

MUNCHKIN™

MONSTER MANUAL



STEVE JACKSON GAMES

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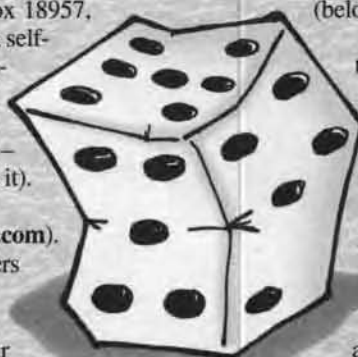
About Steve Jackson Games

Steve Jackson Games is committed to full support of *Munchkin d20*, and will remain so until the doctors deem it mentally fit to stand trial. Our address is SJ Games, Box 18957,

Austin, TX 78760. Please include a self-addressed, stamped 9"x12" envelope (SASE) any time you write us (and no, that doesn't mean the envelope has to address itself — although if it can, we'd love to see it). Resources include:

d20 Weekly (www.d20weekly.com).

Our newest online magazine covers *Dungeons and Dragons*, *Spycraft*, *d20 Modern* — and, of course, *Munchkin d20*. It is your first, best source of news about all *d20* releases, with articles, editorials, and reviews. *d20 Weekly* subscribers also have access to playtest files online!



New supplements and adventures. SJ Games continues to grow, and we'll be happy to let you know what's new. Check out our website (below).

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all releases, including this book, are available on our website.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. A treasure trove of ancient munchkinry can be uncovered, if you're brave enough, at www.sjgames.com/munchkin/.

INTRODUCTION

Presenting a Menagerie of Creatures Both Malevolent and Benign For Your Viewing Delight! Please step right this way, around that trap in the floor – yes, that one that just opened up under the large metal-clad gentleman. We'll be back for him later, after we've been by the supply level for some disposal gear.

Speaking of which, all your waivers are in order, right? They are? Lovely!

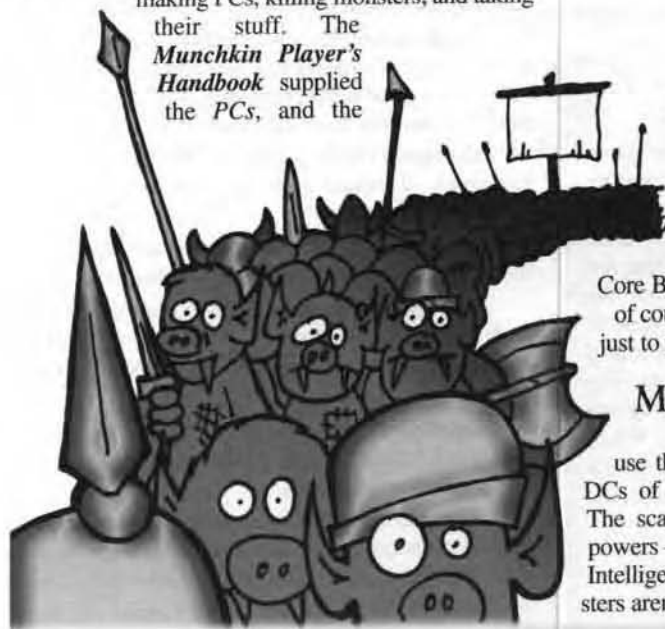
From the tame little Potted Plant to the fearsome Plutonium Dragon, our collection of beasts contains dozens of deadly denizens, scads of scary scofflaws, and acres of annoying alliteration. We have animals. We have vegetables. We even have minerals . . . but you have to fight off the animals and vegetables to get them. That shouldn't be difficult for such brave adventurers, with the unfortunate exception of that robed gentleman in the back. Sir, we offer dry cleaning at quite reasonable rates – we have to maintain all those tapestries, you see.

Beyond this door lies creatures from your worst nightmares, the ones you still see for a few minutes after you wake up, lurking just out of sight behind your left ear. They're looking forward to meeting you . . . again. Now, let me just nip out of the way so that attractive lady with the porcine nose can bash open that door, and –

Oh, dear. Well, it *is* feeding time.

THE MUNCHKIN MONSTER MANUAL

When you boil it all down, every *Munchkin d20* DM knows that the true heart of fantasy roleplaying is making PCs, killing monsters, and taking their stuff. The *Munchkin Player's Handbook* supplied the PCs, and the



I'm a Player, Not a DM.

Oh, *you* again.

Is This Book For Me?

Absolutely! DMs buy monster guides like this one so they can whomp on your PCs in surprising new ways. If you don't keep buying monster guides behind his back, the DM wouldn't have to keep buying more! And if your DM didn't keep buying *new* monster guides, *you* wouldn't have to keep buying them behind his back! You learn all of your DM's dirty tricks, your DM is motivated to learn *new* dirty tricks, and publishers rake in the cash! Everyone benefits from this vicious cycle venerable tradition! Particularly *us*!

Munchkin Master's Guide coughed up the *stuff*. Now, at long last, the *Munchkin Monster Manual* completes the goofy trifecta. No longer will you be stuck using feeble little pit fiends and ancient dragons that just get chewed up and spit out by your players, for this book contains scores of monsters just as stupid and poorly balanced as *any* munchkin! Baby, it's *pay-back time*.

And if all else fails, and you completely lack for inspiration, remember the ultimate encounter, as described by PeeJee, from *Something Positive*:

*Rocks fall.
Everyone dies!*

RULES FILLER

Yeah, yeah. We know you just want to skip ahead to the good stuff, but bear with us for a page or so. The monsters in this book all use the game rules you're already familiar with from Those Other Core Books (ramped up to munchkin sensibilities, of course), but we've introduced a few new rules just to mess with your head.

MONSTER SPELLCASTERS

Like bards, monster spellcasters always use their Charisma to modify the saving throw DCs of their supernatural and spell-like abilities. The scarier the monster, the mightier its special powers – unlike wizards, whose power is based on Intelligence. Good thing, too, because most monsters aren't exactly chess club champions.

THAT'S ABOUT THE SIZE OF IT

These new size rules are open content. Let loose the ludicrous dogs of war!

SIZE DOES MATTER

Monsters can never be too rich, too thin, or too unbelievably humongous, so we've expanded the standard nine size categories by one step in each direction:

Itsy-Bitsy: Most itsy-bitsy critters are microscopic; one the size of a speck of dust would be positively obese. If you can see an itsy-bitsy monster, *it's not small enough.*

Ludicrous: Ludicrous monsters are so big they show up on scale maps of the world. If you can fit a ludicrous monster on your battle map, *it's not big enough.*

Creature Sizes

Size	AC/Attack Modifier	Hide Modifier	Face	Reach
Itsy-Bitsy	+16	+22	0 ft. by 0 ft.	0 ft.
... Normal boring sizes ...				
Ludicrous (tall)	-16	-22	200 ft. by 200 ft.	50 ft.
Ludicrous (long)	-16	-22	250 ft. by 1,000 ft.	30 ft.

UNUSUAL MONSTERS

If you have the *Munchkin* card game (and if you don't, for shame!), you can draw a monster enhancer card before an encounter to change the odds. This is particularly satisfying if you want to rattle your players or you just have unresolved trauma in your past and now seek chaos in your personal life.

Wandering Monster: A totally random monster stumbles on the scene just as the fight is starting. To pick a monster at random, close your eyes, open the book to a random page, and point.

Out to Lunch: The monster's gone, but it'll be back in 1d10 minutes.

Sleeping: The PCs catch the monster unprepared. Coup de grace time!

Dead: The PCs catch the monster *really* unprepared. No fight? How lame!

Undead: Whoops! Isn't as dead as it looks. Change the monster's type to "undead" or go all the way and give it your favorite undead template.

Mate: The PCs interrupt some smoochin'. Add a second monster identical to the first to the fight.

Mommy: The monster's mom runs in to defend her baby. Mom is two size categories larger than the original monster.

Baby: To create a baby (er... in the context of the game), shrink the monster by two size categories (to a minimum of itsy-bitsy) and halve its HD and ability scores.

Brood: The monster has its bratty kids for the weekend. Add 1d6 baby monsters to the fight.

Friendly: For some unimaginable reason, the monster likes the PCs and won't attack first. If the PCs are actually... you know... *nice* in return, the monster may do them a favor.

Dead Broke: The monster has no treasure at all. If the monster *normally* has no treasure, then it owes (20 × HD) gp to doppelgangsters, who show up later to collect the debt from the PCs.

Enraged: The PCs came at a bad time. The monster gets a +2 morale bonus to all die rolls and won't retreat from combat.

Humongous: Increase the creature's size by three categories (to a maximum of ludicrous).

Ancient: Advance the monster enough to double its HD. Increase Intelligence, Wisdom, and Charisma by +4, and reduce Strength, Dexterity and Constitution by -4.

Intelligent: Add +6 to the monster's Intelligence, and give it 3 extra feats, (3 × HD) skill points to spend, and a little pair of glasses.

Illusion: Pfft! The monster vanishes as soon as anyone damages it. If it manages to damage the PCs first, that damage stays put. It's *magic*!

About the Author

John W. Mangrum is a freelance game designer who somehow managed to wheedle his way from writing netbooks for no cash to actual published gigs for *twice* that much. He's primarily toiled on the *Ravenloft* setting for Arthaus and Wizards of the Coast, but his biggest claim to fame remains the three years in a row when he successfully bluffed his way into the Gen Con exhibit hall early. His first gaming experience dates back to 1983, when his wizard killed some bees and took their honey. When not gaming, John spends his time railing against a world that has failed to recognize his tormented genius.

CHAPTER ONE

THE MONSTERS

All stat blocks and "Combat" sections in this chapter are Open Content except as limited below. The rest of the chapter is Closed Content. All *Munchkin* monster names, days of the week, and titles of nobility in ancient Rome are Product Identity.

BULLROG

Huge Outsider (Chaotic, Evil)

Hit Dice: 13d8+78 (136 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft., fly 90 ft. (poor)

AC: 30 (-2 size, +22 natural)

Attacks: +1 *flaming burst branding iron* +20/+16/+12/+8 melee, whip +19 melee; or 2 slams +21 melee

Damage: +1 *flaming burst branding iron* 1d10+10, whip 1d4+4 and entangle; or slam 2d6+9 and fear

Face/Reach: 10 ft. × 10 ft./15 ft. (20 ft. with whip)

Special Attacks: Spell-like abilities, fear, charge, rope doggle, charbroil, summon hellcow

Special Qualities: Damage reduction 30/+3, SR 25, poison and electricity immunity, cold, fire, and acid resistance 20, cow tipping, darkvision 60 ft., see red, telepathy, death throes

Saves: Fort +14, Ref +8, Will +12

Abilities: Str 29, Dex 10, Con 22, Int 11, Wis 18, Cha 16

Skills: Bluff +8, Concentration +16, Diplomacy +5, Handle Animal +8, Hide +5, Intimidate +19, Intuit Direction +9, Listen +17, Move Silently +8, Scream +5, Search +13, Sense Motive +9, Spellcraft +5, Spot +17, Use Rope +10

Feats: Ambidexterity, Improved Bull Rush, Improved Initiative, Two-Weapon Fighting

Climate/Terrain: Any land and underground

Organization: Solitary or hell-herd (1 bullrog and 6-30 fiendish bison)

Challenge Rating: 18

Treasure: Standard coins; double goods, plus whip; standard items, plus +1 *flaming burst branding iron*

Alignment: Always chaotic evil

Advancement: 14-30 HD (Huge); 31-45 (Gargantuan)

Bullrogs are the terrible masters of the Lower Pastures, entities so wicked that not even *dairy* cows dare speak of them. A bullrog is a humongous, minotaur-like humanoid, bathed in crimson flames that continually sear its flesh to seal in its delicious natural



juices. They may or may not also have dark, smoky wings; no one can ever quite seem to keep that part straight. When not flaying herds of damned cattle in their infernal tanner'ries, bullrogs like to hang out in the deepest and darkest dungeons of the Material Plane, doing nothing in particular.

Bullrogs speak Infernal and Draconic. They also moo.

COMBAT

Bullrogs are haughty creatures that often ignore smaller critters. Once provoked, however, they stubbornly pursue their foes.

Spell-Like Abilities: At will – *blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, pyrotechnics, read magic, suggestion, telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight, and wall of fire*; 1/day – *bull's strength, meat swarm, polymorph other* (into fiendish bison only). These abilities are as the spells cast by a 20th-level spellcaster (save DC 13 + spell level).

Fear (Su): A creature hit by a bullrog's slam attack must succeed at a Will save (DC 19) or stampe in terror for 1d6 rounds.

Charge (Ex): A bullrog often charges its opponent, lowering its beefy head to bring its smoldering horns into play. In addition to the normal benefits and hazards of a charge, this allows the bullrog to make a single gore attack that deals 1d8+13 points of damage.

Rope Doggie (Ex): A bullrog's whip entangles foes much like an attack with a net. The whip has a maximum range of 40 feet, with a range increment of 10 feet; it has 20 hit points. The whip needs no folding. If it hits, the target and the bullrog immediately make opposed Strength checks; a target wearing a nose ring suffers a -4 penalty. If the bullrog wins, it drags the target against its flaming body (see below). The target remains anchored against the bullrog's body until it escapes the whip.

Charbroil (Su): Bullrogs can wreathe their bodies in roaring flames as a free action. The bullrog suffers no harm, but anyone grappling with it takes 4d6 points of fire damage each round.

Branding Iron (Su): Every bullrog carries a +1 flaming burst branding iron in its ... er ... hoof. Each branding iron also has the spell-like ability to sear a single symbol, as the spell cast by a 16th-level wizard, onto the target with a successful critical hit.

Cow Tipping (Ex): Bullrogs can fly, but their coordination is terrible. If a bullrog is tripped or falls over due to a failed Balance check, it cannot right itself enough to fly or teleport until it hits bottom.

Detect Magic (Su): Bullrogs continuously detect magic as the spell cast by a 20th-level wizard.

See Invisibility (Su): Bullrogs continuously see invisibility as the spell cast by a 20th-level wizard.

See Red (Ex): Bullrogs are completely colorblind. Despite this, they despise the color red. A bullrog immediately flies into a mad rage whenever it sees red, giving it a +1 morale bonus to all attack rolls. However, the bullrog must attack a red target, ignoring all others, until the target is destroyed.

Summon Hellcow (Sp): Once per day a bullrog can automatically summon 4d10 fiendish bison, 2d10 half-fiend minotaurs, or one bullrog. Summoned hellcows automatically return whence they came after one hour.

Death Throes (Ex): When killed, a bullrog explodes in a blinding flash of hot sauce and gristle that deals 50 points of damage to everything within 100 feet (Reflex save for half damage, DC 22).

Telepathy (Su): Bullrogs can communicate telepathically with any creature within 100 feet that is, owns, covets, or has eaten a cow.

Skills: Bullrogs receive a +8 racial bonus to Listen, Search, and Spot checks.

CAT GIRL

Medium-Size Monstrous Humanoid

Hit Dice: 12d8+24 (78 hp)

Initiative: +11 (+7 Dex, +4

Improved Initiative)

Speed: 40 ft.

AC: 22 (+7 Dex, +5 natural)

Attacks: 2 claws +17 melee,
bite +15 melee

Damage: Claw 1d4+4, bite
1d4+2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Tongue bath, pouncypoo, improved grabcakes, rakey-pakey

Special Qualities: Po' widdle wet kittums, darkvision 60 ft., disgustingly cute

Saves: Fort +6, Ref +15, Will +11

Abilities: Str 18, Dex 24, Con 15, Int 13, Wis 16, Cha 20

Skills: Balance +16, Climb +9, Hide +12, Jump +16, Listen +7, Move Silently +16, Seduce +14, Spot +7, Tumble +14

Feats: Dodge, Improved Initiative, Mobility, Multiattack

Climate/Terrain: Any warm land and underground

Organization: Solitary, pair, or clique (6-10)

Challenge Rating: 9

Treasure: Standard coins, double goods with little bells in them, standard items

Alignment: Usually neutral evil

Advancement: By character class

Cats are cute, right? And girls are cute, right? So what could possibly be cuter than a cat girl? Nothing, that's what! *Nothing!* Unfortunately, just like every other sexy critter ever to step foot in a dungeon, cat girls really just want to eat you now and cough up fur balls later. There's probably a deeper meaning here somewhere; we'll get back to you when we figure it out.

Cat girls speak Common and Japanese.

COMBAT

Cat girls usually try to use their swishy tails and pink little noses to lure their new *boyfriends a la mode* off into secluded areas. Look out when the claws come out, though.

Tongue Bath (Ex): As a standard action, a cat girl can give herself a completely adorable tongue bath. Treat this as a gaze attack with a range of 30 feet. Any normal, hot-blooded, cat-fancying characters that see this display must succeed at a Will save (DC 21) or spend the round swooning, losing their actions. Canine monsters (such as werebassets or dire poodles) despise cat girls and are immune to this effect. A cat girl cannot make creatures swoon while she is soaking wet.

Allergies (Ex): Anyone within 30 feet of a cat girl must succeed at a Fortitude save (DC 18) or suffer a -1 circumstance penalty to all attack rolls, ability checks, and skill checks as the dander and whatnot gives them hives. If this first saving throw is successful, that creature will never be allergic to that cat girl.

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

Improved Grabcakes (Ex): To use this ability, a cat girl must hit with both claw attacks. If she gets a hold, she can rake.

Rakey-Pakey (Ex): A cat girl that pounces onto a creature or gets a hold can make two rake attacks (+17 melee) with her hind legs for 1d3+2 damage each.

Po' Widdle Wet Kittums (Ex): A cat girl suffers a -1 penalty to all attack rolls and saving throws if she's completely drenched



with water. The cat girl's hair also sticks out all funny, requiring 10 minutes of tongue bathing to dry off.

Disgustingly Cute (Ex): Orcs are too embarrassed to be seen with such adorable creatures to pay attention to what they're doing, so cat girls gain a +5 circumstance bonus in their attack rolls against them.

Skills: Cat girls get a +4 racial bonus to Balance, Jump, Move Silently, and Seduce checks. When a cat girl jumps, she does not have the usual maximums for jumping distance.

DOPPLEGANGSTER

Large Shapechanger

Hit Dice: 16d8+80 (152 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 20 (-1 size, +1 Dex, +10 natural)

Attacks: Tommy crossbow +14/+10/+6 ranged; or 2 slams +17 melee

Damage: Tommy crossbow 1d8; slam 1d8+5

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

Special Attacks: Rat your brain out, Tommy crossbow spray

Special Qualities: Alter self, darkvision 60 ft., immunities, nondetection, sleep with the fishes, made men

Saves: Fort +15, Ref +11, Will +12

Abilities: Str 20, Dex 13, Con 20, Int 10, Wis 14, Cha 12

Skills: Bluff +11*, Disguise +9*, Innuendo +9, Intimidate +12, Listen +11, Sense Motive +11, Spot +8

Feats: Alertness, Ammo Written in Pencil, Weapon Focus (Tommy crossbow), Exotic Weapon Proficiency (Tommy crossbow)

Climate/Terrain: Any land, particularly near slot machines

Organization: Solitary, pair, or legitimate business (3-6)

Challenge Rating: 10

Treasure: Double standard, plus Tommy crossbow

Alignment: Usually lawful evil

Advancement: By character class.

First off, there ain't no such thing as doppelgangsters. Capiche? If you're smart, you'll just move along to the next critter. See, there's some folk what say that not all doppelgangsters is them clever spy-types you might've seen in that core book what we can't name. Some doppelgangsters spend a little too much time breakin' legs to nail down that whole shapechangin' thing, if you follow my drift.

In its true form, a doppelgangster resembles a nondescript humanoid in a pinstripe suit and spats. You know - *classy*. However, they can also take the shape of any human-shaped individual . . . wearing a pinstripe suit and spats. Doppelgangsters tend to go by nicknames to remind 'em who they're posin' as, like

I Want In on This Racket!

Spellcasters can summon their very own doppelgangsters with the *summon mobster XIII* spell.

Tommy Crossbows

Tommy crossbows take their name from their mad doppelgangster inventor, Vito "The NPC" Crossbow. A Tommy crossbow is an exotic ranged weapon that works just like the repeating crossbow in that certain unnamed book that all *d20* products require, with the following exceptions: It costs 400 gp, weighs 20 lb., and carries a barrel of 10 crossbow bolts. You can fire one bolt at a time, like a normal person, or you can fire a *spray* as a full attack. A spray allows you to fire all 10 bolts at once at your best attack bonus, but all attack rolls carry a -5 circumstance penalty. Reloading a Tommy crossbow's barrel takes a full minute and can only be done when empty.

Jimmy "The Dwarf" or Lou "The 4th-level Warrior/3rd-level Cleric."

And you didn't hear none of this from me.

COMBAT

Doppelgangsters are positively inseparable from their Tommy crossbows, but should they be forced to engage in fisticuffs, they fall back on them ham hocks they call slam attacks.

Rat Your Brain Out (Su): A doppelgangster can continuously *detect thoughts* as the spell cast by an 18th-level wizard (save DC 19). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelgangster can assume the shape of any Small, Medium-size, or Large humanoid or monstrous humanoid. This works like *alter self* as cast by an 18th-level wizard, but the doppelgangster can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action. A doppelgangster cannot alter its clothing-like skin, however, so to completely disguise itself it must wear additional clothes over its suit.

Immunities (Ex): Doppelgangsters are usually immune to sleep and charm effects (but see below).

Nondetection (Su): Doppelgangsters cannot be detected by divination spells - as if affected by *nondetection* cast by an 18th-level wizard - unless the spellcaster has a signed, legal warrant.

Sleep With the Fishes (Su): If a doppelgangster touches a fish, it must succeed at a Will save (DC 25) or fall asleep for 2d4 minutes. Due to this strange weakness, doppelgangsters are always noticeably nervous around seafood.

Made Men (Ex): Once a week, as a full round action, a single doppelgangster at full hit points can split into two identical doppelgangsters, each at half hit points. Then they go bet on the ponies.

Skills: A doppelgangster receives a +4 racial bonus to Bluff, Disguise, Innuendo, and Intimidate checks. When using *alter self*, a doppelgangster receives an additional +10 circumstance bonus to Disguise checks, if it can talk away around the threads. If it can read an opponent's mind, it gets a further +4 circumstance bonus to these checks.

FACE SUCKER

Tiny Ooze

Hit Dice: 8d10 (45 hp)

Initiative: +0

Speed: 10 ft., climb 10 ft.

AC: 12/18* (+2 size, +6 natural)

Attacks: +6 ranged touch

Damage: 1d3 temporary Charisma

Face/Reach: 2 1/2 ft. × 2 1/2 ft./0 ft.

