack must succeed at a Fortitude save (DC = 10 + 1/2 the slime zombie's HD + the slime zombie's Constitution modifier) or be infested with olive slime. This infestation works as described in the olive slime entry.

Special Qualities: The base creature loses all of its special qualities, but gains the following:

Mind Link (Ex): A slime zombie is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles.

Telepathic Bond (Ex): Olive slime creatures created by the same olive slime have a telepathic bond with each other to a range of 100 feet.

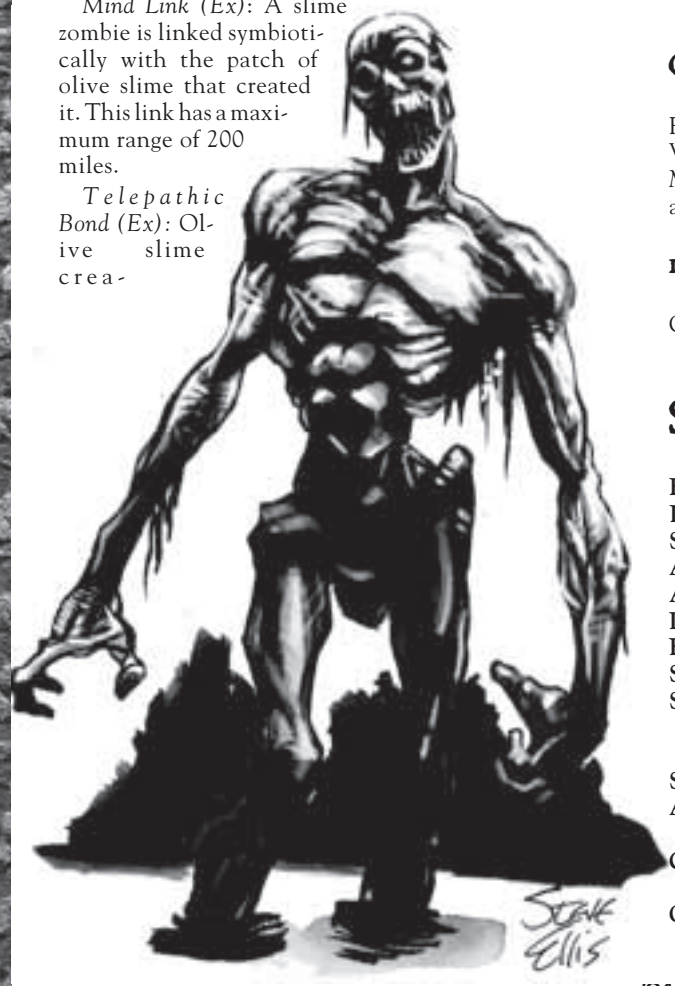
Plant: Immune to mind-influencing spells and effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Death Throes (Ex): When a slime zombie is brought to 0 hit points, its structure collapses and it reforms in a single round as a pool of olive slime. It has all the statistics and abilities as normal olive slime. If slain in this form, the slime zombie is truly dead.

Immunities (Ex): Slime zombies are immune to lightning effects and attacks. Weapons (magical or otherwise) do not harm them, as they simply pass through the slimy form.

Vulnerabilities (Ex): Slime zombies suffer 2d4 points of damage per round of contact with green slime. If the green slime brings them to 0 hit points, they do not animate as olive slime.

Abilities: The base creature's Intelligence, Wisdom, and Charisma all become 1. The slime creature's maximum Dexterity is 10. Its Strength and Constitution do not change.



Climate/Terrain: Any forest, marsh, aquatic, and underground.

Organization: Solitary, patch (2-5), or colony (6-20).

Challenge Rating: Tiny or smaller 1/2; Small 1; Medium-size 3; Large 4; Huge 6; Gargantuan 8; Colossal 10.

Treasure: None.

Alignment: Always neutral.

Advancement: None.

Credit

The Olive Slime Creature originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Author Scott Greene, based on original material by Gary Gygax.

Slime Zombie

	Medium-Size Plant
Hit Dice:	5d8+5 (27 hp)
Initiative:	+0
Speed:	15 ft.
AC:	11 (+1 natural)
Attacks:	Slam +4 melee
Damage:	Slam 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Infestation
Special Qualities:	Plant, mind link, telepathic bond, death throes, immunities, vulnerabilities
Saves:	Fort +5, Ref +1, Will -4
Abilities:	Str 15, Dex 10, Con 12, Int 1, Wis 1, Cha 1
Climate/Terrain:	Any forest, marsh, aquatic, and underground
Organization:	Solitary, patch (2-5), or colony (6-20)

Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: None

Combat

Infestation (Ex): Any creature hit by the slime zombie's slam attack must succeed at a Fortitude save (DC 13) or be infested with olive slime. This infestation works as described in the olive slime entry.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Mind Link (Ex): A slime zombie is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles.

Telepathic Bond (Ex): Olive slime creatures created by the same olive slime have a telepathic bond with each other to a range of 100 feet.

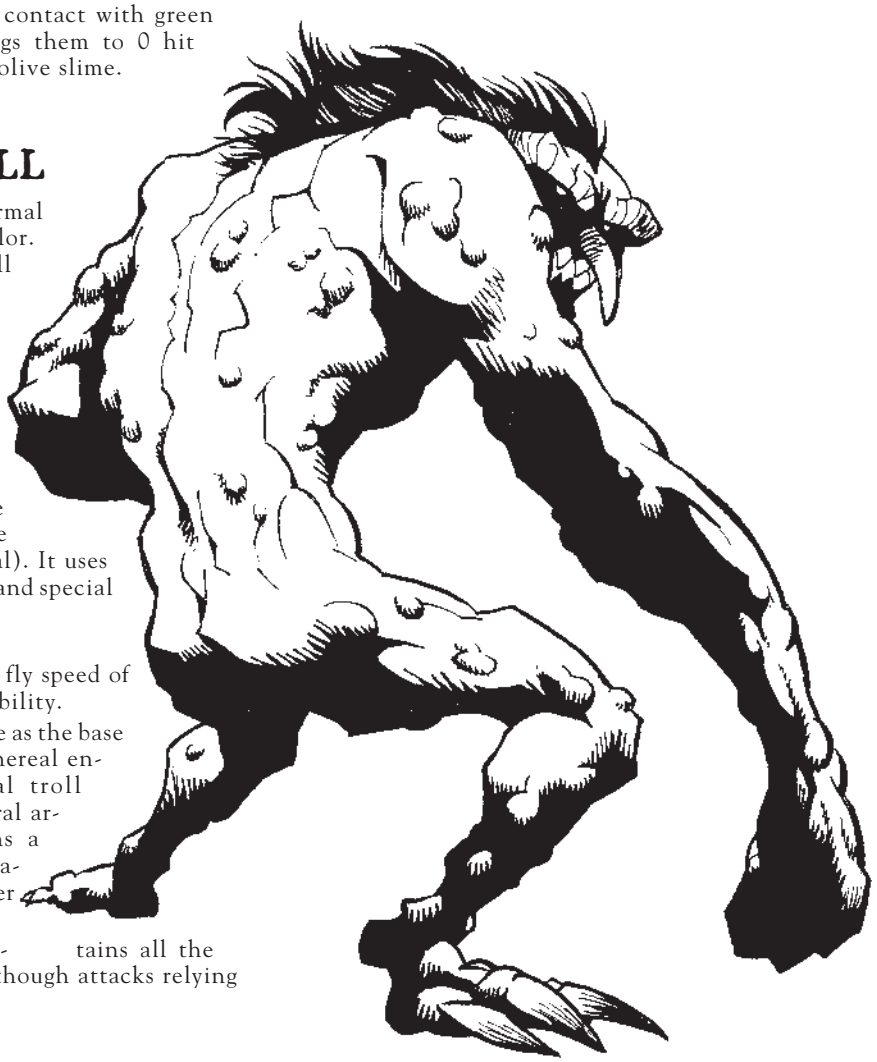
Death Throes (Ex): When a slime zombie is brought to 0 hit points, its structure collapses and it reforms in a single round as a pool of olive slime. It has all the statistics and abilities as normal olive slime. If slain in this form, the slime zombie is truly dead.

Immunities (Ex): Slime zombies are immune to lightning effects and attacks. Weapons (magical or otherwise) do not harm them, as they simply pass through the slimy form.

Vulnerabilities (Ex): Slime zombies suffer 2d4 points of damage per round of contact with green slime. If the green slime brings them to 0 hit points, they do not animate as olive slime.

Spectral Troll

Spectral trolls resemble normal trolls but are jet-black in color. They are undead and detest all living creatures, including other trolls.



Creating a Spectral Troll

"Spectral troll" is a template that can be added to any troll (hereafter referred to as the "base creature"). The troll's type changes to Undead (incorporeal). It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Spectral trolls have a fly speed of 30 feet with perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the spectral troll manifests (see below), its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is greater.

Attacks: The spectral troll retains all the attacks of the base creature, although attacks relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, a spectral troll uses the base creature's damage ratings. Against non-ethereal creatures, the spectral troll usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests.

Special Attacks: The spectral troll retains all the special attacks of the base creature, although attacks relying on physical contact do not affect non-ethereal creatures. Spectral trolls also gain the following abilities from the ghost template (see the **MM**, Appendix 3): *manifestation* and *corrupting touch*. The *corrupting touch* applies to the spectral troll's claw and bite attacks.

Special Qualities: A spectral troll has all the special abilities of the base creature, except regeneration. It gains rejuvenation and turn resistance from the ghost template (see the **MM**, Appendix 3). It also gains the undead type and the incorporeal subtype, plus the abilities listed below.

Vanish (Su): Spectral trolls vanish in direct sunlight. They are not harmed by it, nor does it cause them any discomfort: they simply do not appear in sunlight. Once night has fallen, a spectral troll reappears.

