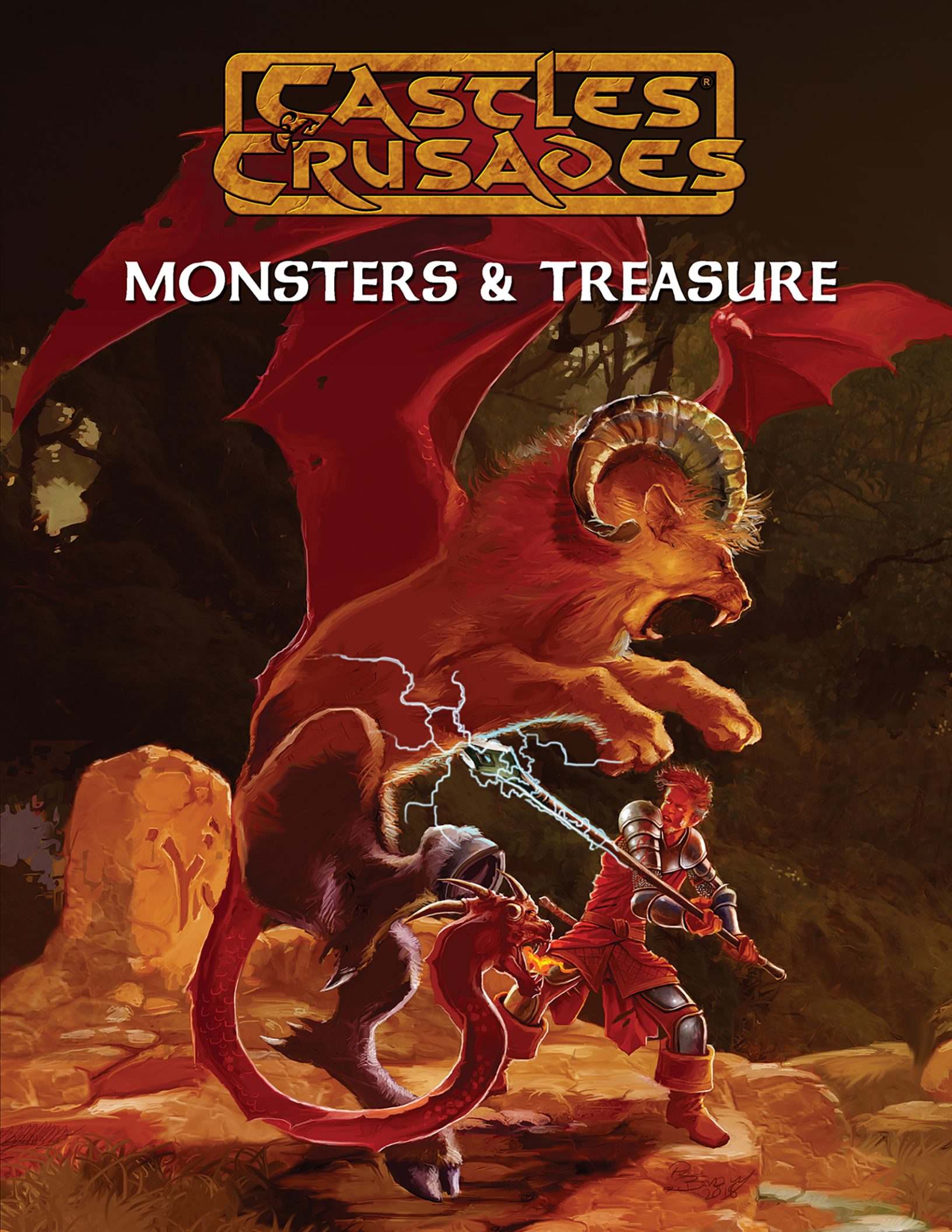


CASTLES & CRUSADES

MONSTERS & TREASURE



CASTLES & CRUSADES

MONSTERS & TREASURE

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UPON THE EDGE OF BATTLE LIE THE SPOILS OF GLORY

Upon wind-swept battlefields, they seek their glory. With weapons of steel, stout shields, and sorcery, they drive ever onward, seeking the grandeur of conflict with creatures of terrible wrath or beasts of legend. In all hours of every day, they gird themselves for war and struggle, to drive those evil beings of foul intent to doom and oblivion. But before glory can be obtained, before fame and riches can be won by these heroes of renown, they must face and overcome those that would oppose them: monsters.

The great hosts of creatures lurking in fantasy worlds are as numerous as the stars in the sky. Some are foul and evil, while others are wondrous and wise, and earn the respect of all good folk. But they are all creatures that have their own wills and serve their own interests, beyond the ken of the noble adventurer. Adventurers must contend with the self-determination of monsters, and either overcome them or adapt to them. Dragons that sleep upon mounds of gold, orcs living in the squalor of their plunder, a sphinx guarding the magics of ancients armed with enigmas; all of these are classified as monsters.

After the battles have ended, and the deeds of valor and renown have been performed, there is often wealth found at the feet of victory. All creatures hold certain things dear, and beasts, overcome in battle, yield the fruit of their lives to those bold and skilled enough to take them. Ancient scrolls, magic swords, shields of wonder, potions, rings, magic wands, and untold wealth in coins, gems, and jewels - all of these things are a salve to ease the sting of wounds suffered in hard-won battles.

WHAT LIES HEREIN

Monsters and Treasure is a core rule book for the *Castles & Crusades Role Playing Game*. It is designed to be used with the *Castles & Crusades Players Handbook*. In it, you will find a wealth of information about roleplaying monsters, handling combat with monsters, creating monsters and defining and awarding treasures. *Monsters & Treasure* is divided into two parts.

PART ONE brings to you, the Castle Keeper, a host of monsters that you can use to populate your adventures and your campaign world. Listed alphabetically, they include monsters like the ever popular dragons, orcs, and giants, as well as unusual creatures like the chimera, the lamia, and the shambling mound. Each



monster is fully described, complete with important statistics, for your ease of use.

PART TWO deals with the adventurer's favorite topic: treasure. This section discusses specific treasures that can be found by brave and enterprising adventurers, and provides advice about how to award them. This section also contains a discussion about the mundane or extraordinary items that can comprise treasure, rules for the creation of magic items in *Castles & Crusades*, and random treasure charts to serve as an aid for the Castle Keeper.

INTRODUCTION

The monsters that populate worlds of adventure are drawn from a multitude of sources. Mythological stories, books of fantasy and science fiction, poems, plays, and sagas all supply the imaginative gamer with source material for new and ever more wonderful monsters. We have tried to include some of the more popular versions of monsters in this book, but sprinkled throughout are a number of obscure and rare beasts as well.

WHAT ARE THEY & HOW TO PLAY THEM

Monsters serve two key roles in *Castles & Crusades*. One is that they can be used as background material. For example, Umladen Stonebrow has gathered his cousins to plunder the long abandoned mines of Dwarfhole. Within are many creatures, including trolls and orcs, but even naga and other creatures more strange and twisted. In this instance, the implied presence of monsters serves to heighten the perceived and real dangers of Dwarfhole, and lends a particular mood to the setting.

Alternatively, a monster may be the goal of the adventure. For example, Beorn stalks a trackless waste to search for the dragon that lies at the roots of the great mountain, Uji. Beorn's intent is to slay the beast and free the mountain of its dominance. Once this deed is finished, he will be accounted a great hero, and will earn the wealth of history's remembrance. In this instance, the monster itself is the entire purpose of the adventure.

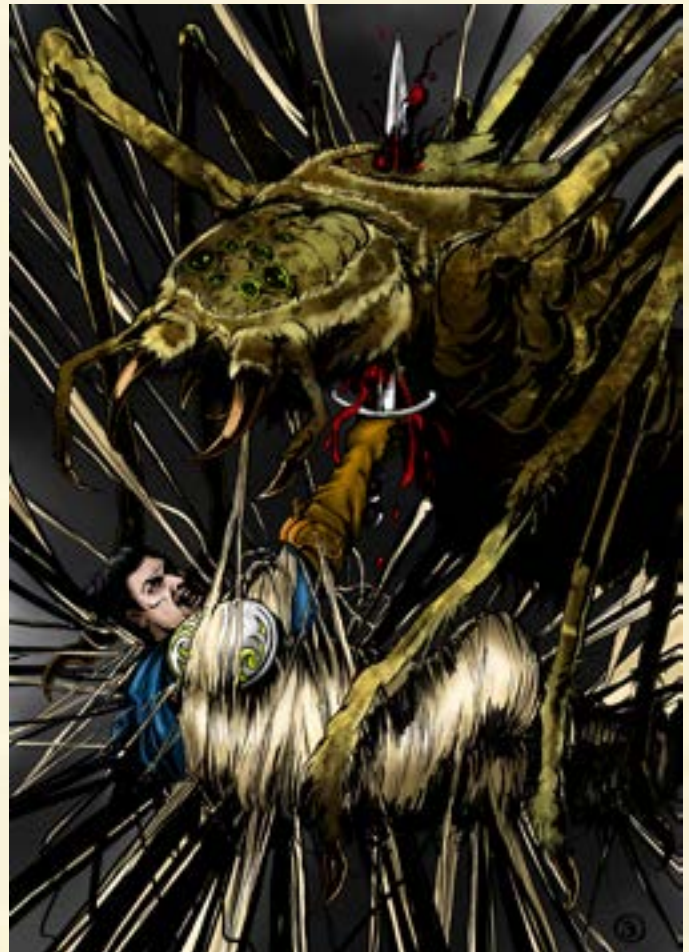
Depending on their race, alignment, and the Castle Keeper's designs, monsters can either impede or aid adventurers. Whatever their purpose, monsters should be treated as creatures that have lives separate from the adventure. They have goals and motivations, their own homes and routines, and they often value their own lives as much as a stalwart adventurer values his own. As often as not, an orc that raids a camp at night does not want to fall at the hands of a savage elf any more than said elf wants his life cut short by the orc's curved scimitar. Monsters act in their own best interests most of the time, and the intelligent monsters are capable of making rational decisions.

Playing monsters like characters is a good way to give an adventure more plausibility, accentuating the experience for all involved. Further, it is the best way to make a game challenging and memorable. A kobold band that blindly attacks an adventuring party and dies within a few rounds is not compelling when compared to kobolds that sneak through the dark, harassing a party with crossbow bolts and sling bullets, driving the characters into combat, but on their own terms, refusing to give battle in open ground.

Dragons deserve special attention. They are old creatures that speak their own tongues and live from an ageless perspective in which the concerns of elves and men are little more than distant murmurs. Behind them are memories of lifetimes, histories, deeds, and marvels beyond the scope of those who would plunder their hard-earned hoards. It is useful to consider the perspectives of any and all monsters while preparing for play, so that nuances like this can add flavor and dimension to the game.

COMBAT

The order of action in a combat round is determined by an initiative roll. Every creature or character participating in the combat round rolls a d10 to determine their initiative each round. Those with the highest roll take their action first, and the actions of others descend from there. In the case of a tie between a monster and a character, the one with



physical saves (in the case of the monster) or dexterity as a primary attribute (in the case of a character), acts first. In the case that both the character has dexterity as a primary attribute and the monster has physical saves, a simultaneous action occurs.

A monster's hit dice is also equivalent to the monster's base attack roll modifier. For example, a 3 hit dice creature receives a base bonus of +3 to all attacks.

MONSTER CHARACTERISTICS

NUMBER ENCOUNTERED (NO. ENCOUNTERED) reflects the average number of creatures encountered. There may be several listings that reflect different encounter areas. For instance, an orc is listed as 2-12, 10-100. These represent a raiding party and the entire tribe or clan, respectively. Some monsters are not assigned exact numbers, such as bison or other herd animals. These herds can range from small groups of 3 to 5 members, to huge herds of 10,000 or more. The Castle Keeper should always manage the number of monsters while considering the plot of the adventure and the relative power of the party.

SIZE (SIZE) is the approximate height of a creature. There are three sizes of monsters in *Castles & Crusades*: small, medium and large. Small represents any height less than 5 feet, medium is any height between 5 and 7 feet, and large is any height over 7 feet. Castle Keepers should take note that those creatures who have the ability to swallow a victim whole, such as the tyrannosaurus rex and the purple worm, are not going to be able to swallow all creatures. Circumstances must dictate the action and Castle Keepers should use their best judgment.

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HIT DICE (HD) is a creature's hit dice. The hit dice is the equivalent of the monster's level. The hit dice represents the number (and type) of die rolled for the creature's hit points. For example, a monster with 2 (d8) hit dice would have $d8 + d8$ hit points. A monster's hit dice is also equivalent to the monster's base attack roll modifier. For example, a 3 hit dice creature receives a base bonus of +3 to all attacks.

MOVE (MOVE) represents the monster's base movement rate. A creature's movement rate represents the number of feet an unencumbered and unimpeded monster can move in any given round, at a walking pace.

ARMOR CLASS (AC) is a creature's normal armor class. It is an abstract representation of the difficulty of striking a monster in combat and inflicting damage. An attacker's roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn, but in the case of many monsters it represents their natural hides or skins.

ATTACKS (ATTACKS) list the variety of weapons, both natural and manufactured, that monsters may use in battle. All of the monster's physical attack forms are listed here. The number of attacks is listed first. If there is no number, then only one attack per round is assumed. The form of attack is listed next. Damage from each form of attack is included in the adjacent parentheses. An attack listing of 2 Claws (1d6); Bite (1d8) would mean that the creature can attack three times per round: twice with claws, for 1d6 points of damage each, and once with a bite, for 1d8 points of damage.

SPECIAL (SPECIAL) refers to all of a creature's special abilities: offensive, defensive, and miscellaneous. Generally, specific descriptions for each monster are provided in the monster's listing. The exceptions to this are as follows.

DEEPEVISION: Ages spent beneath the earth and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

DARKVISION: In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

DUSKVISION: Some creatures can see in starlight and moonlight just as others can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight, or in similar conditions of poor illumination.

IMMUNITY/RESISTANCE: describes any innate immunity that a monster possesses. The type of immunity is listed, followed by a bracketed damage descriptor that indicates the limits of the immunity. For instance, "Immune: Acid (half damage, quarter damage save)"

means that the creature always takes half damage from any acid-based attack, but if it makes a successful saving throw, it suffers only one fourth of the normal damage.

REGENERATION: A creature with this ability is difficult to kill, as the creature automatically heals damage at a fixed rate per round, as given in the entry. The number following the listing in the creature's stat block designates how many hit points that creature can heal in a round. For instance, the troll with "Regeneration 2" heals 2 hit points per round. Certain attack forms, typically fire and acid, deal lethal damage to the creature which doesn't go away. The creature's descriptive text provides the details. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. Healing starts the round immediately following the round in which damage was taken.

SCENT: This ability allows a creature to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions up to a range of 30 feet. These creatures are natural hunters, and are able to "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Castle Keeper's discretion.

SPELL RESISTANCE: This is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is targeted at a creature with spell resistance, the caster of the spell must roll 1d20, unmodified. If the result is equal or greater than the creature's spell resistance rating, then the spell can affect that creature. Otherwise, the creature's spell resistance causes the spell to dissipate harmlessly. Certain spells are not subject to spell resistance, as detailed in their descriptions in the *Castles & Crusades Players Handbook*. All monsters have an innate SR 1. A monster's spell resistance is listed in its stat block with the abbreviation SR. For example a Dryad's spell resistance is 10 and it is listed on the Special heading as "SR 10".

TRACKING: Many monsters can track. When noted, the monster in question can track as a ranger's level equal to the number listed. A wolf has Tracking 10. The wolf can track as a 10th level ranger.

TWILIGHT VISION: Even under starlight, moonlight, or torchlight these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

SAVES (SAVES) represent the saving throws and attribute check categories for monsters. Saving throws are made in the same manner as for characters, but with broader descriptors. Each monster is listed as having either physical (P), mental (M), both (M, P) or none (N) as its saving throw category. The category roughly equates to primary or secondary attributes and thus the base number needed to make a saving throw. Physical attributes are strength, constitution, and dexterity. Mental attributes are intelligence, wisdom, and charisma. A goblin has a physical saving throw category, so it makes all saving throws or checks dealing with strength, dexterity, or constitution with a challenge base of 12, and all saving throws or checks dealing with intelligence, wisdom, or charisma with a challenge base of 18. The monsters' # of HD acts as a modifier to this roll in the same fashion as described under HIT DICE (HD).

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INTELLIGENCE (INT) Intelligence reflects a general level of mental aptitude. It represents a monster's ability to learn quickly, and apply that learning effectively, as well as its capacity for logic and deductive reasoning. Monsters possess a much broader range for intelligence than characters.

INTELLIGENCE	MENTAL STRENGTH
1-2	Animal
3-5	Inferior
6-8	Low
9-12	Average
13-15	High
16-17	Superior
18-21	Genius
22-25	Supra-Genius
26+	Deific

ALIGNMENT (ALIGNMENT) describes the basic and most essential aspects of a monster's world view and moral outlook. It is the core personality description for every sentient creature. Alignment reflects the creature's disposition toward good, evil, law or chaos. Each alignment type is described in detail in the *Castles & Crusades Players Handbook*.

TYPE refers to the classification of the monster. A monster's type can be particularly important where spells and magical summoning are concerned.

ABERRATION: Aberrations have bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

ANIMAL: An animal is a non-humanoid creature with a real-world equivalent.

BEAST: A beast is a creature with no real-world equivalent. It is a vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities.

CONSTRUCT: A construct is an animated object or artificially constructed creature.

DRAGON: A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

ELEMENTAL: An elemental is an entity composed of one of the four classical elements: air, earth, fire, or water.

EXTRAPLANAR: An extraplanar creature is a non-elemental that originates from another dimension, reality, or plane.

FEY: Fey are creatures with supernatural abilities and connections to natural forces and/or places.

GIANT: Giants are large-sized humanoid creatures of great strength and bulk.

HUMANOID: A humanoid is a creature that is anthropomorphic: they have two arms, two legs, one head, and a human-like torso.

MAGICAL BEAST: Magical beasts are similar to beasts but can have intelligence of inferior or better. Magical beasts typically have supernatural or extraordinary abilities.

MONSTROUS HUMANOID: These are humanoid creatures with monstrous or animalistic features, occasionally possessing supernatural abilities.

OOZE: An ooze is an amorphous or mutable creature.

PLANT: This type encompasses all plants and plant-like creatures.

SHAPECHANGER: This type of creature has a stable body but can assume other forms.

UNDEAD: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to all mind-affecting effects (charms, compulsions, etc.) and to poison, sleep effects, paralysis, stunning, disease, and death effects.

VERMIN: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

TREASURE (TREASURE) designates the appropriate treasure type a creature has in its lair, or if noted for the specific monster on its person. Refer to Part Two of this book for more information on treasure.

EXPERIENCE POINTS (XP) represents the development reward that characters receive for slaying, subduing, or otherwise defeating monsters. Refer to the *Castles & Crusades Players Handbook* for more information on awarding experience points. The number in each entry



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is the suggested average XP. The Castle Keeper should feel free to adjust the experience point value as needed or desired. The following chart can be used to determine the experience points of typical monsters or monsters which have been altered or created.

MONSTER EXPERIENCE POINTS

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250
9	400	9	200	300	400
10	600	10	300	450	600
11	750	11	375	550	750
12	950	12	425	650	950
13	1200	13	600	900	1200
14	1500	14	750	1100	1500
15	1900	15	900	1400	1900
16	2100	16	1000	1500	2100
17	2300	17	1200	1800	2300
18	2600	18	1300	2000	2600
19	2900	19	1500	2200	2900
20	3250	20	1700	2500	3500
+1	+350	+1	+200	+300	+600

EXPERIENCE PER HIT POINT: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature. For example, a 5 (d10) HD creature has 25 hit points, the base is 80 experience points plus 5 experience points per hit point. 125 extra experience points would be awarded for this creature, for a total of 205.

SPECIAL: There are three categories of special abilities, designated in the chart by the Roman numerals I, II and III. A given monster's total experience value increases by the amount of special abilities it has. All special ability experience points are added to the base experience for the monster. These special ability experience points stack. For example, Skagg (4HD) has four attacks per round, a category I ability, and he can use 1st level spells, another category I ability. Skagg's base experience points (40) are increased by 40 points (20 XPs for each special ability) for a total base of 80 XPs plus 4 XP per hit point.

SPECIAL I: This category includes three or more attacks per round, spells or spell-like abilities of 1st-3rd level, and any non-magical special abilities, such as scent or tracking.

SPECIAL II: This category includes 5 or more attacks per round, maximum damage of 24 or more points in a single attack, spells or spell-like abilities of 4th-7th level, and extraordinary powers such as invisibility or etherealness.

SPECIAL III: This category includes death attacks, petrification attacks, and spells or spell-like abilities of 8th level or higher.

MONSTER CREATION

Eventually, every Castle Keeper comes to the realization that a new monster must be created. The circumstances behind this may differ; one Castle Keeper might simply feel creative and imaginative, and another might need to create something new out of necessity. After many years of gaming, some players may become jaded or complacent, and the inclusion of a new challenge can keep them on their toes. Creating monsters is both fun and challenging, whether it is a hybrid orc, a genetically enhanced goblin, or something completely new and altogether terrifying. While creating new monsters, the Castle Keeper should be mindful of a few basic concepts and design elements. After balance and technical concerns, there is no limit to what imagination and creativity can do.

The easiest new monster to create is not actually "new", but is simply an alteration of an existing monster. The first method of alteration is through stat changes. The Castle Keeper simply alters the hit dice, hit die type, armor class, or spellcasting ability. A Castle Keeper may alter a monster's already existing ability, or replace it with another one. If the Castle Keeper combines class abilities with monster abilities, many new and interesting monster possibilities suddenly come into being.

Consider the common gnoll. Many players are used to a "plain vanilla" gnoll, and they can quickly estimate the threat it poses to their characters. They also know the best ways of dealing with that threat, much of the time. However, if the Castle Keeper were to give a gnoll some spellcasting ability, a new threat has materialized for the party. A gnoll with the spells of a 4th level wizard and the class abilities of an assassin is a challenge indeed! There are limitless possibilities for alteration of existing monsters, and the Castle Keeper should not be afraid to experiment with them. However, when altering an existing monster, the Castle Keeper should always consider the reasons for the change. If the monster is to challenge a party at its current strength, care must be taken to ensure that the challenge is appropriate. Some Castle Keepers may alter monsters to create a death-dealing machine that the characters cannot ever defeat, but this is not fun for the players. One way of providing a balance is to give the monster a weakness that the characters can exploit. However, a reasonable Castle Keeper may choose to challenge a party with a monster they cannot defeat yet, but could defeat after gaining experience. In these cases, plenty of opportunity should be given for the characters to escape or avoid the creature, build up their strength, and attack at a later time.

Another method of creating a new monster is to change the description of a pre-existing monster. This is neither time consuming nor difficult, and can have dramatic effects on play. A troll, for example, can have any type of shape the Castle Keeper desires as long as it maintains its ability to fight with two arms. Perhaps a new type of troll is made of ice crystals or of tree bark. The Castle Keeper has but to imagine it and it will be so.

Completely new monsters are more difficult to create. It involves creating a concept that is plausible, and then mingling balanced abilities with that concept. This is quite challenging by itself, but the Castle Keeper creating a new monster must also determine its appropriate armor class, hit dice, and other technical stats. Finally, this whole must be coherent to the players. Organizing all of this can be an intimidating process.

When creating monsters, the first concept a Castle Keeper must consider is that of "realism versus fantasy." Does the new monster have a basis in reality as we know it? An orc, for example, is little more than

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a human corrupted by evil. Orcs are monsters grounded in a “real” basis. Does the monster have a fantastic context, with a design concept beyond the ken of “realistic” understanding? A cockatrice is a creature that has no basis in reality. Is the new monster intended to be something that straddles the line between fantasy and realism? Distinguishing between realism and fantasy is important in that it establishes the mood the monster is designed to convey. This mood is often as important as the creature’s stats, if not more so, in many game settings. Assembling a haphazard collection of human and animal parts to create a nonsensical creature is more likely to cause a player to spew milk through his or her nose, rather than creating a mood of terror or awe. Even fantastic creatures can have plausibility. Making new monsters plausible for your game setting is conducive to a lasting, positive impact on the game.

When conceiving a monster, consider its ecology. Why does the creature have the physical attributes it has? How does it eat, sleep, and procreate? Does it travel, or is it stationary? What environment is it found in? All of these factors can make even the most fantastic monsters seem real. They are not essential, but the Castle Keeper may find these sorts of details helpful, and enterprising players often consider these factors when dealing with a monster’s threat. Monsters in many books (and a few in this one) just don’t have this level of plausibility. Outlandish monsters can always be “magically created”, but they too should follow some type of ecological design. A chicken-sized lizard with an elephant-sized head is just not likely to survive its own birth and your adventure won’t survive your players’ mirth. Temper your fantastic ideas with a dash of realism, and the new monster will be far more believable and interesting to both Castle Keeper and players.

After considering these factors, the Castle Keeper must write the description. This portion of monster creation is vital, as it will set the tone for how the monster is perceived at the gaming table. Remember to detail aspects like color, size, shape, and even smell. To add flavor, you might describe its breath and the shape of its eyes, for example. A monster with “yellowed teeth and fetid breath” will have a far greater imaginative impact than a monster that is simply “gray and shaped like a lizard.”

After a solid description is completed, the Castle Keeper must give the creation a life in the context of the game. This is accomplished by creating its vital stats: its hit dice, armor class, attacks, and the like. Consider the level of character that this monster is supposed to challenge, and create statistics based on that sort of challenge. Existing monsters are the best guides. Low level monsters, like orcs and goblins, have few extraordinary skills and are generally fairly weak in combat situations. Monsters like doppelgangers and owlbears are more powerful, and have abilities that are more of a challenge to



characters of moderate power. Higher level monsters, such as the lich and dragon, offer useful templates when creating monsters to challenge powerful parties.

When assigning the new monster’s stats, use any suitable monster from this book as a template. Give some thought to each statistic based on your concept and description of the monster. Decide how fast the creature should move, its hit dice, armor class, intelligence, and the rest. Give them a great deal of consideration. It is more important, by far, to have creatures that fit the mold of your game than to have creatures that are a mish-mash of abilities thrown together to simply challenge players.

Remember to make monsters interesting and challenging. Good descriptions, reasonable physical attributes, and balanced abilities all play into the monster’s conception. Paying careful attention to all of these factors leads to a more memorable and fun monster.

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ABOLETH

NUMBER: 1-4**SIZE:** Large**HD:** 9 (d8)**AC:** 16**SAVES:** M**MOVE:** 10 ft., 60 ft. (swim)**ATTACKS:** 4 Tentacles (1d6+8)**SPECIAL:** Enslave, Spell-Like abilities, Slime, Darkvision 60 ft., Mucus Cloud**INT:** High**ALIGNMENT:** Lawful Evil**TYPE:** Aberration**TREASURE:** 8**XP:** 1,600+9

An aboleth is a loathsome, sinister monster of fish-like appearance that dwells in subterranean waterways. The aboleth resembles a monstrous greyish-green catfish or carp with four massive trunk-like tentacles protruding from its back. The tentacles can lash out to attack, and the aboleth can also use them to move itself about on land. The creature's skin is surrounded by a thin membrane of noxious grease and, when desperate, it can fling a viscous glob of this oily putrescence at its opponents.

Intelligent and malign, an aboleth utilizes illusions, deception and trickery to devastating effect. An aboleth's joy is the enslavement of intelligent, good beings, and it will attempt to subjugate enemies rather than destroy them outright. An aboleth can telepathically communicate with any creature, but only speaks with creatures it has successfully enslaved. An aboleth is typically solitary, but up to four may be encountered in one place, on the rarest of occasions.

COMBAT: An aboleth rarely engages its opponents in melee, preferring to send the unwilling victims of its enslavement ability to do its fighting. If this fails, the aboleth will attack viciously, first by

attempting to enslave the foe that appears to be strongest. After that, the aboleth will use divide and conquer tactics. Any foe that engages the aboleth in melee finds itself under assault by bludgeoning tentacles, subjected both to the effects of the creature's natural slime and possibly the release of its deadly mucus cloud. If forced into melee by foes it cannot enslave, or if severely threatened, an aboleth retreats to water, relying on its natural aquatic nature to escape and recover.

ENSLAVE: An aboleth can force another creature within 30 feet to make a wisdom saving throw, or be permanently dominated and completely controlled by the aboleth. If the aboleth travels more than 1 mile away, however, the enslavement immediately terminates. A *remove curse* spell ends the effects of this ability.

SPELL-LIKE ABILITIES: An aboleth can mimic the following spells as though cast by an illusionist of 16th level: *hypnotic pattern*, *illusory wall*, *mirage arcana*, *persistent image*, *programmed image*, *project image*, and *veil*.

SLIME: Every successful hit with a tentacle releases a chemical toxin into the skin of the victim. If the victim fails a constitution save, the slime slowly causes the skin to transform into a membrane. The victim will eventually find itself unable to breathe air, and will discover that the membrane must be kept wet. The victim becomes aquatic in nature over the course of 1d4 minutes, with all associated benefits and penalties. For instance, they can breathe and swim underwater. This process can be halted by *remove disease* prior to transformation; thereafter, only *heal* or *wish* can alter the outcome. Immunity to poison does not confer immunity to the effects of this ability.

MUCUS CLOUD: An aboleth can surround itself with a thick, greasy cloud of mucus, forcing all non-aquatic creatures within 30 feet to succeed at a constitution save or be unable to breathe air for 3 hours. The aboleth can maintain the mucus cloud for 3 minutes each day. The mucus cloud can be stopped and started without expending the full duration at any time (for example, an aboleth can exude a mucus cloud for 5 rounds, end it, and secrete more for the remaining duration at a later time). This ability only functions underwater.

ACEPHALI

NUMBER: 1-10**SIZE:** Medium (4-5 ft.)**HD:** 3 (d6)**AC:** 14**SAVES:** P**MOVE:** 20 ft.**ATTACKS:** By weapon**SPECIAL:** None**INT:** M**ALIGNMENT:** Any**TYPE:** Humanoid**TREASURE:** 4**XP:** 20+3

There are many stories of headless men that allegedly dwell beyond the 'Known World'. They are essentially the same although what they do will vary, as some are cannibals and others are considered heretics. These peoples possess no heads on their shoulders but instead have their faces on their chest and shoulders. Otherwise they look like normal men and speak the language of men.

They live in small bands on the fringes of civilization. They are like men in all other respects, some are evil, others good, most are indifferent to the struggles of good and evil, focused rather on their own misery and the lives they can carve for themselves from the wilds they call home. They have no real organization to their bands.

They carry weapon into battle, however, due to their nature they rarely have body armor on. They do use shields.

These strange peoples have weird customs, and the stranger the better, to better alienate those who encounter them.

COMBAT: The acephaloi generally would be armed as any primitive peoples; with spears, javelins, knives, and minor weaponry, rarely the armaments of the elite or an advanced people. There could be exceptions and more advanced acephaloi tribes that might be encountered, in which case the land traveled (and adventure) would be different and involving matters with higher stakes.

ACHAIERAI

NUMBER: 1, 2-8

SIZE: Large

HD: 6 (d8)

AC: 20

SAVES: P

MOVE: 50 ft.

ATTACKS: 2 Claws (1d6+2), Bite (1d6+4)

SPECIAL: Darkvision 60 ft., SR 5, Limited Regeneration, Height

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 6

XP: 360+6



Achaierai are massive, flightless, birds of prey, with a spherical body, quadruped stance, and flowing crest. The creature's four legs are roughly double the height of an average human. The legs have a durable, nearly metallic skin, and each ends in a powerful set of talons. Achaierai are not affected by the loss of a single leg, and they can actually regenerate lost legs, although this is a slow process.

Often used as mounts or shock troops by powerful extraplanar creatures, Achaierai are formidable foes when encountered in groups. Solitary achaierai are rare; groups of up to eight achaierai are typically encountered.

COMBAT: An achaierai prefers to charge into combat, lifting and clawing opponents, and piercing them with its serrated beak. Due to its height, the achaierai's body can seldom be attacked directly, though its legs are vulnerable. However, an achaierai will always attempt to flee battle the moment its legs become dangerously wounded. An achaierai's movement rate is temporarily reduced by half if it loses two legs and is unable to move if it loses more than two (see the ability Limited Regeneration below).

Each leg can withstand damage equal to 25% of the creature's total hit points before becoming useless. Damage sustained by the legs does not reduce the achaierai's total hit points. The creature can fight standing on one leg, but it loses its claw attack.

LIMITED REGENERATION: An achaierai can regenerate damage inflicted upon its legs, at the rate of 1 hit point per hour. The achaierai can regrow lost legs in this manner in two day's time, provided the leg was not utterly destroyed (as if by *disintegrate*, for example).

HEIGHT: Due to the achaierai's limited reach and ability to attack smaller creatures, it attacks as a 4 hit dice monster when using its claws. However, if an achaierai successfully strikes a creature with a claw, it can follow immediately with its bite, which is treated as an attack made by a 9 hit dice creature.

ADACHA

NUMBER: 1

SIZE: Large (15+ ft.)

HD: 5 (d10)

AC: 19

SAVES: M

MOVE: 70 ft.

ATTACKS: Special

SPECIAL: Cyclonic Force, Storm Fury

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Elemental

TREASURE: 5

XP: 300+5

This elemental dragon-being is embodied in a whirling vortex or cyclone of surging air and rain, and can be seen moving in the wilderness or in fields at times. It is judged best to avoid them, but many fearful folk try to placate them with offerings and prayers to keep their mysterious and dangerous behavior at a distance.

These beings will sweep into a farm or settlement and take people, livestock, or other things up into their cyclonic mass to feed upon, leaving broken, dried up corpses in their wake. So dreaded is their presence, they are worshiped by many in hopes that they will leave people alone.

Sometimes, they form out of thin air on a perfect day and begin to tear up and rend whatever lies in their path. Other times, they can be found in the midst of a storm causing mass destruction. Inside the whirling vortex lies a dragon, scaly and fierce.

COMBAT: Not able to wield any physical weapons in its cyclonic form, the elemental being will instead use its natural abilities to take care of any danger to its well-being. This is usually enough to deter any wishful adversaries. If for some reason its storm cloak is taken down, it will attack and do so as a Young Adult Blue Dragon (See **Dragon**).

CYCLONIC FORCE: Using its wind, the Azdacha can lift up objects and people, 1d4 per round, and fling them 1d20 ft with devastating force, doing 2d20 damage. Large or small, this will do the same to anything that falls in the path or dares to come too close to its stormy, tornadic mass.

STORM FURY: Its main attack is the ability to grab up others into its mass against their will (strength save) or become caught inside its swirling, stormy center. If this happens, they will suffer lightning damage (2d20), wind damage (2d6), and being fed upon by the dragon inside (5d20) each round unless freed somehow from the tornado. Once in, it is often hard to escape from it unless one perishes or, less likely, the monster is slain. The victim(s) can fight back while in this storm, however, but their rolls are at a -5 due to the chaotic conditions.

ADHERER

NUMBER: 1-4

SIZE: Medium

HD: 4 (d8)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Fists (1d3)

SPECIAL: Adhesion, Camouflage

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Aberration

TREASURE: 3

XP: 90 + 4

This creature is normally found in crypts and tombs, but rarely in other environs. They seek out areas where undead reside due to their resemblance to mummies. The adherer has thick folds of loose skin that hang from its body, resembling the cloth wraps that envelop these

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undead. Like mummies, they are susceptible to fire and avoid it at all costs. Some quick-witted viewers may notice that the creature does not have “wraps” about its head, for the adherer has a head and face much like humans. Its eyes are a watery blue, and its lips are colorless. All adherers are hairless, including a bald pate.

COMBAT: The adherer will approach its victim rather quickly (which may betray their façade as undead) and strike its victims with its fists. The creature never uses a weapon of any kind, favoring brute force. They choose victims at random, showing no fear against even superior forces.

ADHESION: All adherers can secrete a thick, viscous adhesive from their bodies at will. This substance smells of dead bodies, which further strengthens their ties to the undead they live with. Anything that touches an adherer will be stuck to the creature unless the adhesive is overcome. To break free, a strength check (CL 8) must be passed. Anything that can be released, such as weapons, can be left on the creature with no harm (other than the victim is now weaponless), but if a body part is so caught by the glue, and the strength check is failed, the adherer can strike the victim with a +10 on all attack rolls. The adherer can choose not to secrete its adhesive, and will normally not have it on its fists and thus its blows will not adhere. The adherer can quit its secretions at any time, and they cease when killed. After 2d4 rounds have passed since secretion all items stuck to the creature will fall away and can be easily retrieved. The creature obviously uses this as a form of defense, hoping to relieve its opponents of all weapons and shields. Once the battle is over, they will release all items and place them in a hidden cache somewhere about their lair.

CAMOUFLAGE: While the creature will normally be found in undead haunts, those found in other places may take a different approach to attack. While tomb-dwelling adherers use their faux-undead appearance, those living in other places may use their adhesive to drape themselves in random detritus (leaves, dirt, sticks) to form

a camouflage in hopes of surprising their victims. Those found in such areas must pass a wisdom check or be taken by surprise. During combat, if a large amount of acidic liquid, be it acid, wine or alcohol, is thrown on the adherer, the adherer must pass a constitution check (CL 3). Failure means the adhesive is momentarily rendered inert and all items so stuck will be released.

AERIAL SERVANT

NUMBER: 1

SIZE: Large (8 ft.)

HD: 16 (d8)

AC: 17

SAVES: P

MOVE: 50 ft.

ATTACKS: Slam (8d4)

SPECIAL: Invisible, Grasp, Plane Travel

INT: Inferior

ALIGNMENT: Neutral

TYPE: Extraplanar

TREASURE: Nil

XP: 9,600 + 16

Aerial servants are a form of intelligent, subservient air elementals summoned by high level wizards and clerics, though they can be found (rarely) un-summoned. Those venturing into the ethereal and astral planes may find them more common in these.

COMBAT: While the aerial servant does not engage in melee as a general rule, it is very strong and very quick. It will follow the orders of its summoner to the best of its abilities and, if ordered to attack, will attempt to sweep an opponent off their feet and slam them violently to the ground.

INVISIBLE: The aerial servant is all but invisible, showing only as wind-swept debris if at all. As such, it will impose a -5 to all wisdom checks on a surprise roll.

GRASP: If its master is attacked, the aerial servant's preferred method of confrontation is to hold the attacker in its massive grasp. If this is attempted by the aerial servant, a normal attack roll is performed. A successful hit means the aerial servant has grasped the attacker. The victim is allowed a strength check to break free but once. If unsuccessful, they are held fast and cannot break free. It will then use its considerable speed to whisk away the offending party, possibly flying high into the air and dropping them.

PLANE TRAVEL: In desperate circumstances, the aerial servant may instantly transport back to its home plane, sometimes doing so while holding a victim, effectively transporting both away from the battle ground.

AETHON(OI)

NUMBER: 1-3

SIZE: Large (20+ ft.)

HD: 4 (d10)

AC: 16

SAVES: P

MOVE: 20 ft., 100 ft. (fly)

ATTACKS: 2 Talon (1d8), Beak (2d6)

SPECIAL: Dive, Detect falsehood, Improved Sight, Twilight Vision

INT: High

ALIGNMENT: Neutral Good

TYPE: Magical Beast

TREASURE: 3

XP: 60+4

These massive eagles, golden and brilliant and gleaming. They soar in the skies and lair in the mountains and prey on pack animals and are said to be grow such that they can seize elephants.

The Aethonoi have high intelligence and are his observers over the world often and many say they still relish the taste of the blood and

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flesh of the Titans from the War long ago. The scent of Titans is said to cause them to become tense and quick to jump to battle.

It is told by the wise that these eagles know all of the whereabouts of the entrances to Tartarus and Hades in the worlds and keep an eye on them in case Cronus and his army ever find a way to break free from their imprisonment.

COMBAT: The eagle attacks as all of its ilk prefer, by diving with talons bared down upon its foe. The Aethon will either carry its victim to a frightening height and drop it, or carry the prey to its nest and then kill it and eat it.

DETECT FALSEHOOD: Granted by Zeus, the Aethonoi can sense in mankind and related humanoid beings if they are telling the truth or not. This ability was given to them so that Zeus was able to interrogate the Titans and those they allied with during the War. To lie to one of these eagles one must do a charisma check (CL 4).

DIVE: The Aethon can dive at an opponent and gains a +4 bonus on the attack roll. To accomplish this it must move 50 ft. beforehand in one round however. A successful roll means the giant eagle has grabbed the prey with both sets of talons, and the target(s) must make a dexterity check to avoid this terrible fate. If the target(s) fails and weighs 200 lb. or under, they are lifted high. Only attacking the eagle while being held can save them, otherwise the grasp is too tight and their fate is bleak.

AETOLIAN BOAR

NUMBER: 1-3

SIZE: Large (8-15 ft.)

HD: 10 (d20)

AC: 19

SAVES: P

MOVE: 80 ft.

ATTACKS: Gore (2d10)

SPECIAL: Twilight Vision, Trample

INT: Low

ALIGNMENT:

TYPE: Beast

TREASURE: Chaotic Evil

XP: 500+10

A descendant of the earlier monstrous boar, the Crommyonion Sow, and created by the wrathful goddess Artemis. Unlike most boars, which are already fierce and tough to hunt, this breed is designed to be incredibly difficult to stop. They are very aggressive.

They travel in small groups and are constantly fighting one another. They will devour the crops, grain and anything edible they can reach until nothing is left for those who it belonged too.

COMBAT: These wild and ferocious beasts attack with the same rage all boars do, using their tusks and hooves, trying to take out the legs and other weak extremities of their foes. Once they sense blood they will not stop and begin eating their foe, which will become prey for them and the battle transforms into a true fight for survival.

TRAMPLE: The boar can, once a round, choose to trample anything smaller than itself. Any such victim suffers 3d8 points of damage. A successful dexterity save reduces this damage by one half. The boar can take no other action while using this ability.

AGATHION

NUMBER: 1

SIZE: Medium

HD: 8 (d8)

AC: 20

SAVES: M, P

MOVE: 30 ft.

ATTACKS: By weapon or inherent ability (see below)

SPECIAL: Alternate Shape, Bonus Damage, Spell-like Abilities, Telepathy

INT: Genius

ALIGNMENT: Any Good

TYPE: Extraplanar

TREASURE: Nil

XP: 2,300 + 8

The agathi are a race of good-aligned creatures that live in the outer planes. On their home plane, they are fairly common. On our plane, however, they are exceedingly rare. Most often, if found on this plane, they have been sent by some higher power to take up arms against a growing evil. While social creatures when on their native plane, agathi are only encountered singly when sent on missions.

COMBAT: Agathi only attack evil (or neutral) creatures. If attacked by good-aligned creatures, it will communicate telepathically and implore their attackers to desist. If pressed, the agathi will use its inherent plane shift ability and return to their native plane. Against evil (or neutral), they will bring their full wrath to bear. In human form, they use weapons usable by clerics to attack. While these weapons are never magical, per se, they do glow with a bluish light when attacking evil creatures. In creature form, they attack savagely and without fear when confronting evil. At any time, an agathi may teleport from this plane to its native home. Doing so before its mission is complete is to anger the entity that dispatched them, so this is quite rare without a good reason. If slain, they will immediately shift home, leaving nothing behind. The agathi will reveal its true identity to those it deems worthy, and will often ask for assistance if it feels the party is formidable. If true clerics of their master are encountered, they will automatically reveal their true self and their mission.

ALTERNATE SHAPE: The agathi appear on their native planes as tall, thin humanoids with slanted eyes, long silver hair and pale skin. When encountered on our plane, they always assume another form. Most often (60% of the time), they appear as human clerics. They wear armor and arm themselves with weapons common to clerics. They wear holy symbols to the deity that sent them. They appear as men or women, beautiful or plain, urbane or rustic. The form they adapt has little bearing on their native form (i.e. a male agathi may appear female when on our plane). When in cleric form, they are essentially 7th level clerics with all abilities possessed by clerics. They have a full complement of spells (and are assumed to have an 18 wisdom and thus are granted bonus spells). At other times (30%), they take the form of a good-aligned creature (i.e. unicorns). When in this form, they attack as their assumed form and will use any special abilities inherent to the creature. Lastly, the agathi may be found in an incorporeal form (10%). In this form, they inhabit items and bestow abilities upon those that

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use said items. In this form, they may inhabit a ring and grant clerical abilities to non-clerics, or inhabit a sword and grant great bonuses against evil creatures. It is left to the discretion of the CK to adapt abilities for their campaign. In any corporeal form, they have an armor class of 20, regardless of armor worn.

BONUS DAMAGE: When fighting evil-aligned creatures, they gain +3 to all damage.

SPELL-LIKE ABILITIES: The agathi also have the following abilities at all times: *detect evil*, *protection from evil*, *clairaudience* / *clairvoyance*.

TELEPATHY: The agathi can only communicate telepathically. They understand all languages and can communicate with all creatures, save those with no discernible intelligence.

ALA

NUMBER: 1-2

INT: Average

SIZE: Large (20+ ft.)

ALIGNMENT: Chaotic Evil

HD: 5 (d12)

TYPE: Extraplanar

AC: 18

TREASURE: 5

SAVES: M

XP: 700+5

MOVE: 100 ft.

ATTACKS: 2 Claw (3d10), Bite (4d10), By weapon

SPECIAL: Deathly Wind, Face of Terror, Possession, Shapechange,

Ala are demons of bad weather who also loot or destroy crops and orchards of mortals. They are inherently maligned towards humans and are able to change their shape often to deceive their prey or enemies. In their natural state, they appear as female dragon-like beings that never show their heads. When they do, however, onlookers will go insane from the horror. The demon's form is also commonly seen as having a scaly serpent's body, sometimes with six heads; those heads are equine in nature.

Due to their shapeshifting, the descriptions of them vary greatly in the mortal world. Many speak of animal traits and forms while others of black, low flying clouds.

They will descend from turbulent, stormy skies with their massive wings spread and tails hanging to the earth and begin to summon bad weather to affect a large area (usually from a radius of 10 miles or greater, depending on the creature's power). When not feeling threatened or in danger, they will rain destruction on hapless mortals or strip them of their crops and fruits to feed themselves.



When they are assuming another form, only rare individuals can see them. Often these individuals were born under special circumstances or have an ability (second sight, for example) that enables them to see through magical guises.

Ala are normally gigantic in size and able to gorge themselves on anything edible, people, livestock and other beings, to maintain the size and power needed to sustain it. Their lairs are filled with the bones of children and are blood-soaked when discovered. Children who stray and wander off from their families or communities are often susceptible to the ala's hunger.

Ala can sniff out their human prey and sometimes attack them in their own homes, eating them alive where they find them. Hiding from a hunting ala is difficult, and only the most advanced skill in hiding and powerful magic can cloak the person(s) being sought. Their hunger is so great that they are known to try to devour the moon or sun whole at times, causing eclipses to those living in the mortal world.

They find lairs in caves and high places and always have dark clouds hovering nearby. It is easy for the uninitiated to associate all dark storm clouds with them, but the experienced know how to locate them. If they lack a suitable mountain to live in, they will claim a hollow great tree, lake, or even a cloud in the skies. The ala's presence will taint the environment by making it sour and unhealthy.

The enemies of Ala are eagles and dragons, and they will fight them as soon as they are in sight or detected. Dragon born individuals will sense them if they bring bad weather, and go into their state of being and then hunt them down regardless of the danger. Powerful wizards (zduhač) will also confront ala if given a chance, hoping to eradicate them from the land and to obtain benefits from their remains.

In rare instances, befriending an ala can be helpful and beneficial for the individual, but this is not done easily. The demon will give aid to the friend by supplying them with food and wealth for as long as they remain on good terms. The voracious behavior of the ala will guarantee that sooner or later it will endanger the friends or family of the individual, creating a dilemma that will sure reverse the relationship.

COMBAT: Depending on its form, it will battle savagely and ferociously using its massive bite and iron teeth or its razor sharp claws. Ala will show no mercy and rarely flee from battle. In the presence of more powerful demons, they will become even more emboldened and fierce.

DEATHLY WIND: This mighty gust of wind at the least produces the storms that devastate farms and crops and stir up more powerful storms (in a 10+ miles radius). Hail stones will rain down on all, doing damage (d12 per round), and biting rain with winds so strong that it requires a strength save to remain in one's current place or be blown back 1d20+5 feet and take 1d10 damage.

At the most, if the ala focuses its demonic breath on individuals, it will exhale a black wind in a 25 ft cone for up to 1d6 rounds of combat and will not only blow the victims down (see the rules listed above), but also cause 5d20 damage per round.

FACE OF TERROR: If the ala is in its monstrous dragon-like form and reveals its hideous appearance to onlookers, they must make an intelligence save or lose their mind. If they fail their save, this mental insanity will last for 1d20 weeks. The victim will be completely neurotic and unable to function on their own without help, but they can be healed by clerics, divine aid, or simply lasting out the duration. If they fumble their save the insanity is permanent and they will never be cured.

POSSESSION: On rare occasions, the ala can possess the body of a mortal and take over its every action and word. The demon appears as a mist and dives into the victim unless a charisma save is made. Once taken over, the possessed eats like a glutton and begins to act oddly. Only a few things can drive the demon from the body: the demon choosing to leave, the cleric spells *dismissal*, *spiritual weapon*, or *holy word*, or the victim's death. The ala can use the possessed for whatever plans they are trying to manipulate or ordered by a greater master, or their own.

SHAPECHANGE: The ala can assume many forms, from the largest monster to a small, black fly. They can use this ability seven times a day, and it lasts for an hour at a time. To fuel this ability, the demon must devour ravenously or it will lose its hold on its form and revert back to what it originally was in minutes.

ALGOID

NUMBER: 1-6

SIZE: Medium

HD: 5(d8)

AC: 15

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Fists (1d10)

SPECIAL: Resistant to Weapons, Spell Immunity

The algoid appears as a tall, misshapen, bipedal creature with large hands, feet with only two toes (large) and a dark, green skin. The skin, and indeed the entire creature, is actually a large colony of algae that has formed into an intelligent form of life. The creature stands approximately 5' tall, but is thick and very dense. It would be wrong to label the algoid as evil, for it has no concept of good and evil, but it is aggressive and ill tempered and will attack any creature it desires, for no reason. The algoid is found primarily in swamps, marshes, or jungles. They can be found, however, in subterranean lairs if there is a water source in the complex. If multiple algoids are found together, no one member seems superior to the others and they seem to act of one mind.

COMBAT: The algoid attacks with its large fists, pummeling its victim for 1d10 points of damage upon a successful hit.

RESISTANT TO WEAPONS: If the algoid is hit by slashing or piercing weapons, it takes only one hit point of damage, regardless of the attacker's strength or the weapon's dweomer. Blunt weapons, however, will inflict full damage. When an algoid takes damage, it will actually lose a part of itself. Blades will pass almost harmlessly through the creature, removing but a small bit from it. Blunt weapons will knock large portions of the creature away. The remaining algae will work to close up the wounds, but this will serve to make the creature smaller with each hit. Pieces knocked off will remain dormant and will not try to reattach to the creature. The overall effect is a creature that literally gets smaller and smaller during combat until the final blow simply causes the now-very-small creature to crumble into a wet patch of algae. When the creature reaches half of its maximum hit points, its damage reduces to a d6. When reduced to a quarter of its maximum hit points, its damage falls again to a d4.

SPELL IMMUNITY: The algoid is immune to almost all spells. Fire based spells simply cause it to sizzle as some of its moisture is absorbed, but it will take no damage. Electrical based spells are met with the same resistance. Cold-based spells slow the creature for 1d4 rounds, causing it to attack last in any round. Obviously, spells that adversely

INT: Low

ALIGNMENT: Chaotic Neutral

TYPE: Plant

TREASURE: Nil

XP: 220 + 5



affect plants, will have a detrimental effect on the algoid. The spell *purify food/water* will inflict 2d4 damage on the creature, while the spell *control water: lower* will be treated as a harm spell.

ALKONOST

NUMBER: 1

SIZE: Medium

HD: 3(d8)

AC: 14

SAVES: P

MOVE: 50 ft. (fly)

ATTACKS: 2 Claws (1d3) or By weapon

SPECIAL: Healing Song

INT: Very

ALIGNMENT: Lawful Good

TYPE: Humanoid

TREASURE: 3

XP: 35 + 3

The alkonost looks vaguely like a harpy (**Monsters & Treasure**). Whereas the harpy is a vile looking creature, the alkonost is quite beautiful. Their body is that of a kingfisher (although much larger), with a vibrant orange underbelly and bright, blue wings and back. Their upper torso is that of a human female with long, golden hair and a bright smile. The creature stands three feet tall and has a wingspan of six feet. The alkonost makes its home near large bodies of water. It can be seen flying over the water daily, inspecting its domain. Once per year, the creature will lay an egg and bury it under the sand at the water's edge. After a month, the egg will hatch a newborn alkonost. The hatchling will appear to be a small bird with no signs of its human torso. As it ages, its upper body will begin to transform. The alkonost will be fully mature in one year, at which time it will leave its mother and find its own domain.

COMBAT: The alkonost will attack with its claws if forced to attack, doing 1d3 damage, but the creature is loath to actually engage in combat and will prefer to fly away. However, it will defend any young to the death. The alkonost speaks common, elf and halfling.

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HEALING SONG: The creature has a beautiful singing voice, not unlike the harpy. Hers, however, is much more beneficial. Anyone hearing the song of an alkonost will be healed for 2d6 damage. This healing will also remove disease, neutralize poison and remove blindness/deafness as cast by a 5th level cleric.

ALLIP

NUMBER: 1
SIZE: Medium
HD: 4 (d12)
AC: 15
SAVES: M
MOVE: 30 ft. (fly)

INT: Average
ALIGNMENT: Neutral Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 160+4

ATTACKS: Touch (ability drain)

SPECIAL: Babble, Darkvision 60 ft., Incorporeal, Madness, Wisdom Drain

An allip is a magical, echoing remnant of a spirit gripped by madness, generated when a mentally troubled being commits suicide. Vengeful and hateful, allips seek to draw the living into their eternal insanity. An allip's lingering, haunting voice constantly shares the inner thoughts of a lunatic. An essence of paranoia and schizophrenia surrounds an allip, and those unfortunate enough to meet its touch find a piece of their consciousness slipping into the allip's abyss of permanent delusion. Allips are never encountered in groups.

COMBAT: Allips are incapable of causing physical harm to their opponents, but they are deadly foes nonetheless. They rely on their mind-numbing rambling to confuse their prey, and then use their touch to drive foes insane.

BABBLE: An allip constantly mutters, whines, and talks to itself. Anyone within thirty feet that can hear the creature's ramblings must make a wisdom save or become hypnotized (as the spell *hypnotism*) for

2d4 rounds. Once hypnotized, the opponent will be commanded to embrace the allip and join its unending madness. The allip's babble transcends language, and creatures are affected regardless of the language the allip uses.

INCORPOREAL: Allips are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them.

MADNESS: An allip is immune to telepathic, mind-controlling, or mind-affecting abilities. Any being targeting an allip with such an ability loses 1d4 points of wisdom for 1 turn, with no save allowed.

WISDOM DRAIN: An opponent touched by an allip must succeed at a wisdom save to avoid a temporary loss of 1d4 points of wisdom. Each time an allip causes this loss, it heals a number of hit points equal to twice the number of wisdom points lost. Creatures with animal intelligence or lower are not affected by this attack. Creatures reduced to zero wisdom points by this attack are driven permanently insane. This insanity can be cured by a *heal* spell.

ALP

NUMBER: 1-2
SIZE: Medium
HD: 3 (d6)
AC: 15
SAVES: M
MOVE: 50 ft.

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 4
XP: 200+3

ATTACKS: Claw 1d10, Bite 2d8

SPECIAL: Nightmares, Vampirism, Shapeshifting, Invisibility

The alp is a type of elf, vampiric in nature, and the cause of terrible nightmares in its victims. Typically, the alp is a male creature and is drawn to females to terrorize and feed on, while the mara is the female half. Their beauty is illusory to hide their truly hideous nature. They are ghastly and pale in appearance, very unlike the light elves of Ælfhām. When garbed as humans, they will blend into whichever society they are infiltrating in order to slip by guards and patrols.



They usually wear and possess a special type of head gear, a tarnkappe - that functions as a cloak of darkness to house their magical abilities and spells. If they lose this, their potency is greatly weakened. At their most innocent, they run horses ragged and create chaos amongst people; at their worst, they target an individual to terrorize and draw blood from.

Witches, warlocks and other evil types employ the alp to cause harm on their enemies. Alpen-folk live in small communities of their own kind and do not like outsiders. They greatly despise the light elves and all of those that side with them and will be openly hostile towards them.

COMBAT: If put into a place to fight they will resort to their sharp claw-like nails and teeth, but can use weaponry too. Alpen, or mara, are not the strongest of creatures, and do not wish to push their luck by a prolonged combat unless they have an advantage somehow.

NIGHTMARES: The alp/mara will wait until a victim is asleep, sneak into the spot where they rest, and begin

to cause realistic nightmares. The victim must make a charisma save, if they fail their dreams will be disturbing and horrific for as long as it takes before they are awakened or the alp is stopped. These nightmares will give the victim no amount of stable sleep and deny them the benefits of a full night's sleep. If this continues night after night (a week or more), the victim will suffer a -5 on all skill rolls while awake until proper sleep is had.

VAMPIRISM: The alp can feed from the victim while they are sleeping and undisturbed. If a constitution save is failed by the victim, the alp can drain 1d6 points of damage slowly per hour of sleep. The victim will awaken weak and pale from the blood-loss and be unable to heal normally.

SHAPESHIFTING: The alp can take many shapes when needed to evade capture or notice. One common form is that of a large dark horse, others are a cat, dog, pig or white butterfly. One identifying element as to the creature being an alp/mara is the magical hat, or tarnkappe, on its head. This hat enables the alp to become invisible as well when needed.

INVISIBILITY: Often, an alp will have a magical cloak that grants them the power of becoming invisible. This cloak will work if those in view fail their perception check if the alp is nearby. Sometimes, depending on the source of the tale or legend, this item may vary and may be a cloak or cap. Such an item can depend on the CK.

ANKHEG

NUMBER: 1-6

SIZE: Large

HD: 5 (d10)

AC: 18

SAVES: P

MOVE: 30 ft., 20 ft. (burrow)

ATTACKS: Bite (3d6+1d4)

SPECIAL: Improved Grab, Spit Acid, Twilight Vision

Resembling an enormous praying mantis, ankhegs are aggressive creatures that burrow beneath the earth in search of food – food that includes any living creature that lives on the surface. They spend most their time underground, mainly in forested areas, where the rich minerals they need to digest their food are readily available. An ankheg will eat carrion when its primary diet is unavailable. Ankhegs are rarely encountered alone. Ankhegs are normally found in groups of up to 6 in number.



COMBAT: Ankhegs are very capable combatants, with very precise sensory capabilities. They are able to determine, with precision, the location of any creature or object that touches the ground. This allows ankhegs to fight effectively in the absence of light. They prefer to burrow behind a food source, and attack with stealth, releasing a barrage of caustic sprays to soften their meals before devouring them.

IMPROVED GRAB: When an ankheg strikes with its bite, an opponent must make

a successful strength save or be held, immobile, in the creature's mandibles. A creature held in this way suffers bite damage automatically each subsequent round. After a held creature suffers automatic bite damage in a given round, it can attempt another strength save to break free of the creature's clutches.

SPIT ACID: Once every 6 hours, an ankheg can spew forth digestive acids, spraying everything in front of it within a 10 foot cone with a highly toxic acid. This attack deals 8d4 points of damage, but a successful dexterity save reduces damage by half.

AL-MI'RAJ

NUMBER: 2-12

SIZE: Small

HD: 1 (d4) (1 HP)

AC: 14

SAVES: P

MOVE: 40 ft.

ATTACKS: Horn (1d4), Bite (1d2)

SPECIAL: Sharp Senses

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 7 + 1



The al-mi'raj, or unicorn hare, can normally be found in woodlands or pastoral settings, though occasionally underground in dungeons. It resembles a large, yellow hare with a horn, not unlike that of a unicorn, protruding from its forehead. While mainly docile, it will attack if it feels threatened or if its young are in danger.

COMBAT: If engaged in combat, the creature becomes quite aggressive, using its horn much like a dagger. It can also bite for 1d2 damage, but not the same round it has attacked with its horn. While the horn is its preferred method, males with no horn and all females rely on the bite in combat.

SHARP SENSES: Al-Mi'raj are sometimes found as young and raised by the wealthy or the powerful. If great care is taken while raising them, they become excellent pets as well as guards. The sight and smell of the al-mi'raj are unparalleled in the wild, and its loyalty

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to its owner is equaled only by the most loyal hound. Some uncivilized cultures value the horn of the al-mi'raj and will attack the creatures en masse, leaving their carcasses, minus the horn, lying upon the ground, for its flesh is tough and tastes terrible. Only the males possess the unicorn-like horn, so the females are normally left alone during such a massacre.

AMPHISBAENA

NUMBER: 1-3 **INT:** Low
SIZE: Small (3-4 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 3 (d6) **TYPE:** Aberration
AC: 14 **TREASURE:** 1
SAVES: P **XP:** 200+3
MOVE: 40 ft.
ATTACKS: Bite (4d8)
SPECIAL: Constrict, Poison



These strange serpents are born from the cursed blood of the most accursed of the gorgons, medusa. When her blood is shed the drops that hit the earth out of her severed head generate new life, but not with promise. This new genesis was also hellish, and the Amphisbaena was born, a serpent with a venomous head on both ends of its body.

Each head is more dragon-like in form than snake, and its eyes glow like flickering candles. By night the lights can be seen against their sandy desert home in Libya eerily. The amphisbaena hunger for corpses and blood, they search out the dead and dying, and quickly gravitate to them. Roman sources mention them in the wake of large battles feeding.

Oddly, it was believed that wearing a dead specimen around the neck would cure many health problems, or attract the opposite sex. Nailing its skin to a tree could aid in cutting down difficult trees, or during cold work make it warmer for the laborers. Gathering amphisbaena for sale can bring profit for those would take the risk.

COMBAT: Deceptive, and capable of striking with both heads, the Amphisbaena will not be easy to stop. If there is a single serpent the odds are better, but often their hiss will attract more and this will cause the situation to become impossible to manage.

CONSTRICT: A successful attack by the snake can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted by the snake for 2d6 points of damage per round. A victim can make additional strength saves every round to escape constriction,

but escape becomes more difficult as the snake tightens its grip. Strength saves to escape therefore suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

POISON: A victim bitten by the creature 1d8 points of damage and -2 to all primary attributes for 1-2 days. A successful constitution save reduces this by half.

ANDROPHAGOS

NUMBER: 1-4 **INT:** Low
SIZE: Large (8-10 ft.) **ALIGNMENT:** Lawful Evil
HD: 6 (d10) **TYPE:** Magical Beast
AC: 17 **TREASURE:** 5
SAVES: P **XP:** 210+6
MOVE: 30 ft., 50 ft. (fly)
ATTACKS: 2 Claws (3d6), Bite (2d10), 6 Tail Spikes (2d12)
SPECIAL: Paralyze, Tail Spikes, Twilight Vision Dark Vision (60 ft.)

The androphagos that has a lion's body, giant bat wings, a human-like face, three rows of teeth, and a powerful voice, its tail has poisonous spikes that can be used as a weapon or be fired.

Travelers and explorers were in constant terror of it more than other monsters while traveling in wild lands. The androphagos is very aggressive and loves human meat above all. It usually seizes its prey and carries it to its lair to be devoured.

Few seem to understand it, and even fewer are able to control or master it. Legends speak of them as scattered and random in the wilderness, and their mating and other activities are unknown. Small and less defended villages are known to be attacked by them.

COMBAT: They fly at great and dangerous heights sniffing out prey. Once they have found what they want, they descend and fire a volley of their spikes from their tail on the target(s) and hope to wound or kill it. If this doesn't do the trick, they pounce on the foe and they rip and bite into the enemy fiercely until it no longer lives. Rarely are they overwhelmed, but if they are, they will fly away and regroup.

PARALYZE: Using their tail spikes as a club or missile weapon, the Androphagos can paralyze the prey. If the flesh is punctured, a poison is injected into the flesh, taking one round and quickly sending the prey to the ground.

TAIL SPIKES: The many spiny ends on the tail can fire up to d10 sharp points up to 50 ft. Each spike does 2d8 damage and can be directed at one target or all creatures in a 10 ft. radius. More spikes grow in its place soon after once more flesh and bone is consumed.

ANT, GIANT

NUMBER: 10-60, 100-1,000 **INT:** Animal
SIZE: Small **ALIGNMENT:** Neutral
HD: worker 1 (d6), soldier 2 (d8) queen 5 (d8) **TYPE:** Vermin
AC: 16 **TREASURE:** Nil
SAVES: P **XP:** worker 5+1, soldier 15+2, queen 80+5
MOVE: 50 ft., 20 ft. (climb)
ATTACKS: Bite, worker (1d3), soldier (1d4+1), queen (1d8)
SPECIAL: Acid Sting

Giant ants live in underground colonies. The mounds leading to the underground network of tunnels and caverns average five feet in

height. Unlike their smaller cousins, giant ants tend to exhaust their local food supplies, so colonies tend to be small, averaging around sixty. However, monstrous warrens do exist, usually near or under large cities. Giant ants range from one and a half (workers) to three feet (soldiers) in length, and are broken down into three types, workers, soldiers and the queen, only having one of the latter within the colony.

The workers are the bulk of the population, accounting for three-quarters of their number. Workers are not aggressive but will defend the nest. Soldier ants are very aggressive, with stingers that deliver a painful acid. The queen is monstrous compared to her subjects, ranging in size from five to eight feet.

COMBAT: Giant ants possess collective instincts within the colony. If threatened, worker ants immediately return to the warren to defend the entrance and the queen. Soldier ants attack whatever creature or creatures are threatening the warren, regardless of size or number.

ACID STING: A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully bites an opponent, the following round it can attempt to sting the unfortunate victim (+3 attack bonus). A hit with the sting attack deals 1d2 points of damage and 1d4 points of acid damage (constitution save for half). While using its stinger it cannot bite, and its grip can be broken with a successful strength check.

ANT LION

NUMBER: 1
SIZE: Large
HD: 8 (d8)
AC: 18
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (5d4)
SPECIAL: Grab

INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: See below
XP: 375 + 8

The ant lion is a giant insect with large, external mandibles that extend up to two feet from the creature's mouth. In all other respects, it appears as a giant ant. The creature is found normally in lightly packed soil, such as a desert or badlands. It will burrow underground and lie in wait for prey. When anything walks over the buried ant lion, it will quickly emerge from its hiding and attempt to grasp the creature in its mandibles.

While the creature itself does not collect treasure, it is a voracious eater and may have loose treasure from its victims in its underground lair. If the loose soil is searched, the CK should roll for treasure type 8, excluding any items that would not be normally carried (i.e. candelabra). If money is indicated, it will be spread about the loose soil and difficult to collect.



COMBAT: The ant lion will attempt to gain a surprise attack on its prey. It will attack the first creature that steps on it, regardless of size or strength.

GRAB: A successful attack indicates it inflicts 5d4 points of damage and has grabbed its victim in its mandibles. Each round, it will automatically inflict a further 5d4 damage (no to-hit roll needed). Once killed, it will drag the corpse under the loose soil and feed. If it is somehow rooted out, it will defend itself in the same fashion.

APE, GREAT

NUMBER: 1-20
SIZE: Medium
HD: 3 (d8)
AC: 14
SAVES: P
MOVE: 30 ft., 30 ft. (climb)
ATTACKS: 2 Claws (1d3), Bite (1d6)
SPECIAL: Rend, Twilight Vision

INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 30 + 3

The great apes live in large family groups in tropical forests. For every four apes there is one bull and one infant. Ape family groups are strictly hierarchical, and they are led by the strongest bull ape. If anything should happen to him, the next strongest bull replaces him. The bull ape is generally very aggressive, territorial, and protective.

COMBAT: Apes almost always try to avoid conflict, but if the family is threatened, the bull leads all the males to attack, while females defend the younger apes. Great apes are intelligent, and will flee if combat goes badly.

REND: The ape is able to rend for 2d4 points of extra damage if both claws hit.



APPARITION

NUMBER: 1
SIZE: Medium
HD: 8 (d8)
AC: 12
SAVES: M
MOVE: 60 ft.
ATTACKS: See Below
SPECIAL: Ethereal, Terror, Choke Attack

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead
TREASURE: 5
XP: 825 + 8

These horrid undead mainly walk the ethereal plane, but will venture to this plane at random times to wreak havoc. At random, the apparition will choose a victim from the party. When it does, it will use its ethereal ability to appear suddenly, sometimes emerging from a wall or floor. When doing so, all wisdom checks for surprise are made at a -5 penalty. The apparition appears as a robed skeleton, hovering approximately a foot above the ground. They make no sounds as they move. In combat, they will make soft, whispering sounds. While no words are discernible, a definite feeling of dread will wash over all that can hear it.

MONSTERS A



COMBAT: The apparition is not able to physically attack, but does have two magical attacks.

TERROR/CHOKE ATTACK: The apparition will reach toward its intended victim, making a grasping motion toward the throat. The victim must make two saves, the first intelligence, the second wisdom. Failing the intelligence check forces the victim into a state of terror. He will drop all possessions, caring not for his allies and stand shaking in place, unable to act in any way. After this check, the wisdom check is made. Failure means the victim believes the choking attack and will suffer 2d6 damage per round until he or the undead are slain. For these subsequent attacks, no further rolls are needed. Succeeding in the intelligence check will allow the victim to fight, even if he fails the wisdom check and is taking damage. Succeeding in the wisdom check means the victim is immune to the choke attack permanently. Of course, the apparition will attempt to attack another party member if this happens.

ARIMASPI

NUMBER: 1-20	INT: Average
SIZE: Medium to (5-7 ft.) Large (8-15 ft.)	ALIGNMENT: Chaotic Neutral
HD: 7 (d8)	TYPE: Monstrous Humanoid
AC: 15	TREASURE: 6
SAVES: P	XP: 500+5
MOVE: 40 ft.	
ATTACKS: 2 Slam (1d6), Weapon (2d6)	
SPECIAL: Hug	

These large humanoid beings populate the northern reaches of the world always in conflict the griffins, feuding over gold. Like the cyclops they have only one eye. They are driven for the lust of the gold hoarded

by the griffins. Because of their war with the griffins, the arimaspi are brought together into a series of tribes.

Unlike the simple cyclopes, these beings are more astute and are dangerous, able and willing to fight strategically. They are intelligent as well, learned and able to converse with most scholars. Their homes are modest but luxurious caves, made spotless and able to handle their large size and strength. Unlike the cyclopes, they have culture and an appreciation of art and delicate things.

COMBAT: The usual method of combat the arimaspi use against their griffin foes are physical means with grappling, wrestling and other similar techniques. Against more advanced enemies they would gather their weaponry from armories and go to battle.

HUG: If both of the slam attacks are successful in a single round, the target must make a strength save or be caught in the creature's crushing hug. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The victim suffers 2d8 damage automatically each round they are held.

ARROWHAWK

NUMBER: 1-4	INT: Average
SIZE: Small to Large	ALIGNMENT: Neutral
HD: 3/6/12 (d8)	TYPE: Magical Beast
AC: 20/21/22	TREASURE: 5
SAVES: P	XP: See Below
MOVE: 60 ft. (fly)	
ATTACKS: Electric Ray (2d6) or Bite (1d6+1)	
SPECIAL: Electric Ray, Darkvision 60 ft., Immunity: Acid (full), Electricity (half), Poison (full)	
XP: 3HD: 80+3 6HD: 480+6 12HD: 3,550+12	

Arrowhawks are territorial, predatory thunderbirds of electrical might. These creatures congregate in great flocks, and can produce elemental



storms that few can withstand. Each category of size increases an arrowhawk's armor class by 1, doubles hit dice (so that a medium arrowhawk has 6 hit dice, and a large one has 12), and increases damage by 1 die type. Arrowhawks gather in groups, often in sets of four or more; elsewhere, such as when summoned, only a single arrowhawk is encountered.

COMBAT: Arrowhawks attack by diving at their victims from great heights and at great speeds. They do not possess talons like other birds of prey. While in flight an arrowhawk's feet are surrounded with a seething froth of electrical discharge, which can be used to strike foes at long range. They try to avoid face to face combat, preferring to stay aloft, striking their victims from afar.

ELECTRIC RAY: An arrowhawk can discharge electricity from its feet to blast enemies at a range up to 100 feet.

ASCOMOID

NUMBER: 1
SIZE: Large
HD: 7 (d10)
AC: 17
SAVES: P
MOVE: 40 ft.
ATTACKS: Bash (1d10)

INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: N/A
XP: 315 + 7



SPECIAL: Gas Cloud

The ascomoid is a large, leathery ball, normally brown to red in color, dotted with multiple holes in its skin. They are usually encountered on vast, open plains and any clime. They attack by rolling into, and over, opponents. At will, they can emit a gas from the various holes in their bodies.

COMBAT: The ascomoid needs at least thirty feet to build enough momentum to successfully attack a creature. If creatures are grouped together within five feet of one another, the ascomoid can successfully hit up to three opponents in a single attack. Those so hit will be struck for 1d10 damage; a successful dexterity save will reduce the damage by half. Piercing weapons do double damage to the creature, while blunt weapons do but half.

GAS CLOUD: When threatened, as when losing a fight, the ascomoid can emit a gas cloud from the holes that dominate its skin. The cloud will encompass anyone within 10' of the creature. All so enveloped must make a constitution check or lose 2d4 hit points and be rendered unconscious. They will remain in an unconscious state for 1d4 rounds, in which the ascomoid will flee.

ASSAD

NUMBER: 1-3
SIZE: Small
HD: 1 (d4) (1HP)
AC: 15
SAVES: P
MOVE: 10 ft., 40 ft. (fly)
ATTACKS: Bite (1d4)
SPECIAL: Lay Eggs, Paralysis

INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 14 + 1

These grotesque creatures are thankfully very rare in the known world. Appearing as large flies, the assad is only seen during the hottest times of the year, normally during mid-summer.

COMBAT: The creature will attempt to bite a victim on exposed flesh. The attack will incur 1d3 points of damage.

LAY EGGS: While the victim is paralyzed, the assad will descend and lay its eggs in the jagged wound. Once done, it will die. All assads are hermaphroditic. If the eggs are attended to in the same round they are deposited, they can be destroyed with no further harm. If, however, they are unattended for longer than one round, they will bury themselves deeper in the victim and will be unable to be removed. They will lay dormant for one week before hatching. During this time, the eggs can be destroyed using a heal, a wish (or limited wish), or a remove curse. If a week passes and the eggs are allowed to hatch, the larva will begin eating the internal organs of the victim. They will mature inside the victim, doing a total of 2d6 damage, per day, for two weeks. During this time, only a heal or wish will kill the larva. Once two weeks have passed, the larva will emerge from the victim through the initial wound the assad created. When this occurs, the victim will take 3d6 damage and must make a constitution check. Failure means the victim dies as a result of his experience.

PARALYSIS: A successful bite will also paralyze the victim for 2d4 rounds unless a constitution save is passed. Due to the strength of the toxin, the victim will incur a -2 penalty to this roll.



ASSASSIN VINE

NUMBER: 1
SIZE: Small to Large
HD: 5 (d8)
AC: 15
SAVES: P
MOVE: nil
ATTACKS: 8 Vines (1d4)
SPECIAL: Constrict, Improved Grab, Camouflage, Resistance: Cold and Fire (half)

INT: Not ratable
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: 5
XP: 420+5

MONSTERS A



The assassin vine resembles a massive fern, but it is actually a deadly trap for the unwary adventurer. The carnivorous plant derives sustenance from the bodies of the foolhardy or unprepared. The creature's trunk often grows as thick as that of a tree and has numerous vines radiating outward from the base, each up to 100 feet in length. Assassin vines are attracted by motion and light.

They are solitary, encountered in deep woods and in subterranean areas with plentiful food sources. A small assassin vine has hit dice as indicated above. A medium assassin vine has 5 (d10) hit dice and a large one has 6 (d12) hit dice.

COMBAT: Assassin vines wait until an opportune moment to attack by surprise, stealthily maneuvering their deadly tendrils into position. Capable of launching assaults in a 360 degree radius, assassin vines are very difficult to surprise. These creatures can use their full force and deadly attacks against multiple foes at once. Each individual tendril has 2d8 hit points. Reducing the hit points of a tendril to zero will sever it. Severing a tendril reduces the vine's total number of attacks, but does not otherwise impact the plant's combat ability. Damaging a tendril does not damage the trunk or root of the plant, and therefore does not reduce the assassin vine's overall hit points.

IMPROVED GRAB: Assassin vine tendrils can entangle prey. An opponent struck by a tendril must make a successful strength save to avoid entanglement. An entangled target cannot move, but may attempt to break free of the tendril's grip or attack the tendril itself. After being entangled, the victim begins suffering the effects of the assassin vine's constrict ability. On each subsequent round, after taking damage from constriction, a victim is allowed to make a strength save to try to break free.

CONSTRICT: Any victim entangled by an assassin vine's tendril automatically takes damage on subsequent rounds, and begins to suffocate. If the assassin vine is not slain or the entangling tendril is not severed, or the opponent otherwise released within three rounds, the victim is unable to breathe and blacks out. Three rounds after losing consciousness, the victim will die. There is no saving throw.

CAMOUFLAGE: An assassin vine is indistinguishable from an ordinary plant, allowing it to automatically gain surprise on a result of 1-7 on a d8. The victim does not get a wisdom save.

ATOMIE

NUMBER: 20-120

SIZE: Small (1 ft.)

HD: 1 (d4)

AC: 16

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 (by weapon)

SPECIAL: Initiative, Poison, Spells

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Fey

TREASURE: 2

XP: 11 + 1

Atomie are some of the smallest fey creatures known to exist. They can only be found in remote, secluded forest glens, far from the reach of men. Around elves, they are at best cautious. Around humans or dwarves, they can be downright hostile. Atomies believe in the motto "attack first, ask questions later."

Against known enemies (such as humanoids), the atomies have no qualms about ambushes. If other unknown entities approach their lair, they may be a bit less aggressive if they are accompanied by an elf or if they act in a respectful manner. Those brandishing weapons and traipsing through the forest in a boisterous manner can easily feel the effects of the atomie tribe. Atomies appear as small humans. They have exaggerated, long fingers and walk on the balls of their feet. They have large, round eyes (always blue in color) and small, upturned mouths.

They wear animal hides (normally small rodents) and carry large knives, which they wield two-handed. They are very quick for their size, and can move double their listed movement speed in bursts. When standing still, they usually move in a rhythmic manner, almost appearing to be bouncing on the balls of their feet, ready to pounce.

Ideally, atomies make their homes underneath large mushrooms. More often than not, however, they will be found in hollowed out tree trunks. The atomie rarely collect treasure, for they rarely encounter creatures



other than themselves. Any treasure found is normally hidden among their collective lair, possibly buried. Atomies despise snakes and will display any snakes they have killed as trophies about their homes.

COMBAT: Atomies always attack in great numbers, at least 20. Half of the tribe will fight with large knives, wielded with both hands, for 1d3 damage. The other half use missile fire, carrying small bows. The arrows, when successful, inflict 1d2 damage.

INITIATIVE: Due to their quickness, atomies gain a +1 to all initiative rolls.

POISON: All weapons carried by the atomie are coated with a contact poison. Anyone struck by a weapon wielded by the atomie must make a constitution check (CL 2), or take a -1 penalty to all attack rolls. This effect is cumulative.

SPELLS: Atomies have the following powers they may use once per day at will: *blink*, *entangle* and *speak with plants*. A group of 12 or more can cast *summon swarm*. If they attempt this, all must join hands and perform no other actions while summoning and while controlling the swarm. If a single atomie is slain, the rest of the group must pass a wisdom check (as a single unit) or lose control of the swarm. They must do this each time one of the group is slain. The CL will be the number that have been removed from the group.

AURUMVORAX

NUMBER: 1

SIZE: Medium

HD: 12 (d8)

AC: 20

SAVES: P

MOVE: 30 ft.

ATTACKS: Bite (2d4)

SPECIAL: Locking Jaw, Resistant to Weapons

INT: Animal

ALIGNMENT: Neutral (Evil)

TYPE: Magical Beast

TREASURE: 3

XP: 2,225 + 12

The aurumvorax is a mean-spirited, voracious eater with little shyness or reservation. Anyone unlucky enough to walk near the den of this creature will incur its deadly attack.

The fur of the aurumvorax is a bright gold with orange highlights. If not for the savagery of the creature, it would be considered very beautiful. As such, its hide is highly desirable to tailors.

Depending on the economy, a pristine hide will fetch up to 500 gold.

COMBAT: When it senses anyone outside its den, which is hidden underground and accessible only via a hole in the ground, the aurumvorax will spring forth and attack. Anyone attempting to detect its surprise attack will do so with a -2 penalty of its wisdom check. At random, the creature will attempt to bite a victim.

LOCKING JAW: If successful, it will bite for 2d4 damage and will lock its jaw and cannot be moved. Each subsequent round, it will automatically do 8 points of damage. It will also bring 2 – 8 of its eight legs up for an attack on its victim. Each clawed leg will do 1d2 points of damage. The victim's dexterity bonus should not be included in his armor class during this attack. Once its victim is dead, the aurumvorax will attempt to drag the corpse into its lair. Anyone following will be automatically attacked (no to-hit needed) by the aurumvorax while trying to crawl inside the narrow opening. Once inside, the party may find trinkets from past victims, but the creature does not collect treasure per se.



RESISTANT TO WEAPONS: While only the size of a badger, the aurumvorax weighs up to five hundred pounds due to its dense flesh and thick hide. During combat, blunt weapons will do but half damage due to this characteristic.

AUTOMATON

NUMBER: 1+

SIZE: Varies

HD: Varies

AC: 10-15

SAVES: P

MOVE: 20 ft. (Varies)

ATTACKS: By weaponry

SPECIAL: Varies by Design

INT: Low to Average

ALIGNMENT: Varies

TYPE: Construct

TREASURE: Varies

XP: 1,000+50 (Varies)

Constructed of metals and engineered to operate by programming, these machines are akin to futuristic robots, and are highly advanced in their own right. If properly made by the right hands, they are nearly unstoppable if they serve the purposes of battle and warfare.

Usually the programming consists of water pressure, sand, or some other cleverly engineered method to derive power for a duration and mechanize the entire automaton. The power will always be very limited in its duration, perhaps ten minutes, or less, or if larger, possibly for an hour or more. If crafted by divine or supernatural hands however the Automaton can last far longer and on different means.

Such creations are usually wondrous but best avoided as they are powerful and lead to outcomes those who encounter them are not prepared for in the end.

COMBAT: This would depend on what the Automaton was designed for or capable of doing. Many may not be able to handle conflict or even fight in battles while others are purely for combat.

MONSTERS A

AVATAS

NUMBER: 1

SIZE: Medium

HD: See below

AC: See below

SAVES: M, P

MOVE: 30 ft.

ATTACKS: See below

SPECIAL: Immunity (Weapon +1), Immunity (See below)

INT: Genius

ALIGNMENT: See below

TYPE: Extraplanar

TREASURE: Nil

XP: See below

The avatas is the physical manifestation of a deity. Each deity in the cosmos has but one avatas, and they are never met by chance. Deities will send their avatas to worshipers they feel have strayed from their path, normally only after multiple warnings. It should be noted that only those that are the most faithful, the most fervent (and the ones that rely upon their gods the most) will normally be subject to a visit from an avatas. Those worshipers that are marginal (at best) rarely encounter these beings. Therefore, clerics, druids and paladins see the vast majority of avatasi. When an avatas is encountered, it will approach its intended victim and begin a prayer in a tongue only its intended victim will understand. It will list the misdeeds committed by the victim, oftentimes while kneeling on one knee. The creature appears neither male nor female, nor does it appear as any one race. It will shimmer and seem to fade in and out of phase; the creature, however, is not ethereal. The avatas will prominently display the holy symbol of its master and will wear clothing indicative of those of its faith, if any. There should be little doubt in the mind of the victim why he is being visited. To those not the victim, the avatas looks like nothing more than a vaguely man-shaped column of light that moves surprisingly fast.

A victim killed by an avatas will be immediately raised (as per the spell *raise dead*). All magic items possessed by the victim will lose their magical properties and become regular, mundane items. All treasure, including gems, jewelry and coins, will vanish. Lastly, they will lose enough experience points to place them at the half way point of one level below their current level. Those fortunate enough to defeat the avatas will be seen in a favorable light by their deity, and will gain a boon from their god. This boon will be an immediate advancement to the next level (enough experience points to raise them to the half way point of their next level). They will also be granted a magic item that is indicative of their deity, an item that is in some way tied to the ethos the deity espouses. This boon, however, does come with a stern warning, known telepathically and automatically, to stray no further, for the next meeting will be a personal visit.

COMBAT: The avatas will attack its intended victim, and only its intended victim. Once one has been killed, the avatas will disappear, returning to its home plane. It does damage by the weapon type used by its victim. It will have the same spells (if any) of its victim and will use them judiciously. Under any robes or cloaks the avatas may wear, it wears the same armor as its victim, thus having the same AC. Finally, its attribute scores are the same as its victim as well. Any hit against the avatas with an unmodified 19 will inflict double damage against the creature. A hit roll of 20 will inflict triple damage. No attack from anyone other than the victim will touch the avatas; all attacks, physical as well as magical, pass through the creature with no damage.

SPELL IMMUNITY: Spells with no discernible target likewise will not affect the avatas (i.e. protection from alignment). Spells that assist the avatas' victim (i.e. *bless*) will, however, affect their targets and the target will receive all bonuses. The only exception to this: clerics of the avatas' master cannot help someone that is a target of the avatas. For

instance, two clerics of Thor are in the party. Thor sends his avatas to exact retribution on one of his clerics that has strayed. The other cleric of Thor will find that none of his spells assist the victim. They will just fizzle away if he tries.

AVIA

NUMBER: 1-10

SIZE: Medium

HD: 1 (d10)

AC: 13

SAVES: P

MOVE: 20 ft., 90 ft. (fly)

ATTACKS: 2 Claws (1d4) or Spear (in flight)

SPECIAL: Dive Attack

INT: Average

ALIGNMENT: Neutral Good

TYPE: Beast

TREASURE: 3

XP: 9 + 1

Living far from Men, the avia are a race of intelligent avian creatures that make their home in the aerie peaks of mountains. A small tribe of avia will inhabit great swaths of land; sometimes groups as small as a dozen will call home to thousands of square miles. While not opposed to humans, their ignorance of human (and demi-human) society is many times an obstacle to the avia. They know nothing of animal domestication and have, at times, stolen livestock for food from farmers. As such, many rural folk living in the shadows of mountains look upon the avia with disdain. Some have even taken to attacking the unwary birdmen on sight. Only the males will ever be encountered outside of the homes. The females and the young fashion the colorful banners they may carry while in battle. The colors of the tribe reflect the coloration of the species, with each tribe sporting slightly different coloration.



The avia are basically neutral creatures that keep to themselves. They avoid entering buildings and will never venture underground. They are easily swayed with baubles and gems, and never turn down food unless they feel extremely threatened. They will always choose to fight from the air, and rarely engage in melee combat. This is partly due to the fact that their bones are hollow and they are very susceptible to broken bones when struck with heavy weapons or if thrown to the ground.

COMBAT: They use a dive attack against opponents on the ground. Climbing to great heights, at least 200', they will plummet to earth, pulling out of the dive at the last minute, but not before using their speed to impale their sharp claws into their victims. When doing so, the avia will receive a +4 to attack and damage with each claw.

AZER

NUMBER: 1-4
SIZE: Small (4-5 ft.)
HD: 1 to 4 (d8)
AC: 18
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: N/A

INT: Low to High
ALIGNMENT: Lawful Neutral
TYPE: Extraplanar
TREASURE: Nil
XP: 5 + 1, 10 + 2, 20 + 3, 40 + 4

Native to the elemental plane of fire, azer are never encountered on this plane unless summoned. Being that they cannot stand temperatures below 200 degrees F (93 C) for longer than two hours, it is the rare place that these creatures will be found. There are four types of azer that may be encountered: soldiers, sergeants, officers, and generals. Obviously, the soldiers are the most common while the generals are very rare indeed. The main differences in these ranks are HD (1 to 4, respectively) and strength. The strength of a soldier is 17, a sergeant 18, an officer 19 and a general set at 20. It is also assumed that each rank is subservient to the one above it. When found alone, there is a 14 in 20 chance the azer will be a soldier, 15 to 17 indicates a sergeant, 18 or 19 means an officer and on a roll of 20, a general is found. In groups, this same ratio exists for less than twelve azer, but more than twelve will always include a sergeant. More than twenty will always contain an officer and more than fifty will always contain a general.

Azer are greedy, taciturn and uncaring. They can be bribed or employed with gems or gold. Their appearance is much like dwarves, with flames for hair and black eyes with no pupil. Once they give their word, it is a bond they will never break.

COMBAT: In combat, azer attack in a coordinated formation, even in small numbers. They normally wield great two-handed hammers (count as a heavy flail 1d10 damage). They wear only kilts made of braided metals, but their skin is metallic, which imparts a high armor class. They will speak to one another during combat in their own tongue, barking orders or initiating attacks as they see fit.



B

BABBLER

NUMBER: 1-4
SIZE: Medium
HD: 5 (d8)
AC: 14
SAVES: P
MOVE: 40 ft., 20 ft. (swim)
ATTACKS: 2 Claw (1d4), Bite (1d6)
SPECIAL: Back Attack

INT: Low
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 2
XP: 160 + 5

Somewhere between animal and humanoid resides the babbler. Suspected to be mutated lizardfolk, the babbler resides in the same marshy swamp native to its distant cousin. Babblers are inherently wicked and cunning and desire the taste of human flesh above all else. The babbler stands just under six feet and is normally covered in mud. It's tough, leathery skin is a mottled gray while its eyes are rimmed with wet, red rims that seem to cry blood. They look somewhat like lizardfolk, albeit with a much more feral, animal-like countenance. Some of the more nefarious lizardfolk will accompany the babbler on hunting expeditions, especially if the victims are human. When in the presence of lizardfolk, the babbler will speak in its own language, a strange combination of warbles and shrieks. The lizardfolk can apparently understand this tongue, but no human has ever translated it.

COMBAT: In combat, the babbler will crawl on its stomach just underneath the water or muck of the swamp.

BACK ATTACK: If they surprise their victim, they attack as a 3rd level rogue, obtaining a +4 to attack and double damage on the first round. For this attack, the babbler will only use its bite attack. On subsequent rounds, the creature will bring both claws to bear in addition to its dreadful bite.



MONSTERS B

BABOON

NUMBER: 10-40

SIZE: Small

HD: 1 (d6)

AC: 13

SAVES: P

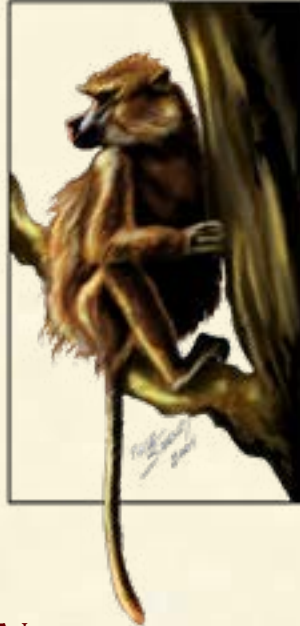
MOVE: 30 ft., 30 ft. (climb)

ATTACKS: Bite (1d4)

SPECIAL: Twilight Vision

Baboons are encountered in family/tribal units of 10 to 40 individuals, 20% males, 40% females, and 40% juveniles and infants. They are found in warm climates, in open plains or light forested regions. They are somewhat tribal animals and fight as a group. Baboons are highly territorial and aggressive.

COMBAT: If threatened or forced to attack, baboons charge the opponent as a group. Several hound the prey while others attack from behind. Both male and female baboons fight, though females do only 1d3 points of damage.



INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 5+1

BADALISC

NUMBER: 1

SIZE: Large

HD: 4 (d10)

AC: 18

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite 3d6, Claw 1d10

SPECIAL: Fire Breath, Turn to Stone

A badalisc is a massive shaggy, dragon-like beast that dwells in woodlands and uses its terrible presence to intimidate the local villagers into getting what it wants by threat of harm. A badalisc can usually be appeased through adoration and worship from the villagers and may demand tribute or the occasional virgin sacrifice.

The badalisc will spy on its villages and make sure that its every demand is met with perfection. This frightens the people into hiding their women-folk when the ceremonies are being held for fear of the wrath of the beast. To keep the women safe, men will often dress as women and girls rather than inspire the wrath of the monster.

COMBAT: This large, wingless, hairy dragon uses its claws or bite when needed to protect itself. They will weave in and out of the earth and woods to be evasive and employ the element of surprise during battle.

FIRE BREATH: A plume of fire will explode from the badalisc's lungs in a cone (35 ft. range, 5 ft. base) doing 4d10 damage to everything living in its range.

TURN TO STONE: Anyone who gazes into its fierce red eyes will be turned to stone if they fail their constitution save. Only a reflection can spare the victim the effects of the gaze.

INT: Low

ALIGNMENT: Chaotic Neutral

TYPE: Dragon

TREASURE: 4

XP: 400+4



BADGER (RATEL)

NUMBER: 1

SIZE: Small

HD: 1 (d10)

AC: 16

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Claw (1d3), Bite (1d4)

SPECIAL: Ferocity

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: N/A

XP: 9 + 1

Badgers are ill-tempered, uncaring and savage vermin. They will attack numbers greater than them with no fear and with little reason. They are long, thick creatures, with short legs and a dense, loose coat of dark brown, with a light brown streak across the back and a white patch on the top of the head.

They have beady eyes and a mouth full of sharp, brutal teeth. Except during mating season (twice a year), badgers are solitary creatures. Badgers are normally found in great open plains where they dig tunnels to a burrow below, where they live.

During feeding time, which is anytime they are not sleeping, the badger will emerge from its burrow and search for food.

Their diet consists of rats, snakes, small birds, reptiles, eggs, frogs, berries, roots, bulbs, small rodents, carrion, larvae, insects, and anything else it finds desirable.

COMBAT: The badger will attack with its bite (1d4) and two claws (1d3 each). When attacking, it does so as a 5HD creature due to its savagery and tenacity.

FEROCITY: For each round a badger fights it deals +1 hit points in damage due to its tremendous ferocity. This bonus damage cannot exceed its hit points.

30 CASTLES & CRUSADES

BAGIENNIK

NUMBER: 1-6
SIZE: Small (4 ft.)
HD: 3 (d8)
AC: 17
SAVES: M
MOVE: 50 ft.
ATTACKS: Claw (d8), Bite (2d6)
SPECIAL: Acidic Oil

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: 3
XP: 250+3

These water demons are not pleasant beings to share the waters with, by accident or on purpose. They are humanoids with lanky grey-green bodies and stringy moss-like hair and deep set black eyes. They prefer to remain in the water but if taken from it for more than 1d4 rounds they suffer a -4 on all rolls and saves as they begin to quickly dry up. If they are let to dry up they will fall into a pile of crumpled remains resembling a corpse.

These malevolent demons will rip, rend and tear a victim apart if they can and eat them alive. Bagiennik cannot speak but only communicate in rasps and snarls. A sure sign of them in a shallow lake or stream is the presence of sporadic bubbles that will come to the surface. A second sign is a dark or muddy coloration in the water.

COMBAT: Bagiennik attack, nightmarishly savage and ruthless, with their claws and sharp teeth, going for vital or vulnerable spots when able.

ACIDIC OIL: From out of their short nostrils, exudes an oily liquid which burns all clothing and skin of a victim on contact in the water. Initially, this oil will cause 1d12 damage and then a continued contact with it with does 1d8 per round more. The oil is found in a spot between the eyes, under the skin in a fleshy sack.

BAKU

NUMBER: 2-5
SIZE: Large
HD: 13 (d10)
AC: 22
SAVES: P
MOVE: 50 ft.
ATTACKS: 3 (Gore 3(d6), Kick 2d6 x2)
SPECIAL: Detect Evil, Telepathy, Trumpet

INT: Superior
ALIGNMENT: Neutral Good
TYPE: Extraplanar
TREASURE: N/A
XP: 3,900+13

The baku are a peaceful race of highly intelligent, philosophical creatures that live in the astral plane. No one knows the lifespan of the creatures, for they seem to be immortal. They are rarely seen by men, for it is a unique day that they appear on our plane. Baku appear as large, four legged creatures with scaly, blue hides and a long, prehensile tail. The head of the creature is elephantine in nature, albeit with a shorter trunk. Like elephants, they have two large tusks that jut from their mouths. It is with these they attack.

Despite their large size (almost nine feet at the shoulder) and considerable girth, baku are very fast and can reach speeds of 50'.

All baku are, in practice, great sages, for they have lived for centuries and have a vast amount of knowledge. For fairly mundane (common knowledge) questions, all baku can answer without fail. The more obscure the answer, the more difficult it is for them to know. It should be stated that if anyone can know the answer to an obscure question, it is a baku. Even the most difficult questions have a chance of being



known by a group of baku. The CK must adjudicate these instances as he sees fit in his campaign. Suffice to say, baku are a font of information.

COMBAT: Ideally, the baku will attempt to ram opponents. To do this, they must charge from a distance of fifty feet. If successful, they do double damage (3d6 x2) and potentially knock their opponents prone. The victim must pass a dexterity check to maintain standing. Once in combat, they attack with their tusks, for 3d6 damage, and their two forelegs, for 2d6.

DETECT EVIL: Baku hate all evil creatures and can immediately discern their presence via an inherent *detect evil* ability. This ability extends 100' in all directions. They will attack evil creature without provocation. They are generally peaceful creatures who long to engage in conversation with other beings.

TELEPATHY: The baku speak telepathically, and can thus communicate with any creature of low intelligence or above.

TRUMPET: Once per day, a baku can use its trunk to sound a trumpet call to all within 250'. Evil creatures hearing the trumpet must pass a wisdom check or be struck with fear, losing initiative on any subsequent attack and fight with a -1 to all rolls when battling the baku. Neutral and good creatures are unaffected.

BANDERLOG

NUMBER: 4-24
SIZE: Small
HD: 4 (d8)
AC: 14
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Fists (1d4+1)
SPECIAL: N/A

INT: Low to average
ALIGNMENT: Chaotic Neutral
TYPE: Beast
TREASURE: 2
XP: 40+4

The banderlog are a race of intelligent baboons that inhabit tropical jungles and dense forests. They are primitive and rarely fight with weapons. They are small, rarely growing more than five feet, but are

MONSTERS B

savage and fearless, especially when guarding their lairs. In appearance, they are almost indistinguishable from their less intelligent cousin, the baboon. If witnessed without their knowledge, one may deduce the banderlog is intelligent by its actions, for they use primitive tools and have a crude language beyond that of the yelps and grunts of their kin.

The banderlog do not hoard treasure, but do enjoy shiny baubles and coins and may keep any they find. If any magic items are rolled when deciding treasure, the CK is urged to disallow and replace with gems equal to the value of the item.

COMBAT: If given time, the banderlog will attempt to use some sort of primitive missile weapon, be it a rock or a coconut or any type of object they can hurl at their opponent. This attack will normally do 1d4 damage, but the exact damage is left up to the CK dependent upon the exact weapon used. Once engaged in a melee, the banderlog will attack with its fists, each doing 1d4+1 damage if successful. If the battle seems to be going against them, they will flee. Normally, this occurs when they have lost half of their numbers. If fighting in the lairs, however, they will fight to the last man; male and female banderlog fight as equals.

BANNIK

NUMBER: 1

SIZE: Small (4 ft.)

HD: 3 (d6)

AC: 15

SAVES: M

MOVE: 50 ft.

ATTACKS: Claw (1d8)

SPECIAL: Divination

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Extraplanar

TREASURE: 3

XP: 250+3

This small, hairy demon is related to the bagiennik because of its watery origins and appearance but fulfills an entirely different function. It is rarely seen except for its shadow or noise, but it is a being that uses its supernatural origins to foretell the future.

To find a bannik one must look in the right place; they only frequent one known place in the mortal world, otherwise they are impossible to find. In Slavic territories, the nobles and royalty use bath houses, a tradition derived from the Romans and neighboring Turks, and the bannik only prefers the steam room to visit. This does not happen so easily, however, as once the other users are done, a final bath and steam is drawn for the demon and all offending elements taken out of the room.

In time, the bannik will come but no one must look for it or it will not arrive at all and forego the steam room. Once there, it can be asked a question, but this must also be done with care. The questioner must have his or her back to the half open door of the steam room, facing outside. Once the question is asked of the bannik, if the answer is positive or fortuitous, the demon will give a rub and pet the back, but if it is not claws will be used, even enough to draw blood if bad enough.

COMBAT: Banniks will use their steely claws and rip and slash at the foe swiftly, and if judged weak enough, it will remain to kill them. Otherwise, the demon will make an escape and completely vanish into the wilds without a trace.

DIVINATION: As strange as its power is, the bannik chooses to only give physical indications of the answer to its questioners even though it can speak, if wanted. There is nothing that the demon does not know or is privy to, not even the secret doings of the gods.

BANSHEE

NUMBER: 1

SIZE: Medium

HD: 7 (d8)

AC: 20

SAVES: M

MOVE: 30 ft. (fly)

ATTACKS: Chilling Touch (1d8)

SPECIAL: Keening Wail, Immunity (Cold, Electricity), Incorporeal, SR 10

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Undead (Extraordinary)

TREASURE: 7

XP: 900+7



The banshee, often referred to as a wailing spirit, is a female Fey whose undying spirit has lingered in the land of the living. These creatures are destined to haunt swamps and moors with their unholy presence. Legends whisper that the maiden must have performed many wicked deeds in her life to be cursed with such a dire form, and this malicious desire to do evil is what allows them to continue their existence in the world of the living.

She usually appears during the night, and her appearance reflects the visage she wore in life. However, her body is translucent, and glows faintly with its necromantic power. The very sight of a banshee causes all who view her to make a successful charisma save or suffer the effects of a *fear* spell. This effect manifests only once per encounter, so a successful save indicates that the character viewing the banshee need not make the save again until another encounter.