Special Attacks: Pounce, attach, hug face, suck face

Special Qualities: Face plant, blindsight, congeal, bouncy, gross, ooze

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

Abilities: Str 10, Dex 11, Con 11, Int -, Wis 1, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or pair

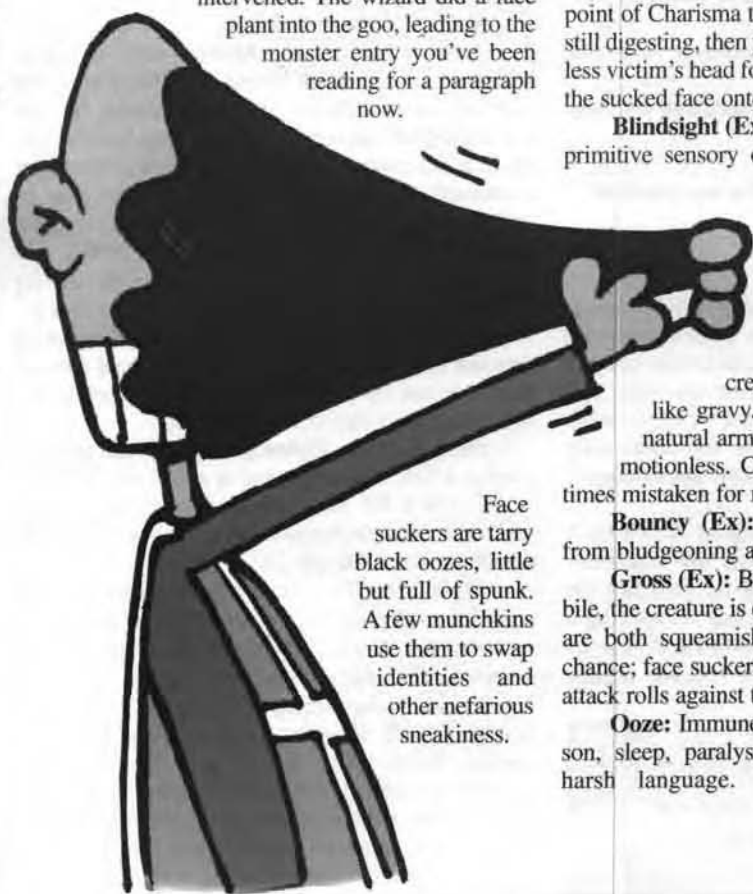
Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral

Advancement: 9-12 HD (Small)

An enterprising wizard once grew tired of scribing scrolls all day, so he invented a sticky alchemical goo he could smear onto a scroll. When he peeled the goo back off, a copy of the writing would come with it, which he could then press onto a blank sheet of parchment. This idea violated all the known laws of nature, morality, and game balance, so the God of Extremely Poor Timing to Trip on Your Robe (yes, his pantheon cubicle *is* in the basement) intervened. The wizard did a face plant into the goo, leading to the monster entry you've been reading for a paragraph now.



Face suckers are tarry black oozes, little but full of spunk. A few munchkins use them to swap identities and other nefarious sneakiness.

COMBAT

Face suckers feed on faces. It's a living.

Pounce (Ex): A face sucker can launch itself up to 10 ft. through the air at a target's face as a move-equivalent action.

Attach (Ex): If a face sucker hits a Large or smaller creature with a touch attack, it wraps itself around the target's face. If the target is wearing headgear, it has one round to yank off the helm before the face sucker seeps in through the gaps. Once headgear is out of the way, a face sucker engulfs the target's head. A face sucker who attaches itself to a creature will not let go until it is full or dead. Attacks that hit an attached face sucker deal half their damage to the monster and half to the victim.

Hug Face (Ex): If a face sucker suffers damage while attached, it instinctively constricts. From then on, it automatically inflicts 1d2 points of damage each round it remains attached.

Suck Face (Su): Each round a face sucker engulfs a victim's head, it automatically inflicts 1d3 points of temporary Charisma damage. When the victim loses half its total Charisma, the face sucker absorbs its hair, tattoos, and birthmarks. When the victim drops to 0 Charisma, the creature absorbs its facial features, leaving the victim's head as blank as an egg. The face sucker then drops off and rolls away to digest its meal. A faceless victim regains 1 point of Charisma per day but remains blinded, deafened, and mute until it gets a new face.

Face Plant (Su): A face sucker takes 1 hour per point of Charisma to digest a face. If it is killed while still digesting, then pressing the dead ooze onto a faceless victim's head for one full round perfectly transfers the sucked face onto the victim.

Blindsight (Ex): A face sucker's entire body is a primitive sensory organ that can ascertain prey by sheer sassiness within 60 feet. It cannot sense creatures without faces, such as other oozes and crazy naked people on *Cops*.

Congea (Ex): When bored, face suckers ball up and harden their outer membranes, creating a hard, protective skin — just like gravy. This grants the face sucker a +6 natural armor bonus for as long as it remains motionless. Congealed face suckers are sometimes mistaken for monster eggs.

Bouncy (Ex): Face suckers take half damage from bludgeoning attacks and falling damage.

Gross (Ex): Be it the slime or the slight scent of bile, the creature is completely disgusting. Since elves are both squeamish and pretty, they don't stand a chance; face suckers gain a +6 circumstance bonus to attack rolls against them.

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

FLOATING NOSE

Large Aberration

Hit Dice: 8d8+16 (52 hp)

Initiative: +4 (Improved Initiative)

Speed: 5 ft., fly 20 ft. (good)

AC: 18 (-1 size, +9 natural)

Attacks: 2 nose sprays +5 ranged touch, 6 tendril slaps +0 melee

Damage: Tendril slap 1d3

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

Special Attacks: Nose sprays, snore, summon snot elemental

Special Qualities: Scent, blindscent, immunities, pay through the nose, float, snort

Saves: Fort +4, Ref +2, Will +8

Abilities: Str 10, Dex 10, Con 14, Int 19, Wis 14, Cha 14

Skills: Appraise +14, Diplomacy +12, Hide +10, Knowledge (arcana) +14, Search +14

Feats: Dodge, Flyby Attack, Improved Initiative, Mobility, Shot on the Run

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or ring (3-6)

Challenge Rating: 10

Treasure: Double standard

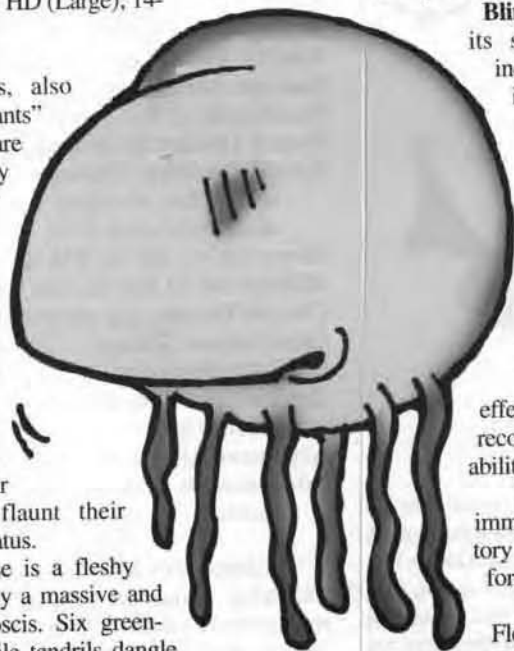
Alignment: Usually lawful evil

Advancement: 9-13 HD (Large); 14-25 HD (Huge)

Floating noses, also known as "sinus tyrants" or "odorific orbs," are scheming, snooty creatures, the terror of many a dungeon. Some adventurers confuse floating noses for a certain other roundish creature that isn't even remotely open content, but floating noses (and their lawyers) smugly flaunt their blatantly satirical status.

A floating nose is a fleshy sphere dominated by a massive and commanding proboscis. Six greenish, sticky, prehensile tendrils dangle beneath the sphere. Floating noses use these tendrils to scoop food and treasure into their nostrils (hopefully to eat the former and store the latter). Fortunately, sages believe that there are only half as many floating noses in the world as those *other* creatures. Floating noses are highly respectful of gnomes' distinguished profiles, and often allow them to pass by unharmed.

Floating noses speak Common, Gnome, and Shnork.



COMBAT

Floating noses usually try to float out of their opponents' reach while pummeling them with nose sprays.

Nose Sprays (Su): A floating nose can produce a magical nose spray (it's like a ray, only punnier) from each nostril once a round, even when the nose is moving at full speed. During a single round, a floating nose must aim both of its nostrils in a single arc. The floating nose can select which nose sprays from the following list to use with each attack, but it can only use two at a time: *cloudkill*, *color spray*, *cone of cold*, *dispel magic*, *lightning bolt*, *magic missile*, *shatter*. Each effect resembles a spell cast by a 10th-level spellcaster, except that it only affects one target. All sprays have a range of 150 feet and save DCs of 12 + spell level.

Snore (Su): In lieu of using either nose spray, as a free action a floating nose can rattle all creatures within 30 ft. with its resonant breathing, inflicting 2d6+2 points of sonic damage. Affected creatures can make a Fortitude save (DC 16) for half damage.

Summon Snot Elemental (Sp): 1/day – Whenever three or more floating noses are within 30 feet of each other, they can work together to produce an elder snot elemental. This is as the spell *summon monster IX* cast by an 18th-level spellcaster.

Blindscent (Ex): A floating nose senses its surroundings entirely through its incredibly acute sense of smell. Floating noses can detect creatures and objects within 90 ft.; they can even smell colors, sounds, and other creatures' attitudes and Hit Dice. Beyond that range, they treat all creatures as totally concealed. A floating nose suffers a -2 racial penalty to all scent-related saving throws. If a floating nose catches a heb code (see *The Mighty Germ*, p. 39), it is effectively blinded and deafened until it recovers, but it also loses its scent vulnerability.

Immunities (Ex): Floating noses are immune to gaze attacks, visual and auditory effects, illusions, and other attack forms that rely on sight or sound.

Pay Through the Nose (Ex):

Floating noses are haughty creatures just as interested in taking stuff as in killing things. Regardless of the situation, a floating nose will always allow a creature to flee or pass by unharmed if it pays the nose a bribe of 200 gp per level.

Float (Ex): A floating nose's expansive sinus cavities are filled with buoyant gas, giving it the ability to fly as a free action. If a floating nose catches a heb code (see p. 39), it cannot fly until it recovers.

Snort (Ex): In lieu of using either nose spray, as a free action a floating nose can use both nostrils to snort out a blast of air, increasing its speed for the round by 20 feet.

FLYING FROG

Tiny Beast

Hit Dice: 3d10 (16 hp)

Initiative: +4 (Dex)

Speed: 5 ft., fly 40 ft. (good), swim 10 ft.

AC: 19 (+2 size, +4 Dex, +3 natural)

Attacks: Bite +9 melee

Damage: Bite 1d3-4

Face/Reach: 2 1/2 ft. × 2 1/2 ft./0 ft.

Special Attacks: Attach, blood drain, warts

Special Qualities: Blindsight

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

Abilities: Str 3, Dex 19, Con 11, Int 1, Wis 14, Cha 4

Skills: Hide +17, Listen +7*, Spot +7*

Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land, air, and sea

Organization: Clutch (2-4), flock (5-8), or swarm (10-100)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: -



Once, long ago, a wise old sage noted that if a frog had wings, it wouldn't bump its ass a-hoppin'. At some point after that, a wizard with a much lower Wisdom score took pity on frogs and decided to help them out by making good on the old adage. Not a bad idea. Doing it by crossbreeding frogs with dire bats and stirges? Not a good idea.

COMBAT

Flying frogs swoop down from the skies and latch onto their victims, their attacks always preceded by ominous croaking. Driven by brute amphibian instinct, the swarms drink their victims' blood, strip the bones of flesh, then sleep it off while dreaming of overbearing swine. Flying frogs always attack vermin first, gobbling them up before moving on to other creatures.

Attach (Ex): If a flying frog hits with a bite attack, it latches onto the opponent's body with its sharp, curving teeth. An attached flying frog has an AC of 15.

Blood Drain (Ex): A flying frog drinks blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and flies off to find the rainbow connection.

Warts (Ex): Adding insult to injury, any living creature that touches a flying frog must succeed at a Fortitude save (DC 11) or develop warts. Warts effectively reduce the victim's Charisma by 1 point until he receives a cure disease.

Blindsight (Ex): Flying frogs can "see" by emitting incessant – yet oddly musical – croaks that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this ability, forcing the frog to rely on its normal vision.

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

GAZEBO

Huge Construct

Hit Dice: 10d10 (55 hp)

Initiative: +0

Speed: 0 ft.

AC: 21 (-2 size, +13 natural)

Attacks: Bite +16 melee

Damage: Bite 1d6+15

Face/Reach: 10 ft. × 10 ft./15 ft.

Special Attacks: Swallow whole

Special Qualities: Construct, cold immunity, acid, atomic, fire, electricity and sonic resistance 10, damage reduction 15/+1

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

Abilities: Str 30, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate/Terrain: Any warm or temperate lawn

Organization: Solitary

Challenge Rating: 8

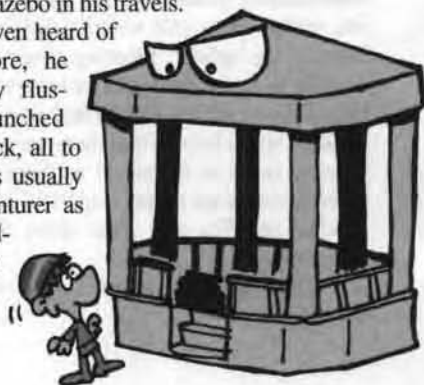
Treasure: Standard coins, double brass instruments, standard items

Alignment: Always neutral

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

Lately, bards have been spreading a tale of a somewhat dimwitted adventurer who encountered a gazebo in his travels.

Having never even heard of a gazebo before, he was completely flustered and launched attack after attack, all to no effect. Bards usually depict the adventurer as being quite foolish for spending so much time on such a futile assault.



Well, bards are *stupid*. Gazebos rank among the most dangerous predators ever to be built for decorative purposes, using their picturesque stoicism to trick PCs into dropping their guard. When not devouring their natural prey (defenseless oompah bands), they gladly gobble up any adventurer so foolish as to wander into their clutches.

COMBAT

Since a gazebo is completely sessile, it never visibly reacts to any attacks launched against it until an opponent comes within reach. Then it eats them.

Swallow Whole (Ex): The gazebo can try to swallow a Medium-size or smaller creature it has grabbed with its bite by making a successful grapple check. Once inside, the opponent takes 2d8+5 points of crushing damage plus 1d6 points of acid damage per round. A swallowed creature can cut its way out by dealing 30 points of damage to the gazebo's inner walls (AC 16) with a light weapon. The gazebo can hold 1 Medium-size, 4 Small, or 16 Tiny or smaller creatures.

Construct: The gazebo is immune to mind-influencing effects, poison, disease, and similar effects. The gazebo is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The gazebo knows no fear.

GELATINOUS OCTAHEDRON

Huge Ooze

Hit Dice: 3d10+29 (45 hp)

Initiative: -5 (Dex)

Speed: 10 ft.

AC: 3 (-2 size, -5 Dex)

Attacks: Slam +1 melee

Damage: Slam 1d6 and 1d6 acid

Face/Reach: 10 ft. × 20 ft./10 ft.

Special Attacks: Engulf, paralysis, acid

Special Qualities: Blindsight, transparent, electricity immunity, ooze

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

Abilities: Str 10, Dex 1, Con 17, Int 1, Wis 2, Cha 2

Skills: Knowledge (adventure spoilers) -4

Climate/Terrain: Any underground, particularly under tables

Organization: Solitary, book club (2-4)

Challenge Rating: 2

Treasure: 1/10 coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

Alignment: Usually neutral

Advancement: 4-10 HD (Huge); 11-20 HD (Gargantuan)

Gelatinous octahedrons (only ones found in Greece are called octahedra) are less common than the gelatinous cubes you've probably read about elsewhere, but far more terrifying – *two sides* more terrifying, in fact! A current theory making the rounds among sages with nothing better to do holds that as the number of an ooze's sides rises, so does its intelligence.

Indeed, armed with dim sentience and a vague desire to appear on a talk show, gelatinous octahedrons are comparative geniuses among their kind. Oh, who are we kidding? Gelatinous octahedrons are scrawny, wobbly, and completely taken with themselves. However, sages have not ruled out the existence of still higher (-numbered) forms of monocellular life. Some doom-sayers even whisper of a single gelatinous icosahedron, even now plotting a system to absorb the world . . . but that's just silly.

Gelatinous octahedrons' primary means of communication is absorbing things, which usually isn't very productive. They can count to eight, however.

COMBAT

Octahedrons attack in a frenetic display of inching up to stuff and leaning on it.

Engulf (Ex): Although it moves slowly, a gelatinous octahedron can simply mow down Small, Medium-size, or Large creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous octahedron merely has to move over the opponents, affecting as many as it can cover. Smaller creatures can squeeze into a corner unless the dungeon hallway is shaped *really* strangely. Opponents can make opportunity attacks against the octahedron, but if they do they are not entitled to a saving throw. Suckers. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 12) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the octahedron moves forward. Engulfed creatures are subject to the octahedron's paralysis and acid,

and are considered to be grappled and trapped within its body.

Paralysis (Ex): Gelatinous octahedrons secrete an anesthetizing slime said to taste uncomfortably similar to nacho cheese dip. A target hit by an octahedron's melee or engulf attack must succeed at a Fortitude save (DC 14) or be paralyzed for 3d6 rounds. The octahedron can automatically engulf a paralyzed opponent.

Acid (Ex): A gelatinous octahedron's acid does not harm metal or stone.

Blindsight (Ex): A gelatinous octahedron's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet. Well, there's worse organs it could have been.

Transparent (Ex): Gelatinous octahedrons are hard to see, and would be even harder if not for the numbers embossed in their sides. It takes a successful Spot check (DC 12) to notice an octahedron. Creatures who fail to notice an octahedron and walk into it are automatically engulfed, much to the amusement of the creature's buddies.

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



GHOULFIEND

Medium-Size Undead

Hit Dice: 12d12 (78 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 slams +11 melee, bite +9 melee

Damage: Slam 1d6+5, bite 1d6+2

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Charm monster, hickey from Heck, chores, we need to talk, take half, create spawn

Special Qualities: Undead, bling bling

Saves: Fort +4, Ref +5, Will +8

Abilities: Str 21, Dex 13, Con —, Int 11, Wis 10, Cha 16

Skills: Appraise +5, Bluff +8, Gather Information +8, Hide +8, Intimidate +13, Listen +5, Move Silently +9, Sense Motive +5, Spot +5

Feats: Dodge, Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Organization: Solitary, solitary with homely friend (2), or ghouls' night out (3-8)

Challenge Rating: 8

Treasure: Double standard

Alignment: Always neutral evil

Advancement: 15-21 HD (Medium-size); 22-28 HD (Large)

Ghoulfriends are sly, manipulative predators that seek out lonely fellas in singles taverns, then date them while slowly sapping their life force. Hunh. There's that odd feeling about a deeper meaning again. Oh well.

Ghoulfriends are distinguishable from normal females by their glowing white eyes, long fangs, mottled green skin, and the fact that they actually show some romantic interest in male adventurers. For many guys, that last one is more than enough reason to overlook the first three. A comparatively rare male variant, the *boilfiend*, also exists, but girl-victims seem to put up with much less of their nonsense.

COMBAT

Ghoulfriends begin by seducing a male creature and marking him with a hickey from Heck. The ghoulfriend then becomes increasingly controlling as she badgers her boy-victim into getting a real job. A ghoulfriend viciously attacks other females that show any interest whatsoever in her boy-victim.

Charm Monster (Su): A ghoulfriend can win a male creature's heart just by batting her eyes at him. This is similar to a gaze attack, except that the ghoulfriend must take a standard action, and those merely looking at it are not affected. Any male creature the ghoulfriend targets must succeed at a Will save (DC 19) or completely swoon for the monster, as though smitten by a *charm monster* spell cast by a 12th-level spellcaster. The ability has a range of 30 feet.

Hickey From Heck (Su): Once a ghoulfriend charms a victim, she bites him on the neck to mark him as her boy-victim. The resulting hickey lasts until the ghoulfriend is destroyed. It warns other ghoulfriends to *step off!* A marked boy-victim receives a +1 morale bonus to all attack rolls, weapon damage rolls, checks, and saving throws. On the other hand, the ghoulfriend drains away half of all XP he earns.

Chores (Ex): At the start of any adventure, a boy-victim must succeed at a Will save (DC 19) or stay home to take out the garbage.

We Need To Talk (Su): A boy-victim lectured by his ghoulfriend (see bling bling) receives one negative level. The Fortitude save to remove the negative level has a DC of 19. If the boy-victim fails this save, he must replace the lost level with a level of bartender.

Take Half (Su): If a boy-victim ever attacks his ghoulfriend, then as a free action the ghoulfriend can order the boy-victim to add up the total value of all his belongings. If the boy-victim fails a Will save (DC 19), he must give half of his stuff to the ghoulfriend.

Then they can fight.

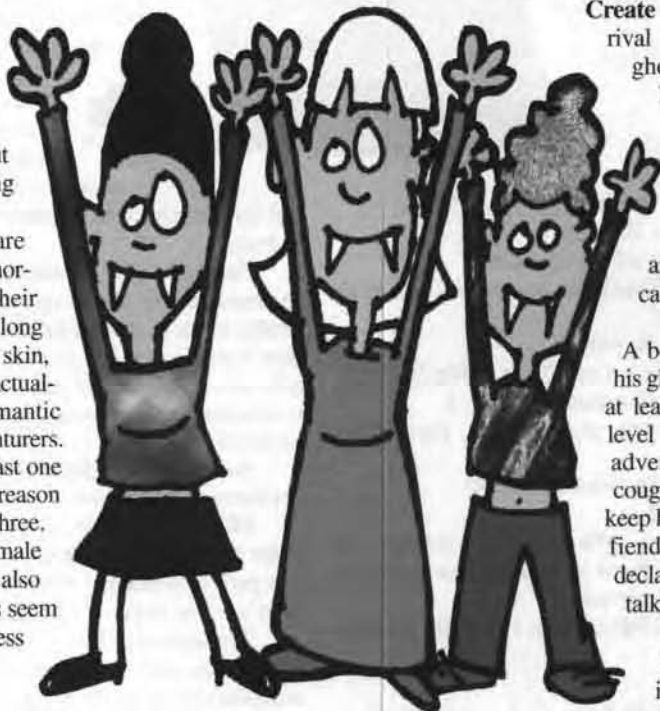
Create Spawn (Su): Any rival female killed by a ghoulfriend rises after 1d4 days as a ghoulfriend. New ghoulfriends are not under the control of the ghoulfriend that created them, and are actually quite catty.

Bling Bling (Ex):

A boy-victim must give his ghoulfriend gifts worth at least 1 sp per day per level (thus, a 10th-level adventurer needs to cough up 1 gp per day) to keep her happy. If a ghoulfriend isn't happy, she declares that "we need to talk" (see above).

Undead:

Immune to mind-influencing effects, poison, pleading, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Subject to moodiness.



GIANT SKUNK

Huge Magical Beast

Hit Dice: 15d10+75 (157 hp)

Initiative: +1 (Dex)

Speed: 30 ft., burrow 10 ft.

AC: 15 (-2 size, +1 Dex, +6 natural)

Attacks: Bite +22 melee, 2 claws +17 melee

Damage: Bite 2d6+8, claw 1d8+4

Face/Reach: 10 ft. × 20 ft./10 ft. (40 ft. for musk)

Special Attacks: Stench, spray musk

Special Qualities: Le regard de l'amour, scent

Saves: Fort +14, Ref +10, Will +6

Abilities: Str 26, Dex 12, Con 20, Int 4, Wis 12, Cha 12

Skills: Listen +9, Spot +9

Feats: Bad Touch

Climate/Terrain: Temperate forest

Organization: Solitary, pair, or surfeit (2-5)

Challenge Rating: 9

Treasure: Standard

Alignment: Always neutral

Advancement: 16-20 HD (Huge)

Skunks are not a violent species by nature, but with all the monsters and munchkins running around they had to do *something* to protect their hit points. You should see the size of the chipmunks!

COMBAT

Giant skunks first spray any menacing munchkins with their musk. If the opponents don't run for the hills, the skunk falls back on its sharp teeth and long claws.

Spray Musk (Su): When a giant skunk is angry or frightened, it sprays oily musk in a 40-foot cone that every form of life *other* than giant skunks finds hideously unbearable. This attack is like a breath weapon, except . . . er . . . it's the other end you need to worry about. Creatures within the area of effect must succeed at a Reflex save (DC 18) or be sprayed with pure, liquid stink. All creatures (except skunks) within 60 feet of anything coated in skunk musk (including the sprayed creature) must succeed at a Fortitude save (DC 22) each round or suffer a -5 morale penalty on attack rolls, weapon damage rolls, checks, and saving throws. Once a skunk sprays musk, it can't spray again for another 1d4 rounds. No force short of a *wish*, *miracle*, or tomato juice bath can wash off giant skunk musk.