Create Spawn (Su): Any humanoid killed by a spectral troll rises 1d3 days later as a free-willed spectre unless a cleric of the victim's religion casts *bless* on the body.

Saves: Same as the base creature.

Abilities: Same as the base creature, except that the spectral troll has no Constitution score, and its Charisma score increases by +4.

Skills: Spectral trolls receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise, same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Spectral trolls can advance to 3x their current HD.

Credit

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Author Scott Greene, based on original material by Wizards of the Coast.

Spectral Troll

	Large Undead (Incorporeal)
Hit Dice:	6d12 (39 hp)
Initiative:	+2 (Dex)
Speed:	Fly 30 ft. (perfect)
AC:	12 [19] (-1 size, +2 Dex, +1 deflection bonus [+7 natural vs. ethereal opponents])
Attacks:	2 claws +5 melee, bite +4 melee [2 claws +9 melee, bite +4 melee vs. ethereal opponents]
Damage:	Touch 1d4 [1d4+6 vs. ethereal opponents]
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Manifestation, corrupting touch
Special Qualities:	Rejuvenation, vanish, create spawn, incorporeal, undead
Saves:	Fort +5, Ref +4, Will +3
Abilities:	Str [23], Dex 14, Con —, Int 6, Wis 9, Cha 6
Skills:	Listen +5, Spot +5
Feats:	Alertness, Iron Will
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-18 HD (Large)

Therianthrope

Therianthropes are animals that can transform themselves into humans or hybrid monsters. They are akin to lycanthropes (in that they are shapechangers), but therianthropes are not true lycanthropes and do not carry or induce lycanthropy.

Creating a Therianthrope

"Therianthrope" is a template that can be added to any normal animal (referred to hereafter as the "base creature"). The creature's type changes to Shapechanger. Therianthropes can assume the shape of a humanoid or a hybrid monster (combining their animal and humanoid traits). All therianthropes in humanoid form have slightly feral characteristics.

Hit Dice: Same as the base creature, but therianthropes always have at least 3 HD. If the base creature's HD is 2 or less, advance the creature to 3 HD before applying this template.

Speed: Same as the base creature, but depending on which form (animal, humanoid, or hybrid) the therianthrope is using.

AC: The base creature's natural armor increases by +2 in each of its forms.

Attacks: Same as the base creature, depending on which form the therianthrope is using. Hybrid and humanoid therianthropes can and do use weapons.

Damage: Same as the base creature, depending on which form the therianthrope is using.

Special Attacks: A therianthrope retains all the special attacks of the base creature or humanoid, depending on which form the creature is using. A therianthrope gains one of the following special attacks and an additional special attack for every 3 HD the base creature possesses. Alternately, the therianthrope can choose to add +2 to the save DC of any current special attack in lieu of taking an additional special attack at every 3 HD.

Note that a therianthrope can only possess a single gaze attack. Each special attack can be used in humanoid or hybrid form (unless noted otherwise), and saves have a base DC of 10 + 1/2 the therianthrope's HD + the therianthrope's Charisma modifier, unless noted otherwise.

Weakness Gaze (Su): Any creature within 30 feet that looks into the therianthrope's eyes suffers 1d4+1 points of temporary Strength or Dexterity damage (the type is chosen when the therianthrope is created and can never be changed). A successful Fortitude save negates the damage. This ability can be used twice per day and one more time per 3 HD of the therianthrope.

Sickness Gaze (Su): Any creature within 30 feet that looks into the therianthrope's eyes suffers 1d4+1 points of temporary Constitution damage. A successful Fortitude save negates the damage. This ability can be used once per day per 3 HD of the therianthrope.

Sleep Gaze (Su): Any creature within 30 feet that looks into the therianthrope's eyes is affected by *sleep* as cast by a sorcerer whose level is equal to the therianthrope's HD x 2. Note that creatures with more than 5 HD can be affected by this gaze.

Lethargy (Su): By speaking or singing, the therianthrope can *slow* all creatures within 60 feet that hear it. The *slow* effects last 1d4 rounds + 1 round per HD of the therianthrope (thus, a 5 HD therianthrope can slow opponents for 1d4+5 rounds). This is a sonic, mind-affecting charm. Whether or not the save is successful, an affected creature is immune to that therianthrope's lethargy for one day.

Fear (Su): This special attack can only be taken by therianthropes of Medium-size or larger. When in hybrid form only, the therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, and so forth), emit fear in a 300-foot spread. All

creatures that hear this sound must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether the save is successful or not, an affected creature is immune to that therianthrope's fear for one day.

Ability Damage (Su): This special attack can only be taken by therianthropes of Medium-size or larger. It cannot be taken if the therianthrope possesses the fear special attack (see above). When in hybrid form only, the therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, and the like), deal 1d4+1 points of temporary Intelligence, Wisdom, or Charisma damage (the type is chosen when the therianthrope is created and can never be changed) to creatures within 30 feet that hear it (+10 feet per size over Medium-size).

A successful Will save negates the ability damage. This ability can be used twice per day and then one additional time per day per 3 HD of the therianthrope. This is a sonic, mind-affecting effect. Whether the save is successful or not, an affected creature is immune to that therianthrope's ability damage attack for one day.

Silence (Su): The therianthrope can create *silence* in a 15-foot radius surrounding its body. This ability replicates the spell of the same name cast by a sorcerer of a level equal to the therianthrope's HD +2. This ability can be used once per day per 3 HD of the therianthrope.

Special Qualities: A therianthrope retains all the special qualities of the base creature and also gains those listed below.

Alternate Form (Su): All therianthropes can shift into humanoid form as though using the *polymorph self* spell. All therianthropes can also assume a hybrid form with prehensile hands and animalistic features. Changing to or from humanoid or hybrid form is a standard action. Upon assuming either form, the therianthrope regains hit points as if having rested for one day. A slain therianthrope reverts to its animal form, although it remains dead. Separated body parts retain their humanoid or hybrid form.

Damage Reduction (Ex): A therianthrope in any form gains damage reduction 10/+1.

Darkvision (Ex): A therianthrope in animal, hybrid, or humanoid form gains darkvision to a range of 60 feet.

Saves: Therianthropes have good Fortitude, Reflex, and Will saves.

Abilities: A therianthrope in hybrid or animal form retains the base creature's ability scores, yet modified as follows: Int 10 + 1d4, Wis +2, and Cha +8. A therianthrope in humanoid form has the following scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10, plus any bonuses gained from raising ability scores.

Skills: Therianthropes receive a +4 racial bonus to Listen, Search, and Spot checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8. They retain any bonuses to skills from their animal form when in animal or hybrid form. A therianthrope has 2 x its Intelligence score +1 per EHD skill points. It retains the base creature's skills, but recalculate its skill points (and adds any new skills) based on its new skill point total.

Feats: A therianthrope retains any feats the base creature possessed and gains Blind-Fight as a bonus feat. Each therianthrope has a number of bonus feats equal to its Intelligence modifier and one additional feat per 4 EHD.

Climate/Terrain: Same as the base creature, and underground.

Organization: Solitary, pair, gang (2-5), or sometimes troupe (2-5 plus related animals).

Challenge Rating: Same as the base creature +2.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Asswere

	Medium-Size Shapechanger
Hit Dice:	3d8+3 (16 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	15 (+1 Dex, +4 natural) as ass or hybrid; 12 (+2 natural) as humanoid
Attacks:	Bite +6 melee; or longspear +5 melee as humanoid
Damage:	Bite 1d6+3; or longspear 1d8+3 as humanoid
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Bray
Special Qualities:	Alternate form, damage reduction 10/+1, darkvision 60 ft.
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 16, Dex 13, Con 12, Int 12, Wis 13, Cha 12; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 as humanoid
Skills:	Balance +7, Disguise +6, Listen +13, Move Silently +5, Search +13, Spot +13
Feats:	Alertness, Blind-Fight, Weapon Focus (bite)
Climate/Terrain:	Temperate and warm desert, hill, plains, mountains, and underground
Organization:	Solitary, pack (2-4), or troupe (4-9)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By character class

First and foremost, the asswere is not a lycanthrope, it is a weretherion (an animal that can assume the shape of a humanoid). Therefore, they do not carry and infect their victims with lycanthropy. The asswere is a shapechanger. It can assume the form of an ass (its true form), any Medium-size humanoid, or a combination of the two.

Combat

The asswere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the asswere changes into its hybrid form. It almost always assumes this shape when engaged in combat, as it gains the ability to use a weapon (preferring to use a longspear), as well as utilizing its bite. If attacked in its full humanoid form, the asswere seeks to escape long enough to assume its hybrid form.

Bray (Su): Twice per day, an asswere can loose a loud bray. All creatures within 30 feet must succeed at a Will save (DC 12) or take 1d4+1 points of temporary Wisdom damage. This is a sonic, mind-affecting effect. Whether the save is successful or not, an affected creature is immune to that asswere's bray attack for one day.

Alternate Form (Su): An asswere's natural form is that of an ass. In this form, it retains its damage reduction and can use its bray attack. It can also assume two other forms. The first is a Medium-size humanoid, the second a Medium-size ass-headed humanoid. Changing forms is a standard action.

In humanoid form, the asswere gains all the abilities of the creature (for example, an asswere in dwarf form has dwarven racial traits). The asswere keeps its ability scores and can use its bray attack. It retains its damage reduction, but cannot use its bite attack.

In hybrid form, an asswere looks like a bipedal ass-headed humanoid. Its body is covered in short fur and its feet are hoofed. In hybrid form, the asswere can use weapons and natural attacks, all of its special attacks, and it retains all special qualities.

An asswere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the asswere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Assweres receive a +4 racial bonus to Listen, Search, and Spot checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8. An asswere receives a +2 racial bonus to Balance checks in ass or hybrid form.