COMBAT: A banshee is normally insubstantial like a ghost or spectre and thus only magical weapons of +1 or better can affect her ectoplasmic form. She will usually try to harm opponents with her unearthly touch, doing 1-8 points of damage per strike upon a victim. If combat begins to go against her, the banshee emits a low, hollow sounding wail, akin to a song or dirge. This keens builds in tempo, eventually affecting everyone within 30 feet.

KEENING WAIL: Whether the lady spirit desired her current undead existence or not, such an unliving state inflicts despair upon her mind and soul. This angst can be concentrated into a wail of anguish and torment, driving all who listen to it into a confrontation with their own mortality and its tenuous state. Any living creatures within 30 feet of a banshee when she keens must make a successful charisma save or die instantly. Those who save take no physical damage, but automatically lose their next initiative roll due to its lingering horror. The banshee may keen only once per day, so the wail will be used only in circumstances when her destruction is imminent.

INCORPOREAL: Banshees are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them.

IMMUNITIES: Due to their tragic state, a banshee is immune to both cold and electrical attacks of all kinds. However, a successful *restoration* spell (touch attack as if the banshee were corporeal) cast upon her will sunder her connection to the mortal realm, obliterating her instantly.

BARBEGAZI

NUMBER: 2-8

SIZE: Small

HD: 2 (d8)

AC: 14

SAVES: P

MOVE: 20 ft.

ATTACKS: By weapon

SPECIAL: Immunity to Cold

The barbegazi are only found in the high, lofty peaks of mountains, and then only in the coldest climes. There has never been a sighting of one of these creatures when the temperature was above freezing. They look very much like gnomes, but their beards are frozen and are caked with ice, some even have icicles hanging from their beards. They have pale to light blue skin and very large feet. They dress in summer garb, mainly in white, short sleeve shirts and light blue trousers.

The barbegazi are misanthropic creatures with little need of those outside their own race. They mainly keep to themselves and rarely even trade with anyone around them. They are dour, taciturn little people with a personality as cold as their home. Being so in tune with their surroundings, they are never surprised if encountered in their icy lairs. They will also know of any intruders into their area, possibly by smell, though sages are unsure of this.

While they have no love for humans or their ilk, they have no desire to see them die needlessly. If a barbegazi witnesses a human or demi-human in peril, they will assist if they can. This normally will take the form of rescuing them from avalanches or from exposure to the elements. They will feed and possibly give some thick animal hides to their guests before asking them to leave. If asked (and possibly compensated), they may even guide them back to a safe location. The barbegazi speak their own tongue, but many speak a smattering of dwarven and possibly a bit of the human tongue as well.

A tribe of barbegazi can number up to fifty or so. The woman and children will almost never be encountered outside of their lair, which is normally inside a large cave or series of caves. While they will normally live in areas that never warm up above freezing, those that do will enter a deep sleep during any warm weather. They will never, however, live in any clime warmer than arctic.

COMBAT: While loath to engage in combat, the barbegazi are no strangers to it. If pressed, they attack with short swords that appear to be made of ice. These swords do 1d6 on a successful hit. While they wear no armor, their skin is very tough and imparts an armor class of 14.

INT: Average

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 3

XP: 15+2



IMMUNITY TO COLD: Barbegazi take no damage from cold-based attacks. Any magical cold damage actually heals them for a like amount. Fire based attacks impart not only a -5 to any applicable save, but double damage as well. If anyone attacks them with fire, all available barbegazi will attack this opponent at once.

BASILISK

NUMBER: 1-4

SIZE: Medium

HD: 6 (d10)

AC: 16

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d10)

SPECIAL: Petrifying Gaze, Darkvision 60 ft.

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 5

XP: 240+6

Basilisks are reptilian creatures with long, squat bodies that rest on eight legs. They have broad tails and a wide head, appearing somewhat like an alligator. Their jaws are lined with rows of jagged teeth. Despite having eight legs, the creature is slow. Its eyes glow an incandescent green. Basilisks have the terrifying ability to turn another creature's flesh to stone by gazing into that creature's eyes. The basilisk's sight pierces darkness, and even extends into the astral and ethereal planes. A basilisk prefers the warmth and dryness of a desert climate, and can be encountered singly or in groups of up to four.

COMBAT: A basilisk usually avoids melee combat with anything that is not an intended meal. Instead, they try to use their petrifying gaze to eliminate dangerous opponents from a distance. Although slow and ponderous normally, they are surprisingly quick in melee. They bite with their massive jaws, grinding bone to meal and shredding flesh with their jagged teeth.

PETRIFYING GAZE: Any living being that meets the gaze of a basilisk's eyes must succeed at a constitution save or be turned to stone. Basilisks are not immune to their own gaze. The victim will be turned into a type of stone native to the creature's habitat. Basilisks can choose to dampen this ability when hunting for food, to avoid petrifying their prey and rendering it inedible.

BASILISK, GREATER

NUMBER: 1

SIZE: Large (10-12 ft.)

HD: 9 (d10)

AC: 20

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Claw (1d8), Bite (1d6)

SPECIAL: Petrifying Gaze

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 8

XP: 1,000 + 9

The greater basilisk is the larger, more aggressive and more dangerous cousin to the basilisk. Like its lesser cousin, it is slow and ponderous. It will only engage in melee attacks when not hunting for food. The greater basilisk is very territorial and aggressive, attacking without provocation or reason. Unlike its cousin, the greater basilisk is less serpentine in appearance. It walks upon its eight legs in a more raised posture, as opposed to slithering upon the ground. Its scales are a bright gold, fading to dull brown underneath. Its tail is lively and thrashes about as if on its own accord. It has a large head, less reptilian and more canine in appearance, with great, jagged teeth and eyes that glow a dull red.

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COMBAT: The greater basilisk attacks with its two front legs, for 1d4 damage and horrid bite which inflicts 1d6 damage, if successful. Those attacking from the rear incur a -1 to attack rolls due to the thrashing tail interfering with their attacks.

PETRIFYING GAZE: When not attempting to kill its prey for food, the preferred method of dispatching enemies is the fierce gaze of the basilisk. Anyone making eye contact with the creature must make a successful constitution save or be turned to stone. This gaze, like its cousin's, extends through the astral and ethereal planes, as well as any lighting conditions, including magical darkness. While its lesser kin is susceptible to its own gaze, the greater basilisk is not. Reflecting the gaze back upon the greater basilisk will present no harm to the creature.

BAT O' THE FLAME

NUMBER: 5-20

SIZE: Small

HD: 2 (d8)

AC: 12

SAVES: P

MOVE: 15 ft., 40 ft. (fly)

ATTACKS: Bite (2d4), Heat (1d8)

SPECIAL: Immunity to Fire

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: 2

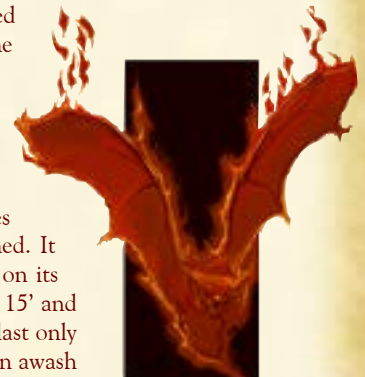
XP: 22+2

looks like a large bat, albeit with great orange wings, up to four feet in wing span, a dark orange body and surrounded by wisps of flames. Like normal bats, they have two large front teeth. These teeth, however, are much larger than one would see in a regular bat. It is with these, as well as its constant heat, that the creature attacks.

Bats o' the flame are not native to our plane, and many a sage has postulated their presence here. Many assume they are inadvertently summoned when a creature from the fire plane is summoned, notably an elemental. Others maintain they were sent here by deific creatures as a form of punishment. Still others theorize the bat o' the flame is native, and are born of the arcane rituals needed for fire-based magic some wizards perform. The exact reason is, at this time, unknown.

COMBAT: The bat o' the flame will swoop in on its target, attempting to use its large teeth to bite any exposed skin. If a hit is successful, the bat has clamped itself to its victim and lodged its teeth deep in the skin. The initial attack will inflict 1d4 damage. All subsequent rounds, however, the victim will incur 1d8 damage automatically (no to-hit roll is needed) from not only the bleeding, but the intense heat. Bats o' the flame attack in groups and will split their numbers equally among their victims. Once a bat o' the flame has fed for three rounds (not counting the initial attack), it will dislodge and attempt to flee.

IMMUNITY TO FIRE: Fire based spells have no effect on bat o' the flames. Magic fire, from a *fireball* spell for example, will actually completely heal the creatures. If doused with water, the bat o' the flame is entitled a constitution save (CL 3). Failure indicates the flames about the creature will be extinguished. It will not be able to fly, and will walk on its hind legs at only a movement rate of 15' and only do 1d4 damage. This phase will last only 1d3 rounds before the creature is again awash with fire.



BAUK

NUMBER: 1-20

SIZE: Small (4 ft.)

HD: 3 (d4)

AC: 14

SAVES: M

MOVE: 60 ft.

ATTACKS: Claw (d6), Bite (d8), By weapon

SPECIAL: Nil

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 3

XP: 275+3

Bauk are hideous goblin-folk that live in dark and miserable places. Bauk love to snatch away people to devour them alive if they are capable. These goblins resemble little, grizzled, old men with stringy white hair on their lumpy heads. They have long noses and ears and a mouth full of awful teeth. Some observers notice that the bauk are extremely hairy beings, often covered in a brown or black hide.

The bauk is frightened by bright lights and loud noises and will recoil in fear, fleeing to somewhere safe and shielding their ears from the sounds. Their large eyes are sensitive to sunlight or shining lamps, and they avoid all traces of it, preferring to use their heightened senses in the dark and silence. These goblins are clumsy and move about in a shamle, not very coordinated.

B MONSTERS



The bauk lurk in holes and abandoned places, hopeful for a chance to grab a victim. If it takes several to snatch someone taller or stronger, they will use the man power, so long as they can feast on them later. When their hunger comes, there is no victim too big or strong for them and they will plot and scheme to take them down.

COMBAT: Bauk will be fierce when in battle, using their natural claws and teeth and any weapon on hand to take down their foe. These goblins will be vicious and monstrous in their attack, using all of the manpower they possess to win – so long as no loud noises or blinding lights are in the way.

BEAR

	BLACK	BROWN	CAVE
NUMBER:	1-4	1-6	1-4
SIZE:	Medium	Large	Large
HD:	3 (d8)	6 (d8)	8 (d12)
MOVE:	40 ft.	40 ft.	40 ft.
AC:	13	15	15
ATTACKS:	2 Claws (1d6), Bite (1d8)	2 Claws (1d8), Bite (1d12)	2 Claws (1d12), Bite (3d8)
SPECIAL:	Hug	Hug	Hug, Blood Rage
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	Nil	Nil	5
XP:	40+3	240+6	525+8

Bears are omnivorous creatures that inhabit most temperate or arctic climes. The male bear is almost always solitary. If more than one is encountered, the group consists of a mother and one to three cubs. Once a year black and brown bears gather along the banks of rivers, feeding on salmon as they swim up stream to spawn. Bears generally try to avoid contact with humans or like creatures.

Brown bears, also known as grizzly bears, dwell in cold, forested environments, and are encountered in families of up to six members. Much like their kin the black bear, they travel in small family groups. Brown bears are particularly strong, aggressive, and very hard to kill.

The cave bear is a prehistoric bear of monstrous size. They stand up to 14 feet tall on their hind quarters and can weigh several tons. These creatures are rare, living in mountain environments far from civilization. They live together in groups of up to four members. The cave bear is very territorial and fears nothing. They attack any creature they perceive as a threat or a meal.

COMBAT: Bears are not generally aggressive, but if a bear feels threatened, it will attack by rushing an opponent, attempting to knock it over and grasp it in its huge claws. Once pinned, the bear bites at the victim's head and face until it is satisfied that creature is immobilized or dead. Cave bears always drag their victims back to their lairs and eat them.

HUG: The bear is able to hug an opponent in a vice-like grip. If both of the bear's claw attacks are successful in a single round, the bear's foe must make a strength save or be caught in the bear's crushing hug. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The bear can bite a hugged victim automatically each round.

BLOOD RAGE: A cave bear can continue attacking until it is reduced to -10 hit points. Once the bear is reduced to negative hit points, it gains a +2 bonus to all attack and damage rolls.



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BECOLAEF

NUMBER: 1-4

SIZE: Medium

HD: 4 (d20)

AC: 12

SAVES: P

MOVE: 60 ft.

ATTACKS: By weapon, 2 Claws (3d10)

SPECIAL: Incorporeal, Life Drain

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 4

XP: 500+4

A becolaep is a spectral witch that has died or was slain and passed on into the form of a wraith but refuses travel on to the underwrlld. The becolaep is a vengeful spirit, haunting desolate places (preferably near graves or tombs, or fresh battle-fields). It appears as a ghostly form of its living self, often deceiving the living to lure them in, only to feed on their souls and minds as a source of sustenance.

Certain rare becolaepa will continue to hunt down and harass a foe from its former life, making vengeance its sole reason for existing. These spectral witches were fairly powerful in life (5th level or higher) and prepared themselves for this afterlife or death.

COMBAT: Becolaepa will use the magic they once used in life and be able to wield weaponry even though they are incorporeal in form. They will fight savagely and with no remorse for their ruthless actions.

INCORPOREAL: Because of their magical origins, the becolaepa do not have a physical form and are ghost-like. Due to their lack of a corporeal body, only magical weapons and spells can affect them.

LIFE DRAIN: The becolaep spirit can drain d20+4 HP with every touch to its victim. A critical does double damage, and if it has drained a victim dry of HP, the body will collapse into a pile of dry bones and powdery flesh. For each HP taken from the living, the becolaep regains any of its own that has been lost during the struggle.



BEHEMOTH

NUMBER: 1-2

SIZE: Large

HD: 10 (d8)

AC: 16

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (3d8)

SPECIAL: N/A

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: N/A

XP: 1,050 + 10



The behemoth is essentially a giant hippopotamus. They are found anywhere their lesser kin are found; namely, deep rivers in tropical climes. They are aggressive and territorial and will only be found singly or in mated pairs (possibly with young, which do not fight). Behemoths will normally be found submerged, at least partially, in water. A swimmer, or a small boat, that passes with 10' of the behemoth will be attacked without warning. To the untrained eye, a submerged behemoth may look like a rock and thus will appear to present no harm. Those living among the creatures, however, are keenly aware of the gray lumps innocently lying in the water.

COMBAT: The behemoth will attempt to bite any creature close to it. Its massive maw has but two teeth in the front, but the jaw is extremely strong and the bony ridge that makes up the mouth can clamp down for tremendous damage. A successful bite will inflict 3d8 damage. The behemoth is, in actuality, an herbivore and will not eat any living creature it kills.

BEHIR

NUMBER: 1-4

SIZE: Large

HD: 9 (d10)

AC: 20

SAVES: P

MOVE: 40 ft., 15 ft. (climb)

ATTACKS: Bite (2d4), Slam (1d4+1), 6 Talons (1d6 each)

SPECIAL: Breath Weapon, Cannot be Tripped, Constrict, Darkvision 60 ft., Improved Grab, Immunity: Electricity (full), Rake, Swallow Whole, Twilight Vision

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 9

XP: 2,600+9



A behir is an enormous reptilian creature with a dozen legs, a thin serpentine body covered in hardened scales, and a crocodilian head crowned with a pair of wicked horns. The creature's legs are strong, flexible, and end in keen claws that allow the behir to climb almost any surface. At first glance, a behir can be mistaken for a dragon, and indeed they may be related, as a behir possesses a tremendous electrical breath weapon. Behir are almost never encountered in groups. They mate only once per century, but produce hundreds of eggs when they do. The hatching of a clutch of behir eggs is often a catastrophic event for the environs around the nest.

COMBAT: Relying on stealth and cunning, behirs capitalize on the element of surprise whenever possible. When they strike, they hit quickly, hard, and often, in order to rapidly decimate the opposition. Their favorite tactic is to weaken enemies by releasing their breath weapon first. Then, they rush into melee, strangling and swallowing anything still unlucky enough to be alive.

CANNOT BE TRIPPED: A behir cannot lose its balance. A behir is not affected by any spell or environment that requires a dexterity save to maintain balance, position, or movement.

BREATH WEAPON: A behir can exhale a discharge of static electricity that arcs in a straight line out to 20 feet for 9d6 points of damage. It is identical to the spell *lightning bolt*, and is usable once per 10 rounds, but no more than 3 times per day. Targets that succeed at dexterity saves suffer half damage.

CONSTRICT: If a behir successfully hits with its slam attack, and is able to use improved grab, the victim is then caught and begins to take 2d12 hit points of crushing damage each round. Each round, a victim can attempt to escape with a successful strength save.

IMPROVED GRAB: When a behir strikes with its slam attack, an opponent must make a successful strength save to avoid being immobilized, and thereafter subjected to either the behir's constrict or rake ability.

RAKE: Instead of constricting, a behir can choose to rake a victim held in its grasp with all of its talons, causing 6d6 points of damage automatically. While a behir rakes an opponent, it cannot move or attack, but it can use its breath weapon. A behir cannot use constrict and rake at the same time.

SWALLOW WHOLE: When the behir attacks with its bite, a natural roll of 20 indicates that the intended victim (of small or medium size) is swallowed. Digestion begins immediately. Powerful corrosive

stomach acids will cause 4d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

BELKER

NUMBER: 1-6

SIZE: Large

HD: 7 (d8)

AC: 22

SAVES: P

MOVE: 30 ft., 50 ft. (fly)

ATTACKS: 2 Wings (2d4), 2 Claws (1d4), Bite (1d6)

SPECIAL: Smoke Claws, Dark-vision 60 ft., Smoke Form, SR 4

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Elemental

TREASURE: 7

XP: 720+7

Belker appear as wraith-like winged shadow demons. Their bodies consist of ash and smoke particles, and they can vary the density of their form. These creatures are vulnerable to weapons only while corporeal. Wispy tendrils of smoke and ash cling to their wings, shrouding them in ever-moving shadows. Native to the elemental plane of air, a belker's appearance is reminiscent of a creature from the nether planes. Combined with a passive nature, this fiendish appearance forces most belker into a reclusive existence.

COMBAT: Belker must be pressed into fighting, as they are wholly apathetic to the world around them. If forced into combat, however,



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a belker fights like a cornered beast rending and clawing, and even batting opponents with its wings. They are not long for the fight and flee if given the chance.

SMOKE CLAWS: A belker can distend a fragment of its form to engulf an opponent of medium or smaller size in a dense cloud of ash. The target must make a successful constitution save to avoid physically inhaling a small piece of the belker's substance. Once inside a victim's lungs, the fragment solidifies into a small serrated claw and begins to tear its way out of the victim, dealing 3d4 hit points of damage per round. An affected creature can attempt a constitution save each round to cough out the semi-vaporous menace.

SMOKE FORM: A belker is incorporeal most of the time; at will, it may switch between a gaseous, smoky form and a more dense corporeal form. This can be done once per round. A belker may spend up to 20 rounds per day in smoke form. In smoke form, a belker flies at a speed of 50 feet. The ability is otherwise similar to a *gaseous form* spell.

BENDITH Y MAMAU

NUMBER: 1-4

SIZE: Small

HD: 1 (d6)

AC: 13

SAVES: P

MOVE: 30 ft., 60 ft. (fly)

ATTACKS: By weapon (1d3)

SPECIAL: Invisibility

INT: High

ALIGNMENT: Chaotic Good

TYPE: Fey

TREASURE: 1

XP: 9 + 1



The bendith y mamau are small, peaceful creatures that reside in the homes of humans. They are very rare, and it is considered a blessing to have one take up residence in one's house. They never live in cold regions, preferring the warmth of the sun and the heat of summer. As a payment for lodging, the bendith y mamau will leave scattered copper, silver, and sometimes gold pieces hidden in easily-found areas (such as the insides of shoes or the sugar bowl). If they are ever witnessed, they will smile, wave and become invisible.

While generally peaceful, the full force of the bendith y mamau will be brought to fore if one of them is captured. The rest of the tribe will descend upon the offending party and set traps to torment and wreak havoc. These traps can even be fatal if a bendith y mamau is harmed or killed. Only by leaving an offering atop the roof of the bendith y

mamau's home will they stop. The greater the offense, the greater the value of the offering must be. It is not unknown for an angry tribe to use a weak offering as a weapon, such as dropping a bag of gold on a sleeping victim.

All bendith y mamau have unique names, but they will only reveal these names to their mate. If someone other than a mate learns the true name of a bendith y mamau, they can command the creature to work for them at no charge, effectively making them a slave. Other bendith y mamau are powerless to help and will never intervene. As such, all bendith y mamau use cute and colorful nicknames for one another. Some even go to great lengths to enforce their nicknames (often tattooing themselves with a nod to their new name). Some common names are 'Flower', 'Pumpkin', 'Goldie' and 'Mushroom'.

COMBAT: The bendith y mamau rarely if ever engage in combat. If forced, they use a small knife they use for chores as a weapon, inflicting 1d3 damage.

INVISIBILITY: They can turn invisible at will, and will do this any time they feel they are in danger. Bendith y mamau hate evil, malevolent creatures and will torment them if they can (though never engage in outright hostilities). Their form of torment usually takes the form of theft, causing mischievous or general chaos.

BERBALANG

NUMBER: 1

SIZE: Medium

HD: 2 (d8)

AC: 14

SAVES: M

MOVE: 40 ft.

ATTACKS: 2 Claws (1d4), Bite (1d6)

SPECIAL: Plane Travel

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 32 + 2

The berbalang is a terrible creature to behold and lives on the edges of civilization. It sits dormant, as if in a trance most of its life, but is still able to terrify and intimidate. The berbalang is covered in thick, leathery hide of dark blue. A pair of bat-like wings extends from its back. Its mouth is filled with sharp, jagged teeth while its eyes are black and without pupils.

COMBAT: If fighting the actual berbalang or its projection, combat will be the same. The berbalang will focus its attack on one creature until it or its victim is slain. It will use its leathery wings to gain a tactical advantage, usually attacking from above. It will attempt to rake with its two claws (for 1d4 damage) and use its vicious bite (for 1d6).

PLANE TRAVEL: For most of the month, the berbalang will leave its physical body and roam the outer planes. While doing this, its physical body is very vulnerable. As such, the berbalang will go to great lengths to ensure its body is never discovered. In this, the creature is very cunning and quite clever. During this time, it will seek out victims on the astral and ethereal planes. When found, the berbalang will attempt to behead its victim and bring the severed head back to its native plane. The victim of this attack can be any creature: those native to the outer planes or travelers (which may include the party). Once the berbalang returns with its treasure, it performs a strange ritual that no human (or demi-human) has deciphered. Once complete, the berbalang again leaves its body and ventures back into the outer planes. It will continue to do this for up to three weeks, collecting the heads of its victims in its lair, near its body. Once this ritual is complete, the berbalang will return to its lair, where it will rest for one

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day before sending its projection out again. This time, the projection will stay on its native plane and seek out a human corpse. More often than not, the projection will simply kill a human and bring it back. For all intents and purposes, the projection IS the berbalang. It can attack and be attacked. However, if the projection takes damage equal to the berbalang's current hit points, it will disappear and the berbalang must make a constitution save (at a -10) or die itself. If it does not die, it will track down the party responsible for killing its projection.

Anyone unlucky enough to discover a berbalang lair will find many severed heads, many devoid of blood and most very aged and rotted. If the physical body of the berbalang is bothered, the projection will return back as quickly as possible. This, however, can take from 3 – 60 turns depending on where the projection is. Once the projection enters the physical body, it will animate and attack viscusly.

BEREGINYA

NUMBER: 1-8
SIZE: Medium (5 ft.)
HD: 3 (d8)
AC: 14
SAVES: M
MOVE: 20 ft. (on land), 80 ft. (swim)
ATTACKS: By weapon
SPECIAL: Nil

INT: Average
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 3
XP: 350+3

These peaceful merfolk do not wish to harm others and quite often live in rivers and deep streams, more than the usual sea. They are beautiful, fair skinned and fair haired beings, and eagerly play in the waters when unseen by mortals but will quickly hide in their underwater caves if spotted.

They are related to the rusalka, but are the milder and more benign version. These water-folk have legs and forms similar to mortals with slippery wet skin and aquatic features and nuances.



Contrary to modern neo-pagan belief, the bereginya are not divine or supernatural beings from the Otherworld. They live in Yav just as commonly as they do in Iriy but are not found in the underworld at all.

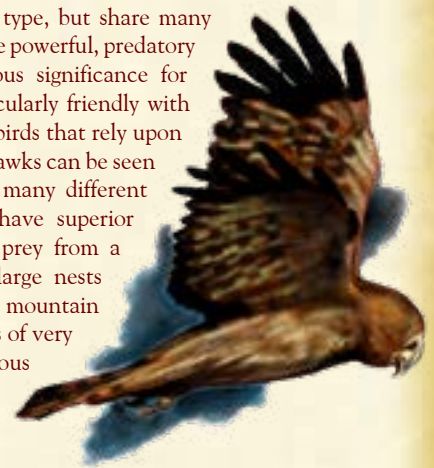
COMBAT: Bereginya will avoid combat if possible but if pushed to it, they will resort to weapons and defend themselves with spears or swords.

BIRD OF PREY

NUMBER: 2-4
SIZE: Small (1')/Large (5')
HD: 1 (d6)/4 (d8)
AC: 14/15
SAVES: P
MOVE: 5/10 ft., 60/80 ft. (fly)
ATTACKS: 2 Talons (1), Beak (1d2); (giant) 2 Talons (1d3), Beak (1d6)
SPECIAL: Dusk Vision, Twilight Vision

INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 5+1/40+4

Birds of prey vary greatly in type, but share many common attributes. Eagles are powerful, predatory birds that hold great religious significance for many cultures, and are particularly friendly with elves. Falcons are fast, agile birds that rely upon speed to snag their quarry. Hawks can be seen gliding on wind currents in many different habitats. All birds of prey have superior visual acuity, and can spot prey from a great distance. They build large nests in lofty areas such as high mountain aeries, or on the top branches of very tall trees. They are monogamous animals that mate for life, and return to the same nest year after year.



COMBAT: Birds of prey will not attack anything larger than half their size. If their nests are attacked, they will defend them, but will flee if injured.

BISYTSIA

NUMBER: 1-6
SIZE: Small (3 ft.)
HD: 4 (d6)
AC: 18
SAVES: M
MOVE: 80 ft.
ATTACKS: 2 Claw (2d6), Beak (d10)
SPECIAL: Song of Allure

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: 4
XP: 300+4

This demon was once a child that died from a violent death and has since been made into a demonic servant by Czernobog. After undergoing this change, the bisytsia now appears a monstrous, dark bird with fiery eyes and a taste for blood. These demons' calls are akin to a child's voice or baby's whine and often lure in the unwary to their ambush.

Many bisytsia return as alluring she-demons and wish to feast on the souls of vulnerable mortal men. They will appear as sensational women, very open sexually and wild by nature with no care for consequences or their actions.

The female bisytsia live in the forests, especially in the Carpathians and other areas in Sklavina and prowl for men to seduce, employing their ability of *Song of Allure*.

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Bisysia fly in flocks by night and search for vulnerable prey to attack from the skies. Being consumed by the rage from their violent former life, the bisysia will not be just an angry bird pecking at the eyes.

These demons are common in shadow planes and circle the abyss in clouds, able to fly to and from this void freely. There are not found in Vyrjy but are common in the mortal world of Yav. They are, however, especially common in places that have a presence of the underworld or evil.

COMBAT: Bisysia will shred the fingers of their foe to deny them use of their weaponry or spells and will usually go for the eyes next to disable them before feeding on them madly.

SONG OF ALLURE: The female bisysia can sing an enchanting song once she catches sight of a man, or men, and draw them to her. Her radius is 20 ft, and the tunes she sings, if the males fail their wisdom save, will cause them to do her bidding. This will last for 1d20 minutes at a time. She will command the seduced male(s), usually to their peril, over cliffs, into bogs, or into ravines, etc.

BLACK DOG

NUMBER: 1-2

SIZE: Large (8')

HD: 2 (d8)

AC: 12

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (3d6), Claw (2d6)

SPECIAL: Invisibility

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: None

XP: 100+2

The black dog is a large sized fey hound that stands the same height as a cow with large eyes the size of saucers. They blend in with the darkness and hunt solitary prey, be it human or animal.

Some of the black dogs are shaggy mastiffs; others are sleek and short-haired. They haunt and prowl the moors and wilderness areas where people rarely journey.

The black dog goes by many names in the Germanic regions but they are all the same - malevolent. These ferocious beasts will attack the unfortunates that catch their attention and eat them alive.

Often, the black dog will linger in a place with a history of death and terrible occurrences. These beasts are terrifying and rarely travel in packs, but when they do it is an awful experience for any villagers caught in their path.

They are related to the barghest but do not possess the ability to transform. Black dogs run before some of the gods and aid them during the wild hunt.

COMBAT: Black dogs use their steel-hard claws and razor sharp fangs in battle. They will flail and fling their prey about in an attempt to maul it to death.

INVISIBILITY: Because of their black hide the black dog can hide its presence easily. The black dog gets a +3 to a hide check so long as it is in the shadows and darkness. This ability gives the beast the skill to become invisible if it remains still in darkness, allowing it to ambush its prey.



BLINDHEIM

NUMBER: 1

SIZE: Small (4 ft.)

HD: 4 (d8)

AC: 17

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d6)

SPECIAL: Blinding Attack, Disease

INT: Animal

ALIGNMENT: Neutral (Evil)

TYPE: Magical Beast

TREASURE: 2

XP: 100+4

Living out its days in the perpetual darkness of deep caverns, the blindheim is an odd creature with a very special attack. The blindheim appears as a bipedal frog-like creature, standing erect at four feet. It can use its powerful legs to leap up to 20' in a single round. It attacks only with a bite attack, as its hands are webbed and not clawed.

COMBAT: A blindheim will focus its attack on a blinded victim if possible. It will attempt to bite with its jagged teeth, ripping flesh as it attacks. The bite will inflict 1d6 damage. Once bitten, the victim must make a constitution save or be infected with a disease. If so infected,

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the victim will become nauseous after 1d12 hours have passed. All beneficial rolls will be at a -2 penalty until the sickness has passed (3d4 days) or until a *remove disease* or *heal* spell has been cast upon the victim.

BLINDING ATTACK: This bulbous creature hunts with its keen sense of smell and is covered with a thick hide. When threatened, or when it senses multiple prey, the hide peels back from its eyes and a blinding beam of light flashes outwards. Anyone caught in this glare must make a constitution save or be blinded for 2d4 hours. Those not blinded make all attack rolls a -2 as they avoid the glare of the eyes. The creature will always focus its attacks on a blind victim, gaining a + 5 on all attack rolls. It will not stop attacking its victim until one or the other is dead. Once it kills, it will move to another blind victim.

Once the creature is killed, its eyes can be pried from its head and sold to alchemists or wizards for use in potions and the like. Depending on the economy, up to 50 gold pieces can be garnered for each eye.

BLINK DOG

NUMBER: 4-16

SIZE: Small

HD: 2 (d10)

AC: 16

SAVES: M

MOVE: 30 ft.

ATTACKS: Bite (1d6)

SPECIAL: Blink, Darkvision 60 ft., Teleport, Twilight Vision

Blink dogs appear to be normal dogs, but they are highly intelligent and have the innate ability to vanish and reappear at will. They are wholly good, often raised by hounds from the hither realms. They have a natural affinity and respect for canine creatures. Blink dogs always travel in packs, ranging from 4 to 16, and enjoy the wide open plains of the material world.

COMBAT: Combat is something either to avoid or relish for a blink dog, depending on the foe. Against a hated or evil creature, blink dogs

will attack en-masse, instinctively blinking across and around the battlefield and using their unpredictable nature as well as they can. If wounded, or uninterested in battle, a blink dog relies on its ability to teleport to escape.

BLINK: Blink dogs are able to blink in and out of the prime material plane at will and without limit, as per the *blink* spell.

TELEPORT: Once per day, a blink dog can control its blinking, and gain the effect of the spell *teleport*. They usually do this when faced with odds or dangers they cannot overcome, and often *teleport* as a pack.



BLOOD HAWK

NUMBER: 2-8

SIZE: Small

HD: 1 (d10)

AC: 13

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (1d4), 2 Claws (1d2)

SPECIAL: N/A

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Beast

TREASURE: Nil

XP: 7+1

The blood hawk is a cousin to the normal hawk. In appearance, they are almost identical, with the exception of a red tinge along the wing feathers of the blood hawk. They are found in the same clime as hawks, but rarely will they be found together, for the blood hawk is very territorial and will attack hawks if they feel they will vie for the same food source. Blood hawks have developed a taste for flesh, especially human, and will fight to get it. They will attack humans and demi-humans on sight in an attempt to feed, though they may disregard half-orcs if they travel alone, for they are not fond of their flesh. For the same reason, they will not attack most humanoids, at least for feeding purposes.

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COMBAT: Blood hawks attack from the air, biting with razor sharp beaks for 1d4 damage and clawing for 1d2 damage. They attack as a group and will choose victims at random. However, the creatures can smell blood and will cease attacks on unharmed opponents to move to one that has been bitten, or clawed, and is bleeding. This can be disastrous for the hapless victim as a flock descends upon them in mass. Once slain, the blood hawks will feed. If other creatures are around, they will rip pieces of flesh from the corpse and take flight rather than continuing to fight.



BLOODSUCKING WYRM

NUMBER: 1
SIZE: Large (20 ft.)
HD: 6 (d8)
AC: 16
SAVES: P
MOVE: 20 ft.
ATTACKS: Bite (1d6), Blood Drain (1d4)
SPECIAL: Blood Drain

INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: 6
XP: 180+6

The bloodsucking wurm is a large, long, thin worm that lives at the bottom of shallow pools or ponds. They dislike light and will normally be found in dank, dark places, such as the heart of a great forest or subterranean lairs. The creature is gray to black in color, with green markings along its back. Its underbelly is light green, fading to white. The head of the creature consists of a large, single, hollow, and very flexible tongue that extends from the mouth; this tongue is used to attack and drain blood. The creature cannot swim, but crawls along the bottom of its lair when it needs to move. Normally, however, it is found floating in the water in a dormant state. When floating like this, it can easily appear to be a log or a row of boulders covered in algae. The bloodsucking wurm is a docile creature and will only attack if hungry or if attacked. Anyone stepping on the bloodsucking wurm will also cause it to attack, for it senses it is in danger. The creature only



eats every few days, as it has a slow metabolism and does not need to gorge itself. If left alone, many adventurers pass by the creature without ever having known it was there.

COMBAT: If threatened, or hungry, the creature will lash out with its head and attempt to bite its victim. If successful, they inflict 1d6 damage from the three barbed appendages that surround its mouth. Doing so also means the barbs have dug into the skin and have effectively locked onto the victim. Anyone so grabbed is allowed a strength check to break free. Doing so inflicts 1d4 damage, but will successfully break the creature's hold.

BLOOD DRAIN: Failure to break free means the creature will drain blood from its victim at an alarming rate. Each round, it will inflict 1d4 damage, no to-hit roll needed. It will continue to drain blood until it or its victim is dead or it has inflicted damage equal to its maximum hit points.

BLUD

NUMBER: 1-4
SIZE: Small (3-4 ft.)
HD: 3 (d6)
AC: 16
SAVES: M
MOVE: 50 ft.
ATTACKS: By weapon
SPECIAL: Disorientation

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 3
XP: 200+3



The blud are beautiful little dainty faeries that are full of mischief day to day. While the women are very pretty, the men are more like corpses and appear sinister in contrast. Blud live in the wilderness and do not like their territories threatened by strangers, even if it is unknowingly.

Using their abilities, they will confuse and befuddle others if given a chance. They live a simple life and do so in Iriy as well, not meaning ill or harm to anyone, but they do not like trespassers or troublemakers in their part of the forest.

COMBAT: The blud prefer to use their special ability to overcome the struggle by making the opponent lose their way, their thoughts, and their mind instead of battling to the end. Blud are not fighters by nature.

DISORIENTATION: These faeries exude an aura (5 ft) that smells like sweet flowers to lure in the unwary, and then it will disorient them once they do catch its scent. If those in the aura fail their wisdom save,

they will be completely confused, aimless, and lost for 1d6 hours. A fumbled save will result in 1d6 days of this. Once affected, the victim will be unable to find their way regardless of direction or means; they will need assistance or become completely lost in a room with one door, for example.

BOALISK

NUMBER: 1-4

SIZE: Large

HD: 5 (d10)

AC: 15

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (1d6)

SPECIAL: Constriction, Gaze Attack

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: N/A

XP: 200+5



The boalisk appears as a great constrictor snake, growing up to 10' in length, though normally specimens of 7'-9' are found. Its normal coloration is a mottled brown with a random pattern of yellow splotches, though there is a high percentage of boalisk that are albino. They are found in tropical areas, mainly in dense jungles. The largest ones, especially the rare albinos, are sometimes treated as holy creatures by the local populations.

COMBAT: Boalisk are fairly docile creatures that desire to be left alone. If confronted, they can become hostile very quickly and will attack without warning. They will strike quickly, hoping to bite their foes. If successful, the bite will inflict 1d6 damage. If hungry, or facing a single opponent, they will attempt to constrict their opponent, killing them slowly and eating the body at their leisure. Their most fearsome attack, however, is their gaze.

CONSTRICION: At times, the boalisk will attack, hoping to constrict their opponent. To do so, the boalisk must make a successful attack against a base armor class of 12, modified by their victim's dexterity bonus only. If successful, the victim is allowed a strength check. Success means they have successfully kept themselves from

being constricted. Failure means the boalisk has wrapped itself around their victim. There is no damage during the first round. The subsequent round, however, the boalisk will inflict 1d4 damage, no to-hit roll needed. Each round, the damage increases by +1 (i.e. the first round does no damage, the second does 1d8, the third does 1d8+1, the fourth 1d8+2, etc.) Each round, the victim is allowed a strength check to see if they can break free. The round after they have been constricted, the CL is 5. Each round, it goes up by one. (The progression in damage and CL difficulty scales by the same degree, in other words when the damage is 1d8+3, the CL is 5+3, or 8).

GAZE ATTACK: The most feared form of attack by the boalisk is its gaze attack. Anyone meeting the gaze of a boalisk must make a constitution save or have their strength, constitution, or dexterity score drop by half, rounded up. The attribute should be chosen at random by the CK. A second failed save after meeting the gaze will affect another score. If all three have been reduced, the victim can no longer be affected by the boalisk's gaze. The drop in score will rise one point per hour until the maximum score is achieved.

BOAR, WILD (RAZORBACK)

NUMBER: 4-16

SIZE: Medium

HD: 2 (d8)

AC: 16

SAVES: P

MOVE: 40 ft.

ATTACKS: Gore (2d6)

SPECIAL: Twilight Vision

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 10+2

Wild boars, or razorbacks, are herd animals found in almost all regions of the world. They prefer scrub lands where they can forage for food. They are aggressive and are known to defend their young and territory whenever threatened. These creatures are very large and sport a long tuft of rough hair from head to tail. They are favored friends of trolls and are often found in their vicinity.

The razorbacks travel in medium sized herds and always hunt and fight together. They fiercely guard the young, even though the young often join in any major combat. They have long memories and will pursue a foe for several miles.

COMBAT: If cornered or threatened, a boar attacks ferociously. Their savage attack is powerful, ceaseless, and often fatal to those not prepared with specially made boar spears. Boars have only 2 hit dice, but their fierce aggressiveness allows them to attack as if they were 5 hit dice creatures.



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BODAK

NUMBER: 1-4

SIZE: Medium

HD: 9 (d12)

AC: 20

SAVES: P

MOVE: 20 ft.

ATTACKS: Fist (2d4), or By weapon

SPECIAL: Death Gaze, Darkvision 60 ft., Immunity: Electricity (full), Acid (half) and Fire (half)

A bodak is the physical manifestation of corruption, a creature condemned by demonic forces to linger forever in the torments of lost, forbidden knowledge. These creatures are formed when an evil individual trades its soul in exchange for some dark secret or hidden knowledge. Bodaks are extremely rare and never encountered outside their native plane unless in the willing service of a powerful spellcaster. The horrific visage of a bodak – sexless, eyeless, and writhing in extreme discomfort and pain – is so disturbing that it can kill a mortal who beholds it. They are creatures filled with a tremendous rage.

COMBAT: Bodaks do not often wield weapons, as they prefer the brutality of direct pugilism. Most foes, however, succumb to the bodak's horrifying death gaze and perish before the bodak can close to melee with its fists.

DEATH GAZE: A creature that meets a bodak's gaze sees its own image reflected in the bodak's twisted visage. The reflection is one of unbridled corruption and evil (no matter the victim's actual alignment). The victim must make a successful constitution save or die in 1-4 rounds. If the save is successful the victim is permanently immune to that bodak's gaze attack. A *cure disease*, *heal*, or *cure critical wounds* will stop the effect of the gaze, but the spell must be cast before the victim dies.

BOEMAN

NUMBER: 1-3

SIZE: Medium

HD: 4 (d6)

AC: 18

SAVES: M

MOVE: 50 ft.

ATTACKS: Claws 3d6, Bite 2d10

SPECIAL: Dark Cloak

Also known as the bogeyman, it is a humanoid creature that seeks the flesh and blood of children. These sinister beings don black clothes and can only be found in the darkness. Their origins are unknown but it is surmised that they are in some way related to the dark elves of Sweartylfheim. Many believe that they are the hybrids born from interbreeding between humans and dark elves.

The boeman seem to be independent and swear no allegiance to other races, kings, or worlds. They will slink in the darkness and creep about until they can hide in wardrobes and under beds, anywhere children are vulnerable, and snatch them away. These beings are so mysterious that even their homes are completely unknown to all.

COMBAT: Boemen possess fierce claws and sharp fangs and have no problem showing them to scare or harm others. It is rare that they are cornered or trapped.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead (Extraordinary)

TREASURE: 8

XP: 1,700+9



DARK CLOAK: They are naturally able to hide and move about in the darkness and will gain a +5 to hide or sneak when doing so.

BOGGART

NUMBER: 2-5

SIZE: Small/Medium

HD: 5 (d10)

AC: 26

SAVES: P

MOVE: 40 ft./30 ft.

ATTACKS: Shocktouch (2d6)

SPECIAL: Darkvision (30'), Immunity to Magic, Invisibility, Confusion, Change Form

Being the young of the will-o-wisp, the boggart can be found residing in the same haunts as its elders; precarious and dangerous places such as bogs and swamps. Unlike its parents, the hatred that resides in the boggarts is tempered with fear and trepidation. They rarely attack unless they are sure they can win.

Boggarts will never fight to the death. When it is obvious they will die, they will first attempt to turn invisible and flee. If this does not work, or if they used their allotted attempts, they will shift into another form in an attempt to sway the party. Lastly, they will offer treasure or services. At first sign of freedom, however, the boggart will renege on any deal and flee, possibly bringing back more of its kind or elders of its race.

COMBAT: In combat, they use the same ability as the will-o-wisp use, namely a touch attack that shocks its victim, albeit for a slightly

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lesser amount than its parent. Also, while attacking, they will always revert to their natural form; a floating ball of light, that is brighter and smaller than the elder of their kind.

CHANGE FORM: When not in combat, a boggart can be found in three forms. The first, and most common, is its natural form. It can also appear as a small, manlike creature not unlike a child. The last form is that of a demi-human, normally a halfling. It can stay in these unnatural forms for only a short period, 10-20 turns, before it must revert to its normal form. It will appear in this disguise in an attempt to lure victims or to escape enemies. It can also become invisible at will, though only once per day.

CONFUSION: When in human or demi-human form, and hidden from enemies, boggarts will sometimes begin whispering and jabbering in such a way as to sow discord and confusion among a group. When they attempt this, each person that can hear them within 30' must make a wisdom save or fall under the effects of this spell. For gaming purposes, this is the same effect as the wizard spell *confusion*. If only one boggart attempts, the CL is 5 (per the HD of the boggart). However, for every boggart over one, the CL goes up by one point (i.e. two boggarts will have a difficulty of 6). As the boggarts only attempt this while hidden, the party will never attack them (as they do not know of their presence) and will attack one another if an attack is rolled.

IMMUNITY TO MAGIC: Only *magic missile*, *protection from evil*, *protection from chaos* or *maze* will affect the creature.

BOGGLE

NUMBER: 2-8

SIZE: Small (3 ft.)

HD: 3(d10)

AC: 15

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Claw (1d4), Bite (1d6)

SPECIAL: Keen Smell, Secrete Oil, Teleport

INT: Low

ALIGNMENT: Chaotic Neutral

TYPE: Humanoid

TREASURE: 2

XP: 60+3

Boggles appear as small, oddly shaped humanoids with a head too large for its body. They have a thick, leather skin, dark gray in color. Most walk with an odd gait and swing their bulbous heads in a pendulum-like motion across their chests. Some boggles differ from their kin in some way that is unique to them. Some will have long, spindly arms that drag the ground. Other may have short, stumpy legs while some have odd color variations. Boggles are, for the most part, solitary and docile creatures that make their homes in the twisting tunnels underground or in the sides of mountains. They stay far away from humans, as they fear them greatly. If pressed into combat, they attack with their two clawed hands and a bite, but normally they avoid any confrontation.

COMBAT: If forced to fight, or if their lair is invaded, boggles fight with their two clawed hands for 1d4 points of damage and nasty bite for 1(d6). Boggles will change opponents on a whim, attacking the creature they are fearful of the most, which can easily change during combat.

KEEN SMELL: Boggles have a very keen sense of smell and can detect creatures from as far away as 100' by smell alone. As such, invisibility is all but negated by boggles. Some evil beings are known to trap and enslave boggles to act as guards for this very reason.

SECRETE OIL: All boggles are able to secrete a thick, viscous, black oily substance from their skin. They will often deposit this oil on the ground, making slippery pools as traps for the unwary. Boggles themselves are immune to this, and most types of viscous liquids that are used as traps. Their natural fear can be overcome by their greed, for all boggles are thieves. If they see an item they want (normally pretty, shiny things), they will attempt to trip a victim, steal the item, and flee. The victim, when stepping in the oily pool, must make a dexterity check or slip and fall. It will take the victim a full round to stand and free himself from the oily trap. While attempting to stand, the boggle will swoop in an attempt to snatch the item. To do so, it must make a successful to-hit roll. The armor class needed to hit for this attack is 12, which is modified by the dexterity bonus, if any, of the victim.



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TELEPORT: All boggles are able to use *dimension door* (as per the spell), although the range is but 200'. Boggles rarely venture further than this from their lair, so it is here they will teleport. To use their ability, a boggle must use a portal of some kind; a door, a window or even between the legs of an opponent. The lair of a boggle is riddled with such portals and they will use them extensively in combat in their lairs, disappearing and appearing at will to confuse and torment any invaders.

BOGINKI

NUMBER: 1-2
SIZE: Small (4 ft.)
HD: 5 (d6)
AC: 19
SAVES: M
MOVE: 50 ft.
ATTACKS: Nil
SPECIAL: Incorporeal, Spell-Like Abilities

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Aberration
TREASURE: Nil
XP: 200+5

Normally the boginki dwell in the earth or in Paradise and do not interact with mortals, but through the efforts of witches they can be summoned. Boginki are small, pale forms, humanoid and ghostly, with wispy hair in appearance and move as though they are underwater.

The function of these spirits as a whole is not known, but for the witches it serves one that is both wondrous and sinister. Witches will summon them by a lengthy ceremony performed on riverbanks for any resident nymphs and command them to take a newborn child and replace it with one more suitable. This replacement is called an *odmieńce* (See 'Odmieńce'), and will resemble the taken baby except for its otherworldly characteristics.

The boginki are some of the most ancient of spirits in the universe, rumored by some to be the first ever and even dwelling in the universe before the Divine Brothers appeared to create all.

COMBAT: Boginki have no normal means to battle others due to their ghostly form, but if pushed will use magic (equal to a 5th level illusionist).

INCORPOREAL: These spirits never were tempted by Czernobog and so have no physical form, making their bodies only wispy and mist-like instead. Only weapons of magical make can do their normal damage to them or spells.

SPELL-LIKE ABILITIES: These spirits possess the spell casting ability of a 5th level illusionist with an 18 intelligence. They have access to all illusionist spells they are able to cast.

BOLOTNYI

NUMBER: 1-3
SIZE: Medium (5-7 ft.)
HD: 7 (d8)
AC: 17
SAVES: P
MOVE: 60 ft.
ATTACKS: Bite (5d10), Claw (6d8)
SPECIAL: Bog Stealth

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 4
XP: 400+7

The Bolotnyi are wretched and disgusting swamp or bog spirits that excel in taking victims under the murky waves to feed on if given a chance. They swim about, never breaking the surface or revealing

themselves for a time, appearing as a fish, snake, or other animal. They are also called *bagnica* to the Polenes.

The bolotnyi are gaunt, bony, and the color of the bog or swamp waters in which they dwell. They have a mouth full of sharp teeth and claws on their large hands, to grab victims by. These evil beings seek to feed off of the unprotected around their homes and erase all existence of them if given a chance.

COMBAT: They lash out rapidly with their deadly claws and biting teeth as they attempt to drown their opponent in the swampy water. It is rare to find them on the surface at all; if so they will make a devastating path to the nearest water source to survive.

BOG STEALTH: Bolotnyi blend in perfectly with the dark muddy waters where they reside. This makes finding them or knowing where they will next attack nearly impossible. In bogs and swamps, these evil spirits can move and attack in the same action undercover of the murky water without limitation.

BONESNAPPER

NUMBER: 1-3
SIZE: Medium (5 ft.)
HD: 4 (d8)
AC: 16
SAVES: P
MOVE: 30 ft.
ATTACKS: Bite (2d6)
SPECIAL: Bone Snap

INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 40+4

The bonesnapper appears as a small dinosaur, rarely growing taller than five feet. They are gray to green in color and have large heads, small eyes and a large mouth, bereft of teeth. Instead, the creature has a hard ridge and extremely strong jaws. It is this peculiar anatomy that has given the creature its name. Bonesnappers can be found in almost any clime, save the very cold. They enjoy sunning themselves during the day and thus are rarely encountered underground or in caves. A group of bonesnappers, known as a *bask*, usually number less than a dozen.



Unless a bask is accidentally stumbled upon, it is normal to encounter but a few at any time, since bonesnappers rarely hunt in large packs. Bonesnappers are almost mindless. They have little thought except to eat, sleep and mate.

They have no fear nor show any love or attachment to their kin or home. In dire times, the creatures will become cannibalistic, feasting upon their own families if need be.

Some sages insist that if the mothers did not routinely eat their young, the creatures would be much more of a menace to mankind.

COMBAT: When prey approaches, the bonesnappers will attack en masse. They have but one attack, but their bite can do considerable damage. Anyone successfully bitten by the creatures suffers 2d6 damage.

BONE SNAP: Upon a successful critical hit the bonesnapper can snap the bone of a creature the size of a human or small. The damage is doubled and the victim must make a successful constitution save or suffer a broken bone.

BOOBRIE

NUMBER: 1-2

SIZE: Large (12 ft.)

HD: 9 (d8)

AC: 15

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (1d10)

SPECIAL: Immunity to Poisons

On the surface, the boobrie appear relatively harmless, being giant, flightless birds, standing up to twelve feet tall. Their coloration is white to gray, sometimes with blue marks on the neck or head. They have long, craning necks and a sharp, curved beak. Their wings are small and very inefficient. They walk upon two relatively scrawny legs with tiny claws. Indeed, the legs and feet almost seem unable to support the great bird. Its appearance, however, is deceiving for the boobrie is a predator of man. When detecting humans, they use their wings and legs in unison to strike quickly and surprisingly.

Boobrie are found only in tropical climes near large bodies of water. When not feasting upon human flesh, the boobrie will eat almost any creature (for they are decidedly carnivorous). They enjoy snakes and reptiles and are immune to the poison many of these creatures use as defense.

COMBAT: When humans are detected, the boobrie will rush at top speed, using its tiny wings to give it just enough lift so that its legs are sufficient to propel the creature much faster than would be apparent. It will strike with its beak, which is lined with many small, sharp teeth. A successful bite inflicts 1d10 damage. Boobrie have a voracious appetite for human flesh and will stop at nothing to get it.

IMMUNITY TO POISON: The boobrie are immune to any and all poisons.

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: Nil

XP: 700+9



BOWLYA

NUMBER: 2-12

SIZE: Small to Medium

HD: 1 (d8)

AC: 16

SAVES: P

MOVE: 20 ft. See Below

ATTACKS: Crush (See Below)

SPECIAL: Camouflage

INT: Animal

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: N/A

XP: 7+1

Bowlya are distant relatives of mimics. The bowlya, however, can only assume the form of a hard, amorphous blob greatly resembling a rock or boulder. They are found almost exclusively in caverns and caves.

Bowlya are very sensitive to movement in their lairs. When something of medium or larger size is detected, the bowlya will begin moving in the direction of the intruder. They prefer to situate themselves at the end of long rooms or passages and build up momentum as they roll towards their target. If they have at least 20', they are capable of causing damage. Any closer, and they lack the needed force to inflict any harm.

If a bowlya is slain and cut open, all possessions will be dissolved by a caustic internal fluid, save for those just ingested (items are dissolved and destroyed twelve hours after being eaten). There is a chance, equal to hit points x 10, of a gem being found inside a slain bowlya (a bowlya with three hit points has a 30% chance of housing such a gem). The gem is worth 5d20 gold pieces.

COMBAT: The bowlya attempt to run into and knock down their prey. Each hit point a bowlya has translates to approximately twenty-five pounds (i.e. A bowlya with three hit points will weigh about seventy-five pounds). The amount of damage done by a bowlya directly translates to its weight. Essentially, a bowlya will do damage equal to its maximum hit points (the bowlya with three hit points, and weighing seventy-five pounds, will inflict three points of damage upon a successful hit). Bowlya attack in staggered patterns instead of all at once. This ensures that while one bowlya is moving away from the party in an attempt to make room for an attack, another bowlya will be attacking, thus stopping victims from focusing on one bowlya. Once slain, the bowlya will roll on top of a defeated foe. A small slit will open and the creature will swallow the corpse whole.

CAMOUFLAGE: Their appearance blends in with their surroundings almost perfectly. It is impossible to detect them when in this setting.

BØYGC

NUMBER: 1

SIZE: Large

HD: 3 (d12)

AC: 16

SAVES: P

MOVE: 60 ft., 80 ft. (Swim)

ATTACKS: Bite (3d10)

SPECIAL: Constrict

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Beast

TREASURE: 3

XP: 500+3

The bøygc is a monster related to trolls, but unlike them, they are slimy serpentine creatures by nature. They are fond of controlling passes through mountains and other thoroughfares in the wilderness. By doing this they can devour and rob any unfortunate travelers that dare to cross their paths. The bøygc's physical form is a more akin to a large dragon-like serpent without wings or limbs. These monsters can grow to impossible sizes in time if not slain or if left sleeping dormant in some wild place.

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Unlike the other races of trolls, the bøyg cannot heal swiftly in a matter of minutes.

These monsters are rare in the Seven Worlds, even in the worst of places, and are more easily found (after extensive searching) in Sweartylfahám amidst the swamps and dark woods.

COMBAT: Bøyg will constrict their foes, several at a time if possible, before gnawing off their heads with their fanged serpent-like head.

CONSTRICT: A successful attack by this creature can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted for 1d6 points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the snake tightens its grip. Strength saves to escape therefore suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

BUCKAWN

NUMBER: 3-18

SIZE: Small

HD: 1 (d6)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon (1d4)

SPECIAL: Poison, Invisibility, Heightened Senses

INT: High

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 3

XP: 13+1

Buckawns are cousin to the brownie, but lack the decency and goodness of their cousins. Buckawns are generally greedy, rude, and taciturn. They stay far away from human contact and actually avoid contact of any but their own people. Each group of buckawns (called a clan) consists of only about twenty buckawn males and an equal number of females and young. They make their homes deep in forests and are very territorial. Buckawns speak the language of brownies, and

a smattering of other woodland creatures, but rarely will they engage in conversation with anyone. Anyone stepping into an area claimed by the buckawns are subject to their attack, usually without warning.

COMBAT: In combat, buckawns will use small darts coated with poison. The darts themselves do only 1 point of damage, but the victim must make a constitution check (CL 4) or fall into a deep sleep. If, after the initial barrage of darts, any opponents are still standing, the buckawns will leap from their hiding spots among the trees and attack with small daggers, doing 1d4 damage. These daggers are also coated with the same poison. Once all victims are sleeping, the buckawns will drag them from their lands and deposit them a few miles away. They will normally pick the victim clean of all valuables, save armor and weapons they cannot use (unless the weapons are magical, which they will always keep). It is not unknown for buckawns to place their victims in dangerous places, such as outside the cave of a bear, for they feel no compassion for interlopers.

INVISIBILITY: Like many fey creatures, buckawns can turn invisible at will. At least one clan member will have the abilities of a 3rd level druid.

HEIGHTENED SENSES: Buckawns have great senses of smell and hearing and are thus never surprised in a woodland setting.



BUGBEAR

NUMBER: 6-36

SIZE: Large

HD: 3 (d8)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Darkvision 60 ft.

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 2

XP: 20+3

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Bugbears are giant, hairy, humanoid creatures. Their thick mats of fur are often riddled with fleas and ticks, adding irritation to their naturally aggressive personalities. They are naturally stealthy though their stench often gives them away to those with delicate noses. They are attracted to treasures and loot of all kinds, but have little capacity to delineate between the actual values of many of those items they collect. Bugbears are very adept in the arts of mortal combat. It is, in fact, about the only thing they perform well as much of their life is spent in bloody battle. They utilize a vast assortment of arms and armors while in combat and always attempt to outfit themselves better than their foes.

Bugbears do not believe in the practice of fair play, and travel in war bands containing from 6 to 36 males. If more than 10 bugbears are encountered, there will be one with maximum hit points. If 20 or more are encountered, there will be one with maximum hit points, an AC of 18, and an extra +3 to hit. If encountered in their lair, there will be a number of females and young equal to 50% of the number of males. These creatures have the same living style as goblins and typically dominate their lesser brethren including orcs, kobolds and even gnolls.

COMBAT: More than anything else, combat is the greatest source of pleasure for bugbears. They actively seek after enemies to slaughter and slay, often provoke others into battle if they seem reluctant and then lay them low with a few dirty tricks. They are fond of disarming opponents, punching them, knocking them down or any other various methods of gaining an advantage. There is no honorable manner of fighting for a bugbear, the honor is the fight. Bugbears love weaponry, wield any weapon with exceptional skill, and can even hurl melee weapons as ranged weapons if needed.

BUKAVAK

NUMBER: 1

SIZE: Large (10 ft.)

HD: 5 (d10)

AC: 15

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (4d12), Claw (5d6)

SPECIAL: Multiple Attack, Strangle

This loud and ugly monster sleeps in lakes and pools by day and emerges by nightfall to seek food, which is usually mortals and their animals. A bukavak is a six-legged, leathery skinned beast with twisted and gnarled horns atop its hideous head, and possesses a thirst for blood. This creature is an ambush predator and lays in wait for the victims to be near its watery lair before it pounces. It will be capable of doing so to many targets at once.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Beast

TREASURE: 4

XP: 300+5

COMBAT: If given the chance, the bukavak will use its large hands to grasp and strangle the life out of its prey. Once starting the process, it will drag them to its mouth and bite off the head before moving onto the next victim.

MULTIPLE ATTACK: The bukavak is capable of attacking two opponents at once, if they are in reach. This ability enables the monster to fend off and slay many attackers at once and then feed on them.

STRANGLE: Using its massive clawed hands, the bukavak will throttle its foes and squeeze the life out of them in minutes or less. To do this, an attack must first be made successfully. Once this is done, the victim must make a strength save or the strangling begins. The bukavak will do 5d20 damage per round as it crushes the life out of the prey. The foe can attempt to break free each round with a strength check if possible.

BULETTE

NUMBER: 1

SIZE: Large

HD: 9 (d10)

AC: 22

SAVES: P

MOVE: 40 ft., 10 ft. (burrow)

ATTACKS: 2 Claws (3d6), Bite (4d12)

SPECIAL: Darkvision 60 ft., Twilight Vision

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 8

XP: 900+9

Bulettes are very large creatures that look like a disturbing combination of snapping turtle and armadillo. Encased in rigid, extremely dense chitin, bulettes are voracious burrowing predators that are very difficult to kill. Bulettes slowly dig trails across the plains and meadows in search of prey. Bulettes can pinpoint the location of anything within 60 feet that walks upon the ground above them. They leap from their shallow burrows to swallow men, horses, and anything else unlucky enough to be in their path.

Their burrowing nature often puts them at odds with other creatures that live in the same sort of terrain, particularly the ankheg. Dwarves, halflings, and gnomes have a particular hatred for these creatures.



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COMBAT: Bulettes prefer to strike unexpectedly, waiting calmly in their burrows for something to cross over them. When prey draws near, they blast from the ground in a violent spray of earth. When attacking, bulettes bite and claw their victims, trying to drag them back into the ground.

BYSEN

NUMBER: 1-10

SIZE: Small

HD: 1 (d10)

AC: 13

SAVES: M

MOVE: 40 ft.

ATTACKS: Axe (2d8)

SPECIAL: Blindness, Lead Astray

The Bys are a race of forest gnomes that are well known for being woodcutters. They are often dressed in drab grey clothes, or red with a woven cap and beards. They are always carrying an axe and take it upon themselves to tend to the woods of their choice.

They are meticulous about the boundaries and borders of other peoples and races in the woods and will doggedly work to set those lines by wooden stakes.

As axemen, the Bysen are deadly for their size and lethal. Bysen are known to take down dragons and other giant beasts with the combined force of their many axes.

COMBAT: Their weapon of choice is the wood-axe. The Bysen are masters of its usage and how to properly cleave things into pieces.

BLINDNESS: A Bys can look into someone's eyes and blind them temporarily, giving the gnome a chance to leave. With this blindness, the victim cannot find that certain Bys again until the duration period is over. A charisma save is needed or the victim will not be able to find the gnome in question for 1d6 hours.



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LEAD ASTRAY: If pestered or bothered by strangers, the Bys can temporarily charm the person and make them lose their way completely. The target must make a charisma save or fall to the effects of this ability. If they are lead astray, they will suffer this for 1d4 hours and cannot find their way in the woods unless helped by others.

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CADAVER CATERPILLAR

NUMBER: 1-4

SIZE: Large (9 ft.)

HD: 3 (d10)

AC: 13/17

SAVES: P

MOVE: 30 ft.

ATTACKS: 8 Antennae (1d2)

SPECIAL: Paralysis

INT: Animal

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 2 (in lair)

XP: 50+3



These creatures resemble giant, grotesque caterpillars with a mouth full of flailing tongues. Its coloration is a sickly purple, streaked with orange. It has at least two dozen legs, ending in scaled feet that it can use to climb walls and stick to ceilings. It is mainly a scavenger, feeding on the corpses of humans, demi-humans and humanoids (though curiously, it will never attack gnomes or desecrate their corpses). While it prefers already dead bodies, it will have no qualms about killing creatures if it becomes hungry or needs a place to lay its eggs.

COMBAT: Its preferred method of combat is to use its six antennae to attack. Each successful hit will impart 1d2 damage.

PARALYSIS: Anyone successfully hit with one of these antennae must make a constitution save or become paralyzed for 2-8 turns. The creature can split its attacks on up to three victims if they are close together. It will use all six antennae when attacking. Once the victim is successfully paralyzed, the cadaver caterpillar will do one of two things, depending upon its mood. If hungry, it will begin feeding on the helpless victim. While its mouth is too small to use as an attack, it will begin eating the flesh of the victim at a rate of 2 hp / round. Since the antennae are constantly touching the paralyzed victim during feeding, the victim will stay paralyzed for the duration, with no save possible. If the creature is set on laying its eggs, it will use its mouth to rip out a patch of flesh (doing 1d3 damage) in the first round, then deposit its

eggs in the subsequent round. These eggs can easily be removed by a concerned party, but anyone handling them is subject to the natural toxin excreted by the creature.

CARBUNCLE

NUMBER: 1
SIZE: Small
HD: 1 (d8)
AC: 18
SAVES: M
MOVE: 10 ft.
ATTACKS: N/A
SPECIAL: Limited Telepathy, Incite Anger

INT: Low to average
ALIGNMENT: (Chaotic) Neutral
TYPE: Magical Beast
TREASURE: N/A (See Below)
XP: 9+1



Resembling a small armadillo, the carbuncle seems, initially, as a very mundane creature. It eats small plants and bugs, walks slowly about its domain and lives relatively peacefully with others.

There are, however, a few oddities that make the creature unique. First and foremost, all carbuncle have a gem set in their foreheads. For most, this is a ruby worth anywhere from 500gp to 5000gp. If the gem is forced from the creature's head, it will shatter and become worthless. Also, if the creature is killed, the gem will likewise shatter. Only by coercion, via a spell that communicates with animals, will the carbuncle release its treasure.

COMBAT: It will never fight, as it has no combat capabilities. It does, however, have a fascination with death that cannot be explained. As such, it has no fear of death and can even will itself to die. It is this fascination with death that leads to its greatest and most feared ability.

LIMITED TELEPATHY: The carbuncle has a limited form of telepathy and will use this to communicate with humans and demi-humans, which it finds fascinating. It will ask if it can accompany the party and observe them due to this fascination.

INCITE ANGER: After spending a few hours with a party, the creature will use its telepathic powers to plant seeds of distrust among the party. When the carbuncle attempts this, its victim must make a wisdom save or become convinced someone in the party is evil, insane, or otherwise out to get them. The carbuncle will use this ability on multiple members, attempting to harbor fear and hatred among the group. After a day of this, those party members that failed their initial save will attack their 'enemy'.

To the carbuncle, this will hopefully lead to further fighting, and hopefully a death, for it is fascinated to see someone die. Once it gets its fill of death, the carbuncle will saunter away until another group of unsuspecting victims approaches it.

CARYATID COLUMNS

NUMBER: 1 - 12
SIZE: Medium (5 ½ ft.)
HD: 4(d8)
AC: 14
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon (1d6)
SPECIAL: N/A

INT: High
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: N/A
XP: 40+4

Caryatid columns, not unlike stone golems, are created using a combination of tomes, spells and other magics. Also like stone golems, they will primarily be used as guardians or protectors of treasures, rooms or secrets. Upon initial inspection, caryatid columns appear as tall, thin, human female statues, their hands at their sides and a blank expression on their faces. Oftentimes, they appear to be no more than decorative columns used as support for a ceiling or ledge. Upon closer examination, small, thin swords are held in their delicate hands. These swords seem to blend into the body of the statue and are all but invisible.

Caryatid columns are tasked upon creation with a single chore. They will stand by for years, even centuries, awaiting this event to happen. They can be tasked with guarding a treasure, a room or attacking anyone who does not use a proper phrase or word at a specified time. When said event occurs, they will lose their stone-like skin, becoming more flesh-like, shrink to five-and-a-half feet tall and their swords will become steel. They attack without words or sounds. Once the situation is back to normal, they will return to their stone form. It should be noted that caryatid columns will not pursue opponents if they flee, nor



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will they engage in combat if the exact specification are not met (i.e. if tasked with protecting a treasure chest, they will stay in stone form if anything else in the room is touched, looted or destroyed, yet spring to life if the chest itself is bothered).

COMBAT: Caryatid columns fight with short scimitars (count as short swords). They are single minded in their attacks and will never surrender, lose morale or back down. They make no noise while attacking, save for the whisper of their swords cutting the air. When slain, they will crumble to the ground in a pile of rocks and dust.

CAT

NUMBER: 1-4

SIZE: Small

HD: 1 (d2)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: N/A

SPECIAL: Twilight Vision

Wild cats are solitary creatures. Only when a mother is rearing kittens are wild cats found in groups of up to 4. They are quick, quiet and rarely seen. Cats come in a variety of colors.

COMBAT: Wild cats are too small to affect combat in any way. Though one may manage to scratch someone, only the most simple-minded halfling would be put off by it. At times they threaten pixies or other small fey, but even these small creatures have little to fear from the small wild cat.



INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 5+1



armor class. When the creature is encountered, roll a d20. A roll of 1 to 15 indicates a normal caterwaul. If, however, a number higher than 15 is rolled, an elite is encountered. For every point higher than 15, the armor class of the creature will raise one point. For example, if a 19 is rolled, the armor class will be 4 points higher, for an armor class of 21.

HOWL: When combat is initiated, the caterwaul will issue a loud, keening howl that all within 500' can hear. Those hearing it must make a wisdom save or be stricken with fright. This fright they suffer from can take many forms:

- 1-5: Stand frightened, doing nothing.
- 6-10: Drop all possessions and fall to the ground cowering.
- 11-15: Drop all possessions and run away screaming.
- 16-19: Attack nearest creature (even allies) gaining a +2 to-hit.
- 20: Die from terror.

Aside from death, which is permanent, these effects last 2d4 rounds.

CATERWAUL

NUMBER: 1

SIZE: Medium

HD: 4 (d10)

AC: 17 (See Below)

SAVES: P

MOVE: 50 ft.

ATTACKS: 2 Claws (1d4), Bite (2d4)

SPECIAL: Elites, Howl

Strange, solitary creatures, the caterwaul is rarely found by humans. They dwell exclusively in places of death, normally cemeteries or tombs, but sometimes upon old battlefields or places where a massacre of epic proportions has occurred. The caterwaul loves feeding on not only the flesh of the living, but on their fear as well.

COMBAT: After using its howl, the caterwaul will move to attack anyone that has fallen to the ground (ideally), or standing and doing nothing (secondarily). These victims get a second wisdom save after the caterwaul's melee attack. Failure the second time means they will not fight back and the caterwaul will effectively maul them to death unless stopped by an outside source.

ELITES: A caterwaul's armor class is normally a 17 due to its quickness and agility, but some elite caterwauls have an even superior

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 4

XP: 90+4

CATOBLEPAS

NUMBER: 1

SIZE: Large

HD: 6 (d8)

AC: 13

SAVES: P

MOVE: 10 ft.

ATTACKS: Tail swipe (2d4)

SPECIAL: Gaze Attack, Stun

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: N/A

XP: 300+6

The catoblepas is a creature with no redeeming qualities or abilities. It appears as a giant warthog with stubby legs, a great tail ending in a bundle of thick fur and a long, grotesque neck. Its fur is matted and patchy, a dull brown color punctuated by bits of bare, pink flesh. The smell of the creature is offensive to anyone nearby. The head of the

beast is actually too heavy for the creature to keep raised and as such it will almost always be underwater, in the fetid pools the creature calls home. It is for this that society should be eternally grateful, for if the head were lifted and seen by many, great havoc would ensue.

COMBAT: The creature attacks with its tail, hitting its victim with the hardened bit of hair at the end. This does not only 2d4 points of damage, but has the possibility of stunning an opponent.

GAZE ATTACK: It is the gaze of the beast that is most feared, and for good reason. Anyone so much as looking at the face of the beast must make a constitution save (CL 10). Failure means death. This horrifying ability persists through death. The eyes of the creature are sought after by wizards and alchemists and can be sold for up to 100gp each. Harvesting the eyes, to say the least, is very precarious.

STUN: Those attacked in this way must make a constitution save or be stunned for 2d6 rounds, unable to attack.



CAVE FISHER

NUMBER: 1

SIZE: Large (10 ft.)

HD: 3 (d8)

AC: 17

SAVES: P

MOVE: 10 ft.

ATTACKS: 2 Claws (2d4)

SPECIAL: Trap line

INT: Animal

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 2

XP: 30+3

The cave fisher is an insect-looking creature, growing up to nine feet in length. It has eight legs, but only two of which it attacks with. The other six are used to anchor the creature into a suitable spot, normally on a ledge or along a cavern wall, overlooking a walkway. It has two multi-faceted eyes and a long proboscis, with only a small mouth to speak of. Its body is a dull gray exoskeleton with ridges along its back.



COMBAT: Once a victim is within its reach, the cave fisher will attack with its two free legs. Each ends in a huge claw that does 2d4 points of damage each. If the creature is killed, its back six legs will release their grasp, possibly causing the beast and its victim to fall to the floor below.

TRAP LINE: As creatures walk below the cave fisher, it will silently yet very quickly descend a string of sticky fluid from its proboscis. A to-hit roll is needed against a random victim, with no dexterity bonus included for the armor class. Unwary travelers that are struck by this strand will be caught fast. Victims so caught may make a strength check to break free, albeit with a CL of 6. If the strand attaches itself to an item easily removed, such as a helm or shield, these items can of course be loosened and the victim will not be hauled upwards. Those unable to break free or rid themselves of the attached item will be hauled upwards toward the cave fisher. It will take one round before the victim arrives at the cave fisher. Once at the face of the creature, it will attack its suspended victim with its two claws. The victim will fight at a -2 to all attack rolls due to the precarious position they find themselves in. Once the victim is dead, the cave fisher will begin forcing the body whole into its mouth. The act of forcing the body into the relatively small mouth of the creature will cause bones to break and muscles to rip. Once inside, the corpse will begin dissolving immediately. If not rescued within ten minutes, there is no hope of resurrection, save a wish

CENTIPEDE, GIANT

NUMBER: 1-4

SIZE: Medium

HD: 3 (d8)

AC: 15

SAVES: P

MOVE: 60 ft.

ATTACKS: Bite (1d4)

SPECIAL: Poison

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: N/A

XP: 45+3

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The giant centipede is, as its name suggests, a massive version of the normal centipede. They can grow up to five feet and move at great speeds. They are brown to red in color, have dozens of legs, small heads and two long antennae. They are docile creatures, rarely attacking if not provoked. They can be found in any clime, save for the very cold, and in all environs. Those living deep underground will sometimes be devoid of coloration being pale white in color.

COMBAT: Any creature disrupting the homes of giant centipedes, or attacking them unprovoked, will incur the wrath of the creature. They move very quickly and attack with a small mouth on the underside of their head. While the bite itself does but 1d4 damage, the victim must make a constitution save or be paralyzed.

POISON: After this, a second constitution save must be performed (regardless if the first is passed or not). Those failing the second check will take an additional 1d4 damage from the poison coursing through their bodies. This poison will last for four rounds after being injected and must be checked each round (only for the damage, however; those passing the paralysis save need not roll again).

CENTAUR

NUMBER: 1, 4-24

SIZE: Large

HD: 4 (d8)

AC: 14

SAVES: P

MOVE: 50 ft.

ATTACKS: 2 Hooves (1d6), By weapon

SPECIAL: Darkvision 60 ft., Tracking 5, Woodland Stride

Centaurs are reclusive creatures, almost always avoiding civilization. They have little traffic with humans or demi-humans and avoid contact with them when they can. They prefer to dwell in natural environments, deep woodlands, and forested hills. They are most often found in secluded, old-growth forests. Centaurs have no dwellings, preferring instead to live in the open, sleeping under a canopy of great trees. They enjoy their freedom and roam as they please.

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Monstrous Humanoid

TREASURE: 4

XP: 80+4

Centaurs have an equine body topped with a human torso, and they have a noble, stoic appearance. They are stern protectors of their woodland homes, and are occasionally found in the company of other woodland fey. They do interact with elves, but even these demi-humans can be treated with suspicion, as elves traffic with the other races of the world.

Centaurs are most often encountered alone, but they are not solitary creatures by nature; they prefer to travel in family groups of 4 to 24. When a group is encountered, 1-4 of them will be young colts, and 1-6 of them will be adult females.

COMBAT: Centaurs try to avoid combat, but when their woodland domains are threatened, they are fierce and show little mercy towards their enemies. They favor the short bow or spear and are almost always found with these weapons. Less frequently, they use other melee weapons like swords and axes. A centaur can charge into combat with the same proficiency as a mounted knight. Indeed, a centaur armed with a lance is a very dangerous opponent. When forced to enter battle without a weapon, centaurs can use their hooves to deadly effect.

WOODLAND STRIDE: Centaurs have the druid's woodland stride ability.

TRACKING: Centaurs can track as a 5th level ranger.

CERBERUS

NUMBER: 1-2

SIZE: Large (5-10 ft.)

HD: 5 (d12)

AC: 16

SAVES: M, P

MOVE: 60 ft.

ATTACKS: 2 Claws (4d8), Bite – Hound (5d10), Bite – Serpent (3d6)

SPECIAL: See Future

INT: Average

ALIGNMENT: Lawful Neutral

TYPE: Magical Beast

TREASURE: 6

XP: 1,000+5

Spawned from the original Cerberus, or Κέρβερος (Kerebos) in Greek, the child of Echidna, who is the terrible guardian in Hades and Tartarus. Cerebus' pups are many, but the true number are unknown since its post was placed in the Underworld by Zeus so long ago. Now they wander and travel in the Known and unknown world doing as they will, following as their mood or instincts will drive them.

Many are nearly full grown (the stats reflect the younger brood) already since leaving the dismal Underworld. These younger brood all have a link to their father in the Underworld, and if he needs them at any time they will all leave where ever they are to join his side. Since their own creation, they have had their own children and populated more of their kind.

Usually they are black colored, always with the three heads, attentive and fierce and able to smell out others. Because of their origins, they have a particular aversion towards sensing Titans and an innate hatred of them. A pack of Cerberus beasts, though rare, would devastate a region if the Titans were somehow involved or connected. These monsters have an inclination to attack Titans or beings allied to those gods imprisoned below in Hades and Tartarus.

COMBAT: The Cerebus uses all three heads simultaneously in battle, combined with its ripping claws. Added to this, it can usually predict the next attacks of its foes due to its Special Ability, so it will defend or move against the foe(s) in order to give itself the advantage and take them down.





SEE FUTURE: With three heads, like its father, the beasts can see the Past, Present and Future. This makes the Cerebus able to plan ahead and almost impossible to ambush or surprise. During combat or other actions, it requires magic or tricks to get around this ability.

CERYNEIAN HIND

NUMBER: 1-3
SIZE: Large (8 ft.)
HD: 8 (d20)
AC: 20
SAVES: P
MOVE: 150 ft., 300 ft. (Full Sprint)
ATTACKS: Gore (5d10), Trample (5d6)
SPECIAL: Woodland Stride

INT: Average
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: See Below
XP: 5,000+8

This large deer, born with golden antlers, dwell in the forests. They possess the legendary shimmering and wealthy golden antlers, and are rare to spot.

They are said by many to run and migrate as north as polar regions and live amid the barbarians where they are prized and protected. In certain markets, underground and illustrious, the antlers, brass



hooves, skin and all other pieces from one of these animals can make someone wealthy for life almost.

Complete hides can bring up to 1000gp, the antlers twice that and the hooves 250gp each. However, druids and rangers frown upon hunting the beasts and often pursue those who slay a hind and sell its hide, antlers or hooves.

They can grow to massive size and become intimidating. These deer only live in the deepest forests and their sharp metal hooves and antlers leave a definite trail for skilled trackers and hunters who know what to look for, and likewise are lethal in combat.

COMBAT: Normally complacent, the hind is peaceful, but if pushed and made to fight, which is rare since they can outrun arrows, they will become a terrifying force. Using their golden antlers and piercing hooves, they will bear down on their enemy and make short work of them, stomping and slicing until little is left.

WOODLAND STRIDE: Centaurs have the druid's woodland stride ability.

CHAWL WITCH

NUMBER: 1
SIZE: Medium
HD: 4 (d8)
AC: 18
SAVES: M
MOVE: 20 ft.
ATTACKS: 2 Claws (1d4), Cudgel (1d8)
SPECIAL: Screech, Languages, Spell-like Abilities

INT: Genius
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 5
XP: 110+4

The chawl witches are strange creatures, witches of some goblin or orc extract. These foul smelling creatures (always female) are horrid to look upon with blotchy white, sometimes tan, or even yellow skin. Their hair is long and stringy, unkempt and usually greasy and filled with grasses, twigs or whatever they laid in last. The chawl witch's face sags, drooping from her skull as if it is not wholly attached. With sunken eyes, broad nose and dirt covered teeth the witch is unattractive in the extreme. Utterly unconcerned about their appearance they dress in rags and old clothes; they never bathe and this combined with their dirty clothes gives them their marked and horrid smell. They inhabit almost any clime and perpetually attempt to attach themselves to any group of humanoids, bandits, or even good aligned creatures; in short any creatures that will have them. They beg their way into groups by offering favors, magics, paltry or whatever they can barter for the comfort of numbers.

There are no males of the species. When the chawl witch goes into heat she breeds with any creature she can find. They lay an egg shortly thereafter and abandon it to the fates. The egg grows for several months until a new witch is born full grown. If the eggs are found they have some value to magi for the chawl witch's natural ability at languages is a highly valued skill. They are generally kept as familiars or pets or on the other end of the spectrum as slaves in chains and cages. The egg goes for 2500gp on the open market. Once hatched, they cannot be trained as they are too foul tempered.

COMBAT: The chawl witch attacks her victims by using her language skills to cast command and dissuade anyone from hurting her. If they attack she falls back emitting a terrifying screech; if this causes the confusion she desires she weighs into them with her cudgel. They follow that with a battery of spells if needed.



SCREECH: The chawl witch is able to emit a deafening screech and maintain the high pitched babble for some time. The screech confuses and disconcerts their foes. She does this by opening her wide mouth, stretching the drooping skin taut so that the mouth is the size of her whole face. From deep in her gut she screeches. In the first round that she screeches the witch can take no other action other than the screech. After that she continues to babble, shout and emit high pitched noises for the duration of the combat or until she flees or is slain. Anyone within hearing distance automatically suffers a minus to on all combat rolls and attribute checks. Anyone within 20 feet of the witch must make a successful strength check to overcome suffering the effects of a *confusion* spell (with the strength of a 4th level caster).

LANGUAGES: The chawl witch speaks many languages. It is a power of their species and those they do not speak they are able to comprehend by listening to it for only a few days. This includes magical tongues. For this reason alone they are very powerful creatures.

SPELL-LIKE ABILITIES: The chawl witch has the following spell like abilities: *blindness* (1/day), *burning hands* (3/day), *command* (3/day), *curse* (1/day), *darkness* (2/day), *jump* (1/day), and *gaseous form* (on victim) (1/day).

CHIMERA

NUMBER: 1-4
SIZE: Large
HD: 9 (d10)
AC: 19
SAVES: P
MOVE: 30 ft., 50 ft. (fly)
ATTACKS: 2 Claws (1d3), Gore (1d4), Bite – Dragon (2d6), Bite – Goat (2d4), Bite – Lion (3d4)
SPECIAL: Breath Weapon, Darkvision 60 ft., Twilight Vision

A chimera is a frightening amalgam of a lion, a goat, and a red dragon, several times larger than a fully-grown lion. The central lion's head dominates the creature, and the two smaller heads, the goat and dragon, flank the central head. The chimera has the hind quarters of a goat, the forequarters of a lion, and the massive wings of a dragon, which enable the chimera to fly. The creature is huge, with a fierce temperament. They attack with little or no provocation and generally fight to the death.

Each of the chimera's heads is active, and retains independent abilities, making the chimera a deadly predator on the open grasslands it terrorizes. As often as not, the heads are snapping or striking at each other. Occasionally, chimera can be found in a pack of 4, but they are usually solitary hunters.

COMBAT: The chimera is at home in the air and on the ground. They are particularly aggressive and attack without any provocation. They prefer to attack from above, and usually do so by swooping down, and tackling the victim much like a lion would an antelope. They proceed to violently rake the creature with back and front claws, biting it and breathing flaming death with its dragon head. When its victim is rendered helpless the chimera will fall upon it and devour its slaughtered prey.

BREATH WEAPON: Three times per day, the dragon head is able to breathe a gout of flame in a small cone. The cone extends up to 50 feet from the dragon's mouth and does 3d8 points of damage. A successful dexterity save reduces this damage by one half.

CHORT

NUMBER: 1-4
SIZE: Medium (4 ft.)
HD: 6 (d6)
AC: 17
SAVES: M
MOVE: 50 ft.
ATTACKS: Bite (2d10), Claw (3d6), Hoof (d8), By weapon
SPECIAL: Possesses 5th level Cleric Spells (see below)

This foul demon possesses black skin, a horned head, goat legs, a skinny tail, and a swine-like face. These demons are common in the underworld and the abyss but most of all in the court and service of their dark godly master.

They plague mankind creating havoc in the mortal world. They have intensely evil souls, and they have no means of deception due to their cruel existence.

Because of their flawed creation, they have one leg that is always shorter than the other and leap about on their goat legs. Vast hordes of chort populate the underworld and form an army when needed by their father and master.

COMBAT: Chort battle ferociously and frantically, showing their demonic natures, especially when they are dealing with mortals, whom they despise. As warriors, these demons will not relent in the attack, causing as much fear as possible in their foe, taunting and with arrogance.

MAGIC: Chort possess great magics because of their divine origins. They can cast these spells without preparation, memorization or the other rituals mortals must go through. Each spell can be used twice a day if needed. These spells are: *0-detect magic*, *1st-command*, *detect undead*, *2nd-darkness*, *detect traps*, *hold person*, *speak with dead*, *3rd-animate dead*, *dispel magic*, *4th-air/water walk*, *discern lies*, *5th-flame strike*, *insect plague*, *raise dead*.



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CHUHAISTER

NUMBER: 1
SIZE: Large (12-15 ft.)
HD: 6 (d10)
AC: 15
SAVES: M
MOVE: 50 ft.
ATTACKS: Slam, Club (4d10)
SPECIAL: Heightened Hearing, Ugly Countenance, Forest Blend

There are few beings and supernatural creatures that are willing to aid humanity, but the chuhaister is a forest giant that is among the few that do. These lumbering woodland beings are normally indifferent and uninvolved in the affairs of mortals. However, they dislike the malignant folk that share the worlds with them, and they dislike even more how innocent and good people are preyed upon by them.

Chuhaister are absolutely hideous and terrible in appearance, but it does not reflect their kind nature as beings. People unused to seeing them for the first time mistake their monstrous appearance for an evil creature and attack even though their presence is not one of malign intent. They are hairy, lumbering giants with a vaguely humanoid face more reminiscent of demons.

Befriending a chuhaister, or their kind in general, can have its benefits against dangerous spirits, faeries, and demons for future encounters in the forest. The friend of one of these giants only has to knock on a nearby tree several times hard enough to signal a need for help. Within minutes, the woodland giant swiftly makes its way to the friend and fends off any threat.

These odd giants often are covered in leaves, twigs, and other assorted forest elements in its hide (bird nests, etc) and are oblivious to the symbiotic world that has attached itself to them. Chuhaister

never socialize among their own kind or in other places, preferring to remain solitary.

COMBAT: When angered, the chuhaister will become a serious threat rather quickly. They dislike the evil beings of the woods and seek to protect their natural habitats enough to warrant making vicious attacks just to see them destroyed or driven off.

FOREST BLEND: The chuhaister is able to perfectly meld into the forest and vanish before one's eyes only feet away. This power comes with its close bond to the world since it began, and allows it to leave no tracks or noise as well. This ability is used regularly, if needed, to hide from potential dangers stronger than itself. To spot it requires a *see invisibility* spell, or to be one of the forest-folk as well.

A second aspect of this ability gives the giant the power to travel swiftly through miles of forest, appearing as just a strong wind or breeze in the leaves and grass. The chuhaister can simply teleport in the woods, using the greenery and flora to guide it as it pulls the location toward it faster. This allows the giant to always be close by to save others from the evil denizens in moments.

HEIGHTENED HEARING: Because they live in the forest, they can perceive distant sounds extremely well and identify them in seconds. Their hearing's range is over 50 miles in all directions at once, enabling the chuhaister to perceive any danger that its friends or innocent mortals may be in, allowing for swift action.

UGLY COUNTENANCE: The forest giant is so utterly hideous that it can scare others not expecting to see its face. Those first caught unaware must make an intelligence save or be paralyzed in fear for 1d10 rounds, a fumble means they will flee screaming never looking back until the duration is over.

CIKAVAK

NUMBER: 1
SIZE: Small (1-2 ft.)
HD: 1 (d4)
AC: 14
SAVES: M
MOVE: 30 ft.
ATTACKS: Peck (d6), Claw (d4)
SPECIAL: Gather

INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 75+1

These strange little bird creatures are only known to be found, or made, by one well-tried procedure. A woman must take an egg from a black hen and none other, and then place it under her arm-pit for forty days. She must fast from grooming and prayer to the gods to make it hatch. Once it does, an unusual black bird, with a pelican-like throat sack, will emerge, that will be completely obedient to its owner.

Little more than a pet, this supernatural bird will cling to its owner's shoulder as a perch and make oddly intelligent-sounding chirps from time to time. Their redeeming factor is found in their special ability (see 'Gather').

COMBAT: Cikavak are not aggressive animals and will not attack another unless its owner is endangered. Otherwise, it will fly to a safe distance and stay out of the battle.

GATHER: This bird is sought for its ability to sense, seek out, and use its throat sack to gather honey from beehives and milk from cattle upon request. It can do this for its master five times a day and will return with enough for them to fill a goblet or drinking horn.



CLARET WRAITH

NUMBER: 1

SIZE: Medium

HD: 13 (d8)

AC: 20 (16)

SAVES: M

MOVE: 30 ft., 20 ft. (fly)

ATTACKS: Wind (3d10)

SPECIAL: Bypass Armor

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 5

XP: 3,000+13

Living near the desolate waterfronts that populate the far reaches of society, the claret wraith lays dormant, awaiting prey, for months at a time. When hungry, the creature appears only as a wispy fog, circling lazily about the water. It will attack without warning, quickly and savagely.

COMBAT: A harsh wind will cut through its intended victim, causing small, deep cuts on any exposed skin. The attack will not only slice the victim with multiple cuts, but will knock the victim to the



ground violently. The sum total of both attacks delivers 3-30 points of damage. The claret wraith will quickly move over its prone victim and begin to absorb the blood as it starts flowing from the multitude of cuts. It will begin to take on a red hue, from where it gets its name. It will continue attacking a single victim, knocking them repeatedly to the ground and cutting any exposed flesh, for 2d4 rounds before it is satiated. If the victim dies before the creature has gotten its fill, it will move to another.

BYPASS ARMOR: A to-hit roll is needed, but all victims--heedless of armor--have a base armor class of 12 when so attacked. This value is raised if any magical armor, shields, rings or other clothing is worn by the victim. For instance, if a victim is wearing plate mail +2 and carries a shield +1, the effective AC would be 15 (12 +2 +1).

Once full, it will move slower (only 20'). Although it is slower than most of its victims after it has fed, it will fly away to its lair. The creature is very intelligent and will attempt to lose anyone following by deception and traps. Close to its lair, the claret wraith has many traps for the unwary follower, most of the deadly variety. If, however, it is successfully followed to its lair, the party will find many corpses and bones, for the claret wraith will always return to its dead victim and cleanup, so as not to alert unsuspecting passersby. If cornered in its lair, it will attack as stated above, but will move from victim to victim as it sees fit, as opposed to feeding over a single victim.

CLOAKER

NUMBER: 1

SIZE: Large

HD: 6 (d8)

AC: 19

SAVES: P

MOVE: 10 ft., 40 ft. (fly)

ATTACKS: Tail Slap (1d6), Bite (1d6)

SPECIAL: Moan, Engulf, Darkvision 60 ft., Shadow Shift

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Aberration

TREASURE: 5

XP: 330+6

Cloakers are nearly indistinguishable from a mundane cloak, but close examination of a cloaker will reveal tiny digits extending from its edge, and piercing red eyes. They are very malleable and are able to shape themselves to look like common cloth. Cloakers lurk in places of perpetual darkness, mainly dungeons, sewers and abandoned buildings in cities or castles. They cling to the ceiling, or hang from walls; they fold themselves into crevices or other holes awaiting victims that they can feast upon. Cloakers seem to enjoy the chaos that accompanies the discovery of their true nature.

Highly intelligent, a cloaker analyzes its environment and its situation before pursuing prey. They usually take up residence near a source of water or in dungeons where they suspect prey may stop for a rest. Cloakers are ravenous creatures, possessing a hunger that is never sated. They will stalk prey if needed, but prefer to lurk in the shadows and spring upon their unsuspecting prey, often when their prey is sleeping.

COMBAT: A cloaker begins combat by emitting a low rumbling moan, trying to lull the target's mind into a state of submission. It then wraps and engulfs the victim's face, suffocating it. If needed, a cloaker can attack with its long, semi-tentacle tail, but the tail is vulnerable, having only 16 hit points.

MOAN: A cloaker can emit a dangerous subsonic moan. By changing the frequency and amplitude, the cloaker can cause one of four effects. Cloakers are immune to these effects. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours.

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UNNERVE: Anyone within 60 feet suffers a -2 penalty on attack and damage rolls. Those that hear the moan for more than 6 consecutive rounds must succeed at a wisdom save or enter a trance, unable to attack or defend themselves until the moaning stops.

FEAR: Anyone within 30 feet must succeed at a wisdom save or become panicked for 2 rounds, suffering from the same effects as the spell *fear*.

NAUSEA: Anyone within 30 feet must succeed at a constitution save or be overcome by nausea and weakness, suffering a reduction of movement by 10 feet, and taking 1d4 hit points of subdual damage.

STUPOR: A single targeted creature within 30 feet of the cloaker must succeed at a constitution save or suffer the same effects as the *hold monster* spell for 5 rounds. Even after a successful save, a target must repeat the save if the cloaker uses this effect again.

ENGULF: A cloaker can try to wrap around a medium or smaller creature with its body. The cloaker must successfully strike, and the opponent must fail a dexterity save. If the cloaker is successful, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

SHADOW SHIFT: Cloakers are masters of shadows, and can manipulate them to give itself the illusory qualities of *mirror image* (1d4 images). However, cloakers are vulnerable to the *light* spell, and if this spell is cast at one, it renders the use of this ability impossible.

CLUBNEK

NUMBER: 1-4

SIZE: Medium (5 ft.)

HD: 2 (d8)

AC: 12

SAVES: P

MOVE: 40 ft., (60 ft. burst)

ATTACKS: Bite (1d6), Claw (1d4)

SPECIAL: Nil

The clubnek is a large, ostrich-like bird that lives on the open, grassy plains that dominate the land. Normally docile and non-threatening, the creatures will attack if they feel threatened or approached in a hostile manner. Their flesh is considered quite tasty by natives that live near them, and they are hunted by those that enjoy making them a meal.

The creature's beak is somewhat different than other avians in the sense that it is deeply orange, very sharp and extremely hard.

COMBAT: The clubnek attacks with its bite for 1d6 damage and one claw attack for 1d4. The creature can run at top speed of 60' in short bursts and may use this ability to assist others of its kind or to flee, or both. If a village or tribe of natives is nearby, they will pay up to 10gp for a full-grown, dead clubnek.



COCKATRICE

NUMBER: 1-6

SIZE: Small

HD: 5 (d10)

AC: 14

SAVES: P

MOVE: 20 ft., 60 ft. (fly)

ATTACKS: Bite (1d3)

SPECIAL: Petrification, Darkvision 60 ft., Twilight Vision

Cockatrices are large bird-like creatures, vaguely resembling vultures or buzzards. They have lean, muscular bodies carpeted in thin, gangly feathers. Their feathers are foul and always falling out, leaving patches of their serpentine skin exposed. Their necks are long and their beak wickedly curved. They have a long serpentine tail ending in a full array of multicolored feathers. Though they have wings, they cannot fly in the traditional sense, but use them to leap long distances of up to 50 feet. They prefer to eat rotten meat more than anything else, and for this reason they are foul-smelling creatures.



A cockatrice's bite is not powerful, but it is deadly. A wound from the beast's bite becomes instantly infected, causing flesh to transform to stone. Cockatrices are immune to their own petrification attack. These creatures tend to roam across open plains, and gather in small flocks.

COMBAT: Cockatrices are not interested in combat, as they prefer to be left alone. However, if cornered or threatened, a cockatrice will bite whatever gets in its way.

PETRIFICATION: The bite of a Cockatrice causes its victim to turn to stone. Those bitten must succeed at a strength save to avoid being turned to stone.

COFFER CORPSE

NUMBER: 1

SIZE: Medium

HD: 2 (d8)

AC: 12

SAVES: P

MOVE: 10 ft.

ATTACKS: Hand (1d6) or By weapon

SPECIAL: Choke Attack, Weapon Immunity

Appearing as a normal zombie, the coffer corpse is a horrifying creature that is more than it appears. Having the shambling gait, the rotted clothes and the putrid smell inherent to all zombies, anyone attacking it will think this is the case. The differences are few, but important.

COMBAT: As its first order of business, the coffer corpse will attempt to grasp the throat of a victim. Often times, the coffer corpse will carry a sword, but it will rarely use it in combat. If, however, the sword is magical, the coffer corpse will favor this over his choke attack. If a coffer corpse is the target of a cleric turn undead ability, the cleric in question makes his wisdom roll at a -2.

CHOKE ATTACK: Once a successful hit is achieved, the undead's hand will lock onto the throat and will not release. Each round, the

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 5

XP: 160+5

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 3

XP: 25+2



victim will take 1d6 damage from being choked, no attack roll needed. Spell casting is impossible during this attack.

WEAPON IMMUNITY: The creature can only be struck with magic weapons, but it appears that normal weapons will harm it. Once it has taken eight points of damage it will fall to the ground, seemingly slain. After two rounds, the creature will stand back up and continue its fight. All that witness this resurrection must make a wisdom check or be struck with *fear* as per the spell. Each round this happens, the party gains a cumulative +1 to all rolls. It will choose a new victim each time it stands.

COOSHEE

NUMBER: 1 - 4

SIZE: Medium

HD: 3 (d8)

AC: 15

SAVES: P

MOVE: 40 ft. (50 ft. sprint)

ATTACKS: Bite (2d4)

SPECIAL: Trip, Conceal

INT: Low

ALIGNMENT: Neutral (Good)

TYPE: Beast

TREASURE: N/A

XP: 40+3

The cooshee is a breed of dog found only in the confines of elven society. Like their masters, the cooshee are patient, deliberate creatures with little worry. They will hunt prey for hours, even days at times, for they enjoy the hunt more than the meal. They seem to have an almost cognizant understanding of the world around them and make excellent companions for the serene elves of the forest. Cooshee understand the elven tongue and will not hesitate to obey an order given them by their master. Cooshee are tall, regal dogs with a rigid back, a furry tail, and a thick neck. They look very much like an akita, except for the coloration.

Cooshee rarely bark, but when they do, it is solely for warning of its master or family. The bark is unique to the cooshee and can be heard for a mile. When moving in a straight line, as in a chase, the cooshee can move 50'. They can maintain this speed for 5 turns.

COMBAT: When combat starts, they will first attempt to knock an opponent off its feet. The target of this attack must make a dexterity check or fall prone. Once prone, the cooshee will attack, gaining all benefits from a creature in this position. It will attack with its viscous bite, delivering 2d4 points of damage. It will fight to the death when protecting its master or its home.

CONCEAL: Cooshee are a dull green color, streaked with shades of brown. Using this natural camouflage, they are near undetectable in nature surroundings (conceal as a 5th level ranger).



COUATL

NUMBER: 1

SIZE: Large

HD: 9 (d8)

AC: 21

SAVES: M, P

MOVE: 20 ft., 60 ft. (fly)

ATTACKS: Bite (1d3), Constriction (2d8)

SPECIAL: Constrict, Poison, Spell-like Abilities, Spells, Darkvision 60 ft., Ethereal Jaunt, Telepathy 90 ft.

INT: Superior

ALIGNMENT: Lawful Good

TYPE: Extraplanar

TREASURE: 8

XP: 1,800+9

Couatl are winged, flying serpents rarely encountered anywhere but warm jungles or the ethereal plane. Mortal races dwelling in their homelands often relegate them to semi-divine status. Couatl are aloof and often uninterested in the mortal world.

COMBAT: A couatl rarely engages in combat, having a wide variety of spells to either escape or alter the situation. If forced into a confrontation, a couatl is a dangerous foe. They begin combat by unleashing a magical barrage and then join melee directly with constriction and their poisonous bite.

CONSTRICT: When a couatl strikes with its bite it automatically wraps its long body around an opponent. The victim must make a successful strength save to avoid a constricting hold. On the round immediately following the use of this ability, the victim suffers the effects of the constriction automatically. A new save is allowed to escape the creature's clutches every round. A couatl constricts its victim for 2d8 points of crushing damage per round. Breaking free requires a successful strength check against challenge level 9.

POISON: A victim bitten by a couatl must succeed at a constitution save or die in 4 minutes, as a lethal toxin is injected directly into the nervous system.

ETHEREAL JAUNT: As per the spell, the couatl is able to enter and exit the ethereal plane at will, once per round.

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SPELL-LIKE ABILITIES: Couatl can mimic the following spells at will: *comprehend languages* (3/day), *dancing lights* (2/day), *polymorph self*, *nondetection* (1/day), *teleport* (1/day). These effects are as a ninth level wizard.

SPELLS: Couatl are accomplished spellcasters, possessing the abilities of either a 7th level cleric or a 5th level wizard; a rare few actually possess the abilities of both classes. For spellcasting purposes, couatl have intelligence of 17 and wisdom of 18 and thus earn bonus cleric and wizard spells.

CRAB, GIANT

NUMBER: 2-8

SIZE: Large

HD: 3 (d8)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (2d6)

SPECIAL: Rip

Giant crabs, like their smaller cousins, live in shallow waters near the coastline. They are known to bury themselves in sand or under rocks, with their eyestalks extending upwards, viewing the landscape and awaiting prey. Once they feel confident in attacking, they will reveal themselves and use their two huge claws to strike their victim.

COMBAT: Each claw strikes for 2d6 damage. If both claws are used against the same victim, and both successfully strike, the victim is caught in both claws.

RIP: The monstrosity will attempt to use its considerable strength and vice-like grip to rip its victim apart. Any victim held in both claws is allowed a strength check to attempt to break free. Failure means they are held tight. If this is the case, the victim will be ripped apart

and killed immediately. Before any resurrection is possible, the two separated body parts must somehow be joined back together.

CRABMAN

NUMBER: 2-12

SIZE: Medium

HD: 3 (d8)

AC: 16

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (1d6)

SPECIAL: N/A

INT: Average

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 4

XP: 20+3

Crabmen, as their name would imply, are man-shaped crab creatures that live in and near saltwater bodies of water. Each creature is roughly six feet tall when fully grown. They are a mottled red to pink in color. Females are smaller than males and have a dull skin coloration.

Tribes usually number around twenty to thirty, but only half that are fighting males. Females fight at half hit die and half damage as males. Young do not engage in hostilities.