Stench (Su): Giant skunks are thoroughly coated in their own musk. Any creatures within 60 feet of a giant skunk get a whiff and need to make Fortitude saves as described above.

Le Regard de L'Amour (Ex): The life of the giant skunk is a lonely one, which is particularly hard on these natural-born romantics. Should a boy giant skunk see a shapely girl giant skunk, it abandons all other concerns to woo the young lovely. However, giant skunks are none too bright, so they can't tell the difference between other giant skunks and any feline creature (including tigers, krenshar, and cat girls), so long as the feline creature is black and (for whatever reason) has a white stripe painted down its back. This is bad news for the skunks, since it limits their population, and it's *really* bad news for the object of affection.



GOTHYANKI

Medium-Size Outsider

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (black banded mail); base 30 ft.

AC: 17 (+1 Dex, +6 banded)

Attacks: black falchion +5 melee; or black longbow +5 ranged

Damage: Black falchion 2d4; black longbow 1d8

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Guilt trip, humble power gamer, muddle min-maxer

Special Qualities: SR 8

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

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 8

Skills: Diplomacy +4, Hide +6*, Move Silently +6, Perform (dirges) +4, Sense Motive +7

Feats: Weapon Focus (falchion)

Climate/Terrain: Any land and underground

Organization: Solitary (so solitary), pair, or pity party (10-20)

Challenge Rating: 4

Treasure: Standard, all of it painted black

Alignment: Always chaotic neutral

Advancement: By character class

Gothyanki are ashen, underfed entities from a candle-lit plane of perpetual gloom. Nobody knows the plane's name, and nobody cares. This would be just the way gothyanki liked it, if gothyanki liked anything. With nothing to actually *do* on their home plane, these outsiders have long since dedicated themselves to "deep-immersion" roleplaying. They believe that the meaning of life lies in endlessly exploring the dark, lint-packed nooks and crannies of the soul; this helps them ignore just how dull they really are.

Gothyanki sometimes hear boisterous noises seeping into their gloom from other dimensions (the planar walls are pretty thin), which disrupts their regular regimen of brooding and sulking. Thus, gothyanki disdain all creatures that lack deeply disturbed inner lives, particularly vapid "roll-playing" munchkins. Gothyanki won't be happy until the universe shares their introverted anguish. Of course, they won't be happy *then*, either.

COMBAT

Gothyanki dismiss creatures that are insane or horribly depressed with a knowing nod. If other creatures don't have something to cry about, the gothyanki will *give* them something to cry about. Long odes to dead kittens, for starters.

Guilt Trip (Su): Gothyanki continuously emit a palpable aura of depression. Any living creature that comes within 30 feet of a gothyanki must succeed at a Will save (DC 10) or succumb to despair, as an *emotion* spell cast by a 20th-level spellcaster. The despair lasts for 5d4 rounds after the subject leaves the aura.

Humble Power Gamer (Su): Once per day, a gothyanki can emit an intense wave of guilt that can lay low even the mightiest munchkin. All creatures within 60 feet must make Will saves (DC 10). Each creature that fails its save, *other* than the one with the highest level, temporarily gains one "positive" level, adding an effective +1 bonus to all die rolls. The creature with the highest level that fails its Will save suffers negative levels equal to the total number of positive levels handed out. These effects last for 10 minutes or until the gothyanki dies.

Muddle Min-Maxer (Ex): Gothyanki hate min-maxers who mingle races or classes just for a lousy trait without contemplating the deeper social ramifications. (Well, as much as gothyanki *can* hate anything; it's more of a resigned annoyance, really.) This grants gothyanki a +5 morale bonus to attack rolls against opponents who are either cross-breeds (including any creature with a "half-" in its race) or multiclassed. This bonus rises to a whopping +10 against multiclassed cross-breeds.

Gloomwalk (Su): As a standard action, once per day a gothyanki can skulk between its gloomy home plane and any shadowy location on any other plane. This is similar to the spell *plane shift* as cast by a 20th-level spellcaster, but only affects the gothyanki and 50 pounds of carried objects.

Skills: Gothyanki receive a +4 racial bonus to Hide checks in dark areas.



GRASSY GNOLL

Large Monstrous Humanoid
... or so They would have you believe!

Hit Dice: 8d8+24 (60 hp)

Initiative: +3 (Dex)

Speed: 20 ft. (scale mail), base 30 ft.

AC: 24 (-1 size, +3 Dex, +8 natural, +4 scale)

Attacks: Greataxe +11/+7 melee; or composite longbow +8/+4* ranged

Damage: Greataxe 1d12+6;

or composite longbow 1d8

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

Special Attacks: Magic arrow theory, paper targets

Special Qualities: Darkvision 60 ft., conspiracy, chiallage

Saves: Fort +9, Ref +5, Will +2

Abilities: Str 23, Dex 17, Con 17, Int 8, Wis 11, Cha 8

Skills: Listen +4, Spot +7

Feats: Point Blank Shot, Precise Shot

Climate/Terrain: Any land, behind the fence, on a bridge, in a manhole, driving the car, and underground

Organization: Solitary*, pair*, or cabal (3-6*)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Fact: 1983; A party of six 7th-level adventurers is wiped out by crossbow-wielding snipers. All bolts strike the munchkins *in the back*.

Fact: 1992; The body of Tough Guy the Imaginative III, a high-level warrior, is discovered peppered with arrows, his broken sword still clenched in his right hand. Tough Guy was *left-handed*.

Fact: 2001; Roderick, a 12th-level bard, is assassinated in such a cheap and sudden manner that his player angrily throws his miniature over his left shoulder. *Back and to the left*.

Coincidence?

Pattern?

Ask yourself this: Ever hear of grassy gnolls? Some folks think these stout humanoids are monstrous plants. (Note to self: connection to shambling mounds? Investigate.) These people have been *lied to*, friend. **Fact:** grassy gnolls are simply coated in a thick layer of terra cotta and fertilizing paste. No, they don't bathe often. Why do you ask? *What are you looking for?* Oh, but the truth goes much deeper than that. Grassy gnolls are hired killers to the last, wiping out whole parties for filthy coin.

So what's the connection? Follow the gp, friend. It's a blood trail leading right to the military pre-industrial complex. It's simple: Kill the decked-out adventurers, make room for new adventurers that need to buy gear. *Now* you see. Grassy gnolls are the killing arm of a vast, faceless consortium of weapons manufacturers; tick off the blacksmiths' guild at your own risk. Shh! Quiet; they're watching you read this book right now!

Grassy gnolls speak in riddles, wrapped in enigmas.

COMBAT

Grassy gnolls prefer to lure their foes into painstakingly elaborate ambushes, attacking from afar. After defeating their foes, grassy gnolls kill each other off to eliminate the evidence trail.

Magic Arrow Theory (Ex): So long as it can move, a grassy gnoll can always fire one more shot from a ranged weapon per round than the rules – or even fundamental logic – would dictate. The grassy gnoll uses its highest base attack bonus for the extra shot.

Paper Targets (Ex): Grassy gnolls receive a +5 insight bonus to attack rolls against humans.

Conspiracy (Ex): There's always at least one more grassy gnoll lurking nearby than opponents realize at the start of combat.

Chiaflage (Ex): The grass growing on a gnoll's hide can be targeted by plant-affecting spells such as *entangle*. A grassy gnoll normally receives a +3 racial bonus to Hide checks in grassy areas. Casting *diminish plants* on a grassy gnoll reduces this bonus to +1; casting *plant growth* on a grassy gnoll increases it to +6.

GUMMI GOLEM

Large Portion Construct

Hit Dice: 5d10 (55 hp)

Initiative: -1 (Dex)

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

AC: 12 (-1 size, -1 Dex, +4 natural)

Attacks: 2 slams +8 melee

Damage: Slam 2d6+5

Face/Reach: 5 ft. × 5 ft./10 ft.

Special Attacks: Sugar rush, tooth decay

Special Qualities: Construct, magic immunity, damage reduction 5/bite attacks, immune to bludgeoning

Saves: Fort +1, Ref +0, Will +1

Abilities: Str 21, Dex 9, Con –, Int –, Wis 11, Cha 1

Climate/Terrain: Any land, molasses marsh, and movie theaters

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 6-9 HD (Large); 10-14 HD (Huge)

A gummi golem is a freakish amalgamation of body parts from hundreds, if not thousands, of dead gummi creatures, all melded together into a single, wobbling, gelatinous mass.

Gummi golems cannot speak, and they only take orders in Swedish.

COMBAT

Gummi golems move slowly, mainly because their feet are so darn sticky.

Sugar Rush (Ex): When a gummi golem enters combat, there is a cumulative 1% chance each round that the golem flies into a hyperactive fit. The uncontrolled golem goes on a rampage, applying a +2 circumstance bonus to its Strength and a -2 penalty to its Dexterity. It takes 1 minute of rest by the golem to reset its sugar rush chance to 0%.

Tooth Decay (Ex): Any creature that damages a gummi golem with a bite attack automatically takes 1 point of acid damage.

Magic Immunity (Ex): Gummi golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire-based effects negate their natural armor, while cold-based effects increase it by +4 but reduce their speed by 10 ft. These effects last for 2d6 rounds, with no saving throw. An acid-based effect cures 1 point of damage for each 3 points it would otherwise deal. The gummi golem rolls no saving throw against acid effects.

Damage Reduction (Ex): A gummi golem's gooey body absorbs the brunt of most attacks, but darn if it doesn't melt in your mouth.

Immune to Bludgeoning (Ex): Bludgeoning weapons, even enchanted ones, simply bounce off a gummi golem, dealing no damage.

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.

CONFECTION

A gummi golem costs 35,000 gp to create, which includes 500 gp for the sugar. Assembling the body requires a successful Craft (confectionery) check, although mushing the gummi together by leaving them in your pockets seems to work just as well. The creator must be a 14th-level spellcaster and must not be diabetic. Completing the ritual drains 1,400 XP from the creator and requires *magic mouth*, *geas/quest*, *limited wish*, and *polymorph any object*.

HYDRANT

Huge Aberration (Water)

Hit Dice: 11d8+55 (104 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 20 ft.

AC: 19 (-2 size, +1 Dex, +10 natural)

Attacks: 5 bites +15 melee; or 5 hosedowns +8 ranged touch

Damage: Bite 2d8+8

Face/Reach: 20 ft. × 20 ft./10 ft. (20 ft. hosedown)

Special Attacks: Hosedown, drench

Special Qualities: Scent, fire resistance 10, severed heads, munchkin carapace, nature calls

Saves: Fort +8, Ref +4, Will +7

Abilities: Str 26, Dex 12, Con 20, Int 3, Wis 10, Cha 9

Skills: Listen +16, Spot +16

Feats: Combat Reflexes

Climate/Terrain: Any street curb and underground

Organization: Solitary

Challenge Rating: 15

Treasure: 1/10 coins; 50% goods; 50% items, plus if a hydrant is killed, its harvested heart functions as a *decanter of endless water*

Alignment: Usually neutral

Advancement: —

Hydrants are strange, biomechanical creatures, obviously not of natural origin. Each hydrant has five heads on long, hose-like necks. A portal to the Elemental Plane of Water sits at each hydrant's heart, contained within a thick metal carapace. Although their exact origins are unclear, hydrants first appeared long ago, during the legendary *Age When Everything Was On Fire* (which immediately followed the mythic *Era of Asking Nicely Not To Touch That Button*).

During mating season each spring, hydrants are drawn to humanoid settlements, where they embed their bright red larvae on most street corners. Over the course of the summer, enterprising humans pry many larval hydrants open to put them to their most common and vital use: cooling off children on hot days. Best to not even mention the dogs. No wonder, then, that by the time they reach adulthood, hydrants become surly monsters that enjoy nothing more than flooding basements and ruining munchkins' comic books.

COMBAT

Hydrants begin combat by spraying torrents of water to knock foes off their feet. While some heads maintain the water pressure to keep the victim off-balance, the other heads move in for the kill. A hydrant can attack with all of its heads at no penalty, even if it moves or charges during the round. It can divide bite and hosedown attacks among its heads, and more than one head can target the same creature for simultaneous hosedowns.

Hosedown (Su): Hydrants can breathe high-pressure torrents of water at will, pumping 60 gallons of water per round in a 20-foot-long, 1-foot-wide stream. A creature struck by one or more hosedowns must succeed at a Strength check (DC 23) per connecting hosedown or be knocked prone and pushed back to the far end of the stream. If a victim is knocked into a solid object, it takes 1d6 points of damage per connecting hosedown for each 10 feet it is knocked back.

Drench (Ex): A hydrant's hosedown puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin.

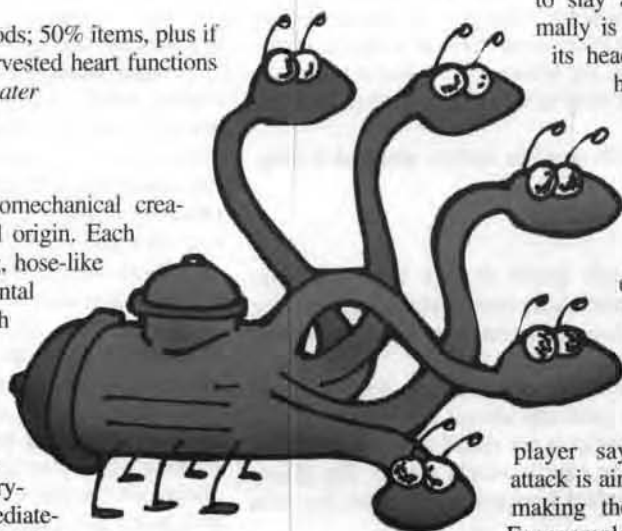
Munchkin Carapace (Ex): The carapace encasing a hydrant's torso is so strong that its body is immune to all attacks. Spells such as *disintegrate*, *finger of death*, *slay living*, and other such cheap shots kill a hydrant outright if they succeed. If the spell does damage on a successful save, that damage is directed against one of the hydrant's heads.

Severed Heads (Ex): The only way to slay a hydrant normally is to sever all of its heads. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the hydrant's hit point total, divided by five, in one blow. (The

player says where the attack is aimed just before making the attack roll.)

For example, a single blow dealing 20 points severs a standard hydrant's head. Any excess damage is lost. The hydrant can no longer attack with that head but suffers no other penalties.

However, each time a head is severed, inner water pressure pushes two new heads from the stump in 1d4 rounds. A hydrant can never have more than 10 heads at any given time, and any extra heads beyond five it gains rust off within a day. A severed neck breathes a hosedown each round until replacement heads emerge or the water pressure is shut off.



To prevent two fresh heads from replacing a severed head, an opponent must twist a wrench on one of the valves on the hydrant's back to shut off the water pressure. This requires a successful melee touch attack and a successful Strength check (DC 23) before the new heads appear.

Nature Calls (Ex): Canine creatures receive a +3 racial bonus to attack rolls against hydrants.

Skills: Hydrants receive a +2 racial bonus to Listen and Spot checks, due to their multiple buggy eyes and antennae.

Feats: A hydrant's Combat Reflexes feat allows it to use all of its heads for attacks of opportunity each round.

JABBERWOCK

Colossal Dragon

Hit Dice: 38d12+342 (589 hp)

Initiative: +0

Speed: 40 ft., fly 100 ft. (clumsy)

AC: 32 (-8 size, +30 natural)

Attacks: Bite +47 melee, 2 claws +42 melee, tail slap +42 melee

Damage: Bite 4d8+16, claw 4d6+8, tail slap 4d6+8

Face/Reach: 10 ft. × 10 ft./20 ft. (100 ft. with head)

Special Attacks: Ramble, captive audience, spell-like abilities

Special Qualities: Darkvision 60 ft., damage reduction 10/+1, regeneration 5, garrulous

Saves: Fort +29, Ref +20, Will +29

Abilities: Str 42, Dex 10, Con 28, Int 14, Wis 24, Cha 13

Skills: Bluff +21, Diplomacy +21, Knowledge (arcana) +29, Knowledge (architecture and engineering) +29, Knowledge (geography) +29, Knowledge (history) +32, Knowledge (local) +29, Knowledge (nature) +29, Knowledge (nobility and royalty) +29, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +27, Spot +27

Feats: Iron Will, Skill Focus (all)

Climate/Terrain: Any tulgey wood

Organization: Solitary

Challenge Rating: 17

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 39-50 HD (Colossal); 51+ HD (Ludicrous)

Jabberwocks are some of the oldest creatures roaming the world. They've seen mountains rise, stars burn out, and that one weekend when the oceans went missing. And boy howdy, do they enjoy talking about every last minute of it!

A jabberwock is a creaky, draconic creature easily recognized by its serpentine neck, flapping jowls, frayed sweater vest, and the belt pulled up to its armpits. Given its druthers, a jabberwock prattles on and on in a meandering, pointless, stream-of-consciousness monologue about how rude adventurers are lately, and how back in the day, that moon wasn't even *there*, and did you know that aberrations all cheat at pinochle, and life was better when there were just

three alignments, and . . . what? Oh. Sorry. Grown men have been known to scoop out their own brains rather than listen to even *one* more anecdote about wearing onions on their belts.

Jabberwocks speak every language.

COMBAT

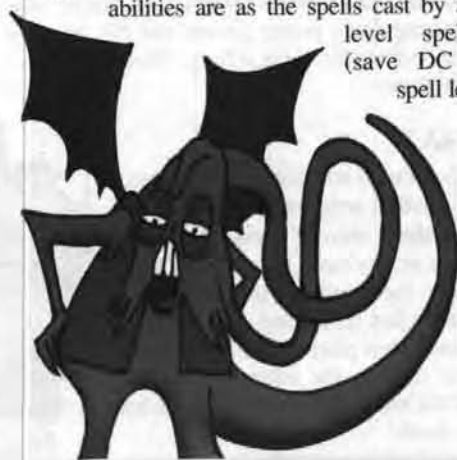
Jabberwocks are not violent by nature; they leave that foolishness to the young whippersnappers. They prefer to simply lumber along behind intelligent creatures, continuously rambling at them until the prospective meals willingly kill themselves. If the victims go inside to avoid the jabberwock, it can weave its long neck into most structures to follow them. A jabberwock will defend itself if attacked, unfavorably comparing the fight to great battles of yore all the while.

Ramble (Ex): A jabberwock continuously rambles about nonsensical topics as a free action each round. So distracting are these musings that all spellcasters within 60 feet of the jabberwock's head must succeed at Concentration checks (DC 28) to cast any spell with a verbal component. Any creature that remains within earshot of a jabberwock's rambling for a full hour must make a Will save (DC 28) or suffer one point of permanent Wisdom drain as its will to live seeps away. This is a language-dependent sonic attack.

Captive Audience (Ex): Because wizards have delved into the hidden workings of the universe, they are unfortunate enough to vaguely understand what a jabberwock is talking about most of the time. Thus, wizards suffer a -3 competence penalty to their Will saves to resist a jabberwock's rambling. Dwarves aren't much for idle chatter, so they suffer a -3 morale penalty to their Will saves. Yes, dwarf wizards are especially screwed.

Regeneration (Ex): Nothing deals normal damage to a jabberwock (but see below).

Garrulous (Su): If a jabberwock falls below 0 hit points or is knocked out by subdual damage, it falls and cannot make physical attacks until it recovers. Its head keeps blabbing right along, however, allowing it to keep using its ramble special attack. The only way to truly kill a jabberwock (and thus shut it up) is to sever its head and sew the mouth shut. **Spell-like Abilities:** Jabberwocks' rambling can be even worse when they put their mind to it. 1/day - *confusion*, *enthrall*, *suggestion*, *Tweedledum's hideous laughter*. These abilities are as the spells cast by a 16th-level spellcaster (save DC 11 + spell level).



JUDGE FREDD

Medium-Size Humanoid

Hit Dice: 16d12+80 (184 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 31 (+1 Dex, +20 armor)

Attacks: +3 *munchkin-spanking baton*
+27/+23/+19/+15/+11 melee

Damage: +3 *munchkin-spanking baton* 1d8+10 plus negative level

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Full character search, spank munchkin, bust perp

Special Qualities: Don't go for that guff, tough guy, lay off the goods

Saves: Fort +17, Ref +11, Will +11

Abilities: Str 21, Dex 18, Con 20, Int 18, Wis 18, Cha 18

Skills: Gather Information +17, Intimidate +23, Knowledge (Adventure spoilers) +14, Knowledge (The rules) +23, Listen +14, Pose +14, Ride +14, Search +23, Sense Motive +17, Spot +14

Feats: Bullet Sponge, Cleave, Combat Reflexes, Cuisinart Attack, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Shagging the DM (don't ask how), Weapon Focus (baton), Weapon Specialization (baton)

Climate/Terrain: Anywhere!

Organization: Solitary

Challenge Rating: 17

Treasure: +3 *munchkin-spanking baton*, +5 *spiked full plate*, lucky +5 *large riot shield*

Alignment: Always lawful neutral

Advancement: By character class.

Once, or so the clerk at our friendly local game store claims, Judge Fredd was some DM's beloved pet NPC. Fredd could do no wrong, and he pushed many a measly PC aside so he could defeat their foes and win the day himself. But did those adventurers thank him for saving the world for them over and over? Heck no! One day, the munchkins conspired against the DM, *cheating* to take Fredd down! Fredd's honor forever soiled, his DM tossed him out in shame. Now Judge Fredd roams from campaign to campaign, pitilessly hunting down power gamers and rule breakers wherever he finds them. He is Judge Fredd. He IS the Rules!

COMBAT

When Fredd encounters munchkins, he acts as judge, jury, and killjoy. Should his inspections uncover crimes or rules infractions of any kind, Judge Fredd puts a beatin' on the cheatin'. If the perps cooperate, Fredd just confiscates all their stuff as evidence, then places them under arrest while he finishes the adventure in their place. If the munchkins resist arrest, he beats them to death.



Full Character Search (Ex): As a standard action, Judge Fredd can order any player character to hand his character sheet over to the DM for inspection. The target must succeed at a Will save (DC 22) or comply at once. If the DM sees anything he doesn't like, Judge Fredd attempts to arrest the PC. Targets with the Juggle the Numbers feat can hide their own cheating with a successful check.

Spank Munchkin (Su): Munchkin PCs hit by Judge Fredd's *munchkin-spanking baton* receive one negative level. If Judge Fredd reduces an opponent to 0 levels, he gives the munchkin a choice: Immediately replace all his munchkin class levels with levels in bartender or beggar (target's choice) or die. The Fortitude save to remove the negative level has a DC of 22; if the subject fails the save, he has to replace the level with a level of bartender or beggar anyway.

Bust Perp (Ex): A cheater and a thief? Oh, now you're *really* gonna get it. Judge Fredd gets a +5 morale bonus to all attack rolls against thieves.

Don't Go For That Guff (Ex): Judge Fredd has declared this whole accursed series of books to be a cheap insult to the fine *d20* tradition. He can ignore any rule from any book brazen enough to label itself "Munchkin." It isn't so much that he's immune to them as he just refuses to acknowledge their existence.

Tough Guy (Ex): Judge Fredd gains feats and attack bonuses as a *Munchkin* warrior. Uh . . . he's undercover.

Lay Off the Goods (Ex): Judge Fredd is welded into his armor, and all of his gear, including his wallet – *especially* his wallet – is attached to his armor with thick chains. If munchkins want to take Fredd's baton, they can pry it out of his cold, dead hand.

KAMIKAZE KOBOLD

Small Humanoid (Reptilian)

Hit Dice: 4d8 (18 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 16 (+1 size, +1 Dex, +1 natural, +3 studded leather)

Attacks: Halfspear +2 melee

Damage: Halfspear 1d6-2

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Kobold go koboom!, kill da wizard!

Special Qualities: Darkvision 60 ft., light sensitivity, brainwashing

Saves: Fort +1, Ref +5, Will +1

Abilities: Str 6, Dex 13, Con 11, Int 13, Wis 10, Cha 3

Skills: Alchemy +4, Hide +8, Listen +1, Search +5, Spot +1, Tumble +4

Feats: Improved Initiative, Run

Climate/Terrain: Any forest and underground

Organization: Solo, gang (4-9), squadron (10-19)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually lawful evil

Advancement: None. Not a lot of promotions in this job.