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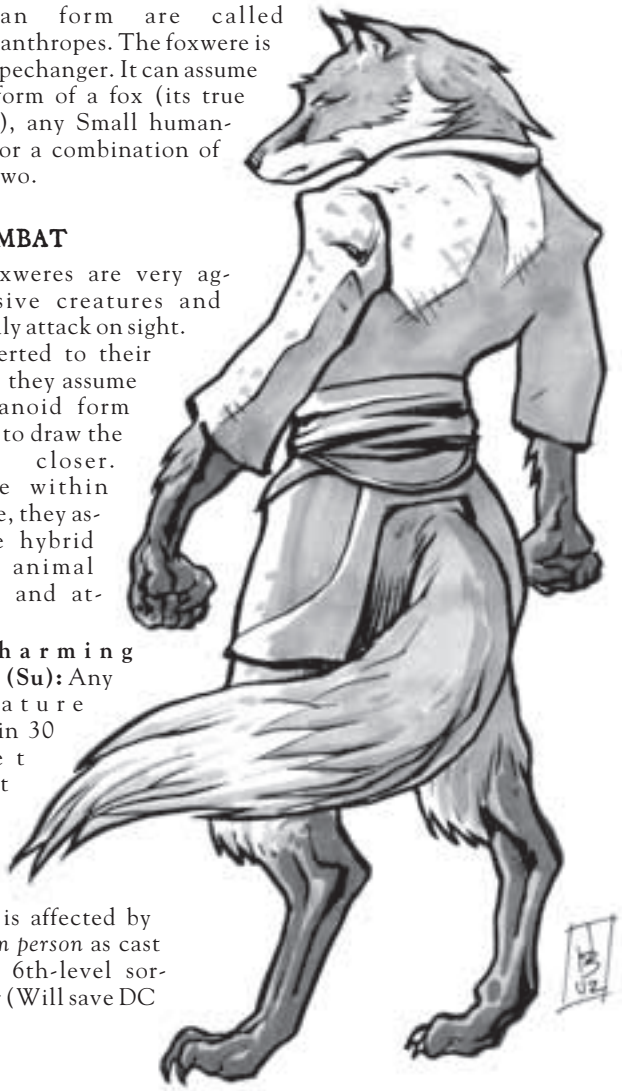
Foxwere

Small Shapechanger

Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	50 ft. in fox or hybrid form; 30 ft. in humanoid form
AC:	15 (+1 size, +2 Dex, +3 natural) as fox or hybrid; 13 (+1 size, +2 natural) as humanoid
Attacks:	Bite +5 melee; unarmed strike +2 as humanoid
Damage:	Bite 1d4; unarmed strike 1d3 subdual as humanoid
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Charming gaze
Special Qualities:	Damage reduction 10/+1, darkvision 60 ft., scent
Saves:	Fort +3, Ref +5, Will +5
Abilities:	Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 14; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 as humanoid
Skills:	Jump +5, Hide +12, Listen +11, Search +10, Spot +11
Feats:	Blind-Fight, Weapon Finesse (bite)
Climate/Terrain:	Temperate and cold plains, marsh, and forest
Organization:	Solitary, pair, or gang (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class

Foxweres are foxes that can assume humanoid or hybrid form. They are not lycanthropes and do not carry lycanthropy and cannot infect their victims with said disease. Animals that assume human form are called therianthropes. The foxwere is a shapechanger. It can assume the form of a fox (its true form), any Small humanoid, or a combination of the two.



Combat

Foxweres are very aggressive creatures and usually attack on sight. If alerted to their prey, they assume humanoid form so as to draw the prey closer. Once within range, they assume hybrid or animal form and attack.

Charming Gaze (Su): Any creature within 30 feet that looks into the foxwere's eyes is affected by *charm person* as cast by a 6th-level sorcerer (Will save DC 13).

Alternate Form (Su): A foxwere's natural form is that of a fox. In fox form, it retains its damage reduction and can use its gaze attack. It can also assume two other forms. The first is a Small humanoid, the second is that of a Small fox-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the foxwere gains all the abilities of the form (for example, a foxwere in dwarf form has dwarven racial traits). The foxwere keeps its ability scores and can use its charming gaze and bite attack. It retains its damage reduction.

In hybrid form, a foxwere looks like a bipedal fox. It can use weapons and natural attacks, all of its special attacks, and it retains all special qualities.

A foxwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the foxwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Foxweres receive a +4 racial bonus to Listen, Search, and Spot checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8.

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Jackalwere

	Medium-Size Shapechanger
Hit Dice:	3d8+6 (19 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	15 (+2 Dex, +3 natural) as jackal or hybrid; 12 (+2 natural) as humanoid
Attacks:	Bite +4 melee; or longsword +3 melee
Damage:	Bite 1d6+1; or longsword 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sleep gaze
Special Qualities:	Scent, damage reduction 10/+1, darkvision 60 ft., alternate form
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 13, Dex 15, Con 15, Int 12, Wis 14, Cha 14; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 as humanoid
Skills:	Disguise +8, Hide +6, Listen +14, Move Silently +6, Search +14, Spot +14
Feats:	Blind-Fight, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Combat

Sleep Gaze (Su): Any creature within 30 feet that looks into the jackalwere's eyes is affected by *sleep* as cast by a 6th-level sorcerer. Note that creatures with more than 5 HD can be affected by this gaze.

Alternate Form (Su): A jackalwere's natural form is that of a jackal. It can assume two other forms. The first is a Medium-size humanoid, the second that of a Medium-size jackal-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the jackalwere gains all the abilities of the form (for example, a jackalwere in elf form has elven racial traits). The jackalwere keeps its ability scores and can use its sleep gaze. It retains its damage reduction and spell resistance, but cannot use its bite attack.

In hybrid form, a jackalwere looks like a bipedal wolf. The jackalwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

A jackalwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the jackalwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Credit

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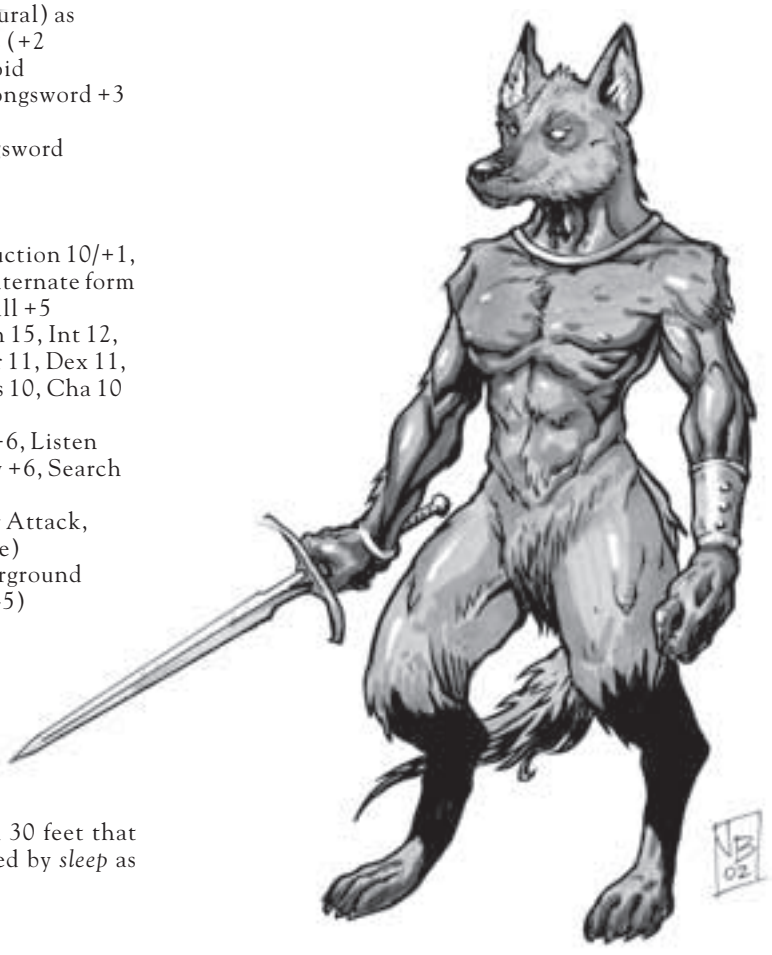


Lionwere

	Large Shapechanger
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3 (Dex)
Speed:	30 ft. (40 ft. in lion form)
AC:	17 (-1 size, +3 Dex, +5 natural) as lion or hybrid; 12 (+2 natural) as humanoid
Attacks:	2 claws +7 melee, bite +3 melee; or longsword +7 melee
Damage:	Claw 1d6+7, bite 1d8+3; or longsword 1d8+7
Face/Reach:	5 ft. by 10 ft./5 ft. as lion; 5 ft. by 5 ft./10 ft. as hybrid or humanoid
Special Attacks:	Weakness gaze, roar, pounce, improved grab, rake 1d6+5
Special Qualities:	Alternate form, damage reduction 10/+1, scent, darkvision 60 ft.
Saves:	Fort +6, Ref +7, Will +6
Abilities:	Str 21, Dex 17, Con 15, Int 14, Wis 14, Cha 14; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 as humanoid
Skills:	Balance +11, Hide +8*, Jump +9, Listen +14, Move Silently +10, Search +14, Spot +12
Feats:	Blind-Fight, Great Fortitude, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Warm plains and underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

First and foremost, the lionwere is not a lycanthrope. Therefore, it does not carry and infect its victims with lycanthropy. The lionwere is a shapechanger. It can assume the form of a lion (its true form), any Large humanoid, or a hybrid of the two.

Combat

The lionwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the lionwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its bite and claws. If attacked in its full humanoid form, the lionwere will seek escape long enough to assume its hybrid form.