Crabmen like to make their homes in caverns that lie in close proximity to oceans and seas. They enjoy spending time in water, swimming, hunting and relaxing, but must breathe air at least once an hour, for a few minutes, to survive. Some crabmen colonies have been found underwater, in tunnels or caverns with pockets of air.

Crabmen are secretive creatures that try and stay hidden from others. They will only attack quite viciously if their homes are intruded upon. Their exoskeleton is tough and hard to penetrate, thus the relatively high armor class. Many creatures, even some humans, find the soft flesh underneath the hard, chitinous shell, to be quite delicious.

COMBAT: The crabmen attack with their pincers, not unlike crabs do. Each snap of the pincer does 1d6 damage.



CROCODILE (ALLIGATOR)

NUMBER: 4-36
SIZE: Medium
HD: 3-8 (d8)
AC: 15
SAVES: P
MOVE: 20 ft., 30 ft. (swim)
ATTACKS: Bite (2d4), Tail Slap (1d12)
SPECIAL: Roll, Twilight Vision

INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 2 (nest only)
XP: 30+3



Crocodiles dwell in swamps, marshes or river banks, and along ocean shores, often gathering in groups of 4 to 36. They are stealthy and hunt almost any prey. They live in large communities and tend to feed together. They are particularly stealthy.

If one attacks a target, it is shortly joined by any others in the area. Alligators typically measure 8 to 15 feet in length and weigh 500 to 1,200 lbs.; crocodiles are slightly larger, and measure from 10 to 20 feet and weigh 1,000 to 2,000 lbs.

At times, monstrous crocodiles and alligators are encountered, measuring up to 30 feet and weighing 2 tons. These creatures are always large, have 7 (d8) hit dice, an armor class of 17, and bite for 2d8 points of damage.

COMBAT: Crocodiles stalk their prey by approaching slowly under water. They blend perfectly with their environment and almost always surprise an opponent. They attack with a sudden lunge, grab their victims, pull them into the water and attempt to drown them.

HIDE: When submerged it is difficult to detect them. Doing so requires a successful spot check (CL 13, this includes their hit dice).

ROLL: After a successful bite attack, the victim must succeed at a strength save or be dragged underwater and held by the crocodile. The crocodile spins itself and the prey in a barrel roll as they sink together, making escape difficult. On subsequent rounds, the reptile deals bite damage to the victim automatically. The victim is incapacitated in 2-5 rounds unless the crocodile is slain. This ability may only be used in water, and only against an opponent up to double the size of the crocodile.

CRYPT THING

NUMBER: 1
SIZE: Medium
HD: 6 (d8)
AC: 17
SAVES: P
MOVE: 30 ft.
ATTACKS: 1 Claw (1d10)
SPECIAL: Immunity (Weapon, +1), Teleport

INT: High
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: 4
XP: 270+6

Crypt things are solitary, lonely creatures that never leave their lair. Normally found in desolate, forgotten places, the crypt thing wants nothing more than to be left alone. Legends abound that crypt things were once great sages, destined to live out eternity in a constant thirst for knowledge. Interruptions are the bane of their existence.

COMBAT: If forced into combat, the crypt thing will use its bony hand to claw its victim. The cold, jagged touch of the claw will inflict 1d10 points of damage. For their own reasons, they will only use one hand when attacking.

TELEPORT: If anyone enters the lair of a crypt thing uninvited (and no one is ever invited), the crypt thing will use its uncanny ability to teleport the victim(s) a great distance away. Victims of the teleport are allowed a wisdom save, with a CL of 10. Those succeeding may speak with the crypt thing, attempt to fight it, or simply leave. Those failing are teleported up to five miles from the creature's lair (the CK will have to make the decision based on numerous factors unique to his game). The crypt thing will know the exact location of every victim it has teleported, but will only reveal the location for some great piece of



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literature, esoteric grimoire, or rare book. Oftentimes, the crypt thing will name the exact object he desires and will only bargain when it is given to him, possibly sending the party on a quest solely to locate this bargaining chip.

WEAPON IMMUNITY: Only magical weapons can harm a crypt thing.

CRYSMAL

NUMBER: 1-4

SIZE: Small (4 ft.)

HD: 6 (d10)

AC: 20

SAVES: P

MOVE: 20 ft.

ATTACKS: 1 Appendage (3d4)

SPECIAL: Missile fire

INT: High

ALIGNMENT: Neutral

TYPE: Extraplanar

TREASURE: 9 (Gems only)

XP: 150+6



Native to the elemental plane of earth, crysmals will sometimes venture to our plane in search of foreign delicacies. When here, they are found far below ground, feeding upon the minerals inherent to this plane. Crysmals are ornery and unpleasant little creatures and will attack creatures that greatly outnumber them or are obviously superior to them. They appear to be a conglomeration of crystals and jagged rock, formed together as a living creature. They vaguely resemble spiders or scorpions.

COMBAT: In combat, the crysmal will extend one of its rocky appendages outward and strike. Due to the swiftness of the attack, and the jagged edges of the limb, the strike will impart 3d4 points of damage. The body of the crysmal is made entirely of stone, lending a high armor class of 20 to the creature. Furthermore, anyone attacking using slashing or piercing weapons strike at a -4 to hit, as some blows will simply glance off. Blunt weapons, however, hit as normal and do an additional 1d4 damage.

MISSILE FIRE: If attacked from a distance, the crysmal is capable of flinging pieces of itself at targets up to 30' away with deadly accuracy. Each such missile does 1d4 points of damage. The crysmal will only attack with this missile fire for three rounds before closing to attack, as it is literally breaking itself apart when it attacks in this way.

When slain, the crysmal will shatter into hundreds of pieces. Amid the rubble, one can find a variety of gems the creature had feasted on prior to the battle.

CYCLOPES

NUMBER: 1-3

SIZE: Large (10 ft.)

HD: 9 (d8)

AC: 17

SAVES: P

MOVE: 60 ft.

ATTACKS: 2 Fist (4d6), Club (5d8)

SPECIAL: Rock Throwing, Twilight Vision

INT: Low

ALIGNMENT: Chaotic Neutral/ Evil

TYPE: Giant

TREASURE: 5

XP: 600+9

In one Hellenic source they are the sons of Ouranos and Gaia, while in another the sons of Poseidon, but in both they are brutish and violent. It is Hesiod however that displays their more intelligent side as they emerge with character and names, Arges, Steropes and Brontes and aid the three brothers of Cronus against their terrible father by giving them each their unique divine items: Zeus his lightning bolt, Poseidon his trident and Hades his invisibility helmet. Between Hesiod and Homer, the Cyclopes run the spectrum of divine smiths to dim-witted.

In the cosmic scheme of things, the Cyclopes are on the side of the Gods more than the Titans, even though many were cast into Tartarus. They serve the gods more often in the myths and never appear to aid their enemies, but they are also not fond of humanity either, finding them a nuisance and edible. There was a hint that the Cyclopes were worshipped as divine at one time, seen as gods, before the coming of the family of Zeus, but have since fallen into a secondary station in life. According to the writings of Euripides, they were all slain by an angry Apollo for Asclepius' murder by Zeus and their souls cast into Hades. Many however seen this as a poetic and artistic stretch of imagination, as most believe in the existence of them.

As with their cousins, the Arimaspi, they are best avoided unless they are needed for some greater cause. Cyclopi are usually themselves serving some mighty and divine Master already, rarely free and alone in seclusion.



Since the War of the Gods and Titans, the Cyclopi that remain in the world are still to be found as the story of the Odyssey reveals.

COMBAT: Extremely violent, the Cyclopes is identical to other giant-like beings. They will use their size and strength to their advantage against their usually smaller foes. Few can resist their might for long in a prolonged battle, but they are not known for tactics and can be easily outsmarted.

ROCK THROWING: Just as Polyphemus hurled boulders in rage at Odysseus' ships from the shore as he left, so can the Cyclopes to other beings. They can fling massive rocks over 330 ft. on a successful attack and inflict 10d8 damage to everyone in the radius of the boulder.

CYCLOPS, LESSER

NUMBER: 1-4
SIZE: Large (7 ½ ft.)
HD: 5 (d10)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: N/A

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 4
XP: 80+5

Lesser cyclops are solitary creatures that live in caves or in the shadows of mountains. They rarely interact with other races except to enslave or kill them. When a lesser cyclops lair is discovered, there is a 50% chance that slaves will be found. They will always be a weaker race of creatures (i.e. goblins, kobolds, gnomes, humans). The lesser cyclops will work them until death, at which point they will eat them. Lesser cyclops will attack intruders without warning.

The lair of a lesser cyclops is filthy and foul. Once they feed upon dead slaves, they carelessly throw bones about, where they are left. Slaves in their society are tasked with cooking, entertainment and sport. Lesser cyclops will force creatures to kill one another as they watch. They find this highly amusing.

COMBAT: Lesser cyclops are handicapped with a -2 to hit due to poor depth perception. They do, however, make up for this with a +2 to any melee damage done. Lesser cyclops will normally carry great clubs that do 3d6 points of damage and spears they will fling if in ranged combat.

CYNOCEPHALY

NUMBER: 1-15+
SIZE: Medium (5 ft.)
HD: 2 (d8)
AC: 13
SAVES: P
MOVE: 50 ft.
ATTACKS: 2 Claw (1d8), Bite (1d10), By weapon
SPECIAL: Nature Lore

INT: Average
ALIGNMENT: Chaotic Neutral
TREASURE: 4
TYPE: Monstrous Humanoid
XP: 250+2

These dog-headed humanoids inhabit much of the world, in the wild places and sometimes even villages and even cities of their own. Their human-like bodies are where the humanity ends however as they communicate by barking, growls and other canine means and are fierce by nature.

The Cynocephaly are secretive and yet possess great knowledge of the natural world, and if one could communicate as hounds and wolves do, their occult wisdom would be revealed.

Travelers have spoken of them wearing the skins of animals as clothes, and living as hunters. Few organized communities were mentioned, but there were hints that these Cynocephaly may have armies as myths and even some historical sources speak of battles being fought against their forces in Antiquity.

COMBAT: They enter combat with the combined ferocity of men and angry hounds, using weapons, fangs and claws both and employing pure savagery. If rumors are true about them, they can organize into large scale strategic units even, possibly using mounted cavalry.

NATURE LORE: They possess nature lore as a 10th level druid.

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DAKON

NUMBER: 5-20
SIZE: Medium
HD: 2 (d8)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Claws (1d10)
SPECIAL: N/A

INT: Average
ALIGNMENT: Lawful Neutral
TYPE: Humanoid
TREASURE: 2
XP: 10+2

The dakon are a race of intelligent ape creatures that can be found exclusively in jungle terrain. They look very much like gorillas, but they are smaller, only growing to five feet tall. Their hands end in long, brutal-looking claws and are not the fingers common to apes. Their fur is lighter than gorillas, ranging from sandy to dark brown. They have green eyes that give a hint to their human intelligence. They speak



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their own language, but most dakon have a rudimentary understanding of the common tongue. If approached with friendship, the dakon will respond in kind. They will allow those they deem friendly a place to rest and possibly food and water. The dakon are not foolish, however, and their new guests will be watched continuously while in their camp. They are herbivores and enjoy berries above all other foods.

The dakon society is decidedly matriarchal. The females of the tribe are the rulers, the men are the warriors. The eldest female in the tribe is the voice of the tribe and no one ever disagrees with her. She is normally wise and fair, traits her tribe hold dear. Anyone entering a dakon camp must meet with her, as she is the final arbitrator on all things. If she, and by extension the tribe, are treated with respect, they will offer one of their own to accompany the group if they so desire. Having a dakon guide in the thick, untamed wilds of the jungle is indeed quite an asset.

The camp of the dakon will normally number about fifty. 40% will be males, 40% females and 20% young. Their homes are crude lean-tos normally, but the more intelligent will fashion crude huts. Dakon are monogamous and mate for life. If the eldest female is still married, her husband is regarded as the tribe 'war lord', although the title is ceremonial at best, as the eldest of the tribe rarely do battle. Dakon enjoy music and will press anyone in the party with a musical instrument to perform for them. Dakon cannot sing and will be entranced by a beautiful voice. Bards are held in high esteem by the dakon, and if one happens to be in the party (and is not rude or mean to the tribe), they will gladly accompany him, and by extension the party, to battle if need be.

COMBAT: If pressed into combat, the dakon will attack with their claws only. Each successful swipe inflicts 1d10 damage. The females will never be involved in battle and will retreat to the relative safety of their homes. If females are ever attacked, all males gain +2 to all attack rolls as they become enraged.

DAMUELJACK

NUMBER: 1-2

SIZE: Large

HD: 6 (d8)

AC: 20

SAVES: P

MOVE: 10 ft.

ATTACKS: Pseudopod (1d6)

SPECIAL: N/A

INT: Animal

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: N/A

XP: 120+6

The damueljack is a creature found exclusively in caverns. They eat the rock that makes up caverns and will always be found in a tunnel of their own making. They are amorphous, but usually are shaped in a cylindrical form, almost snake-like. When at rest, they usually take the shape of a ball. Sometimes, they flatten themselves out so they can consume more rock. Regardless, their size is medium. They are gray in color and have a large opening at their front that they eat with. The damueljack can eat 10' a week. They are always solitary.

The creature cannot consume anything but stone, and will move to avoid metals or gems. The tunnels it makes are therefore random and meandering. They will also move around other non-stone items, including other creatures and plants.

They seem to regard humans and demi-humans as nothing more than an obstacle and will move to avoid them. The creature has an intense hatred for anything not itself and will attack without provocation.

The damueljack female will lay her eggs but once before dying. The eggs look amazingly like normal rocks and are indistinguishable except by wizened miners, dwarves for instance (though not all dwarves; only those actively involved in mining at some point in their lives). Even then, most just consider the rock odd or curious due to its weight, texture and general appearance. Those that have a history in mining may attempt an intelligence check (CL 8). If they succeed, they have heard of the damueljacks and deduce this may be an egg. Miners, especially the commercial variety, will pay up to 500gp for a damueljack egg.

COMBAT: If attacked, the damueljack will take one round to form into a tight ball. After this, it will extend a pseudopod and attack for 1d6 damage. If left alone, it will not pursue, but rather stay in its defensive ball for 1d4 hours before continuing its feeding.

DARK CREEPER

NUMBER: 1

SIZE: Small (4 ft.)

HD: 1 (d10)

AC: 20 (See Below)

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Darkness, Rogue Skills

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Humanoid

TREASURE: 5

XP: 11+1

Dark creepers are small, solitary creatures that live in the perpetual darkness of the deep underground. While normally encountered alone, there are large, subterranean cities where clans of dark creepers live hidden deep in the tunnels beneath the earth. No one has ever deciphered their strange, whispery tongue. All dark creepers dress in layers of thick cloth that hide their skin and faces. Normally, only the eyes can be seen.



COMBAT: If forced into melee combat, the creeper will use its sword (1d6) or dagger (1d4) to attack. The creeper will prefer to fight those opponents that can cast spells, for they fear them most.

DARKNESS: If any light is brought into their domain, the dark creeper will use its darkness power to extinguish all forms of light. Torches, lanterns, and magical light (including magic swords) will flicker out and cannot be started again for 1d4 hours. During this time, even darkvision is obscured. For gaming purposes, this ability is as cast by a 6th level wizard. While the group of interlopers are plunged into darkness, the dark creeper will begin its task of destroying all things that can be used for light sources. Flasks of oil will be spilled, lanterns will be smashed and torches will be destroyed. Any magic weapons that project light will be taken. Victims of this robbery are allowed to fight back, but assume anyone attacking in the magical darkness is essentially blind. The dark creeper, however, sees quite clearly and will use this to his advantage.

If stronger magics than the dark creeper's are employed, and light is regained, the creature will fight at a -4 on all attack rolls and has an effective armor class of 13. While rolling for magic items, the CK should be aware of the dark creepers love of magic swords and daggers. Dark creepers will commonly (75%) have a magic dagger or sword in their possession with which they fight. If they do not have a magic weapon, they carry a silver short sword.

ROGUE SKILLS: Each dark creeper has the abilities of a 4th level rogue any time they are in complete darkness.

DARKMANTLE

NUMBER: 1-12
SIZE: Small
HD: 1 (d10)
AC: 17
SAVES: P
MOVE: 20 ft., 30 ft. (fly)
ATTACKS: Bite (2d4), Constriction (1d4)
SPECIAL: Darkness, Improved Grab, Constrict, Blindsight 90 ft.

INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 1
XP: 11+1

A darkmantle is an aggressive subterranean predator that vaguely resembles an octopus. They have eight long tentacles that are attached to each other by a thin membrane, and adorned with tiny thorn-like claws used to grasp prey. Darkmantles fall upon their quarry from above, wrapping their folds around the victim's head, and attack with the beak, which is located at the root of the tentacles. The beak is small, but strong enough to crush bone. If alone, darkmantles gravitate towards individual or small prey, but if clustered in a group, they will not hesitate to attack almost anything.

Darkmantles grasp the ceilings of cavernous rooms and passages, hanging perpendicular to the ground. To the unwary they may appear as stalactites. They are practically invisible when pressed against a stony background, and they use this camouflage to their advantage. Normally found in packs, darkmantles congregate in groups of up to 12 in size.

COMBAT: A darkmantle engages an enemy by dropping on it, and locking its tentacles to the enemy's head. If the darkmantle misses, it slowly flies back up to the ceiling to try again. Darkmantles rarely fly except to reposition for attacking.

DARKNESS: Once per day, a darkmantle is able to generate an effect identical to the spell *darkness*. Darkmantles often use this ability prior to engaging an enemy in battle.

IMPROVED GRAB: When a darkmantle strikes with its tentacles, it wraps them around the victim's face and head. The victim must make a successful strength save to escape the constricting hold. Damage due to constriction begins to accrue on the following round. The victim can attempt to break free of the hold every round by making additional strength saves. A creature held in a darkmantle's grasp is effectively blinded, and sounds are very muted. Victims wearing large, full helmets can dislodge the darkmantle automatically by removing the helmet.

CONSTRICT: A creature suffering from constriction automatically suffers 1d4 hit points of damage each round.

BLINDSIGHT: A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet, even within its own darkness. A *silence* spell negates this ability and effectively blinds the darkmantle.

DARK STALKER

NUMBER: 1
SIZE: Medium (6 ft.)
HD: 2 (d10)
AC: 21
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Darkness, Initiative, Teleport, Dying Attack

INT: Superior
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 5
XP: 32+2

The mysterious rulers of the dark creepers, these creatures are so rarely seen that many consider them a legend. Looking nothing like their underlings, dark stalkers are tall, thin and regal. They are always seen



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wearing black, silk robes that cover the face and wield magic short swords at all times. Like the dark creepers they lord over, the dark stalkers have a hatred for light and will use one of the dark creepers to extinguish any they find.

Once a year, the dark stalkers will leave their underground lairs and venture topside. They are always alone when they do this and will only venture out at night. With a blink of an eye, they can instantly teleport to their deep lairs, and will do so if ever confronted. What they do exactly, no one is sure since they never talk about it and none have been interrogated due to the teleport ability that whisks them away if danger is afoot.

COMBAT: If forced into combat, the dark stalker attacks with his magic short sword (1d6). His fighting prowess is based upon finesse and agility, as opposed to brute strength.

DARKNESS: Like dark creepers, dark stalkers are able to cast an area in their homes into complete and utter darkness, where no light can survive. Assume this ability is cast as a 10th level wizard. When in this darkness, the dark stalker will leave any group, but not before whispering a liturgy amongst them. What the words mean, no one knows, nor does any know why the dark stalker performs such a ritual. The whispering seems to come from everywhere, so it is impossible for those creatures in the darkness to know where it comes from. As quick as silk, the dark stalker is gone.

INITIATIVE: Dark stalkers will always win any initiative when in its dark lair.

TELEPORT: If they feel threatened, they will use their teleport ability to escape.

DYING ATTACK: If fought in their home, where escape is impossible, they will fight to the death. If slain, they explode in a 6d6 fireball. Nothing will remain of the dark stalker after this explosion.

DEATH DOG

NUMBER: 5-20

SIZE: Medium

HD: 2 (d8)

AC: 13

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Bites (1d10)

SPECIAL: Darkvision 60 ft., Trip

INT: Animal

ALIGNMENT: Neutral (Evil)

TYPE: Beast

TREASURE: N/A

XP: 15+2

Death dogs are great, two headed hounds resembling a rottweiler in size and build. They roam in packs across open plains, searching for prey. They are omnivorous, but prefer freshly killed meat. They normally subsist on small vermin, but are not adverse in taking down larger prey.

COMBAT: Death dogs attack in packs and are rarely found alone. They will attempt to swarm a single opponent (or two if the pack is large) and continue their attacks until their prey has fallen. Due to their dual heads, it is difficult to attack with their claws. But they make up for this with two savage bites, each inflicting 1d10 damage on each successful hit.

TRIP: The death dog will initially attempt to trip their opponent. On a successful hit against a base armor class of 12 (modified by dexterity), their opponent has been knocked to the ground. They may attempt a dexterity check to avoid this. Anyone on the ground will attack last in each round they are prone and will suffer a -1 to attack rolls.



DEATH KNIGHT

NUMBER: 1

SIZE: Medium

HD: 9 (d10)

AC: 20

SAVES: M, P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Spell-like Abilities, Turn, Dying Attack

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 6

XP: 2,900+9

All things malevolent and evil in this world come together in the heart of the death knight. Once loyal paladins, they were raised back into life by demonic forces to unleash mayhem on an unsuspecting world. Thankfully, very few of these creatures are known to exist. Some sages set the number at a dozen, but many whisper that number is much greater.

COMBAT: By use of its innate ability detect good, a death knight will always attack an opponent of this alignment. If a paladin is present, this will be the death knight's prime target. If none are present, the death knight will attack any good aligned cleric. Whoever is attacked, the death knight will fight with a discipline known to very few. His strikes are calculated, his defenses keen. Due to its great strength, all damage is increased by +2. As it attacks, the death knight will whisper, in common, to its victim, goading them with foul deeds it has committed.

The death knight dresses in regal plate mail and wields a great two-handed sword. This sword is always magical, usually of the +2 variant. Rarely (10%), a death knight will be found with what is colloquially known as an "unholy avenger", a two-handed sword that exactly

replicates the paladin blade, holy avenger, albeit with evil substituting for good and vice versa. Death knights are sometimes (50%) accompanied by a nightmare steed. When so accompanied, the death knight will attack mounted if it presents a better tactical advantage. If he dismounts, the nightmare will fight at his side.

SPELL-LIKE ABILITIES: The death knight constantly generates *fear* (as per the spell) and protection from good. It has an innate ability to *detect magic*, *detect invisibility* and *detect good*. The death knight can, once per day, cast any of the *symbol* spells and *mass harm*. These are cast as a 10th level cleric.

TURN: Good aligned clerics of 5th level or lower can be turned by the death knight. Death knights themselves are subject to a cleric's turn undead ability, albeit with a -3 penalty to all rolls.

DYING ATTACK: If slain in combat, the death knight dissolves into a wisp of oily gray smoke. All creatures within 10' of this cloud must make a constitution check or suffer 2d10 points of damage.

DEMILICH

NUMBER: 1

SIZE: Medium

HD: 10 (d8)

AC: 20

SAVES: M, P

MOVE: 20 ft.

ATTACKS: See Below

SPECIAL: Energy Drain, Respawn, Spell Resistance, Death Attack, Drain Souls

Once a lich has outlived its physical form (which takes many centuries), its spirit will release from its frail body and enter into the ethereal and astral planes. It will always and forever have a connection with the remains it has left behind and will guard them for eternity. Anyone unlucky enough to find the final resting place of a lich will find only a small pile of dust, possibly a few bones and a broken skull. If anyone approaches within 20' of the skull, the dust will gather into a loose column and spin wildly about the old bones.



COMBAT: The initial dust form, will attack by swirling about its intended victim, effectively touching them with its essence. This will cause 1d4 damage in the form of a bitter, cold wind. The second form the demilich takes will attack with its 'fists'. Each of these attacks, for it gets two in this form, impart 1d4 points of chill damage.

RESPAWN: If the initial dust form takes damage equal to the demilich's hit points, it will crumble and fall to the ground, apparently slain. After two rounds, it will rise again, this time with a much more substantial form, looking eerily like a human. As before, this incarnation of the demilich will crumble and fall if it receives damage equal to the demilich's hit points.

ENERGY DRAIN: Living creatures struck by either of the first two forms will lose one level.

DEATH ATTACK: After both of these forms have been dealt with, the lich that had previously inhabited these bones will return, residing in the skull left behind. If the skull is so much as touched, a low,

mournful moan will issue from within it. All that hear must make an intelligence check or be instantly slain.

DRAIN SOULS: If, after 1 turn, there are still living creatures in its domain, the demilich will issue a bolt of green light from the eyes of the skull, striking a single party member. The unfortunate victim will have its soul drained and imprisoned inside of the skull. This effect is absolute and without fail, as there is no save possible. The demilich will continue to drain souls until it can no longer house them. A demilich can house up to six souls in the skull. The CK should note how many souls, if any, are already imprisoned when the demilich is encountered. The demilich will always target good aligned clerics above all others and will always target any good-aligned creatures over those with neutral or evil alignments.

The demilich, once it has used its dust forms, is vulnerable to actually being slain, as much as it can be. If the skull takes damage equal to the demilich's hit points, it will shatter, releasing all trapped souls. The demilich, having no corporeal body in which to dwell, will be forced out of the skull and into the outer planes where it will forever wander, never again entering its home realm. The skull has an armor class of 20 and a spell resistance of 10. During this combat phase, the demilich will drain souls as long as it can. Once it is full of souls, it will use the green light to inflict 2d6 damage instead of draining souls.

When the skull is destroyed and the demilich is banished, any souls inside will be set free. A soul will automatically be drawn to its original body first. If there are souls released that do not have a body to inhabit, they will seek any empty body in which to live. If there were souls trapped before the party enters, these souls will try to enter the empty bodies of the most recent victims of the demilich. When two souls try to inhabit the same body, each must make a wisdom check. The original owner of the body will receive a +3 to his roll. This could mean a victim of the demilich could find his body inhabited by another soul. A soul left without a body (or some suitable host) will slowly begin to fade away. A bodiless soul will essentially die after twelve hours.

DERRO

NUMBER: 2-24

SIZE: Small (4 ft.)

HD: 3 (d6)

AC: 14 or by Armor

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Deepvision, Rogue Skills

INT: High to Genius

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 4

XP: 30+3

The derro are a race of creatures that, thankfully, live far from man, in the deep, dark subterranean realm known as the underworld. There, they consort with the dark elves (see "Elf, Drow") and other nefarious creatures that reside in the depths of the earth. Derro are short, reaching approximately four feet when fully grown. They have very pale skin with bluish hues and blond or white hair. Males grow elaborate mustaches that droop below their chins, while the females decorate their hair with precious gems. All derro have milky white, pupil-less eyes. They wear dark clothing, eschewing metallic armor for leather and exotic weapons for simple short swords. All derro are quite stealthy.

As a race, derro are cruel, malevolent creatures with little regard for life. They keep other creatures, even the occasional drow, as slaves until such time that they become bored with them. When this occurs, they delight in torturing their slaves until they die. This torture is

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usually done very publicly and over the course of days. It is said that the derro do not sleep well at night without tortured screams lulling them to sleep. This torture can take many forms and nothing is taboo.

The derro spend almost all of their life in darkness. Light is an anathema to them and they avoid it at all costs. Anyone having a light source when in the presence of derro makes himself a target. Torchlight, light from a lantern or light from magical weapons merely annoys them, while sunlight or magical light makes them physically ill. Anyone subjected to this form of light will fight at -1 on all rolls, no ability check given. It is rare for a derro to ever experience natural sunlight. To them, a bright sunny day is akin to the Abyss.

Some clans have carved tunnels that lead to the surface. On moonless nights, they ascend these tunnels with the sole purpose of capturing human slaves. These tunnels are always rife with traps of the deadliest kind. If any derro are encountered on the surface, they will fight to the death. Those captured will attempt suicide if not released, rather than seeing the light of day.

Leadership is attained by the strongest and most ruthless. Power and strength are the only things respected by the derro. By human standards, the derro seem insane. If they feel slighted, even by their brethren, a derro will likely attack their foe in a murderous rage, not stopping when their victim has died, but continuing desecrating the corpse. Other derro that witness this see nothing out of the ordinary.

Murder is not a crime in their society; it is a way to cull the weak. Males and females are treated as equals and males do not hold the exclusive rights to murder and mayhem. A female is as likely to be their leader as a male.

Torture is a way of life for the derro and many are put to the rack for various reasons. Those attempting to usurp any leadership position and failing are subjected to extreme torture at the hands of the would-be victims. Not only are the failed usurpers punished, but often times their families as well. Captured outsiders will be tortured individually, while the others of their group are forced to watch, sometimes forced to actively participate in the torture.

COMBAT: In a melee, they attack with short swords. All have high dexterity scores and always get a bonus to armor (which has been accounted for in the standard AC listed). If for any reason they lose this ability, their AC will drop by two points.

ROGUE SKILLS: Derro are stealthy and sneaky. They attack as 6th level Rogues in regards to back attacks, hide and move silently. Being cunning, derro focus on those they feel are the most dangerous. Normally, they will observe their enemies before attacking. They also enjoy separating groups and leading them to trapped areas, of which the derro have plenty.

DEVIL DOG

NUMBER: 4-16

SIZE: Medium

HD: 6 (d8)

AC: 14

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (2d4)

SPECIAL: Bleeding Attack

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 210+6

Devil dogs are wolf-like creatures of human intelligence that are found exclusively in polar regions. They hunt in packs and will always attack humans and demi-humans, for sport as much as food.

All are solid white in appearance and can only be seen at distances greater than 20' by passing a wisdom check (CL 4).

COMBAT: The devil dog will instinctively attack for the throat, knowing it can do the most damage there. Its bite will normally cause 2d4 damage, but if the needed to-hit roll is exceeded by four or more, the attack does an additional 1d4 (for a total of 3d4) and forces the victim to make a constitution check.

BLEEDING ATTACK: Failure means they have taken massive damage to their throat and require immediate attention. In game terms, they are prone and cannot fight and will lose 1d4 hit points per round until healed or dead. Devil dogs will pursue fleeing victims and attempt to attack them from behind. They delight in the fear they cause their victims and may have them believe they have eluded the devil dogs only to attack again once they have slowed their retreat.



DEVOURER

NUMBER: 1

SIZE: Large

HD: 12 (d12)

AC: 24

SAVES: M, P

MOVE: 30 ft.

ATTACKS: Claw (2d6)

SPECIAL: Energy Drain, Trap Essence, Spell-Like Abilities, Darkvision 60 ft., Spell Deflection, SR 10

Lurking on the borders of the ethereal and astral planes, stalking the boundaries where they meet and connect to the mortal planes, devourers are sadistic creatures of bone and sinew, reveling in the destruction of life and the spread of entropy. The beast is large, vaguely humanoid in form, but thin and cadaverous. Its mottled skin is stretched across its bones, and its skull is permanently grinning without mirth. Within the devourer's open rib cage lies the tortured soul of its last victim, slowly being whittled away, as if it were being absorbed into the open wound of the beast's belly. This visage, real or illusory, is complete with attendant echoes of agony and pain.

COMBAT: A devourer is a menace, powerful magically and physically, that is able to strip even hearty opponents of courage with a mere touch. The creature lusts for the chance to slay, maim, and feed.

ENERGY DRAIN: An opponent touched by a devourer must make a constitution save or lose one level of experience.

TRAP ESSENCE: The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attack and make a trap essence attack. This requires a normal attack roll but deals no damage; if the attack is successful, the opponent must make a constitution save to avoid dying outright. The slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *alter reality*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time. The trapped essence provides a devourer with enough power to use five spell-like abilities for each hit die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely.

The trapped essence loses one level for every five times the devourer uses one of its spell-like abilities. When the essence's number of lost levels equals the creature's total hit die or level, the essence is destroyed forever, and irrevocably.

SPELL-LIKE ABILITIES: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough power for 30 to 75 uses). Once per round, a devourer can use one of the following abilities.

Confusion: As the spell as if cast by a 12th level caster.

Control Undead: The creature can command all undead creatures within 50 feet of it to do its bidding. Controlled undead can understand the creature regardless of the language the creature speaks. At the end of this effect, the undead revert to their normal behavior (although intelligent undead will remember that they were controlled).

INT: Superior

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: 10

XP: 5,875+12



Dominant Person: This ability functions identically to the *charm person* spell, however the creature can control the subject at an unlimited range as if the subject were an automaton. Giving the subject orders is automatically successful, but the subject receives a charisma check to break the effect if forced to take actions it wouldn't ordinarily do. Self-destructive orders are not followed.

Ghoul Touch: Any living creature, other than an elf, that is clawed or bitten by a devourer must make a strength save or be paralyzed. This paralysis lasts 1d4+1 minutes, or a *remove curse* or *remove paralysis* spell is cast upon the victim. Elves are immune to paralysis.

Summon Planar Ally: As the spell as if cast by a 12th level caster.

Spectral Hand: This ghostly, glowing hand moves as the creature desires, allowing it to deliver low-level, touch range spells at a distance. Any touch range spell of 4th level or lower that is cast can be delivered by this ability. Using the hand counts as an attack. If the hand travels more than 150 feet away from the creature, delivers a spell successfully, or goes out of the creature's sight, the hand returns to the creature and hovers. The hand cannot be harmed by normal weapons, but can only take 4 hit points of damage before dissipating.

SPELL DEFLECTION: The trapped essence provides a measure of magical protection for the devourer. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *confusion*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects, like *banishment*, might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

DINOSAUR, TRICERATOPS

NUMBER: 1-10

SIZE: Large

HD: 16 (d8)

AC: 18

SAVES: P

MOVE: 30 ft.

ATTACKS: 3 Horns (1d12)

SPECIAL: Powerful Charge, Trample, Twilight Vision

A triceratops is a large dinosaur with a bony crown, having three protruding horns: two of equal size, and a central, larger horn. They live in open and spacious temperate areas, and eat ferns and other vegetation. They are non-aggressive herd animals.

COMBAT: An angry triceratops charges into battle with its head lowered, using its horns as lances.

POWERFUL CHARGE: When it charges, a triceratops deals triple damage with all of three of its horn attacks.

TRAMPLE: A triceratops can flatten anything smaller than itself that gets in its way. Any such victim suffers 6d6 points of damage. A successful dexterity save reduces this damage by one half.

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 9

XP: 6,100+16

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DINOSAUR, TYRANNOSAURUS

NUMBER: 1-4
SIZE: Large
HD: 18 (d8)
AC: 15
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (5d8)
SPECIAL: Swallow Whole, Scent, Twilight Vision

INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 10
XP: 7,900+18

The tyrannosaurus rex is an impressive carnivore, though not particularly intelligent. They are massive, bipedal saurians, growing to as much as 50 feet long and 24 feet high. They can be found in almost any temperate or tropical terrain, but they prefer to roam scrublands where they can use their speed to stalk prey. They have poor hearing, but a keen sense of smell. Their eyesight is poor, but they are able to detect the slightest movement at great distances.

COMBAT: A tyrannosaurus engages its victims by biting them, lifting them, and swallowing them. If this fails, the dinosaur will shake the victim violently, trying to fling it apart.

SWALLOW WHOLE: If a tyrannosaurus is larger than its prey, and rolls a natural 20 on its attack roll when biting, the tyrannosaurus will swallow the victim whole. Digestion begins immediately. Powerful corrosive stomach acids will cause 4d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small-edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

DOG (COYOTE)

NUMBER: 1-20
SIZE: Small
HD: 1 (d8)
AC: 15
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (1d4)
SPECIAL: Tracking 10, Twilight Vision

INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 5+1

Dogs come in a wide variety of breeds, colors and sizes. Wild dogs are generally of larger, stouter, breeds. They socialize in packs numbering from 1-20 individuals. They can be found in any climate and any terrain. They can be aggressive if hungry and have a guarded fear of humans, humanoids or demi-humans.

COMBAT: Dogs and coyotes only attack what they think they can kill. They always attack in groups, with several distracting the prey while others try to pull the quarry down from behind.

TRACKING: Dogs can track as a 10th level ranger.

DIRE CORBY

NUMBER: 1-6
SIZE: Large (8 ft.)
HD: 2 (d8)
AC: 18
SAVES: P
MOVE: 40 ft.
ATTACKS: 2 Claws (1d6), Bite (1d8)
SPECIAL: Squawk

INT: Low to Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 3
XP: 20 + 2

Sages theorize that the race of creatures known as dire corbies were once bird men that flew above the earth and lived among the highest mountain peaks. For reasons unknown, they have lived for centuries now below the earth in the labyrinthine tunnels found there. This change of habitat has taken its toll of the dire corby. Their long, feather wings have all but disappeared, replaced with thick, scaly arms. While they still have a beak, their face has become more human like,



especially in the eyes, that are now wide and unblinking. Dire corbies still walk with an odd, halting gait not unlike birds, but can run very quickly if need be.

COMBAT: Dire corbies fight with a savagery that is frightful to behold. If the creature is successful with both claw attacks (each doing 1d6) against a single enemy, it will draw the victim in and get an additional attack with its beak (doing 1d8). Dire corbies will never lose morale or surrender.

SQUAWK: In combat, they will squawk and chirp in a loud, disconcerting voice. All enemies that can hear this must make an intelligence check or fight with a -2 penalty on all attack rolls.

DISENCHANTER

NUMBER: 1
SIZE: Medium (4 ft. at shoulder)
HD: 5 (d8)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: Kick (1d10)
SPECIAL: Detect Magic, Drain Magic

INT: Average
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: N/A
XP: 200+5

The disenchanter, sometimes called a 'nessu magia', is an odd creature with a horrible ability for many adventurers. It looks like a small horse with thick, blue-gray fur. Its head ends not in a mouth, but a long proboscis like that of an aardvark.

COMBAT: Rarely will a disenchanter partake in combat while not feeding. If they do, they will attempt to kick with their hind legs, preferably while fleeing. Each attack does 1d10 damage.

DETECT MAGIC: The disenchanter feeds on magic essence and can 'smell' it if it is within 100'. The creature has the ability to differentiate between the strength of various magic items, meaning it knows a holy avenger is more fulfilling than a sword +1. When faced with equal access, the disenchanter will attack the most powerful item. If, however, an adventurer carries a powerful magic item in its backpack but fights with a shield +1, the disenchanter will attempt to feed upon the shield, for it is easier to attack.

DRAIN MAGIC: When faced with magic items in its vicinity, the creature will 'attack' with its long proboscis. If a successful attack is gained, the disenchanter has struck the item and will begin feeding. Magic items will lose all power when a number of rounds equal to its bonus has passed (i.e. a sword +2 will last two rounds). For items that do not have a bonus attached (i.e. a *helm of brilliance*), the DM should adjudicate the power of the item based on its XP value and / or monetary value as listed in this tome. No item will last longer than five rounds. Once an item has been drained, it loses all magical properties, becoming a mundane item. The disenchanter will move to the next most desirable item it detects and begin feeding. Its hunger for magic essence is never satiated. Items that are being fed upon by the disenchanter cannot be used in combat, as the strength of the disenchanter is very powerful. If any magic item touches the disenchanter anywhere on its body save its proboscis, it will not be subject to the disenchanting ability. When the disenchanter has lost three quarters of its hit points, it will cease feeding and flee.



DI SMA UNDR JORDI

NUMBER: 1-100+
SIZE: Small
HD: 1 (d4)
AC: 18
SAVES: M
MOVE: 20 ft.
ATTACKS: Spear (1d6), Bow (1d4)
SPECIAL: N/A

INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 1
XP: 50+1

These are minute faery folk that tend to farms and gardens, and often assist those Humans so chosen with theirs as well. The di sma also help take care of the livestock unless they are angered or slighted.

Although incredibly small in scale and unable to harm others physically, the di sma can ruin and cause mischief to those that bother or threaten them. Their society resembles the same as humans, and by all appearances, is the same except for the slight faery touch to their ears, eyes and other features.

The di Sma are non-intrusive and can be barely seen on an average day. They are only concerned with tending to their farms and livestock and feeding their families, and by extension any humans they adopt.

COMBAT: Di sma will use stinging spears and sharp arrows to hurt their enemies if needed. They will become violent using great numbers to overwhelm the larger foes, but otherwise they will sabotage and cause ruin to the possessions, animals and lives of those they target without relenting.

DÖKKÁLFAR

NUMBER: 1-20
SIZE: Medium
HD: 2 (d6)
AC: 12
SAVES: M
MOVE: 50 ft.
ATTACKS: Sword (2d6), Spear (1d10)
SPECIAL: Night vision 150', Making enchanted items, SR 3

INT: Average
ALIGNMENT: Chaotic Neutral/ Evil
TYPE: Fey
TREASURE: 2
XP: 50+2

The Dökkálfar are the 'Dark Elves' in the Nine Worlds in contrast to the Light Elves or Ljósálfar. The Dark Elves are darker than pitch in color and live underground and are master smiths and artisans, but they use their skills to forge items and weapons of malevolence and malice.

They live underground primarily in the world of Svartálfaheimr and create their devious items to unravel the universe. It was among the Dark Elves that Loki went to have the cursed ring Andvaranaut forged that led to Fafnir's transformation and the Nibelungs' predicament.

The Dark Elves are also called Svartálfar ('Black Elves') by others who rarely see or meet them. They are secretive and scheming of the elfin races, not trusted by others. It is said that the black of their skins reflects the black of their souls.

These elves are stealthy by nature and receive a +5 to hide checks when moving in caves and underground. By nature, the Dark Elves can sense (wisdom check) hidden doorways with a +4 bonus. Their listening ability is superior due to their long time spent in the underworld, giving them a +3 on all checks.

Dark Elves have Nightvision at a range of 150 ft. and a natural spell resistance of 4. Most of their race are smiths and artificers that forge

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objects and items that are always magical in nature. It is likely that any member of their race possesses some limited knowledge of the arts of blacksmithing and enchanting objects.

Sunlight is a mild distraction to Dark Elves giving them a -2 on all skill rolls because of the blinding light and its distractions.

COMBAT: Dark Elves are a force to be feared in combat, though rare it is that they will ever be encountered in such a capacity. They use magical weaponry and spells and have careful strategies when they confront their foes.

DOLA

NUMBER: 1

SIZE: Small to Medium

HD: 5 (d10)

AC: 18

SAVES: M

MOVE: 50 ft.

ATTACKS: Varies, By weapon

SPECIAL: Shapechange

These spirits are specially chosen or created by the forces of fate and are sent down to the world to guide mortals towards whatever ends the gods desire. The person given a dola is unaware of this animal, person (NPC), or being doing so.

The dola spirit will perform certain actions to distract, lure, or alter their subject's attentions and actions if they are straying from something that might become problematic in their future. This change will be at the right time to persuade the mortal subject to do what was guided by Fate.

The dola's form can vary, and it can inherently change shape to fit according to what is needed to continue guiding the subject towards their fate. Because of their lot in life, the dola cannot get any more involved with the subject's fate than they are and must remain neutral towards them, even if the fated event is terrible. To not do so would attract the attention of the god or goddess that first put them in place and would bring their wrath.

COMBAT: Dola will do what is needed to survive, considering their present form at the time. Most of all they will do what is required to protect their subject if it is part of the fate they are sent to safe guard, even risking their life.

SHAPECHANGE: Dola can switch between forms as often as needed without any limitations (within reason) to serve their purpose. Their common forms are men, women, cat, mouse, or even the avatar of a god. These myriad of forms are needed to spy and give guidance to their subject as they go through life.

DOMOVOI

NUMBER: 1

SIZE: Medium (5 ft.)

HD: 3 (d6)

AC: 14

SAVES: M

MOVE: 50 ft.

ATTACKS: By weapon

SPECIAL: N/A

INT: Average

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 3

XP: 425+3

Domovoi are usually hairy men, covered in brownish thick hair, with grey beards and often with horns and tails. Some take on the appearance of the former owners of the home, if necessary. These spirits are usually benign and silent within the home unless danger comes, in which case they will give warning signs such as pulling the wife's hair, making knocks on the walls, or other noticeable clues to alert the inhabitants.



These beings co-exist symbiotically with most families. They will aid in chores and tending to other functions to keep the home in order. If the domovoi is very loyal to his family, he will even guard and protect them from outside threats.

A relative of this being is called the dvorovoi and haunts the courtyards, barns, and stables. The dvorovoi, however, is less friendly. It has a tendency to frighten the animals, particularly white furry ones, and wreak havoc on the handiwork of the farmhands. If the domovoi has a wife (domawiczka) that shares the same domicile, she helps him in maintaining the home and family, and appears quite pretty and faery-like.

The domovoi usually live under the threshold of the door or beneath the stove. Newly made houses or inhabitants without a domovoi will use bread or salted white bread under the house to attract it. Angering a domovoi is a terrible thing as they will become a nuisance quickly, starting fires, throwing things, and keeping people from sleeping by smothering them while they rest.

COMBAT: Domovoi (or domovye in plural) will use their strength and size or any nearby weapon to overcome a foe. If they are protecting a family, they will be ruthless and savage, even risking their own life to do so.

DOOMBAT

NUMBER: 1-8

SIZE: Medium

HD: 6 (d8)

AC: 16

SAVES: P

MOVE: 40 ft.

ATTACKS: 1 Bite (1d6), Tail Swipe (1d4)

SPECIAL: Shriek

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 6

XP: 210+6

The doombat is a larger, more nefarious form of the ordinary bat. They are approximately six feet in length, with wingspans upwards of fifteen feet. They are aggressive and territorial. They make their lair, like many of their kind, in dark caves, but with easy access to the outside world. At night, they leave their lair and search for prey across the countryside. They can lift up to 200 lb. in their claws and carry it back to their lair, though they rarely use this as a form of attack and will usually only pick up creatures once they are dead.

COMBAT: The creature will swoop in and bite with its fangs for 1d6 damage. It can also lash out with its whip-like tail for 1d4 damage. The armor class of the doombat is based largely on its maneuverability. Its normal armor class is 12 and this should be the target AC if its agility is somehow negated.



SHRIEK: The creature can let out its shriek at any time and multiple times a day. Anyone hearing this is shaken and disoriented, taking a -1 on all rolls. Also, no spell casting is permitted when the creature uses its shriek.

DOPPELGANGER

NUMBER: 1
SIZE: Medium
HD: 4 (d8)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: Slam (1d12)

INT: High
ALIGNMENT: Neutral Evil
TYPE: Shapechanger
TREASURE: 4
XP: 150+4

SPECIAL: Twilight Vision 60 ft., Detect Thoughts, Change Shape, Class Abilities, Immunity: Sleep and Charm Effects

Doppelgangers are humanoid creatures capable of assuming the form and appearance of any other humanoid creature of the same size. Cursed never to enjoy normal lives of their own, doppelgangers are envious of others who can. Doppelgangers live out the lives of others by taking their forms, so they can know a little piece of perceived happiness. They are always looking for new victims.

When a doppelganger finds someone appealing, it will stalk that person, learning his or her ways, knowledge, and lifestyle. Once the creature feels that it has enough knowledge about the victim's life, it will lure the intended target away, killing him or her, and will then assume the victim's form. Doppelgangers never work in tandem, often plotting against each other and never realizing it.

COMBAT: A doppelganger typically approaches a potential victim in some guise it feels the victim would find compelling or distracting, and attempts to lure the victim away into a secluded location. There, it attempts to murder its victim. Doppelgangers are wary of direct confrontation. If the doppelganger has managed to kill its victim, it will destroy the body so that none may find its secret and reveal the deception.

DETECT THOUGHTS: Doppelgangers are able to read the surface thoughts of any creature within 60 feet. This allows the creature to know general feelings, ideas, and notions, but does not give the doppelganger complete access to the victim's mind.

CHANGE SHAPE: A doppelganger can assume the form of any small or medium sized humanoid creature. This form remains until the doppelganger wishes to change it.

SPECIAL: Doppelgangers have the abilities, including spellcasting, of one class of the Castle Keeper's selection. They act as 5th level, regardless of which class abilities the doppelganger possesses.

DRAGONET

NUMBER: 1-3
SIZE: Medium
HD: 4 (d8)
AC: 16
SAVES: M,P

INT: Average
ALIGNMENT: Neutral
TYPE: Small Dragon
TREASURE: 4
XP: 300+4

MOVE: 60 ft. (On foot), 120 ft. (flying)

ATTACKS: 2 Claws (2d6), Bite (2d10)

SPECIAL: Breath Weapon, Poisonous Blood

The dragonet lives in hills and caves and preys on the innocent as their larger brethren do. Dragonets are close cousins to the wyverns and hoard treasure. Dragonet blood is poisonous and will kill and wither anything it touches.

Their blood is acidic and will dissolve anything it touches in a steaming cloud. It can also ruin magical weapons. These small beasts lie in wait for passing people before ambushing them. They will drag victims off to their dens to eat them later, adding the victim's loot to their hordes.

Dragonets are also called tatzelwurms (claw worm) and stollenwurm (hole worm) because of their preferred lifestyle of inhabiting holes in the earth. Dragonets usually have two rear legs and wings in their anatomical make-up, but there are variations.

COMBAT: Dragonets will hide in hills or in branches of trees and wait for any opportune passerby. They will then pounce, attacking with claws bared. They are ambush predators because of their human-like size and must use the element of surprise to their advantage. Children and small animals are their common prey because of the ease in overtaking them.



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BREATH WEAPON: As with the larger dragons, dragonets can spew fiery plumes of death at their prey. It will do 2d10 damage, half of this if a dexterity save is made. This may be done only three times a day, however.

POISONOUS BLOOD: Their blood is highly acidic and can dissolve anything it touches in minutes, rendering weapons useless. Each hit on a dragonet creates a chance that its blood will splatter on the attacker (3 out of 6). If so, it does 3d8 damage and will ruin armor and weaponry in 1d4 rounds.

DRAGONS

Dragons are rare, intelligent creatures. There are many different breeds of dragons, some greater than others. Dragons can be lordly creatures with little thought but the benefit of the world, or foul drakes bent on evil and destruction. They are found in all climates and terrains. They are not affected by adverse weather, nor daunted by any geographical feature. From the youngest hatchling to the most ancient wyrm, dragons are powerful and altogether dangerous creatures.

Whether good or evil, all dragons have a great love for treasure. This love borders on greed, even in good dragons. They build mounds of treasure and sleep upon them as nests. They are well acquainted with every coin, gem, jewel, or other item of value, especially magic items, that they lie upon. To steal from *any* dragon is to incur its hatred and suffer its revenge.

Dragon abilities change with age. They gain in intelligence, hit dice, armor class and special abilities. Consult the age chart below for a dragon's saving bonus, and the age chart under each individual dragon breed for its size (Size), hit dice (HD), armor class (AC), damage bonus (DB), spell resistance (SR), intelligence (Int) and treasure (TR).

AGE: Dragons are immortal, intelligent creatures. They attain adult size relatively quickly, at the age of 101, but thereafter their growth slows. It takes many long years for a dragon to be considered ancient. They learn quickly, and rarely forget; older dragons are filled with wisdom unknown to any mortal race except elves. Roll a d12 on the chart below to determine a dragon's age.

CATEGORY	TYPE	AGE	BONUS SAVES
1	Hatchling	0-5	+1
2	Fledgling	6-15	+2
3	Young Adult	16-25	+3
4-6	Adult	26-200	+4
7-9	Mature	201-800	+5
10	Seasoned	801-1000	+6
11	Old	1001-1500	+7
12	Ancient	1501+	+8

SIZE: A dragon's age determines its size. Hatchlings are always small. Fledglings are always medium size. Dragons of all other age categories are large. A dragon continues to grow as it ages, though its growth slows somewhat. As a rule of thumb, an ancient dragon is usually twice the size of a adult dragon.

HIT DICE: All dragons roll a d12 for their hit points regardless of age or size.

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MOVE: Dragons in age categories 1-3 move at 50% of the listed rate, while those in age categories 10-12 move at 150% of the listed rate.

LANGUAGES AND MAGIC: All dragons can speak their own tongue and the common tongue. All dragons have some spell-like abilities, as detailed below for each dragon type. If it has spell-like abilities it uses them as if it were a wizard of a level equal to the age category of the dragon. Upon attaining a higher age category, dragons can make an intelligence check against a difficulty of 12. If the check is successful, the dragon is able to speak and understand any language and also possesses dragon magic, as detailed below for each breed. If the roll fails, a new check can be made when the dragon reaches the next age category.

EXPERIENCE: The experience point award for dragons varies according to type, age and ability. Castle Keepers should consult the experience point award chart given above. Dragons should be extremely difficult to slay and should therefore be awarded a generous amount of experience.

DRAGONS AND COMBAT

Dragons are ferocious creatures, and fight with a multitude of weapons. They are able to fight while airborne or on the ground. In melee combat, they strike with forearm claws, a viciously-fanged bite, and a tail slap. All of these attacks can occur simultaneously against several different opponents. For instance, a dragon can bite one target, claw two others, and smash yet another with its tail. While airborne, they can direct a powerful wind blast from their beating wings, and can attack with all four claws, a bite, and a tail slap. They favor lifting victims with their rear claws, rending them with their front claws, and biting them with their terrific jaws. Some dragons particularly enjoy dropping enemies from a great height.

It should be noted that the size of both the victim and the dragon play a large role in the number of attacks a dragon can make. For example, if an ancient dragon scoops up a halfling, it is hardly going to be able to rake, claw, and bite the unfortunate victim without doing itself great damage.

SPECIAL RULES FOR DRAGON COMBAT: Dragons do not add their full hit dice when making attack rolls; a dragon adds one-half of its hit dice to attack rolls. Dragons do, however, add their full hit dice to saving throw rolls, plus the bonus set forth in the age chart.

BREATH WEAPONS: Dragons have at least one breath weapon. Breath weapons can be used as many as 3 times per day, but not more often than once per turn. Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

DRAGON SIZE	LINE* (LENGTH)	CONE** (LENGTH)
1'-10'	30 ft.	15 ft.
11'-20'	40 ft.	20 ft.
21'-30'	60 ft.	30 ft.
31'-40'	80 ft.	40 ft.
41'-50'	100 ft.	50 ft.
50'-60'	120 ft.	60 ft.
61'-	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

DAMAGE: Dragons grow at a rapid rate, however smaller dragons are not able to deal the potent damage dealt by older, more experienced dragons. Dragons in age categories 1-3 do 50% of the listed damage, while those in age categories 10-12 do 150% of the listed damage.

BITE: Bite attacks deal the indicated damage plus the dragon's strength bonus listed in each chart (DB).

CLAW: Claw attacks deal the indicated damage plus 1/4 the dragon's strength bonus listed in each chart (DB).

WING: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's strength bonus listed in each chart (DB).

TAIL SLAP: A dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus the dragon's listed strength bonus (DB).

TAIL SWEEP: This special attack allows a dragon of at least large size to sweep with its tail. The sweep affects a half-circle with a radius of 30 feet from the tail's base. Creatures up to half the size of the dragon in the swept area are affected. A tail sweep automatically deals the indicated damage plus the dragon's damage bonus. Affected creatures can attempt a dexterity save to take half damage.

GRAPPLING: Dragons do not favor grapple attacks, though their crush attack uses normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like abilities.

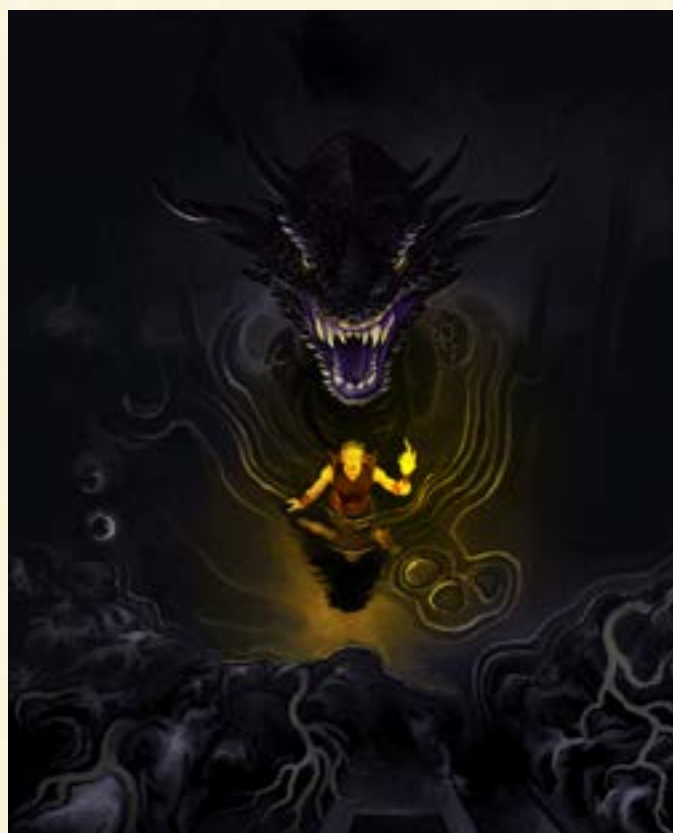
WINDBLAST: While flying, a dragon is able to create a wind blast with its wings that can knock people over and blow small items away. This is generally used to stir up dust, deflect missile weapons, knock out magic users, and the like. Affected creatures of medium size or smaller should make a dexterity check to see if they are knocked prone by the blast. Dwarves and other stout creatures add +4 to their dexterity saves.

FRIGHTFUL PRESENCE: Any adult or older dragon can unsettle foes by its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet multiplied by the dragon's age category are subject to the effect if they have fewer hit dice than the dragon's age category. Creatures affected by a dragon's frightful presence must make a charisma saving throw to avoid the consequences. If successful, the affected creatures become immune to the dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less hit dice become panicked (treat as the effects of the *fear* spell) for 4d6 rounds and those with 5+ hit dice become shaken (suffering a -2 penalty on all attack, damage, attribute check, and saving throw rolls) for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

IMMUNITIES: Dragons are immune to *sleep* and paralysis effects.

SPELL RESISTANCE: As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the tables below.

KEEN SENSES: A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has deepvision and darkvision out to 120 feet and the Scent ability. In addition, they have superior hearing and are able to pinpoint almost any opponent unless the target is magically hidden such as with an *invisibility* spell.



DRAGON, BLACK

NUMBER: 1-4

SIZE: Special (See Below)

HD: Special * (See Below)

AC: Special (See Below)

SAVES: M, P

MOVE: 60 ft., 150 ft. (fly), 60 ft. (swim)

ATTACKS: 2 Claws (1d4), Wing (1d8), Tail (1d8), Bite (2d12)

SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Water Breathing

XP: 1: 170+4 2: 510+6 3: 1,100+8

4-6: 4,175+12 7-9: 9,600+16 10: 20,850+20

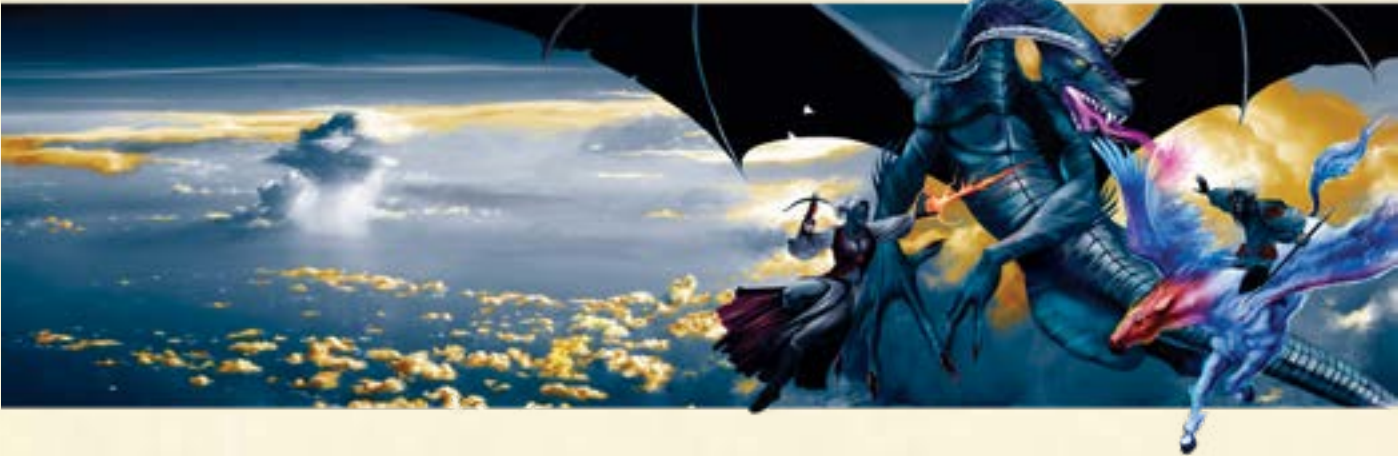
11: 30,650+24 12: 45,250+28

Lairing in the swamps and marshes of long forgotten lands, the black dragon is an ancient, powerful, and terrifying enemy. Black dragons often survive where nothing else could, carving a niche for themselves with cunning and brute force. They are notoriously and irredeemably evil, coupling their nastiest traits with a vicious sentience. They are foul creatures, steeped in their own filth and mired in the mounds of their half-eaten and rotten victims. Any treasure they may possess is often found buried in the refuse of the lair.

Black dragons do not lair alone. From 1 to 4 will be encountered in or near a lair.

DRAGON MAGIC: If a black dragon has this ability, (see Dragon-Languages and Magic) then it possesses one 1st level wizard spell, of the Castle Keeper's choice, for each age category. An adult (age 5) black dragon would have five 1st level wizard spells available to it.

COMBAT: Black dragons engage enemies through stealth. They lay in wait, buried in the marshy ground. When a victim or victims pass



the dragon, the beast rises slowly from the morass and sprays victims with a deadly blast of their acidic breath. Before their victims can recover, the dragon falls upon them with fang and claw. The dragon will not fight to the death, but will flee into the swamps if pressed too hard, abandoning treasure and all.

WATER BREATHING: A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

OTHER SPELL-LIKE ABILITIES: Black dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *darkness* 3/day (10 feet radius per age category) and *corrupt water* 1/day; 7-9 *plant growth* 5/day; 10 *insect plague* 1/day; 11 *animal growth* 1/day; 12 *charm reptiles* 3/day.

CORRUPT WATER: Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature’s possession must make the necessary save or become fouled. Its range is equal to that of the dragon’s frightful presence.

CHARM REPTILES: A black dragon can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *speak with animals* spell.

BREATH WEAPON: A black dragon’s breath weapon is a searing caustic mist of disintegrating acid, which clings to anything it comes into contact with. Any creature in the area of effect suffers 1d6 points of damage for every hit die the dragon possesses. A successful dexterity save reduces this damage by half.

BLACK DRAGON							
Age	Size	HD	AC	DB	SR	Int	TR
1	2'	4	15	—	—	8	4
2	4'	6	17	1	—	10	8
3	8'	8	19	2	—	12	12
4-6	16'	12	21	4	—	14	16
7-9	25'	16	21	6	—	16	16
10	32'	20	21	7	2	18	18
11	48'	24	24	8	3	20	18x5
12	55'	28	27	10	4	20	18x10

DRAGON, BLUE

NUMBER: 1-3
SIZE: Special (See Below)
HD: Special * (See Below)
AC: Special (See Below)
SAVES: M, P
MOVE: 40 ft., 150 ft. (fly), 20 ft. (burrow)
ATTACKS: 2 Claws (1d6), Wing (1d8), Tail (1d8), Bite (4d6)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Electricity (full), Create/ Destroy Water
XP: 1: 570+6 2: 1,225+8 3: 2,850+10
4-6: 7,050+14 7-9: 13,800+18 10: 24,750+22
11: 38,450+26 12: 43,750+28

Blue dragons are the undisputed masters of deserts and wastelands. They take great joy in the warmth of the desert air, spending many hours of every day basking in the warm sun. Blue dragons often take up residence upon some high, flat outcrop where they can both sun themselves and watch the land about. They are very territorial and claim vast stretches of desert as their own. They attack most any predator that enters their range, great or small.

Blue dragons have a powerful disdain for most life, and prefer a solitary existence. However, on occasion, up to three of these foul monsters may be found sharing a single lair.

DRAGON MAGIC: If a blue dragon successfully gains this ability, (see Dragon-Languages and Magic) it receives one 1st level wizard spell for each of the first three age categories it has attained, one 2nd level wizard spell for each of the next three age categories it has attained, and one 3rd level wizard spell for each of the final two age categories it has attained. For example, a mature dragon would have three 1st level spells, and two 2nd level spells.

COMBAT: Blue dragons are fierce predators. They attack with little thought or concern for who or what they are attacking. When an interloper is spied they take to the air, using the high desert winds to bring them above their intended target. At that point they fall upon the enemy in a ferocious dive. As they do so they cup their wings about their bodies, which in turn make a loud thundering noise. Just before they fall upon their victims they rise up and strike them with their breath weapon.

CREATE/DESTROY WATER: A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils liquids containing water. Magic items

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(such as potions) and items in a creature's possession must make the necessary saving throw or be ruined. This ability is the equivalent of a 1st level spell.

SOUND IMITATION: A fledgling or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must make a successful wisdom save to detect the ruse.

OTHER SPELL-LIKE ABILITIES: Blue dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *ventriloquism* 3/day; 10 *hallucinatory terrain* 1/day; 11 *veil* 1/day; 12 *mirage arcana* 1/day.

BREATH WEAPON: A blue dragon's breath weapon is a searing blue-white electrical arc. Any creature caught in this discharge suffers 1d8 points of damage for each hit die the dragon possesses. A successful dexterity save reduces damage by half.

BLUE DRAGON

Age	Size	HD	AC	DB	SR	Int	TR
1	4'	6	16	1	—	10	4
2	8'	8	18	2	—	10	8
3	12'	10	20	3	—	12	12
4-6	20'	14	21	4	—	14	16
7-9	25'	18	21	6	—	16	16
10	32'	22	23	8	2	18	18
11	48'	26	25	10	3	20	18x5
12	60'	28	27x	11	4	21	18x10

DRAGON, GREEN

NUMBER: 1-4

SIZE: Special (See Below)

HD: Special * (See Below)

AC: Special (See Below)

SAVES: M, P

MOVE: 40 ft., 150 ft. (fly), 40 ft. (swim)

ATTACKS: 2 Claws (1d4), Wing (1d6), Tail (1d6), Bite (2d6)

SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Water Breathing

XP: 1: 420+6 2: 900+8 3: 2,100+10

4-6: 3,100+12 7-9: 8,100+16 10: 12,500+18

11: 18,350+20 12: 32,850+24

Green dragons prefer to dwell in temperate regions, lairing in deep, ancient forests. They burrow under hills or beneath the roots of gigantic trees where they make their lairs and gather their hoard of treasure. The greater wyrms often take up residence in old barrows where they scatter the ashes of the dead and mound their treasure. Green dragons are jealous creatures and are possessed of a great lust for gems and jewels. These they prize over all other items.

They are weaker than others, on the whole, but make up for this weakness through schemes and treachery. Green dragons usually live alone, but on rare occasions, up to four may lair in a nest together.

DRAGON MAGIC: If a green dragon successfully gains this ability, (see Dragon-Languages and Magic) it has one 1st level wizard spell for each of the first four age categories it has attained, and one 2nd level wizard spell for each of the final four age categories it has attained.

These spells are cumulative. For example, a mature (age 8) green dragon would have six 1st level and two 2nd level spells.

COMBAT: Green dragons are whirlwinds of destructive force. They always try to attack from ambush, either lying in wait or stalking their prey. They breathe a cloud of poison gas upon their victims, falling upon them before they have a chance to recover. If there is more than one intended victim, green dragons always try to separate the strongest from the weakest to eliminate the lesser threats quickly. They try to always lead victims away from their treasures, even to the extent that wounded green dragons flee away from the lair.

WATER BREATHING: A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.



OTHER SPELL-LIKE ABILITIES: Green dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *suggestion* 3/day; 10 *emotion* 1/day; 11 *plant growth* 1/day; 12 *command plants* 1/day.

BREATH WEAPON: A green dragon's breath weapon is a caustic vaporous toxin that burns the skin, mouth, throat, and lungs of any creature it comes into contact with. It deals 1d6 points of damage per hit die of the dragon. A successful constitution save reduces the damage by half.

GREEN DRAGON

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	6	18	—	—	10	4
2	4'	8	22	1	—	10	8
3	8'	10	24	1	—	12	12
4-6	16'	12	26	3	—	14	16
7-9	22'	16	26	5	—	16	16
10	36'	18	28	7	—	18	18
11	40'	20	28	8	2	20	18x5
12	50'	24	30	9	3	20	18x10

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DRAGON, RED

NUMBER: 1 **INT:** See Table
SIZE: Special (See Below) **ALIGNMENT:** Chaotic Evil
HD: Special * (See Below) **TYPE:** Dragon
AC: Special (See Below) **TREASURE:** See Table (hoard)
SAVES: M, P **XP:** See Below
MOVE: 40 ft., 150 ft. (fly)
ATTACKS: 2 Claws (1d8), Wing (1d10), Tail (1d10), Bite (4d10)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Fire (full)
XP: 1: 975+8 2: 2,250+10 3: 5,550+14
4-6: 11,900+18 7-9: 20,550+22 10: 28,350+26
11: 36,150+30 12: 47,650+34

Red dragons are vain, pompous, greedy, and thoroughly evil creatures that delight in the ruin that they cause. They revel in tormenting and toying with their prey, often misleading it into believing that escape is possible if a task is performed or a riddle answered. They dwell in most climes, but prefer the roots of mountains and deep caves. For this reason, they have long been the bane of dwarves, for red dragons plunder dwarven holds for their wealth and comfort.

Red dragons are solitary monsters and are never encountered with other dragons. They are arrogant, and look upon all other creatures with disdain. They are not, as are many dragons, territorial creatures. When they leave their lairs to hunt or for the joy of tormenting others, they range over vast regions, burning and laying waste to the country. They then return to their holes where they rest, brooding upon the evils they have wrought.

DRAGON MAGIC: If a red dragon successfully gains this ability, (see Dragon-Languages and Magic) it has one 1st level wizard spell for each of its age categories and one 2nd level spell each for the seasoned, old, and ancient ages. For example, an old dragon would have nine 1st level spells and two 2nd level spells.

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COMBAT: When drawn out to battle, red dragons are horrific foes. They attack first by unleashing a huge blast of fiery breath, thereafter falling upon their foes, slashing and gnawing with their teeth. They never attack from ambush or hide from an enemy. If it seems that their intended victim is going to be surprised, a red dragon will warn it of its impending doom, often allowing it to gather itself and its weapons. They love to gloat, so they often converse with opponents that they have battered senseless, devouring them only after the sport becomes dull.

OTHER SPELL-LIKE ABILITIES: Red dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: *locate object* can be used 1/day at Age 7, 2/day at Age 8 and 3/day at Age 9; *suggestion* 3/day at Age 10; *hypnotism* 1/day at Age 11; *geas* 1/day at Age 12.

LOCATE OBJECT: A mature or older red dragon can use this ability as the spell of the same name, once per day per age category.

BREATH WEAPON: A red dragon's breath weapon is a phenomenally-hot burst of flame, and burning oils. The fire from its breath tends to splatter and pour out of the creature's giant maw. The breath deals 1d10 hit points of damage per hit die. A successful dexterity save reduces damage by half.

RED DRAGON							
Age	Size	HD	AC	DB	SR	Int	TR
1	6'	8	19	1	—	10	4
2	10'	10	23	2	—	12	8
3	16'	14	25	3	—	15	12
4-6	25'	18	30	6	2	16	16
7-9	40'	22	30	8	3	22	16
10	50'	26	30	10	4	24	18
11	60'	30	31	11	5	25	18x5
12	72'	34	32	12	6	26	18x10

DRAGON, WHITE

NUMBER: 1-6 **INT:** See Table
SIZE: Special (See Below) **ALIGNMENT:** Chaotic Evil
HD: Special * (See Below) **TYPE:** Dragon
AC: Special (See Below) **TREASURE:** See Table (hoard)
SAVES: M, P **XP:** See Below
MOVE: 60 ft., 200 ft. (fly), 30 ft. (burrow)
ATTACKS: 2 Claws (1d4), Wing (1d6), Tail (1d6), Bite (2d8)
SPECIAL: Breath Weapon, Spell-Like Abilities, Icewalking, Immunity to Cold (full)
XP: 1: 70+3 2: 280+5 3: 630+7
4-6: 2,975+11 7-9: 7,400+15 10: 13,350+20
11: 24,800+23 12: 33,400+27

White dragons usually lair in high, glacial mountains. They carve their homes out of the ice, usually in a crevice in a vertical cliff. They dig deep into the ice and stone, building their nest far from the reaches of most anyone. They are small for dragons. They rely upon the perilous terrain to keep enemies at bay. Their smaller and lighter frames and their conditioning from breathing thin mountain air allows them to fly much higher than other dragons and most other beasts. They are less intelligent than other dragons, but are just as tricky and conniving.

White dragons trust in numbers to make up for what they lack in brute force, clustering in groups of up to 6. Like their close kin, the green



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dragon, white dragons love treasure and hoard it more than many others. They fear its loss so much that they often cast *wall of ice* upon the treasure mound to keep it hidden.

DRAGON MAGIC: If a white dragon successfully gains this ability, (see Dragon-Languages and Magic) it has one 1st level wizard spell per 2 age categories.

COMBAT: Stealth and maneuverability are a white dragon’s favorite tactics. They possess tremendous flying skills and are able to out-maneuver almost any other flying creatures. They rely upon their ability to fly to bring them in and out of combat or to strike foes in precarious situations. They are vicious in the kill, rending and tearing with claw and tooth when they take hold of their quarry.

OTHER SPELL-LIKE ABILITIES: White dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *fog cloud* 3/day; 10 *gust of wind* 3/day; 11 *wall of ice* 1/day; 12 *control weather* 1/day.

ICEWALKING: This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

FREEZING FOG: An old or older white dragon can use this ability three times per day. It is similar to a *sleet storm* spell. This ability is the equivalent of a 5th level spell.

BREATH WEAPON: A white dragon’s breath weapon is an icy blast of frost, so cold that it freezes the very breath of its foes, destroying them from the inside. Any struck by the line of frost suffers 1d4 points of damage per hit die of the dragon. A successful dexterity save reduces damage by half.



croppings or in deep caves. Brass dragons are smaller than most other dragons and because they occupy the same ranges as blue dragons, a sub-species they loathe, they take great pains to conceal their lairs. The entrances to their dens are well-hidden and covered, often so small that even the dragon itself has to squeeze through. They are cunning and able to camouflage these entrances well.

They make allies with other brass dragons and they often subdue other beasts, great and small, and employ them within their terrain to act as spies and messengers.

DRAGON MAGIC: If a brass dragon successfully gains this ability, (see Dragon-Languages and Magic) it has one 1st level wizard spell for each of the first five age categories it has attained, one 2nd level wizard spell for each of the next three age categories it has attained, and one 3rd level wizard spell for each of the final three age categories it has attained. For example, a mature (age 8) dragon would have five 1st level and three 2nd level spells.

COMBAT: Brass dragons do not enjoy combat and avoid it when they can. However, if attacked they use their environment to great affect by leading their aggressors into the deep desert. If necessary they act wounded, flying in short leaps, keeping their pursuers in sight. Such pursuits can last for days. Regardless of the time elapsed, when the dragon attacks it does so by using its *control weather* or *control winds* ability (if it is old enough) to raise a sand storm. Using the storm as cover, the dragon uses its breath weapon to knock out opponents. Once done they gather them up in claws and carry them out in the trackless wastes, abandoning them to certain death.

BREATH WEAPON: A brass dragon’s breath weapon is a magical vaporous substance with two possible qualities. The dragon chooses which effect is desired before using the breath weapon. One quality

WHITE DRAGON							
Age	Size	HD	AC	DB	SR	Int	TR
1	2'	3	14	—	—	6	4
2	4'	5	16	—	—	7	8
3	6'	7	18	2	—	8	12
4-6	14'	11	18	4	—	10	16
7-9	20'	15	19	5	—	12	16
10	32'	19	20	6	—	14	18
11	40'	23	21	7	1	16	18x5
12	50'	27	21	8	2	18	18x10

DRAGON, BRASS

NUMBER: 1-4

SIZE: Special (See Below)

HD: Special * (See Below)

AC: Special (See Below)

SAVES: M, P

MOVE: 60 ft., 200 ft. (fly), 30 ft. (burrow)

ATTACKS: 2 Claws (1d4), Wing (1d6), Tail (1d6), Bite (4d4)

SPECIAL: Breath Weapon, Immunity to Fire (full), Speak with Animals, Spell-Like Abilities

XP: 1: 420+6 2: 900+8 3: 2,100+10

4-6: 3,525+12 7-9: 7,050+14 10: 12,500+18

11: 22,650+22 12: 35,550+26

INT: See Table

ALIGNMENT: Neutral Good

TYPE: Dragon

TREASURE: See Table (hoard)

XP: See Below

Brass dragons are benevolent creatures. They prefer to reside in arid, inhospitable deserts, and make their homes beneath large rock out

is identical to the effect of the spell *sleep*, and the other is identical to the effect of *fear*. With either cloud, 1d6 hit dice or levels per hit die of the dragon are affected, ignoring hit dice limitations, immunities, and/or resistances. In either case, the duration of the effect is a number of rounds equal to the brass dragon's hit dice. A potential victim is allowed an intelligence save (sleep) or a charisma save (fear) to resist the effects of the breath weapon.

OTHER SPELL-LIKE ABILITIES: Brass dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *charm person or animal* 3/day; 7-9 *endure elements* 1/day; 10 *suggestion* 3/day; 11 *control winds* 1/day; 12 *control weather* 1/day.

SPEAK WITH ANIMALS: This ability is constantly in effect, and is treated identically to the spell of the same name.

SUMMON DJINNI: This ability, usable by a ancient wyrm brass dragon, works like a *summon monster* spell, except that it summons one djinni.

BRASS DRAGON

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	6	15	0	—	10	4
2	4'	8	16	0	—	10	8
3	8'	10	17	1	—	12	12
4-6	16'	12	18	3	—	14	16
7-9	24'	14	19	5	2	18	16
10	32'	18	20	6	2	18	18
11	40'	22	21	7	3	20	18x5
12	48'	26	22	8	3	20	18x10

DRAGON, BRONZE

NUMBER: 1-6

SIZE: Special (See Below)

HD: Special * (See Below)

AC: Special (See Below)

SAVES: M, P

MOVE: 40 ft., 150 ft. (fly), 60 ft. (swim)

ATTACKS: 2 Claws (2d4), Wing (1d8), Tail (1d8), Bite (4d6)

SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Electricity (full), Speak with Animals, Water Breathing

XP: 1: 660+6 2: 1,425+8 3: 6,550+12

4-6: 13,600+16 7-9: 22,550+20 10: 33,150+24

11: 48,650+28 12: 60,450+32

Bronze dragons are a larger breed of dragon, benevolent and beneficent to life and nature. They make their homes near wild seas, lakes, or large, slow-moving rivers, as they love the natural beauty inherent in bodies of water. They swim as easily as they fly and often range far from land while doing so. Their lairs are usually accessible only through an underwater cavern or tunnel. These creatures are curious and often change shape to converse with travelers and learn what is happening beyond the confines of their dens. Bronze dragons are familial, and often travel with their mate and hatchlings.

DRAGON MAGIC: If a bronze dragon has this ability, (see Dragon-Languages and Magic) then it possesses one 1st level wizard spell of the Castle Keeper's choice for each age category. Therefore, a mature (age 9) bronze dragon has nine 1st level wizard spells available for use.



COMBAT: Bronze dragons enjoy a good fight. They have an innate sense of fair play, and like their evil red dragon cousins, rarely attack a foe by surprise or through guile. They always allow their enemies time to compose themselves before they spar. The bronze dragon looks upon battle as a challenge. Enamored of its own power, they cannot conceive of a situation in which they could lose. The bronze dragon is intractable, and once they commit themselves to destroying another creature, they do not stop until they are victorious or they themselves fall. They always attack with a bolt of lightning first, but follow that with a ferocious assault with tail, fang and claw. If a bronze dragon feels it has utterly overmatched an enemy it breathes its *repulsion* mist upon it so the bronze can disengage and find a more sporting partner.

BREATH WEAPON: A bronze dragon has two breath weapons, a line of lightning and a *repulsion* mist. The line of lightning does 1d10 points of damage per hit die. The mist is hardly visible to the naked eye and causes a sensation of dread and repulsion to come over all who come into contact with it (it functions as a *repulsion* spell). It affects 1d6 levels or hit dice of creatures per hit die of the dragon, regardless of immunity or resistance. This effect will last for 6 rounds. A successful charisma save negates the effect.

BRONZE DRAGON

Age	Size	HD	AC	DB	SR	Int	TR
1	4'	6	19	1	—	14	4
2	10'	8	21	2	—	14	8
3	16'	12	22	3	2	16	12
4-6	24'	16	23	4	3	18	16
7-9	32'	20	24	6	4	19	16
10	48'	24	27	8	5	21	18
11	55'	28	27	10	6	23	18x5
12	60'	32	29	11	7	24	18x10

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WATER BREATHING: A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

OTHER SPELL-LIKE ABILITIES: Bronze dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 3 *charm person or animal* at will; 4-6 *create food and water* 3/day; 7-9 *fog cloud* 1/day; 10 *detect thoughts* 1/day; 11 *control water* 1/day; 12 *control weather* 1/day.

SPEAK WITH ANIMALS: This ability is constantly in effect, and functions as the spell of the same name.

ALTERNATE FORM: An adult or older bronze dragon can assume any animal or humanoid form of medium size or smaller three times per day. This ability acts as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

DRAGON, COPPER

NUMBER: 1-4
SIZE: Special (See Below)
HD: Special * (See Below)
AC: Special (See Below)
SAVES: M, P
MOVE: 40 ft., 150 ft. (fly)
ATTACKS: 2 Claws (1d4), Wing (1d8), Tail (1d8), Bite (4d4)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Spider Climb
XP: 1: 280+5 2: 630+7 3: 1400+9
4-6: 2600+11 7-9: 7900+15 10: 14,700+19
11: 29,300+23 12: 39,500+27

INT: See Table
ALIGNMENT: Chaotic Good
TYPE: Dragon
TREASURE: See Table (hoard)
XP: See Below

Copper dragons are generally peaceful creatures, content to leave the world around them to its own devices as they pursue their own. They often reside in warm climes far from the noise and din of civilization.

They prefer to live in large caverns of their own make and design, often tunneling and extending their warrens deep into the bowels of mountain and hill with countless caves, dens and warrens.

Copper dragons relish sleep like no other dragon and at times sleep for decades. At times, these long silences prompt other creatures to take up residence in a copper dragon's warren, little aware of the danger within.

There are occasions in which a copper dragon teams with subterranean races known for their mining abilities, like dwarves or gnomes, to excavate and design caverns or follow an especially rich vein of ore.

DRAGON MAGIC: If a copper dragon successfully gains this ability, (see Dragon-Languages and Magic) it has one 1st level wizard spell per 2 age categories.

COMBAT: The copper dragon rarely seeks out a fight and then only for food or revenge for some wrong. However, when this dragon's lair is penetrated, it becomes fierce and deadly. It takes to drawing the interlopers ever deeper into its den where they become lost in the maze of tunnels and caverns. The dragon attempts to split them up by enticing them individually or in groups into areas from which they can not escape. Once so caught, the dragon leaps upon them in all its fury, rending and tearing its enemies to pieces.

BREATH WEAPON: A copper dragon's breath weapon can take one of two forms: a caustic spray of acid, or a thick cone of gas that surrounds and slows anyone caught within it. The acid sprays in a straight line, inflicting 1d4 points of damage for every hit die of the dragon. A successful dexterity save reduces the damage by half. The cloud effect functions as a *slow* spell. This effect ignores immunities or resistances, and slows 1d4 hit dice or levels of creature for every hit die of the dragon. This effect lasts for 6 rounds. A successful dexterity save negates the effects completely.

SPIDER CLIMB: Copper dragons have a permanent climbing ability that functions identically to the *spider climb* spell.

OTHER SPELL-LIKE ABILITIES: Copper dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *stone tell* 2/day; 10 *transmute rock to mud* (*vice versa*) 1/day; 11 *wall of stone* 1/day; 12 *move earth* 1/day.



COPPER DRAGON

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	5	15	0	—	12	4
2	6'	7	17	1	—	12	8
3	8'	9	19	1	—	14	12
4-6	16'	11	21	3	—	16	16
7-9	20'	15	21	5	—	20	16
10	26'	19	21	7	2	20	18
11	32'	23	23	8	3	22	18x5
12	40'	27	23	9	4	22	18x10

DRAGON, GOLD

NUMBER: 1

SIZE: Special (See Below)

HD: Special * (See Below)

AC: Special (See Below)

SAVES: M, P

MOVE: 60 ft., 200 ft. (fly), 60 ft. (swim)

ATTACKS: 2 Claws (1d8), Wing (1d8), Tail (1d8), Bite (6d6)

SPECIAL: Breath Weapon, Alternate Form, Spell-Like Abilities, Immunity to Fire (full), Water Breathing

XP: 1: 1,300+8

2: 3,450+10

3: 8,500+14

4-6: 16,500+18

7-9: 27,850+22

10: 39,800+25

11: 82,750+34

12: 90,250+36

INT: See Table

ALIGNMENT: Lawful Good

TYPE: Dragon

TREASURE: See Table (hoard)

XP: See Below

Gold dragons are found in every climate and terrain, though they prefer to dwell in mountains from which they can view their domains. Mature gold dragons scour the high places of the world for long-abandoned forts, towers or castles within which to build their lair, for they enjoy the comfort of walls, though they lack the skill to build them. At times they may wrest ownership of a castle from some evil lord, wizard or other such creature. Here they almost always occupy the great hall, where they mound their treasure and build a nest. From these aeries, gold dragons rule vast swaths of land which they care for in their own way.

Intelligent and wise, gold dragons are benign creatures and often aid other like-minded creatures, often in secret. Within their territories, they brook none of evil intent or make, and seek those out with relish and destroy them. They have a particular love for the downtrodden and helpless, and legends speak of ancient golden wyrms coming to the manor houses of abusive lords and righting wrongs through long-winded speeches or the threat of violence. Gold dragons love precious metals, but gems and pearls especially favored by the more ancient ones, for which they gladly barter.

DRAGON MAGIC: If a gold dragon successfully gains this ability, (see Dragon-Languages and Magic) then with every age category it gains the ability to cast spells of a given spell level, starting at 1st-level for the hatchling and culminating at 8th-level for the ancient. For each spell level, a gold dragon can cast a number of spells equal to its age category. An adult gold dragon (age 5) would have 5 1st level, 5 2nd level, 5 3rd level, and 5 4th level spells. In addition, gold dragons with this ability have the full abilities of a wizard of a level equal to its age category, but the spells learned in this manner require a spellbook, as usual. An ancient gold dragon would have the abilities of an 12th level wizard.

COMBAT: Gold dragons are calculating combatants. Of all the dragons, these are the most patient in combat. Often, battles with gold dragons can take days or weeks as he teases his foe with false hope, weakening them slowly with withering magical and breath attacks followed by brutal aerial assaults. In the end, the gold dragon will have surmised his enemies tactics and strategies, capabilities and capacities and attempt to use this knowledge against his enemies and crush them in one final battle.

BREATH WEAPON: A gold dragon's breath weapon is either a flaming jet of immense heat, or a toxic, vaporous cloud of flesh-eating gas. Either breath weapon causes 1d10 hit points of damage per hit die of the dragon to anything caught within it. A successful dexterity save, against either form, reduces damage by half.

ALTERNATE FORM: Gold dragons are able to assume the shape of any animal or humanoid creature, remaining indefinitely in the chosen form. The gold dragon's true form is only revealed upon its death or when subjected to *true seeing*. This ability renders a gold dragon immune to the effects of *polymorph*.

WATER BREATHING: A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

LUCK BONUS: Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon, but ends if the gem is destroyed.

DETECT GEMS: An old or older gold dragon can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60 degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value.

OTHER SPELL-LIKE ABILITIES: Gold dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *bleed* 3/day; 10 *geas/quest* 1/day; 11 *sun burst* 1/day; 12 *foresight* 1/day (A victim of this effect must make a successful wisdom save or have its next action known to the dragon. If the save fails, the dragon gains a +4 bonus to all attack rolls against the opponent, and a +4 bonus to armor class and saving throws against attacks and effects generated by the victim. The dragon also gains initiative over the affected creature on the following round.)

GOLD DRAGON

Age	Size	HD	AC	DB	SR	Int	TR
1	6'	8	17	0	—	14	4
2	10'	10	18	2	2	16	8
3	20'	14	19	4	3	17	12
4-6	32'	18	21	6	4	20	16
7-9	50'	22	23	8	5	21	16
10	64'	28	25	10	6	22	18
11	72'	34	27	11	7	23	18x5
12	90'	36	29	12	8	24	18x10

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DRAGON, SILVER

NUMBER: 1-2

INT: See Table

SIZE: Special (See Below)

ALIGNMENT: Lawful Good

HD: Special * (See Below)

TYPE: Dragon

AC: Special (See Below)

TREASURE: See Table (hoard)

SAVES: M, P

XP: See Below

MOVE: 40 ft., 150 ft. (fly)

ATTACKS: 2 Claws (1d6), Wing (1d8), Tail (1d8), Bite (6d6)

SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity: Acid (full) and Cold (full)

XP: 1: 1,575+8

2: 3,600+10

3: 5,275+12

4-6: 14,600+16

7-9: 26,650+20

10: 39,250+24

11: 51,850+28

12: 64,450+32

Silver dragons are found almost exclusively in tall and remote mountains where they can live in peace, far from the prying eyes and swords of treasure seekers and dragon slayers. They are reclusive, having little to do with other dragons or races not of their own kind. They hoard their treasures in deep caves, or make aeries of stone on high, inaccessible peaks. A silver dragon's aerie is large and consists of several rooms and connecting tunnels. The walls are thick, protecting the dragon from the wind and weather and usually coated with ice and frost, making them impenetrable.

Silver dragons are fond of reading, and they most especially enjoy tales of knights and heroes and damsels in distress. Of all their treasures, books and scrolls are the most valued. An older silver dragon's hoard

always possesses several dozen rare manuscripts. To further this end, the silver dragon gladly listens to bards when they encounter them if the right tale is told. These tales occasionally embolden a dragon to take up quests to aid those they consider noble and good and even to seek out and rescue damsels in distress.

DRAGON MAGIC: If a silver dragon successfully gains this ability, (see Dragon-Languages and Magic) then with every age category it gains one 1st level spell. At age categories 10-12 it gains one 2nd level spell. For example, an old (age 11) dragon would have eleven 1st-level spells and two 2nd level spells. In addition, if the dragon has this ability, it has the full abilities of a wizard of a level equal to ½ the age category, but the spells learned in this manner require a spellbook as normal. A seasoned silver dragon would have the abilities of a 3rd level wizard.

COMBAT: Silver dragons, once enraged and engaged in combat, are brutal, unforgiving and voracious. They target single foes and slay them as quickly as possible, never wasting their attacks on numerous enemies at once. Wary of wizards and their ilk, they prefer to slaughter them first, moving to knights and warriors last.

SILVER DRAGON

Age	Size	HD	AC	DB	SR	Int	TR
1	4'	8	15	1	—	14	4
2	10'	10	17	2	—	14	8
3	16'	12	19	3	—	16	12
4-6	22'	16	21	4	2	18	16
7-9	32'	20	23	6	3	19	16
10	48'	24	25	8	4	20	18
11	64'	28	27	10	5	21	18x5
12	72'	32	29	10	6	22	18x10

OTHER SPELL-LIKE ABILITIES: Silver dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *fog cloud*, 7-9 *control winds* 3/day; 10 *feather fall* 2/day; 11 *control weather* 1/day; 12 *repulsion* 1/day.

ALTERNATE FORM: A silver dragon can assume any animal or humanoid form of medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

CLOUDWALKING : A silver dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

BREATH WEAPON: A silver dragon's breath weapon can be a frigid stream of air or a semi-permeable viscous glob of gas that paralyzes those caught within it. The former is a line that deals 1d8 points of damage for each hit die of the dragon. A successful dexterity save reduces this damage by half. If the dragon breathes gas it can paralyze a number of hit dice or levels equal to its own hit dice. This effect lasts for 10 rounds, and is equivalent to a *hold person* spell. A successful strength save indicates that the victim's movement and actions are hindered, as if by a *slow* spell.



DRAGONFISH**NUMBER:** 1**SIZE:** Small**HD:** 2 (d8)**AC:** 16**SAVES:** P**MOVE:** 20 ft.**ATTACKS:** Bite (1d4)**SPECIAL:** Poison

Dragonfish are flat fish found in shallow lakes or slow-moving rivers. They are brownish-green in color, resembling the bed in which they lay. If actively searching for them, one is allowed a wisdom check to find them. If not searching for them (or at least searching the riverbed for something suspicious), they will not be seen. They are normally docile bottom feeders, but will attack if provoked.

COMBAT: The bite of the creature does not carry a toxin, but they have sharp teeth that inflict damage nonetheless. The creature will attack at random, doing 1d4 damage with its bite. It does not use its spikes as a weapon, but those not careful may step on them during the battle.

POISON: Each dragonfish has 4-8 spikes, approximately two inches long, protruding from its back. Anyone stepping on these spikes will have it break off in their foot and must pass a constitution check. Failure means they have succumbed to the toxin that resides there and will take 1d4 damage per round, until 2d6 rounds have passed or they have died. This toxin will also make the victim progressively very ill. Each round, they incur a -1 to all rolls.

DRAGONNE**NUMBER:** 1-4**SIZE:** Large**HD:** 9 (d10)**AC:** 18**SAVES:** M, P**MOVE:** 40 ft., 30 ft. (fly)**ATTACKS:** 2 Claws (1d8), Bite (4d6)**SPECIAL:** Roar, Darkvision 60 ft., Twilight Vision, Scent

Dragonnes are large beasts that look like a cross between a lion and a dragon. Their bodies are lined with fine golden scales. They have the head of a huge male lion, replete with flowing mane. Leathery, dragon-like wings rise from the muscled shoulders but these are too small for the creature's bulk, and allow flight for short distances only. Dragonnes have massive paws, with long retractable claws.

A dragonne is not actually related to any of the dragon kind. They are far less intelligent than their draconic cousins, though they are more cunning than the typical lion. They cannot speak any language, nor do they possess any innate magical abilities. They are most commonly found roaming the wilderness areas, hunting for their favorite prey, halflings, gnomes, goblins and the like.

COMBAT: The dragonne engages enemies first by weakening them with its booming, disruptive roar. After the roar, the dragonne then pounces, clawing and biting viciously.

ROAR: Any victim within 120 feet must make a charisma save. If the save is failed, a victim suffers the loss of 1d4+5 points of strength. A dragonne can use this ability once every 4 rounds. The effect lasts for 10 rounds.

INT: Animal**ALIGNMENT:** Neutral**TYPE:** Beast**TREASURE:** Nil**XP:** 20+2**DRAGONNEL****NUMBER:** 1**SIZE:** Large (20 ft.-25 ft.)**HD:** 8 (d10)**AC:** 17**SAVES:** P**MOVE:** 40 ft. / 60 ft. (flight)**ATTACKS:** 1 Bite (3d6) or 2 Claw (1d6)**SPECIAL:** N/A**INT:** Low**ALIGNMENT:** Neutral Evil**TYPE:** Magical Beast**TREASURE:** 8**XP:** 250+8

The dragonnel, at first glance, appears to be a small or young dragon. They have long, serpentine necks that end in a decidedly reptilian head. They have large, leathery wings and two great clawed feet. Like dragons, they have long tails and are covered in shiny, hardened scales. The dragonnel scales are rust to orange, fading to brown on its underside. They are savage fighters and delight in the killing of humans and demi-humans. The dragonnel, however, is a rather stupid animal. They lack all of the cunning of dragons, can cast no spells, nor have they any breath weapons. Dragons abhor dragonnels and will attack them on sight, regardless of alignment. To this end, dragonnels stay far from dragon haunts and avoid them at all costs.

Dragonnels are quite rare these days. They rarely mate, and their animosity with dragons seems to have doomed them. Some evil-aligned creatures will raise them from birth and use them as mounts, but this is exceedingly rare. Anyone with a dragonnel companion will incur the wrath of dragons as well.

Dragonnel have their lairs hidden, normally in large caves but sometimes in old castles, especially those with large courtyards. They keep treasure, though not in the way of dragons. Mostly, their treasure is scattered about their lair in a haphazard fashion.

COMBAT: The creature will initially attack from above, swooping in for an attack with its two clawed feet. As large as they are, they lack the coordination to pick up any object and carry it in the air. Each clawed attack does 1d6 damage. When on the ground, they attack with only their bite. The dragonnel has rows of sharp teeth, which results in a savage bite. If successful, the bite will inflict 3d6 damage.

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DRAUGR

NUMBER: 1
SIZE: Medium
HD: 4 (d10)
AC: 18
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Weapon Immunity, Respawn

INT: High
ALIGNMENT: Neutral Evil
TYPE: Undead (Common)
TREASURE: 3
XP: 100+4

The draugr is a type of undead so malevolent in life that its evil ways still possess it in death. Resembling a zombie in appearance, the draugr is very intelligent, unlike the mindless, plodding zombie. Only humans can be reborn as draugr. The undead can only walk the earth during the night, and must rest during the day. Only corpses that have been housed in tombs or crypts can be draugr, as the creature cannot dig itself out of a grave. During the day, it will be found sleeping in its original tomb. At night, it will rise and terrorize the very people it used to live among when it was living. All draugr have memories of their past, and will target those it hated in life. It will eventually attempt to murder them, but will engage in other deeds before this final act. These deeds can range from destroying crops to murdering the children of its victim. Once it has killed its initial victim, the creature will lay dormant for 2-4 months before again rising, this time with a new victim in mind.

The draugr will go to great lengths that no one witnesses it during its nightly escapades. If it is witnessed, it will attempt to kill the person seeing it. It does this so it cannot be identified, for it has a vague resemblance to its living self.

COMBAT: The draugr will arm itself with a weapon, normally a long sword, when it rises from its tomb. It will not speak when attacking, but will use its unholy strength to its full advantage. All damage is made with a +2 bonus; though this bonus is not applied to its to-hit roll. Like all undead, it is immune to mind controlling spells. It can, however, be turned by a cleric. If the creature is slain in its normal, night form, it will not rise and be forever dead.

RESPAWN: If the draugr is disturbed during its sleep during the day, it will act as a normal zombie: slow and mindless. It is still a 4HD creature and will attack as one, and be turned as one. If “killed” in this form, it will rise again the following night if left in or near its crypt. If the creature is burned at this point, it will be forever dead and gone.

DREKAVAK

NUMBER: 1-3
SIZE: Small to Medium (3-4 ft.)
HD: 4 (d8)
AC: 15
SAVES: M
MOVE: 50 ft.
ATTACKS: Claw (2d6), Bite (d8)
SPECIAL: Distracting Yell

INT: Average
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: 4
XP: 325+4

These monstrous beings are said to come from the wrongfully slain bodies of babies and children that have been corrupted by the influence of Czernobog or one of his minions when buried in the earth. Descriptions vary for the dreaded drekavak across Slavonic Europa, but they all agree that these creatures are not to be trifled with.

Drekavak hide from the light of day and appear at night, waiting for passing victims. Some describe it as appearing bird-like, hellish and

sinister, perched high to glare down on its victim. Others describe this creature as a thin, lanky limbed being, dappled in color with oblong shaped head. Still, other others speak of a fox or dog-like creature stalking its prey from the shadows.

Stories say it is afraid of dogs and avoids them completely, and that it is commonly seen in early spring and during the 12 days of Yule (on the Germanic calendar). Common-folk speak of it as an omen of death, often the death of a child, in the witness' family.

The drekavak can be found in cemeteries, mills, and other dark and forgotten locations that are built by man, but visited only briefly. Most consider the creature a demon or demon spawn by its dark nature and origins.

COMBAT: Shrieking and fierce, the drekavak lashes out with claws slashing and teeth chomping at its victim, moving ungainly and swiftly. They never attack larger foes unless there are more of their kind and they are able to outnumber the enemy. They typically target children, as they are similar in size and easily overtaken.

DISTRACTING YELL: Once every other round, the drekavak produces an ear-splitting shriek that distracts anyone in a 30 ft. radius. If a wisdom save is not made, those caught in the radius will be unable to cast a spell, fight in battle (-5 on rolls), or perform any other action for that round because of the annoying and haunting scream. This shriek resembles a wailing, tortured child with a demonic undertone and is very unique to this creature.

DRELB

NUMBER: 1
SIZE: Medium
HD: 5 (d10)
AC: 18
SAVES: P
MOVE: 30 ft.
ATTACKS: Slam (3d4)
SPECIAL: Trip

INT: High
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: See Below
XP: 80+5

The shape of a drelb is an insubstantial mass of floating mist, formed vaguely in the shape of a man. It will waver and sway in a menacing manner if approached.

Many adventurers mistake the drelb for an undead and clerics may attempt to use their ‘turn undead’ ability. If they do, the drelb will focus all of its attack on the cleric, for they hate clerics above all else.

The drelb is native to the Negative Energy Plane and are rarely found on this plane. When they are, it will be in service to a powerful, evil entity, for only these people can summon the drelb. Their summoner will normally assign them to guard a room, door, treasure or something of the sort. A drelb can be forced to guard such an item for 1,001 days before being freed. Almost always, the drelb has something to lose if it fails in its duties and as such will never falter.

While a drelb will never have treasure of its own on this plane, it will normally be found guarding another's treasure. If this is the case, the treasure in question will never be below 20,000gp value (singly or a mass amount of magic items). The CK should use the charts listed in the **Monsters & Treasure**.

COMBAT: The drelb will sweep an opponent off its feet and slam them violently to the ground, inflicting 3d4 points of damage. An

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opponent is allowed a dexterity save if attacked. Those succeeding remain on their feet and may attack the same round. Those failing have fallen and must spend the duration of the round standing back up, though they may attack as normal the following round.

DRIDER

NUMBER: 1, 2-8

INT: High

SIZE: Large

ALIGNMENT: Chaotic Evil

HD: 7 (d8)

TYPE: Aberration

AC: 17

TREASURE: 7

SAVES: P

XP: Male: 585+7, Female: 720+7

MOVE: 30 ft., 15 ft. (climb)

ATTACKS: Weapon, Bite (1d4)

SPECIAL: Spells, Web, Poison, Darkvision 60 ft., Fighter Class Abilities, SR 3, Elf Traits

Amalgams created by a failure to appease some dark deity, the drider is half spider, half elf. They have the upper torso, head and arms of an elf, attached in some grisly meshing of skin and fiber to the body of a spider.