Kobolds are wusses. You know it; we know it; the kobolds know it. Half the munchkins out there tear through kobolds like tissue paper, and the other half won't even acknowledge them. Sick of this treatment, kobold leaders ordered their armies to kidnap a few 1st-level wizards, suffering only 820 casualties in the process, and forced them to brew an endless supply of black powder and alchemist's fire. ALL HAIL THE KOBOLD LEADERS! The kobolds then pumped a steady stream of this volatile mix into their most impressionable, least useful kin, along with a heapin' helpin' of propaganda. FLAMING DOOM TO THE KOBOLD FOES!

Kamikaze kobolds scream motivational mantras with voices that sound like yapping dogs.

If you let your character die
so he can take over Hell ...
... you might be a Munchkin.

COMBAT

Kamikaze kobolds have but one purpose in life: Run at the enemy and GO KOBOOM!

Smarter ones try to spread out to avoid unnecessary chain reactions.

Kobold Go Koboom! (Su):

If a kamikaze kobold suffers even a single point of falling, bludgeoning, electricity, or fire damage, it explodes in a violent *fireball*, as the spell cast by a 9th-level wizard, inflicting 9d6 points of fire damage to all creatures and unattended objects within a 20 ft. radius spread. Affected creatures can make Reflex saves (DC 13) for half damage. A kobold can detonate itself as a standard action by butting its head into, well, anything. THE GLORY OF DEATH AWAITS!

Kill Da Wizard! (Ex): As part of their training, kamikaze kobolds get a +3 morale bonus to attack rolls against wizards. YAP! YAP! YAP!

Light Sensitivity (Ex): Kamikaze kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Brain Washing (Ex): Kamikaze kobolds are immune to all mind-influencing effects. THE KOBOLD IS MOTHER! THE KOBOLD IS FATHER!

Skills: Kamikaze kobolds receive a +2 racial bonus to Alchemy, Craft (trapmaking), Profession (mining), and Search checks.

LARGE ANGRY CHICKEN

Large Angry Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +0

Speed: 30 ft., fly 20 ft. (clumsy)

AC: 12 (-1 size, +3 natural)

Attacks: 2 claws +7 melee, peck +2 melee

Damage: Claw 1d6+4, peck 1d8+2

Face/Reach: 5 ft. × 5 ft./10 ft.

Special Qualities: Headless, dee-licious

Saves: Fort +7, Ref +4, Will +2

Abilities: Str 18, Dex 11, Con 16, Int 2, Wis 13, Cha 6

Skills: Listen +6, Spot +6

Climate/Terrain: Any land and underground

Organization: Solitary, flock (2-5), or vigilante gang (6-30)

Challenge Rating: 2

Treasure: -

Alignment: Usually neutral

Advancement: 5-10 HD (Huge)

Metabolic steroid potions and poultry make for an ugly mix, folks.

COMBAT

When a large angry chicken finally snaps, it attacks with a flurry of pecking, scraping, flying feathers, and clucking. Oh, the *clucking*.

Headless (Ex): As if it wasn't indignant *enough*. If a large angry chicken is decapitated, its body continues to run amok, making claw attacks until it drops dead 10 rounds later. Just be thankful that a large angry headless chicken is blinded and deafened, naturally.

Dee-licious (Ex): If a large angry chicken is killed with fire damage, any creature that fills up on the finger-licking remains immediately regains hit points as though it had rested for a full night. One large angry fried chicken feeds a family of 20 Medium-size creatures.

MONSTER THAT WAS CUT OFF BY A PRINTING ERROR

Diminutive Giant



LEPERCHAUN

Small Fey . . . and getting smaller

Hit Dice: 1d6 (3 hp)

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

Speed: 40 ft.

AC: 13 (+1 size, +2 Dex)

Attacks: Shillelagh +0 melee; or touch +0 melee touch

Damage: Shillelagh 1d4+2; touch o'leprosy

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: O'Leprosy, limited o'wish

Special Qualities: Pot o' giblets, spell-like o'bilities, gross

Saves: Fort +0, Ref +2, Will +3

Abilities: Str 6, Dex 14, Con 10, Int 16, Wis 12, Cha 8

Skills: Appraise +8, Bluff +4, Gamble +10, Hide +15, Listen +5, Move Silently +5, Search +12, Spot +5

Feats: Alertness, Dodge, Improved Initiative, Mobility

Climate/Terrain: Temperate forest, hill, and plains

O'rganizati'on: Solitary

Challenge Rating: 4

Treasure: Triple coins

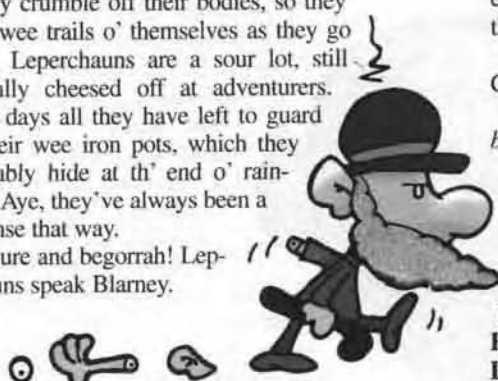
Alignment: Usually chaotic neutral

Advancement: 2-4 HD (Small)

In th' olden days o' yore, leperchauns were th' mystical guardians o' th' faerie kingdom's magic amulets and lucky charms. Really, they were pretty poor at it; you could barely turn on th' telly without seein' yet another sad tale o' leperchauns bein' mugged by ruthless adventurers. For their incompetence, leperchauns were cursed with a brutal magical disease to match their already unfortunate names.

Leperchauns are wee little fellows who prefer their beards red, their bowlers green, and their pints full. Their o'leprosy causes wee bits 'n' pieces to continually crumble off their bodies, so they leave wee trails o' themselves as they go about. Leperchauns are a sour lot, still rightfully cheesed off at adventurers. These days all they have left to guard are their wee iron pots, which they invariably hide at th' end o' rain-bows. Aye, they've always been a bit dense that way.

Sure and begorrah! Leperchauns speak Blarney.



COMBAT

Leperchauns knows th' value o' a swift cudgel to th' kneecap, but they prefer to deal with tall folk through trickery, foolin' munchkins into takin' their cursed gold.

O'Leprosy (Su): Leperchauns are permanently infected with this supernatural disease, which they can also spread to gold coins and livin' creatures with a

touch. Whenever an infected creature rolls a natural 1 on any d20 roll, a body part drops off. Roll 1d8 to determine th' giblet:

- 1 – hand
- 2 – arm
- 3 – leg
- 4 – eye
- 5 – ear
- 6 – nose
- 7 – mouth
- 8 – head



Losing body parts inflicts no damage, and th' strewn giblets dinna die; they just lie around like warm, spongy marshmallows. Th' Big Blue Core Book has some ideas on what penalties to impose when a limb falls off. If a nose falls off, th' creature canna smell; if a mouth falls off, th' creature canna speak or bite.

A creature can reattach a body part by rubbing a *cure wounds* potion into th' stump, then holding th' limb in place for an hour.

If a living creature touches a leperchaun or infected gold, it must succeed at a Fortitude save (DC 14) or contract o'leprosy. Unlike leperchauns, gold and other creatures can be cured with a *cure disease* spell. (As opposed to what, *earthquake*?)

Limited O'Wish (Sp): A leperchaun can grant a single *limited o'wish* as ransom for its pot o' giblets. This ability is as th' spell *limited wish* cast by a 20th-level spellcaster (save DC 16), but it is also infected with o'leprosy. Whatever effect th' *limited wish* grants falls apart, one piece at a time, over th' course of th' next 2d6 days, until th' world returns to normal.

Pot o' Giblets (Ex): Every leperchaun's most prized possession is th' iron pot in which it keeps its limbs until it can reattach them. If the PCs steal a pot o' giblets, th' leperchaun will begrudgingly offer a *limited o'wish* for its return.

Gross (Ex): Elves are extremely squeamish around leperchauns, what with the dribblings. Leperchauns gain a +5 racial bonus to attack rolls against them.

Skills: Leperchauns receive a +4 racial bonus to Gamble, Hide, and Search checks.

Spell-like O'Bilities: At will – *invisibility to the blond*, *reduce*, *shillelagh*, *ventriloquism*; 1/day – *create cereal and milk* (as *create food and water*). These abilities are as th' spells cast by an 8th-level spellcaster (save DC 9 + spell level).

LUST MONSTER

Large Aberration

Hit Dice: 13d8+39 (97 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 20 (–1 size, +3 Dex, +8 natural)

Attacks: Tendril caress +13 melee touch, nibble +8 melee

Damage: Tendril caress stiffness drain, nibble 1d4+2

Face/Reach: 5 ft. × 10 ft./5 ft.

Special Attacks: Charming gaze, stiffness drain, the mourning after

Special Qualities: Scent, hot tamale

Saves: Fort +7, Ref +7, Will +9

Abilities: Str 18, Dex 17, Con 16, Int 10, Wis 13, Cha 20

Skills: Innuendo +9, Listen +6, Seduce +21*, Spot +6, Use Rope +11

Feats: Bad Touch, Improved Initiative

Climate/Terrain: Any land and underpants

Organization: Solitary

Challenge Rating: 13

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 14-17 HD (Large), 18-30 HD (Huge)

In its rarely seen true form, a lust monster resembles an oversized cross between a lobster and a cockroach. Its lurid pink and scarlet exoskeleton glistens with sweat, and its swollen joints tend to squirt fluid like overripe tomatoes. They also have long, sinuous tails, curving horns, and huge . . . tracts of land. Usually, however, they cloak themselves in sexy, sexy illusions. Lust monsters feed on the essential stiffness of the creatures and objects around them. Once a lust monster has had its way with the victim, it often takes two or three undertakers just to get the smile off his face.

Lust monsters speak Common and the universal language of love: Dutch.

COMBAT

Lust monsters use their glamer to lure lone victims off to secluded locales, then take their time draining the victim.

Charming

Gaze (Su): Dominate monster as cast by an 18th-level spellcaster, 30 feet, Will negates (DC 21). A dominated victim gladly succumbs to the lust monster's stiffness

drain. A lust monster can only charm the pants of a creature successfully targeted by its hot tamale glamer, and the domination effect lasts only until the creature leaves the area of effect.

Stiffness Drain (Su): A lust monster that makes a successful touch attack against a creature or object inflicts 1d6 points of permanent stiffness drain. This attack drains hardness or damage reduction, armor bonus or natural armor bonus, and Strength, in that order. For example, if a creature with 10/+1 DR suffers 6 points of stiffness damage, its damage reduction drops to 4/+1. When its DR drops to 0/+1, the stiffness damage starts to drain its natural armor bonus. An object that loses all of its hardness and armor bonus, or a creature that loses its damage reduction, natural armor, or Strength, is as soft and spongy as foam rubber. *Restoration* restores lost stiffness to creatures, while each casting of *mending* restores 1 point of stiffness to objects.

The Mourning After (Ex): If a creature that had previously succumbed to a lust monster's charming gaze sees the monster's true form, it must succeed at a Will save (DC 21) or suffer a -2 morale penalty to all attack rolls, checks, and saving throws until it takes a long, hot, cleansing shower.

Hot Tamale (Su): A continuous glamer cloaks a lust monster, making it appear to be whoever or whatever any creatures within eyeshot consider desirable. This ability is similar to *alter self* as cast by an 18th-level spellcaster, but the lust monster can take any Small, Medium-size, or Large form indefinitely. A lust monster cannot suppress this ability. The glamer works perfectly so long as only one creature can see the lust monster, but if two or more people of opposite genders can see the lust monster at the same time, it instinctively attempts to encompass both fantasies at once. This results in a twisted blend that usually only appeals to video clerks in Red Bank, New Jersey.

Skills: A lust monster receives an additional +10 circumstance bonus to Seduce checks when its hot tamale glamer is working properly.

MAUL RAT

Small Outsider (Evil)

Hit Dice: 2d8 (9 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 size, +1 Dex, +2 natural)

Attacks: Whack-a-maul +6 melee

Damage: Whack-a-maul 1d8+3

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Contribute to the economy, It Came From Hell!

Special Qualities: Damage reduction 5/spoons, SR 5, sonic immunity, bored now

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

Abilities: Str 14, Dex 13, Con 10, Int 8, Wis 12, Cha 6

Skills: Bluff +3, Pick Pocket +6, Profession (loiterer) +6

Feats: Whack Them All!

Climate/Terrain: Any marketplace and underground

Organization: Gang (2-4), swarm (6-15), or mob (10-40)

Challenge Rating: 1

Treasure: Double coins, standard gear, standard items

Alignment: Always neutral evil

Advancement: 3-8 HD (Small)



Ohmigawd! These horrors are, like, easily identified by their, like, twitchy noses, gaudy clothes and, like, the massive mauls they carry? Like, duh? These ratlike fiends hail from the lower plane of Pandermalamania, an endless catacomb of overpriced soft pretzel stands and hair clip kiosks, where tinny music, like, never stops playing? Maul rats can only exist for a few hours on the Material Plane unless they're near a shop, so, like, they take over cleaned-out dungeons and turn them into subterranean marketplaces like their home? All maul rats smoke, but smoking is never allowed in their marketplaces, so, like, they can usually be found hanging out in a haze at the entrances to their dungeons?

Maul rats speak, like, Common and end every sentence as, like, a question?

COMBAT

Should shoppers decide not to hike out to a dank old dungeon to buy their stuff, the maul rats, like, smash the competition?

Contribute to the Economy (Su): Damage inflicted by, like, a maul rat cannot be healed until the victim spends a gold piece total equal to the lost hit points at, like, any store? It doesn't, like, matter what you buy so, like, could you buy us some smokes?

It Came From Hell! (Ex): Compared to, like, Orange Julius, holy water is, like, totally grody? So, like, maul rats totally receive a +3 morale bonus to attack rolls against clerics just for spite?

Bored Now (Su): If a maul rat on the Material Plane stays more than 500 feet from a shop or marketplace for 2d4 hours, it declares that, "This, like, totally sucks?" and blips back to Pandermalamania?

If you've rolled all of
your dice 10,000 times
to find the "lucky" ones ...
... you might be a Munchkin.



Abilities: Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 17

Skills: Balance +7, Climb +13, Jump +14, Listen +8, Spot +8

Feats: Alertness, Dodge, Mobility

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or sorority (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic good

Advancement: By character class

Learned sages all agree that the moon, so lofty and serene in our sky, is actually densely populated by an enlightened race of apple-cheeked moon maidens. As one might expect, these maidens spend their entire lives desperately clinging to the moon so they won't fall off. In this crazy, upside-down world, the derriere has evolved to house the maiden's brain and sensory organs, while the head is largely just there for decoration – just like Hollywood celebrities. Occasionally, however, a moon maiden loses her grip and falls to earth, where she wanders about, exploring her new, alien world.

Moon maidens speak Crazy Moon-Talk.

COMBAT

Moon maidens have no intention of harming other creatures. When a moon maiden encounters an earth creature, she bends over and offers the traditional lunar greeting. If the creature responds with the traditional reply – embarrassed snickering – the moon maiden tackles the creature and drags him off for further diplomatic relations. No one knows what happens to these abductees, but when they reappear 2d6 hours later, they invariably have ribbons tied in their hair, their boots on the wrong feet, and a lovely new dress on over their armor.

Moony Gaze (Su): Seeing a moon maiden's tush acts as a gaze attack: 30 ft., Will save (DC 16). Creatures that fail their save break into uncontrollable giggling, as the spell *Tushie's hideous laughter* cast by a 12th-level spellcaster, except that the tittering fit persists until someone whacks the victim back to his senses with a damaging attack. In addition, afflicted lycanthropes that fail their Will save transform into their bestial form. It's a *full moon!* Get it? Ah hah hah hah!

Immunities (Ex): Due to their crazy moon-logic, moon maidens are immune to all mind-influencing effects. In addition, moon maidens do not need to breathe and are immune to falling damage.

Regeneration (Ex): Only unarmed strikes deal normal damage to a moon maiden. Ooh, a spanking! A spanking!

Skills: Moon maidens receive a +4 racial bonus to Climb and Jump checks.

MOON MAIDEN

Medium-Size Monstrous Humanoid

Hit Dice: 6d8+6 (33 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 15 (+2 Dex, +3 natural)

Attacks: Grapple +7 melee

Damage: –

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Moony gaze

Special Qualities: Darkvision 60 ft., immunities, regeneration 5

Saves: Fort +3, Ref +7, Will +6

MR. BONES

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

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

Speed: 30 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: High-kick +1 melee

Damage: kick 1d6 and talent drain

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Talent drain, create chorus line

Special Qualities: Undead, immunities

Saves: Fort +0, Ref +2, Will +4

Abilities: Str 10, Dex 14, Con -, Int 11, Wis 13, Cha 15

Skills: Balance +10, Listen +7, Perform (dance) +18, Spot +6, Tumble +10

Feats: Improved Initiative

Climate/Terrain: Any land and underground, but he left his heart on Broadway. Really.

Organization: Solitary, duo, or revue (6-11)

Challenge Rating: 2

Treasure: Standard coins, standard gear plus spiffy hat and cane, standard items

Alignment: Usually neutral

Advancement: 3-8 HD (Medium-size)

Mr. Bones is certainly a cheery fellow, as damned souls go. He's got rhythm, he's got music! He's doomed to tap dance to an eerily peppy tune until the sun burns out! Who could ask for anything more?

COMBAT

Dead or alive, the show must go on!

Talent Drain (Su): Mr. Bones needs to keep his act fresh with new material. Living creatures hit by Mr. Bones' kick attack lose 1d4+2 skill ranks in Perform. A victim with no Perform ranks receives one negative level. The Fortitude save to remove the negative level or regain the skill ranks has a DC of 13. *Lesser restoration* restores the lost skill ranks as well.

Create Chorus Line (Su):

Any humanoid slain by Mr. Bones becomes a new Mr. Bones in 1d4 rounds, jauntily tossing off his skin and grabbing a hat and cane thrown in from offstage. New Mr. Bones join the act. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and hecklers. Not subject to critical hits, subdual



damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Mr. Bones has cold immunity. Because he lacks flesh or internal organs, he takes only half damage from piercing or slashing weapons, plus he can eat whatever he wants and never gain a pound.

Skills (Ex): Mr. Bones receives a +8 racial bonus to Perform checks.

NET TROLL

Large Giant

Hit Dice: 12d8+72 (126 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 22 (-1 size, +1 Dex, +12 natural)

Attacks: 2 claws +14 melee, bite +9 melee

Damage: Claw 1d6+5, bite 1d6+2

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

Special Attacks: Hack account, declare broken, taunt, hot under the collar, rend

Special Qualities: Scent, darkvision 90 ft., absorb abuse, immunities

Saves: Fort +16, Ref +5, Will +5

Abilities: Str 20, Dex 13, Con 23, Int 10, Wis 9, Cha 16

Skills: Bluff +11, Listen +1, Scry +8, Spot +1

Feats: Alertness, Great Fortitude, Iron Will

Climate/Terrain: Any basement, back room, and under bridges

Organization: Solitary

Challenge Rating: 10

Treasure: Standard, plus crystal cube

Alignment: Usually neutral evil

Advancement: By character class

Net trolls are bulging, sedentary creatures, their bodies covered in thick rolls of rubbery green flesh and thinning hair. They spend their entire lives sitting in dark, dank lairs on the Material Plane, using their magical *crystal cubes* to monitor the Astral Plane – specifically, the networks of planar conduits through which teleporting creatures zip from place to place and divination spells pass between clerics and their gods. No one knows *why* net trolls monitor the conduit network; they certainly don't serve any *purpose*, nor can they be called "enlightened" without snickering. In fact, all net trolls really *do* know is that a lot of munchkins in the multiverse have nifty powers that they don't share. This really ticks them off.

Net trolls speak Common, Giant, and L33T, but their spelling is atrocious.



COMBAT

Whenever a spellcaster uses divination or teleportation magic, he has a 5% chance per caster level of drawing the attention of a net troll. If adventurers track down a net troll after it messes with them, the creature's primary defense is its intensely offensive personality.

Crystal Cube: Net trolls make their own *crystal cubes*. These magic items are virtually identical to *crystal balls*, save for their shape, the greasy fingerprints and powdered cheese smeared on every surface, and the fact that very few people, other than net trolls, can ever figure out how to use them. Creatures other than net trolls can use *crystal cubes* to learn where a troll sent their stuff with a successful Use Magic Device check. A net troll without a *crystal cube* cannot use its hack account or declare broken abilities.

Hack Account (Ex): If a net troll meddles with a divination spell, the caster must make a Will save (DC 18). If the caster fails this save, the net troll replaces the spell's usual result with a message of its own. "Yu R teh SUXXORS!!!" is a popular choice, as are rants about how the spellcaster is a mindless slave of class-based society.

Declare Broken (Su): If a net troll meddles with a teleportation spell, each teleporting creature must make a Will save (DC 18). If a creature fails its save, the troll repairs the character's "broken" game balance. The target should roll 1d20; if it rolls over its level/HD, the net troll arbitrarily gives it a randomly determined magic item. If the target rolls under its level/HD, the troll *takes* one of the target's magic items and gives it to some other random creature that happens to be teleporting at that moment, preferably one at the far end of the multiverse. If the target rolls its level/HD exactly, the net troll just deletes its pants, then laughs uproariously to itself, very possibly waking its parents. (No one said net trolls actually *knew* anything about game balance.)

Taunt (Ex): As a free action, a net troll can batter all opponents within 60 feet with witheringly inane insults, provoking any affected creature that fails its Will save (DC 18) to rush forward and attack the troll in melee for 1d6 rounds. Enraged creatures cannot retreat and must succeed at a Concentration check (DC 25) to cast spells. This is a language-dependent compulsion.

Hot Under the Collar (Su): Any creature that attacks a net troll must succeed at a Will save (DC 18) or burst into flames, suffering 2d4 points of fire damage. The creature must make a new saving throw each round it attacks the troll.

Rend (Ex): If a net troll hits with both claw attacks, it latches onto the opponent's body and tears him a new one. This attack automatically deals an additional 2d6+7 points of damage.

Absorb Abuse (Ex): A net troll heals 1d6 points of damage whenever it is verbally abused or insulted.

Sonic attacks cannot harm net trolls; indeed, they cure 1 point of damage for each die of damage they would otherwise inflict.

Immunities (Ex): Net trolls are immune to fire damage and mind-influencing effects.



PIÑATA

Small Magical Beast

Hit Dice: 5d10+5 (60 hp)

Initiative: +3 (Dex)

Speed: 10 ft., fly 60 ft. (average)

AC: 18 (+1 size, +3 Dex, +4 natural)

Attacks: Stick +6/+2 melee; or bite +5 melee

Damage: Stick 1d6-2; bite 1d4-2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Cheap FX, fragile

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 7, Dex 17, Con 12, Int 10, Wis 14, Cha 16

Skills: Listen +12, Perform (guitar) +4, Spot +12, Use Rope +11

Feats: Alertness, Weapon Focus (stick)

Climate/Terrain: Warm desert, hill, and mountains

Organization: Solitary, pair, or loving family (3-6)

Challenge Rating: 3

Treasure: Triple standard

Alignment: Usually lawful good

Advancement: 6-8 HD (Small); 9-11 HD (Medium-size)

Piñatas are gregarious and gentle reptilian creatures that vaguely resemble plump miniature wyverns. Their stiff, papery skin is covered in garish patterns and, sadly for them, is very brittle. Most piñatas try to lead productive lives, but as a species they do all they can to hide from rampaging humanoids. This is due to one particularly unfortunate physiological oddity: As a piñata grows to adulthood, all of its internal glands and organs slowly adopt the form of valuable trinkets; the entirety of a piñata's treasure actually grows within its body. Piñata young are filled with growths indistinguishable from delicious candies. Many a defenseless

piñata child has been brutally beaten to death, disemboweled, and their sugary entrails devoured at the orgies of violence humanoid children engage in to mark their birthdays. Adult piñatas have it even worse; their organs harden to form coins, gems, potions, rings and the like. This is inevitably a powerful lure to munchkin adventurers looking to . . . uh . . . pace themselves before taking on bigger critters.