Weakness Gaze (Su): Three times per day, 30 feet, Fortitude save negates DC 14; deals 1d4+1 points of temporary Strength damage.

Roar (Su): When a lionwere roars, all creatures within a 300-foot spread must succeed at a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. If the save is successful, an affected creature is immune to that lionwere's roar for one day.

Pounce (Ex): If a lionwere in hybrid or lion form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the lionwere in hybrid or lion form must hit with a claw or bite attack. If it gets a hold, it can rake. A lionwere has a grapple bonus of +12.

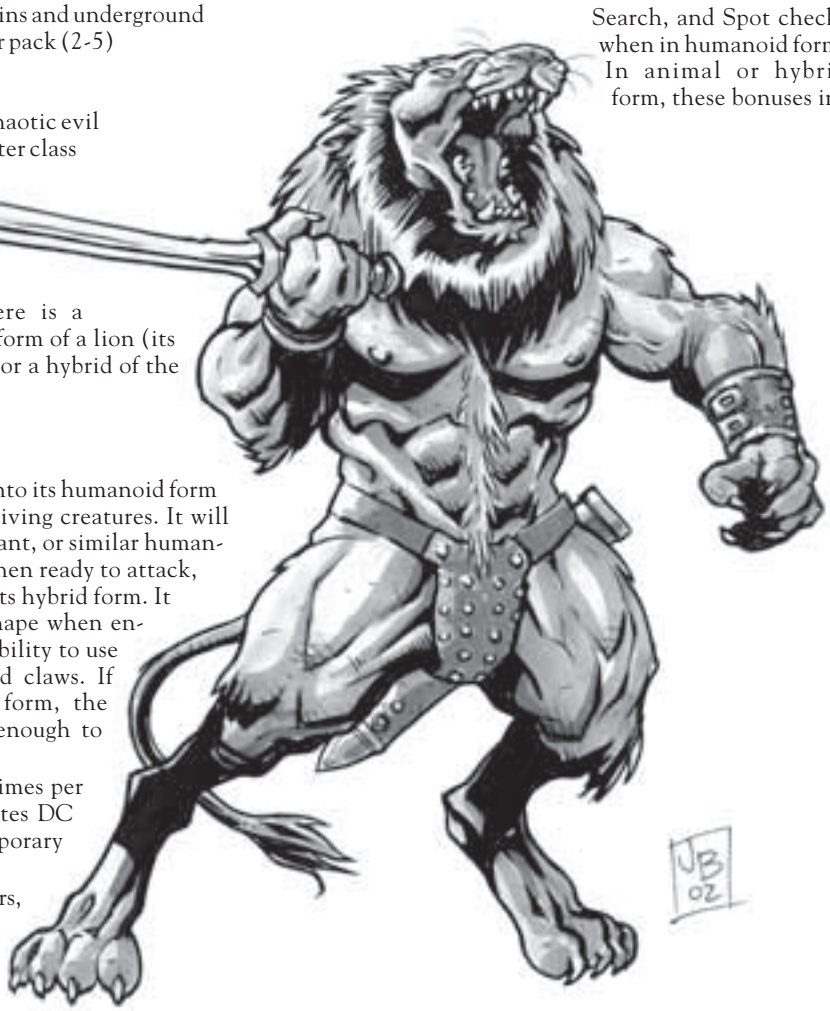
Alternate Form (Su): A lionwere's natural form is that of a lion. In lion form, it retains its damage reduction and can use its roar and gaze attacks. It can also assume two other forms. The first is a Large humanoid, the second that of a Large lion-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the lionwere gains all the abilities of the form (for example, a lionwere in half-orc form has half-orc racial traits). The lionwere keeps its ability scores and can use its weakness gaze. It retains its damage reduction, but cannot use its bite attack or roar attack.

In hybrid form, a lionwere looks like a bipedal lion. It can use weapons and natural attacks, as well as all of its special attacks, and it retains all special qualities.

A lionwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the lionwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Lionweres receive a +4 racial bonus to Listen, Search, and Spot checks when in humanoid form. In animal or hybrid form, these bonuses in-



crease to +8. Lionweres receive a +4 racial bonus to Balance, Hide, and Move Silently checks in lion or hybrid form. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

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Owlwere

	Small Shapechanger
Hit Dice:	3d8 (13 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft.; 10 ft., fly 40 ft. (average) in owl form
AC:	17 (+1 size, +2 Dex, +4 natural) as owl or hybrid; 13 (+1 size, +2 natural) as humanoid
Attacks:	2 claws +5 melee; or short sword +3 melee
Damage:	Claw 1d3; or short sword 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Weakness gaze, silence
Special Qualities:	Alternate form, damage reduction 10/+1, darkvision 60 ft.
Saves:	Fort +3, Ref +5, Will +5
Abilities:	Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 12 as owl or hybrid; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 as humanoid
Skills:	Hide +12, Listen +19, Move Silently +14, Search +14, Spot +15* as owl or hybrid
Feats:	Blind-Fight, Improved Initiative, Weapon Finesse (claws)
Climate/Terrain:	Any forest, hill, plains, mountains, and underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

First and foremost, the owlwere is not a lycanthrope. Therefore, it does not carry and infect its victims with lycanthropy. The owlwere is a shapechanger. It can assume the form of an owl (its true form), any Small humanoid, or a combination of the two.

Combat

The owlwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the owlwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its claws. If attacked in its full humanoid form, the owlwere will seek escape long enough to assume its hybrid form.

Weakness Gaze (Su): Twice per day, 30 feet, Fortitude save (DC 14) negates; 1d4+1 points of temporary Dexterity damage.

Silence (Su): Once per day, the owlwere can project *silence* (as the spell) in a 15-foot radius around its body. Creatures affected must succeed at a Will save (DC 12) to negate. This effect lasts 5 minutes.

Alternate Form (Su): An owlwere's natural form is that of an owl. In owl form, it retains its damage reduction and can use its gaze and silence attacks. It can also assume two other forms. The first is a Small humanoid, the second that of a Small owl-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the owlwere gains all the abilities of the form (for example, a owlwere in halfling form has halfling racial traits). The owlwere keeps its ability scores and can use its weakness gaze, claws, and silence attack. It retains it special qualities of damage reduction.

In hybrid form, an owlwere looks like a bipedal owl. It can use weapons and natural attacks, as well as all of its special attacks, and it retains all special qualities.

An owlwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the owlwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Owlweres receive a +4 racial bonus to Listen, Search, and Spot checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8; they also receive a +4 racial bonus to Listen checks and a +7 racial bonus to Move Silently checks. *They receive a +4 racial bonus to Spot checks in dusk and darkness.

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Wolfwere

	Medium-Size Shapechanger
Hit Dice:	3d8+6 (19 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	16 (+2 Dex, +4 natural) as wolf or hybrid; 12 (+2 natural) as humanoid
Attacks:	Bite +4 melee; or bastard sword +3 melee
Damage:	Bite 1d6+1; or bastard sword 1d10+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Trip, song of lethargy
Special Qualities:	Scent, damage reduction 10/+1, darkvision 60 ft., alternate form
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 13, Dex 15, Con 15, Int 12, Wis 14, Cha 14 as wolf or hybrid; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 as humanoid
Skills:	Disguise +7, Hide +5, Listen +9*, Move Silently +5, Perform (ballad, flute, harp, lute, mandolin, melody, ode) +7, Search +5*, Spot +9*, Wilderness Lore +5
Feats:	Blind-Fight, Weapon Finesse (bite)
Climate/Terrain:	Any forest, hill, plains, and mountains
Organization:	Solitary, pair, gang (2-5), or troupe (2-5 plus 2-8 wolves)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

First and foremost, the wolfwere is not a lycanthrope. Therefore, it does not carry and infect its victims with lycanthropy. The wolfwere is a shapechanger. It can assume the form of a wolf (its true form), any Medium-size humanoid, or a combination of the two.

Combat

The wolfwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the wolfwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its bite. If attacked in its full humanoid form, the wolfwere will seek escape long enough to assume its hybrid form.

Song of Lethargy (Ex): When a wolfwere sings while in hybrid or humanoid form, all creatures (except other wolfweres) within a 60-foot spread that hear the song must succeed at a Will save (DC 13) or be *slowed* (as the spell) for 1d4+2 rounds. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that wolfwere's song for one day. The effects of this ability cannot be countered by a bard's countersong ability.

Alternate Form (Su): A wolfwere's natural form is that of a wolf. It can assume two other forms. The first is a Medium-size humanoid, the second that of a Medium-size wolf-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the wolfwere gains all the abilities of the form (for example, a wolfwere in dwarf form has dwarven racial traits). The wolfwere keeps its ability scores and can use its song of lethargy. It retains its damage reduction and spell resistance, but cannot use its bite attack.

In hybrid form, a wolfwere looks like a bipedal wolf. It can use weapons and natural attacks, as well as all of its special attacks and special qualities in this form.

A wolfwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the wolfwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Credit

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Thessalmonster

Thessalmonsters are nocturnal predators that resemble a cross between an eight-headed hydra and another monster. The origin of the thessalmonster is in question, but speculation suggests it originated as the result of an arcane experiment gone awry. The most frequently encountered thessalmonster is the thessalhydra, though other types exist. Thessalmonsters resemble hydras, complete with reptilian torso, a long tail, and eight snake-like heads around its central front.

Creating a Thessalmonster

"Thessalmonster" is a template that can be added to any beast or magical beast (referred to hereafter as the "base creature"). The creature's type changes to Aberration. The creature loses any type modifiers except fire, cold, lawful, chaotic, evil, good, air, and earth.

The thessalmonster uses all the base creature's statistics and special abilities except as noted here.

Size: The base creature's size increases to Huge. Creatures of Huge or larger size increase their size by one. Note that Colossal creatures cannot increase in size.

Hit Dice: The creature gains +3 HD. Its die type remains unchanged.