Driders are intelligent and possess memories of their former selves. Warping of the mind and flesh into the drider form shatters any restraint formerly held, making the drider little more than a ravaging killer. These creatures instinctively despise their former selves, and anything that reminds them of it; they particularly enjoy destroying anything elven. Outcast from rebirth, driders seldom cooperate, preferring solitude.

COMBAT: Driders are capable warriors and spellcasters. They make effective use of their spider features; clinging to walls, hurling spells, and relying on their natural spell resistance to protect them. They make frequent use of spell power coupled with physical might, making them a very potent enemy. They usually carry some form of missile weapon as well, closing with enemies only after they have been rendered helpless.

WEB: A drider is able to generate the effects of the spell *web* once per day.

POISON: An enemy bitten by a drider is injected with a virulent toxin that immediately affects the nervous system, rendering the victim incapable of movement. A failed save versus constitution causes paralysis for 1 or 2 minutes.

ELF TRAITS: Driders have the following spell-like abilities: *dancing lights* (1/day), *darkness* (1/day), *detect magic* (1/day), *faerie fire* (1/day), *detect alignment* (1/day), and *levitate* (1/day); in addition, if the drider is female, it gains *clairvoyance* (1/day), *discern lies* (1/day), *dispel magic* (1/day), and *suggestion* (1/day).

SPECIAL: All driders have the class abilities of a 7th level fighter, and the class abilities, including spellcasting, of either a wizard or cleric of the same level; if the drider was originally a female, it has the abilities of a cleric; if it was male, it has those of a wizard.



MONSTERS D

DRYAD

NUMBER: 1

SIZE: Medium

HD: 2 (d8)

AC: 17

SAVES: M

MOVE: 30 ft.

ATTACKS: Dagger (1d4)

SPECIAL: Spell-Like Abilities, Tree Stride, Wild Empathy, SR 10

INT: High

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 1

XP: 39+2



Dryads are wild, fey creatures that represent a pinnacle of beauty. They live in seclusion in the deepest parts of ancient forests. Shy and non-violent, dryads always attempt to flee from danger. They can literally step into one tree and out of another as they escape.

Dryads are lonely creatures, and they seek to be fawned over and loved for their beauty. For this reason, they often keep men of power or prestige bound to them for many years. Exceptionally handsome men attract the attention of dryads, and a dryad may reveal itself to such an individual, in an attempt to charm and seduce him.

Every dryad is mystically bound to a single, enormous hardwood tree, typically an oak or beech, from which she can never stray more than 300 yards. A dryad's tree does not radiate magic. Dryads possess a great deal of knowledge about the area surrounding their forests, and can communicate with any plant that grows naturally in their habitat.

COMBAT: Dryads always try to retreat from combat, using thick underbrush and briar patches around their homes to evade pursuit. They can also make quick escapes through the trees themselves (see *tree stride*). Often they will feign being wounded, or call for mercy, only to flee quickly once the enemy hesitates.

If pressed to fight, a dryad uses a dagger and tries to turn opponents against each other with her potent charm ability.

SPELL-LIKE ABILITIES: *entangle* (2/day), *charm person* (2/day), *sleep* (3/day). Saving throws against the dryad's charm ability are made at CL 3.

TREE STRIDE: A dryad is able to travel quickly in its natural habitat by passing through trees. A dryad can magically enter a tree and move to any other tree within 50 feet, in one round. The next round, the dryad can leave the currently occupied tree and move to another. Dryads can do this only four times per day, but they can always meld with their bonded tree.

WILD EMPATHY: This ability functions identically to the *mass charm* spell, except it is limited to plants and animals. The affected subjects will obey any order given by the dryad, including orders that require the subject to do something it wouldn't ordinarily do.

DRYHTNÉ

NUMBER: 1-20

SIZE: Medium

HD: 5 (d12)/8 (d12)

AC: 13/18

SAVES: P

MOVE: 30 ft.

ATTACKS: Weapon, Slam, Bite (3d12)

SPECIAL: Life Drain, Spread Disease, Woden's Fury

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Undead (Common)

TREASURE: 2

XP: 250+5/500+8

The dryhtné are slain warriors who have not passed on to the next world after death for various reasons and now haunt regions where they previously roamed, either on land or sea. Rotting, festering and disgusting, the dryhtné only care about serving their former lord or draughtins if necessary.

What is worse are the dryhtnéas that are taken by Woden's rage, for they are unstoppable in this state. These enraged dead warriors can ravage the countryside unchecked by even the strongest of heroes and adventures. These nightmarish dead berserkers are dryhtnéwódas are only stopped by powerful magic, fire, and the skill of great heroes.

Often, the curse of a wælcyrig could bring these dead warriors up from the earth to haunt or plague an enemy. Once animated, the dryhtnéas will not relent in their dimly guided goal and can follow their prey for miles without resting. It is feared that Frau Hölle could someday summon an endless army of these warriors since they were not taken to Neorxnawang by Woden for various reasons. If so, they would spill out from Helle into Middangeard rampaging and slaughtering everything in their path. Many worry if the goddess Perchta could as well if she were completely angered by mankind.

COMBAT: The dryhtné will attack with weapons if available, preferring those it used in life, and presumedly were buried with, otherwise attacking with fists or teeth.

LIFE DRAIN: Those touched by a dryhtné must make a charisma save or take d20 damage from the life-hungry dead.

SPREAD DISEASE: As the dead warriors wander, their rotting forms carry and release a fetid and life-threatening disease. Each warrior is surrounded by an invisible cloud with a 15 ft. radius, making it necessary for the living within range to roll a constitution save or catch the plague. A form of the bubonic plague will strike the living with pus-filled boils and all the other fatal symptoms that go along with them. Failing the save, the afflicted will catch the disease d12 hours



later. This will spread to all living beings alike in the same way as the dryhtnéas make their way across the countryside.

WODEN'S FURY: By whatever means, the fury or wód of the Allfather will possess the already dead warrior and turn him or her into a killing machine. Once this is in place, the dryhtné will gain a +5 damage to its attacks on its foes and an additional d4 attacks/round as it kills in a wild frenzy like Woden.

DUERGAR

NUMBER: 2-8

SIZE: Small (4 ft.)

HD: 1 (d10)

AC: 16 or By armor

SAVES: P

MOVE: 20 ft.

ATTACKS: By weapon

SPECIAL: Darkvision 120 ft.

INT: Average to High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 3

XP: 7+1

In the deep, dark, world far beneath the surface of the earth dwell the evil race known as the duergar. Duergar are cousins of the dwarf, but are as evil as dwarves are good, as wild as they are organized, as diabolic as they are decent. In fact, many dwarfs deny the existence of the duergar, for they are ashamed of them. Needless to say, a deep hatred exists between the two races.

Duergar never venture above ground during the day, but raiding parties have been known to infiltrate during the night. While they will take what they find in the way of treasure, their main quest when they venture to the open world is to find slaves to work in the squalid pits below. Mainly, they will attack human settlements, but they will sometimes raid other demi-humans. But never dwarves. Duergar never enslave dwarves, and dwarves would never be taken alive by one of these wretched creatures.

If more than a dozen duergar are encountered, there will be one with maximum hit points (10) who carries with him some kind of magic item, be it weapon, armor, or trinket.

COMBAT: Duergar fight normally in banded mail and wield bearded axes (3d4 damage). Ideally, they engage their enemy in complete darkness, for this is where they feel at home. Duergar are known for their singing during combat; a loud, rough, jagged language, not unlike rocks scraping against one another. While it imparts no bonuses or penalties, the sound of them singing is quite bothersome. Duergar will always attack dwarves if they are present.

DUNE WRAITH

NUMBER: 1

SIZE: Medium (6 ft.)

HD: 6 (d8)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Fists (1d6)

SPECIAL: Tracking, Stun, Summon Sand, Detect Good

INT: High

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 4

XP: 420+6

These human-like abominations are thought to be summoned by powerful, evil wizards for their own machinations. The means of the summoning are unknown to most people of the lands. It is a secret shared by only a few. Found only in the hot, arid deserts, the dune wraith appears as a tall, gaunt, naked human female with pale white skin and long, blonde hair.

TRACKING: They are relentless trackers and can track even a single man over long stretches of desert flawlessly. They are able to do this not only by a deep knowledge of this arid land, but by an ability shared by very few creatures. The dune wraith is able to 'pick up' vibrations left by travelers as they make their way across the desert. The wraith can feel where someone has been and can follow this feeling for miles.

DETECT GOOD: A wraith has a constant detect good (not unlike the paladin's detect evil) and will set his sights on someone such aligned, never ceasing in its relentless pursuit.

COMBAT: When finally finding its target, the dune wraith will initially attack with its bony fists, each doing 1d6 damage.

STUN: Each successful strike has a chance to stun the opponent. The victim of such an attack must make a constitution save or fall to the ground stunned. It is at this moment when the real power of the wraith becomes evident.

SUMMON SAND: The wraith can summon the sand around her to encase and eventually suffocate her victim. For three rounds, she will mumble her evil incantations, summoning the very sand itself to do her bidding. Any attacks on the wraith during this time will incur the wrath of her sand. Anyone attacking the wraith during this phase must pass a dexterity check or be knocked prone by the whirling sands. Those encased in the sand will be helpless to escape and will die in 1d4 + constitution bonus rounds once they are completely covered.

Once its victim is dead, the wraith will disengage from combat and attempt to walk away. If, however, she is pursued, it has no qualms about attacking and possibly killing again. As before, it will ideally attack a good-aligned creature.



MONSTERS D

DUSTDIGGER

NUMBER: 1-4

SIZE: Large

HD: 4 (d8)

AC: 16/12

SAVES: P

MOVE: N/A

ATTACKS: Bite (1d8)

SPECIAL: Envelop

Dustdiggers appear as large starfish with five arms. They measure approximately six feet across, with a large mouth in the center. The mouth is lined with long teeth that act independently from one another. The creature itself is a dull brown, its skin tough and leathery. On the underside, directly under the mouth, is a loose patch of skin. The creature can inflate this pouch to hold creatures man-sized or smaller.

The creature will normally bury itself in loose sand or lightly packed dirt, covering itself with a layer of sand. It will inflate its pouch and lie in wait for prey. When some walks on top of it, it will open its mouth, creating something akin to a sinkhole. The teeth will try to draw the creature into the maw below.

COMBAT: When someone walks over a dustdigger, they are allowed a dexterity check (CL 6). Failure means they have fallen into the creature's trap. They will take 1d4 damage per round until the victim has been totally enveloped into the dustdigger. The time it takes to consume a creature is equal to its height. A creature of five feet will be consumed in five rounds, taking 1d4 damage per round, no to-hit roll is needed. At this point, the creature's armor class is 12. Those being consumed may attack, but at a -3 penalty and all damage is divided by half.

ENVELOP: Once its victim is inside its pouch, it will flip its arms over its mouth. The underside of the arms are much tougher than the topside and its armor class is 16 on this side. Those inside are allowed a constitution check. Failure means they have taken 1d6 damage from suffocation. They are allowed a constitution save every round until they or the dustdigger has died. When dead, the dustdigger will stay in place for up to a week, digesting its victim.

DWARF

NUMBER: 1-4, 20-100

SIZE: Small

HD: 1 (d8)

AC: 16

SAVES: P

MOVE: 20 ft.

ATTACKS: By weapon

SPECIAL: Dwarf Traits, Deepvision 120 ft.

Dwarves are short of stature, but stout and strong. They wear full beards, and take great pride in their length and fullness. These sturdy folk make their homes deep within the earth, hammering out an existence through brute force and the forge. Above all else, the dwarves delight in shaping stone, and they love gold, silver, gems, and any wealth found beneath the earth. They are unsurpassed as miners and engineers, and are skilled in making armor and weapons of all kinds. Dwarves have long memories and never forget a grudge or a kindness done for them. For this reason, they have no love of orcs and goblins who too often plunder dwarven wealth. They have very little

affinity for elves and their markedly different philosophy and culture. Dwarves communicate and trade with the other races regularly, but often with great suspicion.

Dwarves have tight familial bonds, forming large clans of around 400 members. Their clans are usually part of a larger kingdom of dwarves that consists of 10-100 clans. For every 10 dwarves encountered, there will be a 3rd level lieutenant. For every 40 encountered, there will be four lieutenants and one 5th level battle lord. If a clan is encountered, 25% will be women and children. The women fight as any other dwarf; the children as a dwarf with a d4 hp. The leader of a clan is always a lord of 8th to 10th level, depending on the size of the clan.

Dwarves can speak some or all of the following languages: common, dwarven, gnome, goblinoid, halfling, elven, ogrish, giant, troll.



COMBAT: Dwarves are tough, expert fighters, and usually gird themselves in mail from head to toe. They favor the crossbow, axe or hammer in battle. They are cunning, fight as a group, and are adept strategists. True to their nature, dwarves fight as cohesive units, following the orders of their lieutenants or battle lords to the letter. They march to battle in close formation, shields carried on the left arm, overlapping a neighbor's right flank. They march in these battle lines or "shield walls" until they engage an enemy. In every squad of 10 warriors four of them carry light crossbows. These crossbowmen march behind the shieldwall, which periodically drops to a knee, allowing the crossbowmen to fire over their heads. The crossbowmen then reload and the whole unit marches forward again to repeat the attack.

DETERMINE DEPTH AND DIRECTION: The world beneath mountains and in the deeps of the earth is the natural home of dwarves. Dwarves can sense their approximate depth underground as naturally as a human can sense which way is up. The dwarf can also determine direction underground as easily.

ENMITY (GOBLINS/ORCS): Endless wars against goblins and orcs have created an undying of hatred for those vile creatures. When in combat against goblins or orcs, this fury gives dwarves a +1 bonus "to hit" these creatures. Their natural animosity makes dealing with these races almost impossible, so that dwarves suffer a -4 to physical checks when interacting with half-orcs, orcs and goblins.

DEFENSIVE EXPERTISE (GIANTS/OGRES): Long regarded as a food source by many giants, dwarves have developed expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

RESISTANT TO ARCANES MAGIC: Dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

RESISTANT TO FEAR: Dwarven loyalty, duty, stubbornness, and honor lends them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.

RESISTANT TO POISONS: Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

STONECRAFT: Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard. This gives them various bonuses and abilities. Dwarves are capable of spotting unusual or unique stonework features. These features include new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings, or secret and/or concealed doorways constructed of or disguised as stone.

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EAGLE, GIANT

NUMBER: 1-4

SIZE: Large

HD: 4 (d10)

AC: 16

SAVES: P

MOVE: 20 ft., 100 ft. (fly)

ATTACKS: 2 Talons (1d8), Beak (2d6)

SPECIAL: Dive, Twilight Vision, Improved Sight, Detect Falsehood

Giant eagles inhabit high mountain regions. They are large, often with 24-foot wingspans. They live long lives, sometimes to 300 years of age, and are very intelligent creatures. They speak their own language, but also know elvish, and on occasion they speak the common tongue of men. They are territorial and clannish. A giant eagle nests in the same area for all of its life unless it is driven from its home. They are aloof, and avoid other creatures whenever possible.

Giant eagles can see great distances, and are usually very well informed about the happenings in their realms. Much like their smaller kin, they are friendly with elves, occasionally carrying them into battle or on other errands.

COMBAT: The giant eagle's preferred method of attack is to dive, scoop up its prey in its mighty talons, and carry it to its nest to be killed and devoured. If it wishes only to kill the prey, the eagle carries the creature to great heights and drops it.

DIVE: A giant eagle can dive at an opponent, gaining a +4 bonus on its attack roll. However, the beast must move at least 50 feet in one round. A successful strike means that the prey takes damage from both claws, and must make a successful dexterity check to avoid being grasped in the talons of the eagle. If the check fails, and the victim is 200 lbs. or less, the eagle picks it up and carries it into the air. In two melee rounds, the eagle will drop the creature from 100 feet in the air. If a victim manages to stab or otherwise harm the eagle before that



time, the eagle drops it immediately from whatever height it managed to attain.

DETECT FALSEHOOD: Giant eagles have the ability to scrutinize humans and demi-humans to determine the truth of their statements. Any human or demi-human that attempts to lie to a giant eagle must succeed at a charisma check with a challenge level of 4 (equal to the hit dice of the giant eagle), or the eagle detects the falsehood.

EAR SEEKER

NUMBER: 20-120

SIZE: Small (3-6 in.)

HD: 1 (d2)

AC: 10

SAVES: P

MOVE: N/A

ATTACKS: N/A

SPECIAL: Lay Eggs

INT: None

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: Nil

XP: 10+1

These small, seemingly innocuous creatures are far from what they appear to be. Looking like thin, green maggots, ear seekers can be found in any damp, warm climate. They can oftentimes be found in fresh corpses, old rotting wood or refuse pits in warm climates. They are, for the most part, content to live in such an area. But they prefer the flesh of the living.

COMBAT: If anyone disturbs an area populated by ear seekers, these parasites will attempt to crawl into the ear canal of their victims. They attack in swarms, so it is difficult to rid oneself of all of them before a lucky few make it to their destination. As a rule, the hapless victim is allowed a dexterity save when attacked, with a CL of 5. Those failing will be successfully attacked by the creatures and will suffer the consequences of such an attack automatically. Those succeeding have successfully thwarted an attack, but are subject to another the next round as the creatures reassemble and attack again. These creatures can easily be killed with fire at the rate of 10-60 per round if attacked. If fire is not used, and more traditional methods are (i.e. stomping them to death under a boot), 5-30 can be killed in a single round. A victim that is attacked may either attempt to dislodge the creatures from his body or attack those on the floor or around him, not both.

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LAY EGGS: Those unlucky victims that were successfully attacked by the ear seekers will have the creatures burrow into their ears. As they burrow through the eardrum, the victim will take 1d3 points of damage, experience excruciating pain and become deaf in that ear. After this, the creature will deposit its eggs in 2d4 hours. Before the eggs are laid, the creatures can be killed via a *heal*, a *remove curse*, *remove disease*, a *limited wish* or a *wish* spell. Once the eggs hatch, the young will begin burrowing deeper for nourishment. To kill the young, only a *heal* or *wish* will suffice. If no cure is performed within twenty-four hours of the larvae hatching, they will burrow into the brain, killing their host. Once dead, the creatures will leave, normally via the ear canal, but sometimes through the nose or even burrowing through the eyes. A victim can be resurrected only after the creatures have left the body.

EBLIS

NUMBER: 4-16

SIZE: Medium

HD: 4 (d8)

AC: 17

SAVES: P

MOVE: 40 ft.

ATTACKS: Beak (1d6)

SPECIAL: Spells, Resistant to Fire

INT: Average to Superior

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 5

XP: 40+4 (60 +4 for Elder)

The eblis, or storkmen, are a solitary race of creatures that live in desolate swamps or bleak marshes. They look like tall, graceful storks with human eyes and intelligence. The creatures live in colonies of no more than a dozen. These creatures mate for life and will only have one child at a time. If multiple eggs are laid, the father will destroy all but one. If a tribe grows too large, the oldest of the young will be forced

out, along with a female of his choosing, to start a new tribe at least one hundred miles away. The males have plumage of bright reds and orange, especially about the head and neck. The females are rather drab in coloration. Like storks, they have long, sinewy necks and sharp beaks.

The eblis are a proud race that voluntarily left the reaches of man ages ago. They have since fostered an intense hatred for humans, though they rarely see them anymore. They will attack humans without provocation or warning. Males are considered the dominant gender and females are subservient to them. In turn, the males are very protective of their mates and will die to protect them. The elder male is considered the leader of the colony without question. He will always have maximum hit points and will be able to cast spells. The tribe will give their life to protect him. Eblis are omnivorous, normally eating fish and plants that grow in abundance about their lair. They will eat flesh if presented to them--especially that of humans, which they relish. The creatures have small wings that are more for balance than anything, for they are flightless.

COMBAT: Eblis attack with their beaks, which inflict 1d6 points of damage if successful. Being relatively intelligent, the creatures are not adverse to ambushes or other tactical maneuvers if it suits them.

RESISTANT TO FIRE: Being that they spend a lot of time in and near water, eblis take one less damage per dice rolled on any fire-based attacks.

SPELLS: The elder male and female of the colony are able to cast some minor spells. The number of spell levels will be equal to 5, meaning they can have 5 1st level, 3 1st level and a 2nd level, etc. The spells should be those that are able to be cast by the creature, i.e.: those with a verbal component only, since they have a rudimentary language that will suffice for the verbal component.



ELEMENTALS

Elementals are denizens of the elemental planes of existence, formed from the plane's pure substance. They are seldom encountered on the mortal realms, but are often summoned by powerful spellcasters.

All elementals regenerate 2 hit points per round if fighting in their natural planes or in close proximity to their respective elements. A fire elemental on the prime material rarely regenerates, unless it is fighting from a pool of lava or similar source. An air elemental almost always regenerates, unless forced to fight under water. Earth elementals do not regenerate if they are fighting on anything other than soil, sand, gravel, rock, or other forms of earth.

Elementals are magical creatures and can only be hit by magical weapons. As with all an elementals powers, this immunity to magic grows with the elemental. For hit dice of 1-6: +1; 7-15: +2; 16-23: +3; 24 +: +4.

ELEMENTAL, AIR

NUMBER: 1-4
SIZE: Special (See Below)
HD: See Below (d8)
AC: Special (See Below)
SAVES: P
MOVE: 100 ft. (fly)
ATTACKS: Slam (See Below)

INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1/7/9
XP: See Below

SPECIAL: Air Mastery, Whirlwind, Darkvision 60 ft., Regeneration 2
XP: 2 HD: 27+2 8 HD: 700+8 16 HD: 5700+16

Composed entirely of dense, roiling air, an air elemental is a native of the planes of air. They can take many forms, moving as a gentle wind or thundering as a whirlwind or small tornado. An air elemental is very rarely encountered on the mortal realms. They are generally summoned to the mortal realms by powerful devices or spellcasters.

1-6 HD, AC 17. Slam for 2d4 damage. Whirlwind special attack allows a save with a +4 modifier. Whirlwind inflicts 1d4 damage.

7-15 HD, AC 19. Slam for 2d8 damage. Saving throws to avoid the whirlwind are not modified and inflicts 2d6 damage.

16+ HD, AC 24. Slam for 2d10 damage. There is a -2 penalty on saves to avoid the whirlwind. Whirlwind inflicts 2d8 damage.

COMBAT: Air elementals make slamming attacks, buffeting foes with focused blasts of air. They can assume whirlwind form for devastating effect.

AIR MASTERY: An air elemental gains a +1 bonus on attack rolls and a +2 on damage when fighting a creature that is airborne, either magically or naturally.

WHIRLWIND: An air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for 1 round per 2 hit dice. In this form, the elemental can move through the air or along a surface at its normal speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 80 feet tall, depending on the air elemental's size (height is determined in multiples of 5 by hit dice, so that a 6 hit dice air elemental has a 30 foot tall whirlwind.). The air elemental controls the whirlwind's height.

Any creature half the height of the air elemental's whirlwind or less must succeed on a dexterity save when it comes into contact with the

whirlwind or take the indicated damage. It must also succeed on a strength save, or be picked up bodily and held suspended in the powerful winds. A suspended creature automatically takes the indicated damage each round. Only a flying creature is allowed a strength save each round to escape the whirlwind. The creature still takes damage, but can escape if the save is successful. Except to try to escape the whirlwind, creatures trapped within it cannot move, and are carried wherever the elemental moves. They can otherwise act normally, but suffer a CL 2 penalty to dexterity checks and a -2 penalty on attack rolls. Spell casters must succeed on a strength save to successfully cast a spell that requires material and/or focus components, succeed on a charisma save to successfully cast a spell that requires somatic components – or on all three if a spell requires all three.

The air elemental can only keep as many creatures trapped inside the whirlwind at one time as it has hit dice. The air elemental can eject any carried creatures at will, at any height up to its maximum, with creatures so ejected taking one and a half times the normal falling damage for the height due to the speed they are ejected at; ejected creatures land within a distance from the center of the whirlwind no greater than the width of the whirlwind, centered on the elemental's current location. A summoned air elemental always ejects trapped creatures before returning to its home plane.

In addition to the whirlwind's other effects, if the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the air elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away from an attacker have half concealment, and those farther away have total concealment. An air elemental in whirlwind form cannot make slam attacks.



MONSTERS E



ELEMENTAL, EARTH

NUMBER: 1-4

SIZE: Special (See Below)

HD: See Below (d8)

AC: Special (See Below)

SAVES: P

MOVE: 20 ft.

ATTACKS: Slam (See Below)

SPECIAL: Earth Mastery, Darkvision 60 ft., Earth Mastery, Regeneration 2

XP: 2 HD: 22+2 8 HD: 575+8 16 HD: 4,600+16

Often appearing as a humanoid creature composed entirely of rock and mineral, an earth elemental is a slow, lumbering, grinding, beast native to the planes of earth. Normally not found on the mortal realms plane unless summoned, it enjoys mining and avoids large bodies of water.

1-6 HD, AC 17. Slam for 2d4 damage.

7-15 HD, AC 19. Slam for 2d8 damage.

16+ HD, AC 24, Slam for 2d10 damage.

COMBAT: An earth elemental travels through the ground to strike opponents from beneath, delivering massive damage in very short order.

EARTH MASTERY: Against opponents touching the ground, the earth elemental's slam attacks always inflict maximum damage, but against airborne or swimming creatures, the attack suffers a -4 penalty to damage.

EARTH GLIDE: An earth elemental can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. This ability leaves no tunnel or hole, nor does it create a ripple or other

outward signal of the elemental's passage. This ability does not allow an earth elemental to pass through metal. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, and stuns it for 1 round unless a successful physical save is made.

ELEMENTAL, FIRE

NUMBER: 1-4

SIZE: Special (See Below)

HD: See Below (d8)

AC: Special (See Below)

SAVES: P

MOVE: 50 ft.

ATTACKS: Slam+Burn (See Below)

SPECIAL: Burn, Darkvision 60 ft., Immunity to Fire, Regeneration 2

XP: 2 HD: 24+2 8 HD: 650+8 16 HD: 5,100+16

Normally residing on the plane of fire, a fire elemental might appear as a towering, vaguely humanoid inferno, or as a slithering river of flame. They live to consume anything and everything that will burn, but avoid water and other nonflammable liquids at all costs.

1-6 HD, AC 15. Slam for 1d4 damage.

7-15 HD, AC 18. Slam for 2d6 damage.

16+ HD, AC 22. Slam for 2d8 damage.

COMBAT: Fire elementals are consummate arsonists, deriving incredible pleasure from seeing creatures and objects consigned to charred oblivion. They move to attack directly, striking foes with the goal of setting them ablaze.

BURN: The touch of a fire elemental is scorching and immolating. Every slam attack inflicts additional fire damage equal to half of the normal slam damage (a fire elemental that inflicts 1d4 points of damage



with a slam, for example, deals an extra 1d2 points of fire damage). Any non-magical combustible material contacted by a fire elemental immediately ignites. Magic items are allowed a saving throw as per **Destroying Magic Items**.

ELEMENTAL, WATER

NUMBER: 1-4 **INT:** Inferior
SIZE: Special (See Below) **ALIGNMENT:** Neutral
HD: See Below (d8) **TYPE:** Elemental
AC: Special (See Below) **TREASURE:** 1/7/10
SAVES: P **XP:** See Below
MOVE: 20 ft., 90 ft. (swim)
ATTACKS: Slam (See Below)
SPECIAL: Water Mastery, Drench, Vortex, Capsize, Darkvision 60 ft., Regeneration 2
XP: 2 HD: 37+2 8 HD: 950+8 16 HD: 7,700+16

Normally residing on the plane of water, a water elemental looks like an amorphous watery beast, constantly changing shape and consistency. These creatures have very few thoughts of their own, but possess a powerful instinct to blanket their foes in a watery death.

1-6 HD, AC 17. Slam for 2d6 points of damage. Its Vortex special attack allows a save with a +4 modifier

7-15 HD, AC 19. Slam for 4d6 points of damage. The Vortex ability is resolved normally.

16+ HD, AC 24. Slam for 5d8 points of damage. Saving throws to resist the effects of the Vortex ability suffer a -2 penalty.

COMBAT: Water elementals enjoy the freedom that their aqueous form provides. They flow back and forth from opponent to opponent, changing shape to better avoid weapon blows, and attempt to engulf and suffocate their victims.

WATER MASTERY: A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the water elemental is touching the ground, the water elemental suffers a -4 penalty on attack and damage rolls.

DRENCH: The water elemental's touch extinguishes torches, campfires, exposed lanterns, and other open flames of non-magical origin, of up to large size. The creature can dispel magical fires that it touches as if *dispel magic* were cast.

VORTEX: A water elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for 1 round per 2 hit dice. In vortex form, it can move through the water or along the bottom at its normal speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or taller, depending on the elemental's size (height is determined in multiples of 5 by hit dice, so a 6 hit dice water elemental becomes a 30 foot tall whirlpool). The water elemental controls the height of the vortex, but it must be at least 10 feet tall.

Any creature half the height of the water elemental's vortex or less must succeed on a dexterity save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a strength save, or be picked up bodily and held suspended in the powerful currents. A suspended creature automatically takes the indicated damage each round. Only a swimming creature is allowed a strength save each round to escape the vortex. The creature still takes damage, but can escape



if the save is successful. Except to try to escape the vortex, creatures trapped within it cannot move, and are carried wherever the elemental moves. They can otherwise act normally, but suffer a Challenge Level 2 penalty to dexterity checks and a -2 penalty on attack rolls. Spell casters must succeed on a strength save to successfully cast a spell that requires material and/or focus components, succeed on a charisma save to successfully cast a spell that requires somatic components – or on all three if a spell requires all three.

The water elemental can only keep as many creatures trapped inside the vortex at one time as it has hit dice. The water elemental can eject any carried creatures at will, at any height up to its maximum, with creatures so ejected taking one and a half normal falling damage for the height due to the speed they are ejected at; ejected creatures land within a distance from the center of the vortex no greater than the width of the vortex, centered on the elemental's current location. A summoned water elemental always ejects trapped creatures before returning to its home plane.

In addition to the other effects of the vortex, if the vortex's base touches the ground at the bottom of a body of water, it creates a swirling cloud of debris. This cloud is centered on the water elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away from an attacker have half concealment, and those farther away have total concealment. A water elemental in vortex form cannot make slam attacks.

CAPSIZING: A water elemental can rise out of the water with such force that a vessel with a beam of up to one foot width per hit dice of the elemental is automatically capsized. A vessel with a wider beam has a chance of capsizing equal to the hit dice of the elemental divided by the vessel's beam width expressed as a percentage; thus a galleon with a 30 foot beam has a 53% chance (16/30) of being capsized by a 16 hit dice water elemental.

MONSTERS E

LESSER ELEMENTALS

Beyond the maelstrom and the multiverse there lies the firmament, or the elemental planes. These planes exist separate from one another, whole and apart, even from the Void. Collectively these planes are called the elemental planes and are named thus: planes of fire, earth, air and water, and the energy planes of abnegation (negative energy), apodiction (positive energy) and achromatic (neutral energy). Creatures native to the four main elemental planes have been detailed above, but the multitude of small planes, the para-elemental and the quasi-elemental, have not as yet been broached.

As with their more common cousins, the fire, earth, air and water elementals, these elementals regenerate 2 hit points per round if fighting in their natural planes or in close proximity to their respective elements. All elementals are magical creatures and can only be hit by magical weapons. As with all elementals of power, this immunity to magic grows with the elemental. For hit dice of 1-6: +1; 7-15: +2; 16-23: +3; 24 and greater: +4.

These coalescences of planes give us twelve previously undocumented planes, as follows: Where the planes of fire and earth meld is found the plane of magma. Earth and water yield mud. Water and air form ice and air and fire beget smoke. Where fire and abnegation meet, one will find the plane of ash, earth and abnegation form dust, Water and abnegation form salt and air with abnegation form vacuum. Fire with positive energy of the apodiction forms radiance, earth with apodiction forms mineral, water with apodiction forms steam, while air with apodiction forms lightning. The creatures native to these planes are known as para-elementals and quasi-elementals, but are collectively known by the name “lesser elementals”.

ELEMENTAL (LESSER), ASH

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5700+16

Where the plane of fire begins to meld with the negative plane of abnegation, one will find the quasi-elemental plane of ash. The air, what little there is, is dense and thick with burning embers and floating ash. Visibility is near zero, as the smoke and debris fill the air. There is little solid ground, for the vast majority of the plane is open, yet choked with detritus.

The elementals that call this arid land home are tainted with the negative energy, as are all elementals that live in planes bordered by that horrible plane. Appearing like a large mound of animated ash, they delight in smothering the life out of any creature save others of their kind. Rarely found anywhere in the multiverse than their home plane, a few sage wizards have summoned these horrors to our plane to serve as guards.

COMBAT: The ash elemental strike with one thick, ashy appendage that forms indiscriminately from its mass. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
7-15 HD: AC-18, Slam for 1d10
16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by smoldering embers or ash, the creature gains a +1 on all attack rolls.

ELEMENTAL (LESSER), DUST

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

Where the negative plane of abnegation begins to creep into the plane of earth, one will find the plane of dust—a vast, barren world of dust and debris. Very much like a sandstorm in a great desert. Breathing is difficult due to the air being thick with dust, and walking upon the shifting sands is dangerous, as the ground has a habit of dropping away to nothingness with no warning. Like many of the outer planes, the plane of dust is not to be tread by those unprepared.

The elementals that call this plane home are somewhat like the earth elementals they share a common bind with. They are tall, strong creatures made of the very earth that is so common to us. These creatures are constantly shifting and twisting, their bodies changing shapes dozens of times a minute. They have no set form; a man-shaped creature one minute, a mound of dust the next, a towering column next. The closeness of the negative plane of abnegation has given them a cruel streak that permeates their every action. Killing, torturing, and maiming delight these horrors and they will go to great lengths to see these foul deeds completed.

COMBAT: The dust elemental will strike out with an appendage and swing it down upon any creature it is in a melee with. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

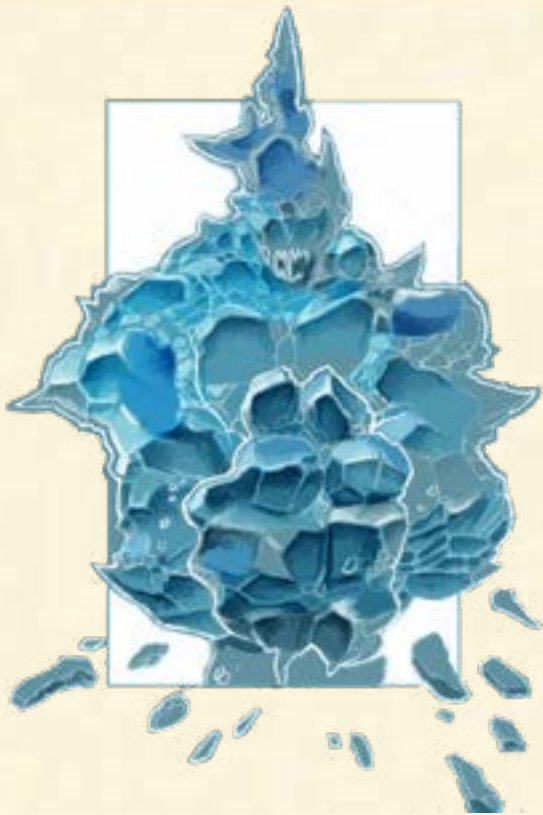
1-6 HD: AC-16, Slam for 1d6
7-15 HD: AC-18, Slam for 1d10
16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by sand or dust, the creature gains a +1 on all attack rolls.

ELEMENTAL (LESSER), ICE

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1), Chill Touch
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

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The para-elemental plane of ice, where the planes of air and water merge, is (as its name would suggest) a cold, desolate place where strong, billowy winds sweep endlessly across frozen fields of ice.

Very few creatures call this place home, for few things can grow here. If well equipped, travel here is not as hazardous as other planes, for breathable air is plentiful and the surface of the ice, while slick, is sturdy enough to walk upon. The traveler would be forewarned to bring layers of clothing, for temperatures hover around 0°F (-18°C), and a supply of rations. The ice elementals that populate this realm are tall, man-shaped living forms of ice. They are rather slow and plodding, but make up for this with durability and strength. In a land where temperatures never get above freezing, ice creatures are practically like stone.

COMBAT: The ice elemental will clasp its two hands into a club-like appendage and swing down upon any creature it is in melee with. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
 7-15 HD: AC-18, Slam for 1d10
 16+ HD: AC-23, Slam for 2d8

It should be noted that ice elementals take double damage from fire-based attacks, and any fire-based attack that hits for more than half of their hit points will bring about a constitution check. Failure means the ice elemental has cracked and has started melting, and obviously instant death.

MASTERY: When on its own plane, or surrounded by ice or snow, the creature gains a +1 on all attack rolls.

CHILL TOUCH: The chill touch of an ice elemental itself does damage. Each slam attack is accompanied by a constitution save. Those failing take an additional 1d4 damage from the frigid touch of the creature.

ELEMENTAL (LESSER), LIGHTNING

NUMBER: 1

SIZE: See Below

HD: See Below (d8)

AC: See Below

SAVES: P

MOVE: 75 ft. (Fly)

ATTACKS: Slam (See Below)

SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)

XP: 2HD: 22+2

8HD: 650+8

16HD: 5,700+16

INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Elemental

TREASURE: 1/6/8

XP: See Below

Quite possibly the least hospitable of the apodiction bordered planes, the quasi-elemental plane of lightning is where the plane of air is inundated by powerful, positive energy, forming a plane that is almost pure energy, taking the form of lightning. Great storms rumble about the place, with bolts of lightning striking out at random. Those able to fly and that have safely ventured into this plane risk being electrocuted at any time. The air is crisp and pleasant, the temperature just a bit chilly and a view that is amazing. If not for the great bolts of lightning, this plane would be wonderful.

The lightning elementals are quick and fleeting. They dislike lengthy conversation and will flee as if attacked at random times, leaving their guest perplexed and amused. Lightning elementals think of their bolts of power as a form of play, as they will shock one another in a vast game of tag. Those unlucky visitors that join these games, usually without knowing they have joined, will quickly find they do not enjoy the brisk shock they receive when they are tagged "it". These creatures are intelligent enough to know when they are playing (and do no damage) and when they are attacking (and can do considerable damage).

COMBAT: The lightning elemental strikes with a bolt of lightning, shooting out of its formless mass. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
 7-15 HD: AC-18, Slam for 1d10
 16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by lightning, (they love thunderstorms), the creature gains a +1 on all attack rolls.



MONSTERS E

ELEMENTAL (LESSER), MAGMA

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)

SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1), Burn
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

The elemental plane of magma is a land of roiling mountains of molten rock and pools of fiery lava. It is, to say the least, inhospitable. From its earth parent, the plane lacks the openness one may find elsewhere, for the land is dense with mountains, dotted with labyrinthine mazes meandering amongst the stone and earth. Huge, powerful volcanoes rise and fall over centuries and at any time, dozens will be found spewing foul smelling lava and gases. It is rare, to witness this, however, for almost all creatures unlucky enough to roam this landscape do so from deep within the bowels of the superheated mountains.

The magma elementals are physical manifestations of the land: tall, roughly man-shaped pillars of molten rock. They glow with a bright orange and radiate heat like that of a fire elemental, though not as intense. On their planes, they are lonesome creatures, moving about the landscape searching, for what, very few know. Some say a few renegade magma elementals find themselves on our plane in the same fruitless search. Magma elementals are aggressive and angry and will attack without need or warning.

COMBAT: The magma elemental will grab opponents and throw them to the ground in a massive slam attack. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
7-15 HD: AC-18, Slam for 1d10
16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by lava or magma, the creature gains a +1 on all attack rolls.

BURN: The touch of a magma elemental itself does damage. Each slam attack is accompanied by a constitution save. Those failing take an additional 1d4 damage from the burning touch of the creature.

ELEMENTAL (LESSER), MINERAL

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)

SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

When the plane of earth touches the positive apodiction plane, the earth yields up its precious resources for a plane all of their own. Very much like the dense plane of earth, one will find great works of art made with crystals, gems, and precious metals. Most of the plane is

difficult to traverse outside of the tunnels that work their way through the mountains that make up the place. These tunnels can sometimes be as small as a needle, but some grow to such a size as to make one feel they are outside, an almost infinite opening in the plane. The absolute beauty of the living rock is mesmerizing to most outsiders, especially dwarves.

The elementals that call this place home are very much like their brethren, the earth elementals. The main difference is, where earth elementals contain dirt, mud and stone, these creatures are made of precious gems, of sparkling crystals and are veined with gold, silver and platinum. Gentle giants, these creatures have been infused with the positive energy of the plane of apodiction, and are loath to battle. Their days are spent creating great works of art, using the wealth of materials at their disposal.

COMBAT: The mineral elemental strike with a massive slam attack. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
7-15 HD: AC-18, Slam for 1d10
16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by precious stone and metals, the creature gains a +1 on all attack rolls.

ELEMENTAL (LESSER), MUD

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)

SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Suffocation, Immunity (Weapon, +1)

XP: 2HD: 32+2 8HD: 900+8 16HD: 7,800+16

The elemental plane of mud, sometimes referred to by sages as Ooze, is a land of dirty, thick water, broken up with spots of thick, sticky mud. Great swaths of watery dirt create small pockets of air within the silt that some creatures can live upon, if only for a few hours. The complete lack of anything even remotely redeeming gives this plane an empty, lonely, desolate place where one might condemn a madman.

The elementals that call this realm home are crude forms, sometimes vaguely man-shaped, that drift along the water, constantly dripping pieces of itself off, only to join with other globules of sticky mud as they move about. These elementals find strength with others of their own kind and will rarely be found alone. While the dominant creatures of this realm, they are not alone. Odd, rare creatures, some fish-like in appearance, dot the land. The mud elementals care little for anything else living here and will enslave or destroy any living creature they find that is not like itself.

COMBAT: The mud elemental will grab its opponent, lifting them in the air before slamming them to the ground. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
7-15 HD: AC-18, Slam for 1d10
16+ HD: AC-23, Slam for 2d8

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MASTERY: When on its own plane, or surrounded by mud, the creature gains a +1 on all attack rolls.

SUFFOCATION: When the elemental scores a hit that is five higher than needed, the victim must make a constitution save or begin suffocating from the mud that has been forced into its mouth and nose. If no other action is taken, the mud can be harmlessly removed in one round. If the mud cannot be removed, due to paralysis for example, the victim will take 1d4 damage per round until the mud is removed or they succumb to the suffocation and die.

ELEMENTAL (LESSER), RADIANCE

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

Where the plane of fire merges with the positive energy of the plane of apodiction, they form the plane of radiance. All is bright and shiny here, a place of infinite sunshine and warm breezes. All creatures not native to this place must shield their eyes at all times or be blinded by the intense light. Creatures taking refuge in this plane have been known to heal much quicker than they would have on other planes, and diseases rarely survive the healing properties of this place. Travel is difficult, for there is a dearth of solid land. The heat has been lessened as one moves from the plane of fire, but it can still be quite warm near the border.

The elementals that live here are bright forms of light that pulse with energy. In their natural form, they look like great balls of light, some of great size. If they so desire, the touch of one of the benevolent giants can heal for an amount equal to the damage they can deal.

COMBAT: The radiance elemental will strike out with a bolt of energy that can damage or heal as they see fit. The size of the creature determines not only the damage, or healing, it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
 7-15 HD: AC-18, Slam for 1d10
 16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by radiance, the creature gains a +1 on all attack rolls.

ELEMENTAL (LESSER), SALT

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

Where the beautiful (if deadly!) elemental plane of water is breeched by

the negative energy of the plane of abnegation, there is formed the plane of salt. The water has been almost entirely removed, leaving a thick, slurry of muck and mineral. Pockets of dirty air come and go in this realm, leaving stranded travelers suddenly bereft of air and choking on the sludge that surrounds them. The closer one gets to the abnegation plane, the more the water disappears until only sharp, thin spires of pure salt rise at jagged angles, assailing anyone that gets too close.

The elementals that reside here resemble the jagged spires in which they live. The salt elementals are cruel, evil things with destruction being foremost in their mind. They battle constantly with one another, leaving shards of their brethren on the battlefield and the landscape in ruin. Woe be to anyone entering these great wars unprepared, for the elementals delight in killing anything they think could be an enemy.

COMBAT: The salt elemental strike out with a jagged spike, hopefully piercing deep in the flesh of their enemies. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
 7-15 HD: AC-18, Slam for 1d10
 16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by salt, the creature gains a +1 on all attack rolls.

ELEMENTAL (LESSER), SMOKE

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, WImmunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

Smoke elementals hail from the para-elemental plane of smoke, where air and fire mesh. One unlucky enough to find himself there will not only be assailed by the intense heat, but the blustery hot winds. The air is thick with smoke and haze, but this is not necessarily a bad thing, for there is nothing to see but miles and miles of desolate landscape.

The elementals native to this plane only move a few feet on the cracked earth, lazily moving about in the haze. When pressed, they can fly very quickly, but this is rare. They appear as thick, black smoke, like that which arises from an ill fire. They smell of sulfur and other acrid minerals and are as aggressive as they are foul. On their plane, they are in a constant battle with others of their type, vying for control of their vast, empty plane.

COMBAT: The smoke elemental will swoop in on opponents and lift them up, slamming them to the ground. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
 7-15 HD: AC-18, Slam for 1d10
 16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by smoke, the creature gains a +1 on all attack rolls.

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ELEMENTAL (LESSER), STEAM

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

The quasi-elemental plane of steam is formed when the plane of water merges with the plane of apodiction. A warm, humid plane, with little dry land, those able to fly will find no shortage of places to explore. The steam that dominates this plane, while not hot, is warm and uncomfortable. Little of the place is clear and visibility is near zero at most times. At some points, the steam is almost dense enough to walk on, and many innovative residents take advantage of this. It is precarious at best, however, for the steam can roil and change at a moment's notice, plunging the unlucky traveler into the vastness of the open plane.

The steam elementals that live here are solitary, morose creatures. They delight in greeting new travelers for the world is plain and ordinary in their eyes. They will happily carry visitors in their massive grasp, showing them the small beauties they have found in this world.

COMBAT: The steam elemental strikes with one thick appendage that forms indiscriminately from its mass. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
7-15 HD: AC-18, Slam for 1d10
16+ HD: AC-23, Slam for 2d8

MASTERY: When on its own plane, or surrounded by steam, the creature gains a +1 on all attack rolls.

ELEMENTAL (LESSER), VACUUM

NUMBER: 1 **INT:** Inferior
SIZE: See Below **ALIGNMENT:** Neutral Evil
HD: See Below (d8) **TYPE:** Elemental
AC: See Below **TREASURE:** 1/6/8
SAVES: P **XP:** See Below
MOVE: 75 ft. (Fly)
ATTACKS: Slam (See Below)
SPECIAL: Mastery, Darkvision (60 ft.), Regeneration 2, Immunity (Weapon, +1)
XP: 2HD: 22+2 8HD: 650+8 16HD: 5,700+16

One of the more hospitable planes of the firmament is the elemental plane of air. If one can fly, the plane is beautiful at times. And while there are windstorms and some creatures of dubious distinction, as a whole, the plane is not very deadly. But once this plane comes in contact with the vast negative energy of the plane of abnegation, a horrible transformation takes place: the quasi-elemental plane of vacuum, colloquially known as the plane of nothingness. Devoid of life, of air, of hope, the plane stretches infinitely and not one inch is hospitable to any life, save one.

The vacuum elementals are, quite possibly, the rarest of all creatures. In theory, they cannot exist for existing and being nothing simultaneously

is an anathema to normal thought. But somehow, in this dead void, they do exist. The closeness of the negative energy of the plane of abnegation has given these rare creatures hatred of any life. Thankfully, these foul creatures cannot exist outside of their own plane, and will very, very rarely be encountered.

COMBAT: The vacuum elemental will enrapture their opponent, causing a loss of air, temperature and life. The size of the creature determines not only the damage it can inflict, but its armor class as well, as below:

1-6 HD: AC-16, Slam for 1d6
7-15 HD: AC-18, Slam for 1d10
16+ HD: AC-23, Slam for 2d8

If creatures find themselves able to survive the plane of vacuum itself, by magical or other means, the elemental will still do damage to them via its power to absorb all things about them, overcoming any magic protection as long as they encapsulate their victims.

MASTERY: When on its own plane the creature gains a +1 on all attack rolls.

LORDS OF EVIL ELEMENTS

On the four main elemental planes, fire, water, air and earth, live four princes, honored as deities by many of the denizens there. Indeed, the elementals that live on these planes worship these lords as gods. Some have even extended their reach onto our plane, gathering a small, but determined, group of worshipers.

The lords hate one another, but rarely fight amongst themselves, leaving their skirmishes to their respective flocks. All are inherently evil, horrible creatures that lord over their planes with cruel edicts and violent acts. It should be noted that some major powers can be found on the elemental planes, and these creatures hold these lords with disdain. True gods that live there rarely interact with the lords unless their power is directly challenged. This is rare, for the lords are cowardly when faced with superior strength.

All of the lords have the abilities of a 17th level cleric. All gain a +2 to all rolls when on their home planes. Each has clairvoyant powers on their planes and can communicate with any creature, regardless of language. When visiting other planes, this form of telepathic communication persists, though their bonus to rolls and clairvoyance disappears. Nor can they be killed when on other planes. If reduced to 0 hit points when not on their home plane, they instantly are teleported back, weakened but still alive. When encountered on their home planes, they are surrounded by 1d4 elementals of the highest HD (16). These elementals will protect their respective lord to the death. Each lives in an elaborate lair of their own making, unique to their plane. These lairs are always protected, not only with guards but also with deadly traps, both magical and physical.

GROUZAL (Prince of Evil Earth Creatures)

NUMBER: 1 **INT:** Supra-Genius
SIZE: Large (12 ft.) **ALIGNMENT:** Neutral Evil
HD: 20 (d6) (110 hp) **TYPE:** Extraplanar
AC: 27 **TREASURE:** 18
SAVES: M, P **XP:** 21,150+20 (28,800+20 on home plane)
MOVE: 30 ft.
ATTACKS: 2 Bash (5d10)
SPECIAL: Weapon Immunity, Spells, Telepathy, Summon, Clairvoyance

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Grouzal is a large, vaguely man-shaped mass of earth, mud, rock, and dirt. Its crude face can show emotion, but is normally stern and eerie in appearance. Two large “arms” dangle from its side, thick and dead. Its body is constantly shifting, sometimes stone-like, sometimes more mud-like. Pieces of raw earth and mud drip from its body, only to crawl back and reattach itself, seemingly of their own accord.

Grouzal makes his home in deep, dark caverns that snake about his plane. In a large, open cavern, grouzal holds court. It is here that he forces his enemies to fight to the death as his low, rumbling voice echoes throughout. If encountered here, grouzal will *teleport* in 1d4 earth elementals (75%) or 3d4 xorn (25%).

Grouzal is a cruel, malevolent being. He is not adverse to deception, lies or revenge. He enjoys torturing the loved ones of his enemies, where they can witness but are unable to act.

COMBAT: Grouzal will use his huge arms to batter his opponents, each doing 5d10 damage. He can only be hit with weapons of +2 or better. Air-based attacks do +1 point of damage per dice and will blow small pieces of Grouzal apart. (Some of these bits will reattach themselves, but the damage will still remain).

JUMKIN (Prince of Evil Air Creatures)

NUMBER: 1	INT: Supra-Genius
SIZE: Large (18 ft.)	ALIGNMENT: Neutral Evil
HD: 20 (d6) (100 hp)	TYPE: Extraplanar
AC: 25	TREASURE: 18
SAVES: M, P	XP: 25,350 +20 (33,050+20 on home plane)
MOVE: 30 ft.	
ATTACKS: Bash (4d10)	
SPECIAL: Spells, Telepathy, Summon, Clairvoyance, Invisibility, Immunity (Weapon, +1)	

Jumkin is perhaps the most nefarious of the lords, for he is as elusive as he is evil. He has no definite shape or appearance, though he has about the same mass as an elephant.

Jumkin makes his home atop a great, aerie peak on his home plane. Reaching his mountain top home is very difficult, if not impossible, for those lacking the ability to fly or teleport. To make it harder, jumkin has populated the trek with a variety of beasts, trained to attack anyone. When encountered in his lair, he can summon 1d4 16hd air elementals (75%) or 2d4 invisible stalkers (25%).

Jumkin is almost playful in his vileness. He enjoys picking up helpless victims and slamming them repeatedly into the ground until their corpse is barely even noticeable.

In combat, he will sometimes retreat in battle, having his foes believing he may be killed, only to swoop in and attack again once their defenses have dropped. If given enough room, Jumkin will carry victims to great heights and drop them and fly down next to them as they fall to their deaths.

COMBAT: Jumkin attacks by sweeping his victims off their feet and slamming them to the ground. No to-hit roll is needed to do this, but the victim is allowed a dexterity check for half damage. Jumkin can fly and will at times attack from the air or temporarily retreat there to regroup or cause confusion. Only weapons of +2 or better can strike Jumkin.

INVISIBILITY: Jumkin is inherently invisible, normally observable only by the debris it kicks up when approaching. It can move almost completely silently (as a 20th level rogue), or can make a horrible noise as he rushes in.



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PALHYD (Prince of Evil Water Creatures)

NUMBER: 1
SIZE: Large (18 ft.)
HD: 20 (d6) (100 hp)
AC: 25
SAVES: M, P
MOVE: 30 ft.
ATTACKS: Bash (3d10), Envelop
SPECIAL: Weapon Immunity, Spells, Telepathy, Summon, Clairvoyance

INT: Supra-Genius
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 18
XP: 23,650+20 (31,350+20 on home plane)

Palhyd appears as a huge wall of water, obtaining a height of 18' if needed. He can manipulate himself to other forms as well, and will sometimes appear as a tall, man-shaped form. In all forms, Palhyd will have two, small, black spots that act as eyes.

Palhyd makes his home in the vast, open waters native to his home plane. Hidden somewhere in the untold depths is a huge, dark patch of water that encompasses a large air bubble. Palhyd lives in the blackened water, but will hold court in the air bubble. If encountered here, he will summon 1d4 16HD water elementals (75%) or 20-50 (1d4+1) * 10 sahaugin.

Palhyd is normally fairly reserved in his edicts, though they are always in his best interest. If angered, however, his wrath knows no bounds and he will strike with furious anger. Those that enter his realm without his permission are subjected to this wrath.

COMBAT: Palhyd will normally attack by using its massive bulk to knock his opponents prone. The attack itself does 3d10 damage. Victims are allowed a dexterity save and will fall prone if failed. Palhyd can, if he desires, move atop a prone foe and attempt to drown them. Each round, the victim is allowed a constitution save (CL 20). After five failures, they will die by drowning. If the victim attempts to flee Palhyd, they are granted a dexterity check, but automatically fail their



constitution check. Success means they have escaped, but are still prone. Only weapons of +2 or better can harm Palhyd.



ROOG-AR (Prince of Evil Fire Creatures)

NUMBER: 1
SIZE: Large (18 ft.)
HD: 20 (d6) (90 hp)
AC: 24
SAVES: M, P
MOVE: 60 ft.
ATTACKS: Engulf (6d6)
SPECIAL: Weapon Immunity, Spells, Telepathy, Summon, Clairvoyance, Proximity Damage

INT: Supra-Genius
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 18
XP: 23,650+20 (31,350+20 on home plane)

Roog-Ar appears as a great pillar of flame, reaching 18' tall. It can change its shape at will, sometimes appearing man-shaped, sometimes as a large ball of fire. Regardless of his shape, anyone within 10' of Roog-Ar will take 2d4 damage from the heat (constitution save for half).

Roog-Ar makes his home in the depths of a great volcano on his home plane. Those trying to enter his home uninvited will be met with a variety of obstacles. If they make it to Roog-Ar's chamber, the prince has the power to teleport in 1d4 16hd fire elementals (75%) or 1d2 efreeti (25%).

Roog-Ar can telepathically speak any language, but speaks only the language native to his plane and to other fire elementals. His voice is grating and deep, full of crackles and pops, not unlike a huge bonfire. When speaking telepathically, recipients can feel a great heat inside their skulls. While this does no damage, it is enough to pain and disorient his enemies.

COMBAT: Roog-Ar has but one form of physical attack, to engulf his enemies inside his fiery body. If a successful to-hit is rolled, Roog-Ar has moved atop his victim and will burn them for 6d6 damage, no save given (magical resistances that normally incur a +2 against fire will still protect gear and will reduce all damage by ¼). Roog-Ar can only be struck with +2 or better weapons. Water-based attacks do +1 point of damage per damage die. Cold / ice based attacks will do half or no damage, as the intense heat of Roog-Ar will melt all but the most powerful magicked ice.

ELEPHANT

NUMBER: 2-16

SIZE: Large

HD: 7 (d8)

AC: 15

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Tusks (2d8), or 2 Stamps (2d6), or Trunk (1d6)

SPECIAL: Twilight Vision

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 180+7

Elephants dwell in most tropical plains and scrublands. They travel in herds, subdivided into family groups. Bull elephants guard the herd from predators and other threats, and the females lead the herd to fresh feeding grounds and water. They are gentle creatures, but when they are threatened they become highly agitated, and the bulls zealously attack anything in sight.

COMBAT: Elephants rely on their size to intimidate aggressors. They charge headlong at anything they deem to be a threat, swinging their heads and bellowing through their long trunks. They overrun their opponents, lifting them with their trunks and hurling or stomping them to death. Elephants can only perform one of their three attacks in a single round.



ELF

NUMBER: 2-12, 30-300

SIZE: Medium

HD: 1 (d8)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: Weapon

SPECIAL: Elven Traits, Forest Stealth

INT: Average

ALIGNMENT: Chaotic Good

TYPE: Humanoid

TREASURE: 1

XP: 9+1

Elves are a thin, lithe, quick, and sure-footed folk, ranging from 5-6 feet in height. They are supremely confident in their bearing, and to other races they can seem aloof, cold, and uncaring. This is mainly due to their unique perspective as a very long-lived race. In fact, they take great interest in all that transpires, and are often well informed of happenings in the world around them. The elves see almost all other races as transient; they all come and go, while the lives of elves stretch onward.

Elves live in loose family or social groups numbering from 12 to 300 individuals. Several hundred of these families are occasionally part of a larger group, or kingdom. Every group of 10 elves encountered will contain a 3rd level lieutenant. Every group of 30 encountered will contain four lieutenants and one 6th level captain. If a family group or wandering troupe is encountered, rather than a patrol, half will be women and children. The women fight as 1st level elves, and children as an elf with 1d4 hp. The leader of a family group is always an elf Lord or Lady of 9th to 12th level, depending on the family size.

Elves love beauty in all forms, preferring to surround themselves with items of profound aesthetic value. They particularly favor finely worked gems and jewels. Though they have no great love for dwarves, elves value the beauty of dwarven craftsmanship.

Members of the elven race marvel in the natural world, and disdain those who would despoil it. They generally seek to preserve the world as it is, but they also shape it into forms that represent a synergy between nature and elf. Their affinity for nature has enabled elves to learn how to move silently in wilderness areas. An elf can move up to one-half normal speed at no penalty to movement checks. At more than one-half and up to full speed, elves suffer a -5 penalty to the check. It's practically impossible (-20 penalty) to move silently while running or charging.

Elves also have senses far superior to humans. Elves see farther than humans in just about every circumstance, including torchlight. When outside, during the day, elves see clearly enough to read a road sign or spot a shield device up to two miles distant. This keen vision allows them to spot secret, hidden, and concealed doorways with a great degree of success. They also have acute hearing, and can hear sounds humans cannot.

When making saving throws against *charm* and *sleep*, elves receive a +10 bonus.

Elves can speak some or all of the following languages: common, dwarven, elven, gnome, goblinoid, halfling, and orcish.

COMBAT: Elves are adept at strategy and tactical planning, combining ranged attacks, magical spells, and melee forces to devastating effect. They rarely fight in military style units, preferring loose banded groups of armored warriors and archers. They try to use the terrain to their advantage, hitting an enemy and falling back, or trying to pull the enemy into an exposed position. Their great vision

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and proficiency with bows guarantees that two in every three elves will be armed with short or long bows. They always soften an enemy up with missile fire before closing with them. Even then, the elf warrior is more inclined toward individual actions than mass combat.

On rare occasions elves mass in large armies and march to war. When they do so they do not march in ordered ranks, but rather great troops of elves based on family or kinship groups. These band together and fight as a whole, but rarely fight as a mass unit.

Elves are taught the ways of combat at a young age, and their long lives allow them to become exceptionally skilled in weapons favored by their society. Elves have +1 bonus to hit when using one of the following weapons: composite longbow, composite shortbow, longbow, shortbow, longsword, or shortsword.

OTHER RACES OF ELF

DROW ELF: Corrupted by greed and avarice, these elves have abandoned the open spaces on the surface of the world in favor of the darkness of the underworld. There they live in solitude, trafficking little with those above. The breed has lived beneath the surface for so long that their features no longer resemble those of typical elves. Their skin is usually either pasty white (with pinkish eyes), or so black as to be invisible in the dark (usually with purple eyes). Drow are obsessed with magic, and spend much of their time exploring the boundaries of wizardry. They are altogether chaotic and evil, and have utter disdain for all others, living or dead. In battle they wield an impressive array of magic and melee weapons. They gird themselves in ornate armors and use outlandish weaponry, often with unique properties. Though usually alone, they are occasionally found in small family groups that can contain from a dozen to several hundred individuals.

Female drow typically study clerical arts, and male drow usually become wizards. All drow have the following spell-like abilities: *dancing lights* (1/day), *darkness* (1/day), *detect magic* (1/day), *faerie fire* (1/day), *detect alignment* (1/day), and *levitate* (1/day); in addition, if the Drow is female, she gains *clairvoyance* (1/day), *discern lies* (1/day), *dispel magic* (1/day), and *suggestion* (1/day).

Unlike their surface brethren drow do not gain the ability to move silently in the wilderness.

Drow have darkvision at a range of up to 120 feet, and a spell resistance of 3. XP awards are 13+1 for male drow, and 17+1 for female drow.

POISON: The weapons carried by drow are almost always coated with a neurotoxin that causes instantaneous weariness, drowsiness, and sleep. A victim that fails a constitution save is rendered unconscious as if by a *sleep* spell. This effect is not magical.

GRAY ELF: The most reclusive of all surface elves, gray elves are also the most powerful. They do not visibly age after youth, and are believed to be immortal. Legends say that they were the first elves. Gray elf NPCs gain a +1 bonus to their wisdom and intelligence attributes. They are as skilled as dwarves in fashioning items of beauty, and they regard shaping gems to be the greatest pleasure. They are skilled in warfare, and encase themselves in great, ornate suits of armor. They wield long spears and thin swords in battle. They favor mounted combat, and almost all gray elves are knights of some skill. They live only in the deepest forests, or in other secluded areas far from civilization. They are known to construct large dwellings, and sometimes entire towns or cities, in the heights of great trees.

HALF-ELF: See the *Castles and Crusades Players Handbook* for details about this subrace.

WILD ELF: Wild elves are more primitive than their brethren. They do not live in cities or towns, but are nomadic, travelling in small family groups, and living beneath the canopy of the sky. Able trackers, wild elf NPCs of all classes can track as a ranger of the same level; i.e. a 1st level fighter tracks as a 1st level ranger. A wild elf ranger gains a +1 bonus to their tracking checks. They have an affinity with the natural world even greater than that of other elf subraces. They often have druidic powers (reference the *Castles & Crusades Players Handbook* for possible wild elf abilities), and their captains are always 5th level druids.

WOOD ELF: Wood elves live in all types of forests, great and small; apart from high elves, they are the most common subrace. Wood elves are not as sequestered as other elves, and usually have more dealings with those around them. They have no love for dwarves or gnomes, however, and humans are treated with caution. The wood elves build secluded towns or small villages, which often blend remarkably with the surrounding environment. On occasion, they deal with gray elves, and some wood elves have adopted the practice of living high in the forest canopy. Wood elves are wise and capable hunters, careful and pragmatic when threatened. When in naturally wooded areas, a wood elf cannot be tracked, as per the spell *pass without trace*. In addition, they gain a +2 bonus to any hide checks while in a forest.

ELLEPIGER

NUMBER: 1-4

SIZE: Medium

HD: 3 (d6)

AC: 14

SAVES: P

MOVE: 50 ft.

ATTACKS: None

SPECIAL: Lure, Drain Life

INT: Average

ALIGNMENT: Chaotic Neutral/Evil

TYPE: Fey

TREASURE: 2

XP: 45+3

Ellepiger are faery-folk that live in Alder trees, and with their families are called Elleföket ('Alder Folk'). The women are extremely beautiful with long fair hair and garbed in glistening dresses. They dance and play

around the Alder tree wherein they live. Though they are entrancing in the front they do not possess a back and are hollow instead.

The alluring ellepiger women attempt to prey on lonely and gullible menfolk nightly. They do this by dancing and frolicking and using their natural born ability and then promise to make love to the man of their choice. Once weakened and vulnerable the ellepiger will consume the victim's body and soul.

The men of the elleföket are ugly and opposite of their womenfolk in every way. They are peaceful, non-confrontational and choose not to harm others. If able they will stay inside their trees and not intrude on others who wander too close. They will emerge by day and stare at travelers as they go by eerily but do little more.

The women try to always keep their backs away from strangers to hide their hollowness and secret. Once a victim is lured they will quickly make them immobile and then take the opportunity to feed on them.

COMBAT: Ellepiger and elleföket do not openly enter into battle and avoid it at all costs. They are not a violent race of beings.

LURE: The ellepiger can emit a pleasant perfume scent from their form into the air that instantly will make any males in the radius who fail a Charisma save and follow her every word. The Lure will last for a 1d6 hours and turn the male into a sexual slave. The allured target will not be able to do what they wish while under the sway of this power.

DRAIN LIFE: Once the ellepiger has its male target in a vulnerable place, she drains life by merely holding her hand on the man's chest or head. 1d20 damage occurs each hour until the hit points are completely gone leaving the victim as only wrinkled empty clothes in the grass.

EMPUSAI

NUMBER: 1-3

SIZE: Medium (5 ft.)

HD: 8 (d12)

AC: 20

SAVES: M, P

MOVE: 40 ft. 60 ft. (fly), 20 ft. (climb)

ATTACKS: Slam (1d20)

SPECIAL: Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance (half), Spider Climb.

They have flaming hair with brazen slippers and appear often as flesh and blood devouring women, but can also incarnate as a random assortment of demonic monsters. Terrible and insidious, the empusai are spawned from a union of evil gods.

The motley mob that sometimes gathers of the empusai to act on the part of the goddess are the essence of nightmares in the Classical World. In the very least, the desirous feminine form that feeds on its victim during their sleep is the least harmful in comparison to the others.

Often the empusai will lay in wait in lonely trails in the wilderness for travelers and prey on them. They will blend into the wilds often, or be a homeless drifter, often a poor woman, usually elderly, to catch the traveler unaware.

The other forms of the empusai are terrible and random, but always awful in form, with bestial shapes and formidable aspects. They can fly, crawl, creep, swim and convey themselves by many means to get to

their victims. All seek the blood and flesh of the living the same. The Living is what they want and nothing will stop their lust for it.

COMBAT: The Classical empusai are the basic Vampire and will fight as one in battle, but use more ingenious methods. If alone, the empusai will shadow their chosen victim and strike once they are vulnerable. If this attack fails they will summon their dark allies, whether it is by Nature or more empusai.

BLOOD DRAIN: Once, and if, the empusai can successfully achieve a Slam attack on its foe, the enemy must do a Strength save or be held in its grip. Once this occurs, the empusai will begin drinking the blood, draining d10 points of damage/round. For each point drained, the empusai drained, it will heal back one (1) hit point of its own. The victim will become euphoric and sedated after the draining begins, and even addicted.

Unlike later Vampires in lore, the empusai will do this to completely drain its victim of life.

ENERGY DRAIN: While being drained by the hungry empusai, the victim will also lose two levels or Hit Dice (HD). Each round after the first the empusai can continue feeding these will lower until the prey has perished and wasted away, or is irreversible. Only a Cleric with Restoration or Wish can restore it.

CHILDREN OF THE NIGHT: Empusa, as with all vampiric beings, can summon other night time predators to their aid if needed. A swarm of 3d6 bats, rats or snarling wolves can be arrive to the empusai's side once per day, and will take 2d4 rounds to appear. After they have arrived, they are completely obedient to the end and will die for their master.

DOMINATE: The intense eyes from the empusai is able to give rise to lust and terror in those it looks into quite easily. The victim must make a Charisma save at a -2 Penalty. Failure places them under a Charm spell's effect, and they will defend the empusai to the end as a slave mindlessly.

CREATE SPAWN: The empusai can turn the slain it fed upon back, but it will become a 4 Hit Dice empusai (Vampire) instead, and have only Physical saves. The abilities are limited as well: Blood Drain, Energy Drain, Regeneration 1, Electrical Resistance (half). If the creating empusai is slain, so are the spawn.

ALTERNATE FORM: If needed, the empusai can assume the shape of a canine (non-magical or natural breed), mule, or ox for an indefinite time. Bats are another form, or small dark birds. True Seeing and other spells and abilities cannot reveal the empusai in this guise.

GASEOUS FORM: As with the spell Gaseous Form, the empusai can transform into a thick dark rolling cloud and convey itself. If its Hit Points are reduced to zero it will also resort to this form and be able to retreat to its lair and heal.

SPIDER CLIMB: The empusai can scale any surface amazingly with its hands and feet as an arachnid.

ENTOURAGE: Unlike the later vampires, the empusai's entourage might include its spawn, beasts or other empusai in its company.

SPECIAL: The empusai have the same abilities as a Fighter and similar Hit Dice.

MONSTERS E

ENVELOPING DEATH

NUMBER: 1
SIZE: Medium
HD: 6 (d8)
AC: 16
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Fists (1d8)
SPECIAL: Feed, Rob Abilities

INT: Low
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: N/A
XP: 330 +6

The enveloping death is very strange, very rare, and very evil. They can be found anywhere, save heavily trafficked roads and abodes of man. They have no shape, their form, roughly humanoid seems stretched and blurs at the edges. They shift and change with the wind. Their face, or that which is referred to as its face, has two deep pockets where eyes should be, and an orifice set in the center than acts as a nose and a slit below the nose that forms the mouth. None of these actually do the job of their respective organs (i.e. the eyes do not actually see, nor does the mouth feed or speak), and it is unknown why the creature emulates man.

COMBAT: The enveloping death will focus its attack on a single creature and not leave until its victim has been killed. It will attack with its massive, flailing arms, each doing 1d6 damage.

FEED: If slain, the enveloping death will fall upon the corpse and begin the consume it. The time it takes to consume its victim is equal to its level in rounds (it will take 5 rounds to consume a 5th level character). It cannot attack while consuming, but does gain 1d8 hit points per round.

ROB ABILITIES: Once the allotted time has passed, the enveloping death will arise and attack again. However, this time it will have some of the abilities it last victim had. All bonuses to hit, to damage and bonus rolls that were inherent to the victim are now possessed by the enveloping death, as are all class and racial abilities. It will also gain any spells its victim still had memorized when it was killed. Although the creature has a low intelligence, it can effectively cast any spell.

Once a victim has been consumed, they are gone forever. When the enveloping death stands after consumption, all that is left are the victims belongings. If the enveloping death is killed, its body will dissolve into a formless mass that will turn to liquid and evaporate over the course of a week. Outside of a *wish* spell, the victim is no more.

ETHOS MUSE

The ethos muses, Laurpoli and Marbrau, are extraplanar creatures sent to our plane by divine guidance to assist with those fighting good or evil, for there are two types. The differences will be discussed below, but the similarities are as follows: each is always female, can become ethereal at will, cannot touch the ground and thus will always be seen flying and can impart a bonus to those of like alignment.

There are very few ethos muses in the multiverse, and being chosen by one is quite rare and extraordinary. The muses can travel the multiverse at will and will often choose creatures on planes opposed to their alignment, such as good aligned creatures fighting on Hades or evil creatures on Celestia to aid. Where exactly the muses call home is unknown, for they keep their homes secret. They do this due to the fact that if they are killed on their home plane, they cannot be brought back and are gone forever. If killed on any other plane, their spirit will return home where they must stay for a year before leaving again.

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COMBAT: The ethos muses can both attack with a 5d6 lightning bolt three times per day.

THE LAURPOLI

NUMBER: 1
SIZE: Medium
HD: 5 (d8)
AC: 17
SAVES: M, P
MOVE: 50 ft. (fly)
ATTACKS: Lightning Bolt (5d6)
SPECIAL: Uplifting Voice, Regenerate, Resurrection, Ethereal

INT: Genius
ALIGNMENT: Neutral Good
TYPE: Extraplanar
TREASURE: N/A
XP: 500+5

This creature, the muse for all that is good and righteous in the world, is exquisitely beautiful. She has tanned skin and long, dark hair. She wears a gown of white silk and flies over the head of her allies.

UPLIFTING VOICE: Her voice is beautiful and can be used to boost her friends in their battle against evil. Anyone that can see and hear the laurpoli, and is of a good alignment, gains a +4 on all rolls.

REGENERATE: Good aligned creatures hearing the laurpoli's voice regenerate three hit points per round.

RESURRECTION: Lastly, the laurpoli can *resurrect* one person on the battlefield as a 15th level cleric. If she is forced to resurrect anyone, she will dissolve from view, for the energy needed to do this weakens her to the point that she can longer maintain her presence on our plane.

ETHEREAL: If the laurpoli is attacked, she will become ethereal. Only those weapons or creatures that can reach into the ethereal plane can strike her at this point. Her bonus of +4 will be reduced to +2 during this time. After two rounds, she will return to this plane and again impart her typical +4 bonus, and become vulnerable to attacks. When she is reduced to less than ten hit points, she will return to her plane.

THE MARBRAU

NUMBER: 1
SIZE: Medium
HD: 5 (d8)
AC: 17
SAVES: M, P
MOVE: 50 ft. (fly)
ATTACKS: 1 Lightning Bolt (5d6)
SPECIAL: Animate Dead, Ethereal, Taunting Voice

This is the muse for all that is evil and wicked. She too appears as a beautiful woman, with pale, almost alabaster skin, and thick, wild, white hair. She wears a long robe of deep red.

ANIMATE DEAD: Lastly, if one of her allies kills someone in battle, the marbrau can raise them as a ghoul to fight for her. Like her counterpart, this weakens the marbrau, forcing her to leave battle.

ETHEREAL: If the marbrau is attacked, she will become ethereal. Only those weapons or creatures that can reach into the ethereal plane can strike her at this point. Her bonus of +4 will be reduced to +2 during this time. After two rounds, she will return to this plane and again impart her typical +4 bonus, and become vulnerable to attacks. When she is reduced to less than ten hit points, she will return to her plane.

TAUNTING VOICE: She spews vile taunts and curses from her black lips, rallying those evil creatures fighting under her. As her counterpart, she imparts a +4 bonus to all that can see and hear her, and are of an evil alignment. Any creatures of good alignment witnessing her must make a wisdom check or fight with a -2 penalty to all attack and damage rolls.

ETTERCAP

NUMBER: 1-6
SIZE: Medium
HD: 5 (d8)
AC: 14
SAVES: P
MOVE: 30 ft., 30 ft. (climb)
ATTACKS: 2 Claw (1d4), Bite (1d8)
SPECIAL: Poison, Grab, Web, Twilight Vision

An ettercap is a somewhat simian humanoid, with long arms resembling those of a gorilla or ape, but ending with sharply clawed digits. They are covered in thick fur, and have large, grotesque visages. Ettercaps are intelligent and deceitful creatures, and surround their wooded homes with all types of traps, some poisonous. Spiders and ettercaps regard each other as natural allies, so a substantial group of spiders is often a sign that an ettercap might be present.

COMBAT: These creatures avoid direct confrontation whenever possible. They build narrow, web filled tunnels, covered by a trap door. They lay in wait for some unfortunate soul to pass over. When they hear someone above, they leap out of the door, grab the victim and drag them into the hole where they beat them senseless and eat them.

IMPROVED GRAB: When an ettercap successfully strikes with both its claw, an opponent must make a successful strength save or be held, immobile, in the creature's clutches. In the following round, and any round the victim remains held, the ettercap has a +4 to hit with its bite/poison attack.

INT: Genius
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: N/A
XP: 440+5

POISON: The victim of an ettercap bite must make a successful constitution save or be paralyzed. This paralyzation lasts for 5 minutes, or until a *cure disease*, *remove paralysis*, or similar spell is cast upon the victim.

WEB: Ettercaps have a spider-like gland that produces strands of a strong, silvery substance, which the ettercap uses to form nets, webs, and other devices. They use these strands to make a web attack that is identical in nature to the *web* spell, but lacking magic. They can use this ability 8/day to create up to 6 square feet of webbing per use. They are able to walk on their own webbing.

ETTIN

NUMBER: 1-4
SIZE: Large
HD: 10 (d8)
AC: 18
SAVES: P
MOVE: 40 ft.

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 7
XP: 900+10

ATTACKS: 2 Fists (1d8); or One Weapon (4d4) and One Weapon (2d6); or 1 Two-handed Weapon (5d6)

SPECIAL: Twilight Vision, Impossible to Surprise

Ettins are two-headed giants that stand from 10 to 12 feet high. They are slovenly and lazy creatures. Ettins live wherever they can find shelter, for they never build anything. They take up residence in abandoned mines, dungeons, caves, and similar areas. They are filthy, dim-witted, and altogether foul. They prefer cold climates, because they are often very fat, and the chill is more comfortable. Ettins raid and loot for entertainment and to steal anything they are too lazy to work for.



MONSTERS E

COMBAT: Ettins try to crush opponents as quickly as possible, and will focus on a single enemy if that enemy seems to be a serious threat. The ettin's two heads are often at odds, and their arguments frequently lead them to split their attention between opponents. They nearly always carry two different weapons, preferring those that bash and bludgeon, but they can use a single, massive weapon if they desire. When using two weapons, the ettin strikes for 4-16 points of damage with its right arm and 2-12 points of damage with its left.

IMPOSSIBLE TO SURPRISE: An ettin cannot be surprised, thanks to its heightened senses of smell, sight, and hearing; having twice as many eyes, ears, and nostrils helps as well.

EVIL OCCULUS OF ICE AND FIRE

NUMBER: 1	INT: High
SIZE: Medium	ALIGNMENT: Chaotic Evil
HD: 12 (d8)	TYPE: Aberration
AC: 18	TREASURE: Nil
SAVES: P	XP: 3,325+12
MOVE: 30 ft.	
ATTACKS: See Below	
SPECIAL: Telepathy, Ethereal, Spell-like Abilities	



This horrid creature stalks the desolate and empty halls of long forgotten castles, keeps, dungeons and abandoned cities. Their only purpose in life is to torment the good, decent, lawful folk that walk the earth. The creature has a permanent *detect good* and a *detect lawful* and can discern such aligned creatures in one round. Once a creature of good alignment is found, or lawful if no good is present, the creature will appear in front of its victim. It is always dressed in ragged, dark

clothing, including a hooded cloak, the hood always up and covering its face. It will speak telepathically to its victim (preferring clerics, then fighters, then wizards, then rogues) and command they perform some evil and/or chaotic act. It is left to the CK, but this demand should be greatly against the victim's pathos. It will then fade into the ethereal plane. This, however, will take two rounds. If the party attacks, the creature cannot fight back as it has no melee abilities.

After this initial contact, the creature will stalk its victim via the ethereal plane. If its demand is not met in twenty-four hours, it will again shift into this plane and confront its victim a second time. It will first chastise the victim for not performing its demands. As before, this will be done telepathically where only its victim can hear. Once it is done talking, it will pull back its hood, revealing a skeletal head with two gems set for eyes. The right gem is a diamond worth from 500gp to 5000gp. The left eye is a ruby, priced between 100gp and 1000gp.

COMBAT: It will first attack with its left eye. The diamond acts as the spell *ice storm*, striking someone in the group, but never its victim. The next round, the creature will then use the power of its right eye, a 10d6 *fireball*. The creature is immune to the effects of this fireball. It will then alternate between the two eyes. If the battle goes against the creature, it will shift into the ethereal plane. This will take two rounds and the creature is vulnerable to attacks during this time. Being an undead, it can be turned. If it is successfully turned, it will flee to the ethereal plane as well.

EXECUTIONER'S HOOD

NUMBER: 1	INT: Low
SIZE: Small	ALIGNMENT: Neutral Evil
HD: 3 (d10)	TYPE: Aberration
AC: 14	TREASURE: N/A (see below)
SAVES: P	XP: 50+3
MOVE: N/A	
ATTACKS: Suffocate (1d6)	
SPECIAL: Suffocation, Shared Damage	



The executioner's hood is quite an odd creature. Its main method of attack is to lay in wait, preferably in a treasure trove of some other creature. On first glance, the hood will appear to be a black, silk bag.

COMBAT: If someone disturbs the creature, it will quickly attempt to leap onto the head of its victim. The creature needs a successful to-hit roll. The armor class of the victim is always 13 with dexterity bonus added. If the attack is unsuccessful, the hood will fall to the ground. The

next round it will attempt to attack someone else. As the hood can only jump approximately five feet at any time, an attack from the ground will either be against a demi-human of less than five feet (preferably) or onto the chest of someone taller. When on the chest, the hood must make a second successful attack to place itself on the head.

SHARED DAMAGE: Any damage taken by the hood will be shared by its victim, with the hood taking 75% and the victim the other 25% (i.e. if the hood is struck for twelve points of damage, it will take nine points of damage, its victim will take three points).

SUFFOCATION: Once the hood has placed itself on the head of a victim, it will begin to suffocate them at the rate of 1d6 points of damage per round. No further attack rolls are needed once the hood has placed itself over someone's head. It is not unknown for the hood to find a spot that someone may stick their head into, such as a hole in a roof or in the side of a wall. If this is the case, and an unsuspecting victim unknowingly places his head inside the hood, no attack roll is needed and it will begin suffocating automatically.

EYE KILLER

NUMBER: 1-4

SIZE: Small

HD: 4 (d8)

AC: 15

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d4)

SPECIAL: Death Stare

The eye killer is a frightening creature to behold, though not necessarily at first glance. Its lower half appears as a snake, while its upper half has the body, head and wings of a bat. The wings are not strong enough to lift the creature, but they do lift the upper body when need be.

Other times, it crawls upon its belly like a serpent. It has the fanged mouth of a bat, and two large, lidless eyes of milky white. Its body is a mottled green, fading to yellow near its tail.

The creature can only be found in the darkest of caves, for it abhors light. When approached by creatures not using light, such as those with darkvision, it attacks with its bite only. But to those carrying a light source, its real power will manifest.

COMBAT: The creature can rise up to three feet off the ground using its wings. It will bite for 1d4 damage. The creature is only of animal intelligence and will not use tactics and may jump from one opponent to another if it feels threatened. It will always attempt to attack those creatures that have fallen under its death stare ability if able.

DEATH STARE: Any creature using light will incur the wrath of the eye killer. Once the light reaches the creature, it will gather the light in its lidless eyes and reflect it back in the form of a narrow beam. The victim of this attack is allowed a dexterity check (CL 5). Failure means the beam has struck them in the eyes and they will be rendered held, as the spell *hold person*, for 2d4 rounds. Even those passing the check will be dazed from the intense light and incur a penalty of -2 to all rolls for 2d4 rounds. The creature can only use this ability once per day.

The eye killer will feast upon the bodies of its victim over the course of a few days. Since it rarely leaves its lair, there may be many bodies in various stages of decomposition scattered about. Aside from the smell, searchers may possibly find treasure among these victims.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 4

XP: 60+4



F

FAERY BEINGS

The following are some abilities possessed by many Fey. Use the specific descriptions below the monster if it is present

FAERY or DARK FAERY ABILITIES: The Fey possess some spell-like abilities. These may be found in *Codex Celtarum*, or select a number of levels of druid spells equal to one half the Fey's HD from the *Players Handbook*, which may be cast daily. The ability acts in all manner as if it were a spell cast by a druid of the same level as the faery's hit dice.

For example a faery with a 4HD has an ability that is the equivalent of one 2nd level druid spell, or two 1st level druid spells. When he uses the ability/spell it acts as if cast by a 4th level druid.

FAERY GLAMOUR: This allows the Fey to magically disguise itself or any object within a 10 ft. radius to appear as anything it desires. There is no save, but SR applies. Duration is 1 hour per HD.

FAERY LURE: The Fey produces a seductive scent which lures in those within a 5 ft. radius/HD who fail a charisma save. This ability acts as the *charm person* spell from the *Players Handbook*. The duration is 5 rounds.

SHAPESHIFTING: The Fey is able to transform into another race, person, or animal upon command. This can be used a number of times per equal to HD +2. In all other respects it acts as the spell of the same name.

WILD HUNT: The fey are prone to joining the dreaded Wild Hunt if it has been called. The Wild Hunt is called at the whim of The Horned One or other similar nature deity. During the Hunt, the participants will track, run down, and kill any unfortunate creature they encounter.

WINGED WAYS: The Fey possesses the wings of an insect, bird or bat, and a fly speed of 70 ft.

MONSTERS E

FAERY, ÁLFAR*

NUMBER: 1-10+

SIZE: Medium

HD: 2 (d6)

AC: 13

SAVES: M

MOVE: 50 ft.

ATTACKS: By weapon

SPECIAL: Elf Shot, Faerie Abilities (see below)

INT: Average

ALIGNMENT: Any

TYPE: Fey

TREASURE: 2

XP: 45+2

The Álfar are essentially the 'basic' elf found in the Nine Worlds. They are mostly ambiguous in their behavior and treatment of others and related to the more sinister Alp, but also un-involved in the epic struggle between Light and Darkness.

Elves can be from the smallest in size to human-like and have a wide range of traits and personalities. Often the two races blur and the line between them is difficult to establish by outsiders.

Mostly they are fair, don white garb and live in seclusion in the wilderness never aging, celebrating life by dancing and feasting. These elves are not the usual fantasy fare but a more spectral and ghostly breed.

Elves are careful about attracting too much attention by others but will make an effort to drive strangers away to remain isolated and separate. Because of their ambiguity they can side and join with any powerful being or entity if pressed.

They populate Álfheimr in seclusion and do not involve themselves in the affairs of the Light or Dark Elves, nor the animosity between the Æsir and Vanir.

The Castle Keeper can use the faery abilities as noted at the beginning of this section, or if they wish more variety, refer to **Codex Celtarum** to give the elf special abilities beyond that discussed above.

COMBAT: Elves do go to war and battle but it is rare. They are feared for doing so because of their unpredictable nature and different way of thinking. When they do fight in combat they use swift and decisive methods of stopping the enemy and do not care to linger.

ELF SHOT: The elf can throw or hurl a small object as a dart at another being to wound it. The object is magically imbued and can cause paralysis and pain. If hit the target must make an intelligence saving throw or become paralyzed in the afflicted body part for 1d4 hours.

FAERY, ASKRFROA*

NUMBER: 1

SIZE: Medium

HD: 2 (d6)

AC: 14

SAVES: M

MOVE: 50 ft.

ATTACKS: Slam, Claw (1d8)

SPECIAL: Ash Tree Bond

INT: Average

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 0

XP: 50+2

The askrfroa are the faery guardians of Ash trees, made by the gods to watch over the sacred trees. They appear like Light Elves, but smaller and with leaves and twigs in their long dark hair. Their green eyes shine and look hypnotic.



Not every Ash tree in every forest has its askrfroa, but there is a good chance that most do (3 out of 6 chance). If the tree is harmed in some way the resident faery guardian will retaliate on those who did harm.

The askrfroa are considered a close relation to mankind because of the common tree that both share in their origins. It is left to wise humans to avoid harming these trees if possible, resorting to using others for their needs.

Most often they can use spells (up to 4th level spells of Castle Keeper's choosing) to effect the thoughtless fools that dare to harm their home. They can appeased however just the same and asked for blessings (by magic) too by others.

It is the usual practice to pour water over the Ash tree's roots and say, 'Now I sacrifice, so that you do us no harm.' The Castle Keeper can decide if the askrfroa is appeased or not and if it grants the worshipper a gift or not.

COMBAT: Askrfroa do not get confrontational if they can help it and will avoid all chance of threats physically. They would rather dash to another Ash tree than be cornered and made to defend themselves or fight. If they were trapped somehow and made to fight they would use their sharp fingernails to rip into the enemy.

ASH TREE BOND: Each askrfroa is magically bound to their tree. It is a weakness that is the tree is burned or cut down; the beautiful faery will wither away and die in a few days' time.

THE CHILDREN OF LIGHT

This heroic group, while fewer in number, must oppose the greater number of Dark Fey in their epic struggle to keep the universe in balance. This is a task that truly takes champions and larger-than-life characters to come out ahead. Many of these races also fall under other Alignments and do not just cling to one Power.

FAERY (LIGHT), ELVEN FOLK

NUMBER: 1-10 **INT:** High
SIZE: Small to Medium **ALIGNMENT:** Chaotic/Lawful Good
HD: 2 (d6) **TYPE:** Fey
AC: 10 **TREASURE:** None
SAVES: M, P **XP:** 30+2
MOVE: 20 ft.

ATTACKS: Fey Bow (1d4-1), Quarterstaff (1d4-1)

SPECIAL: Faery Knowledge, Vulnerable to Iron, Twilightvision, Faery Abilities

Without any cultural distinction, these general Elven folk are common in Faery. They can be found more often in the wilderness, away from the other socialized regions where large Fey populations live.

They stand an average of 4'2 and are slim, with large heads and pointed ears. Their hair color ranges as much as their garb, but they are rarely Good Alignment and are more commonly Chaotic Neutral. The Elves in the seas are called the Leannaí Lir and are considered among the 'Children of Lir' unless they are of Darkness.

COMBAT: Elves are usually cautiously aggressive in battle and are not haphazard in their approach. Unlike their more dominant cousins, they do not make a spectacle of battle or glorify it. They only want to survive and move on.

FAERY (LIGHT), CEASG

NUMBER: 1-3 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Good
HD: 3 (d6) **TYPE:** Fey
AC: 12 **TREASURE:** 3
SAVES: M **XP:** 45+3
MOVE: 10 ft., 30 ft. (swim)
ATTACKS: Bite (+2 melee, 1d6)
SPECIAL: External Soul

The Ceasg is a type of moody Mermaid that dwells in the watery shores of rocky coasts. Unlike the other Merfolk, Ceasgs have the lower half of a salmon and the upper half appears Faery or Humanoid.

Although they tempt Mortals with love and riches, they can also turn on them and devour them if made unhappy through deviousness. Beautiful to look at and lured in by beautiful music, they are among the least dangerous of the Merfolk one would find in the sea. The males are known in lore as Dinny-Mara (Sea-People) and behave in the same manner towards women at sea.



COMBAT: Ceasgs will try to use the advantage of their watery home as an edge against their foes. They will lash out and cause harm if need be, only to quickly swim away.

EXTERNAL SOUL: The Ceasg stores its soul outside of its body in another object. The Ceasg cannot be harmed by physical attacks unless the object containing the soul is attacked. The item is usually kept in a well hidden place and can be almost anything the creature finds in the oceans or river bottoms.

FAERY (LIGHT), ELLYLL

NUMBER: 1-50+ **INT:** Average to Superior
SIZE: Small (1-10 in.) **ALIGNMENT:** Good/Neutral
HD: 1 (d4) **TYPE:** Fey
AC: 25 **TREASURE:** CK's Call
SAVES: M **XP:** 50+1
MOVE: 20 ft., 90 ft. (fly)
ATTACKS: Spear (+1 melee, 1d6), Sword (+2 melee, 1d8)
SPECIAL: Winged Ways, Faery Abilities

The Ellyll(ion) are the classic small fey that most people associate with faery-folk. They have larger-than-life personalities bestial appearances at times, and are boisterous and (when Neutral) mischievous towards strangers. They are a smaller race whose food source are the toadstools and 'Faery butter*' taken from the forest and rocks.

Their magical power more than compensates for their lack of size and they are able to possess d6 more Faery abilities than the usual Fey. They go by many names, one of which are the Pillywiggins. *Faery Butter is the *Excidia Glandulosa* fungus that grows from the rotted stumps on oak trees, a black, bubble-shaped growth that is common in Europe. The Ellyllion are also called the Mooinjer-Veggey, Guillyn Veggey and the Tylwyth Teg.

COMBAT: Ellyllion will use magic if needed to fight their way out of a situation rather than risk death. They can use weaponry, but this is usually not effective against larger foes unless the weapons are enchanted (and they usually are).

FAERY (LIGHT), HENKIES

NUMBER: 1 **INT:** Average
SIZE: Large (8 ft.) **ALIGNMENT:** Chaotic Good
HD: 3 (d10) (30 HP) **TYPE:** Fey
AC: 13 **TREASURE:** 3
SAVES: P **XP:** 50+3
MOVE: 30 ft.
ATTACKS: Short Sword (+2 melee), Axe (+3 melee)
SPECIAL: Dark Vision (60 ft.), Faerie Abilities, Regeneration 1

Henkies are Trows (a form of Troll) that are generally non-aggressive by nature and live in a blissful isolation from the rest of faery. They are large, humanoid shaped and live in the deep woods, far from the haunts of man. They get their name from the wild, frantic dances (henkies) they are known for in the mortal world. Unlike the others of their kind, they are good-souled and innocent, not wanting to harm anything, and are considered gentle giants.

Henkies' origins are not well understood, as their place in faery is a mystery. They choose to dwell in solitude, never mingling with others if they can help it.

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COMBAT: If forced, the henkie uses a weapon, but prefers to retreat and hide from danger. If pressed, they will become quick and fierce in battle and try to disarm and confuse the enemy enough into fleeing.

FAERY (LIGHT), LJÓSÁLFAR

NUMBER: 1-10
SIZE: Medium
HD: 2 (d6)
AC: 12
SAVES: M, P
MOVE: 50 ft.
ATTACKS: By weapon
SPECIAL: Glow of Light

INT: Average
ALIGNMENT: Good
TYPE: Fey
TREASURE: 2
XP: 50+2

Light Elves, the inhabitants of Álfheimr, are the beautiful and glorious opposite to the Dark Elves, both races that were brought into being by the death of Ymir.

These elves are highly skilled in magic and enchantments, being able to place charms and runes on anything they touch to combat evil and darkness. They are ethereal by nature and seem distant to others because of their loftiness.

Light Elven society is one built on reason and logic and a hierarchy from the king at the top to citizen at the bottom, rejecting the peasant and serf class entirely.

The Ljósálfari exist to thwart their rivals, the Dark Elves, at every turn who try to undermine the gods and the stability that holds the universe together. They will help heroes in trouble if it is plausible, and heal the sick and wounded if it will assist in the war against evil.

As elves they are fairer than all other beings in the universe except the Æsir and Vanir, and any Light Elf that dares to appear more beautiful is often stricken with a wrathful curse to keep it in its place by the gods. Unlike the general Álfar, these elves are righteous and will not harm good peoples.

COMBAT: Ljósálfar are strong and capable warriors and do not let their beauty hide from their skills as competent killers of evil and foul beings. They fight with strategy and cleverness and will use magic if needed to gain an upper-hand in battle.

GLOW OF LIGHT: Because the Light Elves are so pure of heart and soul and close to the company of the gods they can shine from their skin. A glowing, blinding white-gold light will emit from them casting a glow in a 30 ft. radius for 1d10 hours (if needed), for three times a day. This light can drive away lesser beings of evil nature (i.e., goblins, kobolds, etc) with a spell resistance.

FAERY (LIGHT), MARMENNILL

NUMBER: 2-8
SIZE: Medium
HD: 3 (d6)
AC: 12
SAVES: P
MOVE: 15 ft., 30 ft. (swim)
ATTACKS: Bite (2d6), Sword (3d6)
SPECIAL: Second Sight

INT: Average
ALIGNMENT:
TYPE: Fey
TREASURE: 3
XP: 80+3

Marmennill are the male counterpart to the female Margyur sea-folk. They are the merfolk that dwell in the many seas of the Nine Worlds and crowd the underwater court of the gods Marmennill can prophesize events in the future naturally, sometimes it is at will and at others they are at the mercy of it. They are ambiguous in their allegiances but do not openly harm others.

Physically, these merfolk are typical from head to fin. They do not mingle with land-folk often, but when they do it is for the benefit of both. They appear more human-like than faery and have the scaly, slimy tail end of a fish from the waist down.

COMBAT: The merfolk will use spears, swords and other weapons, stabbing, cutting and impaling their foes from all sides. They use the advantage of being water-folk against enemies that are not, and swim in circles and use the three dimensions in their favor.

SECOND SIGHT: The merman can view tantalizing images of the future, often not in a way that much can be read or understood. This ability can sometimes be channeled (wisdom save) or instead be random and flash in the mind of the merman.

FAERY (LIGHT), MERROW

NUMBER: 2-8
SIZE: Medium (5 ft.)
HD: 3 (d6)
AC: 12
SAVES: P
MOVE: 20 ft., 30 ft. (swim)
ATTACKS: Bite (2d6), Sword (3d6)
SPECIAL: Faery Abilities

INT: Average
ALIGNMENT: Chaotic Good
TYPE: Fey
TREASURE: 3
XP: 80+3

Merrows or Murdhuacha are the classic Merfolk in every way and are among the good variety in the oceans. The women often find suitable men, mainly Mortals, and marry them, having many children. While the female Merrows are very beautiful, the males are not, with green faces and bodies, sharp red noses and eyes like a swine.

Despite their appearance, they are jovial and pleasant company, and are among the Sea God Mananadán mac Lir's guardians of the Sea of Faery. They are cousins to the Ceasgs in many ways except they are more human-sized and have webbed fingers.

The Merrows swim the seas between the worlds and know the hidden currents that flow between them.

COMBAT: Merrow men are predominately the warriors and will use careful strategies and precision when confrontations occur. They will fight to the death to protect their beautiful women if they are in danger.

FAERY (LIGHT), MORWYN ELVES

NUMBER: 1-50
SIZE: Medium (5 ft.)
HD: 2 (d8)
AC: 11
SAVES: M, P
MOVE: 30 ft.
ATTACKS: Sword (2d6), Spear (1d8)
SPECIAL: Twilightvision, Faery Abilities

INT: Average to Superior
ALIGNMENT: Lawful Good
TYPE: Fey
TREASURE: 2
XP: 120+2

Morwyn, or 'Fair' Elves are the typical Elf race with a beautiful appearance and fair complexion, no facial hair and a more highly developed sense of magic and intellect. They lead the way in the fight against Evil in Faery, and maintain the cosmic balance. The Tuatha Dé Dannan, and nearly all of the Divine Families, spring from the Morwyn race. These Elves are proactive by nature and do not sit still in comparison to the other Elven races. These fair Elves are zealots in their cause to oppose and rid the world of evil.

Morwyn look nearly divine by Mortal standards because of their fairness, and they can attract the attention of the gods, or their jealousy. To most of the Immortals of Faery, the Morwyn seem haughty and arrogant, even emotionally cold. Their vanity makes them seem shallow to some Faeries and other beings, but they prize beauty and grace over the roughness and brutality of nature.

COMBAT: Morwyn fight with a more refined system of Celtic warfare, using chariots, cavalry, foot-soldiers, reinforcements, and planned tactics. As warriors, Morwyn fight for personal honor and glory, seeking the fame that comes with defeating and showing up the enemy in the end.

FAERY (LIGHT), PREN ELVES

NUMBER: 1-50
SIZE: Medium (6 ft.)
HD: 3 (d8)
AC: 13
SAVES: M, P
MOVE: 40 ft.
ATTACKS: Sword (2d10), Spear (1d12)
SPECIAL: Twilightvision, Faery Abilities

INT: Average to Superior
ALIGNMENT: Chaotic Neutral/Good
TYPE: Fey
TREASURE: 3
XP: 130+5

The Pren or 'Tree' Elves in Faery are large, muscular Immortals with facial hair and heroic countenances. They are chiefly warriors, and some of the best in Faery, with few peers within the Children of Light. Their statuesque bodies are commonly covered in magical tattoos from head to toe and they are garbed as typical 'Celts'. Though they have magic like all Fey, they do not depend on it but instead emphasize their physical strength.

Pren women are as bold and brash as the men, and are even more fearsome. It is bad enough to anger the men, but even worse to enrage their women-folk. These Elves live in a tight clan system, akin to that which the Highlanders of later Scotland with bonds of blood and strong oaths.

As Elves go in Faery, the Pren are of a warrior culture which thrives on conflict between the Three Powers. These Elves have been called 'Tree' because of their tall stature and strength, making other similar races both jealous and admiring of them.