Piñatas speak Common and Spanish.

COMBAT

Piñatas abhor violence, and try to flee whenever they can. If pressed, however, they have all learned to speak softly and carry a big stick.

Cheap FX (Ex): With a successful Spot check (DC 12), creatures may notice that "flying" piñatas are actually held up by a bit of string that stretches endlessly up into the sky. An opponent can strike the string as if it were a held object. If the opponent inflicts 2 points of damage with a slashing weapon, he severs the string. A piñata with a cut string immediately loses its ability to fly. It takes a week for the piñata to order up a new celestial string.

Fragile (Ex): Due to their papier-mâché anatomy, piñatas take double damage from bludgeoning attacks.

PLATYCORE

Huge Magical Beast

Hit Dice: 9d10+36 (85 hp)

Initiative: +2 (Dex)

Speed: 30 ft., burrow 10 ft., swim 30 ft., fly 50 ft. (clumsy)

AC: 17 (-2 size, +2 Dex, +7 natural)

Attacks: 2 claws +13 melee, bite +11 melee; or 6 boomerang spikes +8 ranged

Damage: Claw 2d4+5, bite 1d8+2; or boomerang spike 1d8+2 plus poison

Face/Reach: 10 ft. × 20 ft./10 ft.

Special Attacks: Boomerang spikes, poison, revenge!

Special Qualities: Scent, SR 19

Saves: Fort +10, Ref +8, Will +4

Abilities: Str 20, Dex 15,

Con 19, Int 7, Wis 12,

Cha 9

Skills: Listen +10, Spot +11*

Feats: Multiattack

Climate/Terrain: Warm and temperate land and underground

Organization: Solitary, pair, or clump (3-6)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 10-20 HD (Huge); 21-27 HD (Gargantuan)

Look, we like creating chimerical monsters as much as the next crassly commercial satirists, but there comes a point when too many wizards can spoil the critter. Take the platycore for example. This poor

creature-by-committee combines the wings of a bat, the body of a lion, the tail of, uh, a porcupine, sorta, and what we think is supposed to be the head of a beaver and a duck's bill and feet. Add a marsupial pouch full of eggs and Vegemite and you've got a real genetic mess on your hands. Platycores have been zapped by so many spells, it's no wonder that magic rolls off them like water off a duck's back. (Come to think of it, I think that *is* a duck's back.)

Platycores speak Strine.

COMBAT

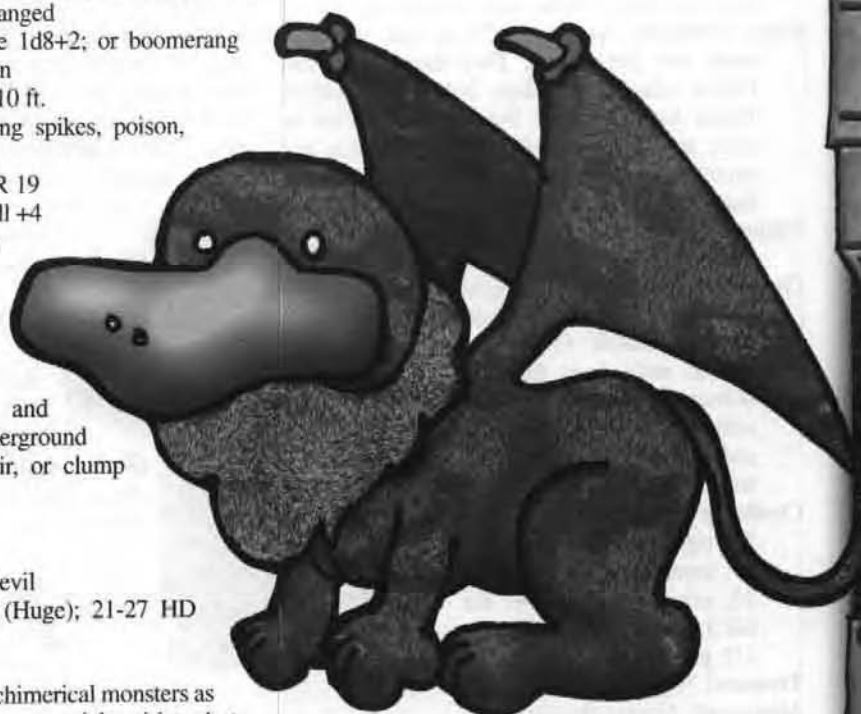
Platycores begin combat by flinging their spikes at their foes. They despise wizards, and always attack them first.

Boomerang Spikes (Ex): With a snap of its tail, a platycore can loose a volley of six curved spikes as a standard action. This attack has a range of 180 feet with no range increment. The spikes follow a curving path and can even go around corners. As long as a clear path exists between the platycore and the target, the platycore's target never benefits from cover bonuses. A spike threatens on a critical hit on a natural attack roll of 19 or 20. The creature can launch only 24 spikes in any one day, but any spikes that miss their target swing back around and reattach to the platycore's tail, so they do not count against the total.

Poison (Ex): Spike, Fortitude save (DC 18); initial and secondary damage 1d4 temporary Strength.

Revenge! (Ex): Platycores receive a +6 morale bonus to attack rolls against wizards.

Skills: Platycores receive a +4 racial bonus to Spot checks in daylight.



PLUTONIUM DRAGON

Dragon (Atomic)

Attacks and Damage: Plutonium dragons attack with their bite, claws, tail and wings just like the dragons you've read about in other books. Damage ratings for munchkin-sized dragons are as follows: Itsy-bitsy: bite 1, claw -, wing -, tail -. Ludicrous: bite 6d6, claw 4d8, wing 4d6, tail crush 4d8, tail sweep 6d6.

Face/Reach: Wyrmling 250 ft. by 1,000 ft./50 ft., Pipsqueak 40 ft. by 80 ft./15 ft., Juvenile 20 ft. by 40 ft./15 ft., Immature 10 ft. by 20 ft./10 ft., Adult 5 ft. by 10 ft./10 ft., Mature adult 5 ft. by 5 ft./5 ft., Over the hill 5 ft. by 5 ft./5 ft., Oldster 2 1/2 ft. by 2 1/2 ft./5 ft., Ancient 1 ft. by 1 ft./0 ft., Wyrml 1/2 ft. by 1/2 ft./0 ft., Geezer 0 ft. by 0 ft./0 ft.

Special Attacks: Atomic breath weapon, glow in the dark, frightful presence, spells, spell-like abilities, meltdown

Special Qualities: Atomic subtype, SR, immunities, blindsight, keen senses

Skills: Plutonium dragons have 6 skill points per Hit Die, plus bonus points equal to Intelligence modifier $\times$ HD, so their skills deteriorate as they do. Plutonium dragons purchase the following skills at 1 rank per Hit Die: Listen, Spot, and Search. The remaining skill points are generally spent on Bluff, Concentration, Cuisinart Attack, Diplomacy, Escape Artist, Knowledge (atomic science), Scream, and Search for Treasure at a cost of 1 skill point per rank. In Munchkin games, dragons can purchase skills that are exclusive to a class. Plutonium dragons also have the Spellcraft skill for free at 1 rank per Hit Die, but they lose it when their Intelligence bonus drops below +1.

Feats: Plutonium dragons have one feat, plus one more feat per 4 HD. They favor Alertness, Cleave (claw or tail slap), Improved Initiative, Power Attack, Sunder, Weapon Focus (claw or bite), any metamagic feat that is available and useful to wizards, and those wacky dragon feats in the Scaly Core Book.

Climate/Terrain: Warm desert, hill, and atolls

Organization: Wyrmling, pipsqueak, juvenile, and immature adult: solitary or clutch (2-5); Adult, mature adult, over the hill, oldster, ancient, and wyrml: solitary, pair, or family (1-2 and 2-5 offspring); geezer: solitary and 2-40 cats

Challenge Ratings: Wyrmling 36; pipsqueak 30; juvenile 27; immature adult 21; adult 10; mature adult 4; over the hill 3; oldster 2; ancient 1; wyrml 1/2; geezer 1/4

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 257+ HD (Ludicrous), pipsqueak 129-255 HD (Colossal), juvenile 65-127

HD (Gargantuan), immature adult 33-63 HD (Huge), adult 17-31 HD (Large), mature adult 9-15 HD (Medium-size), over the hill 5-7 HD (Small), oldster 3 HD (Tiny), ancient - (Diminutive), wyrml - (Fine), geezer - (Itsy-bitsy)

Without a doubt, dragons are the munchkins of the monster world. They get the best attacks, the best saving throws, and all the virgins they can eat. Heck, they even kill PCs just to take their stuff! The plutonium dragon, a bellowing beast covered in lurid purple scales, is one of the worst offenders, since they can't get more powerful just by scratching their rumps for a few centuries. With the clock ticking, many plutonium dragons rampage through human countries, laying cities to waste and looting electronics shops for yummy lithium batteries.

PLUTONIUM DRAGON

AGE CATEGORIES

		Age (Years)	Breath Weapon Length
11	Wyrmling	0-24,100	100 ft.
10	Pipsqueak	24,101-48,200	70 ft.
9	Juvenile	48,201-72,300	60 ft.
8	Immature adult	72,301-96,400	50 ft.
7	Adult	96,401-120,500	40 ft.
6	Mature adult	120,501-144,600	30 ft.
5	Over the hill	144,601-168,700	20 ft.
4	Oldster	168,701-192,800	15 ft.
3	Ancient	192,801-216,900	10 ft.
2	Wyrml	216,901-241,000	5 ft.
1	Geezer	241,001-265,100	2 1/2 ft.

The same atomic energy that fuels plutonium dragons renders them molecularly unstable. Thus, they actually get less overblown as they get older, halving their size every 24,100 years (you can set your clock by it!). Sages don't know where baby plutonium dragons come from, but they all agree it's probably not a pretty picture.

Plutonium dragons speak Draconic and badly dubbed Common.

COMBAT

It's a dragon. You know the drill: Stomp, bite, roast, eat, burp.

Atomic Breath Weapon

(Su): A plutonium dragon can breathe a cone of atomic energy as a standard action. Once a dragon breathes, it can't breathe again for 1d4 rounds. A blast from a breath weapon always starts at the dragon's mouth and extends in a direction of the dragon's



choice, with the area indicated. The cone is as high and wide as its length. Creatures caught in the area can attempt Reflex saves to take half damage, with the DC dependent on the dragon's age.



PLUTONIUM DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	Lu	256d12+3,840 (5,504)	39 (-16 size, +45 natural)	+263	+150	+135	+145	26d10 (138)	+148	32
Pipsqueak	C	128d12+1,408 (2,240)	42 (-8 size, +40 natural)	+139	+82	+71	+80	24d10 (85)	+83	29
Juvenile	G	64d12+576 (992)	43 (-4 size, +37 natural)	+77	+43	+34	+42	22d10 (51)	+50	26
Immature adult	H	32d12+192 (400)	42 (-2 size, +34 natural)	+43	+24	+18	+25	20d10 (32)	+33	23
Adult	L	16d12+64 (168)	40 (-1 size, +31 natural)	+25	+14	+10	+16	18d10 (22)	-	20
Mature adult	M	8d12+16 (68)	38 (+28 natural)	+12	+8	+6	+11	16d10 (16)	-	17
Over the hill	S	4d12+4 (30)	36 (+1 size, +25 natural)	+8	+5	+4	+8	12d10 (13)	-	14
Oldster	T	2d12+2 (15)	34 (+2 size, +22 natural)	+6	+4	+3	+6	8d10 (12)	-	11
Ancient	D	1d12 (6)	33 (+4 size, +19 natural)	+5	+2	+2	+4	4d10 (10)	-	8
Wyrm	F	1/2d12 (3)	34 (+8 size, +16 natural)	+7	+2	+2	+3	2d10 (10)	-	5
Geezer	IB	1/4d12 (1)	39 (+16 size, +13 natural)	+14	+2	+2	+2	1d10 (10)	-	2

PLUTONIUM DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Glow	Caster Level
Wyrmling	60 ft., fly 500 ft. (clumsy)	55	10	41	30	31	30	Atomic subtype, DR 30/+4, spell-like abilities	6d6	19th
Pipsqueak	60 ft., fly 250 ft. (clumsy)	47	10	33	28	29	29	DR 20/+3	4d8	17th
Juvenile	60 ft., fly 250 ft. (clumsy)	43	10	29	26	27	26	-	4d6	15th
Immature adult	60 ft., fly 200 ft. (poor)	35	10	23	24	25	24	DR 15/+2, lose <i>firestorm</i> and <i>regenerate</i>	2d8	13th
Adult	60 ft., fly 200 ft. (poor)	29	10	19	22	23	22	-	2d6	11th
Mature adult	60 ft., fly 200 ft. (poor)	17	10	15	20	21	20	DR 10/+1, lose <i>gust of wind</i>	1d8	9th
Over the hill	60 ft., fly 200 ft. (poor)	15	10	13	18	19	18	-	1d6	7th
Oldster	40 ft., fly 150 ft. (average)	13	10	13	16	17	16	DR 5/+1	1d4	5th
Ancient	30 ft., fly 100 ft. (average)	9	10	11	14	15	14	Lose DR	1d3	3rd
Wyrm	20 ft., fly 50 ft. (good)	5	10	11	12	13	12	-	1d2	1st
Geezer	10 ft., fly 30 ft. (good)	2	10	11	10	11	10	-	1	-



Atomic Energy

Atomic energy is pretty nasty, and not just because folks that lose more than half of their hit points to it lose their teeth and hair. There's no way to block atomic energy in Those Other Rules, but it's only a matter of time before munchkin spellcasters start cooking up spells like *endure atomic energy*, *resist atomic energy*, and *kick sand in atomic energy's face and steal its girlfriend*. Until then, there's another way for munchkins to protect themselves:

Lead Armor

The gnome engineers of the Graphite Mountains, renowned for both their astounding lead aqueducts and their profound neurobehavioral impairments, have discovered that atomic energy can be blocked by a nice, solid coating of lead. Light armor provides atomic resistance 10, medium armor provides atomic resistance 20, and heavy armor provides atomic resistance 30. Coating armor in lead doubles its weight and cost. PCs on a budget can cover themselves in wet newspapers, which provides atomic resistance 5.

Munchkins looking for maximum protection can coat themselves in lead, preferably in a dynamic pose, providing a hearty atomic resistance 40. Of course, there are risks involved in having yourself dipped in molten metal; over the past decade or so, many blacksmiths have switched to cheap pewter alloys rather than pure lead. Accept no substitutes!

Glow in the Dark (Su): Any living creature within a plutonium dragon's reach suffers the atomic damage indicated each round. Creatures can make a Fortitude save (DC equal to breath weapon DC) for half damage.

Frightful Presence (Ex): An immature adult or younger plutonium dragon can unsettle foes with its mere presence. Whenever the dragon attacks, charges, flies overhead, or causes people to melt, creatures within 300 ft. are subject to the effect if they have fewer HD than the dragon. If they have more HD than the dragon, then, sheesh, have you lost control of the game.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 dragon's HD + dragon's Charisma modifier) remains immune to that dragon's frightful presence for one day. One a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds, fleeing in terror as they point at the dragon and cry out its name. Creatures with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons unless they owe them money.

Spells: A plutonium dragon knows and casts spells as a monster wizard of the level indicated, gaining bonus spells for a high Charisma score.

Spell-like Abilities: 3/day – *gust of wind*; 1/day – *firestorm*, *regenerate*. A plutonium wyrmling

possesses all three spell-like abilities, but they flake off over time as indicated. All spell-like abilities are as the spells cast by a spellcaster of the dragon's caster level. The save DC is 10 + 1/2 dragon's HD + dragon's Charisma modifier.

Meltdown (Su): One round after a plutonium dragon dies, its body explodes, inflicting atomic damage equal to the dragon's base Hit Dice to everything within the creature's reach. Beyond ground zero, treat the dragon's reach as a range increment; the blast deals one less d12 of atomic damage per range increment. Example: When a wyrmling blows its stack, it deals 256d12 points of atomic damage to any target within 50 feet, but only 6d12 points of damage to a target standing a mere 12,500 feet away. Creatures can make a Reflex save (DC equal to breath weapon DC) for half damage.

Atomic Subtype (Ex): Atomic immunity, double damage from antimatter except on a successful save.

Spell Resistance (Ex): Plutonium wyrmlings are highly resistant to spells and spell-like effects, but this resistance breaks down over time as indicated.

Immunities: Plutonium dragons are immune to sleep and paralysis effects.

Blindsight (Ex): A plutonium dragon can ascertain creatures by the vibration of their electrons with a range of 10 feet per HD.

Keen Senses (Ex): A plutonium dragon can always see better than the PCs.

POISON IVY KUDZU FLYTRAP

5 Days Old

Medium-Size Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 10 ft.

AC: 12 (+2 natural)

Attacks: Bite +3 melee

Damage: Bite 1d4+1 plus poison

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Poison (DC 11), swallow whole

Special Qualities: Plant, give it an inch, spit seed

Saves: Fort +3, Ref +0, Will +0

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

Climate/Terrain: Warm and temperate forest, hill, marsh and plains

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: 1/16 HD (Fine); 1/8 HD (Diminutive); 1/4 HD (Tiny); 1/2 HD (Small); 2-3 HD (Large); 4-15 HD (Huge)

3 Weeks Old

Gargantuan Plant

Hit Dice: 16d8+112 (184 hp)

Initiative: +0

Speed: 10 ft.

AC: 19 (-4 size, +13 natural)

Attacks: 4 bites +21 melee

Damage: Bite 2d6+9 plus poison



Face/Reach: 20 ft. × 20 ft./20 ft.

Special Attacks: Poison (DC 25), swallow whole

Special Qualities: Plant, give it an inch, spit seed

Saves: Fort +17, Ref +5, Will +5

Abilities: Str 32, Dex 10, Con 24, Int -, Wis 10, Cha 6

Climate/Terrain: Warm and temperate forest, hill, marsh and plains

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral

Advancement: 17-31 HD (Gargantuan); 32-60 HD (Colossal); 61+ HD (Ludicrous)

As the tale goes, a wizard's ghoulfiend once ordered him to go pull the weeds out of their garden. Being a lazy sort, the wizard *wished* that there would only be one weed in the yard, so he could just yank it out and get back to the game. Sadly, the wizard completely forgot that using a *wish* is always a sure way to get hosed. Every pesky bit of flora in the garden melded into a single fearsome weed that quickly tossed him on the compost heap, then spread to every lawn in the kingdom.

Poison ivy kudzu flytraps bellow "FEED ME!" in Common.

COMBAT

A poison ivy kudzu flytrap has one biting head, plus one more per 5 HD. To determine attack and damage rolls, consider each head to be one size category smaller than the plant as a whole. Thus, a 5 HD (Huge) poison ivy kudzu flytrap has two heads; each head is considered Large, suffering a -1 size modifier to attack rolls and inflicting 1d4 base damage with its bite.

Poison (Ex): A poison ivy kudzu flytrap glistens with toxic oils. Contact, Fortitude save (DC 10 + 1/2 plant's HD + plant's Constitution modifier); initial damage none, secondary damage unbearable itching. This itching imposes a -1d4 circumstance penalty to all attack rolls, checks, and saving throws. The penalty fades at the rate of one point per day.

Swallow Whole (Ex): If a head bites a creature at least two size categories smaller than itself, it clenches shut. The victim is pinned and automatically takes bite damage and 1d6 points of acid damage each round. A head cannot bite other creatures with its mouth full.

Give It An Inch (Ex): ... and it'll take the yard. Poison ivy kudzu flytraps grow at a startling rate. A poison ivy kudzu flytrap has 1/16 HD when it first takes root, then doubles its HD (1/16, 1/8, 1/4, 1/2) each day until it reaches 1 HD. Once it reaches 1 HD, it continues to advance 1 HD per day, with no maximum. It advances at double the normal rate on any day when it rains.

Spit Seed (Ex): When a poison ivy kudzu flytrap reaches Colossal size (about a month after sprouting), each head spits a seed 200 feet in a different direction. The next day, each seed sprouts as a new, Fine, 1/16 HD poison ivy kudzu flytrap.

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

POTTED PLANT

Small Plant. In a pot.

Hit Dice: 2d8+2 (11 hp)

Initiative: -5

Speed: 0 ft.

AC: 11 (+1 natural)

Attacks: -

Damage: -

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Stink eye

Special Qualities: Flower power, plant

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

Abilities: Str -, Dex -, Con 13, Int 4, Wis 5, Cha 14

Climate/Terrain: Any home, office, and underground

Organization: Solitary, pair, or arrangement (2-4)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral evil

Advancement: 3 HD (Medium-size)

The members of this deceptively fragrant species of monstrous flora were cunningly enslaved long, long ago by munchkins who forever imprisoned their roots in heavy ceramic containers. Monsters often place potted plants around their dungeons to act as guardians, or just to add a little color.

Potted plants *can* speak Common, but choose not to.

COMBAT

Potted plants lure in their victims by sitting completely and utterly still, then lunge for the kill! ... by sitting motionless some more.

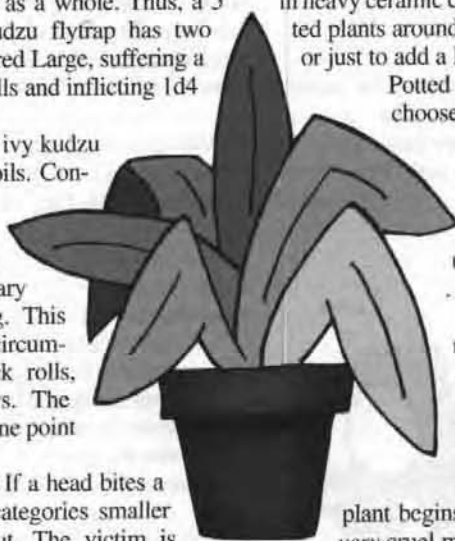
Stink Eye (Su): Other creatures might not be able to see, hear, or in any way sense the sheer, unbridled hatred that potted plants harbor for all the world, but hoo-boy, it's there. Whenever a living creature comes within 30 feet of a potted plant, the

plant begins to stare at it, *really* hard, and in a *very* cruel manner. The target must succeed at a

Will save (DC 13) or unwittingly suffer a -1 luck penalty to all die rolls until it moves out of the area again, at which point the potted plant gloats to itself triumphantly.

Flower Power (Ex): Elves love tending to their ferns and flowers. Thanks to this horticultural experience, they gain a +4 competence bonus to any attacks they make against potted plants.

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



PSYCHO SQUIRREL

Tiny Animal

Hit Dice: 1d8 (4 hp)

Initiative: +8 (Dex)

Speed: 15 ft., climb 15 ft.

AC: 20 (+2 size, +8 Dex)

Attacks: Bite +11 melee

Damage: Bite 1d4-3 (see below)

Face/Reach: 2 1/2 ft. x 2 1/2 ft./0 ft.

Special Attacks: Pounce, YEOWCH!, gnaw

Special Qualities: Scent

Saves: Fort +2, Ref +10, Will +2

Abilities: Str 4, Dex 26, Con 10, Int 2, Wis 14, Cha 3

Skills: Balance +18, Climb +18, Hide +22, Jump +19,

Listen +4, Move Silently +14, Spot +4

Feats: Weapon Finesse (bite)

Climate/Terrain: Any forest

Organization: Solitary or swarm (10-100)

Challenge Rating: 3

Treasure: No coins, double acorns, no items

Alignment: Always chaotic neutral

Advancement: -

Psycho squirrels are *nuts*! Get it? Seriously, these hyperactive, oversized rodents pose a serious risk to your walnuts. No, *seriously*. Some folks think it's some kind of pheromone doo-jabber; other folks think it might have something to do with that pixie convention last spring where they accidentally managed to ferment *every* acorn in the forest.