Speed: The thessalmonster has a speed of 30 feet. If the base creature could swim, fly, or burrow, it loses these abilities.

AC: Same as the base creature, plus any adjustment for size increase (see the **MM**).

Attacks: Same as the base creature. The thessalmonster gains eight bite attacks with its snake-like heads. It can attack with all its heads at no penalty.

Damage: Same as the base creature, plus damage from eight bite attacks based on size:

Size	Damage
Huge	1d10
Gargantuan	2d8
Colossal	4d6

Face/Reach: Same as the base creature.

Special Attacks: The thessalmonster has all the special attacks of the base creature and gains the following:

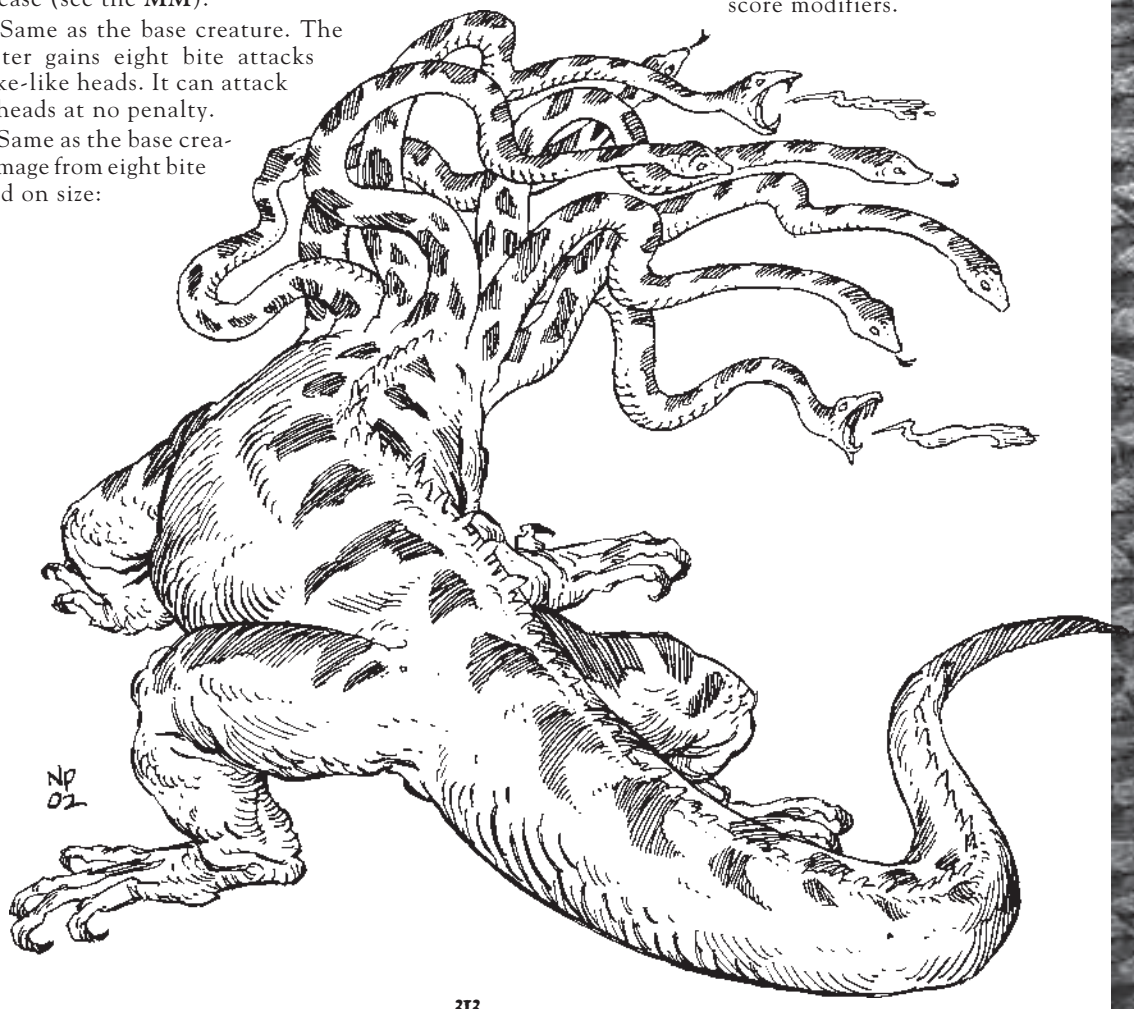
Acid (Ex): Thessalmonsters secrete acid from their claws and teeth. Any melee hit deals an extra 1d6 points of acid damage.

Spit Acid (Ex): Thessalmonsters can spit a stream of acid 5 feet high, 5 feet wide, and 40 feet long once per hour; damage 4d6 acid, Reflex save (DC 10 + 1/2 the thessalmonster's HD + the thessalmonster's Constitution modifier) for half. This acid originates in the base creature's main head. If the base creature already has a spit attack or breath weapon, the acid originates from the snake heads, though they all spit collectively (i.e., the thessalmonster cannot spit eight streams of acid, one from each head).

Special Qualities: Thessalmonsters retain all the special qualities of the base creature and gain the following:

Immunity to Acid (Ex): Thessalmonsters are immune to all acid effects.

Saves: Same as the base creature, and increased for additional HD and adjusted for ability score modifiers.



Abilities: Same as the base creature, plus adjustments for size increase (see the **MM**). Thessalmonsters have a maximum Intelligence of 7 and a minimum Dexterity of 10.

Skills: Thessalmonsters receive a +2 racial bonus to Listen and Spot checks. Otherwise, same as the base creature.

Feats: Thessalmonsters gain the Combat Reflexes feat as a bonus feat. Otherwise, same as the base creature.

Climate/Terrain: Same as the base creature and underground.

Organization: Solitary.

Challenge Rating: Same as the base creature +4.

Treasure: Same as the base creature .

Alignment: Same as the base creature.

Advancement: Thessalmonsters can advance to 3x their current HD.

Credit

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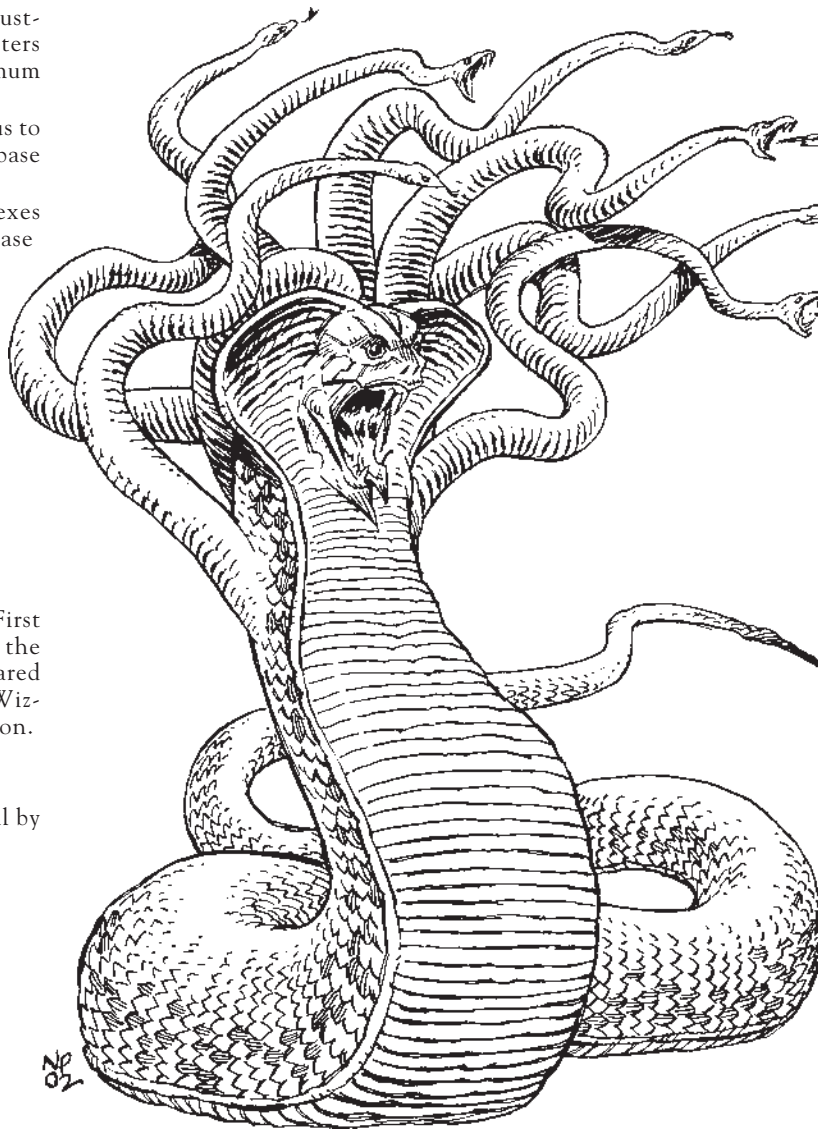


Thessalhydra

	Gargantuan Aberration
Hit Dice:	11d10+77 (137 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (-4 size, +1 Dex, +10 natural)
Attacks:	8 bites +12 melee, bite +7 melee, tail +7 melee
Damage:	Bite 2d8+12 and 1d6 acid, bite 2d8+6 and 1d6 acid, tail 1d8+6 and 1d6 acid
Face/Reach:	30 ft. by 30 ft./15 ft.
Special Attacks:	Acid, improved grab, spit acid
Special Qualities:	Scent, immunity to acid
Saves:	Fort +14, Ref +8, Will +3
Abilities:	Str 27, Dex 12, Con 24, Int 3, Wis 10, Cha 9
Skills:	Listen +9, Spot +9
Feat:	Combat Reflexes
Climate/Terrain:	Any marsh and underground
Organization:	Solitary
Challenge Rating:	11
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	12-22 HD (Gargantuan); 23-33 HD (Colossal)

Combat

The thessalhydra attempts to grab its opponent with its tail and bite. It can attack with all its heads at no penalty.