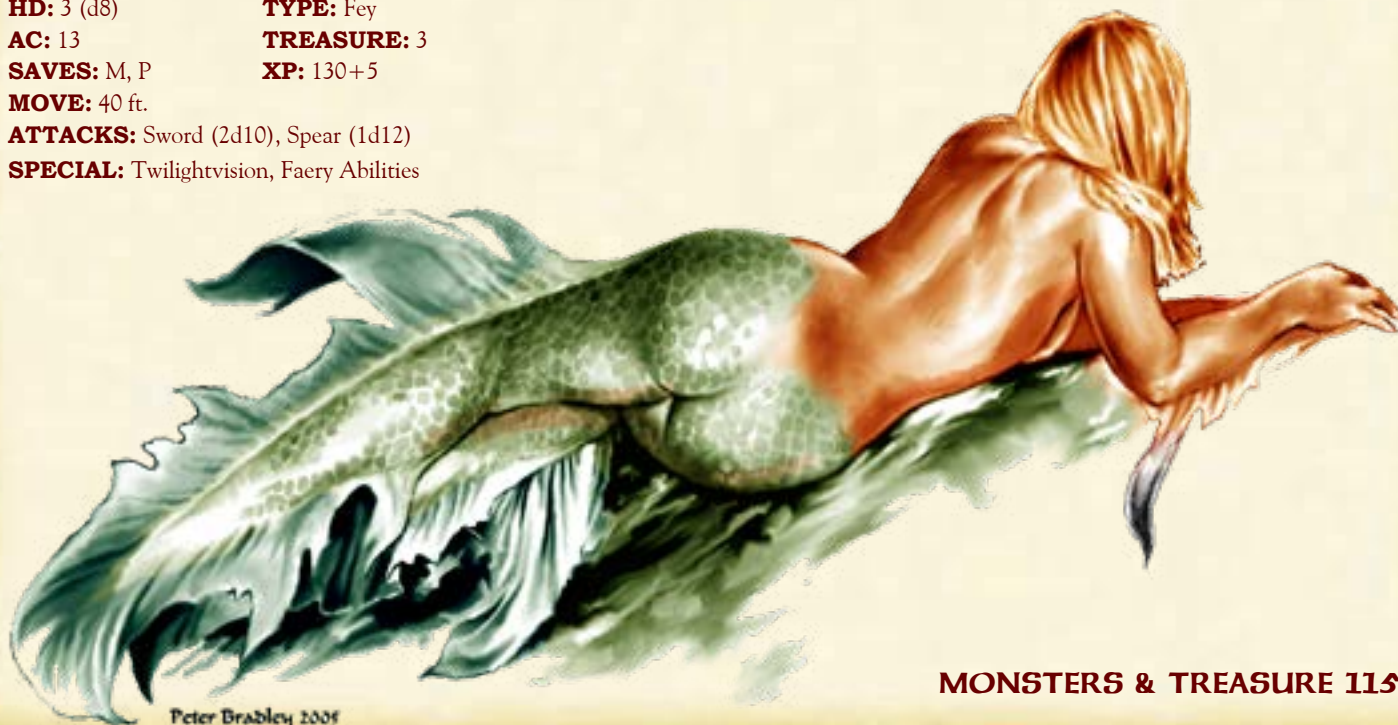
COMBAT: Pren are wild and savage in battle, and they depend on this nature. They face battle eagerly, and hope to claim as many heads as trophies as possible to attain the reputations of champions. Their strategies are simple and direct, and they hope to cause as much damage as possible.

FAERY (LIGHT), ROANE

NUMBER: 1-3
SIZE: Medium (5 ft.)
HD: 2 (d6)
AC: 11
SAVES: M
MOVE: 30 ft., 40 ft. (swim)
ATTACKS: None
SPECIAL: Shed Seal Skin (Shapeshift)

INT: Average
ALIGNMENT: Neutral Good
TYPE: Fey
TREASURE: Nil
XP: 20 +2

Roane, also known as selkies, are gentle and soft-mannered with no violent streaks in them. As a part of their disguise among Mortals, they don skins make them appear to be seals. If a Roane finds a mortal worthy of loving, he will shed his seal skin and reveal his true beauty. The possessor of this skin will become a master over the Roane.



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COMBAT: Roane are non-confrontational and will flee battle if able. They will defend themselves for a limited time until they can find an escape. Preferably, the Roane use magic to deny the threatening foe an opportunity to harm them.

SHED SEAL SKIN: Each Roane is born with a magical second skin that, if taken, can enable the possessor control over the Faery. This skin gives the Faery the illusion of being a seal (Wisdom save to spot that something is different or wrong about the 'seal').

FAERY (LIGHT), URISK

NUMBER: 1	INT: Average
SIZE: Medium (4½ to 5 ft.)	ALIGNMENT: Chaotic Good
HD: 1 (d8)	TYPE: Fey
AC: 12	TREASURE: Nil
SAVES: P	XP: 35 + 1
MOVE: 60 ft.	
ATTACKS: Bite (1d10), Hooves (1d8)	
SPECIAL: Agility, Speed	

Urisks are goat-legged Brownie folk that are usually hermits in the wilds, lonely and craving company. They will stalk and seek company with strangers (which creeps the strangers out) just to chat and have friendly conversation. Typically they do hard labor (cattle work, farm work, etc.) for friendly masters. Urisks occasionally find each other and have faires to socialize, but they only do this infrequently, much to their dismay.

Little is known about Urisk society, if there is one, but it seems that they are incapable of holding together a coherent social structure. Perhaps it is due to their flighty and eccentric behavior, or because they have never been given a chance since the Three Songs, but if there are Urisk gatherings or settlements they are undiscovered.

COMBAT: Urisks will use their speed and agility to attack and defend but will choose to retreat and leave a battle if able. They do not want to harm others, evil or not, and see every stranger as a potential friend.

AGILITY: Urisks have the agility from their goat limbs and can make difficult leaps easier than other races. The highest jump for this race will max at CL: 1. They can make even the most difficult leaps, unlike many other races.

SPEED: Because of their agility, they can add a +2 on initiative rolls.

THE CHILDREN OF TWILIGHT

This Power of Faery-folk is the most common in the Otherworld and the Mortal world both. They have the only 'easy' path towards mobility with their Alignment, able to change over time closer towards the Light or Dark.

Twilight Faeries are usually only concerned with themselves in the scheme of things. Many are extremely selfish and behave as though they are mercenaries, only getting involved with others and events if they will gain some benefit. The CK can decide if any of these fey can be of a different Alignment, if it suits their game.

FAERY (TWILIGHT), ASRAI

NUMBER: 1-3	INT: Average
SIZE: Medium (4 to 6 ft.)	ALIGNMENT: Neutral
HD: 2 (d6)	TYPE: Fey
AC: 9	TREASURE: 2
SAVES: M	XP: 55 + 2
MOVE: 40 ft., 50 ft. (swim)	
ATTACKS: None	
SPECIAL: Faery Lure	

Asrai are aquatic Faery-folk, essentially women that have a weakness to sunlight. They are related to the Selkies by blood but little more in that they are fonder of isolation and non-involvement in the affairs of Faery or Mortals. The women are so attractive that any Mortal male that catches a glimpse of them will have to make a Magic Save, or face a desperate obsession and desire to capture her. Once taken by her beauty, the obsessed must be stopped or taken out of the charm. They are also called Dracae and often tempt passersby with random gems or rich items in the waters, ensnaring the hapless Human into servitude when they reach for the valuables.

COMBAT: Asrai are not fond of battle or any confrontation and will take any opening to retreat if possible.

FAERY LURE: See the start of Faery for a description of this ability.

FAERY (TWILIGHT), COBLYN

NUMBER: 1-20	INT: Average
SIZE: Small (2½ to 3 ft.)	ALIGNMENT: Chaotic Neutral
HD: 1 (d8)	TYPE: Fey
AC: 11	TREASURE: 1
SAVES: P	XP: 75 + 1
MOVE: 40 ft.	
ATTACKS: Sword (-2 melee, 1d6), Spear (-1 melee, 1d8)	
SPECIAL: Sense Lodes of Ore	

Coblynau are small gnomish Dwarfs that are ugly in appearance, but hard-working and expert miners in reality. They stand at an average

of two and a half feet high, and are known to warn others of rockslides and other dangers underground by knocking on the rocks. They are also rumored to be causing the “natural” disasters.

They are an reclusive society that does not want to involve outsiders, and they cringe when non-Coblyn races are close to them. Their manners and behavior are bitter and sour, very droll, and seemingly gloomy to outsiders. If the Coblynau ever celebrate or experience joy, they hide it well.

COMBAT: Coblynau will aggressively defend their underground homes and caverns from enemies. Their methods are those of hard workers and laborers in battle, planned and with multiple reserve plans if things go wrong.

SENSE LODES OF ORE: A Coblyn can sense any lode of metals in the earth naturally within 30 feet without trying or even focusing. This can prove invaluable for greedy races seeking to find gold, diamonds or other rich ores.



FAERY (TWILIGHT), CLURICHAUN

NUMBER: 1 **INT:** Average
SIZE: Small (3½ ft.) **ALIGNMENT:** Neutral
HD: 1 (d6) **TYPE:** Fey
AC: 9 **TREASURE:** 1
SAVES: M, P **XP:** 80+1
MOVE: 20 ft.
ATTACKS: Staff (-3 melee, 1d4), Knife (+1 melee, 1d6)
SPECIAL: Faery Abilities

Clurichauns are the more annoying relatives of the Leprechaun (if that is possible) that stay almost perpetually drunk. They are trouble-causers and once they get a foolish idea, they do not stop until they have accomplished it, someone is wounded/dead, or some other outcome is done. Clurichauns usually wear red clothing, but dress nicely, even though their garb appears ragged and sloppily draped.

It is thought among the non-Clurichaun that this race must function through their constant consumption of alcohol. If they were to be sober, they might lose their memories, sanity and all other important mental facilities.

COMBAT: Clurichauns are too intoxicated to enter into battles. If they do, they wound by accident and clumsiness in a manner that would appear as orchestrated.

FAERY (TWILIGHT), BALLYBOGS (PEAT FA-ERIES)

NUMBER: 1-5 **INT:** Average
SIZE: Small (3½ ft.) **ALIGNMENT:** Chaotic Neutral
HD: 2 (d4) **TYPE:** Fey
AC: 10 **TREASURE:** 2
SAVES: M **XP:** 15+2
MOVE: 50 ft.
ATTACKS: Spear (1d6), Club (1d4)
SPECIAL: Wild Hunt

Ballybogs are cousins to the Bogles, but cannot speak with a normal language like others. Instead they grunt to communicate. They are gangly and ragged. One thing Ballybogs dislike are liars, and will seek them out ruthlessly, sometimes regardless of personal risk.

Ballybogs have a simple society that is bound by honor in word and deed with a community leader or chief. They are not well-understood by other Faeries due to their grunting language and mysterious ways, but they do not openly harm anyone and therefore do not warrant threats to their well-being except by malicious folk and races.

COMBAT: Ballybogs fight the way they behave, deceptively, and will use any method to disable and stop their opponent. Though brave to a limit, they will use cowardly techniques and impulsive bravado to accomplish victory.

WILD HUNT: See the start of Faery for a description of this ability.

FAERY (TWILIGHT), BLUE-CAP

NUMBER: 1-20 **INT:** Average
SIZE: Small (2½ to 3 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 1 (d8) **TYPE:** Fey
AC: 11 **TREASURE:** 1
SAVES: P **XP:** 75+1
MOVE: 40 ft.
ATTACKS: Sword (-2 melee, 1d6), Spear (-1 melee, 1d8)
SPECIAL: Nil

Blue-Caps are cousins to the Coblynau but instead wear distinctive blue caps or bonnets in the mines. They find their way in the darkness with magically-created blue Fey lights that assist each Blue-Cap individually. Often, if they choose to bother or attack a target, they can send the blue light after them, to first annoy and distract, and then bring an attack on them.

FAERY (TWILIGHT), BRÚNAIDH (BROWNIE)

NUMBER: 1-10 **INT:** Average
SIZE: Small (4 to 5 ft.) **ALIGNMENT:** Neutral
HD: 2 (d12) **TYPE:** Fey
AC: 12 **TREASURE:** 2
SAVES: P **XP:** 45+2
MOVE: 50 ft.
ATTACKS: Sword (+1 melee, 1d8), Staff (-1 melee, 1d6)
SPECIAL: Nil

The Brúnaidh (Brownie) are among the most common Faeries next to Elves and Pixies. There are many variations, but all are generally the same in behavior. Subservient and obedient, these hairy, short Faeries are harmless on average, but possess a great potential to be brilliant warriors if pushed. Most other Brownie-folk are the same except by name and/or province. Among the Fey they usually serve the Morwyn Elves and help them maintain their realms, and for Mortals they can pick a household to aid. They are picky and can be easily annoyed if things are not handled in a way they agree with, and often will leave the family they are helping. Bocan/Bauchan (the same race), Bwca/Bucca (mischievous but the same), Bwbach/Boggart (the same Faery race until it becomes annoyed, in which case it transforms into a nasty and mean Boggart), Dobie/Dobbs/Dobby and the Phynnodderee (Fennoderee) are also the same race of Faery.

COMBAT: Brownies can be tough combatants, using the same level of strategy and tactics that their Elven lords employ. Because of their laborer lifestyle, they put the tools of the farm to use with startling skill.

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FAERY (TWILIGHT), BUGAL NOZ

NUMBER: 1-5 **INT:** Average
SIZE: Small (3½ ft.) **ALIGNMENT:** Chaotic Neutral
HD: 1 (d8) **TYPE:** Fey
AC: 15 **TREASURE:** 1
SAVES: M **XP:** 45+1
MOVE: 50 ft.
ATTACKS: Spear 1d6, Sword 1d8
SPECIAL: Horrible Visage



Bugal noz are forest-folk that are naturally very ugly (to mortal sensibilities) and live isolated, away from others, due to this flaw. They are vaguely between the line of elven and goblin by definition, but are not necessarily malicious or foul.

Faeries avoid them because of the fright their intensely wretched appearance creates. They are misshapen creatures that walk on cloven hooves. Their bulbous bellies, blue skin and eyes that are never the same size give them an appearance of chaos.

They can be very kind and gentle-natured but cannot control what their hideousness does to others who gaze at them. In Faery, they, like most Woodfolk, live in their own 'islands' away from others, and only rarely interact or take part in large matters, wars, or affairs.

COMBAT: Bugal noz will fight in a straightforward and practical manner, believing brute force and personal skill far outweigh clever thinking. They do not often have a need for elaborate strategies or plans. In this way they are somewhat predictable in their actions.

HORRIBLE VISAGE: The time in which the bugaloú noz do, in fact, wish to congregate and come forward is dreaded, because their appearance alone will create pandemonium, but even more so because it is alleged they are expert warriors and wizards.

FAERY (TWILIGHT), CAWR (FATHACH)

NUMBER: 1-10 **INT:** Low
SIZE: Large (10 ft.) **ALIGNMENT:** Chaotic Neutral/ Evil
HD: 9 (d8) **TYPE:** Fey (Giant)
AC: 17 **TREASURE:** 7 (hoard)
SAVES: P **XP:** 600+9
MOVE: 40 ft.

ATTACKS: 2 Fist (1d8), Giant Club (2d8), Boulder (3d6)

SPECIAL: Rock Throwing, Twilightvision, Wild Hunt

Hill giants of the realm of fey. They are usually low on intelligence and easily angered. In their large, expansive moments of boredom, they throw boulders to each other and sling them carelessly about the countryside, causing death and devastation.

COMBAT: Giants fight brutal and straightforward with little need for complex strategies or tactics. They will crush and smash their foes with fury in hopes of rendering them incapacitated or dead.

ROCK THROWING: Hill giants can hurl boulders up to 330 feet. A successful attack inflicts 2d8 points of damage.

FAERY (TWILIGHT), DERRICK

NUMBER: 1-3 **INT:** Inferior to Average
SIZE: Small (3 ft.) **ALIGNMENT:** Neutral
HD: 1 (d6) **TYPE:** Fey
AC: p **TREASURE:** Nil
SAVES: M **XP:** 40+4
MOVE: 40 ft.

ATTACKS: Bite (1d6), Claw (1d4)

SPECIAL: Lead Astray, Wild Hunt

Derricks, or amadan dubh, are small faeries standing about 3 feet tall. They are well-dressed and well-mannered at all appearances, but they will aim to misguide and help strangers get lost. They are simply unable to behave in a decent and noble way; even if forced to do so, they want to lead strangers astray and find a sick pleasure in it.

COMBAT: Derricks are not warriors, nor do they have a fighting mentality, but will fight like a wild animal if needed. Their technique is simple and direct with no subtle tricks or motives.

LEAD ASTRAY: Like many Faery-folk, the Derricks can lead strangers astray with their magic to get them lost and confounded. This can be done three times a day and an object or spot can be charmed to do it if the stranger in question walks by it or on it. If so, the player must make a Charisma save. If failed, the stranger will become completely lost for 1d6 hours, unable to navigate or find his way.

FAERY (TWILIGHT), DOONIE (DUNNIE)

NUMBER: 1 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 3 (d12) **TYPE:** Fey
AC: 14 **TREASURE:** 3
SAVES: M, P **XP:** 60+3
MOVE: 40 ft., 60 ft. (Horse form)

ATTACKS: Bite (2d8), Hoof (3d6)

SPECIAL: Shapeshifting, Wild Hunt

The Doonie is a bad-behaving shapeshifter that seeks to bring misfortune to any unlucky being that crosses its path. The most

common form the Doonie takes is of a dark horse. In this regard, it resembles the Cabhal-Uisce, but only in the manner of its naughty behavior. There are some who act beneficial towards strangers in need, but they are not common.

When not in disguise, the Doonie appear like small Elven people, very well-dressed and beautiful. They normally live in old unused forts ('Dún'), thus their name, and haunt the former stone fortresses of other peoples.

COMBAT: Doonies will fight and defend to escape a confrontation if possible. They are not the most battle-capable of Faeries but can be threatening, using their hooves and horse-like bites.



FAERY (TWILIGHT), FAELCLOINE (CWN-BEN)

NUMBER: 1-15+ **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Neutral/ Evil
HD: 2 (d8) **TYPE:** Fey
AC: 13 **TREASURE:** 2
SAVES: P **XP:** 50+2
MOVE: 80 ft.
ATTACKS: Sword (2d6), Spear (2d4), Bite (1d10), Claw (1d8)
SPECIAL: Dog/Wolf Wilder Ways, Wild Hunt

The Faelcloine are wolf- or dog-headed Fey that run with wild packs of their likeness in Faery. They are obviously very bestial and feral, and have little patience as a race, always wanting to hunt for prey, mate, or establish dominance.

Their bodies are Elven by nature while their heads and many body locations (legs, arms, shoulders, chest) are covered in tufts of fur. Mortals often confuse them with werewolves, but they do not spread Lycanthropy to others by contact.

Arthur and his champions faced them many times from the north of Prydain to the south, defeating armies of them and keeping their roving packs at bay from harming Mortals. Rarely they will join famous warrior bands, like Arthur's, and fight for causes that are not their own. They are also called Wulvers in the regions of Northern Prydain.

COMBAT: Faelcloine are fierce warriors that will be deadly and lethal in their approach. Many races fear facing them because of their savagery. They utilize their wolf abilities and appear Humanoid when in combat.

DOG/WOLF WILDER WAYS: If Wolf Charmers are present, and they use their magical charms to influence and sway all wolf-like beasts in their radius, the Faelcloine must make a Wisdom/Magic Save each round the musical song is being played, or he become an unwilling slave to the Charmer.

FAERY (TWILIGHT), FÍR DEARG

NUMBER: 1 **INT:** Inferior
SIZE: Small to Medium **ALIGNMENT:** Chaotic Neutral
HD: 3 (d12) **TYPE:** Fey
AC: 14 **TREASURE:** 3
SAVES: P **XP:** 60+3
MOVE: 60 ft.
ATTACKS: Sword (2d10), Spear (1d12)
SPECIAL: Wild Hunt

Fír Dearg or 'Red Men' are a race of Faery that enjoys gruesome practical jokes on random strangers. They can vary in height from very short (average 2 feet) to a looming tall (7 feet), and are known for their fondness for the color red. If it isn't found in their hair color, then it is woven into their caps, hats, or clothing. They take more pleasure in mischief and jokes, often working for unscrupulous Dark Fey as enforcers or muscle.

COMBAT: Fír Dearg are tough combatants, using their weapons to the fullest extent of skill and damage. They must be able to redye their clothing with fresh blood and gore, so they will fight for the maximum bloodshed at the finish.



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FAERY (TWILIGHT), FÍR GLAS

NUMBER: 1-10+ **INT:** Average
SIZE: Small (3½ to 4 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 2 (d6) **TYPE:** Fey
AC: 11 **TREASURE:** 2
SAVES: P **XP:** 75+2
MOVE: 50 ft.
ATTACKS: Spear (1d8), Net
SPECIAL: None

The Blue Men of the Minch, as they are called in the Mortal world, are short, blue-skinned, Elven-like Faery-folk that usually live in and protect choke-points in the waters. They live off of the plunder they take from any who dare to travel through their territory. The Blue Men are very tribal and feral, with little civilization, but they do seek the loot of travelers eagerly and then store the wealth in the underwater caves where they live.

The Fír Glas inhabit underwater caves in a simple clan-based society, and will fiercely protect what they have taken from others. Their usual practice is to overwhelm others by large numbers, intimidate, and then loot with as little combat as possible.

COMBAT: The Fír Glas battle as sea-men do, with spears and nets. They deal with threats as they would with fierce and mean beasts. The spear is their preferred weapon, and it is put to many uses in battle.

FAERY (TWILIGHT), GRIG

NUMBER: 1-10 **INT:** Average
SIZE: Small (4 to 4½ ft.) **ALIGNMENT:** Neutral
HD: 2 (d6) **TYPE:** Fey
AC: 14 **TREASURE:** 2
SAVES: M, P **XP:** 45+2
MOVE: 60 ft.
ATTACKS: Sword (1d8), Spear (1d6), Bow (1d8)
SPECIAL: Blend with Nature, Limb Leap

Grigs are unique Faery beings that have the upper body of an Elf and the legs of a cricket. They are agile and very swift in the woods and are only rivaled by the Pixies in Wilderness Ways. Grigs are protective of their own parts of the sylvan home and care little else for the rest unless it endangers their own.

COMBAT: Although they can use other weapons, the bow is their favorite. They will shower the enemy with arrows and skillfully shoot them, doing stunts to disable, disarm, or stop the foe.

BLEND WITH NATURE: Grigs move swiftly in the greenery and can be completely invisible, using the forest to cloak their presence. They communicate to each other making coded cricket chirps which non-Grig cannot understand.



FAERY (TWILIGHT), KNOCKERS

NUMBER: 1-20 **INT:** Average
SIZE: Small (3 to 3½ ft.) **ALIGNMENT:** Neutral
HD: 2 (d6) **TYPE:** Fey
AC: 9 **TREASURE:** 2
SAVES: P **XP:** 40+2
MOVE: 50 ft.
ATTACKS: Spear (1d6), Short-Bow (1d4)
SPECIAL: Faery Abilities, Sense Ore

Knockers dwell underground and are not the most attractive Fey, but they instinctively know the underworld and how to find the best veins of ore. They often help warn Mortals by knocking (thus their name) on the rocks before a collapsing mine-shaft or other disaster occurs. They are very similar to the Coblynau and may be related somehow.

COMBAT: Knockers will quickly retreat if in battle, not because they are afraid, but because they are too small to harm others. They will fight to defend themselves, but not to conquer others.

SENSE ORE: The Knocker is naturally able to sense ores and veins of precious gems in the earth. At a radius of 15 feet, they can automatically find the vein. Note: they cannot use this ability to find Dragon Stones.

FAERY (TWILIGHT), KORRED

NUMBER: 2-12 **INT:** Inferior
SIZE: Small (3 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 2 (d6) **TYPE:** Fey
AC: 10 **TREASURE:** 2
SAVES: M, P **XP:** 55+2
MOVE: 40 ft.
ATTACKS: Sword (2d6), Hammer (2d8)
SPECIAL: Twilightvision

Korred are strong Dwarfs, almost Germanic in their appearance and behavior. They are often hairy and crude and often only do well in the company of their own kind, not socializing too well. They more often build and construct the many gigantic stone rings and tombs, but do so by night. They are fond of alcohol and festivities but anger quickly if interrupted by strangers.

The Korred can be cruel in their humor and festivities. It is said that they need a Human for sacrifice to make the fun complete before dawn's light. Anyone caught up in their festivity will likely end up dead before the night is through unless they break free.

There are nine Korriggen, who dance, with flowers in their hair, and robes of white wool, around the fountain, by the light of the full moon.

COMBAT: Korred warriors are mighty and brave. They are brutal and tough and do not retreat when startled. Korred armies are known to exist deep in the forests of Llydaw, hidden possibly in the mountains.



FAERY (TWILIGHT), GORIC

NUMBER: 2-15
SIZE: Small (3 to 3½ ft.)
HD: 2 (d12)
AC: 13
SAVES: M, P
MOVE: 40 ft.
ATTACKS: Fist (3d12)
SPECIAL: Nil

INT: Inferior
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 2
XP: 45+2

Gorics are the heavy builder-folk in Faery. With their small stature and hands they are able to lift and move massive stones from place to place as a team. They stand about two feet tall and have rough appearances, windblown and frazzled at times. By nightfall they celebrate by dancing wildly in the rings, drinking and laughing, but misfortune falls on the stranger that catches them. They are forced into taking part and doing so until they collapse by exhaustion at dawn. Gorics are less harmful relations to the korred-folk. They seek to complete their many building projects in Llydaw and Faery and nothing more with little more than an annoyance towards outsiders, not the animosity of their meaner cousins.

COMBAT: Gorics will avoid combat if at all possible and resort to calling upon their korred cousins to aid them. Their rough and calloused hands are tough enough to be used as weaponry and deny them the ability to grasp weapons.

FAERY (TWILIGHT), GRUAGACH

NUMBER: 1-3
SIZE: Medium
HD: 1 (d10)
AC: 12
SAVES: P
MOVE: 30 ft.
ATTACKS: Sword (2d6), Dagger (2d4)
SPECIAL: Faery Abilities

INT: Average
ALIGNMENT: Neutral to Neutral Evil
TYPE: Fey
TREASURE: 1
XP: 30+1

Gruagach or grogach are a confusing fey race with many aspects. The women folk are often fair haired, ragged and wild in appearance, and protect cattle. They are mysterious and seem slightly dangerous (rumored to be the glastig in a less dangerous capacity). The men-folk are often non-assuming and harmless, seeking to help people. The gruagach are very good with magic and sorcery by nature. This race is wild and untamed and cannot live or function in a social environment. They are more akin to faery animals by their behavior and can communicate but do so with a simple language.

COMBAT: The gruagach will battle savagely against any who dare to confront them. They will shriek and wail and jump about like crazed and insane people. This berserk method often can frighten and intimidate the enemy because it is so unpredictable and erratic.

FAERY (TWILIGHT), HOGMEN

NUMBER: 2-12
SIZE: Medium (5 ft.)
HD: 2 (d4)
AC: 10
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (1d6), Fist (1d4)
SPECIAL: Faery Abilities

INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 2
XP: 50+2

Hogmen, or hillmen, are the occasionally viewed fey folk from under the hills. Their homes are in the hollows of the largest hills where they dwell in gluttony and self-made exile from the rest of the faeries and mortals both. They look ragged and harsh but very well dressed in their garb. Infamously grumpy and easy to dislike, the hogmen are not agreeable to others and are left alone. They only come out of their hills when it is a holiday to celebrate by dancing and having a wild party atop the hillside.

COMBAT: Hogmen battle in a non-descript way, not showy or to impress others, only to survive. They will do so in a cold-hearted manner, not even showing hate.

FAERY (TWILIGHT), KILLMOULIS

NUMBER: 1
SIZE: Medium (4 ½ to 5 ft.)
HD: 2 (d10)
AC: 12
SAVES: P
MOVE: 50 ft.
ATTACKS: Fist (1d4), Sword (1d8), Club (1d6)
SPECIAL: Faery Abilities, Sense Death

INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: Nil
XP: 45+2

Killmoulis are very odd Fey having no jaws or mouth and just a large nose to eat and communicate by. They function in the same regard as Brownies by doing labor for a chosen family/household. In their dreariness of life they also find fun in doing pranks and trouble-causing. They act as a death-knell for signaling the demise of a family member and can sense it occurring.

COMBAT: Killmoulis will go to battle with determination and a goal to win. If they are doing so to protect their interests, then they will become berserk and not stop until they have (in some way) won.

SENSE DEATH: An unfortunate ability that the killmoulis have been granted by the gods is the power to sense the death of others. This can only work when an individual is moments away from their demise (minutes to hours). They can sense it within a 150 feet radius.

FAERY (TWILIGHT), LEPRECHAUN

NUMBER: 1
SIZE: Small (3½ to 4 ft.)
HD: 2 (d6)
AC: 10
SAVES: M, P
MOVE: 40 ft.
ATTACKS: Club (2d6)
SPECIAL: Faery Abilities

INT: Average to Superior
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 2
XP: 55+2

Leprechauns are very alcoholic faeries that drink more than their cousins the clurichauns (if that is possible) and hoard wealth. Instinctively, they are drawn to wealth and sense it almost. Unfortunately their prankster nature can dominate their thinking and any stability that they might temporarily exhibit. Leprechauns can be annoying to others due to their jokes, pranks and general behavior. Because Leprechauns do not take anything in life seriously other races do not like to adventure with them. Their frivolous nature about everything keeps them from ever playing a crucial part in major events.

COMBAT: Leprechauns are able warriors. They more often use clubs and cudgels instead of bladed weapons but have been known to devise smart strategies if given the chance.

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FAERY (TWILIGHT), LOIREAG

NUMBER: 1-3
SIZE: Medium (5 ft.)
HD: 1 (d6)
AC: 11
SAVES: M
MOVE: 50 ft.
ATTACKS: Claws (2d6)
SPECIAL: Faery Abilities

INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 1
XP: 45+1

Loireags are seen as beautiful fair haired women that normally live in the water (pools, rivers, etc.) and are experts in spinning and working on the loom. But they are meticulous and can be on edge about making sure things are 'perfect'. Usual examples of their strange behavior can be seen when many people join in for a good sing-song and one person or more are doing so badly, the Loireag will respond by being angry. They are connoisseurs of music and take such things personally. They are cunning and very introverted.

COMBAT: The Loireag are non-confrontational by nature and would prefer to use magic rather than brute force. They abhor physical violence and would rather use their magic in any situation.

FAERY (TWILIGHT), MAIGHDEAN-MHARA

NUMBER: 2-12
SIZE: Large (8 ft.)
HD: 4 (d8)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: Slam (1d10), By weapon (+4 damage)
SPECIAL: Darkvision 60 ft., Faery Abilities

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Fey
TREASURE: 3
XP: 60 + 4

The Maighdean-Mhara are the Twilight version of the Merrow-folk. They exist to serve themselves mostly and only harm others if they are threatened. The beauty of the women still easily lure in men from all races equally.

COMBAT: The Loireag are non-confrontational by nature and would prefer to use magic rather than brute force.

FAERY (TWILIGHT), MÔRGAN

NUMBER: 2-12, 20-200
SIZE: Medium
HD: 1 (d8)
AC: 13
SAVES: P
MOVE: 5 ft., 50 ft. (swim)
ATTACKS: By weapon

INT: Average
ALIGNMENT: Neutral (Evil)
TYPE: Fey
TREASURE: 1
XP: 5+1

SPECIAL: Twilightvision, Darkvision (60 ft.), Amphibious

The Mòrgen are more devious minded Merfolk that use their enchanting beauty to lure in ships to the rocks and sink them. The women then dive from the rocks below into the waves to feed on the drowning sailors and take their loot for their own. Their behavior is closer to evil but generally they remain neutral towards everything else in life.

COMBAT: The Loireag are non-confrontational by nature and would prefer to use magic rather than brute force.

FAERY (TWILIGHT), NÄCK

NUMBER: 1-5
SIZE: Medium
HD: 3 (d6)
AC: 14
SAVES: M
MOVE: 40 ft. (land), 60 ft. (water)
ATTACKS: Slam (1d6)
SPECIAL: Lure, Shapeshifting

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 3
XP: 100+3

Known by many names, the Nøkk, Neck, Nix, and Nyx are water-folk that are devious and enchanting. Like most fey they run the gamut of good and evil, beautiful and horrific.

Unlike the Finfolk and others, the Nix is fond of rivers, ponds, lakes and watery places inland but does occasion the sea often. Because of their ability to change shape no one is certain how they appear.

Nyx men play the violin and other instruments with such divine skill that they can draw in anyone. Children and women are most vulnerable to their musings. Often the Nyx will play just to entertain others, and even wish to teach it to a select individual, but more often they will tempt people out to the waters to drown, as victims die in the waters the faery feeds on the suffering and soul.

The women will swim playfully in the waters naked and tempt men to join them, often making them leap from ships to do so. Few are able to resist the Näck's lure and even the most venerable and experienced person can give in to them.

In Mannheimr Näck are common. They are eager to prey on the gullibility of humans and can be found in great numbers in and civilized areas. On the banks of rivers they can be seen tempting sailors and vessels. They are called Rheintöcher along the rivers..

Many Nyx fall in love with other races and live with them, but need to be in regular contact with a water source or they will grow emotionless and quiet over time. When they appear human they might show a hint of their watery and otherworldly origins (thin gills, webbed hands, etc).

COMBAT: Nyx will avoid combat if possible and even surrender to threats by others. This is in hopes of using their magical charms later to get what they want and be free. A Nyx will only take a life by their own normal means.

LURE: A Nyx can magically lure others through song, poetry and dance three times a day. Their radius is 150 ft. and it will last for 1d8 hours until they get victims. A Magic Resistance must be made or the victim will be lured to follow the Nyx into the waters and not resist or try to swim or breath.

SHAPESHIFTING: Nyx can change into any animal or another humanoid form so long as it deceives the intended victim. Common forms are fish, wyrms, snakes and other water animals. If they change to appear humanoid their hems of clothes will be wet, never able to be hidden well (onlookers need to make a Sight skill roll at a CL: 15 to spot it.)



FAERY (TWILIGHT), OAKMEN

NUMBER: 1-10
SIZE: Small (3½ ft.)
HD: 2 (d6)
AC: 10
SAVES: P
MOVE: 40 ft.
ATTACKS: Sword (1d6), Spear (1d4)
SPECIAL: Tree Hide (Oaks)

The Oakmen, or Gwyr Y Derw, are small Dwarvish Fey that live in and protect oak trees. It is a sign to their presence in old oaks that have a profusion of blue-bells about the base and have a thrice cut copse.

If needed, they will use magic to protect the tree home since it is sacred and represents the Great Tree. They stand barely two feet tall but are master woodsmen and know the forests well anywhere they go. Among the Sylvan-folk the Oakmen are respected for their magical skill and zealously of protecting the oaks.

COMBAT: Oakmen will assemble to protect their trees and use aggressive force to drive away threats to their home and well-being. They are famous among the Fey for using heavy force and precise

strategies. Oakmen will try to cut the legs out from under their foes if taller, or use the forest to their advantage if the enemy is of relative size or larger.

TREE HIDE: This slight alteration to the Faery ability of the same name enables the Oakmen to step into an oak and hide. They can do this as many times as they need a day with no limits. Once they do, they will be inside its hollow (assuming it has one).

FAERY (TWILIGHT), PIXIE (PYSKY)

NUMBER: 1-20+
SIZE: Small
HD: 3 (d6)
AC: 12
SAVES: M, P
MOVE: 60 ft.
ATTACKS: Sword (1d6), Spear (1d4), Bow (1d6+1)
SPECIAL: Blend with Nature (Camouflage), Twilightvision, Faery Abilities

Pixies are short, usually green skinned and red-haired Faeries that display the full gamut of Twilight Fey nature. They are well known to cause havoc among Mortals nightly and pestering bad people. Pixies are common among the Woodfolk in Faery and are one of the few political forces of the Twilight persuasion.

Many mine the precious Dragon Stones from the earth, while others simply collect items of wealth and fascination. In battle Pixies are fierce warriors, using their abilities and skills to their full advantage against their foes. The Dark Pixies of Bucca Dhu follow the same statistics. They are also called Pechs in the northern regions of Prydain.

Pixies are tribal and do not bother themselves with complex politics or affairs, only wanting to enjoy life and its benefits. The strongest and most bold rule and influence the others of their kind.

COMBAT: Pixie warriors are famed in Faery and the Mortal world for their skills in battle. They are as mighty as any Pren and careful as any Morwyn Elf in their ways, but just something quite different all the same.

BLEND WITH NATURE: Similar to the Faery ability of the same name, Pixies possess this naturally and can use it whenever needed. They will seem to disappear amongst the greenery in a flash. Onlookers must roll a CL 5 Wisdom check to spot any trace of them.

FAERY, PUKI

NUMBER: 1-3
SIZE: Medium
HD: 3 (d6)
AC: 13
SAVES: P
MOVE: 60 ft.
ATTACKS: Bite (2d8), Claw (3d4)
SPECIAL: Shapeshifting, Faery Lights

The Puki, or Puck is a shape-changing faery that can be both beneficial and terrible to strangers. In their natural form they are goat-legged and hairy with horns and a sardonic grin.

Many Puki can aid families or chosen individuals by helping with their chores or they can equally ruin and sabotage things as well. These

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beings are woodland beings and fall under the classification 'Vǫðvættir' (Forest Spirits) in the eyes and minds of the peoples.

The Puki will play pranks and jokes on people it singles out or that bother it in some way. These practical jokes and mischievous acts will not often harm the victim but will make life difficult.

In the woods of Álfheimr they are the most hedonistic and flamboyant of faeries, living with no abandon since time does not exist in the world in comparison to Miðgarðr and Mannheimr. Their wit and humor is dark and always clever, with plenty of bawdiness. Often their humor is more than what most races can handle.

Many Puki will transform into horses or other animals to lure an innocent target onto them long enough to dump them into water, mud or other inconveniencing places, while others can be sneaky and evil-spirited towards strangers. The Saxons call these beings Púcel and can also mean troll or goblin as well as sometimes these races blur.

COMBAT: Puki are known to be bowmen and spear users when in battle and will use their speed and agility to dodge and take swift attacks. They are not well known for enduring long conflicts and will break off when the advantage is in their hands.

SHAPESHIFTING: Puki can transform into an animal or a humanoid being for a 1d6 hours at a time three times a day if needed. As an animal they can stay the same size or smaller (i.e., human-sized eagle, etc).

FAERY LIGHTS: A Puki can create magical, moving lights that flutter about and glide around them. These lights can go as far as 150 ft. in a radius around the faery and be guided and moved in a very deceptive manner to lure people. This will last 1d20 minutes and can be used three times a day. Onlookers will have to make a Magic Resistance or be drawn to them for 1d6 minutes mindlessly.

FAERY (TWILIGHT), PWCA (PÚCA)

NUMBER: 1-10	INT: Average
SIZE: Small to Large	ALIGNMENT: Chaotic Neutral
HD: 3 (d6)	TYPE: Fey
AC: 13	TREASURE: 3
SAVES: P	XP: 50+3
MOVE: 60 ft.	
ATTACKS: Bite (2d8), Claw (3d4)	
SPECIAL: Shapeshifting	

Possibly the ultimate in prankster Faery-folk races the Pwca live to cause other races difficulty for a good laugh at the least and revenge at the most. The Pwca are shapeshifters that commonly like to transform into a horse to aid a stranger in having a ride only to dump them in the nearest source of water to shake them up a bit.

It is said that the great Bucca Wyn and Bucca Dhu are actually Pwcas but this is hard to discern, if so, it would cause great pandemonium in the Pixie world. As Faeries go, Pwca are among the worst tricksters with very few that can rival their level of skill. The Bocánach is related, and possibly a race that links the Dusa, but no one in Faery or the Mortal world knows for sure.



COMBAT: Pwca can be a powerful force in battle if they choose to be, using their shapeshifting abilities against their enemy to confuse things and gain the upper hand.

SHAPESHIFTING: Pwca can naturally change their shape to any animal of comparable size, or even as other people and races (if 3rd level or higher). They can do this three times a day, but will require a bloody source of power to fuel it, usually a small animal freshly killed.

THE CHILDREN OF DARKNESS

These Dark Fey populate Faery in great multitudes in a great irony since they are death seeking and causing. By their nature they instinctively want to rid of their rivals the Children of Light by any means. Most of these Faeries cannot be compromised with, or bribed to stand back and away from their rivals, but just the same, there are many that are weak willed and just as easily distracted.

The majority of Dark Fey (Goblins, Spriggans, etc.) are mindless followers to any powerful, charismatic leader that comes along. Displays of power and evil can win many of these Fey as loyal worshipers and followers.

Dark Faeries are not known for possessing a startling intelligence, but they are capable of frightening feats of magic and battle to compensate such shortcomings.

In Faery there are three powerful groupings of Dark Fey above all. The Raven-King and his hordes of mindless followers, or the Unseelie Court, the Witch Queen and her Gwiddonod, Baobhan Sídhie of Tir Tylluanod and the Pen Annwn with his ghost-white Ysgod Elves. All other Dark Fey are solitary and independent of these three mighty leaders. Just as there are many shades of Good and Twilight, there are of Evil as well.

The Raven-King employs literally any Evil Fey that wishes to do his bidding and only expects blind obedience from them and no questions asked. While the Witch Queen and Pen Annwn are more selective and desire their own people, Elven races, to serve their biddings.

Most of the Cland Dub are not evil for just being evil, they have reasons and seek to solve it through violence and destruction if possible. The Ysgod of Annwn are obsessed with personal vengeance against the Tuatha Dé Dannan for Danu's curse against them and want to undermine and eventually destroy what is left of her legacy. The Gwiddonod, desire only to absorb the rest of Faery under their black wings and rule it as Amazonian leaders deconstructing their societies and order in the process.

All Dark Fey generally desire the darkness and night and dwell best when light is scarce. In the case of many of the Dark Faeries, all things wholesome and pleasant are repulsive to them. Even clean and good water tastes foul to most of their senses. They are the antithesis of what is good and nice in the Universe and the majority of them seek to put an end to this Harmonious Universe.

The Cland Dub knows that Mortals are easily corruptible and use them in their many plots and schemes in the worlds as pawns. Due to the mobility between the Three Powers, all Faeries can shift from Light to Dark and Twilight over time in their Immortal lives depending on how they live. Humans are similar in nature because of how they change from moment to moment.

Note: This is abridged material from **Codex Celtarum**, for further information on the land of fey and all it entails refer to that volume.

FAERY (DARK), ALDER WITCH (CLETHRAD)

NUMBER: 1-100 **INT:** Inferior to Average
SIZE: Large (15 ft.) **ALIGNMENT:** Chaotic Evil
HD: 8 (d8)+40 **TYPE:** Fey
AC: 16 **TREASURE:** Nil
SAVES: M, P **XP:** 1,200+8
MOVE: 20 ft.
ATTACKS: Branch (1d10+6)
SPECIAL: Twilightvision, Plant Traits

Alder Tree Hags are the Dark Fey equivalent to Tree Warriors except they are animated and not sedentary. Their trunk and branches eerily display a ghastly hag's face and form amidst the leafy branches with green glowing eyes and hungry mouths.

They serve mainly the Gwiddonod on both worlds and often dwell in woods alone preying on the foolish that cross their paths. Birch Tree Hags also are related, and the even more rare and dangerous Old Oaks. These haunted trees uproot themselves at night and move about the woods, preying on those unfortunate enough to cross them. They are aggressive and malevolent in their attacks.

This group of sinister tree folk is not to be merely taunted or played with lightly as they are extremely deadly.

COMBAT: Alder Witches will use their large branch-like limbs to smash, scoop and bash their enemies. They will also try to trample down and pin to the ground the foe to devour them inside their acid filled trunks.

PLANT TRAITS: They possess the same abilities as Treants.

TRAMPLE: They are able to trample their foes under foot and root, crushing them with their massive bulk. If they successfully trample a foe that individual suffers 3d8 points of damage. A successful dexterity save reduces that by half.

FAERY (DARK), ATHACH

NUMBER: 1-3 **INT:** Inferior
SIZE: Large (15 to 18 ft.) **ALIGNMENT:** Chaotic Evil
HD: 4 (d12) **TYPE:** Fey (Giant)
AC: 17 **TREASURE:** 3
SAVES: M, P **XP:** 90+4
MOVE: 80 ft.
ATTACKS: Club (3d10), Fist (2d10)
SPECIAL: Nil

Athach are large, lumbering Giants with limited intelligence. They are prone to violence often and do not like being mocked or made fun of by the more fortunate (in intelligence). These monsters vary in their appearance but they are all ugly and hideous alike. Athach wander the gorges of mountains, shores of lochs and other isolated and desolated places looking for unfortunate people that are lost to terrorize loot and devour.

They are related to the Ciuthach Giants but are a lesser race with a lower intelligence and more brutal mindset.

COMBAT: Athach fight crude and brutal with trees, boulders and whatever is present that can harm their enemy. There are no premeditated plans or grand schemes when they enter into combat, only a simple need to end the matter and eat the corpse when done.

FAERY (DARK), ATTORCROPE

NUMBER: 1-5 **INT:** Low
SIZE: Small to Medium **ALIGNMENT:** Chaotic Evil
HD: 1 (d6) **TYPE:** Fey
AC: 15 **TREASURE:** 1
SAVES: P **XP:** 30+1
MOVE: 60 ft.
ATTACKS: Bite (2d4), Claw (1d4)
SPECIAL: Poisonous

Attorcrope are short to medium reptilian Fey that walk upright and have a poisonous bite. They are swift and communicate by hisses. They dwell in the thick forest undergrowth and on rocky, sun bleached hills and mountains.

They have the heads and partial body of an adder and Humanoid features concerning limbs and Humanoid form, but like all reptiles they are cold-blooded and cold-hearted.

COMBAT: Attorcrope move fast and never stay in the same spot for too long. They dodge and evade attack in hopes of getting in the lethal attack that will down the enemy or to poison them.

POISONOUS: Their poison, if the victim is bit, inflicts 2d12 points of damage and a temporary loss of 2 points of a primary attribute. If a successful save is made, damage is reduced by half.

FAERY (DARK), BAOBHAN SÍTH

NUMBER: 1-6 **INT:** Superior
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 2 (d10) **TYPE:** Fey
AC: 13 **TREASURE:** 2
SAVES: M **XP:** 100+2
MOVE: 40 ft.
ATTACKS: Bite (3d12), Claw (2d8)
SPECIAL: Vampiric Hunger, Wild Hunt, Faery Lure

Baobhan Síth are the vampiric children to the Baobh Catha, one of the Three Sisters of the Morríghna. They draw blood by using their sharp fingernails and sometimes fangs and mainly target men. They dwell mainly in Tir Tyluanod as cousins of the Gwiddonod but can be found elsewhere in the worlds too.

Baobhan Síth usually are fair skinned, beautiful and don green dresses, often hiding their hoofed feet. Baobhan Síth stays out of the sunlight and exists in the darkness. They start enticing men by dancing and slowly lure them into being vulnerable in order to drain their blood dry. They are also called the Luideag.

COMBAT: Baobhan Síth battle furiously and scream hellish battlecries at the enemy to distract them and weaken their concentration. If they can, they will spill the blood of the combatant to bathe in it and relish in their slaughter. To them battle is a dance and sport and not to be dreaded or feared.

FAERY LURE: The Baobhan Síth can seduce others within a 50 foot radius through a magical scent they emit. This can be done three times a day and the Faery can pick those it affects in the range. Each target must make a charisma save or be completely under the Baobhan Síth's control for its duration (1d4 hours). Usually the Faery will dance, sing or find other means to weave this lure into the enticing ability

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VAMPIRIC HUNGER: Once a target is seduced and vulnerable, they will take the blood from them doing 1d10 damage per hour feeding. At the most they will take the victim's blood completely out of their system, but in the least they will do so a little at a time until they have what they want..

FAERY (DARK), BARGUEST (BOGY-BEAST)

NUMBER: 1-2 **INT:** Inferior
SIZE: Medium (4 to 5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d6) **TYPE:** Fey
AC: 12 **TREASURE:** 3
SAVES: M **XP:** 70+3
MOVE: 50 ft.
ATTACKS: Bite (3d8), Claw (2d6)
SPECIAL: Shapeshifting, Wild Hunt

The Barguest is a devious shapeshifter usually employed by the Raven-King and other influential evil beings to sneak into their enemy's midst and spy or sabotage their plans. The most common form the Barguest takes when not changing shape is a fiery-eyed, horned beast with sharp teeth. Humanoid in form they also can take the shape of black, shaggy haired dogs with flaming eyes that act as a magnet to other dogs, luring them in and causing them all to howl and form a pack.

COMBAT: Barguests can change their shape into more advantageous forms to overcome their opponents. If unable to do so, they will instead resort to their talons and teeth to rend the enemy apart. More often the Barguest is caught red-handed in the act of deception and must fight to be free, so they will battle to escape.



SHAPESHIFTING: Barguests can change their shape three times a day using fresh blood and gore from a victim or animal to renew the ability. They can take the form of an animal or being of the same relative size. It takes an Intelligence check to notice that something isn't right in the transformed Faery.

FAERY (DARK), BIASD BHEULACH

NUMBER: 1 **INT:** Inferior
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d8) **TYPE:** Fey
AC: 13 **TREASURE:** 3
SAVES: M, P **XP:** 90+3
MOVE: 60 ft.
ATTACKS: Bite (4d6), Claw (3d6)
SPECIAL: Shapeshifting

The Biasd Bheulach is described variously, all of them monstrous. They wail and shriek at strangers that dare to travel the mountain passes that they lurk in. These evil Faeries never look the same twice when glanced at. The two described forms of the Biasd Bheulach is of a greyhound like beast and a gory, one-legged man. All forms of this monstrous Fey are terrible to behold by victims and strangers.

COMBAT: Since the Faery beast's true form is a mystery, its methods of battle are more so, but it has been known to use its steel-like claws and teeth to rip apart its enemies.

SHAPESHIFTING: Similar to the Barguest's ability in every way.

FAERY (DARK), BOG HAG

NUMBER: 1 **INT:** Average to Superior
SIZE: Large (8 ft.) **ALIGNMENT:** Neutral Evil
HD: 4 (d12) **TYPE:** Fey
AC: 15 **TREASURE:** 4
SAVES: M, P **XP:** 120+4
MOVE: 50 ft.
ATTACKS: Bite (3d10), Claw (2d8)
SPECIAL: Hideousness

Bog Hags are foul and sinister, plotting to devour anyone or thing that crosses their paths, regardless of Alignment. They serve no one but do dwell near to evil places to take advantage of the traffic. Their limbs are lanky and odd shaped and their faces are the scabby, pus-covered appearances of crones with stringy hair and wretchedness. Often Mortals and Fey both will leave sacrifices in places where they dwell to keep them from menacing anyone. Bog Hags are completely unpleasant and their foulness is without limits. It is said that they are the goddesses that have been stripped of their divinity for various reasons and they hold a bitterness towards gods and worshipers for this reason alone.

COMBAT: Bog Hags will face their enemy with dire hatred and scorn using fierce tactics and cruel plans. They know their presence can oppress and intimidate others and use that to their advantage.

HIDEOUSNESS: Already foul and ugly, the Bog Hag can become worse in appearance to the point of terrifying those that catch sight of her. This can be used three times a day, forcing onlookers (those chosen by the Hag) to make a spell resistance. If they fail they will scream and flee in terror unready to return for a 1d4 minutes, but if they fumble their save they will be paralyzed in fear for 1d10 minutes.

FAERY (DARK), BOGY

NUMBER: 1-3 **INT:** Average
SIZE: Small (3½ ft.) **ALIGNMENT:** Neutral to Chaotic Evil
HD: 2 (d6) **TYPE:** Fey
AC: 14 **TREASURE:** 2
SAVES: M **XP:** 30+2
MOVE: 50 ft.

ATTACKS: Bite (2d6), Claw (1d4)

SPECIAL: Shapeshifting, Wild Hunt

These small Faery-folk are the ultimate shapeshifters in Faery. They are usually employed by more powerful beings to do their dirty work (spying, etc.) in many worlds. Bogies are often difficult to spot once they have changed their form. When they are not in a different shape they appear as a thin, lanky and sickly Elf by appearance.

COMBAT: Bogies will fight with fierce determination if made to, but they would prefer to flee from the danger letting larger and more lethal minions do the work.

SHAPESHIFTING: This Faery ability is the same as the Barguest's and other Fey races except that it takes a CL: 8 to spot the disguise from a Bogle.

FAERY (DARK), BRAG

NUMBER: 1-5 **INT:** Inferior
SIZE: Small (3 ft.) **ALIGNMENT:** Chaotic Evil
HD: 2 (d6) **TYPE:** Fey
AC: 11 **TREASURE:** 2
SAVES: M **XP:** 35+2
MOVE: 50 ft.

ATTACKS: Dagger (1d8), Bite (1d10), Claw (1d4)

SPECIAL: Shapeshifting, Wild Hunt

Brag are a sort of 'missing link' between the basic Goblin and the Bogy. They work for masters such as the Raven-King to divulge secrets from their enemies using their shapeshifting abilities. Unfortunately they are



limited by their lack of intelligence and can only function on a simple level, but usually it is just enough for what is needed.

COMBAT: Brags fight as they think – simplistic. There is no complexity or ingenuity when they go to battle. If they need, they will use poison on their daggers to make the fight easier for them.

SHAPESHIFTING: Brags can transform into an animal or a humanoid being for a 1d6 hours at a time three times a day if needed. As an animal they can stay the same size or smaller (i.e., human-sized eagle, etc).

FAERY (DARK), BUGGANE

NUMBER: 1-3 **INT:** Inferior
SIZE: Small to Large **ALIGNMENT:** Chaotic Evil
HD: 3 (d12)/6 (d12) **TYPE:** Fey
AC: 8/16 **TREASURE:** 3
SAVES: M, P **XP:** 50+3/150+6
MOVE: 60 ft.

ATTACKS: Bite (2d6/5d6), Claw (1d4/3d4)

SPECIAL: Shapeshifting, Giant Growth

The buggane is best caught when it is still small and goblin-sized, otherwise it will transform into a giant and be almost unstoppable. They disguise themselves and prowl among Mortals and Fey to feed. Once found and cornered, they will resort to transforming into a massive Goblin-like being if they cannot escape or defeat their foe. They are so solitary that even the Raven-King cannot employ them often though he would prefer to because of their power. One quirk they possess (common among all Fey) is that if they try to transform into a Mortal guise there will always be a tell-tale sign that they are not what they seem (hoofs, horse ears, etc.).

COMBAT: Bugganes will fight as goblins do in battle. If unable to break free from their enemy for longer than 1d4 rounds they will transform into their giant form to gain leverage.

SHAPESHIFTING: Buggane can transform into an animal or a humanoid being for a 1d6 hours at a time three times a day if needed. As an animal they can stay the same size or smaller (i.e., human-sized eagle, etc).

GIANT'S GROWTH: Three times a day the buggane can grow twice its size and strength. It will increase to a 6HD creature and its damage increases as noted above. This giant form lasts 3 rounds.

FAERY (DARK), CEARB

NUMBER: 1 **INT:** Inferior
SIZE: Large (12 to 15 ft.) **ALIGNMENT:** Chaotic Evil
HD: 2 (d12) **TYPE:** Fey
AC: 14 **TREASURE:** 2
SAVES: M, P **XP:** 85+2
MOVE: 60 ft.

ATTACKS: Bite (1d8), Horn (2d10), Claw (2d6)

SPECIAL: Faery Abilities

The carab is a voracious killer (thus its name) of men and cattle. In fact because of the Dark Fey's terrible behavior and the fear it brings, there are no surviving descriptions from its victims so its true appearance is not known. Many weak and easily frightened Fey live in a constant fear of encountering one at some point in their lives, but they do not know what to expect when they do.

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COMBAT: The cearb's attacks, though mostly a mystery and unknown because of a lack of survivors, would be with its mouth of terrible teeth. Possibly its claws are also used to hold the victim as it feeds wildly during the attack. To the cearb, every attack and defense is another opportunity to eat.

FAERY (DARK), CIUTHACH

NUMBER: 1-3 **INT:** Inferior to Average
SIZE: Large (20 ft.) **ALIGNMENT:** Neutral Evil
HD: 5 (d12) **TYPE:** Fey (Giant)
AC: 14 **TREASURE:** 5 or higher
SAVES: P **XP:** 250+5
MOVE: 80 ft.
ATTACKS: Sword (4d12), Axe (5d20)
SPECIAL: Faery Abilities

Ciuthach are cave-dwelling Giants that have fallen out of their former glory. Before the rise of the Tuatha Dé Domnu and the Raven-King, Ciuthach controlled large areas of the Immortal Lands for themselves. Although these Giants are taller than the Fómorí by far (an average of 25 feet high), they are not as coordinated or organized. Many Ciuthach are Twilight as well, and even rarer Light, but they all are dreadful, mighty warriors in battle. At times, a symbiotic relationship has developed between the Fuath (goblins) and the Ciuthach, working as a team to defeat their enemies.

COMBAT: Ciuthach battle like it is a glorious event with the potential to gain fame and the talk of bards. Though long since fallen as a race and as heroes, they try to go to war as though it is their last time. These Giants will use their weapons to the greatest effect and attempt to defeat their enemy with class and style, even if it is tarnished by time.

FAERY (DARK), DEARG DU

NUMBER: 1 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 4 (d6) **TYPE:** Fey
AC: 15 **TREASURE:** CK's Call
SAVES: M **XP:** 200+4
MOVE: 60 ft.
ATTACKS: Bite (2d8)
SPECIAL: Vampirism, Faery Lure

The Dearg-Du, or 'Black Ruddy One' is a vampiric Faery being. Usually only seen as beautiful, seductive Elven women that can fool any ancient Fey or wise experienced Mortal. They will find traveling men in the isolated wilderness and exploit them only to leave them bloodless and a corpse before morning.

Under the influence of the Witch Queen in Tir Tylluanod or the Raven-King in Tír na Marb, they can act as deadly spies and assassins to undermine monarchies and troublesome kings or princes.

Mortals have found that piling a large amount of stones over the Dearg-Du's resting place in the ground will keep it from rising for a year at a time. Each year in between however the number of stones begins to fall away until the mound is again free by the next year.

COMBAT: Dearg Du are devious in battle, using poisonous weapons and tricks to win. They are sneaky and lust after the blood of their enemy, so they do not fight only to win but to obtain more gore.

VAMPIRISM: After successfully gripping its prey, the fey is able to drain its life's blood. This causes 1d4 points of damage per round to the target and heals the fey for 1 point.

FAERY (DARK), DUNTERS

NUMBER: 1-10 **INT:** Inferior
SIZE: Small (3 ft.) **ALIGNMENT:** Neutral Evil
HD: 2 (d8) **TYPE:** Fey
AC: 11 **TREASURE:** 2
SAVES: M **XP:** 80+2
MOVE: 50 ft.
ATTACKS: Sword (2d10), Spear (2d8), Claw (1d6)
SPECIAL: Faery Abilities, Wild Hunt

The Dunter Faery lingers around old, abandoned fortresses and makes them their homes, like the Red Cap Goblin. They are short, about three feet tall, and dress in the disused clothes of Mortals. They look Elven, but also very goblinous and are rarely pretty. Dunters are infamous for the rattling; thrashing noises they make to scare strangers.

COMBAT: A Dunter will fight like a warrior in combat: well-practiced, strategic, and precise in every move. Perhaps it is because of their fondness for staying in old forts where warriors once lived, but they see themselves as long lost warriors of old.

FAERY (DARK), DUSA

NUMBER: 1 **INT:** Average
SIZE: Medium (4½ to 5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 2 (d6) **TYPE:** Fey
AC: 12 **TREASURE:** nil
SAVES: M **XP:** 55+2
MOVE: 50 ft.
ATTACKS: Bite (1d8), Hoof (1d10)
SPECIAL: Faery Lure, Wild Hunt

The Dusa, or Dusii, are faun-like wood-folk that are always ready and eager to forcibly impregnate women, of any race, if given the chance. Their usual practice is to wait until the chosen woman is resting and then violate her while she sleeps. It is hoped by the Dusa that the woman is impregnated with the forest satyr's spawn, who will grow in her womb in three months' time.

This child is then taken by force by the father, back into the woods, to renew the population. Dusa have goat legs and ram's horns or stag antlers and are covered in shaggy hair with leaves, twigs, and debris scattered within the hide.

If villages deny the Dusa their lustful plunder, they will become destructive and burn or poison crops and livestock until they get their way. The Dusa are considered to be the true 'children' of the Horned One and practice his own method of courting women through trickery, and resemble him in appearance.

The Dusa will also openly mate with animals of any species if given the chance. Their lusts are uncontrollable and they give into them before each New Moon or their strength wanes. To the Gauls they were called the Dusii, Maones, Mavones and the Magonions, who are said to dwell in a land in the sky above the clouds.

The Dusa are the original Wildmen of the Woods that populate the wild forests in Faery and the Mortal world. On occasion, they run in

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packs by night on the hunt for wild berries and lustful targets by which to satiate their needs. They are compelled to join in the Horned One's Wild Hunt and run with their God, causing them to be more out of control than normal.

In Éire they are called the Bocánach, Fir Caille ('Men of the Wood') and Gaborchend, and are known to be fond of lingering around battlefields, during and after the bloody event, and to shrill deafening shrieks in their love for gore and the savagery of slaughter. The Gaborchend, or the 'Goat Heads' as the Fír Bolg called them, were driven from the island, or so the Fír Bolg thought. However, they still remain in thin populations, lingering around the surviving woodlands and battles.

COMBAT: Dusa go to battle wild and bold, and fight like the Pren except they do not care for the glory, only the victory. They use weapons and their own hooves and horns to beat their foe. Dusa are impulsive and dramatic in combat, doing things that might seem implausible or foolish at first.

FAERY (DARK), FACHAN

NUMBER: 1 **INT:** Inferior
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d8) **TYPE:** Fey
AC: 12 **TREASURE:** 3
SAVES: M **XP:** 55+3
MOVE: 40 ft.
ATTACKS: Club (4d6), Chain (3d10)
SPECIAL: Fey Invisibility, Baleful Presence

Fachan are monstrous Fey beings that appear to have an accidental and sloppy design due to their odd anatomy. Ugly and crude, the Fachan often wear deer and wolf hides over their hunched forms, and have one eye each in their hairy and toothy heads. In some stories the Fachan has only one leg and one arm as well; the stories are vague and vary but they commonly share the idea that the being is ugly and foul-mannered. Many accounts of this mysterious monster Fey describe it having dark feathers over its rough hide. The Fachan possess the unique ability to disappear once the viewer gazes at it from the side.

COMBAT: The Fachan can use its invisibility to deceive others in battle, one minute appearing to fight, and gone the next.

FEY INVISIBILITY: This ability works only when the fachan turns its side to others. When they do so they are effectively invisible.

BALEFUL PRESENCE: The fey emits a dark cyclonic cloud which blows small objects about, darkens lights by half their normal radiance and extinguishes torches and normal fires.

FAERY (DARK), FIDEAL

NUMBER: 1 **INT:** Average
SIZE: Medium to Large **ALIGNMENT:** Neutral Evil
HD: 4 (d8) **TYPE:** Fey
AC: 16 **TREASURE:** 4
SAVES: M **XP:** 50+4
MOVE: 60 ft.
ATTACKS: Slam (1d4), Bite (1d6)
SPECIAL: Faery Glamour, Improved Grab

Using the magic of glamour, the Fideal lures lonely and romantic men-folk into dangerous bogs and swamps. At first they appear to be

beautiful women, asking various forms of assistance, communication, or whatever is appropriate at the time, to lure the unsuspecting victim to the (often hidden) waters. Once the victim is in reach, the Fideal will ensnare him and drag him into the waters to drown and then devour him. In essence, the Fideal is the hungry, dark force in bogs and swamps that has conscience and sentence.

COMBAT: Fideal will grab and pull the victim under the water. They will also use their teeth to hold onto the victim to help drown him.

IMPROVED GRAB: Upon a successful hit the fideal scores an automatic bite in the following round. A successful strength save is required to break free.

FAERY (DARK), FÍR COLLACH (ORCACH)

NUMBER: 3-15 **INT:** Inferior
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d6) **TYPE:** Fey
AC: 12 **TREASURE:** Random
SAVES: P **XP:** 50+3
MOVE: 60 ft.
ATTACKS: Spear (2d6), Gore (1d12), Bite (2d8)
SPECIAL: Control Wild Boar, Wild Hunt

The 'Boar Men' or Orcach are smelly and rough Fey that resemble wild boars standing upright. They dwell in the thickest and darkest woods and have simple kingdoms led by the most powerful among them. The males decorate their large tusks with jewelry taken from their defeated enemies and paint themselves in bright colors to make their already hideous appearance worse.



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Fír Collach do not hold the usual societal values to be of any importance, and instead prefer to live by combat and displays of might to others. Like all swine, they are fond of blood and can gain a bloodlust if around it, sending them into a frenzied state of slaughter. Their dwellings are a notch above a pig-sty in comfort and they coexist with the giant boars that are common in Faery.

COMBAT: These boar men fight brutal and mean battles against their enemy. They use a primitive sense of strategy when confronting trouble, but nothing is highly developed.

CONTROL WILD BOAR: Because they co-exist with the boar, they have gained the ability to control and influence them. Each Fír Collach can control 1d4 boar for their experience level in minutes at a time to do with what they want. This cannot be used on the giant boars, though.

FAERY (DARK), FÓMOR (FOAWR)

NUMBER: 1-30+ **INT:** Inferior to Superior
SIZE: Large (18 ft.) **ALIGNMENT:** Chaotic Evil
HD: 4 (d12) **TYPE:** Fey (Giant)
AC: 14 **TREASURE:** 4
SAVES: M, P **XP:** 120+4
MOVE: 80 ft.
ATTACKS: Sword (1d12), Spear (2d10), Bite (2d8)
SPECIAL:

The Fómorians are the blue-skinned, gruesome spawn of the Sea Goddess Domnu. Evil and bred to cause havoc among their relatives, the Children of Danu, these giants prey on the coasts and open waters for vulnerable victims of any race. Before the rise of the Raven-King in Faery, they ruled large numbers of lands and isles as overlords and in service to their mother Domnu, but they are now the muscle and right hand to the King of Ravens and his evil machinations. They only serve beings more powerful than themselves; otherwise they will dominate the weaker races by force.

COMBAT: These Giants face battle in the same manner as the Pren, for glory and victory over their enemy. They are brutal and extremely violent, rarely using subtle tricks in favor of direct methods to win. Their preferred technique is to let the lesser Dark Faery-folk soften up the enemies before finishing them off.

FAERY (DARK), FUATH (ARRACHD)

NUMBER: 1-10 **INT:** Inferior to Average
SIZE: Small (3½ to 4 ft.) **ALIGNMENT:** Chaotic Evil
HD: 1 (d6) **TYPE:** Fey
AC: 15 **TREASURE:** 1
SAVES: M, P **XP:** 15+1
MOVE: 10 ft.
ATTACKS: Sword (1d6), Spear (1d4+2), Bite (1d4)
SPECIAL: Dark Faery Abilities

The Fuath define a large swath of Dark Faery throughout the worlds. Goblins are amongst the most commonly-known of this group of variously-appearing Fey. Fuath means 'Hate' and it defines these beings' behavior towards others. Although the Goblin is well-known, there are other lesser-known types varieties. Many of the other Dark Fey (Uisgies, Kelpies, Bean-Nighe and other sinister races are grouped into the Fuath). These Fey are called 'The Hateful Ones' by the rest of the Fey world. The goblin-kind dominates the Fuathan folk, and they populate the many worlds with their devious and evil plots. They are

despised equally by all for their awful behavior. They are also called Hobyahs, Tan-wedd and Peallaidh. Giant Fuath are called Beither and turn caves into their homes. The CK can adjust the statistics as needed to create large Goblins when the story demands it.

The Fuathan are prone to joining the dreaded Wild Hunt if it has been called. The Wild Hunt is called at the whim of The Horned One or other similar nature deity. During the Hunt, the participants will track, run down, and kill any unfortunate creature they encounter.

COMBAT: Fuathan fight quickly and cowardly, aiming to get the deed done and to survive. They won't throw their lives away thoughtlessly, even though their masters would have them do so.

FAERY (DARK), GEAN CANNADH (LEANAN-SÍDHE)

NUMBER: 1 **INT:** Average to Superior
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 2 (d6) **TYPE:** Fey
AC: 15 **TREASURE:** 2
SAVES: M **XP:** 35+2
MOVE: 50 ft.
ATTACKS: Claw (1d6), Bite (2d8)
SPECIAL: Faery Glamour (See Below), Faery Lure, Vampiric Hunger

The 'Love-Talker' is a beautiful, seductive Fey that is usually found in a male guise, seducing unaware female victims. Once the victim is seduced by the Gean Cannadh, he will form a quick romance, kiss, make love, and then leave, never to be seen again. The victim will pine away in health and sorrow for the Faery lover, and eventually die of a broken heart. The female version of this Fey is called the Leanan-Sídhe and she uses her power to inspire certain poets, bards, and artists, and then consume their sanity and lives away while they create their works. Both genders are very fond of preying on the vulnerable and love-sick to remain alive, rather like vampires.

COMBAT: Gean Cannadh will use their claws and teeth to rip and tear their foes apart. If all else has failed and they must battle, they will do so, but they do not naturally seek battle or its glories, only to prey on the love-sick and romantic.

FAERY GLAMOUR: The Gean Cannadh will disguise itself as a desirable male to attract the attention of women. It can use this ability three times a day, for three hours at a time. Any onlookers who get close enough must make a Wisdom save to notice that something is 'wrong' about the Gean Cannadh beforehand.

VAMPIRIC HUNGER: The Gean Cannadh's vampirism is a little different from other forms in Faery. The victim must roll a Constitution Save once each day. If failed, the victim will permanently lose d6 HP, unless magically restored.

FAERY (DARK), GAN CEANN (DULLAHAN)

NUMBER: 1 **INT:** Average
SIZE: Medium **ALIGNMENT:** Chaotic Evil
HD: 4 (d10) **TYPE:** Undead
AC: 17 **TREASURE:** Nil
SAVES: M **XP:** 500+4
MOVE: 60 ft.
ATTACKS: Whip (3d8), Trample (2d10)
SPECIAL: Vampiric Drain, Baleful Presence, Unlock, Wild Hunt

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The Gan Ceann, or 'Headless', is a spectral rider in black that bears its own severed head under its arm or attached to the saddle while it rides. They are the tortured spirits of dead horsemen who seek the souls of the weak or dying. Their heads have gross complexions akin to old cheese, with crazed, darting black eyes and evil grins that add to the fright of their appearance.

The horse is a large black steed which sparks the ground as it runs and sets the surrounding foliage on fire as it passes.

The Gan Ceann uses a Human spinal column, skull still attached, as a mace in combat and will lash at its foe to drain life force with each strike. The Dullahan will ride to the habitat of its target, those who are doomed to die, and drain the life out of them. Anyone interrupting the Headless on their errands or duties will be splashed with a mark of fresh blood. This will place him on the future list of the doomed, destined to die at the hands of the next rider to catch him. The only word that passes the lips of the rider to his prey, the last word he'll ever hear, is the victim's own name. The voice will be deep and raspy and can penetrate any wall or barrier.

Gan Ceann will often use wagons which are funereal in design and purpose. They are black with candles lit in the back, thigh bones for spokes, and covered by an aged, ragged coffin pall. In the Mortal world the Dullahan are nigh unstoppable and are considered harbingers of doom. In Faery they are still greatly feared for their deathly presence, a reminder that Immortality can still come at a price.

Only powerful Dark Faery Lords can call upon them to serve. They are normally the Pen Annwn's cavalry and are stationed in Annwn, waiting for duty. A force of these ghostly horsemen is a rare and dreaded sight in any world. They are well-known to join in the Wild Hunt, as it is the only time they can kill at random.



The severed head glows with a phosphorescence, green or flickering like a fire. At rare times they will ride a soundless black coach-like wagon pulled by six spectral horses ('Coiste Bodhar' or Deaf Coach).

There are rumors that having a golden artifact on hand can repel them or but off their attention for a time, but this rumor is more wishful thinking that acquiring wealth affords protection from the inevitable.

Another name for the race is the Ancou ('Death') in Llydaw, and are there known to seek the dying by nightfall, going from house to house and knocking on doors to take the souls. They often serve the Witch Queen as grim messengers of death to their intended targets and will go to any length to serve her. In this capacity they are called Fír Dhorchra ('Dark Men').

COMBAT: Gan Ceann go to battle in fierce and over-the-top visage to horrify and intimidate their rivals. They know their presence is usually enough to bother and distract the average person, so they use this knowledge to their advantage.

VAMPIRIC DRAIN: The Gan Ceann can drain one target's life by staying near it (within 35 feet). If the victim loses spell resistance, 1d20 HP will be taken per hour from the victim until death.

BALEFUL PRESENCE: The fey emits a dark cyclonic cloud which blows small objects about, darkens lights by half their normal radiance and extinguishes torches and normal fires.

UNLOCK: With this ability the Dullahan can magically unlock any door or gate that stands in its way. No lock, castle gate, or door can bar the Gan Ceann once it is sent on its task to slay someone. The Gan Ceann possesses the ability to unlock any lock with an Intelligence Save for each lock or barred place encountered.

FAERY (DARK), GALLYTROT (BEGGER)

NUMBER: 1	INT: Average
SIZE: Medium (5 ft.)	ALIGNMENT: Neutral Evil
HD: 3 (d12)	TYPE: Fey
AC: 14	TREASURE: 3
SAVES: M	XP: 50+3
MOVE: 60 ft.	
ATTACKS: Claw (2d4), Sword (3d6), Scythe (1d10)	
SPECIAL: Baleful Presence, Wild Hunt	

The Gallytrot looks like a decaying Human or Humanoid being that is shrouded in old, tattered clothing. A spectral glow hovers around this Faery, casting an eerie shadow about it. They like to cause terror from their skeletal form, shrieking and bellowing disturbing noises and harassing the innocent.

Gallytrots are not known to 'work' for other more powerful beings, but often will assist them to for their own benefits of terror and blood. Many believe that the Gallytrot feeds off of the fear of its victims and that is why they cause it everywhere they go. They are common in Annwn with the many other terrible and angry spirits that dwell in the limitless corridors.

COMBAT: Gallytrots go to battle in death as they did in life. They use weaponry and limited strategies but let their disturbing presence do the work.

BALEFUL PRESENCE: The fey emits a dark cyclonic cloud which blows small objects about, darkens lights by half their normal radiance and extinguishes torches and normal fires.

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FAERY (DARK), GLASTIG (GWRACH Y RHIBYN)

NUMBER: 1
SIZE: Medium (5 ft.)
HD: 2 (d6)
AC: 10
SAVES: M
MOVE: 50 ft.
ATTACKS: Kick (2d4), Bite (3d6)
SPECIAL: Faery Lure, Wild Hunt

INT: Average
ALIGNMENT: Neutral Evil
TYPE: Fey
TREASURE: 2
XP: 30+2

The Glastig, or 'Green Lady' is a sinister Fey, fond of dwelling in thick, ominous woods and preying on random victims, primarily males. They appear from the most sensational and attractive to the most wretched and horrific. They often run with herds of deer, using goat legs hidden under their dress, and protect the fauna as though part of the herd. The Gwrach Y Rhibyn or Cyhyraeth will cling to a chosen Mortal family and feed off of their mortality, wailing and singing as members of the clan die. The more beautiful examples of this race have extra-long blond hair that covers their form, almost functioning as clothing.

As the Gwrach Y Rhibyn, the Fey is a nightmarish-appearing woman that preys on the traveler making his way in desolate places, similar to many other Faeries. When the Glastig is not running with the deer or prowling the far distant and isolated places, they reside in moss- and algae-covered ponds and watery places. The Gwrach Y Rhibyn is also called Yr Hen Chrwchwd or the 'The Humpbacked One' in Prydain.

COMBAT: The Gwrach Y Rhibyn completely dives on the enemy and goes wild, biting and clawing like a frenzied beast. They will shriek and wail as they do so and make the entire situation worse than it already is in order to win.

FAERY (DARK), GWIDDON

NUMBER: 1-50
SIZE: Medium (5 to 5½ ft.)
HD: 2 (d8)
AC: 11
SAVES: M, P
MOVE: 30 ft.
ATTACKS: Sword (+2 melee, 2d6), Spear (+1 melee, 1d8)
SPECIAL: Twilightvision, Faery Abilities, Spell-Like Abilities, Wild Hunt

INT: Average to Superior
ALIGNMENT: Lawful Evil
TYPE: Fey
TREASURE: 2
XP: 120+4

Meaning 'witch', the Gwiddonod are the descendants of the Morrígna, fierce Fey Amazons that rule the mist-shrouded and owl-haunted region of Tir Tylluanod. The Gwiddonod seek the intensity of battle, harnessing the anger and wrath brought by conflict, and use weapons and magic against their many foes.

These Faery witches are also called Bánánach and Góganach, and are known for their tendency to linger around battlefields in the Mortal world, relishing in the bloodletting and death. It doesn't seem to matter who the combatants were, as the Gwiddonod are as likely to relish in the aftermath of their own battles as they are others participants'.

Gwiddonod are extremely beautiful, but deadly and wild in their beauty. They commonly wear long grey or black dresses, tattoo their fair skin, and arm themselves with battle-axes, long spears, and swords. They loathe men and the kingly leaders of others and despise the Druids and what they represent and do.

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COMBAT: Born from the goddesses of war, the Gwiddonod live for battle. Every confrontation with an enemy for them is a chance to shed blood and make a sacrifice to their mother goddesses. They do so for the glory and the infamy it will bring. They lust after defeating their opponents and seeing them fall; it justifies their own existence.

SPELL-LIKE ABILITIES: *Bestow Curse* (1/day), *fly* (3/day), *shapechange* into raven (2/day), *polymorph self* (1/day) into a rowan tree able to attack as a 4HD monster dealing 1d10 points of damage. She casts as a 5th level caster.

FAERY (DARK), GWRACH (CAILLEACH)

NUMBER: 1-3
SIZE: Large (8 to 10 ft.)
HD: 4 (d20)
AC: 15
SAVES: M
MOVE: 60 ft.
ATTACKS: Spear (3d8), Knife (2d8)
SPECIAL: Faery Abilities, Wild Hunt, Second Sight, Spell-Like Abilities

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Fey
TREASURE: 4
XP: 300 +4

The Gwrach is a tall, sinister "hag". The males are rarely seen, but they are as hideous and lanky as the infamous women. Their heads are usually topped with stringy, white-gray hair and their bodies covered with scabby skin. They are not attractive by any means, and if they it is most likely the result of a curse which must be lifted.

The Cailleach is a smaller version of the Great Hag or Cailleach Bheur and they seek power through magic and devious means. They feast on the remains of others and choose no sides in the cosmic except their own, only choosing a course in which they will benefit.

The hags are naturally given the ability of Second Sight and have plentiful magical powers to use. They are largely witches and sometimes conspire with the Gwiddonod against a common enemy.

Being caught in their clutches is particularly dreaded, for they are fond of cooking alive victims, plundering the bodies for magical properties. The best outcome would be considered valuable, for perhaps the hags would ransom off their prize.

Many in Faery and in the Mortal world rumor to say that the hags are goddesses cast out from the realm of the divine, forced to suffer for their crimes, many seeking whatever means they can to return to their former glory.

COMBAT: Hags will use a weapon as willingly as they would magic to defeat an enemy. They will face an enemy with scorn and animosity, arrogantly unable to understand why others ('lesser' beings) would dare risk attacking them.

SECOND SIGHT: The merman can view tantalizing images of the future, often not in a way that much can be read or understood. This ability can sometimes be channeled (wisdom save) or instead be random and flash in the mind of the merman.

SPELL-LIKE ABILITIES: *Animate dead* (1/day), *bestow curse* (1/day), *charm person* (3/day), *creeping doom* (1/day), *fly* (3/day), *mindblank* (1/day), *polymorph self* (1/day), *shapechange* (2/day). The Gwrach casts spells as an 8th level caster but most are much greater in power.

FAERY (DARK), GWYLL

NUMBER: 1 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 2 (d6) **TYPE:** Fey
AC: 13 **TREASURE:** 2
SAVES: M **XP:** 60+2
MOVE: 50 ft.

ATTACKS: Claws (2d4), Bite (1d8)

SPECIAL: Frightful Appearance, Winged Ways, Wild Hunt

A direct cousin to the Ellyllion, the Gwyllion seek out travelers to terrify and attack. The Gwyllion dwell in the forested mountain regions where they perch among the rocks and foliage, waiting for any unfortunate strangers to come their way. Primarily only the females of the race are seen, making it difficult to know if these mean-hearted Fey are from another race, or are a distinctive race on their own.

Gwyllion flitter in the eaves and boughs of the trees by shadow, and their ghostly voices and slight profiles and faces can be glimpsed at the edges of peripheral sight. They often accompany the mad and insane ('Gwyllt') and speak to them, further driving the madness.

COMBAT: Gwyllion use their magic in battle, using their frightful appearance to scare their enemy and then fall upon them with claw and fang.

WINGED WAYS: Gwyllion sometimes possess large bat-like or insectoid wings on their backs, giving them flight at 100 feet.

FRIGHTFUL APPEARANCE: If their normal gloomy and brooding appearance isn't disheartening enough, they can also explode into a monstrous visage that will send others fleeing in terror. They can do this three times a day, and those that gaze on them must make a charisma save or run in terror to avoid the faery for a 1d6 minutes. A fumble will paralyze the character for 1d10 rounds, making him unable to act.

FAERY (DARK), MALLT Y NOS

NUMBER: 1 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Lawful Evil
HD: 3 (d8) **TYPE:** Fey
AC: 10 **TREASURE:** 3
SAVES: M **XP:** 250+3
MOVE: 30 ft.

ATTACKS: Bite (4d12), Claw (3d8)

SPECIAL: Control Cŵn Annwn, Wild Hunt

The Mallt Y Nos is the wretched Fey crone that was chosen by the Pen Annwn to lead his hounds when he is hunting. This being isn't a member of a particular race, but a selected individual, a woman, from either Faery or the Mortal World, chosen by the Pen Annwn and magically placed in charge of his supernatural dogs. She is a Death Omen and her presence, with the Cŵn Annwn, signals doom for those who are unlucky enough to be in the way.

The Pen Annwn hunts often in several worlds and his 'Mallt Y Nos' (Matilda of the Night) has changed hands many times as various things have happened to the predecessors along the way. She serves the same function as the Gwdihw does for the Gwyn ap Nudd during the Wild Hunt.

COMBAT: Mallt Y Nos will not enter into battle; she will avoid it entirely using the blessings of the Horned One to do so. She merely guides the hunt by his force and does not take action in political matters.

CONTROL CŴN ANNWN: One benefit given by the Horned One is the ability to control the ghostly Cŵn Annwn for her god and master when he needs. She can influence 1d100 Cŵn Annwn at any one time for 1d12 hours of the night.

FAERY (DARK), POLPEGAN (PLENTYN-NEWID)

NUMBER: 1 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d6) **TYPE:** Fey
AC: 14 **TREASURE:** 3
SAVES: M **XP:** 75+3
MOVE: 60 ft.

ATTACKS: Knife (1d6), Bite (2d8), Claw (2d4)

SPECIAL: Shapeshifting, Faery Glamour

The Polpegan is a changeling, one of the most invasive of the Faery-kind. The changelings' 'job' for their dark masters usually requires them to be placed in the crib to replace stolen babies and ultimately take the place of the children. Mortals are the only peoples easily preyed-on, since detection of the changeling is very difficult to manage. There are many clever riddles and questions that mortal mothers can ask that will often trick the changeling to reveal its origins.

If the changeling is in place within the desired family as planned, whatever devious plots and plans the Faery master might have can then be enacted. More often changelings work for the Raven-King and serve his fiendish plans closely.

The Polpegan's true form is elfin but very ugly and disgusting in appearance. A keen observer would be able to notice (CL: 6) that some small element on the child/baby isn't 'right' and that it is a Changeling

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instead. It might be the shape of the eyes, ears, length of the fingers, etc. The changeling is usually placed deep into an important family that may be noble, harbor a hero-to-be, etc., and will undermine the family or do other evil things to set larger plans into motion.

COMBAT: Polpegans will be mean and cruel in battle. They will not show mercy or pity and will want to end the enemy's lives as quickly as possible. Usually they are discovered in the midst of their deception and must use whatever is available to survive.

SHAPESHIFTING: Like most Faeries with this ability, they need fresh blood and gore to satisfy their needs after changing shape; the gift comes with a price. Unlike most Faeries, however, even those that naturally have this same ability, the Polpegan appear to be able to shift infinitely each day. The only requirement is the blood of an animal or other being each day.

FAERY (DARK), RED CAP

NUMBER: 1-20	INT: Average
SIZE: Medium (5 to 6 ft.)	ALIGNMENT: Chaotic Evil
HD: 3 (d8)	TYPE: Fey
AC: 14	TREASURE: 3
SAVES: P	XP: 75+3
MOVE: 100 ft.	
ATTACKS: Sword (2d8), Spear (2d6), Bite (1d6), Claw (1d4)	
SPECIAL: Faery Abilities, Wild Hunt	



Red Caps are a larger and deadlier breed of goblin. They are taller, and appear like shriveled, grey skinned old men with thin white-gray hair and ugly faces that will make the timid cringe. Red caps have blazing red eyes, large teeth, and taloned hands, and dress in patchwork armor and clothing taken from mortals. Red caps are so-called because of their habit of dyeing their woolen caps with the fresh blood of their enemies.

If, at any time, the bright red color of goblin's cap begins to diminish, he will quickly seek out fresh victims with which to re-stain it. It is said amongst mortals that if the cap goes dry, the goblin will die. They move swiftly and few can outrun them once they have found their prey.

Red caps usually linger at abandoned forts, castles, and other unused settlements, and do not like to be given orders. Only the Raven-King can control them, and when he does it is in times of need demanding the red caps' special lust for blood and particular ruthlessness.

The lesser goblins of the Fuath loathe and fear of the red caps but never challenge them. They are commonly called Powries and Dunters.

COMBAT: Red caps will be terrors in battle, often taking the fresh gore from their enemies and dipping their caps into it while still fighting. They relish the spilled gore and will make sure that it flows. As the elite among the goblins, they are admired for their lust of battle and knowledge of how to achieve victory against their opponents.

FAERY (DARK), SPRIGGAN

NUMBER: 1-20	INT: Inferior to Average
SIZE: Small to Large (3 to 9 ft.)	ALIGNMENT: Chaotic Evil
HD: 1 (d8)+3 or 4 (d8)+5	TYPE: Fey
AC: 15	TREASURE: 10
SAVES: P	XP: 50+1/100+2
MOVE: 50 ft.	
ATTACKS: Club (1d10/3d10), Bite (1d6/2d8)	
SPECIAL: Giant Growth, Wild Hunt	

Spriggans are gangly goblin-like Faery-folk that, when left alone, ideally like to dwell around rich barrow mounds and tombs. They are grumpy and crude and easily angered, and once their patience is pushed too far they will grow to giant size, harnessing their rage to incur the change. spriggans and goblins usually are found together, often working for their evil masters. The two Faery races interact and aid each other often when spriggans choose to socialize, or are forced to by the minions of the Raven-King.

The spriggan giant growth lasts as long as it is still alive and angry. Once it calms down, the ugly fey shrinks back to its normal short, squat size. Due to their size change, spriggans often are garbed in thrown-together cloth and tattered remains of clothes. They take little care of themselves aside from meeting the basic needs of food and sleep.

COMBAT: In their short size, they fight like goblins, clumsy and with limited lethality, but as giants they thunder along with power and might, causing much damage. Spriggans are used by the Raven-King as heavy soldiers in his armies because of their flexibility.

GIANT'S GROWTH: If hurt or angered, a spriggan will have a chance to grow gigantic (wisdom save). Failing this, they will temporarily gain more HP (+1d20) and Strength (1d8).

FAERY (DARK), YSGODIAID

NUMBER: 2-30	INT: Average to Superior
SIZE: Medium (5 to 5½ ft.)	ALIGNMENT: Lawful Evil
HD: 3 (d6)	TYPE: Fey
AC: 14	TREASURE: 3
SAVES: M, P	XP: 60+3
MOVE: 50 ft.	
ATTACKS: Sword (3d10), Spear (2d8)	
SPECIAL: Bat Form, Ysgodiaid abilities, Wild Hunt	



The Ysgodiaid ("Shadowy Ones") are the pale, white Elven inhabitants of Annwn, bitter and Danu-cursed. Due to the lack of sunlight, their once-fair Morwyn complexions have now changed into ghostly white pallidness. After being responsible for the assassination and betrayal of the Queen of Light Danu, they were cast out from the surface world by her dying words, never again to see the light. Accursed, the Shadowy Ones, made the ghost-haunted realm of Annwn their home.

In the timeless underworld, they had time to develop into a cruel race of Elves lusting for revenge on the Tuatha Dé Dannan and all Children of Light. Many have given their souls over to the Queen of the Bats in hopes of gaining new abilities. This bargain worked, giving half of the Twelve Kingdoms of the Ysgodiaid the powers of a bat, and they are able to transform into monstrous half-Elf/half-bat hybrids.

If they step into the sun's light, they will burst into flames and burn to death in seconds (1d100 damage per round while standing in sunlight). Danu's curse will never loosen, nor be countered by the efforts of the Ysgodiaid, so they are cursed to walk at night and emerge from the many caves and tunnels in the earth at dusk.

COMBAT: Because they were once Morwyn, the Ysgodiaid gained the calculated methods used by the fair Elves in battle for their own. They do not cower from battle nor try to deny their pleasure of it. Because of their time spent in the lightless confines of Annwn, they have mastered compartmentalized strategies and how to dominate choke-points.

SPELL-LIKE ABILITIES: *Bestow Curse* (1/day), *shapechange* into bat (2/day), *polymorph self* with wild animal (1/day), *shout* (3/day), *summon magical beast or fey* (1/day) and *wind walk* (3/day). She casts as a 5th level caster.

FEY BEASTS

Touched by the same magical life-giving properties of the Golden Acorns from the Great Tree, the animals in Faery were born from the Second Cry of the Horned One. The myriad of wildlife that exists in Faery could take a dedicated book to define, but the more 'documented' species from myths and legends are highlighted here.

Over time these beasts and monsters have spilled over into the other worlds and mingled with the local native populations of wildlife. Many are evil by nature and seek only the flesh and souls of lesser, weaker races and beasts, but many more are beneficial for Mortals and other beasts alike.

Many of these fey beasts blur the line between the divine and natural, and it can become confusing for mortals who try to make sense of them. In most cases it is best for them to stay out of these animals' way and let them exist, or trouble will surely follow.

There are dragons and unicorns in Faery, without doubt, which can be included as the Castle Keeper requires. For those monsters see other entries in this book.

Giant versions of normal, smaller-sized animals (such as cats, hounds, and birds) are common in Celtic myths. These animals are almost always fierce and evil, rarely ever good or beneficial.

In ancient Celtic thinking and myth, magical animals could spawn other, completely different species. This usually results in 'plagues' and terrible events to follow, requiring heroes to clean up the problem before more lands are devastated and more people slain.

For more information on Celtic myths and details on these monsters and more, refer to **Castles & Crusades Codex Celtarum**.

FEY BEAST, ADAR LLWCH GWIN

NUMBER: 1-3

SIZE: Large (8 ft. wide by 8 ft. tall)

HD: 5 (d8)

AC: 14

SAVES: P

MOVE: 50 ft., 120 ft. (fly)

ATTACKS: Beak (3d8), Claws (4d10)

SPECIAL: Understands Languages, SR 1, Regeneration 1, Winged Ways.

The Adar Llwh Gwin are large, griffin-like birds which dwell in Faery and, on occasion, in the Mortal world. The Adar Llwh Gwin appear with eagle heads, hawk wings, and falcon bodies, a fusion that seems natural and continuous until one notices the additional pair of hind legs.

These beasts follow their owner's bidding to the letter. If they have no master, they behave like any other Bird of Prey in the wild by feeding, mating, and nesting to brood their young.

The Adar Llwh Gwin nest in out-of-reach places such as mountain tops, tree tops, and other impossibly-high regions in the worlds, away from danger. Many powerful beings in Faery command their own private flocks of Adar Llwh Gwin and use them to send messages and do errands. A part of their Fey enchantment is the ability to understand any spoken language.

COMBAT: Adar Llwh Gwin use aerial attacks if able, and will swoop down on their targets, clutching them tightly, and then flying high, only to drop them from dazzling heights in attempt to break them.

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FEY BEAST, ADERYN Y CORPH

NUMBER: 1+ **INT:** Average
SIZE: Small **ALIGNMENT:** Chaotic Evil
HD: 2 (d6) **TYPE:** Fey (Beast)
AC: 17 **TREASURE:** Nil
SAVES: M **XP:** 75+2
MOVE: 50 ft.
ATTACKS: Beak (1d6), Claw (1d4)
SPECIAL: Vampiric Hunger

The 'Corpse Bird' is a featherless, wingless, dark bird that is able to soar high in the skies while seeking out the weak and dying. These foul animals hunger for the life force of others to feed on, and Mortals dread their presence.

They are often used as messenger birds for Dark Faery lords or Arawn in Annwn, but when not in use, they linger close to their prey. These birds have ghostly-blue glowing eyes and dark red beaks but appear to be rotting alive.

COMBAT: Aderyn Y Corph attack the eyes of their opponent, diving from high above and pecking at the faces of their intended. Since they feed like vampires, creation of a bleeding wound is essential.

VAMPIRIC HUNGER: After successfully gripping its prey, the fey is able to drain its life's blood. This causes 1d4 points of damage per round to the target and heals the fey for 1 point.

FEY BEAST, AFANC

NUMBER: 1 **INT:** Inferior
SIZE: Large (20 ft.) **ALIGNMENT:** Neutral Evil
HD: 6 (d8)/10 (d8) **TYPE:** Fey (Beast)
AC: 18 **TREASURE:** 6 or 10
SAVES: P **XP:** 150+6
MOVE: 50 ft.
ATTACKS: Bite (4d12), Claw (3d10), Tail Crush (3d8)
SPECIAL: Devours Anything

The Afanc is a large, beaver-like monster, with the teeth and claws of a crocodile, which dwells in deep lakes and ponds. It is fiercely protective of its territory and hoards the accumulated goods from its many slain



victims underwater. These beasts can grow to immense proportions and harass entire regions, surrounding and depending on their watery abodes for resources.

Lacking any special abilities, the Afanc seems quite plain when compared to the other Fey Beasts, but they can eat anything put before them, whether mineral, metal or organic flesh, with no complaints. Due to their size, they move slowly and usually terrorize villages and nearby places randomly, never making a habit of frequent attacks because of the difficulty in pulling themselves out of the water each time.

The Afanc's watery thrashings can cause floods and disasters in the regions surrounding their lairs. This has caused alarm in the Mortal world on many occasions, forcing heroes to go forth and stop the beasts before they flood Prydain in a deluge. The task of stopping one isn't always easy, and will usually incur much loss to the would-be conqueror.

COMBAT: The Afanc will bite, claw, and trample under others, using its size and density to win. The creature fights with some intelligence, but will be tough and brutal in its methods. Because of its aquatic nature, the monster is crippled by its own weight out of the water.

DEVOURS ANYTHING: Afancs are able to eat anything put before them by crushing and rendering any substance to ruin, or by swallowing it whole.

FEY BEAST, BISCLAVRET

NUMBER: 1-3+ **INT:** Average
SIZE: Medium (5 to 5½ ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d6) **TYPE:** Fey (Beast)
AC: 14 **TREASURE:** CK's Call
SAVES: M **XP:** 150+3
MOVE: 60 ft.
ATTACKS: Bite (2d8), Claw (2d6)
SPECIAL: Lycanthropy

The Bisclavret is a werewolf or werefox that is cursed with the action of transforming into a ferocious, bloodthirsty beast during the full moon. Before this curse, the hybrid beast was a normal Mortal or Faery being. With this curse, the Bisclavret is led by the forces of nature, losing control and submitting to the most primal of needs

Some wizards and dark druids can possess the means to either transform themselves into such a beast willingly, or to force it upon others in the manner of a curse. In Faery this can be fairly common, unfortunately, such that sometimes entire tribes or even clans of accursed were-beasts follow diabolical leaders (Hudor an Vlydhas or 'Wolf Charmers'), or are mindlessly led by the Wild Hunt.

Bisclavret will most often eat the flesh and drink the blood from freshly-killed victims who have crossed their paths. These Lycanthropes cannot spread their curse by clawing or biting to infect others, but they can produce children that carry the curse.

COMBAT: Bisclavret shred and bite into the flesh of their enemy, similar to wild and enraged wolves. They will cause as much devastation and damage as possible upon their targets during combat.

LYCANTHROPY: Unlike modern views on Lycanthropy, these Celtic breeds cannot spread the 'curse' by infection through wounds. The affliction is brought about by a spell or through the bloodline of a cursed ancestor.

FEY BEAST, BONELESS (BROLLACHEN)

NUMBER: 1 **INT:** Inferior
SIZE: Large (12 ft.) **ALIGNMENT:** Chaotic Evil
HD: 4 (d12) **TYPE:** Fey (Beast)
AC: 18 **TREASURE:** Nil
SAVES: M **XP:** 150+4
MOVE: 70 ft.
ATTACKS: Grab/Life Drain (3d12 per turn)
SPECIAL: Formless Fey

The Boneless is a grey-white, mist-like Fey form that rolls over the land, seemingly guided by the wind. Anything living in its path can be subject to its ravenous attacks. Its presence causes terror and paralyzing fear before the creature can seize its victims with fog-like tendrils.

COMBAT: The Boneless covers its target like a blanket, enveloping it with pain while ridding the prey of skin, blood, and muscles. Its technique is simple, feasting on the life it encounters.

FORMLESS FEY: Only magical items and spells can harm it because of its incorporeal nature. This is its only weakness.

FEY BEAST, BOOBRIE

NUMBER: 1-3 **INT:** Low
SIZE: Large (12 to 15 ft.) **ALIGNMENT:** Neutral Evil
HD: 3 (d10) **TYPE:** Fey (Beast)
AC: 15 **TREASURE:** 3
SAVES: P **XP:** 50+3
MOVE: 70 ft.
ATTACKS: Bite (4d6), Claw (3d8)
SPECIAL: Shapeshifting, Winged Ways

The Boobrie appears like a giant Great Northern Diver bird with white stripes and the curved beak of an eagle. Their ravenous appetites cannot be sated. The mere scent of sizable life forms can send them into a feeding frenzy.

They can shapeshift to appear like other Fey beasts if needed, namely in the form of a Each Uisg (Water Horse) or a Tarb Uisg (Water Bull). It is said among some Mortal tribes that the Boobries are the minions of the Tarwtrigaran and serve their twisted wishes as needed.

Victims of the Boobrie are swept off of the ground, held by the beak, and taken to a nearby lake to be eaten. Cattle are their foremost favorite, calves preferably, with other livestock to follow on their menu. Boobries are in great population in Faery, inhabiting the many lakes and watery regions and feeding on the unfortunate Fey that might cross their paths.

COMBAT: Boobries will pin down their prey with their large feet and then peck away at them with their deadly beaks until nothing is left. If this plan doesn't work they will grab the victim and fly high enough to throw them onto rocks or somewhere lethal, so they can return to feed on the carcass.

**FEY BEAST, BURACH BHADI**

NUMBER: 1-2 **INT:** Low
SIZE: Large **ALIGNMENT:** Chaotic Neutral
HD: 4 (d8) **TYPE:** Fey (Beast)
AC: 12 **TREASURE:** 4
SAVES: P **XP:** 100+4
MOVE: 30 ft.
ATTACKS: Bite (3d6), Grab
SPECIAL: Vampiric Hunger

The Burach Bhadi, or the 'Wizard's Shackle', is a giant leech monster with nine eyes, that hungers after horses and, if possible, their riders. The Wizard's Shackle will lie in waiting in the water or shores among the reeds and plants, and then pounce on its prey.

COMBAT: If it manages to successfully attack, it begins to suck the blood out of its prey each round unless stopped. The black leech monster's hold is so strong that the victim must make a Strength save or it cannot be freed that round.

VAMPIRIC HUNGER: If the Wizard's Shackle manages to keep hold of its prey, it will drain 1d12 HP per round from the victim until it is emptied of blood and soft tissue.

FEY BEAST, CATH SÍTH

NUMBER: 1 **INT:** Average
SIZE: Large (10 ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d10) **TYPE:** Fey (Beast)
AC: 16 **TREASURE:** 3
SAVES: P **XP:** 200+3
MOVE: 100 ft.
ATTACKS: Bite (3d10), Claw (2d12)
SPECIAL: CK's Call

The Faery Cat is a mean-spirited and ravenous beast that likes to prey on Mortals most of all. They resemble many breeds of cat found in the isles of Prydain and Éire, but have harsh eyes, chilling vocalizations, and terrible claws and teeth. The Faery Cat is not a creature to be taken lightly, as it is fierce and cruel by nature. Often they will lay in wait to spy on suitable prey (champions, kings, warlords, etc.) and then attack them.

Arthur and his champions confronted and fought the infamous Faery Cat Cath Palug on Inis Môn after first being defeated by the beast in Gaul near Lake Geneva. Cath Palug stalked Arthur and his remaining warriors back to Prydain to finish the task of slaying and eating them, but was instead slain.

COMBAT: The Cath Síth will swat, claw, and bite at the prey like a toy until it is dazed and bleeding from the wounds. The giant Fey cat attacks like any wild cat does.

FEY BEAST, CEFFYL DWR

NUMBER: 1-3 **INT:** Average
SIZE: Large (7 ft.) **ALIGNMENT:** Neutral Evil
HD: 3 (d10) **TYPE:** Fey (Beast)
AC: 13 **TREASURE:** 2
SAVES: P **XP:** 40+3
MOVE: 60 ft.
ATTACKS: 2 Hooves (1d6+2), Bite (1d4)
SPECIAL: Mist Form, Shapeshifting

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The Ceffyl Dŵr or Kelpie is a mischievous Fey horse that preys on the neediness of others. Stray, horseless wanderers are often their victims, lured into riding on their backs for a time. When the time is up, the Ceffyl Dŵr will do one of several things to the victim. It may take flight and then shift to mist form, dropping the victim(s) and letting gravity do the killing, or it might dive into waterfalls and deep waters to drown its victim. They've also been known to buck riders to the ground and eat them alive.

The presence of the Ceffyl Dŵr is ambiguous, appearing at first like an innocent wild horse. However, it can quickly become terrifying, with flaming red eyes and a dark, foreboding appearance. The beast will stalk its victims for a time if they are on foot, and when most needed, suddenly appear to offer assistance.

While the Ceffyl Dŵr inhabits rivers and other places of running water, a related Fey horse, the Each Uisg or Aughisky (from Gaelic lore), lives in lakes and seas and is even more fierce and frightening. It will take its victims to water and eat them while they drown, leaving only the liver behind. The Each Uisg appears as a black steed to entice its victims.

Their less dangerous cousins, known as colt-pixies, only take victims to water and dump them before running away, laughing in mockery.

COMBAT: The Water Horse uses its hooves to knock back others, bashing and pounding their heads with violent force. Preferably, the Ceffyl Dŵr will try to drown the opponent during the fight if a suitable water source is nearby.

MIST FORM: The creature harnesses natural forces to transform into a misty aerial transparency. Nothing but spells and magical items can harm them while in this form (normal rules apply). The caster can walk through solid obstructions, under doors, etc., while in this state, but cannot hold onto anything tangible. They can cast spells but cannot do any physical combat. Mist form will last as long as the caster's experience level in minutes or until it is called off.

SHAPESHIFTING: This acts as the spell of the same name.

FEY BEAST, CWN ANNWN

See hell hounds below.