But seriously, gents. Codpiece. Don't leave home without it.

COMBAT

Psycho squirrels are gentle as can be around females. The moment they catch wind of a male target, however, it's boom,



zip, YEOWCH! There's probably a deeper meaning here somewhere; we'll get back to you when we figure it out.

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

YEOWCH! (Ex): Psycho squirrels attack by launching themselves at the ol' dice bag. Thus, for this attack the target's shield bonus does not count and armor counts only if it covers the . . . er . . . *region de groin*. If a psycho squirrel hits with a bite attack, it latches on and starts to gnaw. Up to 6 psycho squirrels can latch onto a Medium-size male target at a time, or 4 on a Small target.

The *creature's* size, you sickos.

Gnaw (Ex): A psycho squirrel inflicts 1 point of subdual damage each round it remains attached. Psycho squirrels won't let go until they're dead. Each round, a victim of gnawing squirrels must make a Will save (DC 10 + total number of gnawing squirrels) or do nothing but screech in a high-pitched voice.

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

PTERODACTYL

Gargantuan Beast

Hit Dice: 20d10+100 (210 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 100 ft. (clumsy)

AC: 20 (-4 size, +2 Dex, +12 natural)

Attacks: Bite +29 melee, 2 claws +24 melee

Damage: Bite 2d8+12, claw 2d6+6

Face/Reach: 20 ft. x 40 ft./10 ft.

Special Attacks: Snatch, swallow whole, take two they're small

Special Qualities: Dur . . . wha'?

Saves: Fort +17, Ref +14, Will +10

Abilities: Str 34, Dex 15, Con 20, Int 1, Wis 18, Cha 6

Skills: Spot +14

Feats: Snatch

Climate/Terrain: Warm hills, mountains, corporate-funded islands, and underground

Organization: Solitary, pair, or flock (2-5)

Challenge Rating: 11

Treasure: Standard (nothing digestible)

Alignment: Apathetic neutral

Advancement: 21-24 HD (Gargantuan)

Paleontologists have recently made a series of public announcements. First: Despite fierce competition among its walnut-brained peers, the mighty pterodactyl may very well have been the stupidest and most aggressively ignorant of all dinosaurs. Second: Having not been paying attention when the dinosaurs went extinct, monstrous pterodactyls are still hungrily soaring through our skies today. Third: Duck!





COMBAT

Pterodactyls sweep down, snatch up tasty creatures, and then drop them from high in the air. Mmm, splatter!

Snatch (Ex): A pterodactyl that hits with a claw or bite attack attempts to start a grapple as though it had the

improved grab special attack. If the pterodactyl gets a hold with a claw on a Small or smaller creature, it squeezes each round for automatic claw damage. If it gets a hold with its bite on a Medium-size or smaller creature, it automatically deals bite damage each round. The pterodactyl can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 100 feet and takes 10d6 points of damage. If the pterodactyl flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

Swallow Whole (Ex): The pterodactyl can try to gobble up a Medium-size or smaller creature it has grabbed with its bite by making a successful grapple check. Once inside, the opponent takes 1d8+6 points of crushing damage plus 2d6+6 points of acid damage per round. A swallowed creature can cut its way out by dealing 30 points of damage to the pterodactyl's innards (AC 16) with a light piercing or slashing weapon. The pterodactyl's gullet can hold 1 Medium-size, 4 Small, or 16 Tiny or smaller creatures.

Take Two They're Small (Ex): Pterodactyls make a special effort to gobble up tender, yummy halflings. They don't like gnomes as much (too stringy), but they can't tell the difference just by looking. Pterodactyls thus gain a +5 competence bonus to attack rolls against halflings and gnomes.

Dur... Wha? (Ex): Pterodactyls are so oblivious they actually take these books seriously. If a pterodactyl makes a successful Will save (DC 15), it can ignore any aspect of the battle terrain it wants to. "There's a cyclone blowing." "How could a gargantuan creature fit in a dungeon?" "How do you fly high in the air when you're underground?" These thoughts do not darken the pterodactyl brain. Pterodactyls can't ignore attacks, but they don't register the damage for 1d3 rounds.

PUKACHU

Tiny Magical Beast

Hit Dice: 8d10+8 (52 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: 18 (+2 size, +4 Dex, +2 natural)

Attacks: Bite +8 melee

Damage: Bite 1d3-1

Face/Reach: 2 1/2 ft. x 2 1/2 ft./0 ft.

Special Attacks: HURRRRL!., energy blast

Special Qualities: Scent, poison immunity

Saves: Fort +9, Ref +10, Will +3

Abilities: Str 8, Dex 19, Con 12, Int 6, Wis 12, Cha 14

Skills: Jump +18, Listen +5, Spot +5

Feats: Alertness, Dodge, Improved Initiative

Climate/Terrain: Any land, underground, and playground

Organization: Solitary or booster pack (5-8)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral good

Advancement: 9-12 HD (Tiny); 13-20 (Small)

Pukachu are adorably fuzzy, brightly colored little creatures born and bred to tear each other into greasy, crimson ribbons in merciless pit fights for the delight of young children everywhere. Naturally, this carnage can be quite stressful to their delicate dispositions. As a result, pukachu have *extremely* sensitive stomachs, upchucking at the slightest provocation. Still, the secondary market on these critters is incredible.

Pukachu can speak Common, but mainly they just gag.



COMBAT

Before engaging in combat (or, indeed, *any* activity), pukachu must spend a full-round action repeatedly belching their names. Bystanders in the first three rows at pukachu battles are encouraged to wear raincoats.

HURRRRL! (Ex): A pukachu can heave vomit in a cone 20 feet long. Any creatures within the area must succeed at a Reflex save (DC 18) or they and all their carried gear is splattered with what's left of lunch. Splattered creatures (other than pukachu) must succeed at a Fortitude save (DC 16) or suffer a -2 morale penalty on attack rolls, weapon damage rolls, checks, and saving throws until the creature and all the gear it is carrying has been thoroughly cleaned. Pukachu can vomit at will as a standard action; they also automatically puke as a free action whenever they take damage or see another creature take damage. There is no limit to how often pukachu can ralph; frankly, we're not sure where they store it all.

Energy Blast (Sp): Once per round, a pukachu can deliver an energy blast to a single opponent within 5 feet. This attack deals 2d4 points of energy damage (Reflex half DC 18). The exact type of energy (acid, antimatter, atomic, cold, electricity, fire, sonic) varies by individual pukachu. Naturally, if the opponent is damaged, the pukachu immediately vomits.

Poison Immunity (Ex): If a pukachu is poisoned, it automatically pukes up the toxin on its next action, before the poison can take effect.

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

SCARY CLOWN

Medium-Size Monstrous Humanoid

Hit Dice: 10d8+40 (85 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 19 (+3 Dex, +6 natural)

Attacks: Comically oversized mallet +13/+9/+5 melee; or pie +14 ranged touch; or bite +8

Damage: Comically oversized mallet 1d10+2; pie blinded; bite 1d4+1

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Comically oversized mallet, slapstick of the damned, pie to the kisser, seltzer bottle, juggle, frightful presence, invisible cube, spell-like abilities

Special Qualities: Damage reduction 10/+2, darkvision 60 ft., room for one more, chilling silence

Saves: Fort +7, Ref +10, Will +7

Abilities: Str 15, Dex 17, Con 18, Int 14, Wis 11, Cha 16

Skills: Balance +17, Bluff +9, Escape Artist +15, Intimidate +11, Perform +11, Pick Pocket +7, Tumble +15, Use Rope +9

Feats: Combat Reflexes, Expertise, Bad Touch, Improved Trip, Whack Them All!

Climate/Terrain: Any circus, park, rodeo, and on your lawn at midnight

Organization: Solitary, ring (2-5), or troupe (6-9)

Challenge Rating: 9

Treasure: Standard coins, standard goods plus comical oversized mallet and seltzer bottle; standard items

Alignment: Always chaotic evil

Advancement: 11-18 HD (Medium-size)

Even the most stalwart munchkin shivers at the thought of these grotesque, pallid buffoons. No one knows why scary clowns insist on terrorizing children, knocking each other over, and corrupting good and decent carny folk, but some legends claim that these pratfalling freaks are collecting high-octane nightmare fuel for their dual-headed demon god, Demobozo.

Legend also speaks of even stranger clown subtypes, including *scary mimes*, who dress all in black and don't even try to be funny, and *scary rodeo clowns*, who spend all their time taunting bullrogs for no discernable reason.

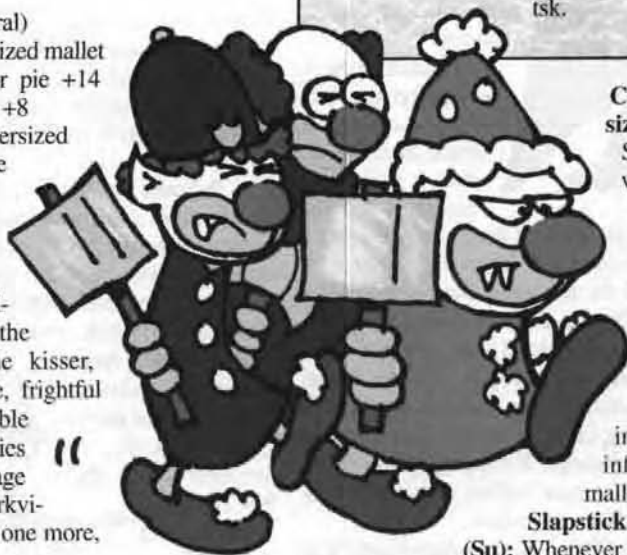
Clowns squeak and chortle, but never speak.

COMBAT

Scary clowns break their targets' morale by chaotically capering and cavorting hither and yon. And that's just at birthday parties.

Blatant Plug

Scary clowns won't attack creatures under the effects of a *clown* spell. And you thought that spell was just a dumb pun. Tsk, tsk.



Comically Oversized Mallet (Ex):

Scary clowns attack with brightly colored mallets as large and heavy as greatclubs, but they wield them one-handed without penalty. Scary clowns are immune to damage inflicted by comical mallets.

Slapstick of the Damned

(Su): Whenever a scary clown is hit with a comical mallet, all nonclown creatures within 30 feet must succeed at a Will save (DC 18) or be subjected to a *Tosca's hideous laughter* spell as cast by an 18th-level spellcaster.

Pie to the Kisser (Ex): If a scary clown succeeds at its ranged touch attack, the target is blinded until it uses a full-round action to wipe the gooey filling out of its eyes. Pies are thrown weapons with a range increment of 20 feet.

Seltzer Bottle (Ex): With a successful ranged touch attack, a scary clown can squirt any target within 10 feet. Clowns usually fill their seltzer bottles with alchemical substances like unholy seltzer water, seltzer acid, or Seltzer the Alchemist's fire. A seltzer bottle can carry up to four squirts of liquid.

Juggle (Ex): If a scary clown has at least one hand free and an attack of opportunity available, then when it would normally be hit by a thrown weapon, it may make a Reflex save (DC 18 + weapon bonus) to catch the weapon. If the clown succeeds, it can immediately throw the weapon back at its attacker (+14 ranged) as an attack of opportunity. The clown must be aware of the attack and not flat-footed.

Frightful Presence (Su): A scary clown inspires terror by tumbling around, twisting balloons into eerie, animalistic shapes, or performing in any other way. All creatures within 30 feet must succeed at a Will save (DC 18) or become panicked, fleeing in abject terror for 5d6 rounds. Clowns focus their performances on small, helpless children, so any creature that resembles a child (such as gnomes and halflings) suffers a -5 morale penalty to this saving throw.

Invisible Cube (Sp): A scary clown can create an invisible, windowless 10-ft. *forcecage* at will, as the spell cast by an 18th-level spellcaster. The clown can create the forcecage around itself or around any adjacent space, but the forcecage remains in place

only so long as the clown uses full-round actions to pantomime feeling its way around the edges.

Spell-like Abilities: At will – *color spray*, *create pie and seltzer* (as *food and water*); 1/day – confusion. These abilities are as the spells cast by an 18th-level spellcaster (save DC 13 + spell level).

Room For One More (Su): So long as they get in and out one at a time, a limitless number of clowns can fit inside (or on) (or under) (or . . . you get the idea) any given mode of conveyance, such as a wagon, cart, or steed.

Chilling Silence (Su): Scary clowns can move silently at will as a free action.

Skills: Scary clowns get a +4 racial bonus to Escape Artist, Intimidate, Perform, and Tumble checks. Their grotesquely overgrown feet grant them a +8 racial bonus to Balance checks.

SHADOW NOSE

Large Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

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

Speed: 5 ft., fly 20 ft. (good)

AC: 20 (-1 size, +2 Dex, +9 deflection)

Attacks: 2 nose sprays +5 ranged touch, 6 tendrils -2 melee touch

Damage: Tendril slap 1d6 temporary Strength

Face/Reach: 5 ft. × 10 ft./5 ft.

Special Attacks: Nose sprays, snore, Strength damage, create spawn

Special Qualities: Undead, incorporeal, scent, blindscent, detect evil, immunities, +2 turn resistance

Saves: Fort +2, Ref +4, Will +11

Abilities: Str –, Dex 14, Con –, Int 19, Wis 16, Cha 16

Skills: Appraise +14, Diplomacy +13, Hide +12, Knowledge (arcana) +14, Knowledge (adventure secrets) +14, Knowledge (the planes) +13, Search +14

Feats: Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Shot on the Run

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always lawful evil

Advancement: 9-13 HD (Large); 14-25 HD (Huge)

Floating noses are belligerent and tenacious monsters, but sooner or later even they get whacked by kill-happy adventurers. Sometimes, when a floating nose is killed in a single blow (be it a *disintegration* spell or a really vicious critical hit), it dies so quickly that its ego is left behind (and a bit bewildered) and takes up residence in the nose's shadow. Freed from the mortal coil, the shadow nose abandons its materialistic concerns for the intellectual.

Some study philosophy or the munchkin psyche; others just flip ahead in the module. Eventually, however, they all use their new knowledge to become avenging vigilantes, striking back at all munchkind. Or they get careers in radio; whatever works.

The shadow nose still speaks Common, Gnome, and Shnork.

COMBAT

The shadow nose retains most of the special attacks and qualities its living kin had back on p. 9. Do you really want to read all that again? Good . . . we didn't want to type it again, either. The shadow nose can no longer snort or summon snot elementals, and treasure falls right through its nostrils, so it can no longer be bribed.

Nose Sprays (Su): Saves against the shadow nose's sprays have DCs of 13 + spell level.

Snore (Ex): The Fortitude save against the shadow nose's snoring has a DC of 17.

Strength Damage (Su): The touch of the shadow nose deals 1d6 points of temporary Strength damage to a living foe.

Create Spawn (Su): If a living creature is reduced to Strength 0 by the shadow nose, the victim's nose becomes a diminutive shadow under the control of its creator within 1d4 rounds. The victim loses its sense of smell until its nose is raised from the dead.

Detect Evil (Sp): The shadow noses can detect what evil lurks in the hearts of humans at will as a free action.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, hay fever, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



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 its own attacks pass through armor. Always moves silently, unless congested.

SNAIL ON SPEED

Fine Magical Beast

Hit Dice: 1/16d10 (1 hp)

Initiative: +6 (Dex)

Speed: 60 ft.

AC: 29 (+8 size, +6 Dex, +1 natural, +4 haste)

Attacks: +7 melee touch

Damage: —

Face/Reach: 1/2 ft. × 1/2 ft./0 ft.

Special Attacks: The wet willies, goop and go!

Special Qualities: Hopped up, sooperhyper, drop and roll

Saves: Fort +2, Ref +8, Will +0

Abilities: Str 1, Dex 22, Con 10, Int 1, Wis 10, Cha 2

Skills: Tumble +8

Feats: Run, Weapon Finesse (touch)

Climate/Terrain: Any land and underground

Organization: Solitary, squad (2-5) or swarm (6-11)

Challenge Rating: 4

Treasure: Double coins, standard gear, standard items, but no objects weighing more than 3 lbs.

Alignment: Always neutral

Advancement: 1/8-1/4 HD (Diminutive), 1/2-1 HD (Tiny)

Munchkins have long hailed the revitalizing powers of the fresh air of a mountain dawn, to say nothing of the mountain dew. This wondrous elixir has even more profound effects on nature's littlest angels, the humble snail. Their metabolisms permanently accelerated, these mollusks become adrenaline junkies and incurable reprobates. Desperate for their next dew fix, some snails even turn to lives of crime, trained by slacker thieves to pick people's pockets for them.

COMBAT

Snails on speed zip up creatures' legs, leaving glistening trails of slime wherever they go.

The Wet Willies (Ex): If a snail on speed hits with its touch attack, it slides under the creature's clothes (thus bypassing the target's armor and shield). It spends the next 1d4 rounds racing all around the target's bare skin. The

affected creature must succeed at a Will save (DC 16) or be shaken until the snail hops back off. An affected creature must remove all of its clothing and armor to directly attack a snail on speed.

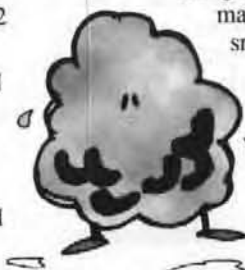
Goop and Go! (Ex): While a snail on speed is racing around under a creature's clothes, its coat of sticky slime adheres to 1d10 fine objects (such as coins, marbles, or peeled grapes) per action. When the

snail gathers at least 1 pound of loot (50 coins), it uses its next action to flee.

Hopped Up (Su): This ability continuously duplicates the effects of a *haste* spell cast by a 6th-level spellcaster. Snails on speed cannot suppress this ability.

Sooperhyper (Ex): A snail on speed completely prevented from moving (including being held or pinned) for more than one round explodes, inflicting 1 point of damage to any creatures in physical contact with it.

Drop and Roll (Ex): A creature can try to kill any snails on speed currently on its body by rolling on the ground. The creature and snails make contested Tumble checks; snails that don't beat the creature's Tumble result get squished.



SNOT ELEMENTAL

Huge Elemental (Snot)

Hit Dice: 36d8+180 (342 hp)

Initiative: +6 (Dex)

Speed: 20 ft., climb 10 ft.

AC: 25 (-2 size, +6 Dex, +11 natural)

Attacks: Slam +34/+30/+26/+22/+18/+14/+10 melee; or flick booger +31/+27/+23/+19/+15/+11/+7 ranged

Damage: Slam 2d8+13, booger 2d4+6

Face/Reach: 10 ft. × 10 ft./15 ft.

Special Attacks: Summon mucus, booger mastery, drench

Special Qualities: Elemental, damage reduction 15/+3, gross

Saves: Fort +25, Ref +18, Will +12

Abilities: Str 28 Dex 22, Con 21, Int 6, Wis 11, Cha 10

Skills: Listen +22, Spot +22

Feats: Cleave, Great Cleave, Improved Critical (slam), Point Blank Shot, Power Attack, Sunder

Climate/Terrain: Any land and under desks

Organization: Solitary

Challenge Rating: 13

Treasure: Standard

Alignment: Usually neutral

Advancement: Elder 37+ HD (Huge)



Snot elementals, as you could probably figure out for yourself, are conjured from the Elemental Plane of Snot, one

of the less illustrious inner planes tucked away behind the Elemental Plane of Tube Socks and the Elemental Plane of Cheddar. Elder snot elementals are walking, 40-foot-tall, 12-ton clumps of greenish mucus with beady black eyes. A snot elemental will always obey the commands of any floating nose it encounters.

Snot elementals can speak Shnork but rarely do.

COMBAT

Snot elementals flick glops of themselves at distant foes or pound on them in melee. After a snot elemental defeats a foe, it often tries to wipe itself off on the victim's sleeve.

Summon Mucus (Su): As a standard action, a snot elemental can call more mucus from the Elemental Plane of Snot to give all living creatures within 30 feet congested, runny noses for 1 round per elemental's HD. Creatures can make a Fortitude save (DC 28) to resist; gnomes and creatures with the scent ability receive a -2 racial penalty. Creatures with runny noses cannot use the scent ability. Creatures without noses are immune to this ability.

Booger Mastery (Su): A snot elemental gains a +1 attack and damage bonus against any creature with a runny nose. If the opponent has no nose, how does it smell? Terrible! No, wait. If the opponent has no nose, the snot elemental suffers a -4 penalty to attack and damage rolls.

Drench (Ex): The snot elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Could use a hankie.

Gross (Ex): Hrrm. An entire monster made of mucus. Yup! Elves are grossed out. Snot elementals receive a +4 racial bonus to attack rolls against them.

LESSER SNOT ELEMENTALS

Sure, there's smaller snot elementals out there, but who would bother summoning *them*?

SQUIDZILLA

Ludicrous Aberration (Aquatic)

Hit Dice: 80d8+1,046 (1,406 hp)

Initiative: +4 (Improved Initiative)

Speed: 5 ft. (can't run), swim 20 ft.

AC: 34 (-16 size, +40 natural)

Attacks: 8 tentacle rakes +58 melee, 6 head tentacles +56 melee, bite +56 melee

Damage: Tentacle rake 2d8+20, head tentacle 2d8+10, bite 6d6+10

Face/Reach: 200 ft. × 200 ft./50 ft. (200 ft. with tentacle rake)

Special Attacks: Frightful presence, improved grab, constrict, swallow whole

Special Qualities: Damage resistance 20/+3, slime, cosmic pedantry, gross

Saves: Fort +41, Ref +26, Will +48

Abilities: Str 50, Dex 10, Con 37, Int 24, Wis 22, Cha 10

Skills: Concentration +23, Intuit Direction +16, Knowledge (fish) +32, Listen +28, Pose +10, Scream +10, Search +27, Spot +28, Swim +38

Feats: Alertness, Cleave, Combat Reflexes, Expertise, Great Cleave, Great Fortitude, Improved Disarm, Improved Initiative, Multiattack, Multidexterity, Munchkin Toughness, One in Every Port, Power Attack, Skill Focus (Knowledge [fish]), Sunder

Climate/Terrain: Any lost, sunken city and aquatic

Organization: Solitary

Challenge Rating: 25

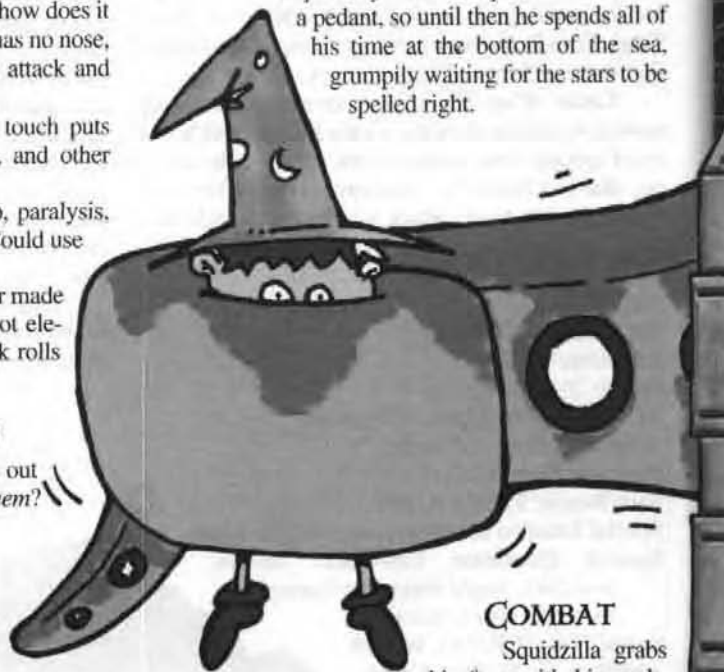
Treasure: Double standard

Alignment: Always lawful evil

Advancement: 101-160 HD (Ludicrous)

Squidzilla is a hideous, greenish horror from beyond the stars. He is utterly unlike any creature of the known world, but basically he's an incredibly humongous squid with a slightly less incredibly humongous squid for a head. Squidzilla's alien masters will someday reshape the galaxy to send him the dreaded message, "Destroy Tokyo and Boston." Should that day come, Squidzilla will rise to spread madness and destroy the two locales he hates most.