Improved Grab (Ex): To use this ability, the thessalhydra must hit with its tail attack. If it gets a hold, it bites with its primary head. The thessalhydra has a grapple bonus of +28.

Spit Acid (Ex): Once per hour, stream of acid 5 feet high, 5 feet wide, 40 feet long; damage 4d6 acid, Reflex save (DC 22) for half.

Thessalgorgon

	Huge Aberration
Hit Dice:	11d10+55 (115 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	30 ft.
AC:	20 (-2 size, +12 natural)
Attacks:	Gore +15 melee, 8 bites +10 melee
Damage:	Gore 2d6+13 and 1d6 acid, bite

	1d10+7 and 1d6 acid
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Acid, spit acid, breath weapon, trample 1d8+13 and 1d6 acid
Special Qualities:	Scent, immunity to acid
Saves:	Fort +11, Ref +8, Will +3
Abilities:	Str 29, Dex 10, Con 21, Int 2, Wis 12, Cha 9
Skills:	Listen +10, Spot +10
Feats:	Alertness, Combat Reflexes, Improved Initiative
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	12-22 HD (Huge); 23-33 HD (Gargantuan)

Combat

Acid (Ex): Any melee hit deals an extra 1d6 acid damage.

Spit Acid (Ex): Once per hour from its snake heads, stream of acid 5 feet high, 5 feet wide, 40 feet long; damage 4d6 acid, Reflex save (DC 21) for half.

Breath Weapon (Su): Turn to stone permanently, cone, 60 feet, every 1d4 rounds (but no more than four times per day); Fortitude save (DC 20) negates.

Trample (Ex): A thessalgorgon can trample Medium-size or smaller creatures for 1d8+13 points of damage and 1d6 points of acid damage. Opponents who do not make attacks of opportunity against the thessalgorgon can attempt a Reflex save (DC 24) to halve the damage.

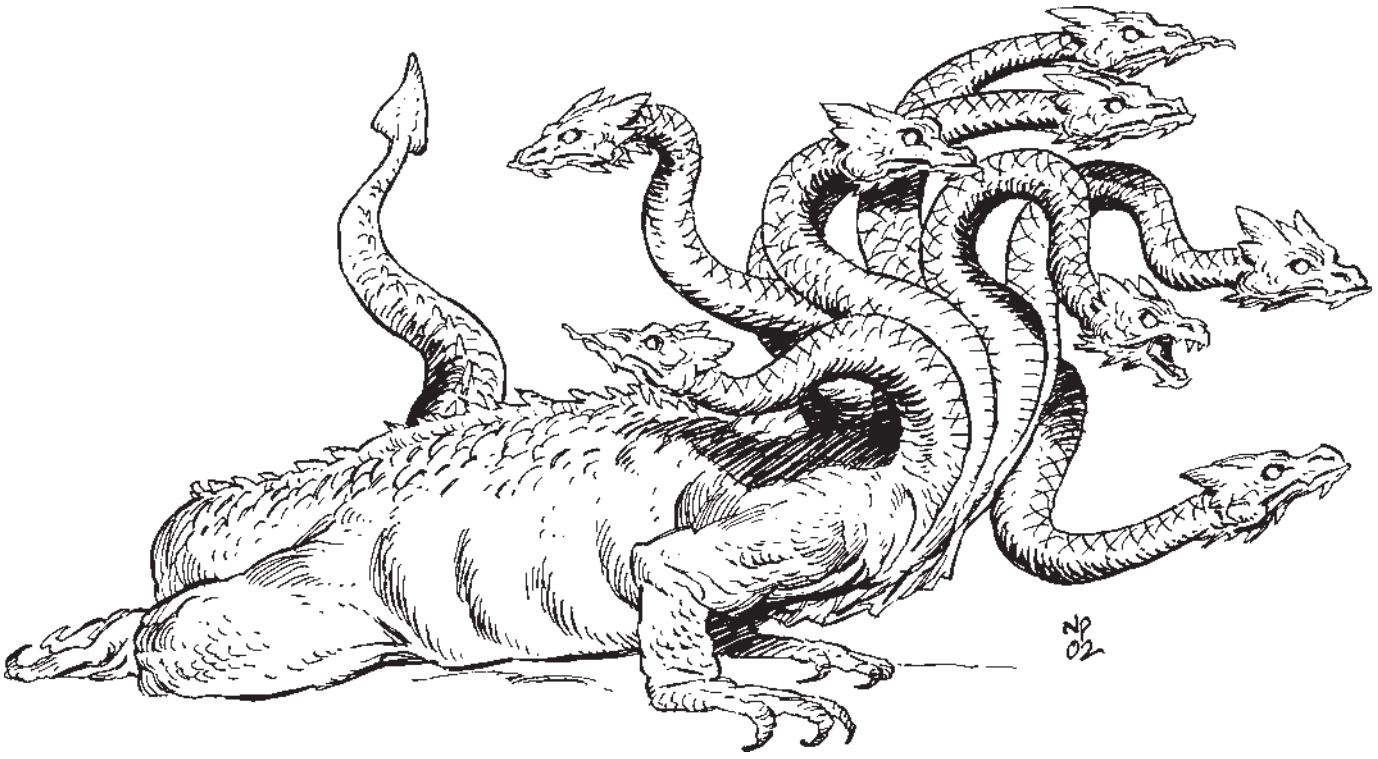
Thessalisk

	Huge Aberration
Hit Dice:	9d10+54 (103 hp)
Initiative:	+0
Speed:	30 ft.
AC:	20 (-2 size, +12 natural)
Attacks:	Bite +14 melee, 8 bites +9 melee
Damage:	Bite 2d8+15, bite 1d10+7
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Petrifying gaze, acid, spit acid
Special Qualities:	Immunity to acid
Saves:	Fort +12, Ref +6, Will +4
Abilities:	Str 31, Dex 10, Con 23, Int 2, Wis 12, Cha 10
Skills:	Hide -8*, Listen +9, Spot +9
Feats:	Alertness, Combat Reflexes, Great Fortitude
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	10-12 HD (Huge); 13-27 HD (Gargantuan)

Combat

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude save (DC 14) negates.

Spit Acid (Ex): Once per hour, stream of acid 5 feet high, 5 feet wide, 40 feet long; damage 4d6 acid, Reflex save (DC 20) for half.



Yellow Musk Zombie

Yellow musk zombies are humanoid creatures that have been transformed into their current state by a yellow musk creeper (see that entry). The yellow musk zombie appears much as it did in life, wearing the same clothes and carrying the same weapons it had at the time of its creation. Yellow musk zombies have pale yellow skin and stark white eyes.

Creating a Yellow Musk Zombie

"Yellow Musk Zombie" is a template that can be added to any corporeal humanoid of Small to Huge size (referred to hereafter as the "base creature"). The creature's type changes to Plant. It loses all type and alignment modifiers (such as Fire, Aquatic, or Good). The yellow musk zombie uses all the base creature's statistics and special abilities, except as noted here.

Hit Dice: Same as the base creature.

Speed: Drops to 20 feet per round or same as the base creature, whichever is greater.

AC: Natural armor bonus changes to a number based on the yellow musk zombie's size:

Size	Natural AC
Small	+1
Medium-size	+2
Large	+3
Huge	+4

Attacks: A yellow musk zombie gains a slam attack in addition to the base creature's attacks. Recalculate the zombie's melee attack bonuses based on its new type (Plant) and abilities (-4 Dexterity). Plant creatures have a base attack of HD x 3/4 (same as a cleric).

Damage: If the base creature does not have a slam attack, use the damage values below. Otherwise, use the values below or the base creature's damage, whichever is higher.

Size	Damage
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6

Special Attacks: The yellow musk zombie loses all special attacks the base creature once possessed.

Special Qualities: The yellow musk zombie loses all the base creature's special qualities. Its type changes to Plant, and it gains all immunities associated with the Plant type.

Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.

Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator and dies. Where it falls, new yellow musk seedlings sprout from its head and the corpse, take root, and within one hour, a new fully grown yellow musk creeper blossoms.

Saves: Base saves are the same as those of a fighter (i.e., good Fortitude).

Abilities: The new yellow musk zombie's Dexterity decreases by -4, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The yellow musk zombie loses all skills once possessed by the base creature.

Feats: The yellow musk zombie loses all feats once possessed by the base creature.

Climate/Terrain: Temperate land and underground.

Organization: Patch (1-6 yellow musk zombies and 1 yellow musk creeper).

Challenge Rating: A yellow musk zombie's CR depends on its HD as follows: less than 1 HD, CR 1/2; 1-2 HD, CR 1; 2-3 HD, CR 2; 3-4 HD, CR 3; 5-7 HD, CR 4; 8-10 HD, CR 5; 11-13 HD, CR 6; 14-17 HD, CR 7; 18-20 HD, CR 8.

Treasure: None.
Alignment: Always neutral evil.
Advancement: None.

Credit

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Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie

Medium-Size Plant

Hit Dice:	2d10+4 (15 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	16 (-1 Dex, +2 natural, +5 chainmail)
Attacks:	Longsword +4 melee; or slam +4 melee
Damage:	Longsword 1d8+3; or slam 1d6+3
Special Qualities:	Plant, link to creator, sprout new creeper
Face/Reach:	5 ft. by 5 ft./5 ft.
Saves:	Fort +3, Ref -1, Will +0
Abilities:	Str 16, Dex 8, Con 14, Int 2, Wis 10, Cha 1
Climate/Terrain:	Temperate land and underground
Organization:	1 per 2 flowers on the yellow musk creeper
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	—

Appendix C: Poisonous Snakes

There are many types of poisonous snakes, each capable of delivering a deadly bite that can kill a creature in a few minutes to a few hours. Most of these snakes are non-aggressive and flee when encountered, though a few (the yellow cobra and cottonmouth) often stand and fight even against creatures much larger than the snake itself. Each poisonous snake detailed below uses the stats for the viper snake of the appropriate size (see Vermin appendix in the **MM**).