FEY BEAST, DOBHAR-CHÚ

NUMBER: 1-3	INT: Low
SIZE: Small (2½ to 3 ft.)	ALIGNMENT: Chaotic Neutral
HD: 1 (d6)	TYPE: Fey (Beast)
AC: 16	TREASURE: 1
SAVES: P	XP: 100+1
MOVE: 60 ft.	
ATTACKS: Bite (1d8), Claw (1d4)	
SPECIAL: None	

The Dobhar-Chú or 'Water Dog/Otter' is a Faery animal that is swift-moving and hard to glimpse until it is too late. They are predatory, always on the prowl for food, which consists of living creatures of any sort. Their colors range from white and short-haired to black and long and shaggy. One cannot say for sure by looking at them if they are otters or some form of water dogs, but their hunger, teeth, and claws are dangerous for certain. They are also called Dŵrgi in Prydain.

COMBAT: These Fey animals will leap from the waters, attack, and then dive back in again if given a chance. They will gradually pick at the victim until they are victorious.

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FEY BEAST, EACH TENED

NUMBER: 1-3	INT: Low
SIZE: Medium	ALIGNMENT: Chaotic Evil
HD: 3 (d8)	TYPE: Fey (Beast)
AC: 15	TREASURE: Nil
SAVES: M	XP: 100+3
MOVE: 60 ft.	
ATTACKS: Bite (1d8), Hoof (1d10), Fiery Attack (3d10)	
SPECIAL: None	

The 'Fire Horse' is an innocent-appearing Faery horse that often lures people to ride it, then ignites to consume them alive, but at the most the Each Tened will serve dark masters and function as a War Horse.

COMBAT: Ceffyl Tân use their natural fire ability to burn their victims while attacking them. Each attack by will cause flame damage as well as physical blows by hoof and mouth.

FIERY ATTACK: If someone is mounted on the beast, the animal is able to ignite its hide and burn the rider for 3d10 points of damage, dexterity save for half.

FEY BEAST, ELLÉN TRECHEND

NUMBER: 1-3	INT: Low
SIZE: Large (9 ft.)	ALIGNMENT: Chaotic Evil
HD: 5 (d8)	TYPE: Fey (Beast)
AC: 14	TREASURE: 5
SAVES: P	XP: 250+5
MOVE: 50 ft.	
ATTACKS: Bite (3d6), Claw (2d8), Fire Breath (2d10)	
SPECIAL: Breath Weapon, Winged Ways	

The Ellén Trechend is a three-headed Faery monster that breathes fire. Dragon-like, the beast ravages whatever lands it travels, devouring all who fall in its path. This beast is rare in Faery and the Mortal world, found mostly in the company of wizards and mighty leaders who are powerful enough to control it. In the wild, the Ellén Trechend lairs in caves and wilderness areas with limited traffic.

COMBAT: The three heads will use the advantage of numbers to overwhelm and destroy the prey. Using fire and teeth, the fierce and terrible Ellén Trechend will try to gain the upper hand in battle, then eat the remains as its reward.

BREATH WEAPON: The three-headed monster's Breath Weapon radiates outward from each head in a cone shape between five and 15 feet long. In addition to this terrible volley of fire from the three reptilian heads, the beast can also attack three times per turn without penalty.

FEY BEAST, GIANT BOAR (COLLACH MÓR)

NUMBER: 1-5	INT: Low
SIZE: Large (10 ft.)	ALIGNMENT: Chaotic Neutral/ Evil
HD: 4 (d10)	TYPE: Fey (Beast)
AC: 14	TREASURE: 1
SAVES: P	XP: 500+4
MOVE: 60 ft.	
ATTACKS: Tusk (3d8), Hoof (3d10)	
SPECIAL: Venomous Hide	

The giant boars of Faery are monstrous creatures which ravage entire kingdoms with their destructive foraging. These beasts are usually

cursed by a wizard, Druid or god and were once sentient beings (Faery or Mortal) but now must live out their days as fodder for skillful and adventurous hunters.

They can grow to the size of elephants in the depths of the woods if not kept under control. Their saucer-shaped large eyes are sinister, and a keen intelligence can be glimpsed from within them at times. Their razor-sharp tusks grow to enormous size, able to impale their targets easily.

The Fír Collach often join them and together they make terrible damage of the lands they travel. The most famous example of these monstrous boars is found in the cursed Twrch Trwyth and his eight equally cursed sons. Twrch Trwyth was the son of the King Taredd Wledig who ravaged Prydain and was hunted by the warlord Arthur ap Gwythur and his champions, but never defeated.

Many mortals say that the cursed prince and his few surviving sons left Prydain by swimming to the Otherworld to continue wreaking havoc.

COMBAT: Giant Boars go to battle the same as their smaller counterparts, except that sentience is involved. They fight fiercely and powerfully, thus creating the connection between warriors and boars in Celtic thinking. It is a brave, if not suicidal person that wants to confront a Collach Mór.

VENOMOUS HIDE: Their bristling hairy hide is covered in venomous dew that reacts like acid to those who touch it and causes 3d12 damage to any flesh, clothing, and material goods in contact. Everywhere the boar goes, its venom will leave a trail of dying plants, poisoned animals, and undrinkable water.

FEY BEAST, GLASTYN

NUMBER: 1 **INT:** Average
SIZE: Medium (6 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 3 (d8) **TYPE:** Fey (Beast)
AC: 13 **TREASURE:** 3
SAVES: P **XP:** 45+3
MOVE: 60 ft.
ATTACKS: Bite (3d6), Hoof (3d8)
SPECIAL: Shapeshifting

The Glastyn is a shapeshifting animal that blurs the line between Fey and beast (as many do already) and will use opposite methods to lure its victims where they are vulnerable. Changing shape into an attractive male with slightly equine features, maybe the ears, it seduces its victims.

The disguised Glastyn will try, with rudimentary skill, to become friendly with its chosen victim through conversation, and draws the victim to a vulnerable place before taking advantage.

The Glastyn is more animal than Fey in some regards, even though its horse-like true form is less important to it than to the Cabyll Ushtey or Ceffyl Dŵr.

This Fey beast is not so overtly harmful or threatening as its cousins in Faery or the Mortal world. Rarely do they seek to kill others or bring terrible misfortune. Instead they often want odd things from others, like prized objects, and flee to their watery lair once attained.

COMBAT: The Glastyn will only attack others if they are vulnerable and unable to put up much fight. When they do attack, it will be swift, making the victim suffer.

FEY BEAST, GWARTHEG Y LLYN

NUMBER: 1-50 **INT:** Low
SIZE: Large (8 ft.) **ALIGNMENT:** Neutral
HD: 3 (d8) **TYPE:** Fey (Beast)
AC: 10 **TREASURE:** Nil
SAVES: P **XP:** 110+3
MOVE: 30 ft.
ATTACKS: Gore (3d6), Trample (2d8)
SPECIAL: Magical Milk

The Gwartheg Y Llyn, or the Lake Cattle, are a special fey breed of cattle that possess a special milk that can bring health properties to mortals and their own cattle. They normally live in the watery realms amidst the other faery folk, but sometimes stray herds wander onto land or to the mortal world.

The Elf Bulls' sleek, supple bodies are covered in shaggy, muted brown, otter-like fur, supported by short legs with corkscrew horns atop their heads mortal tribes go to a lot of trouble to acquire just one of the Fey cattle long enough to breed with their own stock. They are known by many names: Crodh Mara and Tarroo Ushtey.

The bulls of the species are extremely fierce and impossible to tame. They attack with little provocation and when they do other bulls instinctively join them. There are usually 2 bulls for every 15 cows, one an alpha bull, the other a bravo.

One fey cow would benefit the owner if they were lucky enough to possess one. One drink of their milk cures 1d4 hit points of damage. The milk goes bad after 1 day however, and cannot be stored.

COMBAT: Gwartheg Y Llyn will attack the same as their normal bull counterparts by charging and trampling over others.

FEY BEAST, LÀBH-ALLAN

NUMBER: 1-10 **INT:** Low
SIZE: Large (7 ft.) **ALIGNMENT:** Chaotic Evil
HD: 3 (d10) **TYPE:** Fey (Beast)
AC: 14 **TREASURE:** 1
SAVES: P **XP:** 80+3
MOVE: 50 ft.
ATTACKS: Bite (3d8), Claw (2d6)
SPECIAL: Poisonous

The Làbh-Allan is a giant poisonous rat or vole that leaves on the edges of villages and small towns. They nest underground in unmaintained and abandoned dwellings.

It is said that the hide can bring healing properties if one manages to slay this beast. The healing power of a hide, if treated and worn, is 1d6 HP, once per day, until the New Moon. After the New Moon, the hide loses all its magical properties. When sold these hides can bring up to 100gp a hide.

COMBAT: Làbh-Allan bite and claw their foes like a rabid animal. They use their poison against the opponent if necessary, but will not eat any of the poisoned victims.

POISONOUS: One bite from the rat causes 1d6 points of damage, constitution save for half.



FEY BEAST, LLAMHIGYN Y DWR

NUMBER: 1-2 **INT:** Low
SIZE: Small (3 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 3 (d6) **TYPE:** Fey (Beast)
AC: 14 **TREASURE:** 3
SAVES: P **XP:** 40+3
MOVE: 50 ft.
ATTACKS: Bite (2d12), Claw (3d8), Stinger (3d4)
SPECIAL: Drown (See Below), Winged Ways, Poisonous

The limbless Water Leaper is a typical Fey monstrosity in behavior and appearance. It possesses the body of a large frog but has massive bat-like wings with which to fly out of the water and attack its prey. Its mouth has sharp teeth, and its eyes blaze disturbingly. The Llamhigyn Y Dŵr makes deep croaking noises and can swarm victims in hopes of devouring them alive. Each long, lizard-like tail ends with a nasty poisonous stinger, similar to a scorpion's, used to subdue the prey.

In combat they will leap from the waters to attack. If the strike lands true, they use their momentum and limited flight ability to knock the prey into the waters (Dexterity Save +4). Once held under, the Llamhigyn will feed on the victim as they struggle and eventually drown.

COMBAT: Initially, the Llamhigyn Y Dŵr will fly out of the water and knock a victim overboard into the lake or pond, and then swarm around the victim, denying him a chance to swim away or resurface. They use their stinger to paralyze them.

POISONOUS: One sting from the rat causes 1d6 points of damage, constitution save for half.

FEY BEAST, MODDEY DHOO

NUMBER: 1-2 **INT:** Low
SIZE: Large (8 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 2 (d8) **TYPE:** Fey (Beast)
AC: 12 **TREASURE:** Nil
SAVES: P **XP:** 100+2
MOVE: 50 ft.
ATTACKS: Bite (3d6), Claw (2d6)
SPECIAL: Invisibility

The Moddey Dhoo or 'Black Dog' is a large Fey hound that stands the same height as a cow, with large saucer-sized eyes. They blend in with the darkness and hunt solitary prey, be it people or animals. They are the larger cousins of the Gwyllgi, but unlike their smaller cousins, do not travel in packs. Some of the Black Dogs are shaggy mastiffs; others are sleek and short-haired.

They are known by many names in the Mortal world: Barguist, Cú Síth, and many more. Mortals believe that seeing one brings doom and bad luck, whereas Dark Faeries use them as mounts and guard dogs.

COMBAT: Moddey Dhoo face their prey as savage wild dogs do, with teeth and claws bared. They rip and tear in frenzy with the goal of taking their prey down. Their plans are not complex or elaborate, only to emerge victorious and devour the fallen.

INVISIBILITY: The black hide of the Moddey Dhoo enables them to blend into the shadows and darkness with ease. This is natural and has no use limitations. The Black Dog will always blend into the darkness, forcing onlookers to roll a Charisma save to spot some trace of them.

FEY BEAST, MUIRDRIS

NUMBER: 1 **INT:** Low
SIZE: Large (12 to 18 ft.) **ALIGNMENT:** Chaotic Evil
HD: 4 (d8) **TYPE:** Fey (Beast)
AC: 10 (land), 15 (water) **TREASURE:** 4
SAVES: P **XP:** 200+4
MOVE: 20 ft., 90 ft. (swim)
ATTACKS: Bite (3d12)
SPECIAL: Nil

This sea and lake monster, also known as Sínach, Oilliphéist, Caoránach, and Muc-sheilche in Mortal lands, has a long, serpentine neck and a reptile's head armed with steely teeth. They are less common in Faery as most have migrated over to the Mortal world, feeding on the easier pickings of livestock and people with fewer obstacles.

They are considered lake dragons due to their similar appearance and hoarding of wealth derived from the slain. These ferocious beasts have seal- or walrus-like flippers instead of feet, and they clumsily shamble about on land. Their necks take up half of their length, and the old ones can grow to lengths of 60 feet or more.

The tattooed some wild tribes idealize these monsters, believing they symbolize strength and might. Images of the beasts are carved on their tribal territorial stones and found in their tattoos.

COMBAT: Muirdris coil their snake-like necks around the prey to gain advantageous bites. On land, their movement is limited but in water they can speedily swim, dive, and move around the prey, taking massive bites.

FEY BEAST, NUCKLAVEE

NO. ENCOUNTERED: 1 **SAVES:** P
SIZE: Large (15 ft.) **INTELLIGENCE:** Low
HD: 6d12 **ALIGNMENT:** Chaotic Evil
MOVE: 50 ft. **TYPE:** (Large)
AC: 17 **TREASURE:** 10
ATTACKS: Claw 4d6, Bite 3d10 **XP:** 150+6
SPECIAL: Plague, Drought, Fright

The hideous Nucklavee is a sort of skinless Centaur of the sea, with fins in place of legs. On its hairy head is one black glaring eye and an open mouth filled with terrible teeth. Black blood can be seen coursing through its yellow veins, pulsing throughout its large mass. The monster roams the coasts, terrorizing with little fear. The mere hint of its presence in Mortal lands causes panic. Encountering one forces a character to make a Wisdom Save or be frozen in terror for d6 turns.

COMBAT: Nucklavees barrel through any threats without heed, knowing that their horrific presence alone can frighten and immobilize the weak. They use frightful tactics and shock to win battles.

PLAGUE: The mere presence of the Nucklavee can bring a sickening plague to the region it dwells (100 mile radius) if it chooses. It can do this three times each year. The plague will last for 3-6 months at a time, or until the beast is slain.

DROUGHT: Just like with the plague ability, the beast can cause drought across the same range and territory.

FRIGHT: Ugly already, the Nucklavee can emphasize its hideousness further to outright terrify others. It can use this ability three times each day. On sight, a character must make a Charisma save or flee in terror. If fumbled, the victim will be paralyzed for 1d10 rounds, unable to act.

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FEY BEAST, PADFOOT

NUMBER: 1 **INT:** Low
SIZE: Small (3½ ft.) **ALIGNMENT:** Chaotic Neutral
HD: 2 (d6) **TYPE:** Fey (Beast)
AC: 12 **TREASURE:** 2
SAVES: P **XP:** 45+2
MOVE: 50 ft.
ATTACKS: Bite (3d6), Claw (2d4)
SPECIAL: Transparency, Fright

The Padfoot resembles a white dog beast, with smooth long hair and large saucer-shaped eyes. It can take the shape of any undefined, insubstantial form within peripheral view.

Its intentions are to frighten its prey. The Padfoot feeds on the fear its prey supplies, and it seeks to cause this effect everywhere it goes. If chosen, the victim will be stalked by the Padfoot as it continues to feed on his paranoia and fears. Every time the Padfoot causes terror, it draws a d6 HP from its victim(s). Like the Nucklavee, the victim(s) must make a Wisdom Save for each encounter.

COMBAT: The Padfoot attacks like a fierce hound, but can only be harmed by magical items, weapons, or spells because of its Transparency.

TRANSPARENCY: The Padfoot takes a ghostly, non-corporeal form, and leaves no tracks, scent, or evidence of its passing. They are able to move through solid obstructions with no limitations (unless the barrier is magical or blessed).

FRIGHT: This ability is the same as the Nucklavee and other Faery-folks that share the same power.

FEY BEAST, YCHAIN BANNOG

NUMBER: 1-5 **INT:** Low
SIZE: Large (8 to 10 ft.) **ALIGNMENT:** Neutral
HD: 3 (d8) **TYPE:** Fey (Beast)
AC: 10 **TREASURE:** Nil
SAVES: M **XP:** 50+3
MOVE: 40 ft.
ATTACKS: Horn (3d6)
SPECIAL: Nil

The Ychain Bannog or 'Horned Oxen' are Fey beasts with ghost-white bodies and red eyes, ears, and hooves. These powerful beasts can pull the same weight as fifty to a hundred normal oxen. These Fey have small populations across all worlds, performing epic laborious tasks if captured and harnessed.

Hu Gadarn famously used two chained Horned Oxen when he attempted to pull an Afanc out of Llyn Llion in Prydain. The beasts pulled this infamously difficult animal free from its watery lair eventually.

Given this level of strength, they can be used for nearly any burden. Among the better known of the Horned Oxen is Fuwch Frech ('Freckled Cow') from Faery, who gave birth to many of the enchanted cattle that roam in Prydain.

COMBAT: The Ychain Bannog trample their foes like stampeding cattle are prone to do. They will ram with their long horns, and crush and stomp into the earth with their iron-hard hooves.

SUPERNATURAL ANIMALS

Supernatural animals are always shimmering white, often with red eyes, ears, and feet. These beasts are always capable of great magic and fulfill a function for the gods.

These special red and white animals of Faery blood are uncommon. Some details about these creatures are subject to change according to the CK's need or want in the story being crafted. None of the Faery-animals need to be white and red in color and still, obviously, remain supernatural.

The Cwn Annwn are most often described as being ghostly white and red (similar to albino animals) and are clearly supernatural in character and origin.

FEY BEAST, THE WHITE STAG (CARW WYN)

NUMBER: 1 **INT:** High
SIZE: Large **ALIGNMENT:** Neutral Good
HD: 4 (d20) **TYPE:** Fey (Magical Beast)
AC: 18 **TREASURE:** See Below
SAVES: P **XP:** 2,000+4
MOVE: 60 ft.
ATTACKS: Antler Gore (3d20), and Hoof (2d20)
SPECIAL: Leave No Trace, Mist Form, Spell-Like Abilities

This stag's place in Celtic mythology or ancient pagan beliefs, as evidenced in a few sources, is a creature from the Otherworld that usually signals a message or event. To see one means that an event is able to transpire, good or ill, and changes will soon be underway. The CK can insert a White Stag in the story to bring surprise or raise the tension to a story. Just its presence is enough if the players understand the significance of it.

The White Stag, and its lesser known brood and species, resemble the (now extinct) Irish Elk or 'Megaloceros giganteus'. Massive with a gigantic antlered head, this animal dominates the landscape. Its snorts and grunts echo and are distinctive, alerting those who recognize the sounds of its presence. Vines, flowers, and even smaller animals cluster and nest in its antlers, and often a faery or so may be straddling there as well.

In the Welsh story of Pwyll Pendefig Dyfed, the main character Pwyll discovers a downed stag in the woods of Glyn Cuch being fed upon by hunting hounds. He decides to let his own hounds loose on it and feed them, unaware that the quarry was already claimed by none other than King Arawn of Annwn. This supernatural stag came from the Otherworld as did its original hunter, the king, and in the end the beast's death provided the necessary impetus for the rest of the story to begin.

A White Stag dashing in the forest, leaping over a hedge wall, or seen running, can catch the attentions of the player characters. This could also signify the breaking of a geis or tynghed, or the trespassing of individuals into places they should never go. To hunt the White Stag, for whatever reasons, is a mighty and nearly impossible task for the minor or lesser individual.

If the CK, or a brave character, wishes to hunt a White Stag, it will be quite an undertaking. This should be a wild and dangerous adventure of its own, not a minor event in the whole of the story. The stag will be dangerous if cornered or engaged in battle and will not back down, choosing to charge and crush its way through the hunters and their

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hounds to keep running. They normally dwell in Faery but run between worlds on hidden trails (it would require the ability wisdom of the woods to find their paths in the forest).

To take the heart of the White Stag and eat it, uncooked, will grant the abilities of Second Sight (Level 3) and d12 more Faery abilities. Bathing in its blood will give the individual invulnerability to non-magical weapons. Wearing the hide will give many bonuses: a) instant warmth in the cold, b) +3 AC, and c) Silent Movement.

MIST FORM: The creature harnesses natural forces to transform into a misty aerial transparency. Nothing but spells and magical items can harm them while in this form (normal rules apply). The caster can walk through solid obstructions, under doors, etc., while in this state, but cannot hold onto anything tangible. They can cast spells but cannot do any physical combat. Mist form will last as long as the caster's experience level in minutes or until it is called off.

PASS WITHOUT TRACE: They are able to use the druidic ability as a 10th level druid.

SPELL-LIKE ABILITIES: They cast spells as a 7th level druid, with all the accompanying spells of a 7th level druid with an 18 wisdom.

FINFOLK

NUMBER: 1-10	INT: Average
SIZE: Medium	ALIGNMENT: Chaotic Neutral/ Evil
HD: 3 (d6)	TYPE: Monstrous Humanoid
AC:	TREASURE: 5
SAVES: 13	XP: 75+3
MOVE: 40 ft., 80 ft. (swim)	
ATTACKS: By weapon	
SPECIAL: Immortality with Mortals	

Finfolk live in and on the seas in Finfolkaheem or Hildaland and dwell near humans if they can for symbiotic reasons. Finfolk are not liked by many other races because of their strange and sinister tendencies.

Male Finfolk are tall, gloomy faced and silent more often, showing a harshness and dislike of other races. They are human-like but with hard features and a touch of the sea. Their ships can become invisible to hide from others or to attack them.

Women begin life like a mermaid in form and seek a Mortal husband to support them and do labor and chores. Without one they will age quickly, so they secure a young man. Both genders will simply abduct an appropriate counterpart and take them to Finfolkaheem to live out their days.

The Finfolk will disguise themselves and hide even to take who they want by force. Many speak rumor that the reason why the Finfolk do this is a curse given by one of the gods on the Finfolk for some long forgotten past ill-deed. Whatever the origin, it is clear that both genders will appear beautiful and ageless so long as they have a human spouse and not each other.

Silver is a weakness of theirs that will distract them and lure them away if given, but it must be more than simple coins in size. If tossed something made of silver the Finfolk will let down their guard and aggression towards taking people against their will.

Finfolkameer, or Hildaland, is a crystal and stone richly made palace under the ocean, lit by the glow of sea animals and covered in wealth taken from the ocean depths. Massive sea-weed gardens are in the

palace and plenty of room for its thousands of inhabitants. The king of the Finfolk rules from his ornate and grand throne room commanding his people and if need be his armies.

COMBAT: Finfolk use the same range of weaponry that other races do and can do so underwater without difficulty. They fight precise and with tactics. As an army their invisible fleets of ships and swimmers are unmatched in the Nine Worlds.

IMMORTALITY WITH MORTALS: Having a Human spouse denies the Finfolk from aging and becoming ugly. Women of the Finfolk risk turning into a Sea Hag in time without a mortal spouse, with every year equal to eight. So long as they have the correct spouse they will extremely beautiful and for a better word 'perfect' in appearance and behavior. Abducting a human for a spouse is a priority of the race will perish.

FIRBOLG

NUMBER: 1-2 (Lairs: 10-40)	INT: Average
SIZE: Large (10 ft.)	ALIGNMENT: Chaotic (Good 25%, Neutral 50%, Evil 25%)
HD: 12 (d10)	TYPE: Giant
AC: 18	TREASURE: 10
SAVES: P	XP: 1375 +12
MOVE: 50 ft.	
ATTACKS: By weapon (1d10+5)	
SPECIAL: Nil	

Firbolgs are tall creatures that resemble men. The males never shave or cut their hair, so the mature creatures will always have long, thick beards and hair that reaches well past their shoulders. Females take great pride in their hair, often spending hours braiding it, sometimes in elaborate fashion. While not true giants, the firbolg (also known as Fir Bolg amongst themselves) are very tall and very strong. All firbolgs are chaotic, with most taking a decidedly neutral bent. There are, however, good aligned and evil aligned firbolgs as well. While rare to find the two opposed philosophies living together, it is not unheard of for good and evil firbolgs to join forces against a common foe. And many times, this common foe is man.



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All firbolgs inherently distrust humans. The reasoning for this has been lost to antiquity, but many firbolgs will attack humans on sight and not worry about the consequences. Some of the more decent of the creatures, namely the good aligned, may attempt to intimidate and coerce humans into leaving them as opposed to an attack. It is rare for firbolgs to willingly work with humans. Ironically, firbolgs enjoy the company of gnomes and having a gnome in a group could go a long way in soothing hostilities. They are fairly neutral toward the other demi-human races. Due to their dislike for humans, firbolgs are always found in remote, desolate or forgotten areas. They dislike living underground and will almost never be found there. Ideally, they find long-abandoned keeps or castles and inhabit them.

Firbolgs, when not threatened, are very charismatic, warm creatures (to each other). They enjoy song and ale greatly and will welcome non-human bards into their homes freely. There is no marriage in their society, and rarely will a single male and female join together for longer than a week. Children born are said to have a single mother but many fathers (and many aunts). Women are considered equals to males in many things, though not battle. While intelligent creatures, the males view intellectual pursuits as effeminate and beneath them. It is rare to find a male firbolg that can read or write. Females, however, are rather learned and are recognized as the sages of the community. Indeed, the eldest female is referred to as "teacher" in their tongue. Magic is unknown to the firbolgs and they hold those that use it with equal parts fear and disdain. Firbolgs speak their own tongue, but many have a passing understanding of common.

COMBAT: The firbolgs attack with great weapons, normally pole-arms. All successful attacks are made with a +5 to all damage due to the strength of the creatures. All firbolgs, even the evil ones, are proud warriors and rarely stage ambushes or fight dirty. They are intelligent enough to recognize more dangerous threats and will focus attacks on them as they see fit.

FIREDRAKE

NUMBER: 1-2

SIZE: Small

HD: 3 (d8)

AC: 15

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d8)

SPECIAL: Breath Weapon

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 30 +3

The firedrake is a small, reptilian creature that resembles the red dragon. It has deep, red skin (though not scales) that fade to pink underneath. It has two short, relatively skinny front arms and small, leathery wings. The creature is relatively docile and will rarely attack humans unless threatened. It is carnivorous, but its diet consists of small vermin and reptiles, though it has been known to attack larger creatures if very hungry or threatened.

The firedrake normally makes its home in mountainous regions, though it can be found in vast wastelands or desolate deserts as well. If possible, the creature will make his home in a volcano. It enjoys tropical heat and will never be found in cold regions. They can sometimes be found swimming in natural hot springs.

COMBAT: The creature will use only its bite as a weapon, as its legs are too feeble to attack with. The large maw will inflict 1d8 damage. The creature is of animal intelligence and will act accordingly.



BREATH WEAPON: Thrice per day, the creature can emit a jet of fire. This breath weapon is narrow and can only strike one person. The breath weapon does 4d4 damage, dexterity save for half. The creature's blood is volatile if exposed to air, bursting into flames when it leaves the body (it is actually a jet of blood the creature breathes at opponents). If anyone tries to gather some of this blood, they must make a dexterity check. Failure indicates that they have successfully gathered up to one waterskin, but will take 2d4 damage from mishandling the blood and suffering a variety of burns during the gathering. A skin of drake's blood is enough to coat six weapons (or one weapon up to six times). When coated, the weapons will flame for 2d4 rounds and will inflict an additional 1d4 damage while doing so.

FIRESNAKE

NUMBER: 1-6

SIZE: Small

HD: 2 (d8)

AC: 14

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d4)

SPECIAL: Paralyzing Bite

INT: Animal

ALIGNMENT: Neutral

TYPE: Extraplanar

TREASURE: 3

XP: 17+2

Firesnakes are creatures native to the elemental plane of fire that have inexplicably made their home on our plane. They are 2 to 3 foot long snakes, always of red to orange to yellow in coloration, normally a bit of each. They can only be found in permanent or semi-permanent fires, such as lava pits in volcanoes or the like. Their colorations makes it difficult to see them unless one is looking (wisdom to check to notice, CL 3). They never leave their fires, but will attack if approached, for they are extremely aggressive and territorial.

COMBAT: The firesnake attacks with its bite, doing 1d4 damage. If firesnakes are forcibly removed from their fire during combat, such as being dragged out, they will forgo an attack to crawl back.

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PARALYZING BITE: Those bitten by the firesnake must pass a constitution check or become paralyzed by the toxin for 2d4 rounds. A firesnake will focus attacks on paralyzed victims.



FLAIL SNAIL

NUMBER: 1
SIZE: Small to Large
HD: 3 (d8) to 8 (d8)
AC: 16 (28)
SAVES: P
MOVE: 10 ft.
ATTACKS: 1 to 7 tentacles (1d4)
SPECIAL: Resistant to Magic
XP: 3 (d8): 35+3 4 (d8): 90+4 5 (d8): 180+5
6 (d8): 300+6 7 (d8): 450+7 8 (d8): 650+8

The flail snail is a very odd creature, found in mainly underground areas, but can be found around damp, marshy places as well. Referred to as “rainbow mollusk” by many learned sages for its bright coloration, most people that are aware of its existence simply refer to it in its more colloquial moniker.

The creature can range from 3’ to its top height of 8’. Its height, in feet, also corresponds to its HD, so a 4’ tall creature is a 4HD creature, and vice versa. The creature has a number of tentacles that snake out of its shell. This number is equal to its HD minus one. A 7HD creature will have six such tentacles. The shell is colored in a rainbow of beautiful colors that seem to sparkle in light. The tentacles, by contrast, are a dull gray in color. Otherwise, the creature resembles a normal snail.

The shell of a flail snail is extremely valuable to some alchemists, wizards and the rare armorer. A large, relatively pristine shell can fetch up to 10,000gp to the right buyer.

COMBAT: The creature will bring all tentacles to bear on a single enemy and swing them not unlike a massive barrage of flails. Each successful strike deals 1d4 damage. A creature has a number of tentacles, and thus a number of attacks, equal to its HD -1.

The creature’s tentacles are each, for all practical purposes, a 1HD creature. The body, beneath the shell, is also a 1HD creature. Once total hit points are determined, divide them among the tentacles and the body, with the body getting any remaining points. (A 6HD creature, with 31 hit points, will have five tentacles, each with 5 hit points and a body with 6 hit points). Once the creature has suffered enough of hit points to kill a tentacle, it will fall limply to the ground. If the creature suffers a great deal of damage in a single round, it could lose multiple tentacles at once. When all tentacles are killed in this way, the snail will withdraw them all into its shell and will not move. Unbeknown to the party, the creature must make a constitution save (CL 3) or die. If it survives, it will regenerate one tentacle per week until its maximum is once again achieved. If the body reaches 0 hit points, the creature is slain. However, the body (the shell) has an armor class of 28, while the tentacles have an armor class of 16. The body, under the tough shell, is extremely tough to damage.

RESISTANT TO MAGIC: The shell of the creature is extremely hard and is extremely resistant to magic. Any spell aimed at the creature must pass a constitution check with a +X bonus, with X=HD. If this check passes, the creature is unaffected, regardless of the spell. Even if this check fails, the creature is allowed any normal save the spell allows. (For instance, a 6HD flail snail is the target of a lightning bolt. The creature first makes a constitution check with a +6 bonus. Since the creature’s primes are physical, the challenge base is a 12. The caster, in this example, is an 8th level wizard. Therefore, the challenge level is 20. The creature (the CK) rolls a 10 on a d20. He adds his HD (6) and his bonus (6) resulting in a total of 22 (10 + 6 + 6), meaning he has taken no damage from the spell. If the creature had rolled a 3, giving him a total of 15, he would fail, but still be able to make a dexterity save for half damage, per the spell description).



FLESHCRAWLER

NUMBER: 1
SIZE: Large
HD: 3 (d8)
AC: 17
SAVES: P
MOVE: 30 ft., 15 ft. (climb)
ATTACKS: 2 Bites (1d6), or 6 Claws (1d4)
SPECIAL: Paralysis, Constrict, Death Throes, Animation

Fleshcrawlers resemble enormous maggots, but are segmented and layered with a hardened chitin shell. Fleshcrawlers have mandibles and mouths at both ends of their bodies. Jutting from the creature's underbelly, beneath the outer carapace, are six retractable claws that are linked to a venomous sac. These provide the beast with the means to shred meals before devouring them. However, they are rarely seen in this form before attacking. Fleshcrawlers slash open the bellies of victims, cleaning out the innards before crawling inside. There, they animate the victim's shell, enabling them to convincingly approach targets before bursting forth to attack. This enables them to more readily prey upon creatures that would be easily spooked by their monstrous appearance.

They prefer shells that are the same size or larger, and often inhabit the forms of innocuous creatures like cows, horses, or other mundane domestic animals. The procreation method of fleshcrawlers is unknown; they are always encountered singly, and the spawning of a new fleshcrawler has never been witnessed.

COMBAT: Hidden within a docile form to give the illusion of peace and safety, fleshcrawlers will ambush potential meals from close distances, lashing out from their animated shell with explosive ferocity. They are incapable of thought and reason, and exist only to feed. Their instincts and abilities make them seem horrifically cunning, which serves to heighten their terror.

PARALYSIS: A victim of a fleshcrawler's bite or claw attack is injected with a resinous toxic substance that causes uncontrollable muscle spasms (constitution save negates the effect). This essentially paralyzes the victim for 2d4 rounds, preventing any sort of offensive or defensive action. In addition, victims will move in random directions each round at the rate of 1 foot per round. Victims are incapable of performing any action that is mental in nature, such as spellcasting. With a successful strength save, a victim can focus his or her movements enough to ignore this effect.

DEATH THROES: When a fleshcrawler is reduced to 0 or fewer hit points, its body bursts in a grotesque and disturbing display of morbidity. This explosion releases vast quantities of foul-smelling ichor and a horde of tiny maggots. Any creatures within 10 feet of a dying fleshcrawler must succeed at a physical save to avoid suffering 1d3 points of damage from the blast. All creatures with greater than animal intelligence that witness this explosion must succeed at a constitution save to avoid involuntary gagging, retching, and vomiting. Victims that are

INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 2
XP: 70+3

sickened in this way automatically lose their next action, whether in the current round or the next.

ANIMATION: Fleshcrawlers can instinctively operate the shells of those victims that they enter. They enter through the victim's stomach after clearing out internal organs, and use their poisonous resin to seal up the wound behind them. This disguise is so convincing that any creature more than 20 feet away from the shell cannot notice anything out of the ordinary. Within 20 feet, a creature is allowed a wisdom save (elves are allowed a wisdom save no matter the distance) to notice that something isn't quite right about the pseudo-animal. Within 5 feet, a fleshcrawler will burst out to attack. If nothing odd is noticed about the fleshcrawler's shell, the creature automatically gains surprise when it attacks.

FLIND

NUMBER: 2-24
SIZE: Medium (6 ft.)
HD: 2 (d10)
AC: 15
SAVES: P
MOVE: 40 ft.
ATTACKS: By weapon or Bite (1d6)
SPECIAL: Darkvision 60 ft.

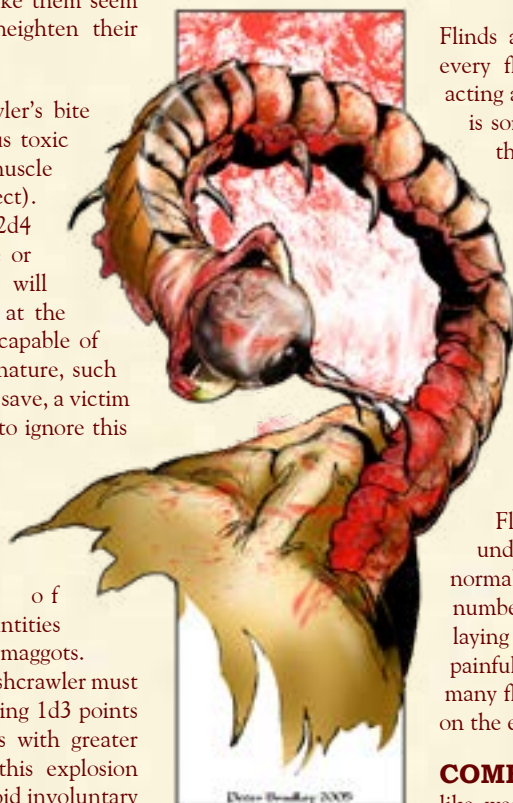
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 3
XP: 10+2

Flinds are the more intelligent, wiser and more charismatic cousins of gnolls. Like gnolls, they have a distinctive feral look, albeit not as severe as gnolls. Indeed, flinds have an almost human-like appearance, especially in the eyes. While decidedly evil, flinds are known for their diplomatic stance on many issues. These diplomatic agreements, however, always favor the flinds and have definite loopholes that allow the Lawfully aligned flinds to take advantage of the terms while staying within their strict intent.

Flinds are always found in the presence of gnolls. For every flind present, there will be 1d4 gnolls present, acting as pseudo-bodyguards. The savage nature of gnolls is somewhat negated by the flinds as they will rein in their more savage brethren. If angered, however, flinds not only release the savagery of the gnolls, but a fierceness that resides in themselves as well. Flind society is based on a patriarchal hierarchy. The oldest male is named "The Father" and rules the tribe with an iron fist. Females are considered property and have no say in day-to-day activities. Each flind is beholden to his father and must obey his every command. It is not unknown, however, for male flinds to assassinate their fathers to cast off the yoke of his oppression.

Flinds like to house themselves in old ruins or underground, abandoned tunnels. A tribe will normally only number a few dozen, with the requisite number of gnolls used as fodder and guards. They enjoy laying elaborate traps, especially those that incur a long, painful death. The screams of those caught will bring many flinds to witness the victim's death, some wagering on the exact time of his demise.

COMBAT: Flind attack with a large, two-handed club-like weapon, colloquially known as a 'flind bar'. Flinds



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are extremely adept at using this weapon and take no penalties when wielding it. Others doing so incur a -1 to all attack rolls until they become proficient in its use, normally by using it for one full level. The weapon does 2d4 damage upon a successful hit.

FLUMPH

NUMBER: 2-12

SIZE: Medium

HD: 2 (d8)

AC: 18

SAVES: P

MOVE: 30 ft.

ATTACKS: Spikes (1d8)

SPECIAL: Flying, Poison

INT: Average

ALIGNMENT: Lawful Good

TYPE: Extraplanar

TREASURE: 4

XP: 20+2

From somewhere on a plane far removed from ours lives the peaceful flumph. It appears as a floating bladder of air, with two long eyestalks atop it, and ten to twelve quills extending from below. It is white to pink in color and makes a quiet, warbling sound as it hovers. Why they appear on our plane is unknown, for no one has ever conversed with the creature. It is known that it has never initiated combat and has removed itself from most confrontations. When encountered, the flumph will normally hover in the air, observing people, with no signs of emotion. If approached threateningly, it will stand its ground, but will attempt to flee if attacked.

If offered a sign of friendship (i.e. treasure, coins, food, or even a smile), the flumph will approach and land at the feet of its new friend. After two rounds, it will hover upwards, leaving a small, pink blob on the ground. If eaten, the jelly will heal 1d10 points of damage.



COMBAT: In combat, it will float above its victim, then drop quickly. The multiple quills on its underside will impale its victim, doing 1d8 points of damage.

POISON: It will also release poison into the wounds, delivering another 1d4 points of damage (constitution save for half). If flipped over, the quills will shoot its poison out towards its attacker, doing 1d4 points of damage (constitution save for half) to multiple targets, up to six. It will use its eyestalks to force itself back over. This, however, will take two rounds to complete.

FOMORIANS

NUMBER: 1-4

SIZE: Large (12 ft.)

HD: 13 (d10)

AC: 17

SAVES: P

MOVE: 50 ft.

ATTACKS: Slam (4d6)

SPECIAL: Darkvision 60 ft.

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Giant

TREASURE: 13

XP: 2,100+13

Fomorians are a race of giant-sized creatures that live far from the reaches of man. Normally found in large caverns or deep jungles, the creatures are evil, brutish beings of low intelligence and even lower standards of living.

They appear as ugly, hulking humans that drape themselves in uncured hides, if they wear anything at all. They have thick, wet lips, deep set eyes and large foreheads. Their skin is pink to olive, mocked with sores and boils. They make a low, wheezing sound when they walk and speak in loud, thunderous bursts. While all fomorians are ugly, about a third are born with bizarre birth defects that only add to their gruesome appearance. Some are born with only one eye, some with no eyes and some with a third eye. There are fomorians with only one arm, some with a third, smaller arm growing from their chest. There are a few with only one leg, growing straight down from the trunk of their body, as opposed to being on the left or right. These creatures jump wherever they go, but have learned to live with this defect quite well and can still move and attack as normal fomorians. Other fomorians rarely pay heed to those with the defects, thinking them not so different. Those born with no eyes are left to fend for themselves, and because of this are quite rare.

Fomorians hate all things, even other fomorians at times. It is not uncommon for fights to break out among themselves over food or treasure. If presented with a common enemy, however, petty squabbles are forgotten for the time being.

Males and females are treated as equals, since females are just as strong and intelligent (intelligence being a relative term here) as males. Children born are given the barest of treatment, and then only from the mother. Fomorians seemingly have no talents outside of eating, killing and sleeping. All are filthy, rude and boorish. Fomorians are omnivorous, eating anything they can. They enjoy freshly killed meat and eat it raw, bones and all on smaller creatures.

COMBAT: Fomorians normally eschew weapons in favor of brute strength. Their preferred method of attack is to grab and opponent and slam him violently to the ground. Any opponent targeted by a fomorian is granted a dexterity check to see if they can free themselves from the creature's grasp, after the fomorian has succeeded in his attack roll. Success means they have escaped, failure means they have been hauled into the air and slammed to the ground for 4d6 damage.

FORLARREN**NUMBER:** 1**SIZE:** Small**HD:** 3 (d8)**AC:** 18**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** 2 Fists (1d6)**SPECIAL:** Heat Metal

Knowing a nymph's propensity to human males, the devils of the outer planes are known to appear to them in the form of one of the extremely handsome variety. Once the nymph has taken the bait, the devil will reveal itself and enslave the helpless nymph.

The devils revel in this deception and find it highly entertaining. So enslaved, the devil will abuse the poor nymph. From this unholy union will be born the forlarren. Abandoned by its parents, the forlarren is destined to walk the earth, alone and unwanted. This will breed hatred and foster an evil that consumes the creature. When it witnesses another creature, it will attack without warning, wanting only to inflict pain on others.

COMBAT: It will use its fists, with a strength borne of its father, to pummel its victim for 1d6 points of damage each.

HEAT METAL: Once the battle begins, the forlarren will seek out an opponent wearing plate mail (ideally) or some other metal armor. Once it does, it will attempt to attack by simply laying its hands upon the victim (a to-hit roll against an armor class of 12 is all that is needed). After a full round has passed, the victim falls under the debilitating effects of a *heat metal* spell. Once cast, the forlarren will move to a new victim, attempting to cast the same spell on another metal wearing opponent.

When no one is left wearing metal armor, the creature will revert back to its melee attacks. All combat will cease, however, if a victim falls slain at the hands of the forlarren. The decency of its mother still haunts the creature, and it will fall to its knees, begging forgiveness for the death it has caused. If the party continues to attack, the forlarren will attempt to flee, but will no longer attack. This peace, however, is short lived for the creature is always half devil. The period of peace and goodness will last 2d4 hours. Once passed, the forlarren will attack a party member with no warning, chastising them for ever believing him and belittling them for their kindness. If the forlarren kills again, its insanity will again take over and he will fall to his knees. It should be noted that the forlarren is truly sorry and wants forgiveness for its deed. It is not a ruse. But it is quickly forgotten.

FROG, GIANT**NUMBER:** 2-24**SIZE:** Medium**HD:** 2 (d8)**AC:** 12**SAVES:** P**MOVE:** 10 ft., 30 ft. (jump)**ATTACKS:** Tongue (1d4)**SPECIAL:** Swallow, Camouflage

Giant frogs inhabit marshlands, the banks of large rivers, fens and other wetlands; they are found in both tropical and temperate climates. Armies of these colossal amphibians congregate together, and feed

INT: Low to Average**ALIGNMENT:** Neutral Evil**TYPE:** Fey**TREASURE:** 3**XP:** 30+3

on almost any living thing that they can swallow. They are expert swimmers, are adept at blending with their surroundings, and can leap great distances when threatened.

Giant frogs are a favorite food of ettins, ogres, and hill giants. It is not unusual for one of these creatures to be stalking about nearby when giant frogs are encountered.

COMBAT: Giant frogs conceal themselves in deep water, muck, and deep reeds, waiting for prey to approach the water's edge. When attacking, giant frogs will strike with their tongues and attempt to pull victims into their huge maws. In this manner, they can swallow small creatures whole.

CAMOUFLAGE: Giant frogs can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks. At night, this ability can be negated by light, for their huge, bulbous eyes shine brightly in the dark.

SWALLOW: If a giant frog strikes with its tongue, it inflicts 1d4 points of bludgeoning damage. The target must succeed at a strength save, or the tongue wraps around the victim's waist or one of the victim's limbs. If the creature is small in size, the frog will instantly pull it into its maw and swallow it. Giant frogs can only swallow small creatures, such as dogs, gnomes, and halflings. If a giant frog successfully swallows a creature over 3 feet tall, it takes 2 full rounds for it to choke the creature down. During this time it is very vulnerable to attack. Its movement is halved, and its armor class is reduced to 10. Any creature swallowed by a giant frog suffers 2d8 points of damage per round. A creature trapped inside a giant frog's gullet may attack only with a dagger that was readied in hand (or short sword if a halfling or gnome); if such attacks do total damage equal to at least half the hit points of the giant frog, the frog dies, and the victim is freed.

FROST MEN**NUMBER:** 1-4**SIZE:** Medium**HD:** 4 (d10)**AC:** 15**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** By weapon**SPECIAL:** Frost Ray**INT:** Average to High**ALIGNMENT:** Lawful Evil**TYPE:** Humanoid**TREASURE:** 4**XP:** 70+4

Found only in the inhospitable climes of the frigid icelands, the Frost Men are a degenerate, evil race of creatures. They appear, in most

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respects, like humans. They all have long, shaggy hair and facial hair of some type, though not as elaborate or plentiful as dwarves. They wear only skins and flat, long shoes to help them walk upon the snow. All frost men wear an eye patch over their right eye. All carry with them a leather sack, normally tucked into their belts or slung over their shoulders.

They care little for anyone save their own kind and will act hostile to intruders. When one such intruder is sighted, the frost men will show themselves, raise their weapons and scream in a threatening manner. They will also yell insults and warnings in their language, but it is not a language generally understood by those outside their realm.

COMBAT: When combat ensues, the frost man will engage with their weapon, normally a great club (treat as heavy flail, 1d10 damage). While not practiced warriors, what they lack in discipline they make up for in brute strength. They will never flee. When in combat alone, frost men will issue a low, loud moaning sound. This is a call for help to any other of his kind within hearing. If any other frost men are within range (500'), they will rush to help.

Once dead, the frost man will turn to an icy form and shatter. Its leather sack will stay intact, however, and all its possessions can be found therein.

FROST RAY: Once a day, a frost man can lift the patch from his eye, revealing a jagged, blue-rimmed hole in its face. From this hole will rush forth a cone of absolute cold per the spell *cone of cold*. For this effect, assume a caster of 10th level.

FROST WORM

NUMBER: 1-4

SIZE: Large

HD: 14 (d10)

AC: 18

SAVES: P

MOVE: 30 ft., 10 ft. (burrow)

ATTACKS: Bite (2d8+8)

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 10

XP: 5,200+14

SPECIAL: Trill, Cold, Breath Weapon, Darkvision 60 ft., Immunity to Cold, Twilight Vision, Vulnerability to Fire, Movement Restriction

A frost worm is a gigantic, segmented, reptilian worm that can be anywhere from 18 to 40 feet in length. It resembles a huge spiny snake, and is legless. Frost worms live in arctic regions, carving tunnels through the ice and deep snow. They avoid mountains and hills, preferring the open tundra or broad ice flats. Frost worms radiate an aura of intense cold that is capable of causing discomfort or damage, even to creatures accustomed to extreme temperatures.

The movement of a frost worm causes an odd vibration on the surface. The vibration is subtle, but noticeable. The cause of the vibration is difficult to distinguish, except by those who have experience with frost worms. These creatures burrow slowly but consistently, moving up to 10 feet per round.

COMBAT: Frost worms lie in wait for prey, several feet beneath the snow and ice. When a creature is unfortunate enough to walk above or near the frost worm, the worm breaks the surface in a sudden rush, attacking its prey by surprise. The worm will then try to drag the prey beneath the ice, deep into its burrow.

TRILL: Whenever a frost worm moves, it emits a hypnotic trilling sound, causing any that hear it to make a wisdom save. Failure indicates that the victim is frozen in place, as if by the *hold person* spell. If the frost worm stops moving, attacks, or if the sound is somehow



negated (by *silence*, for example), all victims under the effects of the worm's trilling are released.

COLD: No saving throw applies to this effect. Frost worms radiate intense cold, causing all creatures within 10 feet to suffer 1d8 points of cold damage each round.

BREATH WEAPON: A frost worm is able to release a terrifying blizzard of ice crystals, generated deep within its body. The blast of ice is a cone that is 30 feet long and 15 feet wide at the end. Anything in the area suffers 14d6 points of cold damage; a successful dexterity save reduces this damage by half. They can use this ability 3/day.

VULNERABILITY TO FIRE: When struck by fire based weapons or attacks frost worms suffer twice the normal damage.

MOVEMENT RESTRICTION: Frost worms are incapable of burrowing through stone or earth.

FUNGUS, VIOLET

NUMBER: 1-20

SIZE: Medium

HD: 2 (d8)

AC: 13

SAVES: N

MOVE: 10 ft.

ATTACKS: 1-4 tentacles (1d4)

SPECIAL: Poison, Twilight Vision, Plant Traits

INT: Not ratable

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: Nil

XP: 20+2

Violet fungi are large organisms that grow low to the ground. They consist of hundreds of tiny mushrooms attached to elongated, fibrous trunks. They have from 1 to 4 tentacles that stretch out from the center of the creature's mass, helping it to move and attack.

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Violet fungi are capable of very limited movement, but the foul tentacles can deliver a very corrosive touch. Violet Fungi are typically found growing amidst a patch of screechers.

COMBAT: Violet fungi do not actively seek victims, but curious adventurers and monsters often find that the interesting looking plants are deadly. The fungus waits for its prey to approach, then strikes with one or more tentacles until the victim falls to the fungus' deadly poison. After the victim succumbs, the fungus will drag itself over the body, to feed upon it for many days.

POISON: A successful attack with a tentacle exposes the victim to an acid-based rotting poison. In addition to the 1d4 damage from the caustic touch, the victim must make a constitution saving throw or the poison begins to rot his flesh, and he suffers 1 point of incurable hit point damage every turn until death.

During this time the pain causes the victim to suffer a -2 penalty to all actions and checks. *Delay poison* will delay the poison's effect, while *remove disease*, *neutralize poison*, *cure critical wounds*, or a more powerful curative spell, will remove it entirely (though not the damage, which may thereafter be cured normally).

Optionally, a Castle Keeper may rule that a limb was struck, and if the limb is removed in time (before half the character's maximum hit points are lost to rot), the rot is stopped. Of course, the limb is lost.



FYLGJA

NUMBER: 1

SIZE: Medium

HD: 2 (d6)

AC: 20

SAVES: M

MOVE: 60 ft.

ATTACKS: None

SPECIAL: Fated

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Extraplanar

TREASURE: 0

XP: 100+2

The Fylgja are spirits, sometimes summoned by the gods or wizards and witches that will stay by the side of an individual that is certainly doomed to die. The Norns will often send a Fylgja to accompany a hero during his or her last moments.

Sometimes their form is in disguise as an animal (cat, bird, etc) and will shadow the individual, or they will make themselves be better known and reveal their true woman-like form. They are ghostly and non-corporeal and will appear faint to the eye.

There are times when a Fylgja will take part in events around the individual to speed up or slow down, matters as their summoner wishes. It isn't common but the Fylgja can interfere to cause their intended target harm in order to dictate a change of direction in events.

COMBAT: Fylgja can only be harmed by magical weapons and spells 5th level or higher. Ideally they never become confrontational and threatening, but if their singled out individual is being endangered by another force that risks the Fates they will jump in and get involved.

FATED: By the will of the Norns, or the gods, the Fylgja is bound to the individual they have been placed. Their place and existence in the Nine Worlds depends on that of their targeted person. Once their fated individual dies they fade and return back to the realm of spirits.

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GAMAYUN

NUMBER: 1

SIZE: Medium (4ft.)

HD: 10 (d10)

AC: 20

SAVES: M

MOVE: 100 ft.

ATTACKS: 2 Claw (5d20)

SPECIAL: Foretell Future

INT: Average

ALIGNMENT: Neutral

TYPE: Extraplanar

TREASURE: 10

XP: 800+10

The gamayun dwell on scattered islands near the Otherworld of Iriy. These prophetic, chimeric beings have the body of a fantastic bird and the head of a beautiful woman. They gamayun perch in the branches of the high trees and sing musical songs unheard of in the mortal world.

These intelligent beings serve the gods in Paradise by imparting their wisdom when given and carrying messages between worlds when needed, though their presence in Yav is exceedingly rare. Possessing a feather or parts from them is highly prized among mortals.

COMBAT: Gamayun will try to fly away and avoid all confrontations. If pressed, however, they will use their claws to slash the eyes and face

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of their foe. They will pounce with their feet to do damage and even lift their enemy up into the sky to drop them to their death.

FORETELL FUTURE: A gamayun can see into the future clearly and reveal every detail if asked, but doing so is rare. They normally give only hints and random details to those who ask due to the overpowering force of Fate. There is no limit to their use of this, but they will avoid using it if hounded.

GANGANA

NUMBER: 1-20+

SIZE: Medium (4ft.)

HD: 5 (d12)

AC: 15

SAVES: M

MOVE: 80 ft.

ATTACKS: Bite (5d20), Claw (3d12)

SPECIAL: Nil

This large, magical bird comes from Paradise but lives in selected places in Yav, often assigned by gods for tasks. Their feathers are dark with a rainbow sheen, and they are equipped with copper claws on their feet and iron beaks able to snap the strongest items in twain.

They appear like a large sea-bird but with intelligent eyes. Gangana rarely mingle in mortal areas unless something is distressing them, or a god is sending them to perform a task. They will be effective and always efficient, methodical, and organized when they do so.

COMBAT: The gangana attack without hesitation, using their metallic beak and claws to rip and tear at their foe or prey easily. For birds, they are brave in combat and will rarely flee unless their numbers are depleted.



GARGOYLE

NUMBER: 1-8

SIZE: Medium

HD: 5 (d8)

AC: 16

SAVES: P

MOVE: 45 ft., 75 ft. (fly)

ATTACKS: 2 Claws (1d3), Bite (1d6), Gore (1d4)

SPECIAL: Darkvision 60 ft., Freeze

Resembling the fearsome statues and carvings placed on many stone edifices to frighten evil, these loathsome creatures are a mockery of that intent.

Gargoyles are warped entities that enjoy terrorizing the places their inanimate brethren were meant to protect. Gargoyles are sadistic, taking pleasure in inflicting horrible injury and causing havoc.

COMBAT: Gargoyles perch in lofty places, and remain perfectly still, resembling a statue to all but the most conscientious observers. As their prey moves into an ideal attack area, gargoyles suddenly swoop down to attack, tearing with their claws and fangs.

FREEZE: When in an area containing statues or ruins, gargoyles are able to remain perfectly still. This allows them to remain virtually undetected. In these circumstances, characters make their wisdom checks for surprise (CL 10).

GELATINOUS CUBE

NUMBER: 1

SIZE: Large

HD: 4 (d10)

AC: 3

SAVES: P

MOVE: 20 ft.

ATTACKS: Slam (1d4)

SPECIAL: Acid, Engulf, Paralysis, Blindsight 60 ft., Immunity to Electricity, Transparent, Partial Cold Immunity

Gelatinous cubes are large, mindless creatures, composed of ooze that has formed into a natural cubic shape. They typically occupy dark caves and dungeons.

They are difficult to see, as light passes through them unhindered. However, metallic objects such as rings, daggers, and the like can often be seen floating within the creature's mass, as gelatinous cubes cannot dissolve metal. This serves as a very clear warning about the presence of a cube, for the observant. Gelatinous cubes are scavengers, scouring the tunnels of deep underground complexes.

COMBAT: These creatures typically become involved with combat when a creature crosses its migratory path, and stumbles upon it, or perhaps into it. The cube then begins an instinctual process of engulfing the prey and digesting it.

ACID: The creature secretes a digestive acid that dissolves organic material, inflicting 1d4 points of acid damage. This acid does not affect metal or stone. Any melee hit or constrict attack deals acid damage, and any contacted organic items carried by the victim, such as clothing, dissolve and become useless immediately. A large sized object, such as a wooden tower shield, requires two successful hits to dissolve. A wooden weapon that strikes a gelatinous cube will also



dissolve after two hits. The acid does not affect magical items, wooden or otherwise.

BLINDSIGHT: A gelatinous cube can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet, even within its own cube. A *silence* spell negates this ability and effectively blinds the gelatinous cube.

ENGULF: Although it moves slowly, a gelatinous cube can corner and simply engulf creatures. It cannot slam opponents if it is attempting to engulf them. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. On a successful dexterity save, an opponent is pushed back or aside (opponent’s choice) as the gelatinous cube moves forward; failure results in the victim being engulfed. Engulfed creatures automatically suffer the gelatinous cube’s slam and acid damage every round.

PARALYSIS: Gelatinous cubes secrete an anesthetic coating that disrupts motor function and relaxes muscles. Any creature that is struck or engulfed by a gelatinous cube must succeed at a strength save to avoid being paralyzed. An engulfed creature must make a saving throw every round it is in the gelatinous cube. A gelatinous cube can automatically engulf a paralyzed creature that is within 5 feet.

TRANSPARENT: Gelatinous cubes have the equivalent of total concealment, even after attacking. A creature walking down a corridor must make a wisdom check (CL 4) or walk right into a gelatinous cube; if with a party, the character with the highest wisdom score that could see the gelatinous cube may make the check for the lead character. A character that walks into a gelatinous cube must make a successful dexterity save (CL 8) or be immediately engulfed and subject to the paralysis.

PARTIAL COLD IMMUNITY: A gelatinous cube suffers no damage from cold if it succeeds at a saving throw, regardless of the source. If it fails the save, the gelatinous cube suffers 1d4 points of damage, and is slowed (as the spell) for 1d4 rounds.

GENIE

DJINNI

NUMBER: 1

SIZE: Large

HD: 7 (d10)

AC: 16

SAVES: M, P

MOVE: 20 ft., 60 ft. (fly)

ATTACKS: Slam (2d8)

INT: High

ALIGNMENT: Chaotic Good

TYPE: Extraplanar

TREASURE: 7

XP: 1,305 + 7

SPECIAL: Air Mastery, Spell-Like Abilities, Whirlwind, Darkvision 60 ft., Immunity to Acid, Plane Shift, Telepathy 100 ft., Mighty Physique

Djinni are natives of the elemental plane of air. They are powerful creatures that rarely frequent the mortal realms. When they are encountered, it is usually because they have been summoned or released from some bond. They are intelligent creatures that strive to gain, and maintain, their freedom.

Djinni are sought for their ability to grant wishes. For this reason they are often bound in magical devices and released only in exchange for a number of wishes. Djinni are benevolent and will endeavor to grant wishes in the most favorable manner possible, if the individual making the wish is of good alignment. Otherwise, djinni will interpret the wish more literally, and will not feel qualms about bestowing unintended consequences while adhering to the letter of the wish.

Djinni are able to communicate with almost any creature through telepathy, if the creature has a rudimentary language.

COMBAT: Djinni prefer to avoid combat. They enjoy life and see little to be gained from risking destruction. When left with no other recourse, a djinni brings to a formidable array of skills and powers to bear on its foe.



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AIR MASTERY: Airborne creatures suffer a -1 penalty on attack and damage rolls against djinn.

SPELL-LIKE ABILITIES: *Invisibility*, *create food and water* (1/day), *create wine* (This functions identically to the *create water* spell but creates wine instead of water) (1/day), *wish* (djinni can only grant wishes to non-Genies) (1/day), *persistent image* (1/day), *wind walk* (1/day). Once per day, a djinni can assume *gaseous form* (as the spell).

WHIRLWIND: A djinni can transform itself into a whirlwind once every 10 minutes. This whirlwind acts just as the air elemental's ability of the same name.

PLANE SHIFT: Djinni are able to use the *gate* spell seven times per week as a 14th level wizard. The *gate* spell can be used only in the first manner, as a means of travel, not to summon. The djinni does not need to concentrate to maintain the gate once it has been created. They are able to enter any elemental plane, the astral plane, or the mortal realms.

MIGHTY PHYSIQUE: Djinni are physically mighty, as their strength is that of the elemental air itself. When a djinni uses weapons (usually at the behest of a master), it can wield a two handed weapon in one hand, and deals standard weapon damage +3. A djinni can also carry tremendous weight with little problem – 1,000 pounds at light encumbrance, 2,000 at medium, and up to 3,000 at heavy. A djinni can drag up to 15,000 pounds.

TELEPATHY: Djinni are able to telepathically communicate with any intelligent creature within 100 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

EFREETI

NUMBER: 1

SIZE: Large

HD: 10 (d8)

AC: 18

SAVES: M, P

MOVE: 20 ft., 40 ft. (fly)

ATTACKS: Slam (2d8)

SPECIAL: Change Size, Heat, Spell-Like Abilities, Darkvision 60 ft., Immunity to Fire (full), Vulnerability to cold, Plane Shift, Telepathy 100 ft., Mighty Physique

Native to the elemental plane of fire, efreet are powerful and evil. They have no love for any life whatsoever, but they reserve a particular hatred for djinn, and any other creature that threatens to rival or dominate them.

Like djinn, efreet are sought after for their ability to grant wishes. They are often bound against their will, and then forced to dole out wishes at their master's whim. Efreet are proud, however, and never actively serve. If coerced, they twist the intended meaning of commands and wishes, searching for every loophole or nuance in order to bring mischief or ruin upon their masters.

Binding an efreeti requires tremendous magical might, but even then, an efreeti cannot be bound for more than 1001 days. Efreet are always released from servitude after granting three wishes, and all efreet know this. They rely upon the greed of their "masters" to expend the wishes quickly, ending the period of obeisance. Meanwhile, they will actively try to manipulate events toward a foul end for those who dare to compel them.



Efreet are able to communicate with almost any creature through telepathy, if the creature has a rudimentary language.

COMBAT: Efreet relish a good fight, whether magical or physical. They begin battle by using their size ability to shrink the clothing or armor of the most dangerous of their opponents (usually the shoes) to foul them up. They follow that up with a *wall of fire* to divide the remaining opponents and fall upon the weakest, bringing that victim into the area of affect of their own elemental fire. If they are pressed too hard, they claim quarter and *plane shift* from the battlefield.

CHANGE SIZE: Twice per day, an efreeti can magically change a creature or object's size. This works just like an *alter size* spell (cast as 10th level), except that the efreeti cannot use the ability on itself.

VULNERABILITY TO COLD: Efreeti take one and a half times normal damage from cold type spells and effects.

HEAT: An efreeti is perpetually surrounded by elemental fire, dealing 1d8 extra points of fire damage whenever it hits in melee.

SPELL-LIKE ABILITIES: *detect magic*, *produce flame*, *pyrotechnics*, *scorching ray* (the creature may fire one ray of intense flame at a target up to 30 feet distant. This ray requires a ranged touch attack to hit and deals 4d6 points of fire damage) (1 ray only), *invisibility* (3/day), *wall of fire* (3/day), *wish* (this ability can only be used for non-Genies) (3/day), *gaseous form* (1/day), *permanent image* (1/day), and *polymorph self* (1/day).

PLANE SHIFT: Efreeti are able to use the *gate* spell seven times per week as a 20th level wizard. The *gate* spell can be used only in the first manner, as a means of travel, not to summon. The efreeti does not need to concentrate to maintain the gate once it has been created. They are able to enter any elemental plane, the astral plane, or the mortal realms.

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MIGHTY PHYSIQUE: Efreeti are physically mighty, as their strength is that of the elemental fire itself. When a efreeti uses weapons (usually at the behest of a master), it can wield a two handed weapon in one hand, and deals standard weapon damage +5. A efreeti can also carry tremendous weight with little problem— 1,500 pounds at light encumbrance, 3,000 at medium, and up to 4,500 at heavy. A efreeti can drag up to 25,000 pounds.

TELEPATHY: Efreeti are able to telepathically communicate with any intelligent creature within 100 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

GERMAN

NUMBER: 1
SIZE: Medium (4ft.)
HD: 4 (d8)
AC: 19
SAVES: M
MOVE: 50 ft.
ATTACKS: Nil
SPECIAL: Influence Weather

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 4
XP: 250+4

The german is a nature spirit that influences rain and hail and can do so for mortals to aid or destroy their crops. These beings appear like shadowy, out-of-focus, men that dwell in the fields and high grasses. Even viewed face to face they seem as though they are on the periphery of sight and not distinct. They do not favor or dislike mortals but will help if appeased by effigies and worshiped like a god.

In the winter period, mortals bring them food for offerings, wishing to ask the german spirit to stall any hail storms in the season and those to come, hoping to spare their crops. They do this by leaving bread, alcohol, and other food on the woodpile. Mortals have witnessed the german perishing by winter and being reborn with the spring rains; this spirit never truly dies, making it immortal.

If Slovenian territories are plagued with drought, the common-folk will make a human sacrifice to the local spirit in hopes that rain will come. This is one of the most extreme options that is available, and often it will work, encouraging the spirit to do its influence on the weather for the local area.

Some of these spirits choose to be malignant and bring suffering on communities out of some personal spite or grievance. They will deny rainfall or shower hail down upon crops and livestock to damage and ruin them. These must be driven out or slain.

COMBAT: German spirits are not capable of violent physical action but will use their ability to hit the foe with intense rain and hail from the air around them instead.

INFLUENCE WEATHER: Not gods, these beings can only control the weather in a small area (200 ft on average). This can be used once a day and the spirit can call rain and hail for 1d20 rounds. Those caught in the area of effect will suffer a -4 on rolls due to the intense rain and take 1d6 damage x1d20 times per round.

Once the spirit is stopped, by death or otherwise, the influence on the weather will cease instantly.

GHAST

NUMBER: 1-6
SIZE: Medium
HD: 4 (d8)
AC: 17
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Claws (1d4), Bite (1d8)
SPECIAL: Stench, Paralysis, Ghost Fever, Darkvision 60 ft.

INT: High
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 110+4

Reeking of decay and rotting thoroughly, these creatures appear as ghouls. Like ghouls, they haunt desecrated holy sites, unconsecrated burial grounds, battlefields, and similar desolate and evil areas. Any place where great suffering or loss has occurred, but has not been mended through divine power, is subject to infestation by ghosts. Unlike ghouls, ghosts are exceptionally intelligent creatures. Their cunning makes them quite useful as minions in the service of powerful evil forces.

COMBAT: Ghosts always attack in ravenous small packs. They are always watching and waiting, lurking in the shadows of their haunts on the look out for living creatures. Ghosts rarely leave the confines of their haunts, fearing wide open spaces, light and the unknown. The ghosts fall upon any poor unfortunate that is unlucky enough to enter a ghost's haunt. The victim is torn to shreds, devoured and their remains left to rot.

STENCH: Any creature within 30 feet (farther if there is a strong wind) of a ghost is assaulted by the scent of rotting flesh. This nauseating stench causes the unfortunate victim to retch continuously, reducing their effectiveness. If they fail a constitution save, they suffer 1d4 points of subdual damage from initial contact, and suffer a -2 penalty on all attack rolls. This penalty persists until two rounds after the victim is no longer able to smell the stench.

PARALYSIS: Any living creature struck by a ghost must make a strength save or be paralyzed. This paralysis lasts 1d4+1 minutes. Elves are not immune to ghost paralysis.



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GHOST FEVER: If a creature dies from wounds sustained by a ghost's claw and bite damage, and is not eaten by the foul creature, it will rise again as a ghoul or ghost in 2d4 days unless the corpse is *blessed* before interment. The victim will rise as a ghoul if it has less than 4 levels or hit dice, and as a ghost if it has a 4 or more levels or hit dice. The new undead is controlled and generally mindless, though there is a 1 in 20 chance that the victim retains much of its memory, intelligence, and 30 to 80% of its experience and levels. If so, the mentally acute ghoul or ghost may resist the control of its creator by making a charisma save (CL 8). Failure indicates it is controlled until the death of its creator.

GHOST

NUMBER: 1

SIZE: Medium

HD: 10 (d8)

AC: 20

SAVES: M

MOVE: 30 ft.

ATTACKS: Slam

SPECIAL: Touch of Death, Frightful Moan, Telekinesis, Incorporeal

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Undead (Extraordinary)

TREASURE: 8

XP: 2,400+10



Ghosts are the undead spirits of evil folk. In life, these people were cruel, vindictive, and visited needless suffering upon others. At their deaths, their spirits were forced to remain bound to the physical world in perpetual torment. Ghosts are as evil and cruel as they were in life, and they stalk the forgotten places of world hoping for some form of release.

COMBAT: Ghosts are morbid, morose spirits. Sadistic and malevolent, they take great pleasure in cruelty and in the suffering of others. They enter combat often and with grave determination. Ghosts long for a final death. They will taunt, antagonize, and otherwise force combat upon any creature they think may be able to grant this boon.

TOUCH OF DEATH: A ghost's touch drains the life energy of the victim, whether through pure fear or by sucking in the victim's psychic force into its insatiable ectoplasmic gullet. This touch literally takes years off of the victim's life. Humans and half-orcs age 1d4 decades, halflings and half-elves 1d6 decades, and dwarves and gnomes 3d4 decades. Elves are immune to this form of ghostly attack, as their life force is eternal, and they do not fear death.

INCORPOREAL: Ghosts exist only partially within the mortal realms, most of their essence resides in the ethereal. A creature on the mortal realms cannot attack a ghost except with magical weapons of +1 or better, though a creature in the ethereal can attack the ghost's manifestation there with normal weapons.

FRIGHTFUL MOAN: Ghosts can wail their eternal grievances, evoking the darkest and most morose sentiments. This horrific moan causes a cacophonous noise that unsettles the mind. Any creature hearing this noise must succeed at a wisdom save, or suffer the effects of fear, as the spell. A successful save grants that individual immunity to that particular ghost's moan for 24 hours.

TELEKINESIS: Ghosts are able to acutely focus their rage, allowing them to manipulate the physical realm. This ability is identical to the *telekinesis* spell.

GHOUL

NUMBER: 1-8, 2-24

SIZE: Medium

HD: 2 (d8)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (1d3), Bite (1d6)

SPECIAL: Paralysis, Darkvision 60 ft.

INT: None

ALIGNMENT: Chaotic Evil

TYPE: Undead (Common)

TREASURE: 1

XP: 20+2

Ghouls are rotting undead incarnations of gluttony and greed. Perpetually hungry, they endlessly stalk the living for flesh to devour. They are most often found in cemeteries or battlefields where 2-24 are encountered. This is particularly the case where dead have been buried in unconsecrated ground.

COMBAT: Ghouls are mindless, and attack with a wild ferocity akin to that of rabid animals. They are always hungry, and will often stop in the middle of a battle to feast upon a fallen foe.

PARALYSIS: Any living creature, other than an elf, that is clawed or bitten by a ghoul must make a strength save or be paralyzed. This paralysis lasts 1d4+1 minutes, or until a *remove curse* or *remove paralysis* spell is cast upon the victim. Elves are immune to ghoul paralysis.

GIANTS

Giants are large humanoids which range in height from a few feet taller to several times larger than the average human. They are like humans in many respects. Giants live in communal groups and value their families. Giants build homes from wood and stone, though some dwell in caves.

They all speak at least their own language, as rudimentary as that may be, and occasionally they speak vestiges of the common tongue. Giants wield large weapons of wood and steel, and a few have spell casting abilities. Some are intelligent, some less so; some are foul-tempered or evil, while others are good and righteous.

To summarize, giants are everything humans are, only larger.

COMBAT: Giants fight with weapons, rocks, and their cudgel-like fists. Giants wield massive weapons that are so heavy that only another giant of equal or greater hit dice can lift it. These weapons deal considerable damage, as noted in the Attack listing for each giant.

ROCK CATCHING: When a giant is attacked by a rock or boulder thrown by another giant, or subjected to an attack by a catapult or other boulder-throwing apparatus, the giant is allowed a physical save. If the save is successful, the giant does not suffer any damage from the attack, has grabbed the rock out of mid-air, and may throw the boulder the following round. A giant attempting to catch a rock thrown by a larger giant suffers a 1 point increase to the CL for each hit dice of difference. A giant attempting to catch a rock thrown by a smaller giant gains a 1 point decrease to the CL for each hit dice of difference. Giants attempting to catch missiles thrown by siege engines suffer a 2 point increase to the CL for each 10 points of damage the missile would have inflicted.

GIANT, CLOUD

NUMBER: 1-10

SIZE: Large (18 ft.)

HD: 14 (d8)

AC: 25

SAVES: P

MOVE: 50 ft.

INT: Average

ALIGNMENT: Neutral (E 40%, G 40%, N 20%)

TYPE: Giant

TREASURE: 9 (hoard)

XP: 5,200 + 14

ATTACKS: 2 Fists (2d8), By weapon (6d6)

SPECIAL: Rock Throwing, Levitate, Twilight Vision, Scent

Cloud giants are tall even for giant-kind. Pale-skinned with fair hair and light-colored eyes, cloud giants are intelligent, thoughtful, and deliberate creatures. Through sorcery, these giants build enormous castles in the clouds, reflecting their stature and status among their kin. The stone of their homes is bound with the clouds, and their home rides the winds of the world.

Cloud giants are slow to anger, but they are formidable in their displeasure. They revel in the hunt, preferring to hunt large beasts such as woolly mammoths and cloud whales.

Cloud giants cooperate with each other for mutual benefit. They often live together in small groups of up to 10. If more than 4 are encountered, one is always a female. If 6 are encountered, 1-2 young giants will be present. The females fight as frost giants, and the young as ogres. Cloud giants often keep slaves in their castles, and have been known to keep lions and eagles as pets.

COMBAT: Cloud giants prefer weapons of bronze and iron. The supreme huntsmen, they favor the spear in combat. When a cloud giant goes to war they frequently do so in chariots pulled by huge lions (double all a normal lion's hit dice). In battle they prefer to run down their enemy, hurling spears or boulders at them. When an enemy has been pinned or knocked down, the cloud giant then moves in for the kill. In melee they prefer the sword or ax. They wear chain mail shirts, and often carry ornately decorated shields. The armor class listed above does not include a shield – if a particular giant uses a shield, treat the shield as a pavis, regardless of its actual type.

ROCK THROWING: Cloud giants can hurl boulders up to 690 feet. Successful attacks inflict 2d12 points of damage.

LEVITATE: Twice per day, cloud giants are magically able to use the spell *levitate* as a 10th level wizard.



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GIANT, EÖTEN

NUMBER: 1-10

SIZE: Large

HD: 9 (d8)

AC: 17

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Fist (1d8), Weapon (3d8)

SPECIAL: Rock Throwing, Twilight Vision

The Eöten are the giants that populate the Seven Worlds and rule over Eötenhám. Use 'Hill Giant' for reference.

Many of the giants are as beautiful as the gods and even good company among other races, but there are many that are foul, bitter, and hideous.

The giants are also called 'the Eaters' because they are fond of devouring people as easily as humans would bread and cheese. Another name for them is Entas, amongst the Saxons, for their height.

A common phobia among giants is a fear of lightning and storms. Though there are storm-giants, they are still afraid of it thinking it to be none other than the mighty Þunor himself. The giants assume that he is close by and fear he will slay them with his dreadful hammer.

There are many among the giants that are kind hearted and passive. More often than not, they take the brunt of the wrath of the gods or others, merely innocents caught in the moment.

COMBAT: Their strategies go from simple and overly violent to organized and calculated. There is a large range of variation between the many types of giants in the Seven Worlds.



GIANT, FIRE

NUMBER: 2-12

SIZE: Large (12 ft.)

HD: 12 (d8)

AC: 23

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Fists (2d8), By weapon (5d6)

SPECIAL: Rock Throwing, Immunity to Fire (full), Twilight Vision, Vulnerability to Cold

Fire giants are thick of build and squat in stature. Their legs are short, their chests wide, and faces rough and flat. Fire giant skin is a deep red, and they typically have black hair. These powerful giants dwell in the roots of the mountains of volcanic ranges. They prefer caverns as domiciles, but these are always finished with carved stone and forged iron.

Fire giants are intelligent, and gather together to form small family clans of up to 12 individuals. Fire giant clans tend to gather together, forming larger communities. If more than 4 individuals are encountered, one is always a female. If 6 are encountered, 1-2 young giants will be present. The females fight as hill giants, and the young as ogres. Like most of their giant-kin, fire giants often keep slaves in their homes. They have been known to keep 1d4 hell hounds as pets (20% chance).

COMBAT: Fire giants are much like dwarves in their approach to battle. They fight in units of 2-4. If they are fighting a group of enemies, the strongest of the giants charges the opposition, while the others (if there are more than two) pick one target and cut it down, ignoring all attacks on themselves. Once the first target is slain, they turn on another. Fire giants wear finely forged black plate armor, but rarely carry shields, preferring huge two-handed swords and mauls in combat.

ROCK THROWING: Fire giants can hurl boulders up to 450 feet. A successful attack inflicts 2d10 points of damage.

VULNERABILITY TO COLD: Fire giants take one and a half times normal damage from cold type spells and effects.

GIANT, FROST

NUMBER: 2-8
SIZE: Large (14 ft.)
HD: 11 (d8)
AC: 20
SAVES: P
MOVE: 40 ft.
ATTACKS: 2 Fists (2d8), By weapon (4d6)
SPECIAL: Rock Throwing, Immunity to Cold (full), Twilight Vision, Vulnerability to Fire

Frost giants lair in the glacial wilderness, high in snow-capped mountain ranges. Their skin is an ashen white, coupled with long blonde or light blue hair which is often braided, and large beards. Apart from their size, they resemble humans more than any other race of giant. Frost giants make their abodes in deep caverns and ice fissures, carving their homes with modest skill.

On rare occasions, they will use carved wood to finish their dwellings. Frost giants are mean, foul-tempered creatures and are apt to kill anything they encounter. They have a particular lust for gold, and their hordes often reflect this.

Frost giants live in small family groups. If more than 3 are encountered, one is always a female. If 6 are encountered, an additional 1-2 young giants are present. The females fight as hill giants, and the young as ogres. Frost giants keep many thralls, and have been known to take winter wolves for pets (20% chance for 1d4).

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 8 (hoard)
XP: 1,850+11

Frost giants love to hunt, and they especially relish the pursuit of white dragons, who often compete with them for territory. Their coffers often contain dragon scales and plunder from dragon hoards.

COMBAT: Frost giants are aggressive even for giant kind. They cloak themselves in thick pelts of cave bear and the like, while their leaders and his men wear scale shirts (AC 21). They wield huge, two handed axes or mauls in combat. Frost giants love battle, and would rather close with an opponent than throw rocks at them.

ROCK THROWING: Frost giants hurl boulders up to 540 feet. A successful attack inflicts 2d10 points of damage.

VULNERABILITY TO FIRE: Frost giants take one and a half times normal damage from fire type spells and effects.

GIANT, HILL

NUMBER: 1-10
SIZE: Large (10 ft.)
HD: 9 (d8)
AC: 17
SAVES: P
MOVE: 40 ft.
ATTACKS: 2 Fist (1d8), Giant Club (2d8)
SPECIAL: Rock Throwing, Twilight Vision

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 7 (hoard)
XP: 400+9

A hill giant appears somewhat like a primitive human of great size. They have bony, prognathous features. Thick, long arms hang from their broad shoulders like broken tree branches. Their stubby fingers are always cut and bruised and as often as not burnt black from their constant mishandling of fire. Their broad chest rests upon narrow hips and the whole is supported by two legs, bowed like a horned bow with oversized feet.

Hill giants are uncouth and bathe only when forced to by crossing a river or some such obstacle. They wear hides and shoulder massive clubs for weapons. They hunt in small groups of 10 or fewer individuals, and dwell in rough, hilly scrubland. Although lacking in intellect, hill giants do recognize that they are stronger than most creatures.

They often assert this strength to force lesser creatures, like ogres, into service. They do little with them but drive them on raids and use them in spoiling attacks.

Hill giants are very partial to small animal bones.

Hill giants band together in small groups. If more than 5 are encountered, one is always a female. If 6 are encountered, an additional 1-2 young giants are present. The females fight as ogres, and the young as orcs.

COMBAT: Volatile and violent, hill giants are terrible foes. They know and use only a few stratagems in battle. First, they hurl rocks, small trees, or anything else they can pick up. When their foes are weakened, they will close and finish the enemy with huge clubs or massive, bony fists. They wear uncured bear and lion pelts, and their clubs are little more than dead trees. They are prone to over-kill and often beat a victim to a pulp long after they are dead. They loathe dwarves, killing them anytime they can. So great is the hill giant's hatred for these intrepid mountaineers that they refuse to eat them – an occurrence that dwarves take great comfort in.

ROCK THROWING: Hill giants can hurl boulders up to 330 feet. A successful attack inflicts 2d8 points of damage.





GIANT, JÖTUN

NUMBER: 1-10

SIZE: Large

HD: 9 (d8)

AC: 17

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Fist (1d8), Weapon (3d8)

SPECIAL: Rock Throwing, Twilight Vision

The Jötunar are the giants that populate the Nine Worlds, all descendants of Ymir. Unlike the Fire and Rime Giants, the basic Jötun can vary in appearance and behavior showing a diverse range. Use 'Hill Giant' for reference.

Many of the giants are as beautiful as the gods and even good company among other races, but there are many that are foul, bitter and hideous. They can be mainly found in Jötunheimr, a rugged and savage world where Óðin placed them to keep them away from other peoples.

The giants are also called Eoten or 'the Eaters' because they are fond of devouring people as easily as humans would bread and cheese. All other giant-kind that is not Fire or Rime is of this race in the universe. Another name for them is Entas amongst the Saxons, for their height.

Most giants are deformed, with claws and wretched abnormalities. Giantesses are the Gýgjar or Ivíðjur and more often are pretty in comparison to their male counterparts. Many have even managed to earn a place of trust in other societies as good people, but they all fall to Thor's hammer if he finds them in his travels.

One phobia of the giant-kind is lightning and storms, even though there are storm-giants, they are still afraid of it thinking it to be none other than the mighty Thor himself. The giants assume that he is close by and will slay them with his dreadful hammer Mjöllnir.

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 7

XP: 600+9

There are many among the giants that are kind hearted and passive and are more often the brunt of the wrath of the gods or others, innocents caught in the moment. Chief among the Jötunar is Þrym who rules Jötunheimr and is vehemently against the Æsir, but there is one giant that gods do not find intolerable or worth slaying, Ægir, the god of the seas. Ægir holds grand feasts for the gods in his hall annually and is given respect by all of the gods.

COMBAT: Their strategies go from simple and overly violent to organized and calculated. There is a large range of variation between the many types of giants in the Nine Worlds.

GIANT, STONE

NUMBER: 1-8

SIZE: Large (16 ft.)

HD: 10 (d8)

AC: 24

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Fists (2d8), Weapon (2d6+6)

SPECIAL: Rock Throwing, Darkvision 60 ft., Twilight Vision

INT: Average

ALIGNMENT: Neutral

TYPE: Giant

TREASURE: 7 (hoard)

XP: 1,050+10

Stone giants are social creatures that enjoy the company of their own kind, but are also known to socialize with dwarves or gnomes. While not as common as hill giants, stone giants are nearly as prolific, for they can be found dwelling in almost any mountain range. They live in deep caverns, burrowed into treacherous chasms or cliff faces. These creatures are powerfully built and resemble enormous carved manlike statues with well-defined, chiseled expressions. They are always hairless. Stone giants are not aggressive, preferring to keep to themselves unless someone trespasses in their lair or threatens them. They are playful, and sometimes their play is misconstrued as hostility.

Stone giants live together, forming small bands composed of up to 8 giants. If more than 3 are encountered, one is always a female. If 6 are



encountered, an additional 1-2 young giants are present. The females fight as hill giants, and the young as ogres. Stone giants do not keep slaves, but they have been known to train cave bears as pets (30% chance for 1d4).

COMBAT: Stone giants are not aggressive giants. They do not seek out battle or treasure, but they do molest many a traveler as they enjoy all manner of games, particularly dodge rock. Many a poor merchant has met his demise when he proved unable to dodge the hurled rock of a bemused stone giant. However, anyone foolish enough to intrude on the lair of a stone giant is met with an avalanche of thrown boulders. This initial attack is followed by an overpowering barrage of gigantic sweeping clubs. When they wear armor, it is finely cut cave bear hides (AC 25). They wield clubs or mallets in battle.

ROCK THROWING: Stone giants can hurl boulders up to 510 feet. A successful attack inflicts 3d10 points of damage.

GIANT, STORM

NUMBER: 1-4

SIZE: Large (20 ft.)

HD: 17 (d8)

AC: 27

SAVES: P

MOVE: 50 ft., 40 ft. (swim)

ATTACKS: 2 Fists (2d8), Weapon (7d6) or Long spear (5d6)

SPECIAL: Spell-Like Abilities, Spells, Freedom of Movement, Immunity to Electricity (full), Predict Weather, Rock Throwing, Twilight Vision, Water Breathing

Extremely reclusive, storm giants avoid civilization, preferring to live solitary lives, or on occasion, among their own kind. Vastly more intelligent and wise than their lesser relatives, storm giants are viewed with great admiration and fear by other giant-kin. Storm giants are the most industrious of giant-kin, and skillfully fabricate their own rich clothing and high quality arms and armor. Their skin ranges from very pale to very dark, depending on their native climate. Their hair and eye colors vary similarly. Storm giants live on the highest of mountain peaks, in deep, primeval forests, or in oceanic trenches.

Storm giants live either alone or in small families. If two are encountered, one is a female, equal to her husband in all respects. If more are encountered, the third and fourth are children, who fight as hill giants or ogres (50/50 chance). Storm giants who dwell on mountaintops or in cloud castles have a 30% chance of having 1-2 rocs as steeds and a 10% chance of 1d4 griffons as pets, while those who dwell in seabed ruins have a 40% chance of living with a pod of 1d20 allied dolphins.

COMBAT: These giants possess incredible magical might, and have practically abandoned the traditional giant techniques of hurling rocks and wielding clubs. They adorn themselves in titanic pieces of bronze armor and carry long spears in battle. They use spells first, in battle, and rarely allow opponents to get close enough for hand-to-hand combat. They use the length of their spear and their own great reach to inflict as much damage as possible on the foe from a distance.

SPELL-LIKE ABILITIES: *Levitate* (2/day), *water breathing*, *lightning bolt* (for 8d8 points of electrical damage) (1/day), *call lightning* (1/day), *control winds* (1/day), and *control weather* (1/day). 20% of adult storm giants are clerics or wizards (75/25) with 1d8 levels of spellcasting ability.

FREEDOM OF MOVEMENT: Storm giants cannot be affected by any spell or effect that reduces their speed or affects their mobility. This includes all forms of hold spell as well as all forms of paralysis. Storm giants can move, attack, and use all their abilities unhindered underwater, as though they were in the airy realms above.



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PREDICT WEATHER: The storm giant can predict the weather in a nine square mile area.

ROCK THROWING: While they rarely do so, storm giants can hurl boulders up to 780 feet. A successful attack inflicts 4d6 points of damage.

GIB

NUMBER: 3-18
SIZE: Small (4 ft.-5 ft.)
HD: 1 (d10)
AC: 10
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Nil

INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Humanoid
TREASURE: 1
XP: 9+1

Gibs appear as squat, short humans with wild eyes and long, matted hair. They are naked, but very hairy and never wear any type of armor. Their skin ranges from a dark gray to black, with gray or blue hair. Males wear their hair long and free, while females braid their hair. Males and females fight equally.

Gibs are a race of chaotic, territorial, barbaric creatures that live in caves and caverns. They have no real language, but have a rudimentary form of communication they use among themselves. They never voluntarily speak or even interact with any other race. While not evil, they care little for life outside of their own.

COMBAT: When their home is invaded, gibs will attack without warning. They all wield shortswords and are very proficient with this weapon. They carry small shields as well.

COMBAT BONUSES: When using their own weapon, Gibs receive a +1 to all combat rolls, including damage. If one of their number is slain, all living members of the tribe will begin making a loud, whooping sound and focus all attacks on the person who killed their fellow tribe mate. They will continue assaulting them until they are dead, then randomly move to another.

GIBBERING MOUTHER

NUMBER: 1
SIZE: Medium
HD: 4 (d8)
AC: 19
SAVES: P
MOVE: 10 ft., 20 ft. (swim)
ATTACKS: 6 Bites, Spittle
SPECIAL: Gibbering, Spittle, Blood Drain, Engulf, Amorphous, Darkvision 60 ft.

INT: Inferior
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 160+4

A gibbering moulder is a horrid creature of chaos and nightmare. The creature is a dark-hued, amorphous mass of slime and sludge. Eyes and mouths emerge randomly from the fetid ooze, spout their madness or feed on prey, and sink back into the mess later. They are perpetually hungry, and will eat anything organic that they can reach. The gibbering moulder survives in dark, subterranean environments, feasting easily on the unwary, as it cannot be spotted easily.

COMBAT: In order to avoid attention and ambush potential meals, a gibbering moulder waits silently, unmoving, its eyes and mouths closed. When something approaches, they lunge forth suddenly, spitting, biting, and producing a bewildering assortment of odd noises.



GIBBERING: Gibbering moulderers can vocalize a strange plethora of smacks, grunts, shrieks, and other noises from its multiple mouths, effectively acting like a *confusion* spell. All opponents within hearing distance of a gibbering moulder must make a successful wisdom save to avoid suffering from this effect. A new save is required each round.

SPITTLE: Gibbering moulderers are able to spew an acidic digestive chemical, spitting it at any opponent up to 30 feet away. If the target is successfully hit, it takes 1d4 points of acidic damage, plus must make a dexterity save or be struck in the eyes. A victim that fails the saving throw is blinded by the acid for 1d4 minutes.

BLOOD DRAIN: The mouths of a gibbering moulder have incredible strength. Whenever an opponent is bitten, the mouth clamps down and holds. This hold automatically inflicts 1d3 points of damage from blood drain on each successive round, unless the hold is broken by a successful strength save (CL 3). If a victim has more than one mouth attached to it, the strength save Challenge Level is increased by 1 per mouth, to a maximum of Challenge Level 15.

ENGULF: If an opponent is struck by 3 or more bite attacks in the same round, the gibbering moulder will attempt to pull that victim to the ground and flow across it. The victim is allowed a strength save (CL 6+1 per successful bite above 3) to avoid this effect. If the save fails, the target falls to the ground, the gibbering moulder rolls over it in the same action, and next round it makes 12 bite attacks against the helpless opponent, which is held in the equivalent of a Challenge Level 9 grapple.

AMORPHOUS: Gibbering moulderers can attack opponents in any direction, and are not vulnerable to backstabs, as they have no discernable front or back.

GIG

NUMBER: 10-60
SIZE: Small to Medium
HD: 1 (d8)
AC: 14 or by Armor
SAVES: P
MOVE: 20 ft., 60 ft. (swim)
ATTACKS: By weapon
SPECIAL: Leap attack

INT: Low to Average
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 3
XP: 7+1

Gigs are a race of evil, frogmen creatures that reside in dark, dank places such as swamps or bogs. If a source of water is nearby, gigs can be found in deep caverns, as they like to live isolated and enjoy the dankness of fetid pools of water and use these pools for their eggs.

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COMBAT: Gigs always attack in great numbers, effectively swarming their victims. If a group of gigs do not outnumber their opponents by at least two-to-one, they will not attack. Gigs normally wear little armor and attack with crude clubs (1d4 damage) or swords stolen from fallen victims (1d6 damage). However, some of the more intelligent of the species will arm themselves with better weapons, wear armor and even carry shields.

Gigs are known for the viciousness in combat. They will repeatedly stab or beat even dead opponents to ensure of their demise. They also feel that, if you eat a part of your enemy, you gain its strength. To this end, gigs will sometimes stop to feast upon the dead during combat. They are especially fond of the eyes. While there is no hostility between gigs and lizardfolk, the two will rarely join forces.

LEAP ATTACK: While gigs are relatively slow on land, they can leap up to 30' and attack in the same round. Also, when in water or the muck of a swamp, their movement increases to 60'. This underwater movement is halved if the gig is armed with a shield or wearing heavy armor.

GNOLL

NUMBER: 2-8, 20-200

SIZE: Large

HD: 2 (d8)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: Slam (2d4), Weapon (weapons)

SPECIAL: Darkvision 60 ft.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 1

XP: 10+2

Gnolls are humanoids with the heads of jackals, coyotes, hyenas, and other scavengers. They are tall and gangly, if mighty thewed, averaging 7 feet in height or more, and have gnarled, shaggy limbs that end in sharp, clawed hands. They are completely covered in reddish-yellow fur. Gnolls are found in many climes and most temperate zones. They are brutish and stupid, if cunning and canny, and work together only through an instinctual pack mentality, without any concept of the greater good.



Gnolls possess little material culture of their own, using weapons and tools looted from other peoples. Gnolls migrate in large, loose tribal associations, forming groups of 20 to 300. They live in caves and ruins, and are frequently accompanied by dogs, coyotes, or jackals. If more than 50 are encountered, 30% of them will be female, and 30% will be pups. Females fight as orcs, and the pups fight as goblins. For every 50 encountered, there will be a pack leader with 3 hit dice and an armor class 16. If 200 or more are encountered, a warlord with 5 hit dice and an armor class of 18 will command the overall horde.

COMBAT: Cruel and sadistic, gnolls stalk their prey like their animal cousins. They always use superior numbers, and instinctively use flanking tactics. If attacking a large group, they will launch sudden, fierce attacks with a few of their number, to scatter the foe. Then, smaller attack groups will fall upon the separated enemies, focusing on the young and the weak, and annihilate them slowly and painfully. They prefer to use flails, morning stars, and maces, and wear patched-together studded leather armor with large steel shields. Pack leaders and warlords wear better armor, and often wield whips.

Gnolls do not suffer loss well, being cowards at heart, and if 20% of their number are wounded or slain, they usually retreat from combat. If a warlord is slain, the strongest pack leader will assume control and immediately retreat.

GNOME

NUMBER: 4-24, 40-400

SIZE: Small

HD: 1 (d8)

AC: 16

SAVES: P

MOVE: 20 ft.

ATTACKS: By weapon

SPECIAL: Gnome Traits, Darkvision 60 ft.

INT: Average

ALIGNMENT: Any

TYPE: Humanoid

TREASURE: 1

XP: 7+1

Gnomes are small, earthy creatures that average about 4 feet in height. They are often bearded, and wear their hair long. They have ruddy complexions, and dark hair, but often have cheerful-looking faces and dark, but twinkling, eyes. They live in well appointed burrows, masterfully crafted, and afforded all manner of comforts. They love flowing water and are often found living near rivers. Gnomes are carefree, happy creatures, and are very resilient folk as well. The woes of the world seem to weigh upon gnomes less than any other race. They are observant, and possess a penchant for extracting information from various sources. For this reason, they are well-informed about the world at large.

Gnomes group together according to family lines, several family groups living together forming large clans of up to 400. For every 20 encountered, there will be at least one 3rd level fighter, and for every 60 there will be a 5th level fighter or wizard (75/25). When more than 100 are encountered in a lair, 40% of them will be female, and 20% of them children. When less than 100 are found in a lair, it will be a workshop or mine. Clan lairs are ruled by a mayor, generally a fighter or wizard 7th to 9th level. Some forest clans follow druidic traditions rather than arcane — substitute druids for wizards in such cases.

The gnomish relationship with nature and its creatures allows them to communicate with burrowing mammals (badger, fox, mole, rabbit, etc.). The communication is more telepathic and empathetic than it is conversational, though posture and sounds can communicate emotions such as stress and fear. A gnome does not leave tracks in the wilds; this effect is the same as the *pass without trace* spell. They have darkvision,

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for up to 60 feet, and have enhanced hearing, which provides +3 on all ability checks dealing with listening.

Gnomes have an innate ability to cast the following spells, once per day, as a 1st level caster: *dancing lights*, *ghost sound*, and *prestidigitation*. The innate spells listed above are in addition to any spells available for members of spellcasting classes.

Gnomes are able to speak one or all of the following languages: common, dwarf, elf, gnome, goblin, kobold.

COMBAT: Gnomes prefer to avoid combat. However, if combat must be joined, gnomes are clever, dangerous warriors, often fooling opponents into entering lethal traps. They prefer to equip themselves in earthy green and brown garb, and use leather armor, wooden shields, leather skull caps, and the like. They carry hammers, picks, short swords and crossbows in battle.

COMBAT EXPERTISE: Because of the frequent and bloody encounters with kobolds and goblins, gnomes have developed special techniques for fighting them. Gnomes receive a +1 bonus "to hit" kobolds and goblins in melee combat (this bonus does not apply to missile weapons).

GOBLIN

NUMBER: 2-12, 40-400

SIZE: Small

HD: 1 (d6)

AC: 15

SAVES: P

MOVE: 20 ft.

ATTACKS: By weapon

SPECIAL: Darkvision 60 ft.

Goblins are diminutive, vicious, and thoroughly evil humanoid creatures. They have large bulbous heads, small eyes, and typically have a drab green or gray skin tone to match their native environment. These creatures prefer mountainous, hilly, forested, and rough terrains for their lairs, the better to hide from other races, but they will call anywhere home, often migrating in huge numbers when the tribe outgrows the lair. They are prodigious diggers, living in warrens

carved out of hillsides, mountain slopes, beneath the roots of trees, or wherever else they settle. Their warrens can grow to monstrous size, dark fulsome depths, and maddening complexity.

Goblin tribes number up to 400 warriors, with several tribes sometimes making up a great goblin horde. While most goblin warriors are simply one hit die with no special abilities, one in 10 will be elite warriors, 1st level fighters. Approximately one in 100 will be a clan chieftain, a 2nd to 4th level fighter. Tribes with 200 or more warriors will also be led by a tribal king, a 5th to 7th level fighter, advised by, or sometimes controlled by, a shaman vizier of equal level. The shaman will himself be served by a number of 1st to 4th level acolytes equal to his level. There is a 10% chance the tribe will also have 1 to 4 goblin rogues or assassins (60/40) of 1st to 6th level. The lair will also be home to a number of females equal to 120% of the males, juveniles equal to 150% of the warriors, and whelps equal to 200% of the warriors. Altogether, a single goblin warren can hold upward of 2,000 goblins. Many tribes also keep worgs as steeds. There is a 30% chance the tribe will have one worg per 20 goblins warriors, and the lair will hold a number of worg bitches equal to the worg steeds, and pups equal to steeds and bitches together. Shamans use the wizard and illusionist spells per day chart, and know exactly that number of spells, without any bonus spells.

COMBAT: Goblins only attack if they are confident of victory, whether by greater numbers, or some infallible trap. They carry all manner of arms, particularly favoring axes, clubs, mallets, and spears. They use bows occasionally, wear leather and metal ring garments for armor, and carry simple wooden shields.



GOLEMS

Golems are magically constructed creatures. They are created by wizards and clerics, who use them to serve as guardians of holy sites, treasure vaults, or place of similar importance. Golems are usually mindless, and unless noted in the text below, they should be treated as such.

Magic is fickle, and the process required to make a golem is risky. Therefore, every golem can potentially turn against its creator. Each time that the golem is engaged in combat (once per combat), it must make a mental save against the level of the character controlling it, and, at -2. If this save is failed, the golem remains under the character's control. If the golem succeeds, the bonds between it and the character are temporarily severed. The golem then rampages, trying to kill anything living that it encounters. The round following a successful save, the controlling character can make an intelligence save at CL 4 (with the golem's hit dice added to the challenge base). If this save succeeds, the golem stops its rampaging, and falls under the character's

control again. If the character that created the golem is killed, clay, flesh, and iron golems immediately go berserk.

If a golem goes berserk, it gains a +2 to all to hit rolls.

Golems can only be struck by magical weapons of +2 or better. Iron golems are only affected by weapons of +3 or better.

GOLEM, CLAY

NUMBER: 1-4
SIZE: Large
HD: 9 (d10)
AC: 22
SAVES: P
MOVE: 20 ft.
ATTACKS: Slam (3d10)
SPECIAL: Berserk, Immunity to Magic

INT: None
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 8
XP: 1,000+9

A clay golem is a humanoid creation, born through potent clerical magic that forever forms a bridge between the clay form and the elemental planes. The process for making clay golems is expensive (12,000 gp, at least) and complex, but involves the use of *resurrection*, *animate object*, *commune*, *prayer*, and *bless*, as well as the expenditure of a great fortune, making these creatures very rare. Once created, a clay golem is directly controlled by the cleric that created it.

COMBAT: Clay golems are very powerful foes that are impervious to magic. They are able to inflict grievous wounds with their two fists, slamming opponents in concert.

IMMUNITY TO MAGIC: Clay golems ignore all spells and spell effects except as follows: *move earth* inflicts 3d12 points of damage to a clay golem, and drives it back 36 feet, *disintegrate* affects the clay golem as the *slow* spell, and inflicts 1d12 points of damage (physical save negates), *earthquake*, when cast directly at a clay golem, prevents it from moving and inflicts 5d6 points of damage.

GOLEM, FLESH

NUMBER: 1-4
SIZE: Large
HD: 7 (d10)
AC: 18
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Slam (2d8)
SPECIAL: Berserk, Immunity to Magic

INT: Animal
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 5
XP: 315+7

Flesh golems are a grotesque collection of stitched body parts, sewn together to form a macabre humanlike appearance, and then animated by powerful rituals. These creatures possess a rudimentary level of intelligence, slightly higher than that of a domesticated animal. Flesh golems do feel pain, and are aware that they are alive. If a flesh golem's master insists on sending it into situations where it can be injured, they gain a +4 on their saving throws to resist control. If they go berserk, they try to flee the area.