Especially Boston. Squidzilla is a bit of a pedant, so until then he spends all of his time at the bottom of the sea, grumpily waiting for the stars to be spelled right.



COMBAT

Squidzilla grabs his foes with his suckered tentacles, oozes slime all over them, crushes them, and then gobbles them up. Fortunately, Squidzilla is slow and lumbering on land; with any luck, he might only eat a few armies before he goes home. Squidzilla rarely notices creatures of less than 5 Hit Dice unless they make nuisances of themselves or are tasty, tasty elves.

Frightful Presence (Ex): Squidzilla can inspire terror by charging, attacking, roaring, swatting at flying wizards, ordering a pizza, you name it. Affected creatures must succeed at a Will save (DC 50) or become panicked, remaining panicked until they leave the area of effect.

Improved Grab (Ex): To use this ability, Squidzilla must hit an opponent of up to Gargantuan size with a tentacle (grapple +78) or head tentacle attack (grapple +76). If he gets a hold, Squidzilla can constrict.

Constrict (Ex): Squidzilla deals automatic tentacle or head tentacle damage with a successful grapple check against Gargantuan or smaller creatures.

Swallow Whole (Ex): Squidzilla can try to swallow a grabbed opponent of Gargantuan or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+10 points of crushing damage plus 4d6+6 points of acid damage per round. A swallowed creature can cut its way out by dealing 100 points of damage to Squidzilla's gullet (AC 20) with a light piercing or slashing weapon. Once the creature exits . . . oh, face it. A swallowed creature is dead, dead, dead. Squidzilla's gullet can hold one Gargantuan, four Huge, 16 Large, 64 Medium-size, or 256 Small or smaller creatures at a time.

Slime (Ex): Anything that Squidzilla touches reeks like dead fish for a week.

Cosmic Pedantry (Ex): The DM should roll a d20 at the start of every minute of combat with Squidzilla. On a 1, his dispatchers accidentally scramble the stars again, issuing a new edition of Those Other Core Rules or something. Completely fed up, Squidzilla will immediately retreat to the sea.

Gross (Ex): Elves are extremely squeamish around Squidzilla. Perhaps it's the buckets and buckets of reeking slime oozing off his spongy hide, or . . . no, that's definitely it. Anyway, elves suffer a -4 morale penalty to any attack rolls against Squidzilla.

STONED GOLEM

Large Construct

Hit Dice: 27d10 (148 hp)

Initiative: -2 (Dex)

Speed: 20 ft. (won't run)

AC: 29 (-1 size, -2 Dex, +22 natural)

Attacks: 2 slams +31 melee

Damage: Slam 2d10+11

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

Special Attacks: Breath weapon, swallow whole

Special Qualities: Construct, mellow, munchies, magic immunity, damage reduction 50/+3, spacey

Saves: Fort +9, Ref +7, Will +9

Abilities: Str 33, Dex 6, Con

-, Int -, Wis 11, Cha 1

Climate/Terrain: Any commune and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 14

Treasure: Double herbs

Alignment: Always neutral. Wow. Neutrality, y'know?

Advancement: 28-60 HD (Huge)

Duuuuude. Dig this. You ever notice how wizards have a lot of . . . y'know, glass tubing and incense and stuff lying around? And like, how they make golems out of . . . stuff? Well, like, what if they used the wrong . . . incense when they made . . . Whoa. Dude, is that the cops? I am so wasted.

If you summon Squidzilla as your familiar . . .

FREAKING OUT

When you harsh on a stoned golem's mellow, it, like, pounds on you. Dude, that is *such* a bummer. Stoned golems don't need to breathe, but then, does the sun really *need* to shine? Whoa. Think about it, man.

Breath Weapon (Su): A stoned golem can take a deep drag off its pipe at will, as a standard action. Once it does this, it can exhale a cloud of poisonous gas as another standard action. The gas fills a 10-foot cube directly in front of the golem lasting 1 rounds. Any living creature caught in the gas must succeed at a Fortitude save (DC 20); initial and secondary damage 1d4 temporary Intelligence and 1d4 temporary Wisdom damage. Once a stoned golem breathes, it can't breathe again until it takes another drag from its pipe.

Swallow Whole (Ex): The stoned golem can try to swallow a Small or smaller creature it has grabbed by making a successful grapple check. Once inside, the opponent just chills out, since stoned golems don't have a digestive system.

Yeah, they're a little befuddled. The victim is exposed to the golem's breath weapon (see above) whenever the golem takes a drag from its pipe, however. A swallowed creature can worm its way back to the golem's mouth with a successful grapple or Escape Artist check.

A second successful check frees the creature from the golem's mouth. A swallowed creature can also bash its way out by dealing 30 points of damage to the golem's insides with a light bludgeoning weapon. The golem's body cavity can hold 1 Small, 4 Tiny, or 16

Diminutive or smaller creatures.



Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, bad trips, ability damage, energy drain, or death from massive damage.

Mellow (Ex): So long as other creatures are copacetic, giving the golem a happy wave as they walk past and not attempting to hurt it or take its stash, a stoned golem will never initiate combat, unless it has the munchies. Groovy.

Munchies (Ex): Dude, those halflings look sweet. Whenever a stoned golem sees a small creature, it must make a Wisdom check (DC 15). If it fails the check, it decides to eat the creature.

Magic Immunity (Ex): A stoned golem 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 golem's structure but really tweaks it out, making it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Spacey (Ex): A stoned golem must make a Wisdom check (DC 5) at the start of its turn each round. If it fails the check, it spends its turn staring at its hands and contemplating deep thoughts as only a mindless construct can.

CONSTRUCTION

The first stoned golem a wizard creates is free. After that, each golem costs 145,000 gp to create, which includes 1,000 gp for the rock body, 5,000 gp for snacks, and 10 gp for the black light. The creator must be a 16th-level wizard and totally wasted. Completing the ritual drains 5,800 XP from the creator and requires *stinking cloud*, *geas/quest*, *limited wish*, *polymorph any object*, and *slow*.

... and get upset because he's a
WUSS ...
... you might be a Munchkin.

TEDDY BEAR

Medium-Size Construct

Hit Dice: 9d10 (49 hp)

Initiative: +1 (Dex)

Speed: 40 ft. (can't run)

AC: 17 (+1 Dex, +6 natural)

Attacks: 2 slams +15 melee, bite +10 melee

Damage: Slam 1d6+8, bite 1d4+4

Face/Reach: 5 ft. × 5 ft./5 ft.



Special Attacks: Improved grab

Special Qualities: Construct, plush, disgustingly cute, cripes, it's the kid!

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

Abilities: Str 27, Dex 13, Con —, Int 5, Wis 12, Cha 8

Climate/Terrain: Any playroom and underground

Organization: Solitary, pair, or picnic (3-5)

Challenge Rating: 5

Treasure: Double standard

Alignment: Usually chaotic neutral

Advancement: 10-12 HD (Medium-size), 13-18 HD (Large)

Most children believe that their toys go off to have adventures of their own whenever the kid isn't looking. Naturally, they're entirely correct. This can be a problem when the toys are modeled on vicious predators.

COMBAT

Teddy bears maul their victims with their massive cloth paws and foam-filled fangs. When a teddy bear defeats an opponent, it spreads the victim's gear out all around itself, spends 1d4 rounds cackling over its ill-gotten gains, and then props the corpses up for a tea party.

Improved Grab (Ex): To use this ability, the teddy bear must hit with both slam attacks. If it gets a hold, the teddy bear pulls the opponent into a big, loving hug, inflicting 2d6+16 points of damage.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, heffalumps, ability damage, energy drain, or death from massive damage.

Plush (Ex): Because their bodies are filled with fuzzy cotton stuffing, teddy bears take only half damage from bludgeoning weapons.

Disgustingly Cute (Ex): Orcs are too embarrassed to be seen around such an adorable creature to pay attention to the battle; teddy bears gain a +5 circumstance bonus to attack rolls against them.

Cripes, It's the Kid! (Ex): Teddy bears never move (and are thus considered helpless) whenever they are within the direct line of sight of a child.

TENTACLE DEMON

Huge Outsider

Hit Dice: 12d8+60 (114 hp)

Initiative: +0

Speed: 30 ft., climb 10 ft.

AC: 16 (-2 size, +8 natural)

Attacks: 10 tentacle rakes +21 melee

Damage: Tentacle rake 2d6+10

Face/Reach: 10 ft. x 10 ft./15 ft.

Special Attacks: Spell-like abilities, improved grab, constrict, summon tongue demon

Special Qualities: Damage reduction 20/+2, SR 19, immunities, cold, fire, and acid resistance 20, detect schoolgirl, telepathy, It Came From Hell!

Saves: Fort +13, Ref +8, Will +11

Abilities: Str 30, Dex 10, Con 21, Int 8, Wis 16, Cha 18

Skills: Concentration +20, Escape Artist +25, Listen +15, Move Silently +15, Rope Use +25, Spot +15

Feats: Combat Reflexes, Cleave, Great Cleave, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or cluster (2-4)

Challenge Rating: 15

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 13-25 HD (Huge); 26-34 HD (Gargantuan)

Tentacle demons arise from the 68th layer of Gehentai, an infinite lower plane filled with very, very icky things. A tentacle demon appears to be a massive, writhing knot of slimy, multicolored tentacles and eye-stalks; sages aren't yet sure if the tentacles are actually attached to anything, or whether they're just co-dependent. Tentacle demons are not particularly motivated, as far as faceless horrors go, and are usually content to just hang out and do extremely gross things to any living creatures they can catch. For some unknowable reason, they're particularly fond of chasing schoolgirls, much to the chagrin of their significantly-awful-others, the tongue demons.



COMBAT

Tentacle demons slither all over their foes. All over them.

Spell-like Abilities: At will – *confusion*, *curse water*, *deeper darkness*, *desecrate*, *detect good*, *dispel magic*, *enlarge*, *Edward's black tentacles* (well, that was a no-brainer), *freedom of movement*, *grease*, *half-acid arrow*, *hypnotic pattern*, *shadow walk*, and *soften earth and stone*. These abilities are as the spells cast by a 10th-level spellcaster (save DC 14 + spell level). A tentacle demon can also *teleport without error* (self plus 50 pounds of objects only) to and from any damp area at will as the spell cast by a 12th-level spellcaster.

Improved Grab (Ex): To use this ability, the tentacle demon must hit a target at least one size category smaller than itself with a tentacle rake attack. If it gets a hold, it can constrict.

Constrict (Ex): A tentacle demon deals automatic tentacle rake damage with a successful grapple check against creatures at least one size category smaller than itself.

Summon Tongue Demon (Sp): Once per day a tentacle demon can attempt to summon 2d10 fiendish gricks or its *giirlfriend*, a tongue demon (p. 40), with a 50% chance of success. Summoned critters automatically return whence they came after one hour and cannot use their own summon abilities until that time.

Immunities: Tentacle demons are immune to poison and electricity. Since they have no discernable front, back, or, really, anything else, they cannot be flanked and are not subject to critical hits.

Detect Schoolgirl (Su): Tentacle demons continuously detect schoolgirls, as the spell *detect magic* cast by a 12th-level spellcaster, only squickier.

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

It Came From Hell! (Ex): Tentacle demons really hate goody-two-shoes clerics, and thus receive a +5 morale bonus to attack rolls against them.

Skills: Tentacle demons receive a +10 racial bonus to Escape Artist and Use Rope checks.

TEQUILA MOCKINGBIRD

Small Magical Beast

Hit Dice: 1d10+1 (6 hp)

Initiative: +2 (Dex)

Speed: 10 ft., fly 60 ft. (clumsy)

AC: 13 (+1 size, +2 Dex)

Attacks: Bite +3 melee, 2 claws -2 melee

Damage: Bite 1d4, claw 1d3

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Belch weapon

Special Qualities: 100% proof, mimicry, poison immunity

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 10, Dex 15, Con 12, Int 7, Wis 14, Cha 10

Skills: Balance -4, Bluff +10, Listen +6, Spot +6

Feats: Great Fortitude

Climate/Terrain: Warm desert, hill, and mountain

Organization: Solitary, pair, or posse (3-6)

Challenge Rating: 1**Treasure:** Standard**Alignment:** Usually neutral**Advancement:** 2-3 HD (Medium-size)

Ay. Tequila mockingbirds **hic** feed on rotgut grubs, a dangerous parasi'e mos' commonly foun' **hic** lurkin' at the bottom of bottles of stiff hooch. Although tequila mockingbirds serve a useful purpose in **hic** tavern ecology, the vas' amoun' of booze they **hic** needa guzzle to ge' to th' grubs can make 'em unpredi- **hic** unpre- **hic** unp- **hic** . . . surly.

COMBAT

Tequila mockingbirds don't like th' way you *look*, misser.

Belch Weapon (Ex): As a **hic** standard action, a tequila mockingbird can belch up a burst fire by breathin' onna open flame, as a *burning hands* spell cas' by a 2nd-level spellcaster. Once a tequila mockingbird has belched, it **hic** canna belch again for 1d4 roun's.

100% Proof (Ex): A tequila mockingbird's body is so saturated wi' hard liquor that it takes double damage from fire excep' on a successful save.

Mimicry (Ex): A tequila mockingbird can **hic** mimic any voice with a successful Bluff check. However, iss impersonations are always slurred and pun-shua'ed by **hic** hiccups.

Poison Immunity (Ex): Really, there's jus' no room lef' for any more **hic** toxin in a tequila mockingbird's bloods'ream.

Skills: Tequila mockingbirds receive a +4 racial bonus to **hic** Bluff checks, and a -6 racial penal'y to Balance checks.

THE MIGHTY GERM**Itsy-Bitsy Vermin****Hit Dice:** 1/32d8 (1 hp)**Initiative:** +2 (Dex)**Speed:** 10 ft., climb 10 ft., swim 10 ft.**AC:** 28 (+16 size, +2 Dex)**Attacks:** Bite +17 melee**Damage:** - and disease**Face/Reach:** 0 ft. x 0 ft./0 ft.**Special Attacks:** Infectious**Special Qualities:** Vermin, but think of my 13,000,000,000 children!**Saves:** Fort +2, Ref +2, Will -5**Abilities:** Str -, Dex 14, Con 10, Int -, Wis 1, Cha 1**Skills:** Hide +35, Move Silently +20**Climate/Terrain:** Any land, doorknob, and underground**Organization:** Solitary, outbreak (3-8), or epidemic (20-40)**Challenge Rating:** 3**Treasure:** -**Alignment:** Usually neutral**Advancement:** -

For centuries, clerics blamed diseases on such diverse causes as Communist conspiracies, goblins living in our stomachs, and drinking paint. Sure, it

Rotgut Grubs

A living creature that swallows a rotgut grub must succeed at a Fortitude save (DC 12) to digest the worm. If the creature fails the save, the grub attaches itself to the creature's stomach, where it slowly eats the stomach lining and secretes alcohol. A creature intoxicated by rotgut grub infestation suffers a -2 competence penalty to all die rolls and suffers 1 point of permanent Constitution drain per month. Tequila mockingbirds are immune to rotgut grub infestation; *remove disease* cures other creatures.

sounded logical enough at the time, but now we know that all of these things are actually quite natural and harmless. The true culprit is The Mighty Germ: teeny little bugs that gleefully hop from victim to victim, laying many a child low before his spelling test.

COMBAT

If you can *see* The Mighty Germ, and you *hit* The Mighty Germ, then you *kill* The Mighty Germ.

Infectious (Ex): A living creature bitten by The Mighty Germ must succeed at a Fortitude save (DC varies) or catch a disease. Each Mighty Germ carries a single disease. While the Big Blue Core Book lists a few sample diseases, a few major illnesses were overlooked:

Binding sickness: Ingested, DC 16, incubation period 1d4 days, damage: any game book you touch falls apart (so go buy new ones!).

Devil shills: Injury, DC 14, incubation period 6d6 days, damage: little devil appears on your shoulder to convince you to be naughty.

Disco fever: Inhaled, Fortitude save (DC 16), incubation period 1 day, damage: boogie down like a man with snails in his pants.

Heb code: Contact, DC 14, incubation period 1d3 days, damage: sneeze uncontrollably once every 1d4 rounds, losing your action and disrupting concentration.

Red acne: Contact, DC 15, incubation period right before the big date, damage: 1d3 temporary Charisma.

Sleeping sickness: Inhaled, DC 16, incubation period ?. Shh! It's asleep.

The Mondays: Contact, DC 20, incubation period 1 day, damage: 1d4 temporary Strength and 1d4 temporary Wisdom, but only on the first day back to work.

The Mighty Germ imposes a -5 racial penalty to the saving throws of aberrations, particularly high-falutin' types. If a creature recovers from the disease, The Mighty Germ moves on to infect its next victim. Killing The Mighty Germ immediately curses its victim of its disease.

But Think of My 13,000,000,000 Children! (Ex): Casting *cure disease* on The Mighty Germ instantly kills it.

Vermin: Immune to mind-influencing effects.

Skills: The Mighty Germ receives a +8 racial bonus to Hide and Move Silently checks.

TONGUE DEMON

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 12d8+24 (78 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., swim 50 ft.

AC: 23 (+3 Dex, +10 natural)

Attacks: Tongue lash +16/+12/+8/+4 ranged, 2 claws +10 melee

Damage: Tongue lash 1d3+2 subdual plus skeeve out, claw 1d3+1

Face/Reach: 5 ft. x 5 ft./5 ft. (15 ft. tongue)

Special Attacks: Spell-like abilities, skeeve out, soul kiss, summon tentacle demon

Special Qualities: Damage reduction 20/+2, SR 15, poison and electricity immunity, cold, fire, and acid resistance 20, alternate form, tongues, It Came From Hell!

Saves: Fort +10, Ref +11, Will +10

Abilities: Str 14, Dex 16, Con 14, Int 13, Wis 14, Cha 19

Skills: Bluff +19, Carouse +17, Concentration +17, Disguise +19*, Ecdysiast +27, Escape Artist +21, Hide +18, Knowledge (flavors) +16, Listen +25, Move Silently +18, Search +16, Seduce +19, Sense Motive +17, Spot +25, Tumble +18

Feats: Dodge, Improved Initiative, Mobility, Exotic Weapon Proficiency (whip)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 13-20 HD (Medium-size)

Tongue demons usually appear to mortals as sultry female humanoids, invariably dressed in revealing leather outfits. At some point, guys might also notice the slimy, 15-foot, prehensile tongue stretching from the demon's mouth. In their true forms, tongue demons simply resemble 20-foot-long, leech-like tongues.

Tongue demons hail from the 69th level of Gehentai, where they have concocted a fiendish scheme. Having spent millennia learning mortal codes of conduct by observing children arguing over ice cream, tongue demons are set on laying claim to the entire Material Plane — by licking each and every thing in it.

Tongue demons speak Infernal, Celestial, and French.

COMBAT

Tongue demons can use their tongues just like whips, using them to lash at foes and call dibs on everything in their path.

Spell-like Abilities: At will — *charm monster*, *clairaudience/clairvoyance*, *deseccate*, *detect thoughts*, *etheral jaunt* (self plus 50 pounds of objects only), *grease*, *hold person*, *magic mouth*, *teleport without error* (self plus 50 pounds of objects only), *tongues*, and *ventriloquism*; 1/day — *unholy blight*. These abilities are as the spells cast by a 12th-level spellcaster (save DC 14 + spell level).

Skeve Out (Su): A tongue demon can lick any object or creature within reach with a successful ranged touch attack (+16 attack bonus). Any living, nongross creature that sees the tongue demon lick an object, or the trail of ropy drool she leaves behind, must succeed at a Fortitude save (DC 20) to be willing to touch or use the item. A creature that gets skeeved out by its own armor or clothing must remove it immediately. If the tongue demon licks a living, nongross creature, the target suffers 1d3 points of effective Charisma decrease. These effects last until the saliva is washed off.

Soul Kiss (Su): A tongue demon usually tries to lure her victim into a passionate, *deep* kiss. If the target succumbs, the tongue demon lip-locks the creature and licks all its internal organs, even its very soul. Okay, now we *know* there's gotta be a deeper meaning here! Still can't quite figure it out, though. Anyway, if the victim wants to take things a little slower, the tongue demon must start a grapple, which provokes an attack of opportunity. The tongue demon's soul kiss inflicts one negative level each round she maintains the lip-lock. The Fortitude save to remove the negative level has a DC of 20.

Summon Tentacle Demon (Sp): Once per day, a tongue demon can attempt to summon her *booyfriend*, a tentacle demon (p. 38), with a 15% chance of success. A summoned tentacle demon automatically returns whence it came after one hour and cannot use its own summon ability until that time.

Telepathy (Su): Tongue demons can communicate telepathically with any tongued creature within 100 feet.

Alternate Form (Su): A tongue demon can assume any female humanoid form of Small to Large size as a standard action. She retains her demonic tongue in all forms, but can retract it into her mouth as a free action. This ability is similar to the polymorph self spell, but allows only humanoid forms.

It Came From Hell! (Ex): Tongue demons agree with their *booyfriends*: clerics suck! Tongue demons receive a +4 morale bonus to attack rolls against clerics.

Skills: Tongue demons receive a +8 racial bonus to Ecdysiast, Listen, and Spot checks. When using alternate form, a tongue demon receives an additional +10 circumstance bonus to Disguise checks.





Alignment: Utterly beyond your puny human concepts of good or evil! But still pretty evil.

Advancement: 13-16 HD (Huge), 17-24 HD (Gargantuan)

Beyond the world you know (you know, *outside*), there exist horrors that no writer at this wage scale could ever hope to comprehend. So unspeakably alien are these eldritch, cyclopean, gibbous, rugose, tumid, patulous, setaceous and sebaceous, scabrous, knurled, glabrous, squamous, subcutaneous, pilose, pendulous, undulatory yet slatternly, fetid, gelid, scrofulous, purulent, carious, peccant, impetiginous, spumescent, and stentorian entities, their socks don't even match.

COMBAT

When an unspeakably awful indescribable horror attacks, it... it... no, it's better that you don't know.

Giggling Sort of Whispery Noise

(Su): A horror can emit this sonic attack as a free action. Any creatures within 30 feet must make a successful Knowledge (arcana) check (DC 19) or suffer from *confusion*, as the spell cast by a 16th-level spellcaster.

Inexpressible Wretchedness (Su): A horror can expose a living victim to this attack by making a successful grapple check. A pinned victim suffers 1d4 points of temporary Charisma damage each round as its skin peels off.

Blow Mind (Sp): As a standard action, an unspeakable horror can root around in a wizard's mind, with a range of 60 feet. The wizard must succeed at a Will save (DC 19) or lose one of his highest-level prepared spells for the day as sparks shoot from his skull.

Unmentionably Awful Death (Su): Whenever a horror kills a victim, as a free action it turns the corpse inside out, inflates the spleen with helium, and reduces the rest to an unsolvable calculus equation. *Raise dead* cannot restore these victims to life, but *resurrection* still can.

Frightful Presence (Ex): A horror inspires terror by attacking, gibbering, or defenestrating. All creatures within 30 feet must succeed at a Will save (DC 19) or become frightened, fleeing in terror for 5d6 rounds.

Multinilateral Quasidirectionalism (Su): Huh? Anyway, the horror easily sidesteps the defenses of tough guys who only think in three dimensions. It gains a +4 insight bonus to attack rolls against warriors.

Seventeen-Dimensional Shuffle (Sp): A horror can *teleport without error* at will, as the spell cast by a 16th-level spellcaster.

Squoot (?): We have no idea what this does, but it worries us.

What Goes Where Now? (Ex): Not subject to critical hits or flanking.