Snake and Poison Descriptions

Snakebites have a variety of symptoms and the onset time varies from snake to snake. The characteristics of snakebites and their effects are summarized in the table below.

Snake: This lists the name and type of snake.

SZ: The size of the snake. Use the default stats on page 201 of the **MM** for the viper snake of the appropriate size.

DC: The DC for the Fortitude save to avoid initial damage, additional bite effects, and each instance of ability damage. The DC given follows the standard rules of 10 + one-half monster's HD + Con modifier but may be given a bonus based on the toxicity of the poison in question.

Initial Damage: Initial damage is suffered the instant a successful bite is delivered.

Onset: This lists the amount of time that must pass before the additional bite effects manifest. If antitoxin or *neutralize poison* (or similar magic) is applied before the onset time elapses, the victim does not suffer the additional bite effects.

Additional Bite Effects: Additional effects are detailed below. A Fortitude save (DC is the same as the DC for the snake's poison) is made when the onset time has elapsed and if successful, the effects are negated. Otherwise, the effects continue for a number of hours equal to the poison DC or until cured. Antitoxin or curative magic prevents or halts these effects.

Ability Damage: Additional bite effects continue to deal ability damage (at the amount listed) for a number of hours equal to the poison's DC. A successful Fortitude save each hour (DC is the same as the DC for the poison) negates the ability damage for one hour. Paralyzed or unconscious victims still take ability damage if they fail their Fortitude save.

Bleeding: The victim takes 1 point of damage per round until a successful Heal check is made or the application of an antitoxin or any *cure* spell or other healing spell (*heal*, *healing circle*, and so on) is applied. Multiple bites result in cumulative bleeding (two wounds for 2 points of damage per round, and so on).

Bleeding (Severe): The victim takes 2 points of damage per round until a successful Heal check is made or the application of an antitoxin or any *cure* spell or other healing spell (*heal*, *healing circle*, and so on) is applied. Multiple bites result in cumulative bleeding (two wounds for 4 points of damage per round, and so on).

Distress: The victim takes 1d6 points of subdual damage every 10 minutes due to respiratory problems. When subdual damage equals current hit points, the victim is staggered and can only take a partial action each round. When subdual damage exceeds the victim's current hit points, he falls unconscious.

Rapid distress deals 1d6 points of subdual damage each minute. Slow distress deals 1d6 points of damage every 20 minutes.

Internal Bleeding: The victim takes 1 point of damage per round until an antitoxin is applied or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on) is applied. Multiple bites result in cumulative bleeding (two wounds for 2 points of damage per round).

Internal Bleeding (Severe): The victim takes 2 point of damage per round until an antitoxin is applied or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on) is applied. Multiple bites result in cumulative bleeding (two wounds for 4 points of damage per round).

Paralysis: The victim is paralyzed and considered helpless. His effective Strength and Dexterity score are considered 0 for the duration of the paralysis (though the victim is still subjected to ability damage if the poison deals it as such). Paralysis can be removed through the application of antitoxin or curative magic.

Tissue Damage: The victim suffers a -2 penalty to any action taken taken when using that body part. For example, a victim bitten on the hand or arm suffers a -2 penalty to attack rolls, Climb checks, Disable Device checks, etc. If bitten on the foot or leg, the penalty applies to checks such as Balance, Jump, etc. Tissue damage can be healed by making a successful Heal check within 24 hours of the initial bite. Otherwise tissue damage can only be healed through magical means (such as *restoration*, *greater restoration*, and so on). Cumulative bites do not result in cumulative penalties if the bite is on the same body part.

Penalties from two or more bites to different body parts (or opposing body parts, such as right hand-left hand) do stack. For example, a victim bitten on each leg would have a -4 penalty to all checks and rolls that require the victim to use his legs (Balance checks, Jump checks, etc.).

Tissue Damage (Severe): The effects are the same as tissue damage (see text above) but the penalty to skill checks is -4. This replaces (does not stack with) the penalty listed for normal tissue damage.

Unconsciousness: The victim is unconscious and helpless. His hit points drop to -1.

Antitoxins

Many of the effects detailed above and on the table below have long term effects on the victim (tissue damage, for example) and most require the use of an antitoxin (page 113 in the ***PHB***). If antitoxin is available, a Heal check (DC equal to the snake's poison DC) can be made. If successful, the damage or additional effects are healed or stopped (see the individual description for details). If failed, the effects continue.

Snake	Initial SZ	DC	Damage	Onset	Additional Bite Effects
Adder, Death	S	18	1d8 Con	5 minutes	1d6 Str, distress, 1d8 Str, 2d6 Con
Adder, Night	S-M	15	1d6 Con	10 minutes	1d4 Str, 1d2 Con
Adder, Puff	S-M	15	1d6 Con, severe internal bleeding	5 minutes	1d6 Str, 1d3 Con
Asp	S-M	15	1d6 Con	5 minutes	1d6 Str, 1d4 Con
Black Snake, Redbellied	S-M	11	1d4 Con	10 minute	1 Con
Boomslang	S-M	18 2d6	Con 5	minutes	1d6 Str, nausea (1d2 hours), 1d8 Con, internal bleeding
Brown Snake	S-L	15	1d6 Con	1 hour	Distress, 1d6 Con
Brown Snake, King	S-M	15	1d6 Con	1d4 hours	1d4 Con
Bushmaster	S-L 18	2d4	Con 20	minutes	1d8 Con (not continuous)
Cobra, Common	S-M	11	1d8 Con, severe tissue damage	1 hour	10% of paralysis (24+2d12 hours), 1d3 Con
Cobra, Desert	S-M	15	1d6 Con, severe tissue damage	1 hour	15% of paralysis (24+2d12 hours), 1d2 Con
Cobra, King	M-H	15	1d8 Con	1 minute	1d4 Str, 1d4 Con
Cobra, Spitting	M-L	11	1d6 Con, blindness (spit only)	1 minute	1d2 Con (not continuous)
Cobra, Water	M-L	11	1d6 Con	5 minutes	1d2 Con
Cobra, Yellow	M-L	18	2d4 Con	5 minutes	Slow distress, 2d8 Con
Copperhead	S	11	1d4 Con	1 minute	1d2 Con (not continuous)
Coral Snake	S-M	11	1d6 Con	1d2 hours	Paralysis (10+1d4 hours), distress, 1d6 Con (not continuous)
Cottonmouth	S-M	11	1d4 Con, severe tissue damage	1 minute	1d4 Con (not continuous)
Fer-de-Lance	M-L	15	1d6 Con, severe tissue damage	5 minutes	1d6 Con
Krait, Banded	S-M	18	2d4 Con	5 minutes	Unconsciousness, 1d6 Con
Krait, Blue	S-M	18	1d8 Con	5 minutes	Unconsciousness, 1d8 Con
Mamba, Black	M-H	18	2d6 Con	2 minutes	1d6 Str, rapid distress, 2d6 Con
Mamba, Green	M-L	18	2d4 Con	10 minutes	1d6 Str, rapid distress, 2d4 Con
Rattlesnake, Desert	S-M	11	1d6 Con, severe tissue damage	1 minute	1d2 Con
Rattlesnake, Diamondback	S-M	15	1d6 Con, severe tissue damage	1 minute	1d2 Con
Rattlesnake, Rock	S-M	11	1d6 Con, tissue damage	1 minute	1 Con
Rattlesnake, Tiger	S-M	11	1d6 Con, severe tissue damage	1 minute	1 Con
Sea Snake	S	11	2d8 Con	1d4 hours	50% of paralysis (12+2d12 hours), 1d6 Con (not continuous)
Sidewinder	S-M	11	1d6 Con	1 minute	1d6 Con (not continuous)
Taipan	M-L	18	2d4 Con	2 minutes	Paralysis (12+2d6 hours), distress, 2d8 Con
Tic-polonga	M	15	1d6 Con, internal bleeding	1 minute	1d6 Con
Tiger Snake	S-M	18	2d4 Con	5 minutes	Paralysis (12+1d4 hours), 1d8 Con, 1d8 Int

APPENDIX C: POISNOUS SNAKES

Snake	Initial SZ	DC	Damage	Onset	Additional Bite Effects
Viper, Desert	S-M	11	1d6 Con, tissue damage, bleeding	1 minute	1d6 Con (not continuous)
Viper, Gaboon	M-L	15	1d6 Con, internal bleeding, severe tissue damage	5 minutes	1d4 Con
Viper, Mountain	S-M	11	1d4 Con, tissue damage, bleeding	1 minute	1d4 Con (not continuous)
Viper, Pit	M-L	11	1d4 Con, internal bleeding, severe tissue damage	1 minute	1d6 Con (not continuous)
Viper, Rhinoceros	M-L	15	1d6 Con	5 minutes	1d3 Con
Viper, Sand	M	11	1d4 Con, bleeding	1 minute	1d4 Con (not continuous)
Viper, Saw-tooth	S	18	2d4 Con, severe bleeding	5 minutes	2d4 Con
Viper, Sharp-nosed	M	15	1d6 Con, internal bleeding, tissue damage	5 minutes	1d6 Con
Viper, Tree	S-M	11	1d6 Con	1 minute	1d4 Con (not continuous)

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Appendix D: Challenge Ratings