Flesh golems are made by evil clerics and wizards. It takes a great deal of wealth (10,000gp at least) and power to fashion such a creature. At minimum, the following spells are needed: *wish*, *polymorph any object*, *geas*, *protection from normal missiles*, and *strength*.

IMMUNITY TO MAGIC: A flesh golem is immune to all spells and spell effects, except as noted here: All spells that inflict fire or cold damage to any degree act as a *slow* spell for 2d6 rounds; spells that inflict electrical damage will instead heal the golem; the golem will heal 1 hit point per die of damage.

GOLEM, IRON

NUMBER: 1-4
SIZE: Large
HD: 14 (d10)
AC: 30
SAVES: P
MOVE: 20 ft.
ATTACKS: Slam (4d10)
SPECIAL: Breath Weapon, Berserk, Immunity to Magic

INT: None
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 10
XP: 4,800+14



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These powerful and enormous metal humanoids are typically the bodyguards of very powerful wizards, created to guard their most precious and secure areas and items. Iron golems are under the complete command of their creators, having absolutely no mind of their own. The process to build an iron golem is expensive (15,000gp at least) and requires the following spell effects: *wish*, *polymorph any object*, *geas*, and *cloudkill*. Iron golems are practically immune to all magic, but they are still vulnerable to the attacks of the adventurer's bane – the rust monster.

COMBAT: Iron golems engage opponents with steadfast determination, turning away all but the most powerful attacks, and ignoring nearly every spell. It can breathe a devastating attack upon its foes, releasing a small portion of the *cloudkill* spell required to construct it.

BREATH WEAPON: Once every 7 rounds, an iron golem can fill an area 5 ft. by 5 ft. by 5 ft. with a green, poisonous vapor. This gas enters the lungs of the victim and prevents them from functioning. A constitution save is allowed. If failed, the victim immediately falls to the ground, rendered immobile. On the following round, another save is allowed; a failure results in the victim losing ½ its current hit points. The third round allows another save, and if failed, results in the victim losing ½ of his remaining hit points. This process continues until 1 hit point remains. At that point, a failed save results in death. A successful save on any round negates the need for saves on subsequent rounds. *Cure disease*, *cure poison*, *heal* or similar spells remove the effects of the breath weapon.

IMMUNITY TO MAGIC: Iron golems are immune to all magical effects, except as noted here: all electrical effects slow the iron golem, as per the spell, for 3 rounds; spells that inflict fire damage will instead heal the golem; the golem will heal 1 hit point per die of damage.

GOLEM, STONE

NUMBER: 1-4

SIZE: Large

HD: 12 (d10)

AC: 26

SAVES: P

MOVE: 20 ft.

ATTACKS: Slam (3d8)

SPECIAL: Slow, Immunity to Magic

A stone golem is an enchanted stone humanoid statue, given a semblance of life through arcane formulae. They are created as guardians, intended to hold a post for decades and even centuries at a time. They are always under the direct and complete control of the wizard that crafted it, through a costly process (13,000gp at least) requiring at least the following effects: *wish*, *polymorph any object*, *geas*, and *slow*.

Stone golems follow the last directive they were given by the controlling wizard, even after that wizard dies.

COMBAT: Often motionless, a stone golem waits for its instructions, guarding its post with eternal vigilance. If conditions are met based on the golem's last instruction, it may move to attack. For example, a golem guarding a doorway might be instructed to attack any that try to open the door, or any elf it sees. If no elves approach the golem, it will not attack unless an individual tries to open the door.

SLOW: Once every 2 rounds, any opponent standing directly in front of a stone golem absorbs some remnant of the lingering magic used to construct the beast. The victim must make a successful strength save or be affected by *slow*, as the spell.

IMMUNITY TO MAGIC: Stone golems are immune to spells and spell effects unless otherwise noted here: *rock to mud* functions as the *slow* spell for 2d6 rounds, *mud to rock* heals a stone golem of all hit point damage it has taken, and *stone to flesh* utterly destroys a stone golem.

GOODALL

NUMBER: 1

SIZE: Small to Medium

HD: 5 (d8)

AC: 20

SAVES: P

MOVE: 30 ft.

ATTACKS: See Below

SPECIAL: Multiple Shapes, Detect Evil, Protection from Evil, Limited Telepathy

The goodall are a breed of good-aligned creatures tasked with rooting out and fighting evil. They will normally live just on the edges of civilization, protecting the unknowing citizens from all walks of evil that roam their world.

They take the form of a horse, bull or cow, often mingled with other herd animals. This allows them to watch over people.

COMBAT: When faced with any evil creature, the goodall will initiate combat. The horse form will always win initiative and thus strike first, with two hooves and a bite, each for 1d3 damage. The crow will likewise attack with its two clawed feet and beak for a like amount of damage. The bull has but two attacks, but they are more powerful. Its first attack will be to knock an opponent to the ground. The victim is allowed a dexterity save. Failure means he has fallen prone. When this occurs, the bull will attack with a vicious goring for 2d4 points of damage and gain all the benefits of attacking a prone target.

MULTIPLE SHAPES: The goodall can take the form of a horse, a bull or a great crow. Each night, at nightfall, the goodall will choose one of these three shapes depending on the circumstances. The horse is very fast and can move at a speed of 50'. The crow can fly, albeit at a pedestrian 30' and the bull is stronger (see below). They must stay in their form until day break, at which time they become ethereal mists, unable to do anything but watch and wait.

DETECT EVIL: All goodall have an inherent *detect evil* sense, much like that of a paladin. This ability is constant, however, and the goodall does not have to concentrate for it to work. As such, they can never be surprised by evil aligned creatures.

PROTECTION FROM EVIL: All forms benefit from a constant *protection from evil* spell at all times, per the spell.

LIMITED TELEPATHY: All goodall have a very limited form of telepathy with other good aligned creatures. They cannot speak, but can issue warnings or alarms. Those creatures so aligned will "feel" a sense of apprehension when the goodall communicate in this way. Creatures warned cannot be surprised by evil creatures. Characters will not know how they know this. Paladins and goodall have an easier time communicating.

Paladins will actually receive brief messages (i.e. "Beware the captain of the guard, for he is not what he appears to be!"). Paladins cannot use this form of communication to talk to the goodall. Indeed, most Paladins know little about these creatures and will think the warning is a message from their god. And who is to say they are wrong?

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GORBEL

NUMBER: 1

SIZE: Small

HD: 1 (d4) (see below)

AC: 17 (see below)

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Claws (1d2), Bite (1d4)

SPECIAL: Panoramic Sight, Grab

INT: Animal

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: Nil

XP: 11+1



The gorbelt appears as a red, leathery ball, approximately two feet across, with six eyestalks, two clawed feet and a mouth.

COMBAT: Unless the party specifically states they are suspicious of the gorbelt and are poised to attack, its unassuming manner may surprise the party. Regardless, its initial attack will be to leap upon its prey, normally a spell caster (as stated below).

GRAB: If this attack is successful, it has landed on the upper chest or shoulders of its victim and embedded its claws into their skin, inflicting 1d2 (x2) damage. Hereafter, the gorbelt will attack automatically with its bite, no to-hit roll needed, for 1d4 damage. Anyone attempting to dislodge the gorbelt from its victim is allowed a strength check (CL 3). If successful, they have ripped the creature from its prey, but doing so will inflict 2d4 damage, as the claws are slightly barbed and will cause serious damage when ripped away.

PANORAMIC SIGHT: Atop each eyestalk is an unblinking, red-tinted eye. With these, the gorbelt can see in all directions around it and is never surprised. They wander about their domain, normally subterranean dwellings, searching for prey. The gorbelt, when originally encountered, will stand looking at the group, not moving. Its six eyes will all turn towards them and contemplate their prey. Invariably, the gorbelt will approach a spell caster, in a non-threatening way, then suddenly leap to attack. It is unknown how the gorbelt deduces spell casters from a group, or even why they decide to attack them.

When killed, all of the eyes of the gorbelt will close. From each closed eye, a thick, greenish fluid will eke out. No use has ever been found for this ichor, but some sages postulate it may be key in the creature's ability to discern spell casters from a group. Some alchemist or research mages may pass a decent price for this liquid.

GORGIMERA

NUMBER: 1

SIZE: Large

HD: 10 (d8)

AC: 15

SAVES: P

MOVE: 30 ft., 40 ft. (fly)

ATTACKS: 2 Claws (1d4), 3 Bites (1d6, 1d8, 2d4)

SPECIAL: Breath Weapons (Fire and Paralysis)

INT: Animal

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 5

XP: 1,950+10

Like its cousin the chimera, the gorgimera is a combination of three terrifying beasts. The dominant, middle head is that of a red dragon. While not as intelligent as its namesake, the dragon is very cunning. The right head is that of a gorgon, while the left is the head of a lion. The creature has the fore body of a lion, while its hindquarters are that of a dragon, including wings. If in flight, the creature has a speed slightly better than its ground speed. If possible, it will always attack from the air.

The gorgimera can be found in almost any clime, save the very coldest. It values its privacy, but needs to feed its voracious appetite. Therefore, it is often found in deep forests, far from man but with an ample supply of varmints to feed on. It can, however, be found almost anywhere.

COMBAT: When attacked in melee range, the gorgimera will use its two fore claws, as well as the bite from each head. This attack can be split between two opponents in the same round. The claws attack for 1d4 each. The gorgon head bites for 1d6, the dragon head for 1d8 and the lion head for 2d4.

BREATH WEAPON: Both the dragon head and the gorgon head have breath weapons. The dragon can breathe a plume of fire 30' and can encompass up to three creatures if they are within 10' of one another. The breath of fire inflicts 5d6 worth of fire damage (dexterity save for half). The gorgon head emits a noxious gas that will paralyze anyone caught inside of it. The gas will dissipate the same round it



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is loosed, but anyone standing in its range (10') will be subject to its effect. Victims are allowed a constitution save to resist its paralyzing effects. The gorgimera will only use one breath weapon per round, and can use each a total of three times per day.

GORGON

NUMBER: 1

SIZE: Large

HD: 8 (d10)

AC: 20

SAVES: P

MOVE: 30 ft.

ATTACKS: Gore (2d6)

SPECIAL: Breath Weapon, Trample, Darkvision 60 ft., Twilight Vision

INT: Low

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 7

XP: 810+8

Gorgons are magical, bull-like creatures that have a hide covered in thick, bony plates. They live solitary lives, making their lairs in deep, hillside caves within dense woodlands far from civilization. Gorgons are semi-intelligent creatures that have awareness of other planes besides the mortal realms. They are highly sought after by the fey. Faeries take great risks to gather gorgon's breath, which they use to preserve and hide their native environments.

COMBAT: A gorgon enters combat with a blast of its fetid breath, which can turn unfortunate victims to stone. If cornered, it gores and tramples its enemies until death.

BREATH WEAPON: The breath weapon of a gorgon is a potent gas that literally petrifies its victims. This effect has a volume of 250 cubic feet. Anything within this area must make a successful constitution

save or be turned to stone. The gorgon's breath weapon extends into the astral and ethereal planes. Other gorgons are immune to it, which can be used 4 times per day.

TRAMPLE: When moving, a gorgon can crush and grind any lesser, or equal size creature that it contacts, dealing 3d6 damage; a successful dexterity save reduces this damage to half. A creature that has not had its turn in combat can opt to not act at all this round but must move its maximum movement to escape the gorgon's trample; this reduces damage to zero, but causes the victim to forfeit all actions for the round.

GORGON, GREEK

NUMBER: 1-3

SIZE: Medium (5-8 ft.)

HD: 5 (d10)

AC: 17

SAVES: M, P

MOVE: 60 ft.

ATTACKS: 2 Claws (3d12), Bite (2d10)

SPECIAL: Frightful Gaze, Flight, Serpent Headdress

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Monstrous Humanoid

TREASURE: 7

XP: 800+5

Scaly skinned as a reptile, with a head covered in writhing snakes in place of hair, and a terrifying gaze, the Gorgon is an accursed being that seeks to do well on others' misfortune. These immortal beings thrive on committing evil and making havoc on the innocent. They know their appearance will do it alone, much less their attacks.

Many of the Gorgons bear tusks or large fangs, while others simply appear as reptilian women with snake-like heads, but all have the mighty eyes with the divine gaze. Their eyes can peer through walls, metal and flesh and into the souls of the weak if need be just to crumble the fallible.

They dwell in terrible places, locales where people shouldn't rightfully be at unless they seek the awful and unspeakable already.

COMBAT: In battle they are deceptive, using their gaze if able, but if their enemy is too smart they will simply fight with brute force, quick and sudden. Dreaded are more than one in battle, but rare, and stories speak of their actions.

FRIGHTFUL GAZE: If given the chance, the Gorgon will catch the enemy off their guard with their mighty eyes and peer into them. If so, the target must make a Charisma save or begin turning to stone within d4 rounds, this acts a Petrify spell. Once failed, this cannot be reversed and the victim is forever made into a stone statue of their former self.

FLIGHT: The Gorgons have large wings giving them flight akin to bats or birds. They are fleshy and membranous, reptilian wings on their backs and shoulders.

SERPENT HEADDRESS: On their terrifying heads writhe poisonous snakes, forever ready to strike at the nearest target(s). These adders and cobras will hiss and bear their fangs and if they are within a foot try to bite anyone the gorgon chooses. There are dozens of such venomous serpents on their heads fused naturally, and if they are cut or wounded, they will grow back quickly in a day's time.

In conjunction with her normal claw or bite attacks the creek gorgon can strike out with 4 snake heads. They can strike out in any direction. They strike as a 1 HD monster. If successful their bite injects poison into the victim that causes 1d6 points of damage per bite. A successful constitution saving throw reduces the damage by half.



GORILLA BEAR**NUMBER:** 2-8**SIZE:** Large (9 ft.)**HD:** 4 (d8)**AC:** 16**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** 2 Claws (1d6)**SPECIAL:** Duskvision 30 ft.**INT:** Low**ALIGNMENT:** Neutral**TYPE:** Aberration**TREASURE:** 3**XP:** 40+4

The gorilla bear, as the name suggests, is a combination of the two creatures. How this was originally conceived is unknown, but sages theorize it was a wizard's experiment gone wrong (or, possibly, just as intended). The creature is tall, around nine feet, with the head of a gorilla. It walks erect most of the time, but has the body of a bear, albeit with a vaguely ape-like chest. Its hair is deep brown to black.

The creatures are normally found in forests or jungles, but rarely near human settlements. They are omnivorous and will eat berries and leaves just as quickly as flesh. There appears to be no difference in males and females (aside from the obvious) and the creatures seem reserved and docile if they are unaware they are being seen.

COMBAT: Gorilla bears are very territorial and will attack without warning those beings that tread upon their land. They attack using their clawed paws, inflicting 1d6 with each when successful. They show no fear and attack creatures at random, as they lack the intelligence for coordinated attacks.

**GRAVELOR****NUMBER:** 1-4**SIZE:** Large (8 ft.-12 ft.)**HD:** 9 (d8)**AC:** 22**SAVES:** P**MOVE:** 10 ft.**ATTACKS:** 2 Fists (3d6)**SPECIAL:** Animate Rock**INT:** High**ALIGNMENT:** Neutral Good**TYPE:** Aberration**TREASURE:** 6**XP:** 700 + 9

The gravelor is a strange creature, essentially a living boulder. They speak in a low, slow voice in a language native only to them. One quarter of all gravelors can speak Common and will converse with creatures that show them respect. They live mostly in hill or mountainous regions where large boulders are commonplace. Gravelors are never aggressive, harmful or hostile, but will attack if provoked.

Gravelors are herbivores and love the taste of fruits, especially berries. They normally will eat the moss that grows on rocks, as they find this quite tasty. Anyone offering them fresh fruit will have a decided advantage in any negotiations.

Gravelors find humans fascinating and will ask questions endlessly about human society and culture. They find elves kindred spirits in a way, as they both age so slowly and are extremely patient and contemplative. They distrust dwarves and ignore halflings. They have a pity for most evil humanoids, but not a hatred.

COMBAT: If pressed, a gravelor will attack with one of its stone limbs. Each attack imparts 3d6 damage upon its victim. Slashing and piercing weapons do but half damage, but blunt weapons do an additional 1d4.

ANIMATE ROCK: During combat, or possibly to avoid combat, gravelors can animate 1d12 nearby rocks. Each rock will possess an armor class of 17, have 2d8 hit points and can inflict 1d6 damage by crushing opponents. These victims are allowed a dexterity save for half damage.

GREEN SLIME**NUMBER:** 1-6**SIZE:** Variable**HD:** 4 (d8)**AC:** 10**SAVES:** None**MOVE:** 0 ft.**ATTACKS:** None**SPECIAL:** Devouring Assimilation**INT:** None**ALIGNMENT:** Neutral**TYPE:** Plant**TREASURE:** Nil**XP:** 60+4

Green slime is an algae-like growth that feeds on moisture and any organic or metallic material it comes in contact with. The foul scum can grow anywhere, including at the bottom of water pools or wooden furniture or paneling; so long as there is organic or metallic matter for it to feed upon.

The slime occasionally grows on the ceilings or support beams in a mine or dungeon and any vibrations upon its perch will shake globules of the slime free of the main colony to drop upon any unlucky creatures below.

COMBAT: A green slime does not attack its victims, only reacts when any creature or substance makes contact with the slime colony. As it grows and converts more matter to its slime-like state, it can create major hazards for any creatures in proximity to its location.

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DEVOURING ASSIMILATION: When the slime comes into contact with living flesh, it adheres to the creature and converts its substance to more green slime, doing 2d6 points of damage to the victim. Alert victims can quickly scrape the slime away to avoid this damage, but a successful dexterity check is necessary to scrape away the filth before it adheres to its body or gear. In such a case, the scraper must be discarded to avoid further contamination.

Green slime will devour wood and metal as well, but it consumes such matter at different rates than flesh. One inch of wood is converted to slime in 10 minutes while metal is converted in 1-2 melee rounds. Magical armor or weapons attacked by green slime take an additional melee round per plus of the armor or weapon's enchantment to be converted. It does no damage to stone or ceramic materials. It can be destroyed/cured by the use of a *remove disease* spell, freezing the slime or burning it. No other attacks (including weapons and magic effects not specified above) will harm the slime.

GRIFFON

NUMBER: 1-12	INT: High
SIZE: Large	ALIGNMENT: Neutral
HD: 7 (d10)	TYPE: Magical Beast
AC: 17	TREASURE: 5
SAVES: P	XP: 180+7
MOVE: 30 ft., 80 ft. (fly)	
ATTACKS: 2 Claws (1d4), Bite (2d8)	
SPECIAL: Darkvision 60 ft., Twilight Vision	

Griffons are large, carnivorous avian creatures. They have the hind quarters of lions and the heads and forequarters of eagles. Griffons are fierce predators, whose hunting ranges extend far beyond their mountain aeries. They prefer horse flesh above all other meats and are constantly on the hunt for it. For this reason they are the scourge of many settlements, caravans and adventuring parties. They build nests of wood, much like an eagle's, in mountainous crags, ledges, and in other hard to reach areas. Griffons hunt and travel in flocks of up to 12.

Griffons are intelligent creatures, and if reared from hatchlings, they are easy to train and very loyal to their master. For this reason griffons make excellent steeds, and they are coveted as such by many cultures.



COMBAT: Griffons are aerial hunters. They take to the sky, soaring far above their hunting ranges, both mountains, hills and the plains that border their mountain homes, looking for food. When they have spied a likely target, they swoop down in flocks attacking the creature, trying to separate it from any herd or group that it is traveling with. They do this by hounding it from above, swooping in, clawing it and swooping up. One griffon after another attacks in this manner trying to drive it away. Only when the victim has been hounded for some distance do the griffons fall upon it and eat. They do not land to fight unless forced to do so.

GROMM

NUMBER: 1	INT: High
SIZE: Large	ALIGNMENT: Neutral Evil
HD: 5 (d8)	TYPE: Aberration
AC: 16	TREASURE: Nil
SAVES: P	XP: 260+5
MOVE: 30 ft.	
ATTACKS: 10 Tentacles (1d4), Bite (1d6)	
SPECIAL: Paralysis, Restrain	

The gromm is a horrifying creature to behold and worse to encounter. A large, floating skull, approximately 5' across, with many sharp, pointed teeth and eight long, pink tentacles dangling below it makes for a fearsome creature indeed. It can be found floating (via an inherit form of levitation) in the forgotten halls and tunnels below the earth. When the gromm detects life, it will attack without fear, picking a victim at random to feed on.

While the gromm kills only for feeding, and not treasure, an otherwise abandoned complex would be littered with the half-eaten, decomposing bodies of its victims. These hapless victims may themselves have treasure.

COMBAT: When the gromm sets its sights on a victim, it will not waiver in its desire to kill and eat it. Once engaged, a gromm will never leave its intended target. Its initial attack will be to bring all ten tentacles to bear on a single opponent. Each inflicts 1d4 damage (and should be rolled separately for attacks).

PARALYSIS: If at least one tentacle scores a hit, a toxin will be secreted into the wounds, paralyzing the victim rigid for 2d6 rounds. A constitution save is allowed, but the CL is dependent on how many tentacles successfully hit. If only one hit, the CL is 5. For every tentacle beyond the first, the CL raises by one. If all ten were successful, for example, the CL would be 14.

RESTRAIN: Once paralyzed, the gromm will use six tentacles to hold the victim, and the other four will be used to lash and constrict the victim, each doing an automatic, no hit roll needed, 1d4 damage each. Also, the gromm will use its bite attack on a paralyzed victim for an additional 1d6 damage, again with no hit roll needed.

GRUE

NUMBER: 1	INT: High
SIZE: Medium (6 ft.)	ALIGNMENT: Neutral Evil
HD: 4 (d8)	TYPE: Aberration
AC: 20	TREASURE: 4
SAVES: P	XP: 120+4
MOVE: 40 ft.	
ATTACKS: Bite (1d6)	
SPECIAL: Surprise, Darkvision 60 ft., Magical Darkness, Dying Attack	



The grue is a solitary, despicable creature that lives only in the deepest, darkest caverns known to exist. Due to the magical darkness that constantly surrounds it, there is no definite description of the creature. Those few that have encountered it and lived describe a huge mouth biting them, the sound of feet shuffling, the smell of wild animals (like that of a bear or wild dog) and the definite feel of malevolence surrounding them. It is certain that all grues can see perfectly well in even magic darkness, and that they hate all light. Grue are carnivores and delight in feeding on humans. When they feed, they normally consume a body over many days, as they have an extremely slow metabolism and eat quite sparsely. Scattered about the grue's lair, one will find signs of past victims, but never a trace of a body. It is theorized that the grue eats a corpse, bones and all.

COMBAT: The grue will attack by surprise, gaining a free attack before initiative is rolled. No ability check is given due to the grue's natural ability to perform perfectly well in darkness and its ability to stay silent until its attack. Its vicious bite inflicts 1d6 damage when successful. Due to its ability to use the darkness to its full advantage, the grue has a constant armor class of 20.

MAGICAL DARKNESS: Surrounding the grue with a radius of 50' is a constant *darkness* spell, cast if by an 8th level wizard. A *daylight* spell, or a *dispel magic*, cast by a wizard of 8th level or higher, will neutralize the darkness for 1d4 rounds. If anyone dispels the darkness, the grue will flee from the temporary light into the darkness still on the edges. It will attempt to stay here until the magical darkness returns. During this time, the grue is helpless; the only action it is able to take is fleeing. It will continue to flee the light for as long as its darkness is gone. Those seeing the grue will only see a fleeting form, something bipedal, cloaked in black hair.

DYING ATTACK: When a grue is slain, its body implodes violently, drawing everything within 10' of it inwards. Those failing a dexterity check will be thrown forward into the vacuum caused when the grue died. The body is forever lost. Those falling into the void, albeit briefly, take 1d4 damage from falling and being slammed into the ground.

While the darkness it caused goes away, all light is sucked into the void, extinguishing all light for a few seconds. Torches and lanterns will have to be relit.

GRUNDWIERGEN

NUMBER: 1-10

SIZE: Medium

HD: 5 (d12)

AC: 16

SAVES: M

MOVE: 50 ft.

ATTACKS: Bite (1d20), 2 Claw (2d12)

SPECIAL: Underwater

INT: Low

ALIGNMENT: Chaotic Neutral

TYPE: Aberration

TREASURE: Nil

XP: 500+5

The grundwiergen (water wolf) is a hideous monstrosity that is the size a large warhorse or dire wolf. The creature is covered in the same hair as a normal land wolf and is usually black or grey in color. Unlike common wolves, it has the back flippers of a sea-lion. Another Anglo-Saxon name for them is brimwylf.

Grundwiergen swim and prowls deep lakes and sea beds for vulnerable prey at all hours of the day and are nearly insatiable in their hunger. A sinking ship is the perfect quarry for these water wolves, and they will prey on the crew, picking the men off one by one and ripping them to shreds beneath the water's surface.

Experienced captains and sailors know the haunting sound of the grundwiergen howling at the moon, and it turns their blood to ice. Water wolves never stop the hunt, even by the light of day.

COMBAT: A grundwiergen attack is much like the combination of a shark attack and that of an angry wolf. It will surprise its prey by bursting out of the water, capturing its unsuspecting victim in its massive jaws and thrashing it about. It will pin down its prey with its forepaws and rip into the body with teeth and fangs until the struggling has ceased.



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GULON

NUMBER: 1-3

SIZE: Small

HD: 2 (d8)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws 3d6, Bite 2d10

SPECIAL: Blood Lust

The gulon is a wild, gluttonous animal, roughly the size of a dog with a tail like a fox and the head of a wild-cat with terrible claws. The gulon's hunger is insatiable, and it will feed until gorged.

To the peoples of Germania, they are *vielfraß*. Packs of Gulon will roam the wilderness looking for opportunities in which they can gorge themselves.

One gulon is able to eat three humans before stopping its feasting for a time. To satisfy their ravenous needs, gulon will roam the land ever eager to prey on the vulnerable.

COMBAT: Once forced to fight, a gulon will snarl, claw and bite. It has two attacks per round on its opponents. These beasts relish in gore and the smell and taste of its edible enemies, and they fear nothing-not even death.

BLOOD LUST: After a gulon tastes blood, it has a 2 in 6 chance to go into a blood-lust. If so, it will gain an extra attack and go berserk until killed or stopped.

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HAGS

Hags are cruel, malicious women, consumed by envy and spite, and altogether evil. Hags can be found almost anywhere that they decide to inhabit, in every climate and terrain. They walk upon city streets as readily as they haunt the deeps of dungeons or the darkest swamps. There are three types of hag: the annis, the green hag, and the night hag. All are accomplished witches, and bring considerable magical talent to bear on their foes. Hags are either encountered alone, or in a group of three. Any group of three hags, regardless of their specific types, will automatically form a hag covey in a given encounter.

HAG COVEY: Three hags can form a special, magical bond, and all will grow in power. Hags that are part of a covey gain the additional powers listed below.

SPELL-LIKE ABILITIES: *Animate dead* (3/day), *bestow curse* (3/day), *control weather* (3/day), *dream* (3/day), *forcecage* (3/day), *mind blank* (3/day), *mirage arcana* (3/day), *polymorph* (any) (3/day), *veil* (3/day), *vision* (3/day), and *create hag eye* (1/month). These abilities can only be used if all hags in the covey are within 10 feet of each other and actively participating in their use.

ENTOURAGE: A hag covey attracts the presence of weak-minded creatures that easily fall under the control of the hags. A hag covey has

a 20% chance of having 1d8 ogres or 1d4 trolls as bodyguards or scouts. If this is not the case, then there is a 10% chance that a covey has 1d4 evil giants in the entourage.

FORCECAGE: Forcecage functions identically to a wall of force but instead of a single wall, a cubical prison is brought into being. When the forcecage is created the creature chooses the type of forcecage desired.

***Barred Cage:** This version produces a 20 foot cube made of bands of force for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. All spells and breath weapons can pass through the gaps in the bars.

***Windowless Cell:** This version of the spell produces a 10 foot cube with no way in and no way out. Solid walls of force form its six sides.

HAG EYE: A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a gem of seeing or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has 10 hit points. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

HAG, ANNIS

NUMBER: 1

SIZE: Medium

HD: 7 (d8)

AC: 20

SAVES: M

MOVE: 40 ft.

ATTACKS: 2 Claw (2d4), Bite (1d6)

SPECIAL: Improved Grab, Rend, Spell-Like Abilities, Darkvision 60 ft., SR 7 (special, see below), Hag Covey

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 7

XP: 585+7



An annis always appears as an overgrown female humanoid with putrid eyes and long, black finger-claws. They have an exaggerated form, are very thin but wiry and muscular, and they have very taut cobalt blue skin that deflects weapon blows fairly easily. These foul creatures can be found in the company of ogres, trolls, and evil giants, often commanding and controlling them. Annis hags have a primary diet of human flesh, but they will eat anything with muscle and sinew. Normally solitary, annis hags rarely gather in groups, but when they do, they become even more powerful.

COMBAT: Annis hags are very strong. Combined with their deadly sharp claws, annis hags can devastate opponents, holding them fast while ripping them apart. They are deviously intelligent, and often have an entourage that they send into battle to weaken the opposition.

IMPROVED GRAB: An annis that strikes with both claws and its bite in a single round automatically tries to hold its victim fast, preventing it from moving. A strength save is allowed to resist this effect, but if unsuccessful, the victim is held immobile, and subjected to the annis hag's rend ability on subsequent rounds. A new save is allowed each round to escape the hag's grip.

REND: An opponent held in an annis hag's grip is dealt a series of crippling blows, as the beast's iron-like claws and gnarled teeth slash and cut the victim. The unfortunate victim of this rending automatically takes damage from all of the annis hag's attacks. No saving throw is allowed to resist the damage, nor is the annis required to make an attack roll.

SPELL-LIKE ABILITIES: *Fog cloud* (2/day), and *change self* (2/day).

SPELL RESISTANCE: An annis hag has spell resistance, but only against spells and effects that generate illusions or illusory effects.

HAG, GREEN

NUMBER: 1
SIZE: Medium
HD: 9 (d8)
AC: 22
SAVES: M
MOVE: 30 ft., 30 ft. (swim)
ATTACKS: 2 Claw (1d4+4)
SPECIAL: Spell-Like Abilities, Weakness, Mimicry, Hag Covey, Darkvision 60 ft., SR 6, Camouflage

Green hags are deceptive creatures, luring the unsuspecting to everlasting doom. Green hags like the solitude of swamps and moors, but remain within a short distance of well-traveled areas so that prey is readily available. Some occupy streams and small rivers. Green hags, physically, resemble annis hags, except they have mottled green skin that constantly shifts in tone and tint.

COMBAT: Green hags prefer to let their prey come to them, using their mastery of vocal arts to trick the unwary. Once the victim has approached close enough to make escape difficult, the green hag attacks.

SPELL-LIKE ABILITIES: Green hags can use the following abilities twice per day: *dancing lights*, *ghost sound*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, and *water breathing*.

WEAKNESS: A green hag is able to physically weaken opponents by instilling them with a sense of depression, melancholy, and



ineffectiveness. This ability functions as a *ray of enfeeblement* spell and is usable once per day. A successful charisma save negates this effect.

MIMICRY: Green hags can duplicate the sounds of any naturally occurring animal. These crafty creatures also have the ability to imitate the voice of a mature adult of any standard race listed in the *Castles & Crusades Player's Handbook*. They often use this ability to make cries for help or other convincing sounds to attract the unwary.

CAMOUFLAGE: When moving in their native wetland environment, green hags make no noise and are barely visible. This provides a +5 bonus to all hide checks.

SPEAK WITH MONSTERS: This functions identically to the *comprehend languages* spell, but is limited to the spoken word and only applies to monster speech.

HAG, NIGHT

NUMBER: 1
SIZE: Medium
HD: 8 (d8)
AC: 22
SAVES: M
MOVE: 20 ft.
ATTACKS: Bite (2d6)
SPECIAL: Spell-Like Abilities, Dream Haunting, SR 10 Immunity: Fire, Cold, Charm, Sleep and Fear

INT: Average
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 8
XP: 2,225+8

Night hags look like ugly and ancient female humans. They are tall, dress in ragged, dirty clothing, and smell cadaverous. Their skin is as dark as pitch, glistening as if wet in any light source. Their visage is one of a pain wracked woman, thin lips drawn back over a wide, deep mouth. That maw is filled with jagged, broken teeth. Night hags suffer for the want of a good food, for they are forced to devour the flesh of

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those they kill. Their palates long for the taste of food less foul, and for this their mouths are always dribbling thick, putrid bile. Night hags revel in the auras of evil, and are often found in the haunts of malicious folk. They harvest souls for the nether planes, carting the screaming spirits of the souls of the very evil to an eternal doom. Night hags are rarely found on the mortal realms, visiting it only when a harvest is ripe and ready to fall.

Night hags despise and fear goodness. They loathe elves most of all.

Night hags are immortal, and though not especially intelligent, they are able to speak all the languages of all living creatures.

COMBAT: Night hags have powerful magical abilities that they use with great facility. They never willingly get close to a victim until they are certain it is rendered powerless.

SPELL-LIKE ABILITIES: *Improved magic missile* (deals 2d8 points of damage per caster level but otherwise functions as the standard *magic missile spell*) (3/day), *ray of enfeeblement* (3/day), *ethereal jaunt*, *detect alignment*, *polymorph self*, *great sleep* (affects a single opponent with up to 12 hit dice or levels, functioning as per the *sleep spell*; the night hag must use this spell to utilize its dream haunting ability) (1/day), and *gate* (1/day). The night hag casts as a 10th level caster.

DREAM HAUNTING: The great sleep power forges a dark magical bond between the night hag and its target. Through this bond, the night hag seeds the victim's dreams with evil thoughts and desires. The target is allowed one wisdom save to expel the hag from its dreams. If failed, the victim is afflicted with horrid nightmares; they are unable to sleep, fearing the terror of their own dreams. Within one week, the victim is compelled to act upon the night hag's diabolical suggestions. Her suggestions begin as small bits of selfishness, avarice, or greed, but eventually become compulsions to perform ever-greater acts of evil. Each night, a successful constitution save will allow the victim to avoid the permanent loss of one point of constitution. However, a successful save does not end the haunting. The only way to end a dream haunting is to slay the night hag responsible for the nightmares. This causes desperation in the victims and their allies – desperation that plays right

into the hag's plan, as it can cause even good creatures to perform evil acts. A hag will brew evil in this way so that she can harvest those souls, as well. When a victim is reduced to zero constitution, the night hag rips out the victim's soul, carting it off to its plane of origin. The fate of souls captured in this way is the subject of grim speculation. What is certain is that this loss not only kills the victim, but also prevents the creature from ever being resurrected or raised.

HALFLING

NUMBER: 2–12, 60–600

SIZE: Small

HD: 1 (d8)

AC: 16

SAVES: P

MOVE: 20 ft.

ATTACKS: By weapon

SPECIAL: Halfling Traits, Duskvision

INT: Average

ALIGNMENT: Lawful Good

TYPE: Humanoid

TREASURE: 1

XP: 7+1

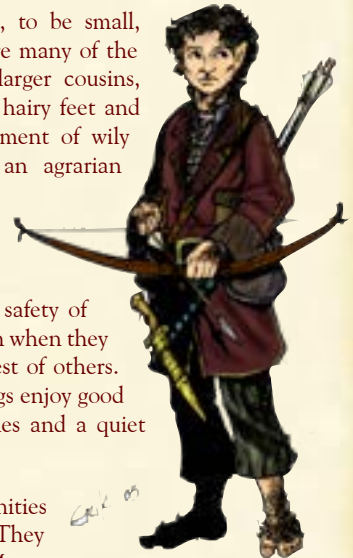
Halflings are the smallest of all civilized folk, standing just a little smaller than gnomes, on average. They are jolly and cheerful folk, happy to lie around and enjoy each day for its own sake. They build burrowed settlements in soft, arable plains, scrublands and rolling hills.

Halflings appear, upon first sight, to be small, well-nourished humans. They share many of the mannerisms and habits of their larger cousins, yet closer inspection reveals large hairy feet and wide eyes displaying the temperament of wily farmers. Halflings are generally an agrarian people, preferring open pastures and lush farmlands to cities or other places crowded with tall folk. They get along well with most peoples and only rarely leave the safety of their homes and communities. Even when they do, it is generally only at the behest of others. Meticulous and prosperous, halflings enjoy good food, relaxation, comfortable homes and a quiet life.

Halflings generally live in communities or small villages of up to 600 folk. They are ruled by an Elder or Town Mayor.

Any such group is able to field a militia of up to 30% of its total number. These are able-bodied warriors. For every 20 present there is 1 constable. For every two or more constables there is a sheriff. They are very communal and protect the village at all costs, but they do not hesitate to desert it in the face of heavy numbers.

Halflings are able to blend with their environment, moving almost in complete silence and hiding so that few have a chance to spot them. They favor muted colors in their clothing so that this more easily accomplished. Naturally small and dexterous, halflings can move as quietly as a breeze upon a calm summer morn. With a successful physical check, halflings move silently when outdoors. Halflings are practiced at avoiding the prying eyes of others. A successful physical check allows the halfling to hide in outdoor settings, making him or her almost invisible. If a halfling decides to move while hiding, he or she can attempt to remain hidden, but must move at half speed to do so, and the halfling will suffer a -5 penalty to the check. A -20 penalty applies when a halfling runs or charges, as it is next to impossible to remain concealed in that circumstance.



Halflings are stout, hardy folk and gain +1 to all physical checks. They possess little fear, whether through boldness, outright courage, or innocence. This imparts a +2 bonus on all saving throws against fear.

Halfling are able to speak some or all of the following languages: halfling, common, dwarven, gnome, elvish, sylvan, and goblinoid.

COMBAT: Halflings are not combative, but when necessary, they can be lethal foes at range, and make surprisingly adept melee combatants. They favor short bows, short swords, axes, clubs, and daggers. They avoid heavy armor but will wear a chain shirt from time to time. Halflings use their stealth to surround their foes. They then attack from hiding, at a distance, bombarding their enemies with volleys of arrows.

TALLFELLOW HALFLING SUBRACE: Slightly taller than the average halfling, Tallfellows have developed darkvision to a distance of 30 feet. They are otherwise identical to normal halflings.

HANGMAN'S TREE

NUMBER: 1

SIZE: Large (20-30 ft.)

HD: 6(d10)

AC: 17/15

SAVES: P

MOVE: Nil (See Below)

ATTACKS: See Below

SPECIAL: Strangulation, Ignore Armor, Acid

Looking like an old oak, the hangman's tree is a deadly, intelligent form of plant life that kills indiscriminately. A ranger may, on a wisdom check with a CL of 10, detect the tree for what it is, or with a paladin's detect evil. If not detected, the tree will seem like a nice shelter for its weary victims. While the tree can move, its rate of travel is measured in feet per day. Still, anyone witnessing the tree over the course of weeks will be able to see a definite movement and will be aware it is not what it appears to be.

COMBAT: The preferred method of combat is to lure victims underneath its massive bough. Once victims are beneath it, it will slowly lower its six appendages in an attempt to capture the opponent about the neck. The tree is intelligent enough to wait until many party members are sleeping. If the tree detects the party may leave before it has a chance to attack, it will hurry and show its hand to the group. Once an attack is imminent, the appendages will descend and twirl about the neck of its victim.

IGNORE ARMOR: Armor provides no protection to the grabbing attack of the tree; all attacks are treated as touch attacks.

STRANGULATION: Once a victim is entwined, the tree will begin choking them as well as lifting them above the ground. Each round, the strangulation inflicts 1d6 damage, with no to-hit roll needed. In three rounds, the tree will deposit its victims in its trunk.

ACID: The trunk is full of an acid, much like the digestive juices found in many creatures' stomachs. In this acid, the victim will take 2d6 points of damage per round until dead (constitution save for half damage). It is in this way the tree gains nourishment. Anything in the acid will eventually be disintegrated, never to be seen again. A human body will be so absorbed in 2d12 hours. Metal objects will be destroyed in 4d6 hours, while magic items will be destroyed in 1d4 days. The tree can control three appendages per round, and thus have three victims. However, it can only deposit one victim per round in its trunk.

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: Nil

XP: 420 + 6

HARPY

NUMBER: 2-12

SIZE: Medium

HD: 3 (d8)

AC: 13

SAVES: P

MOVE: 20 ft., 50 ft. (fly)

ATTACKS: 2 Claws (1d3), By weapon

SPECIAL: Captivating Song, Darkvision 60 ft.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 2

XP: 40+3



Harpies look like enlarged vultures that have the torso and face of a human female. They are foul, having ragged and soiled feathers, and they reek with the stench of carrion. Their temper is as foul as their appearance, and they hate almost all living things.

Their language is a mixture of the common tongue and unidentifiable screeches, caws and clacking sounds, and they are constantly babbling.

They always carry some weapon constructed of the body of a previous victim, a spine with a skull as the mace head, fingers tied off to a club to cut and gouge, etc.

Harpies are found in most climates, but prefer hardwood forests. The gnarled twisted branches of black jack oak trees are their favored nesting grounds. Here they build large communal nests of twisted branches, briars, vines and any other rubbish they may have taken and kept from their victims. As often as not, bones of the unfortunate targets of the harpies' ire are found as part of the nest which the harpy sleeps upon. Frequently these thorny beds are built on the ground, etched out of the earth and in the roots of the tree.

They normally gather in covens of up to 12 individuals. Harpies have voracious appetites and are almost never satisfied.

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Harpies have a great lust for pretty things, such as jewelry and gems. When one finds such an item, they take great pains to hide it, for their sisters will most certainly try to take it – an unintentional aggravation for many adventurers. If the item in question is of great value the harpies will stop at nothing, even attacking each other, to get at it.

COMBAT: When a harpy becomes aware of a victim, it lays back, folds its wings, assumes a suggestive pose, and begins to sing an incredibly beautiful song. They then wait patiently for the unsuspecting victim to succumb to the power of the song. Once, the victim is lured close to the harpy, the creature charms the unfortunate soul, and takes the victim away to be tortured and devoured.

CAPTIVATING SONG: A harpy's most insidious ability is its song. When a harpy sings, all creatures (other than harpies) within a 300 foot area must make a successful charisma save or become captivated. Elves and half-elves can apply their resistance to charms to this save. If the save is successful, a song from the same harpy cannot affect that individual for 24 hours. A captivated victim will walk toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), the creature receives a second saving throw to resist the charm. Captivated creatures can take no actions other than to defend themselves and move toward the harpy.

A victim that approaches to within 5 feet of the harpy will then stand motionless, offering no resistance to the monster's attacks. This effect continues for as long as the harpy sings, and for 1 round after the song ends. An enterprising bard may try to counter the song with a charisma check; a successful performance allows the captivated creature to attempt a new charisma save, but does not negate the effect of the song. Failure means that the bard cannot counter that particular harpy's song again that day.

HAUGBUI

NUMBER: 1-10

SIZE: Medium

HD: 2 (d8)

AC: 12

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d8)

SPECIAL: Slow

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 1

XP: 15+2

The Haugbui are undead that are bound to stay within their own tomb but will guard it with their might from robbers or the daring that wish to enter. They are weaker than the Draugr and more akin to zombies in that their flesh remains, though it is often rotted and easily falls away. They carry no weapons, but usually attack with a vicious bite.

Haugbui can be found in barrow mounds if the Draugr cannot, and they were more often prominent individuals in their former lives cursed by their evil ways to remain undying.

Haugbui can stay within the confines of a mausoleum so long as they do not leave, but will turn to crumpled dust and dry bones if they ever leave. Like the Draugr, they seek to keep an iron-hand over their wealth from their former life and out of the pockets of others.

COMBAT: Haugbui attack mindlessly and without fear. They do so to kill intruders in their tombs and nothing more.

SLOW: Unlike regular zombies, Haugbui can go as everyone else per round, but will get a -1 on initiative rolls.

HAUNT

NUMBER: 1

SIZE: Medium

HD: 5 (d8)

AC: 20

SAVES: M

MOVE: 30 ft.

ATTACKS: See Below

SPECIAL: Dexterity Drain, Immunity (Weapon, +1)

INT: Very to High

ALIGNMENT: Any

TYPE: Undead

TREASURE: Nil

XP: 260 + 5



The haunt is an undead tied to the spot of its death. It appears as a ghostly image, a floating, incorporeal form that vaguely resembles its form before death, be it man, dwarf, gnome or some other humanoid.

In its living form, the haunt had some mission or task that needed to be completed. So great was the compulsion to finish this deed that, even in death, the creature seeks to fulfill its final task. To this end, the haunt will attempt to take over a corporeal body, caring not for the original inhabitant. The single-minded focus on this task has driven the creature insane.

They cannot be turned as normal undead.

A haunt can be of any alignment and its task can be anything from the mundane (replace the stone in the wall thus covering the secret hiding place) to the extraordinary (travel to a distant land and deliver a message of peace, then return); from the safe (to see my son that was born after I died) to the dangerous (revenge my family by killing the ancient red dragon that murdered them all).

COMBAT: Once the haunt finds a suitable victim it will attack with its incorporeal fists. It will choose someone that seems to be able to complete its task, so its choice will vary and is dependent upon the CK to properly choose a victim.

INCORPOREAL FISTS: These attacks do no damage, but will drain 1d3 points of dexterity per successful strike.

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POSSESSION: When a creature has been reduced to 0 dexterity, the haunt will be able to enter the helpless body. Once it does, it will begin its journey.

Once the haunt has possessed a body, it will immediately set upon the task at hand. If the creature spoke common during its life, it can converse with someone of a like understanding (this is true, of course, for any language). While it will not stop to talk, it will inform the party of its mission. If they choose to assist it, or choose to let it go alone, is of no consequence to the haunt. If, however, they want to see their possessed friend again, they have no choice but to accompany the haunt, for it will not relinquish its host until the task is complete.

Alignment means little to the haunt at the beginning of its journey. After its final task is complete, however, the haunt will take this into consideration. If the haunt and its victim are of opposite alignment along the good /evil dichotomy, the haunt will attempt to kill its victim. It will accomplish this in any way possible, even performing an act that an outsider would see as suicide. It may jump from a lofty peak, force a sword through its chest or ingest a known poison. If nothing else, it will choke itself (no hit roll needed, 1d4 points of damage per round). Once the haunt has chosen this action, it is very difficult to stop.

HEINZELMÄNNCHEN

NUMBER: 1-20
SIZE: Small
HD: 1 (d8)
AC: 16
SAVES: P
MOVE: 20 ft.
ATTACKS: By weapon
SPECIAL: Gnome Traits, Darkvision (60 ft.)

Heinzelmännchen are akin to gnomes and are industrious and busy creatures. They are meticulous with an eye for detail.

The heinzelmännchen will willingly help larger folk with their chores and daily toil if they are given a chance, but will quickly turn away from those they help if they are slighted. They are known as kabouter in Holland and are skilled and fond of working on wooden shoes.

HELHEST

NUMBER: 1-3
SIZE: Medium
HD: 5 (d10)
AC: 15
SAVES: M
MOVE: 80 ft.
ATTACKS: Bite (1d8), Hoof (1d6)
SPECIAL: Withering

The helhest is a black, three-legged horse that rides at night and is rarely seen in the daylight. The beast is sickly, and its presence brings dread among those who are unlucky enough to witness it. The helhest roams the countryside without any purpose aside from causing sickness and woe.

It is rumored (for none who would know have lived to tell the tale) that its victims can see ghostly warriors mounted upon their backs before falling to the sickness the helhest spreads. Whether these are shades of the demons of the shadow realms, or hell's own spirits, none can say for certain.

The helhest is often skeletal and appears as an undead horse, with long dried, mummified flesh hanging from its bones and shrivelled, exposed entrails. Its eyes will glow a fiery red and its neighing is a monstrous, unnerving growl that brings fear in those who hear it.

COMBAT: The mere presence of a helhest can be enough to end the battle, due to its disease-spreading nature. It will, however, kick and bite if need be. The helhest is fierce and is a force to be reckoned with when it attacks.

WITHERING: The mere sight of the helhest can cause the witness to become ill. This is part of its power and lineage from Frau Hölle's steed. Each viewer must make a wisdom save or begin the slow decline into poor health and death if not saved. It will take 1d12 hours before the viewer of the helhest perishes and dies. They will become weak (-5 strength and constitution), and at the halfway point, they will lose control of their coordination and focus (-1d8 to all skill roles). By the end of the duration, they will die. Very few can reverse this process; only high-level holy figures (5th level or higher) or gods can stop this.



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HELLHOUND

NUMBER: 1-6
SIZE: Medium
HD: 4 (d8)/ 8 (d8)
AC: 16
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (2d6)
SPECIAL: Breath Weapon, Fiery Bite, Darkvision 60 ft., Immunity to Fire (full), Tracking 5



Hellhounds are canine creatures that are permanently sheathed in a hellish flame. They are large, hyena-like beasts with massive jaws and coarse black, brown or gray spotted hair. They sport something of a mane to protect their neck and face from bits and wounds.

They are native to evil planes, where they roam in great packs, or are used as watchdogs. On the mortal realms, they travel and hunt in smaller packs that rarely exceed six members. They are tremendously aggressive, attacking almost anything and with little thought or direction. They do not quit the fight unless ordered to.

They are exceptionally acute, and can be easily trained if the trainer is evil, powerful, and able to withstand the beast's fiery assault. They are the prized hounds of many of the arch devils in hell where they are used for sport and war.

COMBAT: Hellhounds are very aggressive creatures. Filled with the pain of their own fire, they seek to inflict that torment on others. Moving with great stealth and speed, a pack of hellhounds will stalk enemies, waiting for the ideal time to surround and overwhelm their prey with tooth and flame.

BREATH WEAPON: A hellhound can exhale a flaming pellet of purest heat that explodes upon contact with an opponent. This explosion inflicts 1 hit point of damage per hit dice of the hellhound. A successful dexterity save reduces this damage by one half.

FIERY BITE: The bite of a hellhound is wreathed in a layer of flame and intense heat. Each successful bite may catch combustible items on fire. Upon a failed save the item catches on fire, successful saves leave it scorched.

HERD ANIMAL

NUMBER: 10-10,000
SIZE: Medium
HD: 2 (d8)
AC: 13
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Hooves (1d4), Slam (1d8)
SPECIAL: Stampede, Twilight Vision

Herd animal is a category that can refer to many different creatures, including buffalo, deer, wildebeasts, zebras, horses, sheep, and other similar herbivores. They are encountered in herds of 10 to 10,000. They live in open plains, scrublands, forests, hills, and mountains. They congregate in herds for survival of their species: a large grouping offers some protection from predators.

COMBAT: Herd animals flee to avoid hunters. If forced to fight, they do so by head butting or rearing, slamming their heads, horns, or hooves into an opponent. Large herds that feel threatened often stampede; stampeding animals run down whatever is in their path, only avoiding larger creatures or obstructing terrain. If trapped in a stampede, death is almost certain.

HILDISVÍNI

NUMBER: 1-3
SIZE: Large
HD: 4 (d12)
AC: 16
SAVES: P
MOVE: 50 ft.
ATTACKS: Trample (2d8), Gore (2d10)
SPECIAL: See Combat

These giant 'Battle Swine' roam the forests of the Nine Worlds foraging for food and jealously guarding their young. Named for the goddess Freyja's own boar, these giant beasts are sacred and symbolize the strength of warriors.

One such giant boar is the feast of the Battle Slain in Valhöl cooking over the fires on a spit daily. These boars do not generally show any intelligence higher than the normal sized cousins, but there are many that were cursed by the gods or powerful magicians for various reasons.

Warriors put the image of the Battle Swine on the top of their helmets to channel the power and might of the animal in their combat skills. The Hildisvíni is also put on shields and other decorative places in the aesthetics of the many peoples of the Nine Worlds and especially among the many tribes of the descendants of Tuisto.

COMBAT: The Battle Swine charge down their foe and trample or gore them fiercely as many times as they can. They go wild with the taste and smell of blood and can become berserk (charisma save), dealing an additional +1d8 damage for the duration of the battle.

HIPPOCAMPUS

NUMBER: 2-8
SIZE: Large
HD: 4 (d8)
AC: 15
SAVES: P
MOVE: 50 ft.
ATTACKS: Bite (1d4)
SPECIAL: Nil

INT: Low to Average
ALIGNMENT: Chaotic Good
TYPE: Magical Beast
TREASURE: Nil
XP: 40 + 4



The hippocampus is a good aligned creature that lives solely underwater. The hindquarters of the animal are that of a fish, while the front, including the head, is that of a horse. The front legs, however, end in webbing and not hooves. The mane normally found atop a horse is replaced with a great dorsal fin. Most hippocampi are white in color, with their fin and hindquarters taking on a decidedly blue hue. Some, however, are chestnut, piebald, palomino and the rare black.

The hippocampi are used as steeds among some good aligned underwater creatures, such as some mermen. They have an intense hatred for sharks and especially for sahaugin, which they will attack on sight. Sahaugin are known to capture hippocampi and ride them for sport, much to the chagrin of the poor beast.

COMBAT: The hippocampi are not bred for combat nor do they desire to engage in such activities. They have but one form of attack, a relatively weak bite. Their preferred way to handle combat is to use their great speed and simply flee. The only exception is when they encounter sahaugin.

HIPPOGRIFF

NUMBER: 1-4
SIZE: Large
HD: 3 (d10)
AC: 15
SAVES: P
MOVE: 50 ft., 100 ft. (fly)
ATTACKS: 2 Claws (1d6), Bite (1d10)
SPECIAL: Darkvision 60 ft., Twilight Vision

INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 2
XP: 30+3

These strange magical beasts possess the hindquarters of a horse and the forequarters of a bird of prey. They are proud creatures and

are rarely tamed. Hippogriffs dwell in mountain aeries shrouded by clouds. They are shy creatures, avoiding civilization or settled lands. Hippogriffs and griffons compete for food and territory, and hippogriffs will attack griffons on sight. Hippogriffs shy away from pegasi, and consider the winged horses to be dominant creatures.

Hippogriff eggs are very prized for use in magical research. A live, viable hippogriff egg is generally worth about 1500 gold pieces on the open market.

COMBAT: Hippogriffs enter combat only in self-defense, unless attacking a griffon. They avoid stronger predators, but will fight viciously when cornered. They attack with their front claws and beak, in combination.



HOAR FOX

NUMBER: 1(d6)
SIZE: Small
HD: 2 (d8)
AC: 14
SAVES: P
MOVE: 50 ft.
ATTACKS: Bite (1d6)
SPECIAL: Breath Weapon

INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil (See Below)
XP: 15 + 2

The hoar fox is found only in cold, arctic areas. They are the same size as their southern kin, but have a thick, luxurious fur of silver-blue. They usually hunt in packs, but rarely attack humans unless threatened.

Those living in the icelands of the north prize the thick pelts of the hoar fox and will pay up to 50gp for a full-grown hoar fox. For this reason, they are hunted by the humans that live in these desolate areas.

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COMBAT: The creature's attack with a pack mentality, focusing attacks on one or two victims at a time. Its bite does 1d6 damage, but its more feared attack is its breath weapon.

BREATH WEAPON: Once per day, all hoar foxes are able to release a *cone of cold*, as cast by a 5th level wizard (5d6 damage), although the creature's distance is only 20', not 50' as per the spell description.

HOB

NUMBER: 1-10

SIZE: Small (3½ ft.)

HD: 2 (d6)

AC: 10

SAVES: P

MOVE: 40 ft.

ATTACKS: Sword 1d6, Spear 1d4

SPECIAL: Nil

A hob is a small faery, beautiful and elf-like, that chooses to dedicate its life to assisting another family. Hobs will clean, wash, and do the many other chores in a household and even help (through magic) to heal sick family members.

The Saxons call them *cofgodas* (house gods) because of their benefits. It is rare for a hob to misbehave or cause genuine trouble to others, but they will protect the family from unforeseen threats.

Hobs generally stay in the part of the home's fireplace that is named for them. The more sinister beings that try to dwell here (hobgoblins) are at odds with the hobs themselves.



COMBAT: Hobs can use other weaponry if needed to fight or to defend others. They have a simple strategy of attack, nothing complex or magnificent. Hobs are not warriors and will avoid combat, if possible, using magic or cleverness to escape.

HOBGOBLIN

NUMBER: 4-12, 10-200

SIZE: Medium

HD: 1 (d10)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Darkvision 60 ft.

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 1

XP: 5+1



Hobgoblins are stout, foul-featured humanoids. About the size of a human male, they have thick, knobby skin that varies from dark green to black. They have dark, greasy, knotted hair that often hangs down to their waists. They travel in small, disciplined groups, using goblins as slaves and jackals as tracking beasts. Hobgoblins prefer heavy armor, sheathing themselves in chain mail or stronger. They prefer to wield large weapons in battle, such as halberds, pole axes, and two-handed battleaxes.

Like other marauding humanoids, they form large clans of up to 200 male and female members. The number of youngsters will be equal to 120% of the number of clan members. For each troop of 10 hobgoblins, there is one 2 hit dice lieutenant with an AC of 16. For every four troops there is a subchief with 4 hit dice and an AC of 18. For every five troops there is a chief of 6 hit dice and 19 AC.

Hobgoblin shamans have limited spell casting ability in the wizard and cleric classes. They have spells from the lists of both classes, up to a maximum of 24 spell levels. No spell selected can be greater than 4th level. None of these spells are changeable, and shamans do not use spellbooks, so the same set of spells are prepared each day. Each spell can be cast once per day.

EXAMPLE: A shaman with six 1st level spells, four 2nd level spells, two 3rd level spells, and one 4th level spell has the maximum of 24 spell levels. The CK selects these spells from either the Wizard or Cleric spell list, and they are permanently fixed.

COMBAT: Hobgoblins are smart tacticians. They rely on their collective knowledge in battle and sheer numbers and power to end battles in their favor. They favor tight formations, using their armor and pole arms to great effect.

HOMUNCULUS

NUMBER: 1
SIZE: Small
HD: 2 (d10)
AC: 14
SAVES: M
MOVE: 20 ft., 50 ft. (fly)
ATTACKS: Bite (1d3)
SPECIAL: Poison, Bond, Darkvision 60 ft., Twilight Vision

INT: High
ALIGNMENT: Any (see below)
TYPE: Construct
TREASURE: 1
XP: 15+2



A homunculus resembles a miniature gargoyle. They are intelligent, often reflecting the mental abilities of their creators. A homunculus is a specially prepared creature that is crafted by a wizard through a very precise alchemical process. Constructing a homunculus grants several benefits to a wizard (see Bond, below), and many wizards see the benefits as worth the time, expense, and risk involved in the creation process. A homunculus is very rarely encountered without its creator, as the homunculus has a limited range that it can travel away from its master.

If a homunculus's master should perish, the creature is freed from its bond, but it does not die. It will linger around the body of its fallen master for many long months. A homunculus in this situation is eventually consumed by its own grief, twisting into a creature of evil intent and consciousness. The homunculus, so transformed, will venture out into the world to share its grief with others in horrible ways.

COMBAT: A wizard that controls a homunculus is reluctant to let the creature enter combat, for fear it should die. Instead, they are used as scouts, spies, and messengers.

POISON: An opponent bitten by a homunculus must succeed at a constitution save or fall into a comatose slumber. This poison is a powerful depressant, and upon a failed saving throw, a victim is rendered unconscious and immobile for 5d6 minutes.

BOND: An invisible tether of arcane force exists between a homunculus and its creator. This connection provides a synergistic benefit to both entities. For the purposes of saving throws, homunculi are treated as having hit dice equal to the level of their creator. The

creator is able to use all of the homunculus's senses as clearly as if standing in the same spot. A homunculus cannot travel more than 100 feet away from its master, and is telepathically linked to its creator. A homunculus knows everything the wizard that created it knows, and shares the same alignment as its controller. Should the homunculus die, the wizard that created it immediately suffers 2d10 points of damage.

HORERCZY

NUMBER: 1
SIZE: Small to Medium
HD: 4 (d6)
AC: 13
SAVES: M, P
MOVE: 40 ft.
ATTACKS: Claws (3d8), Bite (1d20)
SPECIAL: Vampiric Butterflies, Shapeshifting

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Shapechanger
TREASURE: 4
XP: 200+4

Horerczy are demons, dark skinned shapeshifters that are cat-like in appearance. They give birth to the alp as well as call upon flights of demonic, vampiric butterflies.

These monsters are common in the lower worlds on Irminsul. If the appearance of butterflies seems out of place for a specific area, it may be safe to assume a horerczy is present. These demons are the spawn of Helle and her witches and can spy on select people in the Seven Worlds for their dark masters.

It is bad enough to corner one and try to confront it, but even worse is its unusual method of exhaling dozens of butterflies to attack many foes at once. Initially, this attack might seem laughable, but the dozens of vampiric butterflies can swarm the body and feed on the exposed skin.

COMBAT: The horerczy will attack like a mountain cat if made to by lashing with its steel-like talons and horrible teeth. If one horerczy is in danger, others will come to its aid and converge on the attackers.

VAMPIRIC BUTTERFLIES: Twice a day the horerczy can exhale brightly colored, magical butterflies into the air (1d20+4), sending them to attack others. These insects will land on any exposed skin and begin feeding on the blood, draining 1d8 hit points per round until they are driven away or stopped.

SHAPESHIFTING: Horerczy can alter their form to appear as other animals, if needed. They can use this a couple times a day, and its duration can last in 1d10 hours at a time. It must be in the shape of a small animal, from rodent to sheep size.

HORSE

	HEAVY WAR	LIGHT WAR	RIDING
NUMBER:	1	1	1
SIZE:	Large	Large	Large
HD:	4 (d10)	3 (d10)	2 (d8)
MOVE:	50 ft.	60 ft.	60 ft.
AC:	14	13	13
ATTACKS:	2 hooves (1d6+3), bite (1d4+2)	2hooves (1d4+2), bite (1d4)	2 hooves (1d4+1)
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	4	2	1
XP:	40+4	20+3	10+2

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HEAVY WAR HORSE

These animals are bred for strength and endurance, and trained for warfare. They are typically used by mounted cavalry in heavy armor. A heavy warhorse can fight while carrying a rider, but unless the rider is a knight, the rider cannot attack at the same time. A light load for a heavy warhorse is up to 300 pounds; a medium load, up to 600 pounds; a heavy load, up to 900 pounds. A heavy warhorse can drag 4,500 pounds.

LIGHT WAR HORSE

A contrast to their larger cousins, these animals are bred for a different role in combat: speed. They are typically used by scouts and light cavalry. A light warhorse can fight while carrying a rider, but unless the rider is a knight, the rider cannot also attack. A light load for a light warhorse is up to 225 pounds; a medium load, up to 450 pounds; a heavy load, up to 700 pounds. A light warhorse can drag 3,500 pounds.

RIDING HORSE

These animals are bred for speed and endurance, and are not trained to handle combat situations. A riding horse cannot fight while carrying a rider, and may rear, buck, or bolt when faced with obvious danger. A light load for a light riding horse is up to 150 pounds; a medium load, up to 300 pounds; a heavy load, up to 450 pounds. A light horse can drag 2,250 pounds.

HOOK FIENDS

NUMBER: 2-8

SIZE: Large (9 ft.)

HD: 5(d10)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (1d8)

SPECIAL: Tear

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 3

XP: 120 + 5

a thick skin covering their torso. Their arms and legs are covered in a thick, leathery skin a coal black in color. While their legs end in canine-like feet, their arms end in long, savage hooks that give the creature its name. The inside edges are serrated and fiendish. Hook fiends are malevolent creatures that delight in the savage killings of others, man or beast.

Hook fiends are tribal creatures and hunt as a group. Rarely will a single creature be found alone. They have no formal form of communication, but will beat their carapace with their hooks in a rhythmic manner to convey certain emotions.

COMBAT: In combat, hook fiends will attack with both hooked arms. These natural weapons are long, jagged and extremely sharp. The unlucky victim will take 1d8 damage from each.

TEAR: If both attacks are successful against a single target, the victim must make a constitution save or take an additional 1d6 damage as the creature uses its leverage to tear hunks of flesh from its opponent as it pulls its hook free.



HOUND OF ILL OMEN

NUMBER: 1

SIZE: Large

HD: N/A

AC: N/A

SAVES: N/A

MOVE: N/A

ATTACKS: N/A

SPECIAL: Howl

INT: Deific

ALIGNMENT: Any

TYPE: Extraplanar

TREASURE: Nil

XP: N/A

The hound of ill omen is a creature sent by the gods to those followers that have strayed from their appointed path. The hound appears only to one person, and only for a brief moment in time.

The hook fiend is a tall, bipedal creature that is found almost exclusively underground. They have heads like that of a mastiff and

A victim will only be sought out if they have performed some deed so foul (or so benevolent in the case of evil creatures) that a deity was offended. The hound is neutral and cares not about alignment and can thus be used by any deity, regardless of ethos. When a victim is taking damage via the curse, the memory of this transgression should flash in his memory, leaving no doubt as to why they were punished.

COMBAT: The Hound does not engage in combat. It cannot be attacked in any way, nor will it attack.

HOWL: The hound will issue a deep, mournful howl that only its victim can hear. The victim must make a wisdom save (CL of 6) or be subject to the full force of the curse. Those unfortunate victims of the curse will take no damage in the presence of the hound. Indeed, it may be days after the hound has left that the curse will come into play. For the next ten times the victim is damaged, the damage will be quadrupled. Also, healing will only restore one-fourth of what it normally would. For instance, a victim of the curse is struck in combat for three points of damage. Due to the curse, this damage will now be twelve. If they are healed later in the fight for eight points of damage, only two will be restored. For those that initially saved against the howl of the hound, the penalty is double damage and half healing.

HUECUVA

NUMBER: 1

SIZE: Medium

HD: 4(d8)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: Slam (1d6)

SPECIAL: Polymorph, Limited Telepathy, Spell-like Ability

INT: High

ALIGNMENT: Lawful Evil

TYPE: Undead

TREASURE: 5

XP: 120 + 4



The huecuva is an undead creature, forced to roam the desolate places where the dead lay. The creature can be found anywhere death is prevalent but is mainly found in crypts and cemeteries. It feeds on the fear of humans and demi-humans and revels in their misery. Looking like a robed skeleton, the huecuva is much more intelligent than their mindless brethren. While skeletons will attack haphazardly and without thought, a huecuva will stalk its prey, listening and waiting.

The creature can be turned at any time, but it should be noted that rarely does it appear as an undead.

COMBAT: Against its victim, the huecuva will either kill or do 4d6 damage per round (per the spell *phantasmal killer*). Against all others, it will attack with a slam attack, doing 1d6 damage. Once its victim is slain, and the huecuva's hunger satiated, it will use its polymorph ability to transform into a suitable creature and flee. This final form is normally that of a cat or bird of some kind. If the creature is pursued and forced into combat, it will revert to its normal form and attack using its slam ability.

POLYMORPH: The creature is able to polymorph thrice daily and will use these forms to feed. Its initial form will be that of some innocuous creature. The huecuva cannot speak, so it will normally appear as a creature that has no speech capabilities, such as a dog or a bird. The creature is always solid black in color.

LIMITED TELEPATHY: The huecuva will attempt to accompany a group, seemingly a pleasant companion. It has a limited form of telepathy and will use this to probe the minds of its companions. Its goal is to find that which frightens its prey above all else. It will normally focus on one creature, with humans taking precedent over all other races. It will need to be within 20' of its intended victim for 4d6 hours before it has gained sufficient knowledge of its fears. Once it has garnered its information, it will slink away from the group, usually under cover of night.

SPELL-LIKE ABILITY: Once it has left, it will use its *polymorph* ability to appear to its victim. Although the polymorph is real, and not an illusion, much like that of a doppelganger, the effects are identical to a *phantasmal killer* spell, except that it can be seen by anyone and can be attacked and killed.

HULDRA

NUMBER: 1

SIZE: Medium

HD: 3 (d6)

AC: 13

SAVES: M

MOVE: 50 ft.

ATTACKS: Slam, Knife (2d6)

SPECIAL: Glamour, Strength, Luck, Shapeshifting

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Fey

TREASURE: 2

XP: 200+3

Huldra women are extremely beautiful faeries that are imperfect because of their fox tails and tree bark covered backs. They are ravenously lustful and will seduce and lure men deeper into the forest to make love with them. If they are pleased they will spare the man, if not they will kill him.

Their original creation from the forest is not something easy to hide among non-sylvan folk and is always an awkward point of contention.

Huldra do not like to be told about their strange animal-like tails and unusual backs, and if so they will focus their anger and attentions on

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the person who mentioned it. A Huldra can make someone's life a living hell by her magical influences if they choose.

They are native to the forests and never prefer to wander into largely populated towns or cities if they can help it. Occasionally they marry and try to live as humans and other races do, but it won't last long due to the Huldra's unusual nature. The males are Huldrkall or Huldru and they tempt and lure females of other races just the same.

These beings are the dark denizens of the forest that will act harsh to those thoughtless people that harm their home. Huldra do not gather in large numbers and choose to live solitary. It is extremely rare that more than one Huldra will come together, but it is told that when the Great Winter would come that the Huldra will amass into a sylvan army and march on the enemies of the woods.

COMBAT: The Huldra and Huldrkall will use their giant-like strength to pin down and hold their enemy before killing them with a knife or by bashing with a heavy object.

GLAMOUR: Magical faery glamour is used to hide the animal tail and tree bark backs when around beings that are not Huldra. This glamour can be used to disguise and change the appearance of other things around the Huldra if so wished. It takes a charisma save to not be deceived by the glamour. Once the save is made, the illusion fades and its reality is plain to see.

STRENGTH: In a burst of extra strength the Huldra can gain some might over their foes (+1d20) for 1d4 minutes. The Huldra can use this ability three times a day.

LUCK: Huldra can use their inherent magic to jinx others if they wish. This can be used twice a day by the Huldra and they merely have to touch whatever object they plan to jinx. Once this is done, the user will have a -8 on it for hours equal to 1d12. If a fumble is rolled after it is jinxed terrible consequences will be suffered worse than normal, often ending in damage.

SHAPESHIFTING: If needed the Huldra can alter its shape to another similarly beautiful person to hides its strange nature. Only in close contact can strangers have a chance to break through the illusion (charisma save) and see that things are not what they appear to be. Suspicious physical traits will be apparent once the save is made.

HUMAN GIANT

NUMBER: 1	INT: Low to Average
SIZE: Large (9 - 10 ft.)	ALIGNMENT: Any Evil
HD: 5 (d10)	TYPE: Giant
AC: 16	TREASURE: 6
SAVES: P	XP: 120 + 5
MOVE: 50 ft.	
ATTACKS: 2 Fists (2d4) or by weapon (+4 to damage)	
SPECIAL: Darkvision 60 ft., Bonus Damage	

Human giants are a race of creatures not quite giants, but no longer human. They can sometimes be found with ogres, whom they bully, or hill giants. Being more intelligent than either of these creatures, human giants can sometimes be found in leadership roles.

A human giant will typically fashion armor from hides and furs, as well as various pieces of regular armor they can find a use for. They are cunning and will use any advantage to win, including lying in wait and ambush. It is not uncommon for the creatures to feign surrender, then turn back upon its opponents at the most inopportune time.

Human giants live in a brutal, oppressive, male-dominated society. Females are treated like property, somewhere between a favorite sword and a favored drinking stein. If the female population is too high, female children may be forced from the clan or slain at birth. Disputes are settled by shows of strength.

COMBAT: The human giants are savage warriors, relying in intimidation and brute strength. They are cowards, however, and will focus attacks on those they feel certain they can beat. If the battle goes against them, they will flee (if able) or surrender.

BONUS DAMAGE: Due to their great strength, human giants deal +4 to damage when wielding weapons.



HUMAN

NUMBER: 4-16, 40-400	INT: Average
SIZE: Medium	ALIGNMENT: Any
HD: 1 (d8)	TYPE: Humanoid
AC: 12	TREASURE: 1
SAVES: P	XP: 5+1
MOVE: 30 ft.	
ATTACKS: By weapon	
SPECIAL: Nil	

Humans are the most diverse of the races. In appearance, demeanor, culture, language, crafts and interests, humans are difficult to characterize in total as it is this diversity which most defines humanity and makes them one of the most unique of races in all the world.

Humans can range in size from 5 and half feet in height to 6 and half feet. Their body bulk likewise ranges greatly depending on diet, nutrition, and desire. Females tend to be slighter in both height and weight than males, though there are many exceptions to this. Hair colors and styles range greatly depending upon culture, genetics, and status within their own cultures. Skin colors also range greatly from pitch black to a pasty white.

Humans range as much in temperament as they do in appearance. They can be mean spirited, lowly, dastardly, and downright evil to high minded, loyal, honest, and beneficent. Humans are as often industrious as they are indolent. It is the range and the fervor with which they pursue or are driven by these traits that sets humans apart. Their laziness knows no limit while at the same time, their industriousness exceeds that of all others.

There is little one can say about human culture other than it is so vast in its structures and forms it is chaotic. Languages, customs, religions, laws, settlement patterns, architecture, food consumption, warfare, governmental structure and marriage patterns are often so different from one group to the next as to make many groups of humans incompatible neighbors. From solitary farmsteads on wide plains to overcrowded cities in riverine environments, humans are found in any sized settlement and in any environment.

All this diversity results from one general characteristic all humans seem to share. Humans are infinitely curious. This curiosity drives individual explorers or even whole nations into new territories, across lonely mountains and into the depths of the ocean. They are a migratory lot and seem to constantly be on the move to new and better lands.

This curiosity rises up in the pursuit of crafts, farming, warfare and many an intellectual enterprise. Humans constantly strive to improve their lot and understand the physical workings of the world in which they live. Curiosity and enterprise manifest together in ever improving technologies and skills which increase and broaden their power and influence on their neighbors.

Another characteristic is one of competition. Whether with one another, other races, animals or anything else that moves or can be beaten, humans compete. This leads to constant military conflict, social conflict, economic conflict, religious conflict and even interpersonal spiritual conflict. All this conflict makes for a fairly contentious race. Though, ultimately, a very successful one as a natural social, intellectual and economic evolution creates ever more efficient human cultures – though often to the detriment of their neighbors.

In sum, humans are defined more by their culture than by any inherent instinct or nature. Their culture determines their belief systems, marital patterns, governmental institutions, and relations with their neighbors and other races. Their technology level tends to dictate their capacities (some fight with bones, others with swords of steel, still others just cannot countenance a fight at all) and their economic base dictates their wealth.

HYDRA

NUMBER: 1

SIZE: Large

HD: 5 to 12 (d8)

AC: 15 to 22 (see below)

SAVES: P

MOVE: 20 ft., 10 ft. (swim)

ATTACKS: 5 to 12 Bites (1d10)

SPECIAL: Deepvision, Twilight Vision

XP: 5HD: 140+5 6HD: 210+6 7HD: 315+7

8HD: 450+8 9HD: 700+9 10HD: 1,050+10

11HD: 1,300+11 12HD: 1,600+12

Hydras are massive reptilian quadrupeds with multiple heads. Their heads are mounted on long, sinuous necks and filled with rows of jagged teeth. Their bodies are broad, supported by short, powerful



legs. When moving, they tend to drag their bulk along the ground in a crocodilian manner. Hydra heads are always of the same size, shape, and color, matching the creature's body tone. They are very aggressive, and despite their odd shape and bulk, deceptively quick.

These monsters are always solitary. They often dwell in swamps and marshes, where they build large nests in heaps of rotting timber, swamp mulch, and other debris. They are voracious eaters, and both hunt and scavenge for their meals.

COMBAT: Physically powerful, quick, and vicious, hydras are capable of dominating an entire combat area. They can attack multiple opponents simultaneously, biting at any target the heads can reach.

MULTI-HEADED: Hydras have between 5 and 12 heads, one for each hit dice the creature possesses. Each hit dice of the creature also represents an improvement in armor class. A hydra's armor class starts at 15 (5 heads) and increases by one for each head, up to a maximum of 22 (12 heads). The heads can be attacked individually. Each head is considered to be a 1 hit dice (d8) creature, and can die independently from other heads. A hydra cannot be killed until all of its heads have been killed, regardless of damage inflicted on its body.

PYROHYDRA SUBRACE

Pyrohydras resemble their normal kin, save for a telltale dark red tint in the scales. The unwary may not be able to distinguish a pyrohydra's true nature until it breathes flame. These creatures have the same statistics as above, with the following changes:

SPECIAL: Breath weapon, darkvision 60 feet, immune to fire, twilight vision, multi-headed.

BREATH WEAPON: The breath weapon of a pyrohydra is weak from one head. When the beast focuses the breath from every head on a target or targets, the effect is frightening and deadly. A pyrohydra can divide this attack between opponents by targeting each foe with a different head or heads. Likewise, a single target could find itself facing down the pyrohydra's full combined blast. In either case, each head can breathe an explosive gas that ignites upon exit from the creature's

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mouth. This gas erupts into a 5 foot sphere of flame and ash that inflicts 8 points of fire damage. This damage is cumulative as additional heads fuel the blast. A single head's breath causes 8 points of damage; the breath of 8 heads focused on a single area causes 64 points of damage. A successful dexterity save reduces this damage by half.

CRYOHYDRA SUBRACE

Cryohydras also resemble their normal kin, but their scales are tinted slightly white at the edges. This enables the cryohydra to stay fairly hidden in the icy marshlands where it dwells. It conforms to the statistics above, except for the following changes:

SPECIAL: Breath weapon, darkvision 60 feet, immune to cold, low-light vision, scent, multi-headed.

BREATH WEAPON: As with the pyrohydra, the breath of a cryohydra is weak when only a single head breathes, but the true nature of the threat becomes more apparent when more than one head is brought to bear. A cryohydra can divide this attack between opponents by targeting each foe with a different head or heads. Likewise, a single target could find itself facing down the cryohydra's combined icy blast. In either case, each head can breath forth a blast of frigid air that fills a 5 foot sphere that inflicts 8 points of cold damage. This damage is cumulative as additional heads intensify the blast. A single head's breath causes 8 points of damage; the breath of 8 heads focused on a single area causes 64 points of damage. A successful dexterity save reduces this damage by half.

HYLDEMOER

NUMBER: 1	INT: Average
SIZE: Large	ALIGNMENT: Chaotic Neutral
HD: 8 (d8) +40	TYPE: Fey
AC: 16	TREASURE: None
SAVES: M, P	XP: 450+8
MOVE: 20 ft.	
ATTACKS: Branch (1d10+6), By weapon	
SPECIAL: Tree Bond	

The Hyldemoer are Elder tree beings that protect and guard them. Humans and other races call them 'Elder Mothers' and Elder Witches. They can move about as the large Elder tree by uprooting or free themselves from the tree and move about as a hideous hag.

The Elder Mother can live among people without any knowing of her origins for a time. Their magical abilities are presumed to be like a sorceress, healer. Hyldemoer have tempers and can be easily insulted or angered. Hyldemoer can cast curses on those they feel deserve it or even see into the future with Second Sight. Their advice is often taken for granted or ignored by the foolish who find out later that they should have listened.

It is best to avoid the Elder trees in the woods and let the blessings fall where the Mothers decide most reasonable. The twigs and leaves fallen from them is considered blessed and able to cure toothaches and other ailments.

COMBAT: Elder Mothers can become ruthless and bloodthirsty if attacked. They can grab any weapon and become as deadly as a Berserker massacring their foes in a manner that resembles the cutting down of trees.

SPELL USE: Elder Witches possess all 1st-5th level druid spells and can cast the same spell several times a day (2-3) if needed. Their magic is usually harmful and threatening to those they target.

TREE BOND: Each Hyldemoer is linked to an Elder Tree and will perish if its tree is destroyed. Finding the one tree in the woods to which the Elder Witch belongs would be near impossible. If it is discovered, the Elder Witch can be bargained with as she will be desperate to save her own life.



ICHTHYOCENTAUR

NUMBER: 1-4+	INT: Average
SIZE: Large (8-10 ft.)	ALIGNMENT: Chaotic Neutral
HD: 6 (d8)	TYPE: Monstrous Humanoid
AC: 17	TREASURE: 6
SAVES: M, P	XP: 50+6
MOVE: 50 ft., 80 ft. (swim)	
ATTACKS: 2 Hooves (3d6), Crustacean Pincers (2d8), 2 Flippers (2d4), By weapon	
SPECIAL: Animal Friend: Aquatic	

A hybrid and chimeric being both, the Ichthyocentaur combines both the traits of the centaur and fish as well, and even the additional pincers and occasional spiny horns found on crustaceans. These beings can exist on both land and sea equally, but are better suited in the ocean.

These strong beings are usually the warriors and guards for the Sea Gods and Goddesses below, armed with deadly spears, swords and other gear. They are a powerful race organized, and feared if so, but if discovered as disparate tribes just threatening on a limited scale.

Aggressive, they appear to only have care for their families and loyalty towards their leaders and gods, but no regards towards other beings or races except for the Sea Nymphs.

COMBAT: Just as ferocious as the Centaurs and stronger, the Ichthyocentaurs are able to use their greater endurance and might to their constant advantage. Few enemies can alter the strategic battle's odds by forcing them to sea or to land as they can easily go to either with the same flexibility.

ANIMAL FRIEND: Aquatic: This ability grants them the power of the undersea equal to Animal Husbandry towards jellyfish, sharks, manta rays and other animals. They can herd, raise and even use to their advantage in battle, these animals if needed. An entire school or a 1-200 members (per Ichthyocentaur) of a particular animal can be obedient at one time.

IDISI

NUMBER: 1+	INT: Average
SIZE: Medium	ALIGNMENT: Lawful Good
HD: 15 (d8)	TYPE: Extraplanar
AC: 25	TREASURE: CK's Choice
SAVES: M, P	XP: 5,000+15
MOVE: 150 ft. (fly)	
ATTACKS: Spear (8d10), Axe (12d12), Sword (10d8), Bow (6d8)	
SPECIAL: Find Battle-Slain, Battle Victor	

The idisi are divinely appointed women by that seek the worthy battle-slain and take them to the heavens to feast, fight and prepare for Mutspill in Wælhaell. Only shield maidens were eligible for this honor and none other. Ravens fly with them, always near; their squawks are death knells to those who hear them over the clamor of battle.

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The idisi are granted magical abilities and rune knowledge to assist in battles that the gods deem significant enough. They can bind warriors and deny them freedom to move or fight and are able to cast spells as 10th level freely, if they choose.

Many idisi can watch over an individual if given the word by the Allfather (or other gods) to bless or even curse them in order to influence matters in a direction of the god's choosing. Those observed would never be aware of this due to the idisi's divine magic.

COMBAT: Feared as much as facing the gods themselves, the idisi are invincible forces in battle. They are far superior to any giant or other monster in the Seven Worlds. Idisi will use strategy and tactics against their foes, either in flight or on foot. They never will do this to change the odds of an important battle unless the Allfather himself deems it crucial.

FIND BATTLE-SLAIN: Idisi can find those that have been slain honorably in battle amidst the many dead. She will know who was cowardly, devious and false in their life and pass them over for those worthy of becoming one of Woden's feasters in Wælhaell. Only a god or the rare wizard or witch could deceive them with this ability.

BATTLE VICTOR: Idisi can attack ten times a round, if need be. They can fire ten arrows in a round with a bow and pick targets for each arrow.

IMP

NUMBER: 1
SIZE: Small
HD: 1 (d8)
AC: 15
SAVES: M
MOVE: 20 ft., 60 ft. (fly)
ATTACKS: Bite (1d4), Stinger (1)
SPECIAL: Darkvision 60 ft., SR 3 Invisibility, Regenerate 1

INT: High
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 1
XP: 19+1

Imps are small fey – cunning, calculating and altogether evil. They are extraplanar creatures and are rarely encountered on the mortal realms. When they are, they are usually serving as familiars to wizards or servants to some other malevolent creature. Imps can have many forms, but they are always small, crooked, and possess one long eyetooth. They possess wings, but these fold up onto their back and lay flat with their skin, so that they are not discernable at a glance.

Imps possess a chameleon-like ability to blend with their environment. They can, at will, change their color, heat signature, and even their skin texture to blend with any environment. With a successful physical check, the imp hides so well that it is invisible to the naked eye. They regenerate 1 hit point per round and can only be hit by silver or magic weapons.

Imps speak the language of fey and devils, but also speak the common tongue of men.

COMBAT: Imps are not formidable foes. They are small and weak, and avoid combat whenever they can. If pressed hard by superior numbers, they will almost always fall upon the ground, desperately calling for pardon, and they will attempt to strike some deal with their antagonist.

POISON: Imps have a thin tail tipped with a sharp spine. With this tail, they are able to sting an opponent and cause a nasty wound. Upon



a successful hit, the victim takes 1 hit point of damage, and must make a successful constitution save or suffer 2 points of damage per round for 4 rounds (for a total of 9 points). The wound swells and becomes sore immediately, rendering the area useless (if a sword arm, the victim cannot wield a sword with that arm after being stung). A *cure disease* or *neutralize poison* will negate the poison's effect.

INSECTUS

NUMBER: 2-12
SIZE: Medium
HD: 6 (d10)
AC: 15
SAVES: P
MOVE: 40 ft.
ATTACKS: 2 Claws (1d3), Bite (1d4) or By weapon
SPECIAL: Poison

INT: High
ALIGNMENT: Chaotic Neutral
TYPE: Aberration
TREASURE: 5
XP: 240+6

The insectus are tall (6'), insect creatures, looking like giant mantises. They have a thick exoskeleton, great multi-faceted eyes, six arms and two long antennae growing from atop their heads. Their exoskeleton is a deep green in color, with brown spots along the back. They speak their own language, but cannot speak Common, although some can understand it.

Most insecti understand the halfling tongue as well. The mantis warrior, as it is sometimes called, live in the grassy plains that dot the landscape. They intentionally live as far from human settlements as possible, for they dislike and distrust humans. The insecti will sometimes mount hunting parties that travel into nearby forests in search of halflings, for they think of halfling flesh as a delicacy. When going on these hunting expeditions, they arm themselves with polearms as well as small bows (due to their multiple arms)

COMBAT: In melee, their polearm does 2d4 (treat as a ransuer). If forced to attack unarmed,



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they will use their two foreclaws, for 1d3 damage each, and their bite, for 1d4.

POISON: Anyone bitten by an insectus must make a constitution check or be poisoned. This poison will make its victim groggy, imparting a -1 penalty on all subsequent rolls. This lasts for 2d4 rounds (the effects are not cumulative).

INVISIBLE STALKER

NUMBER: 1
SIZE: Large
HD: 8 (d8)
AC: 17
SAVES: M
MOVE: 30 ft., 30 ft. (fly)
ATTACKS: Slam (4d4)
SPECIAL: Darkvision 60 ft., Natural Invisibility, Tracking 6, SR 6

INT: High
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: 6
XP: 775+8

Invisible stalkers are creatures native to the elemental plane of air. An invisible stalker is only found in the mortal realms if summoned by a wizard. An invisible stalker follows the commands of its summoner and departs the moment it has completed its task. The exact method of summoning an invisible stalker is up to the Castle Keeper to determine; however, it is recommended that the wizard be 6th level or higher.

COMBAT: Invisible stalkers are reluctant to engage in combat, only doing so when forced or ordered by their summoners. Their primary goal is to survive their periods of servitude.

NATURAL INVISIBILITY: An invisible stalker is constantly invisible, even when attacking. This ability is inherent and natural to this creature, and is not subject to any spell or effect that negates or detects invisibility. Creatures able to see the invisible still cannot see an invisible stalker, and *true seeing* will not reveal the presence of one.

IPOTANE

NUMBER: 1-3+
SIZE: Medium (5 ft.)
HD: 3 (d6)
AC: 14
SAVES: P
MOVE: 60 ft.
ATTACKS: 2 Hooves (2d6), Weapon
SPECIAL: Nil

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Monstrous Humanoid
TREASURE: 3
XP: 200+3

These strange beings are like Centuars crossed with Satyrs while the legs and tail are of horse, they have only two legs, like the Satyr." In the earliest Greek Ipotane also means 'knight' or 'mounted warrior', so the word has a double meaning in poetics.

To add insult, their name also implies that the Ipotanes enslave humans for their own steeds as well and they ride them as what would be done to their equine relations. Explorers have told stories about confronting Ipotane cavalry in distant lands and to their horror have had to deal with these strange beings and their slave mounts as well in the awkward encounters.

Many philosophers and others in the Hellenic World consider beings such as the Ipotane as 'experiments' of the Gods, joining Humanity and Nature together in primal, horrid practices before the time of the Olympians. The Ipotane are no one's masters but will listen to the gods' words over those of others due to the supernatural intervention.

COMBAT: Able and intelligent, the Ipotane can use the other positive aspects of Mankind and horses in their hybrid existence against their foes. They disdain riding horses if given a chance, and will only, by their tradition, use human slaves. They fight with strategy and precision and use the same weaponry.

IRON COBRA

NUMBER: 1
SIZE: Large (8 - 9 ft.)
HD: 3 (d8)
AC: 20
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (1d6)

INT: Non
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: Nil
XP: 50+3

SPECIAL: Poison Bite, Move Silent, Track, Spell Immunities

An iron cobra is a metallic construct formed in the shape of a serpent. The exact procedure to make these creatures is shrouded in mystery and as such, only a few are said to exist. Those that do will be found in forlorn locations, the abodes of powerful wizards. A set of keywords are needed to activate and deactivate the creature. Anyone obtaining these words can have dominion over the beast. They are, of course, a closely guarded secret. Finding an abandoned creature, and somehow obtaining its keywords, can be a very lucrative endeavor. High level magic users will pay up to 5000gp for a working serpent.

The creature is normally tasked with one of three things; guarding an area or item, protecting its master as a bodyguard or tracking and killing an enemy. It is equally likely to encounter the creature in any of the three.

COMBAT: The serpent will attack with its bite, inflicting 1d6 points of damage from the metallic fangs.



MOVE SILENT: The iron cobra is perfectly silent as it lies in wait. When moving, it makes a soft, scraping sound, as its metal body rubs along the floor. When silence is needed, the creature can move at half speed, but has the move silent ability of a 6th level ranger.

TRACK: If set to track, it has the tracking abilities of a 6th level ranger.

POISON: There is a small reservoir of poison situated behind the fangs that will be injected into the wound anytime a successful bite is done. There is only enough poison for three attacks. The exact type of poison is left up to the creator of the creature, but normally will inflict an additional 1d10 damage, constitution save for half. When killed, the creature will fall into pieces, unable to be assembled again. If the creature had any poison left, it will leak onto the floor and will carry its toxic powers to anyone foolish enough to ingest it.

SPELL IMMUNITIES: The creature is immune to all mind controlling spells. Electrical based spells do either half damage or no damage at all. Cold based spells do no damage, but will freeze the creature for one round, causing it to stand motionless and not attack.

IRRBLOSS

NUMBER: 1-3 **INT:** Average
SIZE: Small **ALIGNMENT:** Chaotic Neutral/ Evil
HD: 6 (d8) **TYPE:** Undead
AC: 25 **TREASURE:** 5
SAVES: M **XP:** 1,200+6
MOVE: 50 ft.
ATTACKS: Icy Touch (1d8)
SPECIAL: Immunity to Magic, Mist Form

The Irrbloss are very similar to the Will O' Wisps by nature except they vaguely appear in ghostly form revealing a hint of their origins as once living beings. Their spectral lights dart and flutter in the fens and swamps by nightfall eerily.

It is said that the Irrbloss are the lost wandering spirits of those people who have perished in mired and boggy places that now seek to be freed from their prison or wish ill to others out of personal vengeance.

These ghostly presences will lure people out to difficult to traverse spots, trap them and then swoop in to help them die. At times they can make faint voices begging and pleading for help and flicker their light enough to appear as though they are someone holding a candle or lamp.

COMBAT: Irrbloss have no corporeal form and so cannot directly attack others except by touching them with their spectral glow doing 1d8 damage in iciness each time. Little can harm them except for divine intervention or simply leaving them alone by retreating.

ITISREVID

NUMBER: 1 **INT:** Average
SIZE: Medium **ALIGNMENT:** Neutral
HD: 5 (d4) (See Below) **TYPE:** Aberration
AC: 15 (See Below) **TREASURE:** Nil
SAVES: P **XP:** 140+5
MOVE: 30 ft.
ATTACKS: 2 Tentacles (1d4 each)
SPECIAL: Polymorph

The natural appearance of the itisrevid is an amorphous blob of fleshlike material, normally standing in a cylindrical column roughly five feet

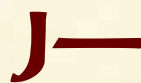
tall. Its coloration is pink to light brown, with all shades in between being found in a single creature. Two tentacles, approximately two feet long, extend from its sides. The creature is normally docile and non-confrontational, but will attack if threatened.

COMBAT: It will initially attack by using its two tentacles, each striking for 1d4 damage. Starting on the first round of combat, the itisrevid will begin changing its hit dice and armor class toward the opponent it is fighting. Also during this time, its amorphous form will begin to become more definite, as it changes into a copy of its opponent. It will take the itisrevid a minimum of four rounds to complete its change, possibly longer if the hit dice and /or armor class is vastly different than its own. Each round, it will still attack with its tentacles, always doing 1d4 each. Even if the creature changes its form into that of a warrior wielding a long sword and shield, the damage remains constant.

POLYMORPH: As stated above, the itisrevid will polymorph into the shape of its current opponent. Each round, it gains a new hit die (and thus 1d8 hit points) and its armor class will change to fit that of its victim. The change will only be complete once both of these variables are identical to its opponent. This is an inherent ability of the itisrevid and cannot be dispelled. Three rounds after the creature has completed the change, all of the allies of its victims must make a Wisdom check when attacking the itisrevid (CL 5). Failure means they have confused the combatants in the chaos of battle and have inadvertently attacked their ally, and not the itisrevid.

Once slain, the itisrevid will instantly revert to its original form and collapse to the ground. While the mass is basically uniform throughout, if cut open, a small, fist-sized organ can be obtained.

The ichor contained in this organ acts as a *polymorph self* potion. A single organ can be used to harvest three such potions. The imbiber must make a constitution check (CL 2) or become ill for 4d4 turns, being nauseated and incurring a -1 on all rolls. The ability, however, will still perform as normal.



JACKAL

NUMBER: 6-36 **INT:** Average
SIZE: Medium **ALIGNMENT:** Neutral
HD: 1 (d6) **TYPE:** Animal
AC: 12 **TREASURE:** 1
SAVES: P **XP:** 5+1
MOVE: 30 ft.
ATTACKS: Bite (1d6)
SPECIAL: Tracking 10, Twilight Vision

Jackals are small canines that run in packs. They inhabit dry steppes, scrubland, and prairies. Like all canines, jackals have a rigid social structure, with both an alpha male and female. At least 30% of a given pack consists of pups.

COMBAT: Jackals hunt as a pack. They work together to separate weak or slow prey from larger groups and combine efforts to bring that prey down. They rarely attack humans, demi-humans, or humanoids unless they are extremely hungry.

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JACULI

NUMBER: 11-10

SIZE: Small

HD: 1 (d8)

AC: 14

SAVES: P

MOVE: 20 ft.

ATTACKS: Leap (1d6)

SPECIAL: Camouflage

Jaculi are small (one foot long) serpentine creatures. Along the sides of their flat, wide heads are a row of sharp bone-like protrusions. They are normally found in forests or swamps. Jaculi have been found in castles, normally in throne rooms or rooms with multiple columns. The jaculi will treat these columns as they would trees, climbing them and lying in wait to attack. Their camouflage ability will be just as effective in this setting.

COMBAT: If someone enters the jaculi lair, the creatures will jump from their tree trunks and attempt to strike their victims, not unlike a javelin.

The first attack will always be by surprise. Those struck by the jaculi will take 1d6 points of damage. Once they have jumped, a jaculi is powerless to attack (they have small mouths with which to feed, but this bite does no damage). Once on the ground, the creature will attempt to climb its tree and attack again. This action will take three rounds, whereby they will attack again. The creature is accustomed to this type of attack. About a third of the swarm will attack each round, while the other two-thirds will be moving back into attack position.

CAMOUFLAGE: They have a natural camouflage ability, but their normal coloration is brown. They can become perfectly still and, using their inherent camouflage, become almost invisible.

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 7+1



JACULUS

NUMBER: 2-8

SIZE: Small

HD: 1 (d4)

AC: 15

SAVES: P

MOVE: 5 ft, 30 ft. (fly)

ATTACKS: 2 Claws (1d3), Bite (1d4)

SPECIAL: Poison, Spit

A jaculus is a rare creature that possesses the serpentine body and head of a viper and the wings and talons of a hawk. It is a dangerous predator that hides deep within tall forest canopies for prey to approach. Jaculus strike extremely quickly, relying on their maneuverability and deadly poison to dispatch prey in short order.

COMBAT: Jaculus primarily target small and weak animals, but when desperately hungry they may attack larger creatures. They swoop down quickly and silently, striking first with their talons. When severely threatened, or when attacking a larger foe, jaculus will bite opponents, injecting and spitting deadly venom.

SPIT: Any creature within 15 feet of a jaculus can be targeted by this attack. A successful dexterity save negates the effects, but a failure is treated as if the victim was bitten. A jaculus can use this ability three times per day, but no more than once per hour.

POISON: A creature bitten or spit upon must make a successful constitution save or be wracked with pain. Failure indicates that a victim suffers 1d6 points of damage on each of the following three rounds, and suffers a -1 penalty to attack rolls and armor class for the same duration. This venom is a caustic chemical that is absorbed through skin. Consecutive poison attacks by a jaculus on the same victim will not increase the duration or effect of this poison, though a second attack can affect a victim normally if the first attack's duration has expired.

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 1

XP: 17+1



JARIM

NUMBER: 12-48

SIZE: Small (1 ½ ft.)

HD: 1 (d4)

AC: 13

SAVES: P

MOVE: 40 ft.

ATTACKS: By weapon

SPECIAL: Poison, Net

INT: Average (cunning)

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 2

XP: 11+1

The jarims are a race of diminutive creatures that live in the small, numerous tunnels connecting caverns in mountainsides and hills. They can also be found in labyrinthine underground tunnels that are dotted across the world. The evil little creatures love the taste of human and

demi-human flesh, especially dwarves (though they dislike elves). Knowing they offer little resistance to their larger foes, these creatures have become very clever and cunning in the quest to enjoy the taste of flesh. Jarims stand roughly a foot-and-a-half tall. They wear uncured animal hides, oftentimes those of large rats. Their thick, leathery skin ranges from a sickly pink to a dark red. Jarims can often be found in the company of goblins.

The most common way they claim victory over their foes is to hover around stronger creatures in hopes of claiming a small bit of treasure. Better yet, have a group of humans and their allies fight a powerful creature and barely survive. As they stand or lie about licking their collective wounds, the jarims will jump from their hidden tunnels and attack a weakened party.

COMBAT: Jarims never attack without superior numbers. From a distance, they will throw small spears. These spears do but 1d2 damage, but against victims that are fighting for their lives, any damage is sufficient damage. Once they have loosed their ranged attacks, they will move in for melee.

NET: About a third of the Jarims carry large nets, made from twigs, fur and hair from victims. The jarims spends months crafting these nets. They are quite strong and sturdy. Each net can entrap one man-sized creature. To capture a victim, a to-hit roll is needed against an armor class of 12. This armor class is further bolstered by a dexterity bonus the victim may have. A successful hit means the target is caught fast under the net. They are allowed a strength check to break free, with a CL of 5. Breaking free is considered an action that takes an entire round.

POISON: Once a target is trapped, the Jarim will descend upon the hapless victim with small daggers coated with a weak neuro-toxin the Jarims fashion themselves. Each hit does only 1d3 damage, but the victim must make a constitution check (CL 3). Each successful hit raises the CL by 1 as more and more of the poison begins coursing through the victim's blood. Once they fail, they will become unconscious.



JAUD

NUMBER: 1-6

SIZE: Small (3 ft.)

HD: 6 (d12)

AC: 19

SAVES: M

MOVE: 30 ft.

ATTACKS: Bite (5d10)

SPECIAL: Blood Drain

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 6

XP: 500+6

Infected by the vampire while in the womb, the jaud is a premature baby that has exited from the mother, usually fatally and with a great deal of gore, to feed on others. This ghastly monstrosity is incapable of speech, only raspy growls and eerie noises. Jaud are pallid, ashen colored vampiric babies, slim, bony, and spindly in form. Their eyes are black and without any pupil or definition.

These creatures are demonic and evil, never getting better or redeeming themselves, only seeking to drain the life from their victims. They crawl and stagger around the depths of Nav seeking blood and flesh to devour. Many will crawl out of their graves to feed nightly.

COMBAT: Jaud leap, crawl, and fall on their foe, biting and grabbing them and eventually taking them down. If many jaud are present, they will swarm a victim and bite and claw them to pieces until they expire.

BLOOD DRAIN: Thirsty for blood to give them some semblance of life, the jaud will bite into the flesh of the living to get to it. The victim must make a constitution save or begin to suffer blood loss, taking 1d12 HP for each round the jaud is attached.

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KAMADAN

NUMBER: 1

SIZE: Large

HD: 4 (d8)

AC: 16

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (1d6), (1d4+3) Snake Bites (1d3)

SPECIAL: Poison, Roar

INT: Animal

ALIGNMENT: Neutral (Evil)

TYPE: Magical Beast

TREASURE: 5

XP: 120+4

The kamadan appears as a jaguar of large size. Around the main head of the cat are (1d4 +3) snake heads, approximately two feet in length, that slither and sway in a manner all their own. These snakes have the same coloration of the kamadan, normally dark orange with black markings. The kamadan is temperamental and ill tempered and will attack without provocation.

The kamadan is found in jungles or wooded areas, normally near bodies of water. The creature will stalk these watering holes for prey, knowing that many creatures will visit over the course of a day. The kamadan is carnivorous and will only eat freshly killed prey. They are solitary and will never share prey with other creatures.

The lair of the kamadan is normally within a mile of its hunting grounds. It prefers a covered shelter, such as a cave, but will house itself under dense foliage if need be. The kamadan will drag its prey

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back to its lair for feeding, and many remains from various creatures can be found there.

COMBAT: The multiple snake heads prevent the kamadan from attacking with its foreclaws as other great cats might. It will, therefore, attack with its feral bite (1d6) as well as its snake heads (1d3 each).

POISON: Anyone successfully bitten by a snake must make a constitution save or suffer an additional 1d2 damage from the poison.

ROAR: Once per day, the kamadan can let loose an angry roar, heard by all within 100'. Those hearing this roar must make a charisma check or be affected as per the spell *power word stun*. (It should be noted that the spell does not allow a save, but the kamadan's roar does).

KARZEK

NUMBER: 1-12

SIZE: Small (3 ft.)