UNSPEAKABLY AWFUL INDESCRIBABLE HORROR

Huge Aberration?

Hit Dice: 12d8+60 (114 hp)

Initiative: +1 (Dex)

Speed: 40 ft., climb 20 ft., swim 20 ft.

AC: 24 (-2 size, +1 Dex, +15 natural)

Attacks: 3 fustigations +15 melee, trephination +13 melee

Damage: Fustigation 1d6+8, trephination 2d6+4

Face/Reach: 10 ft. x 10 ft./15 ft.

Special Attacks: Giggling sort of whispery noise, inexpressible wretchedness, blow mind, unmentionably awful death, frightful presence, multinilateral quasidirectionalism

Special Qualities: Damage reduction 25/+1, SR 20, acid, cold, and sonic resistance 20, seventeen-dimensional shuffle, squoot, what goes where now?

Saves: Fort +9, Ref +7, Will +9

Abilities: Str 26, Dex 13, Con 20, Int 15, Wis 13, Cha 18

Skills: Bluff +14, Knowledge (non-Euclidean geometry) +7, Listen +9, Search +6, Spellcraft +13, Spot +9

Feats: Blind-Fight, Lightning Reflexes, Multiattack, Power Attack

Climate/Terrain: Any tesseract and underground

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

WIGHT BROTHERS

Medium-Size Undead

Hit Dice: 20d12 (130 hp each)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 90 ft. (good) (The Wight Brothers can fly only when using a Winged Dingus™; they cannot fly on their own.)

AC: 21 (+1 Dex, +10 natural)

Attacks: +2 *energy siphon screwdriver* +13 melee (Eville); or +2 *energy siphon wrench* +13 melee (Whimper)

Damage: screwdriver 1d4+3 plus energy siphon, wrench 1d6+3 plus energy siphon

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Energy siphon, bugless horsey™

Special Qualities: Undead, damage reduction 20/+2, turn resistance +4, create stuff, winged dingus™

Saves: Fort +6, Ref +9, Will +16

Abilities: Str 12, Dex 16, Con —, Int 25, Wis 18, Cha 15

Skills: Craft (anything) +38, Decipher Script +17, Intuit Direction +14, Knowledge (arcana) +27, Knowledge (architecture and engineering) +27, Move Silently +21, Open Lock +13, Use Magic Device +12

Feats: Blind-fight, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Hit the Deck!, Improved Initiative, Quick Draw, Scribe Scroll

Climate/Terrain: Any land and underground

Organization: Pair

Challenge Rating: 16

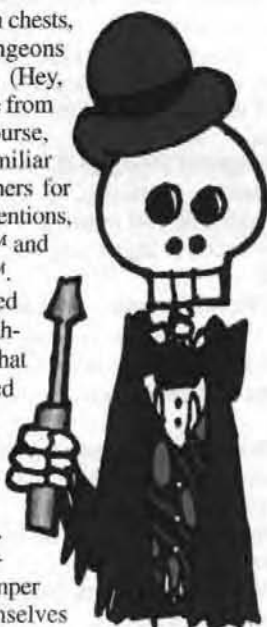
Treasure: Standard coins, triple gear, double items

Alignment: Always lawful evil

Advancement: 21+ HD (Medium-size)

In life, Eville and Whimper Wight were two of the world's most brilliant and prolific inventors, constructing all manner of gadgets, gizmos, and magic items. Their widgets are still randomly scattered in chests, barrels, and dungeons throughout the land. (Hey, that stuff had to come from somewhere.) Of course, most folks are familiar with the Wight brothers for their two greatest inventions, the Bugless Horsey™ and the Winged Dingus™.

Sadly, so focused were the Wight brothers on their work that they never noticed when a new edition of the rules came along and charged XP costs for creating magic items. Oblivious to the danger, Eville and Whimper soon invented themselves



right out of their last XP and straight into undeath. Now these two use *other* folks' XP to create complicated contraptions of Purest! Evil!

The Wight brothers speak Common and Technobabble.

COMBAT

The Wight Brothers have used numerous doods to jack up their abilities over the years, and they aren't done yet. The Wight Brothers attack adventurers to drain them of XP, so they rarely bother with little fish of 3rd level or below.

Energy Siphon (Su): Living creatures hit by either of the Wight brother's siphoning tools receive two negative levels. The Fortitude save to remove the negative level has a DC of 22. For each negative level the Wight brothers inflict, they siphon 100 XP into their Expanding Energy Bladders™ (patent pending).

Bugless Horsey™ (Su): Once per day, as a standard action each Wight brother can flip a switch on his belt buckle to summon a *bugless horsey*, a steam-driven, horse-shaped iron golem. Originally invented to support the ride-through food industry, horseys turned out to be better at trampling foes. The horsey is completely free of design flaws, so it has maximum hit points. A bugless horsey can fight for 20 rounds before running out of steam and vanishing.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and deodorant. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Create Stuff (Su): The Wight Brothers can craft any object or magic item by spending the XP stored in their Expanding Energy Bladders™. Each drained XP supplies one XP of a magic item's XP prerequisite or 5 gold pieces' worth of an item's market price. The brothers can also create any treasure in the *Munchkin* card game by spending XP equal to 5 x the item's listed gold piece value. They can't create treasures from *Star Munchkin*, however, since they've never understood the metric system.

Winged Dingus™

(Su): Once per day, as a standard action, a Wight brother can yank on the pull-cord that attaches his bowler to his skull. This activates the winged dingus, a winged, inflatable propeller that unfolds from the brother's bow tie. An activated winged dingus grants the Wight brother the ability to fly, as the spell cast by a 20th-level spell-caster.

Skills: The Wight brothers receive a +8 racial bonus to Craft and Move Silently checks.

CHAPTER TWO

TEMPLATES

All game rules and stats are Open Content. Everything else ain't. Names of ancient German tribes, dicotyledenous trees and shrubs, and the very word "Munchkin" itself are Product Identity. Do not remove under penalty of law.

When applying templates to monsters in a *Munchkin d20* game, remember that any so-called "prerequisites" you may see in certain *other* monster books are really just there to scare away lily-livered DMs. Want to add a ghost template to your vampire? No problem! Want to whip up a were-black pudding? Go for it! Throwing a celestial half-dragon half-fiend half-elf were-tarrasque lich at your 1st-level PCs is a badge of your creative ingenuity and integrity.

WANNABE VAMPIRE

Vampires are the lords of undeath, pale predators that slake their thirst for the blood of innocents to sustain their unnatural youth and beauty forever. Wannabe vampires are none of that – except for the "pale" part, anyway – but they'd *really* like to be. Pretty please? Surprisingly, gothyanki and wannabe vampires seldom get along. Gothyanki strive to become undead so they can nobly suffer for eternity; wannabe vampires are really just in it for the Goth chicks and kewl powerz.

CREATING A WANNABE VAMPIRE

"Wannabe vampire" is a template that can be added to any creature in desperate need of a personality (referred to hereafter as the "poseur"). The creature's type doesn't change one damn bit. It uses all the poseur's statistics and special abilities except as noted here.

Hit Dice: Change to d8.

Speed: Same as the poseur.

AC: A thick layer of pancake makeup improves the poseur's natural armor by +4.

Attacks: A wannabe vampire retains all the attacks of the poseur and also gains a bite attack if it didn't already have one. If it *didn't* have a bite attack, the wannabe vampire must wear a custom-fitted set of fake fangs to bite people. Opponents can strip a wannabe vampire of its fangs with the "strike a weapon" or "disarm" attack options.

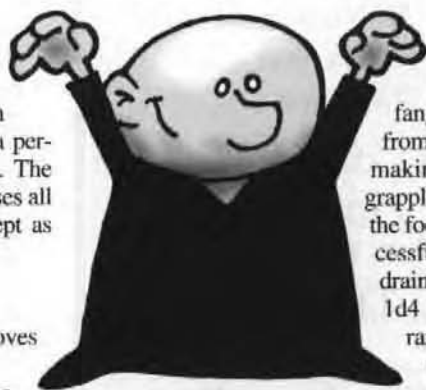
Damage: Wannabe vampires wearing their fangs have bite attacks. If the poseur does not have this attack form, use the damage values in the table below. Creatures that do have sharp, pointy teeth retain their

old damage ratings or use the values below, whichever is better.

Size	Damage
Itsy-bitsy	–
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6
Ludicrous	4d8

Special Attacks: A wannabe vampire retains all the special attacks of the poseur and also gains those listed below. Saves have a DC of 10 + 1/2 wannabe vampire's HD + wannabe vampire's Charisma modifier unless noted otherwise.

Energy Drain (Ex): As a standard action, a wannabe vampire can bore a foe within 30 feet to tears with long tales about its vampiric persona, especially that one time some werewolves looked at it funny, so it pretended to flip a car into the donut shop where they were sitting. A target must succeed at a Will save or suffer 1 negative level. This is a language-dependent sonic attack.



Blood Drain (Ex): A

wannabe vampire wearing its fangs can suck blood from a living victim by making a successful grapple check. If it pins the foe and makes a successful bite attack, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is

maintained. If a wannabe vampire drinks more than 4 points of Constitution, it pauses for a round to puke it up.

Children of the Late Afternoon (Ex): Being lesser creatures of the world, and particularly aided by the snacks in their pockets, once a day wannabe vampires can call forth a pack of 4d8 cats, a swarm of 10d10 pigeons, or a pack of 3d6 lapdogs as a standard action. These creatures arrive in 2d6 rounds and do not serve the wannabe vampire in any way.

Create Spawn (Ex): A creature slain by a wannabe vampire's energy drain attack is so bummed out that it has no choice but to rise as a wannabe vampire 1d4 days later. The new wannabe vampire is under the command of the wannabe vampire that created it, and remains so until it realizes that "pasty and fleshy" does not necessarily equal "cool."

Special Qualities: A wannabe vampire retains all the special qualities of the poseur and those listed below.

Obfuscation (Ex): If a wannabe vampire crosses its arms, all creatures within eyeshot that believe in vampires must make Will saves. A wannabe vampire becomes perfectly invisible and intangible to any creature that fails its Will save. This is a compulsion effect, since affected creatures are just willfully ignoring the wannabe. Wannabe vampires can obfuscate at will as a standard action.

Denial (Ex): A wannabe vampire's powers of self-delusion are so forceful that the creature gains damage reduction 10/+1 and cold and electricity resistance 10. If a wannabe vampire's mascara runs, it has to 'fess up that, yes, *lightning bolts really do hurt*.

Attack Immunity (Ex): A real vampire can be destroyed by hammering a wooden stake through its heart and cutting off its head. Since a wannabe vampire isn't real, these attack forms naturally have no effect on it. Wannabe vampires are immune to impaling and decapitation.

Live-Action Munchkin Playing (LAMPing)

Many people have asked us if it's possible to have a live-action *Munchkin* game. The answer, of course, is yes.

[Birds twitter.]

[Crickets chirp.]

[Florida counts.]

Are You Going to Tell Us How???

Oh, right. Sorry. Stand up.

OK, Then What?

No, that's it.

But What About Task Resolution?

What about it? No true munchkin would ever, and we mean *ever*, do anything OTHER than roll dice. However, if you absolutely refuse to take your dice into a muddy field where they might be trodden upon, may we recommend our own method of adjudication: Generic Universal Rock-Paper-Scissors.

Turn Immunity (Ex): Wannabe vampires are completely immune to all turning and rebuking attempts. However, if a cleric brandishes his holy symbol and yells "booga booga" at the creature, the wannabe vampire must succeed at an immediate Will save (DC 10 + 1/2 cleric's HD + cleric's Charisma modifier) or be panicked for 5d6 rounds.

If you've read this far . . .
... you might be a Munchkin.

Daylight Sensitivity (Ex): Wannabe vampires suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Running Water Vulnerability (Ex): Wannabe vampires won't willingly cross running water on their own, though they could if they tried. If a wannabe vampire is submerged in running water, its mascara runs, automatically inflicting 1d4 points of temporary Charisma damage per round. A wannabe vampire reduced to 0 Charisma shrieks in horror, clutches at its face, and runs home to touch up.

R.S.V.P. (Ex): Wannabe vampires are utterly unable to get invited to normal, living creatures' parties.

Gaseous (Ex): Once per hour, as a standard action, a wannabe vampire can surround itself with a *stinking cloud*, as the spell cast by a 12th-level spellcaster (except that the material component is an ordinary convenience-store burrito, consumed shortly before the gas is to take effect). The wannabe vampire is not affected by its own stench.

Climb (Ex): A wannabe vampire can climb sheer surfaces as though it was using the Climb skill. In fact, it is using the Climb skill.

Alternate Form (Ex): A wannabe vampire can assume the shape of a bland suburbanite simply by changing clothes and washing its face. A wannabe vampire can also assume the shape of a dire bat or dire wolf, if it happens to be a wizard who can cast *polymorph self*.

Base Saves: Same as the poseur.

Abilities: Increase from the poseur as follows: Str +4, Dex +2. This primarily comes from all the caffeine wannabe vampires need to chug to stay up all night. In addition, so long as they wear the customary black eyeliner and mesh blouses, male wannabe vampires increase their Charisma by +2; females increase their Charisma by +6.

Skills: Wannabe vampires receive a +8 racial bonus to Bluff, Carouse, Hide, Move Silently, and Whine checks. Otherwise same as the poseur.

Feats: Wannabe vampires gain Alertness, Dodge, Improved Initiative, Lightning Reflexes, and Sparkling Smile, again primarily thanks to the caffeine.

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or troupe (2-5)

Challenge Rating: Same as the poseur +1

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

SAMPLE WANNABE VAMPIRE

An 11th-level human warrior named Phil will be your example poseur today.

Wannabe Vampire

Medium-Size Humanoid

Hit Dice: 11d8+22 (71 hp)

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

Speed: 20 ft. (lacy black chainmail); 30 ft. base

AC: 21 (+2 Dex, +4 natural, +5 chain)

Attacks: Unarmed strike +18/+14/+10 melee, bite +14 melee

Damage: Unarmed strike 1d3+6 subdual, bite 1d6+3

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Energy drain, blood drain, children of the late afternoon, create spawn

Special Qualities: Obfuscation, denial, immunities, daylight sensitivity, running water vulnerability, R.S.V.P., gaseous, climb, alternate form

Saves: Fort +9, Ref +7, Will +4

Abilities: Str 22, Dex 15, Con 14, Int 10, Wis 12, Cha 10

Skills: Bluff +10, Carouse +15, Climb +12, Diplomacy +3, Hide +14, Listen +3, Move Silently +14, Profession (soda jerk) +5, Spot +3, Tumble +5, Whine +15

Feats: Alertness, Blind-Fight, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Hide), Skill Focus (Move Silently), Skill Focus (Profession [soda jerk]), Skill Focus (Whine), Sparkling Smile, Weapon Focus (bite)

Challenge Rating: 12

COMBAT

Saving throws against Phil's special abilities have a DC of 15.

WERE-TURTLE

Were-turtles transform under the light of the waxing moon (or a few nights after, at least; no rush), then plod across the countryside to sate their insatiable hunger for damp lettuce and the flesh of creatures too desperately lazy to flee.

CREATING A WERE-TURTLE

"Were-turtle" is a template that can be added to any living creature (referred to hereafter as "Myrtle"). The creature's type changes to "shapechanger." The were-turtle takes on the characteristics of a big angry turtle. A natural were-turtle can also adopt a hybrid shape that combines the most terrifying aspects of both man and tortoise.

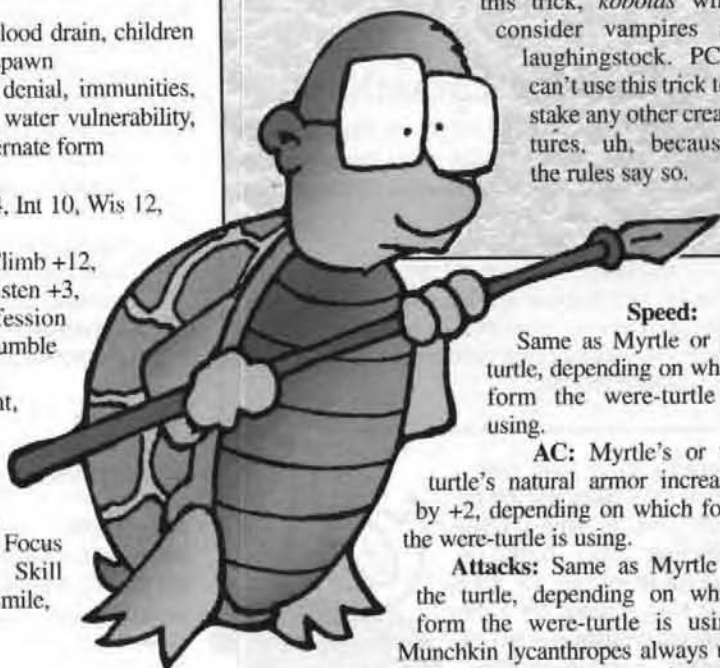
A were-turtle uses either Myrtle's or the turtle's statistics and special abilities in addition to those set out below.

Hit Dice: Same as Myrtle or the turtle, whichever produces the higher hit point total.

Staking Real Vampires

Munchkins take note! PCs can destroy any vampire in one shot by driving a stake into its heart. A vampire's heart is usually about three size categories smaller than the vampire itself; thus, the heart of a Medium-size vampire is a Diminutive target. To stake a vampire, an opponent must attack the bloodsucker with a wooden piercing weapon, using the heart's size modifier to AC rather than the vampire's. If the attack hits and deals damage, then poof! Dusty vamp! Once the

PCs in your campaign learn this trick, *kobolds* will consider vampires a laughingstock. PCs can't use this trick to stake any other creatures, uh, because the rules say so.



Speed:

Same as Myrtle or the turtle, depending on which form the were-turtle is using.

AC: Myrtle's or the turtle's natural armor increases by +2, depending on which form the were-turtle is using.

Attacks: Same as Myrtle or the turtle, depending on which form the were-turtle is using. Munchkin lycanthropes always use the better base attack bonus between

Myrtle and the turtle.

Damage: Same as Myrtle or the turtle, depending on which form the were-turtle is using.

Special Attacks: A were-turtle retains all the special attack of Myrtle or the turtle, depending on which form it is using, and also gains those listed below:

Lycanthropic Empathy (Ex): Were-turtles can communicate and empathize with the emotional needs of normal and angry turtles. This gives them a +4 racial bonus to checks when influencing the turtles' attitudes and allows the communication of simple concepts and commands, such as "foe," "fetch me a bagel," "kill the mammals," and "walk down this hallway so I can see if it's trapped."

Curse of Lycanthropy (Su): Any living creature hit by a were-turtle's bite attack must succeed at a Fortitude save (DC 15) or contract lycanthropy, becoming an afflicted were-turtle.

Special Qualities: A were-turtle retains all the special qualities of Myrtle or the turtle and also gains those listed below.

Alternate Form (Su): Were-turtles can shift into turtle form as though using the *polymorph self* spell (though their gear does not change). They can also assume a bipedal hybrid form with prehensile hands.

Big Angry Turtles

Here's the base creature, for you kids playing at home.

Big Angry Turtle: CR 1; Medium-size animal; HD 2d8+2; hp 11; Init -3 (Dex); Spd 5 ft. (can't run); AC 17 (-3 Dex, +10 natural); Atk bite +2 melee (1d6+1); SQ pokey, peek-a-boo, top-heavy; AL always neutral; SV Fort +3, Ref -3, Will +1; Str 13, Dex 5, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +6, Spot +6. A big angry turtle's shell imposes a -8 armor check penalty.

Munchkin Lycanthropy

So, let's get this straight. A monster bites you, and out of the blue you gain superpowers. Is there any good reason for an adventurer *not* to get infected with lycanthropy?

No.

Of course, it does mean that once in a while, the PC will bug out and kill a few innocent people; maybe even other PCs. Is *that* a good reason to avoid becoming a lycanthrope?

Definitely no!

Changing to or from turtle or hybrid form takes one minute. (Just give it time.) Upon assuming either form, the were-turtle regains hit points as if having rested for a day. Afflicted lycanthropes have a tougher time controlling their changes (see box).

Damage Reduction

(Ex): A were-turtle in turtle or hybrid form gains damage reduction 15/rabbits.

Pokey (Ex): A were-turtle in turtle or hybrid form can perform only partial actions. Thus, it can move or attack, but can only do both if it charges (a partial charge).

Peek-a-Boo (Ex): A were-turtle in turtle or hybrid form can retreat into or emerge from its shell as a move-equivalent action. A were-turtle hiding in its shell cannot move or attack, but adds +8 to its natural armor.

Top-Heavy (Ex): If an opponent successfully trips a were-turtle in turtle or hybrid form, the were-turtle must remain prone until someone else helps flip it over.

Base Saves: The base saves are as for Myrtle or the turtle, whichever is better. In addition, were-turtles receive a +2 racial bonus to Fortitude and Will saves.



Abilities: Ability scores are unchanged for a were-turtle in Myrtle form. In turtle or hybrid form, a were-turtle's ability scores are modified as follows: Str +2, Dex -6, Con +2.

Skills: Were-turtles receive a +4 racial bonus to Search, Spot, and Listen checks when in Myrtle form. In turtle or hybrid form, these bonuses increase to +8, but its shell imposes a -8 armor check penalty to several skills. A were-turtle in turtle or hybrid form gains the same skills as a big angry turtle, in addition to Myrtle's skills. If a were-turtle has a skill in both its Myrtle and turtle forms, use the better score.

Feats: Same as Myrtle. When in hybrid or turtle form, the were-turtle gains any feats a normal turtle has. A natural were-turtle has the Improved Control Shape feat as a bonus feat, which allows them to control their changes at will. Technically, afflicted were-turtles are stuck with a lousy old Control Shape skill, but it's a much better deal to bribe the DM until he gives you the feat rather than plunk points in the skill.

Climate/Terrain: Warm marsh, terrarium, and underground

Organization: Solitary or pair

Challenge Rating: +3, plus any class levels

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

SAMPLE WERE-TURTLE

This example uses a 1st-level human beggar as the base creature.

Were-Turtle

Medium-Size Shapechanger

Hit Dice: 2d8+2 (11 hp)

Initiative: +0; -3 (Dex) as turtle or hybrid

Speed: 30 ft.; 5 ft. (can't run) as turtle or hybrid

AC: 12 (+2 natural); 19 (-3 Dex, +12 natural) as turtle or hybrid

Attacks: Shortspear +2 melee; shortspear +3 melee, bite -3 as hybrid; bite +2 melee as turtle

Damage: shortspear 1d8; 1d8+1 as hybrid; bite 1d6+1

Face/Reach: 5 ft. x 5 ft./5 ft.; 5 ft. x 5 ft./5 ft. as turtle or hybrid

Special Attacks: Curse of lycanthropy as turtle or hybrid

Special Qualities: Turtle empathy; plus damage reduction 10/rabbits, pokey, peek-a-boo, top-heavy as turtle or hybrid

Saves: Fort +3, Ref +0, Will +2

Abilities: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; Str 13, Dex 5, Con 13 as turtle or hybrid

Skills: Listen +9, Search +8, Spot +9; Balance -11, Climb -7, Escape Artist -11, Hide -11, Jump -7, Listen +13, Move Silently -11, Pick Pockets -11, Search +12, Spot +13, Tumble -11 as turtle or hybrid

Feats: Improved Control Shape, Weapon Focus (shortspear)

Challenge Rating: 4

APPENDIX:

MONSTERS RANKED BY CHALLENGE RATING

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Plutonium Dragon, ancient	1	Snot Elemental, elder	13
Potted Plant	1	Stoned Golem	14
Tequila Mockingbird	1	Unspeakably Awful	14
Flying Frog	2	Indescribable Horror	14
Gelatinous Octahedron	2	Hydrant	15
Large Angry Chicken	2	Poison Ivy Kudzu Flytrap	15
Mr. Bones	2	Tentacle Demon	15
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Piñata	3		
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