Monster	CR
Hazard, Hound of Ill Omen	—
Floating Eye	1/10
Hazard, Bookworm	1/10
Clockwork, drone	1/8
Wizard's Shackle	1/8
Killmoulis	1/6
Piercer	1/6
Skunk	1/6
Barracuda, Small	1/4
Deer	1/4
Deer, black-tailed	1/4
Mite, common	1/4
Mite, Pestie	1/4
Muck Dweller	1/4
Quipper	1/4
Sheep	1/4
Skull Spider	1/4
Spider, Scarlet	1/4
Fox	1/3
Blood Hawk	1/2
Carbuncle	1/2
Clockwork, overseer	1/2
Clockwork, scout	1/2
Jaculi	1/2
Mandragora	1/2
Mantari	1/2
Vegepygmy, commoner	1/2
Vilstrak	1/2
Vulchling	1/2
Al-mi'raj	1
Atomie	1
Barracuda, Medium	1
Baric	1
Brownie	1
Cave Cricket	1
Clockwork, parasite	1
Clockwork, warrior	1
Clubnek	1
Devil, Nupperibo	1
Dire Corby	1
False Spider, Pedipalp	1
Flind	1
Flumph	1
Gas Spore	1
Giant Caribe	1
Giant Marmoset	1
Giant Tick	1
Gorbel	1
Grippli	1
Gryph	1
Iron Cobra	1
Juju Zombie, Tiny	1
Land Lamprey	1
Mongrelman	1
Monstrous Frog, Killer	1
Monstrous Frog, Poisonous	1
Mudman	1
Ogre, Half	1
Ogrillon	1
Orog	1
Rat, Brain	1
Rat, Shadow	1
Shadow, Lesser	1
Skulk	1
Slime Crawler	1
Snake, Fire	1
Soul Nibbler	1
Sprite	1
Sprite, Sea	1
Vegepygmy, worker	1
Witherstench	1
Zombie, Brine	1
Zombie, Yellow Musk	1
Archer Bush	2
Axe Beak	2
Barracuda, giant	2
Blindheim	2
Buckawn	2
Cave Fisher	2
Cave Moray	2
Clam, Giant	2
Clockwork, swarm	2
Cooshee	2
Crab, Monstrous	2
Crabman	2
Dakon	2
Dark Creeper	2
Death Dog	2
Dire Goat	2
Dragon, Faerie	2
Dragonfish	2
Eel, Electric	2
Executioner's Hood	2
False Spider, Poisonous Pedipalp	2
Forlarren	2
Frost Man	2
Ghoul-Stirge	2
Giant Fly	2
Giant Hamster	2
Giant Leech	2
Giant Tiger Barb	2
Hazard, Purple Moss	2
Hoar Fox	2
Juju Zombie, Small	2
Kampfult	2
Leech, Spinal	2
Monstrous Frog, Giant	2
Monstrous Jellyfish	2
Necrophidius	2
Necrophidius, Rattler	2
Nilbog	2
Ooze, Diger	2
Poltergeist	2
Psionic Elemental, Small	2
Rat, Ethereal	2
Sandling	2
Screaming Devilkin	2
Snake, Marble	2
Stormwarden	2
Tabaxi	2
Taer	2
Therianthrope, Asswere	2
Therianthrope, Foxwere	2
Therianthrope, Jackalwere	2
Therianthrope, Owlwere	2
Thorny	2
Tri-flower Frond	2
Tsathar	2
Ubue	2
Vegepygmy, guard	2
Volt	2
Wolf, Ghoul	2
Yellow Musk Creeper	2
Adherer	3
Babbler	3
Banderlog	3
Bat, Mobat	3
Beetle, Boring	3
Belabra	3
Bonesnapper	3
Bunyip	3
Caryatid Column	3
Caterwaul	3
Coffer Corpse	3
Crayfish, Monstrous	3
Demon, Barizou	3
Devil Dog	3
Dire Porcupine	3
Dire Ram	3
Disenchanter	3
Dragon, cloud, wyrmling	3
Dragon, mist, wyrmling	3
Eblis	3
Eye Killer	3
False Spider, Solifugid	3

APPENDIX D: CHALLENGE RATINGS

Flail Snail	3
Foo Dog	3
Gambado	3
Hazard, Ear Seeker	3
Hazard, Phantom	3
Hippocampus	3
Huecuva	3
Inphidian	3
Jack-o-Lantern	3
Juju Zombie, Medium	3
Jupiter Bloodsucker	3
Kech	3
Lava Children	3
Lightning Quasi-Elemental, Small	3
Lizard, Rock-horned	3
Moose	3
Pech	3
Quickling	3
Rat, Dire Shadow	3
Rock Reptile	3
Sandman	3
Skulleton	3
Strangleweed	3
Therianthrope, Wolfwere	3
Troll, Ice	3
Troll, Swamp	3
Tsathar Scourge	3
Vampire Rose	3
Vegepygmy, bodyguard	3
Wolf, Shadow	3
Zombie, Slime	3
Algoid	4
Amphisbaena	4
Barrow Wight	4
Bat, Doombat	4
Beetle, Slicer	4
Bloody Bones	4
Boalisk	4
Bone Cobbler	4
Chrystone	4
Clockwork, Titan	4
Cobra Flower	4
Dark Stalker	4
Decapus	4
Dire Hippopotamus	4
Dragon, cloud, young	4
Dragon, mist, young	4
Drake, Fire	4
Drake, Ice	4
Draug	4
Dust Digger	4
Eel, Giant Moray	4
Gargoyle, Four-armed	4
Gargoyle, Green Guardian	4
Giant Dragonfly	4
Gloomwing	4
Golem, Stone Guardian	4
Gorilla Bear	4
Haunt	4
Hazard, Olive Slime	4
Hazard, Rot Grub	4
Hazard, Symbiotic Jelly	4
Hazard, Throat Leech	4
Hippopotamus	4
Kamadan	4
Kelpie	4
Khargra	4
Korred	4
Leprechaun	4
Monstrous Frog, Giant Dire	4
Mummy, Mummy of the Deep	4
Ooze, Crystal Ooze	4
Ooze, Slithering Tracker	4
Ooze, Stunjelly	4
Phantom Stalker	4
Phycomid	4
Protector	4
Psionic Elemental, Medium	4
Pyrolisk	4
Spriggan	4
Stegocentipede	4
Stench Kow	4
Stymphalian Bird	4
Tentamort	4
Thunder Beast	4
Tigrilla	4
Vegepygmy, Subchief	4
Witherweed	4
Wolf-spider	4
Yeti	4
Ant Lion	5
Basidirond	5
Blood Golem	5
Bog Beast	5
Carrion Moth	5
Crypt Thing	5
Crypt Thing, Crypt Guardian	5
Crystalline Horror	5
Demon, Alu-Demon	5
Demon, Azizou	5
Drelb	5
Fen Witch	5
Forester's Bane (Snapper Saw)	5
Gargoyle, Margoyle	5
Giant, Wood	5
Golem, Ice	5
Hazard, Memory Moss	5
Juju Zombie, Large	5
Lion Beast of Chaos	5
Monstrous Frog, Abyssal Dire	5
Ooze, Mercury	5
Scarecrow	5
Therianthrope, Lionwere	5
Transposer	5
Troll, Cave	5
Wind Walker	5
Ascomoid	6
Astral Shark	6
Beetle, Death Watch	6
Beetle, Rhinoceros	6
Bhuta	6
Bog Mummy	6
Clockwork, Brain Gear	6
Darnoc	6
Death Worm	6
Demiurge	6
Demon, Cambion	6
Demon, Geruzou	6
Dire Bison	6
Dire Sloth	6
Dragon, cloud, juvenile	6
Dragon, mist, juvenile	6
Dragonnel	6
Fogwarden	6
Giant Slug	6
Golem, Wood	6
Hangman Tree	6
Hazard, Russet Mold	6
Hell Moth	6
Kamadan, Poisonous	6
Lightning Quasi-Elemental, Medium	6
Magnesium Spirit	6
Midnight Peddler	6
Mihstu	6
Nereid	6
Oliphant	6
Ooze, Livestone	6
Ooze, Undead	6
Psionic Elemental, Large	6
Scythe Tree	6
Shadow Demon	6
Skeleton, Lead	6
Stone Roper	6
Troll, Rock	6
Troll, Two-headed	6
Vegepygmy, Chief	6
Apparition	7
Basilisk, Greater	7
Bleeding Horror	7
Minotaur	7
Boggart	7
Bonesucker	7
Dracolisk, Black	7
Dracolisk, Blue	7
Dracolisk, Green	7
Dracolisk, Red	7
Dracolisk, White	7
Fire Nymph	7
Firefiend	7
Groaning Spirit	7
Guardian Daemon	7
Hazard, Twilight	7

Mushrooms 7
Lurker Above 7
Lurker Below 7
Ooze, Brown Pudding 7
Ooze, Dun Pudding 7
Ooze, Magma 7
Ooze, Mustard Jelly 7
Shedu 7
Soul Eater 7
Worm, Tunnel 7
Trapper 7
Troll, Spectral 7

Arumvorax 8
Daemon, Hydro- 8
Demon, Nerizo 8
Eye of the Deep 8
Golem, Tallow 8
Gorgimera 8
Juju Zombie, Huge 8
Kelp Devil 8
Lizard, Fire 8
Medusa, Greater 8
Ooze, Vampiric 8
Owlephant 8
Psionic Elemental, Huge 8
Quickwood 8
Squealer 8
Time Elemental, common 8
Wolf-in-Sheep's-Clothing 8
Worm, Tenebrous 8

Demon, Nabasu (Lesser) 9
Devil, Tormentor of Souls 9
Dragon, cloud, young adult 9
Dragon, mist, young adult 9
Dragon Horse 9
Drake, Salt 9
Lightning Quasi-Elemental, Large 9
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Yet we will give you an example of how to do it.

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- Mobat, Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.
- Shadow Demon, Author Scott Greene, based on original material by Neville White.

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