HD: 2 (d6)

AC: 15

SAVES: M

MOVE: 50 ft.

ATTACKS: By weapon

SPECIAL: Sense Danger

INT: Average

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 2

XP: 200+2

These dwarf-sized beings live in the earth and populate the mines of mortals for their own. The Karselek look like ragged, dirty little men, garbed in work clothes and grime with a look of hard work on them. They also have an intimate knowledge of the many tunnels and treasures in the earth.

Gaining their friendship is more important in the long run as they know the dangers of the earth and can warn miners of cave-ins and the like by knocking against rocks or making other signals moments before disaster strikes.

The karselek live in that realm between the surface world of mortals and the utmost layer of the underworld as their home. They are not evil enough to be among Czernobog and his kin, nor good enough to be with mortals or the spiritual beings in Paradise. Left to their own devices, they are harmless and cause no trouble. Due to their skill at finding wealth in the earth, however, mortals often try to trick or trap them for their own purposes.

COMBAT: If pressed, the karzelek will arm themselves and go to battle. They will approach their foe with a silent determination and little more, defeat or victory is the same to them. These dwarves are not a warrior race by nature, but they can make life difficult for their enemy.

SENSE DANGER: These beings possess the ability to sense danger and can detect such minutes before anything happens that might be threatening; it is rare that they are surprised. It does not matter what the nature of the danger is, they can detect it easily.

KECH

NUMBER: 2-8

SIZE: Medium

HD: 5 (d8)

AC: 16

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (1d6), 2 Claws (1d4+1)

SPECIAL: Screech, Camouflage, Poison

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 2

XP: 200+5



The kech appear as tailless monkeys with greenish-brown fur. They have large fangs that fold up inside their mouth when it is closed. The kech live in loose tribes of about a dozen, in deep forests. They have an intense love for the flesh of elves and will attack them on sight.

COMBAT: Keches will attempt to drop from the tree tops and land on their opponent. If successful (a normal to-hit is required), they will attack with both claws as well as their cruel bite. Keches will attack elves before any other creatures. A kech will attempt to stay on the back of its prey, biting and clawing about the face and neck. This makes fighting one very difficult and as such all attack rolls will be at a -2 when attacking. Instead of attacking, a victim may try and dislodge the kech. Doing so incurs a dexterity check. Success means the creature has been successfully knocked off. Failure means there can be no further actions this round. If the battle turns against them, the kech will issue their loud, keening noise in an effort to attract allies; 1-6 keches will respond in 5-20 rounds.

SCREECH: Keches have an odd, keening noise they make when threatened. This noise will bring all keches that can hear it to the aid of the lone kech. The sound can be heard up to 500' away. Any non-keches within 20' of the screeching creature must make a constitution save or be deafened for 1d4 rounds.

CAMOUFLAGE: When hidden in the treetops they call home, they have the ability to hide as a 5th level rogue. These creatures will lie in wait until prey is under them, then they leap to attack. All surprise rolls are made with a -2 penalty by groups the kech is attacking. Likewise, it is very difficult to surprise a kech in a forest setting.

POISON: The saliva of the kech acts as a mild nerve toxin. Anyone bitten by a kech must make a constitution check or have all attack rolls penalized at a -2 due to the loss of muscle control. This effect lasts only 1d4 rounds, but begins again with each successful bite.

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KERES

NUMBER: 1+
SIZE: Medium (5 ft.)
HD: 6 (d10)
AC: 18
SAVES: M
MOVE: 60 ft.
ATTACKS: 2 Claw (5d8), Bite (6d6)
SPECIAL: Send Soul to Hades

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: 1
XP: 500+6

These hellish female demons are birth granted upon every mortal, chosen by the Fates or the Moroi, and thirst and lust for the moment of their mortal's death. They normally await silently and hidden in the background, forgotten, until the time comes when the victim is about to die from disease, murder or an accident, and then they eagerly swoop in like carrion birds, sent by Thanatos.

Once their chosen is laying dying, they will appear before them often visible, with fiendish eyes and bloody lips, and pry their spirits free from their bodies and send them to Hell. They are the more sinister form of Siren in appearance without the song but dressed in bloody clothes.

The Keres like to dwell in places where plague is or was present, and they are seen as the personification of nosoi (sicknesses and plagues), kakoi (evils), and lugoi (banes) in life. They are violent and fight over the dead in the mortal world and in Hell. Their vulture-like shrieks and flight is enough to terrify mortals alive who wish to keep away from them.

COMBAT: The Keres are known to drag their victims, or the dead and dying, by their feet. This way they can take them to Hades. This is their primary tactic only, and they will see it through. If the victim is near dying, they will try to aid them closer towards death. Whether it is by bashing them against a rock, dropping them from a great height, or pecking their eyes out. They are ferocious and will not stop unless driven away or slain.

SEND SOUL TO HADES: The Keres were granted the power to carry the spirit of the Dead to Hades by their talons if needed. Once the victim or target is dead, they can grasp their spirit and do so. They also have the ability to simply rip it free from the body and with a peck or shriek make it fly to Hades as a specter. Once this is done, it cannot be stopped unless divine intervention is made.

KETEA

NUMBER: 1+
SIZE: Large (20+ ft.)
HD: 10 (d20)
AC: 16
SAVES: P
MOVE: 40 ft. 60 ft. (swim)
ATTACKS: 2 Claw (3d10), Bite (3d10)
SPECIAL: Breath Weapon, Venom

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Beast
TREASURE: 6
XP: 500+10

Also classified in Classical myth as Ketos or 'Κητος', the Sea Monster is described usually as a fish-like beast that is serpentine in form that also has rows of terrible teeth in its mouth. There are many other monsters in the sea and Oceanus however that fall into the Ketos classification, but generally in most sources it is presumed that the word (and reader) assumes this creature is being mentioned.

In art, the Ketos' head is shown to be dragon-like in form, and the Sea Nymphs are riding on its back, not fearing it as others would, seemingly immune to its terror. They are the pets of Poseidon.

These monsters are to be feared, and their presence in the open ocean and waters should herald doom, and is never random. The Classical Sea Monster is a constant in legend, art and maps and it was believed the Known and Unknown World was filled with them, the deep waters teeming with their frightful visages ready to strike at passing ships. Many are described as giant squids as well, or a chimeric creature mixing the traits of such beasts with fish and others together.

COMBAT: Between ambush and outright attack, the Sea Monster's tactics might change depending on the situation and prey. They will capsize ships, drown sailors and eat those trying to get to safety without mercy. Snarling and with teeth bared, the Ketos will pluck people from the deck and feed on them, or blast them with its foul breath or poison.

BREATH WEAPON: Whether this be by fire (5d10 damage, 10 ft. range in a cone), or a toxic gas (3d8 damage, 10 ft. range in a cone), the Ketos' breath can be used three times a day. It can often empty the deck a small ship alone before the main attack.

VENOM: Depending on the type of Sea Monster, this venom may come from fangs in its mouth, or a scorpion-like stinger. It can inflict a Poison V on its prey as often as it needs a day with it.

KETTA

NUMBER: 1
SIZE: Large (10 ft.)
HD: 3 (d10)
AC: 16
SAVES: P
MOVE: 100 ft.
ATTACKS: Bite (3d10), Claw (2d12)
SPECIAL: Poisonous

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Beast
TREASURE: 3
XP: 150+3



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The Ketta is a giant demonic cat beast that is foul of behavior and manner. These giant monsters leap on unsuspecting victims as cats do their prey and will cause agonizing death to their victims.

The Ketta beasts have come from the steaming swamps of Järnvíör and the witches that live there that plot against the worlds and gods. Just as cats are varied in appearance the Ketta resemble their smaller counterparts.

Unlike the smaller species the Ketta are demonic and venomous in nature. They possess a devilish cunning and insidious intelligence that normal cats do not, a near sentence.

Ketta are solitary creatures, but once in a while they will be found with their brood and this makes situations worse if they are encountered.

COMBAT: Ketta engage their enemies like wild-cats combined with intelligence. Their attacks are sudden and fast. They will happily disembowel or behead their foe with their claws or teeth, or use their venomous nature to rid of the threat.

POISONOUS: Ketta's hair and claws are soaked in a powerful poison (Level IV in **Players Handbook**) that can immobilize any living thing touched by it.

KETTHONTLA

NUMBER: 1-2

SIZE: Large

HD: 5 (d8)

AC: 15

SAVES: P

MOVE: 40 ft.

ATTACKS: Club (3d6), Bite (2d8), Slam (2d4)

SPECIAL: Tree trunk attack

Ketthontla are large ogresses that have cat's eyes, fangs and temperament. They are typically ugly and plodding. By relation, they are more kin to giants, than ogres, and there is a deeper relationship with the giants than most understand.

They live in the moutnains amidst the other monsters and beasts and serve the witches. They often will act as bounty-hunters for the Halirúna, traveling to far off lands and worlds to find, capture and bring to their masters.

COMBAT: Ketthontla battle with giant tree-trunks converted into clubs, dotted with iron spikes and other lethal extras. They will continually bash and hit their foes with the club or rip out the eyes with their claws.

KIKIMORA

NUMBER: 1

SIZE: Medium (4ft.)

HD: 3 (d6)

AC: 17

SAVES: M

MOVE: 50 ft.

ATTACKS: Claw (1d8)

SPECIAL: Cause Nightmare

These slightly malign spirits from the underworld are able to either help mortals or wreak havoc and terror upon them if so compelled. They appear as a humanoid being with chicken legs, a furry body and

strangely human-like head with glowing eyes and elongated nose, and are often dressed as an old woman.

They marry other spirits from fet to breed more frightening children. When the kikimora choose to occupy a house with a family, they are able to be an asset or nightmare. In the house, they will perform housework and tend the chickens for the mortal family, sleeping behind the stove or in the cellar out of sight of the family.

If the kikimora dislike the family for some reason, they will terrorize them in many ways. One way is by causing nightmares for the family, often with diabolical results, whistling and shattering the dishes, or general noises to deny the mortals rest. When the kikimora are not inhabiting a home, they can still annoy and pester intruding mortals in the same way.

Another habit of the kikimora is to spin thread at night in the house of a mortal family, and it is said that she is plotting the ways she can bring ruin to the world at the same time. Few wish to encounter the kikimora because of her ability to cause nightmares in her foes.

COMBAT: These spirits are not the most confrontational or involved in battle. If cornered, however, they will resort to using their long, sharp claws to rip into the faces of their foe.

CAUSE NIGHTMARE: The kikimora can mark a target to suffer horrible nightmares. She just has to gently tap them on the head, in which case the victim must make a wisdom save or suffer nightmares for 1d6 nights. Each night, the dreams will cause the victim to progressively get worse, becoming more harmful to themselves and others. The nightmare will only appear as a disturbing dream, but in reality they will be casting spells, slitting throats, or stabbing their companions as the nights go on.

KLABAUTERMANN

NUMBER: 1-5

SIZE: Medium

HD: 1 (d6)

AC: 16

SAVES: M

MOVE: 30 ft.

ATTACKS: Knife (1d4), Club (1d6), Axe (1d8)

SPECIAL: Sea Jinx

The Klabautermann are sea beings, gnome-like, that live at sea. Their role in things is muddled by sailors. Some say the little sea-gnomes only show when the ship they are on is doomed, and others say they are the cause of that doom. The truth is unclear but their presence does create a stir aboard long-ships and other craft.

They will dress identical to the crew and help with the chores, but the question is how much are they truly aiding or hindering the voyage in the end. Every ship they make an appearance on will indubitably crash, sink or suffer disease before reaching its destination.

These sea-gnomes have been known to rescue men tossed in the sea and other favorable acts but no one who is lucky at sea will ever see them. These little men (and their families more so) are a mystery and captains dread ever seeing them because it foretells a fated voyage.

COMBAT: Klabautermann warriors will use their sea worthiness to face their foes, sabotaging ships around the enemy as they fight (cutting ropes, sails, etc) to gain advantage. They are fierce and clever when they attack and even more when they defend themselves against landlubbers.

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SEA JINX: The Klabautermann can place a jinx various ship equipment to have it fail in the end. If a ship is being used, sails will fall, oars snap, ropes tangle, etc giving the crew a -3 to make skill rolls.

KLAAS VAAK

NUMBER: 1
SIZE: Medium
HD: 2 (d8)
AC: 18
SAVES: M
MOVE: 60 ft.
ATTACKS: None
SPECIAL: Cause Sleep, Stealth

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 1
XP: 70+2

The klaas vaak is a shadowy, magical figure that can cause other beings to sleep when in contact with it. They are mostly benign by nature and only help people that seek sleep, but can also turn evil and force sleep on those they wish to exploit.

Few have actually ever seen the klaas vaak but say they are shadowy figures that leave no sound or trace of their passing. They are not corporeal in form and only magical weapons can harm them.

COMBAT: The klaas vaak cannot physically harm anyone due to their incorporeal nature, but they can influence the environment around them in such a way that harm can be done to others (i.e., fires, etc).

CAUSE SLEEP: The klaas vaak can fling a kind of sleep dust into the air, causing any in the affected area to fall asleep. They can do this every other round in a ten foot radius from their hands. If anyone is caught in the radius they must make a charisma save or fall asleep for eight hours. Water to the face, shaking or other commonly used methods can wake them.

STEALTH: Because the klaas vaak has no solid form, they leave almost no tracks behind them, only dusty prints on a smooth surface. They make scarcely a hiss when they move or talk and are, for the most part, completely hidden. Any attempt to track them will be met with a -5 on skill rolls.

KOBOLD

NUMBER: 4-24, 40-400
SIZE: Small
HD: 1 (d4)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: Bite (1d2), or By weapon
SPECIAL: Darkvision 60 ft., Light Sensitivity

INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 5+1

Kobolds are small, scaly humanoids covered with a sparse layer of thin fur. Kobolds are physically unimposing creatures. They are thin and wiry, and have scaly skin that sheds periodically in large white flakes. This gives them an unkempt and filthy appearance. However, they are fierce and unrelenting in battle, clever in their plans. They have independent, inquisitive minds. This makes them very successful in battling their numerous and stronger foes. They are almost never included in hosts of other humanoids (unless enslaved) as they are reviled by all and considered of little value to any save themselves.

They make their lairs in dark forests, tangled swamps, or deep in remote underground dens. When above ground, they build crude



circular huts or yurts that are packed closely together for protection. They do not naturally tunnel, but do make crude efforts to widen and work their underground homes for their large families and tribes. In all cases, kobolds prefer the option of mobility over that of doggedly defending one parcel of territory. They know territory is easier to find than members of the tribe are to replace. They do not have the technology for forging complex weaponry, and would not be inclined to do so, even if they did. However, they can make wooden and stone weapons with efficiency and ease. They often pillage battlefields for useful items, so it is not unheard of for kobold bands to be well outfitted on rare occasions.

Kobolds tend to remain in family groups that often split upon reaching numbers of 40 or more. This occurs quite often as they breed very quickly. Kobold females lay clutches of up to 10 eggs, six times a year. However, female kobolds are rare, comprising no more than 10% of any kobold population, and mortality rates of young kobolds are high. Kobolds are defensive of their few females and fight desperately to defend them if threatened. Female kobolds are often the leaders of families and clans.

Large kobold settlements can contain as many as 400 individuals, with families linked together by social orders and tribal customs. They are led by a chieftain with 2 (d8) hit dice and an armor class of 17. The sub-chiefs have 1 (d8) hit die and an armor class of 16. For every 10 kobolds encountered, there is a sub-chief, and for every two or more sub-chiefs encountered, a chieftain is also present. If more than 50 kobolds are encountered, 10% of their number is female, and 25% are hatchlings.

COMBAT: Kobolds are careful to avoid battle unless confident that their numbers and planning ensure victory. They are a dastardly lot as they prefer to use traps and harrying techniques to beat their enemy down before closing for a final kill. In most cases, they only close if their opponent is incapacitated, or if they outnumber their foes by at least four to one. It is not unknown for kobolds to feast upon their kills. Due to their light sensitivity they suffer a -1 to all attacks made in bright light.

SPECIAL: Kobold shamans have limited spellcasting capability. They have a maximum of 12 cleric spell levels. No spell selected can be greater than 3rd level. None of these spells are changeable, and shamans do not use spellbooks, so the same set of spells are prepared each day. Each spell can be cast once per day.

EXAMPLE: A shaman with five 1st level spells, two 2nd level spells, and one 3rd level spell has the maximum of 12 spell levels. The CK selects these spells from the spell list, and they are permanently fixed.

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KOBOLD, GERMANIC

NUMBER: 1-10 **INT:** Average
SIZE: Small **ALIGNMENT:** Any
HD: 3 (d6) **TYPE:** Humanoid
AC: 13 **TREASURE:** 1
SAVES: M **XP:** 75+3
MOVE: 40 ft.

ATTACKS: Sword (1d8), Spear (1d6), Axe (1d6+2)

SPECIAL: Invisibility, Shapeshifting

The kobold categorizes a large population of unusual small folk throughout Middangeard. The many varied and myriad forms of kobolds range from the monstrous and sinister to gentle and fair. Unlike the standard fantasy role-playing version, the Germanic kobold is neither a reptilian being nor outwardly evil in nature. They are a very different brand of faery altogether.

Ultimately there are three categories of Kobold in the Seven Worlds:

1. Domestic
2. Subterranean
3. Nautical

The nautical kobold is already listed under klabautermann, while the domestic race appear like proportionately small humans, standing three feet tall. Domestic kobolds assist a family of their choice with chores and maintenance around the home. The small gnome-like folk in Köln, the heinzelmännchen, are part of this group of beings. Good intentioned and modest, they only wish to make others' lives better by aiding them in any way possible.

The third group, the subterranean, can be miners at the very least or monstrous and destructive at the most. Many are described as being black skinned, while others are fiery in form and destroy whatever they touch. They can be ugly and malicious or beautiful and innocent, depending on their purpose in the story.

Kobolds are a common race of faery that can be found among the worlds. Iron can harm them and drive them away, doing damage +3, if hit. Iron objects emit an annoying aura around them (15 ft.) and can scare them away.

They have tribes and kingdoms spread throughout the worlds with many legendary kings (King Goldemar, for example). Many live in isolated clans and do not take an active part in the worlds, while others will shake Irminsul if possible.

COMBAT: Kobold warriors do exist, and they will have no problem going to battle if it is for a good cause. The mustering of a kobold army is a spectacular sight, rare in all worlds and usually foretells a great event is about to occur.

INVISIBILITY: Kobolds have many means of becoming invisible (magical clothing, items, etc) and will do so to avoid trouble. Those they are trying to avoid must make a charisma save to see them. This trait can last for 1d6 hours at a time and be done three times a day.

SHAPESHIFTING: Just as with their ability to turn invisible, the kobold can change shape using a magical garment or object, or simply by personal power alone. Some can change into animals, others into people; it varies greatly because the kobolds vary greatly.

KORRED

NUMBER: 1-4 **INT:** High
SIZE: Small (3 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 5 (d10) **TYPE:** Fey
AC: 15 **TREASURE:** 4
SAVES: P **XP:** 160+5
MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Great strength, Charm

Korreds are a race of wild, unpredictable fey that live in the great pastures that dominate the landscape. By day, korreds will sleep in the tall grass that surrounds them, but at night, they become active. The korreds care little for the civilized way many races act, for they are chaotic, rowdy and border on barbaric. They have a great love of food and drink but a passion for music and dance. Each korred stands approximately three feet in height. From the waist up, they resemble dwarves, albeit with wild, unkempt hair and beards. The females are beardless, but have longer hair. From the waist down, korreds are bestial, having the legs of a goat. The hair of a korred is beyond wild; it seems to have a will of its own. It is always moving and twisting about, as if caught in a brisk wind. This apparently does not affect the korred, for they are seldom seen brushing the hair in place or even seem bothered by it.

Each carries a thick cudgel in their hands and wears rustic clothing. The males of the species speak in a very low, deep voice while the females speak in a high timbre. When they sing, which is very common, the joining of voices is quite good and very unique to korreds. All of their race can sing quite well and their bestial legs are very adept at dancing. During these festivities, it is rare to find a korred without a mug of ale. At least once a month, the korreds will have a huge, day long festival. Different fey creatures from miles around will be invited, but few actually attend, for the korreds are demanding hosts. Twice a year, the festival will last days and once a year, the korred will have an enormous festival that can last weeks. Even on normal nights, the korreds can be found singing, dancing and drinking to some degree.

While it may be a misstatement to label korreds as peaceful, it is true that they are not a war-like race. They would rather partake in revelry with an enemy than fight. To this end, if anyone approaches them with food, drink or, better yet, a musical instrument, the korreds can be welcoming, hospitable hosts. It should be noted that trying to get a korred to work, especially during the day when they sleep, could be met with a swat from their cudgel.

COMBAT: If pressed into fighting, korreds will initially use their singing ability to charm an opponent. Those still hostile will be attacked with the cudgel they carry.

CHARM: If they so desire, a korred can use its singing to effectively charm an opponent. The charm will take the form of dancing, for the unfortunate victim will care for little else. If someone is the target of the korred's charm, they are allowed a wisdom save. Failure indicates the target will drop any constrictive gear and weapons and begin dancing about. The creature will be so charmed for as long as the korred sings,



which can last many turns (3d6). Success does not necessarily indicate hostilities, for many creatures are not aware they were the target of a spell. It should be noted that a korred can sing and choose not to charm. This is the norm.

GREAT STRENGTH: Korreds are unnaturally strong for their size. The cudgel itself does 1d6 damage, but a damage modifier of +4 is added for each successful attack. This strength also grants them +4 to any strength check they make.

KOSCHEI

NUMBER: 1
SIZE: Medium (5 ft.)
HD: 3 (d12)
AC: 14
SAVES: M
MOVE: 50 ft.
ATTACKS: By weapon
SPECIAL: External Soul

INT: Average
ALIGNMENT: Evil
TYPE: Extraplanar
TREASURE: 3
XP: 500+3

The koschei are skeletal beings from the underworld that serve the devious machinations of the dark gods. They are foul, humanoid in form, and sinister in presence. The koschei are usually sent to kidnap the wives of powerful leaders and hold them hostage as leverage, but they can serve other purposes due to their innate ability of having an external soul.

The evil gods create these monstrosities from the bones of the dead and give them their immortality in return for their utmost servitude.

COMBAT: These skeletal horrors attack in a ruthless and efficient manner to eradicate their living foes. Koschei use the weapons of the living against them in battle. They will strategize and utilize tactical advantages to slay their enemies.

EXTERNAL SOUL: For each koschei, the gods have placed their soul inside the eye of a needle, hidden inside an egg within a duck, and kept in a hare which in turn is stuffed in a chest, sometimes of iron, gold, or crystal. These chests are stored away underground on the islands known only to the koschei. Opening a chest will require chasing down each animal in turn until the needle with the soul is obtained, and is not an easy task. Once this is achieved, the koschei will be slain instantly.

KRAKEN (LEVIATHAN)

NUMBER: 1
SIZE: Large
HD: 17 (d8)
AC: 20
SAVES: P
MOVE: 20 ft. (swim)
ATTACKS: 8 Tentacles (1d10), Bite (5d10)
SPECIAL: Constrict, Capsize, Spell-Like Abilities, Darkvision 60 ft., Ink Cloud, Twilight Vision

INT: High
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 11
XP: 8,900+17

These are gargantuan monsters that dwell in deep pools, lakes, or in the dark recesses of the ocean floors. The kraken resembles a squid in appearance while the leviathan resembles an octopus. Each has eight tentacles measuring up to 100 feet in length and 5 feet in width at the base. The tentacles are lined with huge suction cups that can adhere to surfaces, allowing the beast to use its great strength to crush its victims. They have two large eyes that blend with their mottled green or red



skin. At the base of their tentacles, in the center of the body, a great beak crushes prey fed to it by the tentacles. Krakens are very intelligent creatures that live for centuries. They are also very evil and aggressive, and prey upon the weak or superstitious for their own amusement. Krakens will not face certain death. When threatened, they will retreat, dragging any opponents they can to the depths with them.

COMBAT: Krakens feed on sea creatures that venture too near to their oceanic haunts, and they frequently rise to the surface to snatch things from the land or off a ship. Krakens lash out with their tentacles, but always keep 2 in reserve to anchor their position. A creature caught in the grasp of a kraken is in very serious trouble. It faces crushing, drowning, and finally being devoured by the formidable beak.

CONSTRICT: If a kraken strikes with 2 or more tentacles, it wraps them around the victim, and begins to crush and strangle it. On the following round, the victim is allowed an attempt to break free with a strength save. Failure means that the character is constricted and cannot move, save to attack with a small weapon (already in hand) at a -4 penalty. Each round that the victim remains constricted, it automatically suffers 3d4 points of damage. A victim can attempt another save every round. However, a kraken can wrap additional tentacles around a constricted victim. A kraken can automatically strike a constricted creature with additional tentacles, inflicting tentacle damage as well as constricting damage. The victim's saving throws are penalized, in these cases, by -1 for each constricting tentacle beyond the first. A tentacle can be severed by directly attacking it. Tentacles have 16 hit points and an armor class of 16. If a kraken loses more than 3 of its tentacles, it releases its ink cloud. If a kraken has 4 or more tentacles constricting a creature, and suffers damage, it flees to the depths as quickly as possible.

CAPSIZE: A kraken that rises under a boat or ship less than 20 feet long capsizes the vessel. It has a 75% chance to capsize a vessel from 20 to 60 feet long, and a 50% chance to capsize a ship that is over 60 feet long.

SPELL-LIKE ABILITIES: *Airy water* (allows creatures to breathe underwater 120 feet across, or as a sphere with 6 times the normal dimensions; this effect has a duration of 24 hours), *control winds* (1/day), *control weather* (1/day), and *summon lesser monster* (underwater animals only; the summoned fish are not under the kraken's control) (3/day).

INK CLOUD: A kraken in distress will excrete a blast of poisonous ink as a black, noxious cloud. The cloud of ink fills an area 20 feet by 20 feet by 25 feet. Any creature caught in the cloud must make a successful constitution save to avoid taking 1d4 points of damage.

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Each round of exposure to the cloud requires another save. This effect is considered a poison, and the cloud lasts for 1d10 rounds before dissipating.

KRAMPUS

NUMBER: 1
SIZE: Medium
HD: 4 (d6)
AC: 14
SAVES: M
MOVE: 50 ft.
ATTACKS: Bite (1d12), Hoof (1d10), Claw (2d20)
SPECIAL: Sense Alignment

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: None
XP: 55+4

The krampus is a horned, goat-legged, demonic being that dwells in mountainous places in the Seven Worlds and is not to be trifled with. Their eyes shine red, and in their mouths lay rows of sharp teeth. What they are known for, however, is their curved and deadly claws. Their bodies are covered in shaggy hair from head to hoof in a range of colors.

They can smell people of good alignment and hunger for children, wanting to snatch them up and devour them. The krampus beasts are known by several names among the descendants of Tuisto: bartle, nigobartle, wubartl and pelzobock.

They can leap great distances and move with swift speed and dexterity. Krampus will climb atop homes and find a way inside to steal away the children, if desperate for food, or they simply lie in wait for victims with a good alignment. Once they sniff out their next victim(s), little will stand in their way to get them.



Krampus live in the furthest reaches of the wilderness, in areas where travel is difficult for the average person. They inhabit caves and old discarded settlements where they stay warm and feast on kidnapped children and adults from all races.

It is unknown where the krampus come from, but many believe they are the spawn of the Halirúna from the swamps.

COMBAT: Krampus fight like berzerkers, using little strategy, only wanting to cause as much damage as possible. They will mangle and maul their foes, leaving them with scars and irreparable wounds, using their claws to good effect.

SENSE ALIGNMENT: A krampus can sense good alignments around them in a radius of 150 ft. After finding a victim of good alignment, the krampus will make it their focus to get to them and take them by force.

KRASNOLUDEK

NUMBER: 1-6
SIZE: Small (2 ft.)
HD: 1 (d8)
AC: 19
SAVES: M
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Nil

INT: Average
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 1
XP: 10+1

These tiny, gnomish people live in many worlds and cause no harm whatsoever to other lifeforms. They are commonly seen wearing red, pointed hats and the menfolk are known to have long bushy beards. These small beings can inhabit a garden or yard and its mortal owners would never know it.

To the Polens, they are given the name gnom and noludek and both mean the same thing – dwarf or gnome. These beings are industrious and busy, always with work in mind. They live in large populations in Iriy and are often the workers for the gods, laboring in their palaces.

COMBAT: If made to fight, krasnoludek will go to battle armed with spears and swords. They prefer to be non-confrontational and do not wish to harm others; they will flee when in danger.

KYREEN

NUMBER: 1
SIZE: Medium
HD: 10 (d12)
AC: 17
SAVES: M
MOVE: 40ft., 80 ft. (fly)
ATTACKS: 2 Hooves (1d10) or Horn (2d8)

INT: Superior
ALIGNMENT: Lawful Good
TYPE: Magical Beast
TREASURE: 10
XP: 3,000+10

SPECIAL: Darkvision 60 ft., Dimension Door, Magic Circle, Mesmerize, Immunity: Poison, Charm & Compulsion, Regeneration 1, SR 5

The kyreen are heavy set creatures, stout and thick of limb. A kyreen's body resembles that of a goat though he sports thick scales instead of hair and its head is mounted with a single horn, not unlike a unicorns. Their eyes possess no pupils, and are dark and wide. They turn deep green when set upon evil creatures or those the kyreen is at odds with. The horn is long, spiraled and gold. The creatures ranges in color, from amber to dark.

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LAMIA

NUMBER: 1-3

SIZE: Large

HD: 9 (d10)

AC: 18

SAVES: M

MOVE: 60 ft.

ATTACKS: 2 Claw (1d4), By weapon

SPECIAL: Spell-Like Abilities, Wisdom Drain, Entourage
Darkvision 60 ft., Twilight Vision

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 8

XP: 1,200+9



A kyreen is born any time a noble or righteous ruler dies. As the departed's spirit passes into the beyond the kyreen manifests, guiding and protecting the spirit on its journey. Once the spirit is safely delivered it returns to visit vengeance on any who may have unjustly slain the ruler or barring that to protect the realm. They linger for 6 and 40 days and no longer. After that time they pass into the wider world to chastise evil and offer aid to those in need and deserving.

When a kyreen dies its spirit rejoins with the ruler's spirit that they originally guarded. The horn and scales remain behind. A skilled craftsmen can manufacture armor and a weapon out of both scales and the horn. Any armor created is treated as +4 scale mail. The horn imparts the ability of flight to any item that incorporates it.

COMBAT: In combat the kyreen singles out the most powerful creature they are facing and mesmerizes them. Once the creature is stunned the kyreen attacks the next character, lancing them with their horn and using dimension door to carry them away from the combat. Once they have pulled one creature away they attempt to slay them.

DIMENSION DOOR: Any time the kyreen strikes a victim with its horn, it can, if it chooses, instantly dimension door itself and the stricken creature 100 feet in any direction, including up.

MAGIC CIRCLE: A kyreen makes all saves against magical attacks, regardless of primes, as a 15 hit dice creature. Kyreens cannot be surprised and are constantly affected as if by a double strength protection from evil spell.

MESMERIZE: A kyreen is able to put forward its presence and mesmerize one target. The kyreen must focus on the target for one round. They can take no other action, but being attacked does not stop or interrupt the gaze. When they do so, the victim is automatically stunned for one round. On the following round, they must succeed at a charisma save or be stunned for an additional 1d4 rounds.



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potential victim. In the night, a lamia will send a *dream* to the targeted individual, summoning him to her lair with promises of wealth and reward. Once the victim arrives, the lamia uses her powers to charm, enslave, and eventually slay him. If he resists, the lamia will quickly strike with claws and a dagger.

SPELL-LIKE ABILITIES: Lamias cast the following as 10th level spellcasters: *charm person* (1/day), *dream* (1/day), *suggestion* (1/day), and *hallucinatory terrain* (1/day).

WISDOM DRAIN: Whenever a lamia successfully touches an opponent, that creature is permanently drained of 1 point of wisdom. A successful wisdom save negates this effect, but will not restore any wisdom previously drained by this ability. If an opponent is reduced to 3 or less wisdom, the victim falls into a catatonic state of submission, and will follow every command the lamia gives it. In this state, creatures that have abilities based on wisdom cannot use those abilities. A human cleric, for example, would lose the ability to cast spells or turn undead.

ENTOURAGE: A lamia is never encountered alone. A lamia will always have the company of at least one enslaved victim. A lamia's entourage can consist of any number of hit dice of male creatures of any humanoid race. The entourage is typically eclectic, rarely comprised of individuals from only one race. Castle Keeper's are advised to adjudicate the precise composition of the entourage based upon the needs of the encounter.

LAMIA QUEEN

NUMBER: 1

SIZE: Large

HD: 11 (d10)

AC: 19

SAVES: M, P

MOVE: 50 ft.

ATTACKS: By weapon

SPECIAL: Spell Use, Wisdom Drain, Poison Darkvision 60 ft., Polymorph

The lamia queen is rare, being found in one in every one-hundred groups of lamias. Like their lesser kin, they have the upper body of a beautiful female. Their hair is always jet black and wavy, their skin pale and flawless. They have dark eyes and deep red lips. This beauty is belied by their lower half. While normal lamias have the bodies of great cats, the queen variety have that of a serpent. The scales of the serpentine body are violet, darkening to black on the underside. The end of the tail is equipped with a small, sharp, stinger.

Lamia queens are evil, vile creatures that delight in horrifying humans and demi-humans alike. When in her normal form, it is not unheard of for the queen to attack her lesser kin for the smallest of reasons, for she is prone to violent outbursts. While all lamia respect the queens, they also fear and loathe them.

COMBAT: The queen will use her clerical spells against her foes. If pressed into melee combat, they will strike with their poisoned stinger. It will inflict but 1d4 damage, but the victim must make a constitution check. Failure means the poison does a further 1d8 damage. A constitution check must be made every round thereafter until one is passed, signifying the poison has run its course. Every failed save will result in 1d8 damage.

SPELL USE: The lamia queen has all spells of a 9th level cleric (assume an 18 wisdom score). They do not, however, have the ability to turn undead.

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WISDOM DRAIN: The touch of a lamia queen will drain 1d2 wisdom points from their victim unless they pass a wisdom check. If the victim has its wisdom score brought to three or below, they will fall into a catatonic state and will follow the orders of the lamia without question.

POLYMORPH: The lamia queen can assume the form of a human female at will. Anyone above 7th level is allowed a wisdom check to see if they penetrate the disguise. Lamia queens in human form will infiltrate human settlements (normally smaller in population) to wreak havoc. She enjoys killing humans at night in violent ways, leaving their desecrated bodies for the townsfolk to find in the morning. The queen feeds off the fear she has created.

LAMMASU

NUMBER: 1-4

SIZE: Large

HD: 7 (d10) +7 hp

AC: 20

SAVES: M, P

MOVE: 30 ft., 60 ft. (fly)

ATTACKS: 2 Claws (1d6)

SPECIAL: Spells, Spell-Like Abilities, Darkvision 60 ft., SR 5, Twilight Vision, Magic Circle against Evil, Telepathy 90 ft.

A lammasu is a large winged lion, with a thick, dark mane, but with a human-like face upon which they sport great beards, always combed or braided. They resemble sphinxes with huge, feathered wings. They are calm creatures and inhabit lonely, desolate places, taking up residence in old temples or castles. They prefer warm climates, whether the hot desert sands or humid jungles. They usually serve their own purposes,

INT: Superior

ALIGNMENT: Lawful Good

TYPE: Magical Beast

TREASURE: 7

XP: 990+7

taking up an individual cause or pursuit in the name of the greater good. They have been known to enlist in the service of some greater deity. They are wise, thoughtful, and observant. They take great pains to help those who are in need, especially those creatures that share their predilections toward law and goodness.

These immortal creatures are founts of knowledge, and believed to be graced with the gift of prophecy. Their inquisitive natures have led to many long conversations with all manner of creatures, good and evil, wild and civilized, great and small. Long lives of study have given them insight into and an understanding of the greater world beyond. They are sought after by gods as well as by clerics, druids, shamans and other holy men. The lammasu however, is contemplative and only gives an answer when it believes it has the correct answer. Supplicants have spoken of sitting at the feet of a lammasu for years waiting for the response to a question. They are willing to share archaic information freely with most anyone who is polite and calm. However, they usually speak in riddles, occasionally making interpretation a challenge. The lammasu is a creature of law and good, and always looks beyond the moment to the wider world beyond, so they do not shy from giving information even to creatures of evil intent. These, however, are usually led astray from their own paths onto one that the lammasu believes will yield good in the end.

Lammasu like the company of others, and often travel in small packs of up to 4. There is a 10% chance that some other creature will be in the company of the lammasu, usually a supplicant seeking knowledge.

COMBAT: They do not generally engage others, unless forced into combat. Life is precious to the creature, however, and it will not sell its own life for a pointless battle on the edge of the world. A lammasu will defend itself against any creature that attacks it by first turning invisible and then utilizing its cleric spells. They fight defensively for the most part, but they always reserve some spell slots for powerful offensive spells. Killing a lammasu is seen as a sacrilegious act by any local, primitive tribes, and the perpetrators of the act, if caught, will be banished if not slain.

SPELL-LIKE ABILITIES: Lammasu can cast *invisibility* (1/day) and *dimension door* (3/day) as a 10th level spell caster. 10% of encountered Lammasu are able to employ the spell *holy word* (1/day).



MAGIC CIRCLE AGAINST EVIL: Lammasu are surrounded by an aura that functions identically to the *magic circle* spell, except for distance (20 feet) and armor class bonus (+4).

SPECIAL: Every lammasu has all of the traits, including spellcasting and turning undead, of a 7th level cleric.

TELEPATHY: Lammasu are able to telepathically communicate with any intelligent creature within 90 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

LAND LAMPREY

NUMBER: 2-12

SIZE: Small

HD: 1 (d8)

AC: 13

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d3)

SPECIAL: Blood Drain

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: Nil

XP: 11+1

Like its sea-going cousins, the lamprey appears as a thick, short snake devoid of a lower jaw. It lacks fangs, but has a row of small, sharp teeth. Their thick skin is deep green to black. The land lamprey rarely grows longer than two feet. They can be found in most climes, save deserts and arctic regions. They are normally found in areas with trees (forests, jungles, swamps, etc), for the creature will normally attack by falling onto its victim.

COMBAT: The creature will attempt to fall on victims walking below it. Their initial attack is made as a 4HD creature. If successful, the bite will inflict 1d3 damage, but will also attach itself to its victim. Each round, it will inflict 1d3 damage by draining blood. It will continue to damage its opponent until it has drained enough blood to equal twice its hit points (i.e. a lamprey with 5 hit points will do 10 points of damage before it disengages).

LAVA CHILDREN

NUMBER: 3-18

SIZE: Medium (5 ½ ft.)

HD: 4 (d8)

AC: 16

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Immunity to Metal, Immune to Fire or Earth Spells

INT: Average

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 4

XP: 100+4

Somewhere between horror and joy live the lava children. Born of the union between an earth spirit and a fire spirit, the creatures are rare to say the least. Standing just over five feet and wearing no armor to speak of, the lava children could seem innocuous at first glance. However, their bright pink skin, extremely broad shoulders and permanent smile on a child-like face make them very strange to behold. They wear cloth swaths that wrap about the waist and over one shoulder. They wear no shoes and carry only a long, thin slab of rock as a weapon, not unlike a stone club.

Lava children can only be found in or around volcanoes. They are immune to its heat and labor inside, constructing great works of art carved from the rock that surrounds them. It has never been noted

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what the creatures eat, or if they even eat at all, possibly gaining sustenance from the heat that surrounds them or the stone they tread upon. They speak their own language, but many speak common as well. Their voice has an odd, grating, whispery quality, which is simultaneously soothing and disconcerting. If strangers enter their lair, they will approach and speak to the intruders before initiating combat. If met with hostility, they have no qualms in fighting.

COMBAT: The lava children will attack with their stone clubs, inflicting 1d6 points of damage. They are relentless warriors, never backing down or surrendering. At all times, even when dying or shouting obscenities at their enemy, the smile on their child-like faces will never waiver. Being part earth spirit imparts them with a decent armor class even when wearing no armor.

IMMUNITY TO METAL: The strangest, and possibly most deadly ability, is a complete immunity to all metal of any kind. The lava child can make a fist attack (for 1d4 damage) and discount all metal armor when doing so (they prefer using the clubs however). If attacked with a metal sword, the blade will pass harmlessly through them, like the wind through the trees. They wear no metal, be it armor or buckles, and can lift nothing made of the material. Leather armor and wooden shields are normally affected by the creatures.

IMMUNITY TO FIRE OR EARTH SPELLS: The creatures, aside from being immune to metal, are likewise immune to any fire-based or earth-based spell. Air or water based spells, however, do double damage to the creatures. When slain, the corpse of the creature will begin to smolder, doing so for 2d4 rounds, before flickering out, leaving but a charred piece of rock.



LESHI

NUMBER: 1

SIZE: Large (7 ft.)

HD: 8 (d10)

AC: 18

SAVES: M

MOVE: 80 ft.

ATTACKS: Club (3d20), Whip (3d12)

SPECIAL: Shapechange, Dominance Over Animals, Magic, Forest Blend

These forest beings, said to be the children of Berstuk, tend to the woods and its creatures and are more benign than their divine master. This doesn't mean that encountering a leshi is always a positive event. Their temper is guided by the method in which visitors treat the forest and its inhabitants. Leshi teach the birds and other animals in the forest the correct times to migrate.

They are described variously in Slovene lands with traces of similarity. More often than not, they are described as tall, hairy beings with horns, hooves, and bright green eyes, with grass and vines growing from their pale skin. These beings cast no shadow, regardless of how much light is present. Leshi women are called leshachikha and their children are leshonky. These woodland beings migrated to the mortal world from Iriy in the earliest of times and lived in the forests of the world of men before men could carve them out by axe and fire for their own. They are very protective of their ancient woodland homes.

Often leshi dwell with packs of gray wolves as companions, or perhaps bears travel with them. These forest masters only dwell where greenery is found and do not wander into hills or open plains if they can help it. The leshi generally are not fond of humanity's encroachment into their forests and use many tricks to drive them from it. From hiding the wood-axes, to causing sickness and disorientation, the leshi will use mostly non-confrontational methods to drive humans away.

Strange cries and noises in the forest are made to confuse, frighten, or distract visitors. These often sound like children, people in distress, or other noises that humans associate with their own kind. These tricks are used to lead mortals away from a desired place. Most leshi have a territory claimed in the forest for themselves and will defend it by fiercely throwing down trees, making ferocious calls, and haunting any trespassers.

The lustier of leshi will kidnap mortal women and take them deep into the forests for their own unless prevented or hunted down. Leshi are naturally capable of magic and use their powers to aid or prevent the work of farmers and shepherds unless appeased with offerings and worship. It is known that farmers will make offerings to the local leshi to keep their livestock from wandering into the woods and for ensuring their safety.

All peoples alike know to never anger or cross a leshi, or their fate will be awful. It is best to keep these forest guardians happy and unbothered as much as possible.

COMBAT: Leshi will use their terrifying strength and presence to attack their enemy if needed. They will use their weapons or the beasts of the forest to aid them in defeating difficult foes, or their magic.

SHAPECHANGE: Leshi can turn into many forms of various sizes with their magic. Stories have been told of them appearing as peasants, average in every way except for their glowing eyes, or strange mushrooms with faces that speak. They can do this as many times as

needed so long as they remain in their forest home. Only those with abilities to see illusions can get past the leshi magic.

DOMINANCE OVER ANIMALS: Because of their closeness to nature and link to Berstuk, the leshi can command any animal with no effort. Large or small, the leshi can control the beasts of the wild around it in a 100 ft radius. If the animal(s) are linked to individuals, the leshi can use its club or whip and give one strike or lash to master the beast. There is no limit to the number of animals the leshi can control, which can make life difficult for their foes. This ability is the combination of several spells together: *animal friendship*, *animal messenger*, *charm animal*, *hold animal*, *speak with animals*, *summon swarm*, and *summon animals*.

MAGIC: The Leshi are equal to 4th level druids with their inherent abilities. They naturally possess these spell-like powers: *know direction*, *light*, *purify food and drink*, *first aid*, *animal friendship*, *detect snares and pits*, *entangle*, *faerie fire*, *goodberry*, *magic stones*, *obscuring mist*, *animal messenger*, *barkskin*, *cure light wounds*, *warp wood*, *meld into stone*, *plant growth*, *speak with plants*, *wall of wind*, *control plants*, *cure serious wounds*, *dispel magic*, and *reincarnate*. Unlike spell-casters the leshi can call upon these instinctively as many times as needed (as long as they are in the forest). If the leshi is taken from the woods, their powers drop to one use per day, and it drains them of energy.

FOREST BLEND: Leshi can blend into the forest with ease just by a small step behind a tree or stone. They will leave no trace of their presence when they do move, making it impossible to track them. This ability can also be used on others, however. The leshi can confuse or disorient others by initiating this ability. The victim(s) must make a wisdom check or be lost in the forest for 1d12 hours if they move too close to a leshi. They could be within a few feet from the edge of the woods and never find it if led astray by the leshi.

LICH

NUMBER: 1

SIZE: Medium

HD: 18 (d8)

AC: 20

SAVES: M

MOVE: 30 ft.

ATTACKS: Touch (1d10)

SPECIAL: Fear Aura, Spells, Undead, Paralyzing Touch, Rejuvenation

A lich is a powerful undead creature, born from a hideous ritual performed by a wizard that lusts for everlasting life. Becoming a lich is an option for only the most powerful and reckless of magi, as it involves separating the spirit from the body and binding it in a specially prepared phylactery. This very powerful enchanted item can take any form, but it is usually an amulet of the finest quality. After the ritual is complete, the wizard assumes its undead form, and the phylactery thereafter houses the lich's soul. Few know these arcane rituals, and of those few, even fewer dare test the sorcery. If it fails, the wizard's soul is lost and forever irretrievable.

In appearance, a lich has a skeletal form with eyeless sockets. These sockets often have points of sinister light deep within them. Liches possess a preternatural aura of cold and fear. This emanation discourages approach by all but the bravest or most foolhardy individuals. A lich does not concern itself with the safety of its physical form, for it can discard it if it dies. A lich is always safe as long as its phylactery remains intact. Liches are phenomenally intelligent, and can have millennia of experience, unique spell effects and magic

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Undead (Unique)

TREASURE: 11

XP: 13,800+18



items. Most lichs possess a veritable army of subservient undead. As a lich ages, however, the consciousness of its mortal form slowly decays, becoming increasingly focused on the pursuit of the purest forms of evil. Many lichs seek to dominate others with their immortality and power, and they have the unearthly patience to execute very elaborate schemes to gain this power. Liches often plan and implement these machinations over decades or centuries, for the passage of time has become irrelevant to them.

If a lich's phylactery is destroyed, by any means, the lich is also destroyed. Liches will enact numerous, multi-layered defenses to ensure the safety of their phylacteries.

COMBAT: Liches are terrible foes, able to hurl powerful spells and ignore the effect of most weapons with ease. Destroying a lich's body will not kill it. In fact, it is likely that a lich will be willing to let its body die so it can escape an especially powerful foe. Its essence will retreat to its phylactery so that it can return unscathed at a later time.

FEAR AURA: Any creature with five or fewer hit dice or levels is subject to the horrific aura of terror that surrounds the lich. This is an incredibly powerful and compelling horror that causes all such creatures in the presence of the lich to cower in absolute dread. They cannot fight, cast spells, approach within 10 feet of the lich, or even look upon the lich. There is no save to avoid this effect, and it lasts as long as the lich is present. Magical protections against fear may help negate this effect, at the Castle Keeper's discretion.

PARALYZING TOUCH: When a lich touches a creature's living flesh, a sudden shock of numbing cold radiates through the victim. The victim must make a successful strength save or be immobilized. The victim suffers 1d6 hit points of cold damage regardless of the saving throw's outcome. This paralysis is permanent unless magically countered or dispelled.

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REJUVENATION: A lich is not destroyed when its physical body dies. Instead, its spirit returns to its phylactery. Unless the lich's phylactery is found and destroyed, the lich will reappear at full health in one day, and will possess a full complement of spells. Any physical items possessed by the lich's physical form are not transported to the phylactery upon its physical destruction, and the returning lich will not possess these items unless it has duplicates.

SPECIAL: Liches have the abilities of at least 18th level wizard; very few, perhaps 5%, also possess the abilities of a 12th level cleric.

LIKHO

NUMBER: 1 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 5 (d10) **TYPE:** Humanoid
AC: 14 **TREASURE:** 5
SAVES: M **XP:** 450+5
MOVE: 50 ft.
ATTACKS: Claws (3d6)
SPECIAL: Alter Luck, Invisibility

This hideous, one-eyed, hag is not a being to be trifled with. She is garbed in black, hunched and sinister, with only evil intent in mind. These foul beings undermine the fate and fortune of others by association or by being sent to do the dirty work of Czernobog or another dark entity.

Once a likho chooses a target, it will not relent until it is driven off or slain. While invisible, a likho can force its victim to do things that result in negative or awful circumstances (e.g. making them thieves, murderers, etc). When this doesn't work in her favor, she will influence the daily odds against the individual dooming them all the same.

If this results in the victim being slain, the likho will then feast on them afterwards, relishing in the folly of their prey. Most people make prayers to the gods and spirits in hopes of warding off the likho.

COMBAT: The likho will shriek and lash out with claws bared and may even employ spells (equal to a 3rd level wizard/illusionist) against their target. Even when confronted in battle, the likho will not cease her negative influence on the victim.

ALTER LUCK: The likho can influence the victim 3-7 times per day, altering their skills and actions in the process. To do this, the likho will give a -d6 on their rolls and even influence events in such a way as to reflect poorly on its victim. This alteration of luck can affect damage being dealt, saves, and all other rolls the individual makes.

INVISIBILITY: In order to manipulate the victim's life, the likho must be invisible. She can choose to let the victim, or others, see her just to confuse or startle them but usually remains hidden to masterfully destroy the victim's life.

LIKHORADKA

NUMBER: 1 **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Evil
HD: 4 (d12) **TYPE:** Extraplanar
AC: 18 **TREASURE:** 4
SAVES: M **XP:** 325+4
MOVE: 50 ft.
ATTACKS: Claw (5d10)
SPECIAL: Possession, Sickness

This evil harridan is related to the likho in appearance and in some mannerisms but is far worse in other ways. These miserable spirits are created by the gods and are set into the world of mortals to weaken them and bring them begging to be freed of the dark god's tyranny.

Likhoradka wear black death shrouds and appear like shambling, sickly, and rotting hags. They are gangly with deep set eyes in an almost skull-like head with stringy grey hair.

It is bad fortune to encounter one of them, for they never leave without inflicting suffering upon others.

COMBAT: They are terrifying in battle and will fight as fiercely as the likho. Rather than using physical force, they prefer to use their abilities to defend or attack.

POSSESSION: The likhoradka can become incorporeal in an attempt to possess the body of a living being. To do this, she will step into the body unless a wisdom save is rolled. If the victim fails, the likhoradka takes control over the individual making them behave in a way that would likely seem out of character for them. If a fumble is rolled, the likhoradka has complete power over them and only a powerful cleric (5th level or higher) or divine aid can drive her out without killing the possessed individual. The likhoradka will often use the possessed body as a vehicle of sickness to complete its task for Czernobog.

SICKNESS: The likhoradka is a being of illness and plague and can cause those around it to acquire various sicknesses and diseases (CK can decide which ones as needed). A constitution save is required by those exposed to the likhoradka, or they will become stricken. Only normal means of healing are required, but the likhoradka can spread serious plagues just as easily and this is not so simple to prevent.

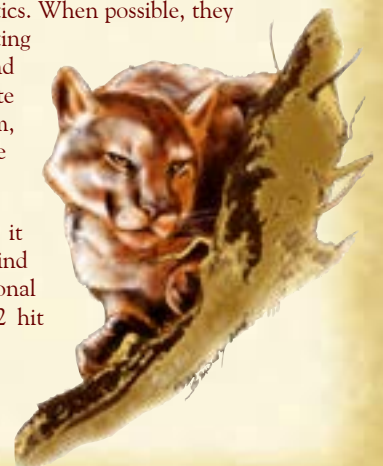
LION

NUMBER: 1-12 **INT:** Animal
SIZE: Large **ALIGNMENT:** Neutral
HD: 5 (d8) **TYPE:** Animal
AC: 15 **TREASURE:** 3
SAVES: P **XP:** Savannah: 160+5, Mountain: 80+4
MOVE: 40 ft.
ATTACKS: 2 Claws (1d4), Bite (1d10)
SPECIAL: Rake, Tracking 7, Twilight Vision

Lions are large cats that inhabit scrub lands and savannah. They travel in prides of up to 12 members, consisting of one male, 6-7 females, and 3-4 cubs. Lionesses always do the hunting for the pride, and work together in groups. The male lion defends the pride from interlopers and other predators.

COMBAT: Lionesses fight as a group, while males fight singularly, but they use the same tactics. When possible, they will leap upon an opponent, attempting to clamp their powerful jaws around the throat or head. The powerful bite will maul and suffocate the victim, while their forelegs and hind legs rake the victim.

RAKE: If a lion successfully bites, it can make two rake attacks with its hind legs. These attacks have an additional +3 bonus to hit, and inflict 1d4+2 hit points of damage each.



MOUNTAIN LIONS, OR COUGARS, are slightly smaller than the savannah lion. They hunt singularly or in small groups. They have 4 (d8) hit dice, an armor class of 14, and attack with 2 claws (1d4+1), and a bite (1d8). They have the rake ability as well. In addition, a mountain lion can suddenly leap upon a foe during the first round of combat. This pounce is a normal claw or bite attack. If the attack is successful, the mountain lion can immediately make an extra attack of the same type.

LIZARD, GIANT

NUMBER: 1, 2-12

SIZE: Large

HD: 4 (d8)

AC: 16

SAVES: P

MOVE: 30 ft., 30 ft. (climb)

ATTACKS: Bite (2d6)

SPECIAL: Twilight Vision

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 3

XP: 40+4



Giant lizards are found in tropical or desert climes. They are very large, averaging 24 feet in length, and are capable of moving very quickly on their powerful legs. They are often mistaken for dragons, and can be dangerous foes in their own right. Though they are solitary hunters, some varieties of giant lizards will travel in packs, hunting and eating together.

Giant lizards can be captured, tamed, and trained. They are occasionally used as mounts by lizardfolk and kobolds.

COMBAT: Giant lizards will lie still for many long hours waiting for prey to come within striking distance. When prey approaches, a giant lizard will launch from its hiding place and attack the smallest member of a group. If successful in slaying their quarry, a giant lizard will not remain in the area to fight. It will flee, carrying its meal with it.

LIZARDFOLK

NUMBER: 2-8, 20-200

SIZE: Medium

HD: 2 (d8)

AC: 15

SAVES: P

MOVE: 30 ft., 20 ft. (swim)

ATTACKS: 2 Claws (1d2), Bite (1d8) or By weapon

SPECIAL: Hold Breath, Amphibious

INT: Average

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 1

XP: 10+2

Lizardfolk are reptilian humanoids of roughly the same stature as humans. It is impossible to distinguish gender among them, and there

is no difference between males and females for combat purposes.

They live in warm climates, preferring marshlands and riverbanks in isolated country.

They form rudimentary settlements, living in daub and wattle huts, or in dens fashioned from fallen logs and other debris. As lizardfolk are amphibious creatures, capable of breathing water or air, parts of their homes are submerged to provide ready access to water, where they are particularly effective.



Lizardfolk can be encountered in groups from 20 to 200 in size. Lizardfolk are omnivorous, but they have a taste for human flesh, and often ambush travelers. Large communities are lead by a Lizard Lord. Lizardfolk occasionally make peaceful trade agreements with members of more common races, but these agreements last only as long as the lizardfolk find them useful.

COMBAT: Lizardfolk prefer simple weapons; especially blow guns, stone axes, javelins, spears, and the like. They will engage enemies with tooth and claw if caught weaponless. They are not risk-takers in combat, and will retreat if severely overpowered.

HOLD BREATH: Whenever exposed to an effect that requires inhalation, such as poisonous vapors, lizardfolk are allowed a physical save. If the save is successful, that individual lizardfolk does not suffer any of the effects. If the save is unsuccessful, the individual is still entitled to make any other saves allowed to avoid or minimize the effects.

LIZARD LORD

NUMBER: 1

SIZE: Large (8 ft.)

HD: 8 (d8)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon, (see below)

SPECIAL: Hold Breath, Amphibious, Trident Mastery

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 6

XP: 575+8

When a group of lizardfolk gather in groups larger than 100, there is almost always a leader among them known to humans as a lizard lord. These fearsome creatures are taller, more intelligent and are decidedly human looking. Indeed, lizard lords can pass for humans 75% of the time. All lizard lords are male. They are also have a taste for humans and a streak of pure malevolence. While lizardfolk are, for the most part, fairly neutral when judged along the good vs. evil dichotomy, the lizard lord is pure evil.

Lizard lords wear some sort of armor as their human skin offers little protection, unlike their subjects. Each lizard lord wields a cruel trident in battle. They use this weapon two handed and have mastered it to the extent that it is much more formidable in their hands than anyone else's.

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The lizard lord speaks the language of lizardfolk as well as common. While being a ruthless, evil creature, the lizard lord is first and foremost a leader of his people. As such, he is not above negotiations that benefit his tribe.

It should be noted that, being chaotic, the lizard lord is not above lies and deception, especially against humans and their ilk. Most lizard lords are hairless, but some grow long beards (with no mustache). They never show the effects of aging and always appear to be in their mid-thirties.

COMBAT: When combat ensues, a lizard lord will first bring his entire clan to bear. Lizardfolk will fight to the death in the presence of this leader.

TRIDENT MASTERY: When melee commences, the lizard lord will attack with his trident. On a successful hit, the weapon does an amazing 3d6 points of damage per successful attack. If a 18-20 is rolled during the to-hit phase of combat, the trident actually impales its victim. The next round, no to-hit roll is needed, as the lizard kind forcefully dislodges his trident from his opponent. Pulling these barbed forks through an unfortunate victim does an immediate 2d6 damage and forces the victim to make a constitution save. Failure indicates the victim is stunned and will fall to the ground, prone, for 1d3 rounds. The lizard lord will continue attacking a prone opponent. If slain and the trident claimed, it will impart no special bonuses, for it is a normal, non-magical, trident.

HOLD BREATH: Like lizardfolk, whenever exposed to an effect that requires inhalation, such as poisonous vapors, lizard lords are allowed a physical save. If the save is successful, he does not suffer any of the effects. If the save is unsuccessful, the lizard lord is still entitled to make any other saves allowed to avoid or minimize the effects.

LOCATHAH

NUMBER: 10–100

SIZE: Medium

HD: 2 (d8)

AC: 14

SAVES: P

MOVE: 10 ft., 60 ft. (swim)

ATTACKS: By weapon

SPECIAL: Mounts

INT: High

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 1

XP: 10+2

Locathah are humanoid creatures that are fish-like in appearance. They possess fins, scales, large eyes, and gills, and are adapted for aquatic life. They have exceptional hearing and vision when underwater, and suffer no penalties while engaged in submerged combat. They prefer to build large settlements within and around coral reefs. Locathah always travel in groups of 20 to 200.

COMBAT: Locathah attack in schools. They are incredibly astute tacticians, and will use the underwater terrain and their own aquatic skills to best advantage. They have been known to toy with opponents that are land-dwellers, engaging them only enough to keep them interested while their water-breathing magic expires.

MOUNTS: Locathah may ride giant eels as mounts when outside their lairs.

LUCK DEVOURER

NUMBER: 1

SIZE: Small

HD: 1 (d4)

AC: 12

SAVES: P

MOVE: 40 ft.

ATTACKS: Nil

SPECIAL: Devour Luck, Enrage

INT: Low

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

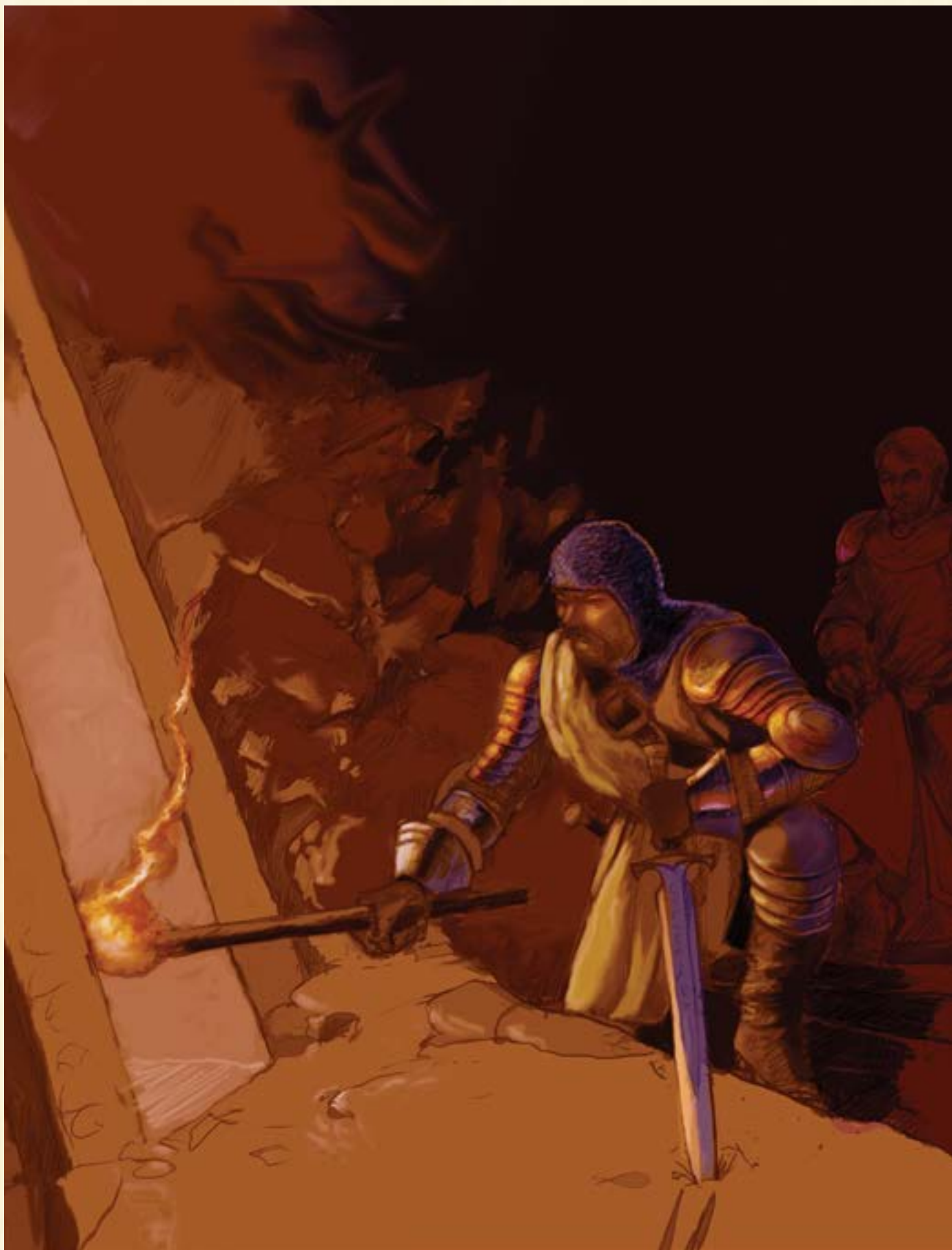
XP: 14+1

The luck devourer, for all intents and purposes, appears as a normal small breed domesticated pet. They can be found in almost any clime and region. Once discovered, the luck devourer will probably be adopted by passing groups. Like a normal pet, the luck devourer is docile, quiet and lackadaisical. When content, it will sleep in its chosen companion's lap as it will oftentimes attach itself to one person in particular.

COMBAT: The luck devourer does not engage in combat.

DEVOUR LUCK: Anyone within 30 ft. of the luck devourer has all rolls, even damage, reduced by 2. The CK should make these adjustments without the players' knowledge. The luck devourer will literally feed on this energy and become quite happy when the group finds itself in combat.

ENRAGE: If six hours have passed without the party engaging in combat, the luck devourer will make a soft series of noises specific to its breed or species. All within 30 ft. must make a wisdom check. Failure means the victim(s) become irritated and will attack the next creature it comes in contact with (within reason). If another six hours passes again with no combat, the luck devourer will again alter its noises. Again, a wisdom check is initiated to all within 30 ft.. Those failing this check will begin to argue amongst themselves, ending in combat in 1d3 rounds. Once internal combat has been initiated in the party by the luck devourer, it will view the altercations, waiting for someone to fall



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in combat. Once a victim falls, the luck devourer will change its shape to that of an ethereal flying creature and swoop up the corpse, flying at top speed (30 ft.) from the party. This quick change and egress will shake the party from its reverie and they can act normally. If the luck devourer escapes with the body, it will feed on its flesh before leaving it to decompose.

LURKER

NUMBER: 1

INT: Low

SIZE: Large

ALIGNMENT: Neutral

HD: 10 (d8)

TYPE: Aberration

AC: 14

TREASURE: 3

SAVES: P

XP: 1,350+10

MOVE: 20 ft.

ATTACKS: Constriction (1d6)

SPECIAL: Flight, Camouflage

A lurker is a large, creature, up to 20 ft. square, that resembles a manta ray. Their natural coloration is a dull gray. They are shaped roughly in the form of a square, however they can flatten and stretch themselves to fit many dimensions. A full grown lurker is 20 ft. x 20 ft., but can flatten itself to 25' x 25'. It can also shorten one side of this to 15' while keeping a surface area of approximately 625 square feet.

The lurker is only found in underground caverns. It is predatory and must eat regularly. Owing to this fact, there are oftentimes bones laying about its lair, if indeed the creature is found in its lair. If prey becomes sparse, the creature will crawl about, scouting new places to hunt. It is not finicky in its diet and will eat almost any living creature. It does not actively seek treasure, but treasure may be found if its lair is searched, upon the dead bodies of its victims; if found outside of its



lair, it will have none. The preferred method of attack is to lie in wait either on a floor or ceiling. When waiting on a ceiling, the lurker uses its innate ability of flight to press itself against the ceiling. Maintaining this position exerts no effort on the part of the lurker. When a victim, or victims, has made it to an advantageous spot, preferably near the center of the lurker, it will attack.

COMBAT: If on the floor, the lurker will fold up, capturing its victims in its fold. Targets are allowed a dexterity save to escape. Those unfortunate enough to be trapped inside will take 1d6 points of damage each, no to-hit roll needed, from constriction. They are allowed an attack the first round, as they have not been fully trapped, but no attack is possible thereafter. Outside of this constriction, the creature has no attacks. If the creature attacks from above, it will likewise attempt to capture its prey. However, targets are allowed a +2 in their dexterity save and can attack for two rounds after the initial attack, for it is much more difficult for the lurker to fully engulf its victims from above.

CAMOUFLAGE: They have an innate ability to blend in with their surroundings and can lay perfectly still if need be. Elves, due to their keen eyesight, and dwarves, due to their intimate knowledge of all things stone, are allowed a wisdom check to see if they possibly detect the lurker. The CL for this for both races is 8. For parties actively searching for something amiss, the CK may lower this CL to meet his specific requirements.

LYCANTHROPE

Lycanthropy is a supernatural disease that afflicts only humankind. It is the cause and creator of were-beasts, transforming its unwilling victims between human and animal forms. There are many classifications of lycanthropes, but the most commonly encountered are werebears, wereboars, wererats, and werewolves. Though these creatures can be of any alignment while in human form, they are very aggressive in animal form, assuming a different consciousness of sorts. It is not unusual for a lycanthrope to be unable to distinguish between friend and enemy when in animal form.

Lycanthropes are very susceptible to silver weapons, taking double damage whenever they are hit by any weapon made of silver. Weapons that are specially coated with a layer of silver affect lycanthropes as well – this vulnerability is not to solid silver alone. Lycanthropes take damage from normal weapons but they are able to regenerate this damage (see entries).

CURSE OF LYCANTHROPY: The wounds inflicted by a lycanthrope are infected with a magical pathogen that will eventually cause the victim to be transformed into a lycanthrope. The form assumed will be the same as the lycanthrope that inflicted the wound. At the end of any combat encounter with a lycanthrope, human combatants that were damaged by the beast must make constitution saves at a penalty equal to half the amount of damage that the beast inflicted. This penalty is assigned on an individual basis – a character that suffers more damage from a lycanthrope has a larger penalty. If this save is failed, the victim will become a lycanthrope in 28 days. Over that period, the victim will notice changes in mentality, strange traces of fur in his bedroll, an appetite for raw meat, or other symptoms. If a *cure disease* spell is applied before the 28th day, the lycanthropy is prevented. After the 28th day, nothing can reverse the disease short of a *wish*. Only humans can be affected by the disease.

HUMAN FORM: A lycanthrope in its human form should be created as an NPC. They are able to be any class, level or alignment. Each classification of lycanthrope retains individual powers in human form, as listed below.

HYBRID FORM: The lycanthrope can assume a hybrid form that is a mix of its humanoid and animal forms. Hybrids have hands and can use weapons, but can also attack with their teeth and claws. Lycanthropes in hybrid form retain their human intelligence and can use all the abilities the human form and animal form possess. Lycanthropes in hybrid form can spread the disease with their bite.

LYCANTHROPE, WEREBEAR

NUMBER: 1 **INT:** Average
SIZE: Large **ALIGNMENT:** Any
HD: 7 (d8) **TYPE:** Shapechanger
AC: 17 **TREASURE:** 7
SAVES: P **XP:** 690+7
MOVE: 30 ft. (both forms)
ATTACKS: 2 Claws (1d3), Bite (2d4)
SPECIAL: Curse of Lycanthropy, Alternate Form, Bear Empathy, Twilight Vision, Regeneration 3, Cure Disease, Immunity to Disease, Hug



Werebears are the most physically powerful of the common lycanthropes. Werebears are often rangers or druids in their human forms: hapless souls now possessed of a power they didn't expect or desire. Werebears roam their wilderness homes, protecting this territory from all interlopers. In human form, they appear as a very hairy human, typically male. The animal form is that of a grizzly or cave bear.

COMBAT: Like their ursine brethren, werebears can fight from a bipedal stance. A werebear is able to hug its opponents in a vice-like grip. If both of the werebear's claw attacks are successful in a single round, its foe must make a strength save or be caught in the werebear's crushing hug. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The werebear can bite a hugged victim automatically each round.

ALTERNATE FORM: A werebear can change forms once per day. In human form, werebears retain all abilities except for hug. The *cure disease* ability is only useable when a werebear is in human form. Werebears are immune to polymorph attacks or effects unless they wish to be affected.

BEAR EMPATHY: Bears tend to congregate around werebears, treating them as kin. A werebear can telepathically communicate with any bear within 1 mile. In addition, a werebear can summon 1d6 bears to its location, provided that they are within one mile of the werebear. The summoned bears will begin to arrive 2d6 minutes later.

CURE DISEASE: Werebears, in their isolation, learn to be skilled herbalists. In human form, they are able to concoct a remedy for any natural disease (including those inflicted by *cause disease*). A treated individual will recover in 1d4 weeks.

LYCANTHROPE, WEREBOAR

NUMBER: 1-4 **INT:** Average
SIZE: Medium **ALIGNMENT:** Neutral
HD: 5 (d8) **TYPE:** Shapechanger
AC: 18 **TREASURE:** 5
SAVES: P **XP:** 140+5
MOVE: 40 ft. (animal form), 30 ft. (human form)
ATTACKS: Gore (2d6)
SPECIAL: Curse of Lycanthropy, Ferocity, Alternate Form, Regeneration 2, Twilight Vision

Wereboars are territorial and aggressive creatures. They are larger and stronger than ordinary boars, are far more cunning, and have an even more belligerent attitude. Wereboars prefer their animal forms and remain in that state most of the time.

COMBAT: A wereboar will usually charge into combat with horrific aggression. They possess blinding speed and incredible power, and will gore their opponents with their tusks, attempting to knock them over. A wereboar will usually concentrate on one threat before dispatching others, but it will make an effort to attack at favorable angles to reduce threats from other sources.

ALTERNATE FORM: A wereboar can assume human form once per day. It retains the following abilities in human form: alternate form and twilight vision. Wereboars are immune to polymorph attacks or effects unless they wish to be affected.

FEROCITY: If a wereboar kills an opponent with a single gore attack, it can immediately attack another enemy within 5 feet. Only the first attack against a given opponent counts for the purposes of this ability.

LYCANTHROPE, WEREOFX (FOXWOMAN)

NUMBER: 1 **INT:** High
SIZE: Medium **ALIGNMENT:** Chaotic Evil
HD: 8 (d8) **TYPE:** Shapechanger
AC: 18/16/14 **TREASURE:** 8
SAVES: P **XP:** 1,000+8
MOVE: 60 ft. (animal)/50 ft. (hybrid)/30 ft. (elf)
ATTACKS: 2 Claws (1d6), Bite (1d4) / By weapon, Bite (1d4) / By weapon
SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Pass Without Trace, Charm

The werefox, or foxwoman as it is more commonly called, breaks some of the rules for lycanthropes. First off, only females can become foxwomen. This strain of the virus is fatal to males, and they will die within 1 week (1d6 days) if infected. Secondly, while most lycanthropes are human, all foxwomen are elves. These are small differences, but differences that should be noted.

Foxwomen are almost always found in secluded forest glens. They are rarely encountered by humans, for they avoid them at all costs. Foxwomen can sometimes be found living close to elves, however, for they must find young female elves to pass along their horrible heritage. Knowing that her unique condition can only be passed to other female elves, the foxwoman will, at some point in her life (maybe multiple

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times), travel to a small elven community to kidnap young elven girls. If the village is small enough, she will use charmed retinue to lay siege to the village, slaughtering all the elves save a lone young female. It should be noted that the foxwoman has no affinity with other foxes. She feels superior to the vermin and they universally despise those of her ilk.

COMBAT: Regardless of her form, the foxwoman will attack females almost exclusively if present. She will also attack dwarves, halflings, gnomes, and half-orcs as she cannot dominate these creatures. If the battle seems to be going against her, she will change into her animal form and flee from battle. Ideally, she will encounter enemies in her elven form and use her charmed bodyguards in the fight.

ANIMAL FORM: In her animal form (listed first in the statistics above), the foxwoman appears as a great silver fox. In this form, she has tremendous speed and may attack with her two claws and sadistic bite. When in her natural terrain, she may pass without trace as an 8th level druid.

HYBRID FORM: When in this form (the second set of figures), the foxwoman appears as an elf female, albeit with silver fur and the regal head of a fox. This is the least common of her forms, but one she will assume when the need arises. She can bite or attack with a weapon in this form. If bitten, she may pass along her disease.

ELVEN FORM: When in this, her most common form, the foxwoman appears as a stunningly beautiful elf female with long, silver hair and violet eyes. She never wears armor, but will be draped in gossamer gowns that only serve to enhance her beauty and seductive manner.

CHARM: Any human, elf or half-elf male, with a wisdom below 14, must make a wisdom check or be enthralled by this alluring elf maiden. Those enthralled will not attack her and will actively stop others from doing so. While not as the spell of the same name, the charm is strong

enough to sow discord among her enemies. If someone so enthralled spends 2d4 days with her, they must pass a second wisdom save, this time at a -3, or be permanently charmed as the *charm person* spell as cast by an 8th level wizard.

When encountered in her home, the foxwoman will have 2d4 bodyguards that are actually charmed males. These can be human, elf, or half-elf. Most will be essentially 0 level, but she may have leveled classes tending to her as well. Fighters are the most common, with clerics being quite rare. The CK is encouraged to detail NPCs for the foxwoman's retinue if he intends for the party to encounter her in her lair.

LYCANTHROPE, WEREHOUND

NUMBER: 1

SIZE: Medium

HD: 4(d6)

AC: 16

SAVES: P

MOVE: 40 ft. (as hound), 30 ft. (as human)

ATTACKS: Bite (1d4) / By weapon

SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Hound Empathy

The werehound is odd in the world of lycanthropes as it walks among humans in its animal form and changes to its human form to sow its evil. Appearing as a large dog (i.e. mastiffs, doberman pinschers, bloodhounds, etc) when in its animal form, they can easily live among humans—even as pets—and never be suspected of any of the nefarious deeds they do when the sun goes down. In human form, werehounds are small, thin humans with beady eyes, long hair and beards (if male). They are natural thieves and have all abilities as a 4th level rogue.

Werehounds delight in killing humans and will do so with regularity. Its preferred method of murder is to attack a lone human from the shadows with a dagger or shortsword, killing them quickly, then fleeing, leaving the corpse for someone to find. They will take nothing from their victims save one small memento. When they have returned home, they will return to their animal form and bury the item somewhere on their property. It should be noted that their property will more than likely be the property of their owner if they are a pet.

Werehounds are found almost exclusively in cities and towns. They prefer larger towns where their late-night crimes will not be as conspicuous. They delight in living in houses with humans, acting like a normal, family dog, for this is great cover for them. Despite their thoroughly evil ways, the werehound will not attack its family, although it will desert them and even frame one of them for its crimes.

COMBAT: In human form, the werehound will attack as a rogue; from the shadows with attempts to back stab. They normally wear leather armor and use daggers. Being intelligent, they will attack that which they deem the most threatening. If the battle goes poorly, they will flee, turning into their animal form when they feel they have eluded their pursuers.

ALTERNATE FORM: The werehound can assume its human form once per day. It retains twilight vision and alternate form. Lycanthropes are immune to *polymorph* spells, unless they choose to be transformed.

HOUD EMPATHY: Hounds of all sizes are drawn to a werehound. When they so desire, they may telepathically summon 2d6 dogs to assist them in any battle. The animals will appear in 1d3 rounds.

LYCANTHROPE, WERERAT

NUMBER: 4-24 **INT:** Average
SIZE: Small **ALIGNMENT:** Lawful Evil
HD: 3 (d8) **TYPE:** Shapechanger
AC: 17 **TREASURE:** 3
SAVES: P **XP:** 45+3
MOVE: 40 ft. (as rat), 30 ft. (as human) 20 ft. (climb, as rat)
ATTACKS: Longsword (1d8) or Bite (1d4)
SPECIAL: Curse of Lycanthropy, Disease, Alternate Form, Regeneration 1, Rat Empathy, Twilight Vision

The animal form of a wererat is somewhat humanoid. They are able to crawl and climb like an ordinary rat, but they can stand up as well, and walk on two legs. They have opposable thumbs on their front paws and can use them as hands. They are social creatures, and form packs of 4 to 24 individuals. Wererats live in cities, often in slums, sewers, or other places of urban decay. The lycanthropy of wererats is tainted by evil, and those afflicted with the disease are thoroughly lawful and evil while in animal form. They delight in tormenting humans, and often hatch grand schemes to pursue this end.

COMBAT: Wererats coordinate their attacks within the pack. They will surround an opponent and press the attack from all sides. They will often strike only once, retreating to allow another to strike. They attack in waves, and only stop if they are outmatched.

DISEASE: A victim exposed to the bite of a wererat must make a constitution save to avoid contracting a debilitating disease. This disease, if contracted, is independent from potential lycanthropy, and can affect demi-humans as well. The disease reduces the victim's movement by half and causes a penalty of -2 on attack rolls, armor class, and all saving throws. The disease incubates for 1 week prior to the manifestation of symptoms, and has a duration of 1 month.

ALTERNATE FORM: A wererat can assume human form once per day. It retains the following abilities in human form: alternate form and twilight vision. Wererats are immune to polymorph attacks or effects unless they wish to be affected.

RAT EMPATHY: Rats treat wererats as superior brethren, and congregate around them. A wererat can telepathically communicate with any rat within 1 mile. In addition, a wererat can summon 2d6 rats to its location if the rats are within 1 mile. The rats will begin to arrive 1d6 minutes later.

LYCANTHROPE, WERESHARK

NUMBER: 1 **INT:** Average
SIZE: Large **ALIGNMENT:**
HD: 10(d8) **TYPE:** Shapechanger
AC: 20 **TREASURE:** 9
SAVES: P **XP:** 2,550+10
MOVE: 60 ft. (as shark, swim), 30 ft. (as human)
ATTACKS: Bite (2d6) /By weapon
SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Shark Empathy

Found only in tropical climes and large bodies of freshwater, the wereshark is a cruel creature that attacks sailors, fisherman and other non-human creatures that live in their domain. The human form of a wereshark is a muscular human, normally bald (if male) or with short hair (if female) with a bad temper and a malicious streak. They spend the majority of their life in shark form, however, for they hate leaving

the water. They assume human form for various reasons: to trade, to gather information, or to acquire alcohol, to name a few.

If the lair of a wereshark is found, it will contain much treasure from his victims over the years, for they are voracious killers. The lair is normally an underwater cave, at least 50' below the surface and guarded by at least two regular sharks.

COMBAT: The wereshark is much larger than a normal shark and will bite for a massive 2d6 damage. They enjoy striking without warning and causing fear among their prey. When underwater, anyone attempting to detect a surprise attack by the wereshark suffers a -3 to his wisdom check.

ALTERNATE FORM: The wereshark can assume the form of a human once per day. They maintain the abilities twilight vision and alternate form. Lycanthropes are immune to polymorph unless they choose to be transformed.

EMPATHY: Regular sharks will aid the wereshark if he desires it. He will telepathically communicate his need for assistance, which will be answered in 1d4 rounds by 2d4 sharks.

LYCANTHROPE, WERESNAKE

NUMBER: 2-8 **INT:** Average
SIZE: Medium **ALIGNMENT:** Lawful Evil
HD: 3 (d8) **TYPE:** Shapechanger
AC: 15/12 **TREASURE:** 3
SAVES: P **XP:** 100+3
MOVE: 30 ft.
ATTACKS: Constrict (2d6) /By weapon
SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Snake Empathy, Constriction



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The weresnake, found mainly in jungles or swamps, is a horrid creature that has been worshiped by some barbaric cultures throughout time. They are evil and diabolical, reveling in the torture and death of humans. It is not unknown for small bands of savage humans to live near weresnakes for protection. The humans will placate the weresnake with gifts of livestock or even human sacrifices.

The human form of the weresnake is that of a tall, very thin human. They are devoid of all hair, save that which tops their head. They rarely wear armor, and will normally be found wearing only a simple loincloth. They tend toward dark skin and dark hair. They speak slowly and deliberately, rarely engaging in idle conversation.

COMBAT: Weresnakes, when in human form, attack with weapons, normally spears or longswords. They despise good-aligned clerics and paladins and will focus their attacks on these opponents, if present.

CONstriction: When in snake form, they will attempt to constrict their opponents. A successful hit means they have wrapped themselves about their opponent. The victim is allowed a strength check. Failure means they are being held fast by the weresnake. They are allowed a strength check every round, but the tightening of the weresnake makes it more difficult. Each round, they incur a cumulative -2 to all subsequent checks. Each round, they will suffer 2d6 damage.

ALTERNATE FORM: The weresnake can assume its human form once per day. It retains twilight vision and alternate form. Lycanthropes are immune to *polymorph* spells, unless they choose to be transformed.

EMPATHY: Regular snakes will aid the weresnake if he desires it. He will telepathically communicate his need for assistance, which will be answered in 1d4 rounds by 2d4 venomous snakes or 1d3 constrictors.

LYCANTHROPE, WERESPIDER

NUMBER: 2-8	INT: Average
SIZE: Medium	ALIGNMENT: Chaotic Evil
HD: 3 (d8)	TYPE: Shapechanger
AC: 15/12	TREASURE: 3
SAVES: P	XP: 95+3
MOVE: 30 ft.	
ATTACKS: Bite (1d6) /By weapon	

SPECIAL: Curse of Lycanthropy, Twilight Vision, Alternate Form, Regenerate 2, Spider Empathy

The werespider can be found in any climate, but prefers dark places such as deserted buildings and caves. They are wicked, vile creatures that feed on humans and their ilk. All werespiders are of the hunting variety of spider, appearing as large wolf spiders.

The human form of a werespider is a squat, plump, hairy human with large eyes and thin lips. Werespiders will enter their human form in an attempt to draw victims into their lair, normally by offering a reward for clearing out an old, abandoned house or cave which is, in reality, their lair.

The lair of a werespider is littered with the bones of their past victims. It is a dark, eerie place draped with webs and skeletons. It is here that the treasure for the creature can be found. Normally, this treasure is kept in chests hidden from view. These chests will always be locked and always be trapped with the same poison inherent to the werespider.

COMBAT: In human form, werespiders attack with longswords and wear leather armor. They enjoy taunting their opponent with foul curses and vile remarks. They prefer, however, to attack in spider



form. In this form, they lower themselves down on their silken thread and attack from above, attempting to surprise when they do so. The werespider is able to inject its poison and infect victims with its disease in a single bite.

ALTERNATE FORM: The werespider can assume its human form once per day. It retains twilight vision and alternate form. Lycanthropes are immune to *polymorph* spells, unless they choose to be transformed.

EMPATHY: The werespider can summon spiders to fight for him at will. He will summon them telepathically. After two rounds have passed, an opponent chosen at random will be the victim of a summon swarm (spiders) as cast by a 6th level druid. The werespider does not have to concentrate for this ability to be maintained.

POISON: Anyone bitten by a werespider must make a constitution check. Success means they have withstood the effects of the poison, failure means the poison has affected them and they will suffer its effects. The first round, they take an additional 1d4 damage. The subsequent round, they take again 1d4 damage and lose 1d2 points of constitution. There are no further effects after the second round. Lost constitution points return at the rate of 1 per hour.

LYCANTHROPE, WERETIGER/LEAPARD

NUMBER: 1-6	INT: Average
SIZE: Large	ALIGNMENT: Neutral
HD: 6 (d8)	TYPE: Shapechanger
AC: 16	TREASURE: 6
SAVES: P	XP: 270+6
MOVE: 40 ft. (as tiger) 30 ft. (as human)	

ATTACKS: 2 Claw (1d4), Bite (1d6)

SPECIAL: Rake, Regeneration 3, Curse of Lycanthropy, Alternate Form, Tiger Empathy, Twilight Vision

Weretigers live in tropical climates, preferring jungle habitats. They are usually female, for reasons unknown. Weretigers tend to be solitary



and territorial, but their human lineage sometimes inspires them to gather in small packs of up to 6 in number.

COMBAT: These beasts resemble normal tigers, and attack in similar fashion, pouncing, clawing, and attacking the weakest enemy first.

ALTERNATE FORM: A weretiger can assume human form once per day. It retains the following abilities in human form: alternate form, tiger empathy, and twilight vision. Weretigers are immune to polymorph attacks or effects unless they wish to be affected.

TIGER EMPATHY: Tigers empathize and enjoy the company of weretigers. Weretigers can telepathically communicate with any tiger within 1 mile. In addition, the weretiger can summon 1d3 tigers to its location if the tigers are within 1 mile. The tigers will begin to arrive 2d6 minutes later.

LYCANTHROPE, WEREWOLF

NUMBER: 3-18
SIZE: Medium
HD: 4 (d8)
AC: 16
SAVES: P
MOVE: 50 ft. (as wolf), 30 ft. (as human)
ATTACKS: Bite (2d4)
SPECIAL: Curse of Lycanthropy, Wolf Empathy, Trip, Alternate Form, Twilight Vision, Protect Regeneration 2

Like wererats, the lycanthropy of werewolves is thoroughly tainted by evil, and in animal form, they are among the most wicked of creatures. Their animal form are massive, far larger than a typical wolf. They dwell in dark forests and prowl only at night. Werewolves are very protective of their domains, and of each other, rallying to any howl of distress. These creatures always hunt in packs of 3 to 18.

COMBAT: Werewolves are cunning hunters. They will utilize pack tactics and harassing techniques before closing in for a kill. They are cunning, and very dangerous, but will flee in the face of capable opposition.

TRIP: A werewolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a dexterity save to resist being pulled to the ground. Opponents pulled down in this manner automatically act last in the next round.

ALTERNATE FORM: A werewolf can assume the form of a human once per day. It retains the following abilities in human form: alternate form and twilight vision. Werewolves are immune to polymorph attacks or effects unless they wish to be affected.

PROTECT: A werewolf that sees another werewolf taking damage becomes incensed and protective. This instinct provides the werewolf with a +2 bonus on all attack and damage rolls. This bonus only applies if at least 2 werewolves are in combat, and one sees another suffer damage.

WOLF EMPATHY: Wolves empathize and enjoy the company of werewolves. Werewolves can telepathically communicate with any wolf within 1 mile. In addition, the werewolf can summon 1d6 wolves to its location if the wolf are within 1 mile. The wolves will begin to arrive 2d6 minutes later.



LYNX, GIANT

NUMBER: 1-3
SIZE: Medium
HD: 2 (d8)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Claws (1d4), Bite (1d6)
SPECIAL: Rake, Twilight Vision

INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 20+2

Giant lynx are rare animals, and only encountered in colder climates. Their habitat consists of thickly forested hills or mountains. They are solitary hunters, and are extremely territorial. Any and all creatures that invade their marked territory are harassed or attacked. They are able to screech and howl very loudly when they are nervous or attempting to drive off trespassers. This sound is quite alien at times, and is disturbing to hear.

A lynx can move completely silently and is almost impossible to hear. They have extraordinary vision and olfactory senses. They are capable of impressive leaps of up to 25 feet in length when pouncing on prey.

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COMBAT: Unless forced, a giant lynx will never openly attack. It will prowl an area, remaining hidden and screeching if intruders are present. If this is ineffective, the lynx will steal into the area and attempt to harass and frighten intruders directly. They have been known to infiltrate camps and steal equipment or even kill sleeping adventurers.

RAKE: Giant lynx can pounce upon an opponent during the first round of combat. If this attack is successful, the lynx can make an extra attack on the same opponent.



It's YOUR turn to rescue the thief!

M—

MAGMAFOLK

NUMBER: 4-16

SIZE: Small

HD: 2 (d8)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: Touch (2d6)

SPECIAL: Weapon Immunity

INT: Low

ALIGNMENT: Chaotic Neutral

TYPE: Extraplanar

TREASURE: Nil

XP: 75+2

Native to the para-elemental plane of magma, magmafolk will rarely find themselves on our plane. It is unknown exactly how they arrive, but they are most often found in volcanoes when here. Magmafolk stand approximately three feet tall. They are thick of body, looking like reddish-brown rock. Their large heads are adorned with small, almost undetectable ears and a rough mouth. Small whiffs of smoke constantly leak from their body and oftentimes, small bursts of flames can be seen. They are not evil, but extremely mischievous, but this mischievous streak is tempered by an unbridled curiosity.



Magmafolk are not violent, but they do enjoy setting things on fire. They are able to create the fire ball in their hand and touch items or people with it, though they won't attack with it. Doing so will invariably cause the victim to attack, which in turn will anger the magmafolk. When killed, the magmafolk's body will melt into a pool of molten rock. The CK should roll a d20 when this happens. A roll of 15 or above indicates 1d4 gems, worth 10-100gp, can be found once the magma has solidified.

COMBAT: Magmafolk strike with their hands. When striking on opponent, they create a small ball of fire in the open palm, bringing it down with the full force of the rocky arms. The force of the blow, combined with the fire, do 2d4 damage if successful. On a roll of 19-20, the victim must make a dexterity save (CL 5) or have some part of its wardrobe or possessions catch fire. This should be adjudicated by the CK, but normally a backpack, belt, pouch, scabbard, cloak, or possibly even leather armor could ignite. If so, the victim must spend 5 rounds, minus their dexterity bonus, dousing the flames.

WEAPON IMMUNITY: A +1 or better weapon is needed to harm the magmafolk. Weapons made of combustible material will begin to burn. Any metal nonmagical weapon used against the creature will warp from the heat on an unmodified roll of 10 or less, effectively ruining the weapon. Even magical weapons are not immune to melting. An unmodified roll of 3 or less by a magical weapon indicates it has been ruined by the magmafolk's heat.

MAGNESIUM SPIRIT

NUMBER: 1

SIZE: Medium

HD: 6 (d10)

AC: 20

SAVES: P

MOVE: 40 ft.

ATTACKS: Engulf (3d4)

SPECIAL: Blinding Attack, Energy Drain, Strength Drain, Immunity (Weapon, +1 or Silver)

The magnesium spirit (called that due to its appearance, but sometimes colloquially known as 'dark visitor') is a strange, terrifying creature from

one of the outer planes. It appears as a cylindrical column of bright, white flames. It moves quickly and without sound. It can be found in any climate and any domain, but old, abandoned castles, keeps and subterranean lairs are the most common.

Magnesium spirits are, in reality, a race of beings native to a plane far from ours. They were summoned here, not unlike elementals or minor demons, by high level wizards and clerics. Unlike these creatures, the magnesium spirits were immune to being dominated and would quickly attack (and usually kill) their summoner in a rage. Doing so, they were trapped here. Only a few--less than one-hundred, it is said--were summoned before the practice was stopped. The ones still trapped have found that, by using a human conduit, they can return home. This ritual is quick and always successful, but deadly to the host.

COMBAT: If a human is sighted by the spirit, it will rush to attack (in reality, perform its ritual).

BLINDING ATTACK: When it gets within ten feet, it will flash a bright, blinding light from its body. All that witness must make a constitution check or be blinded (per the spell, the reverse of *remove blindness*). This blindness will last 4d6 rounds.

ENERGY/STRENGTH DRAIN: Once this is done, the creature will attempt to merge with a human (and only humans). Its initial attack will do 3d4 damage, drain one level and one point of strength. The next two rounds, it will again inflict the same damages, but no to-hit roll is needed as the spirit has started merging with its host. After three rounds, it will use the host to perform its ritual. This will take three rounds. During this time, the spirit cannot be harmed unless the host is likewise attacked. Any damage done to the host will be split between it and the spirit. The host is now powerless to do anything. If, after three rounds, the spirit and host are still alive, there will be another bright flash of light (no saving throw needed). When the flash is gone, the host and the spirit will be gone as well. The spirit will have returned home with its host. There, the host will be discarded and killed. In other words, outside of a wish, there is no hope to retrieve a victim.

During the ritual, if holy water is thrown at the victim, it will do 1d4 damage to the spirit only, the host taking no damage (unless the CK has already determined the character is evil enough to suffer its ill effects at some other time). Also, at anytime if the spell *holy word* is used, the spirit will be banished to its home (which is what it wanted all along). If a cleric uses the spell *repulsion*, he cannot be targeted by the spirit and if it is cast during the merging, the spirit will be forced to start again with a new victim. The spirit speaks its own language and does not comprehend any human or demi-human tongue. It will in no way communicate with any creature. Its purpose is single-minded and it can never be swayed to another path.-

MANTARI

NUMBER: 1

SIZE: Medium

HD: 1 (d8)

AC: 11

SAVES: P

MOVE: 40 ft.

ATTACKS: Tail (see below)

SPECIAL: Nil

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 7+1

The mantari looks like a small manta ray, but with large, almost human eyes on the bottom. It has a long tail that ends in a sharp barb. The



creature itself has a wingspan of approximately seven feet and uses a limited form of levitation to fly above its enemies. It is pale white in color, shading to blue at the edges.

The mantari will normally be found in swamps or marshes, but can be found in damp, subterranean dwellings. They are carnivorous and will normally be found eating smaller animals, but will not hesitate to attack larger creatures as well.

Mantaris enjoy flying in heavy rains and can be found hunting extensively during these weather conditions.

The mantari has no real lair, as they are fairly nomadic and continuously search for food. As such, the creature will leave what is left of its victims scattered about after feeding; it is rare to find a mantari around any significant treasure because of this. However, the curious way in which it flies has led some sages to desire the body of this creature for further research. Luckily, the toxin injected by the creature becomes inert after its death, so there is little need for safety. There is also no chance an assassin can harvest the toxin for his own nefarious needs. If an intact body of a mantari is sold to a sage, one can expect upwards of 100gp, sometimes as much as 250gp.

COMBAT: The mantari attacks by using its long tail to strike at creatures below it. The tail is three feet in length in an adult mantari, thus the creature will normally hover about three feet above its prey. The toxin in the barb affects the nervous system of its victim and can affect different people in different ways. Those opponents that are healthy and robust seem to be able to withstand the attacks better than those of ill-health. The damage done by the creature is as follows: (20 - constitution score). In other words, a victim of the sting with a 15 constitution will take 5 points of damage (20-15), where as a person with an 8 constitution will take 12 damage (20-8). There is no save against this attack.

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MANTICORE

NUMBER: 1-4
SIZE: Large
HD: 6 (d10)
AC: 17
SAVES: P
MOVE: 30 ft., 50 ft. (fly)
ATTACKS: 2 Claws (1d3), Bite (1d8), 6 Tail Spikes (1d6)
SPECIAL: Tail Spikes, TwilightVision, Darkvision 60 ft.

INT: Low
ALIGNMENT: Lawful Evil
TYPE: Magical Beast
TREASURE: 5
XP: 210+6

Manticores are dreaded creatures that have the body of a huge lion, leathery bat-like wings, and a humanoid face that resembles a human or bearded dwarf. Their mouths are wide and filled with jagged tusk-like fangs. So great is the maw that it seems to split the very skull when a manticore attacks or rends the flesh of its victim. Their tail ends in a bristling clump of spikes, which the beast uses to deadly effect in combat.

Manticores prefer swamps, scrub lands, and other habitats where there is plenty of water and rain is common. Their young are born live, usually not more than 1-2.

They are aggressive predators and scavengers, and will eat practically anything, alive or dead.

COMBAT: Manticores soar at great heights while hunting for prey. Once prey has been spotted, a manticore will descend and launch a volley of deadly spikes from its tail. Once they prey is wounded or incapacitated, the manticore will fall upon it to finish it off with its claws.

TAIL SPIKES: Manticores can release a barrage of 1d6 spikes from their tails. The effective range of this barrage is 50 feet. Each spike inflicts 1d6 points of damage. These spikes must be directed at a single creature, or at all creatures within a 10-foot area. Manticores cannot control how many spikes they hurl in each barrage. They can hurl up to 24 in a single day.



MARA

NUMBER: 1-2
SIZE: Small
HD: 3 (d6)
AC: 15
SAVES: M
MOVE: 40 ft.
ATTACKS: Claw (2d4), Bite (3d6)
SPECIAL: Nightmares, Life Drain, Shapeshifting

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: None
XP: 150+3

The mara are the insidious sources of horrific dreams and wasting sickness in its victims. This term is more often used to refer to the female alp that torments its victims by night.

They are short, swarthy-skinned demonic beings that will wait until their prey is sleeping and then sit on its chest to do its dirty work. They will wait until there is little chance to be caught by any and then sit all night, if uninterrupted, on its victim until the deed is done.

They spring from the pits of Helle and seek the living to prey on their life-force. These foul beings are not the only ones to share this name, however. Witches that deal with the dreams of others and that shape-change (Halirúna) are also called mara.

Mara primarily come out at night, which is the best time to find victims sleeping and vulnerable. The sun does not treat them well, causing 1d6 damage to them per hour. It is not an easy thing to define what the mara is by race, except that they are devious and evil hearted. They are closely related to their male counterparts, the alps, as they are to many other races in the Seven Worlds.

COMBAT: It isn't often that mara are caught or put into a position to fight, but if they are, it becomes a fierce struggle. Mara will lash out with their claws and bite jugulars to get free from being cornered.

NIGHTMARES: To inflict a nightmare on its victim, the mara must sit atop the prey while it sleeps or is unconscious and then fill the mind with horrors. A charisma save is needed by the victim, or they will undergo terrible nightmares that will distract them from what the mara will do next to them. This nightmarish state will last 1d8 hours and can be done twice per day.



LIFE DRAIN: The mara's victim must be immobilized in some fashion before their life can be drained. Each breath will be taken from the victim as they breathe doing 1d20 points of damage each hour. A mara does not usually kill the victim by the end of their sleep session, but it will bring them to the brink of death.

MARGOYLE

NUMBER: 1-6
SIZE: Medium
HD: 6 (d8)
AC: 18
SAVES: P
MOVE: 20 ft.
ATTACKS: 2 Claws (1d6), Bite (2d4), Gore (1d4)
SPECIAL: Camouflage, Gore, Weapon Immunity

Like their cousins the gargoyles, the margoyles are sentient stone formations of extreme malevolence and hatred for humans and demi-humans. While gargoyles do not hide their presence, margoyles will camouflage themselves among natural rock formations to appear as if they belong. Margoyles will frequently contort themselves in unusual positions to appear part of a wall or ceiling in a cavern.

Margoyles know enough to clean up the remains of victims and as such, their lair will not be littered with the bones of their meals. The margoyles will dispose of most items (armor, weapons, clothing), but will keep shiny objects, or things they think are pretty. The CK should be aware of this when rolling for treasure.

COMBAT: Margoyles will leap from their hiding places en masse and attack an unsuspecting group. Each margoyle gets three attacks; two clawed swipes for 1d6 damage each and a nasty bite for 2d4 damage.

CAMOUFLAGE: Their ability to blend in has been perfected so well that only those actively searching for something out of the ordinary will have a chance of seeing them, and that is a wisdom check with a CL of 10. Unless they are seen, margoyles will always surprise their opponents.

GORE: If both claw attacks are successful against a single opponent, the margoyle can employ the sharp, stone spikes that rise from its head to gore an opponent for an additional 1d4 damage, no to-hit roll needed. This is in addition to its bite.

WEAPON IMMUNITY: The margoyle can only be hit with magical weapons, and even then they are difficult to damage. Their stone skin gives them an outstanding armor class, but anyone striking with slashing or piercing weapons will only do half damage as their natural skin will turn away these weapons. Blunt weapons do normal damage. If struck with a non-magical weapon and the attacker rolls a 1-5 on his attack, the weapon will break against the stone body of a margoyle.

MEDUSA

NUMBER: 1
SIZE: Medium
HD: 6 (d8)
AC: 15
SAVES: M, P
MOVE: 30 ft.
ATTACKS: Dagger (1d4), Shortbow (1d6), Snakes (special)
SPECIAL: Petrifying Gaze, Poison, Darkvision 60 ft.

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Monstrous Humanoid
TREASURE: 5
XP: 360+6

Medusae were once very beautiful and egotistical human women that were cursed to exist as foul imitations of their former selves. In appearance, medusae resemble their previous selves, their faces carrying an air of nobility and haughtiness. However, they are almost a caricature of their former beauty. Their features are exaggerated, and their once beautiful hair has been replaced with a nest of toxic vipers. Medusae make their homes in remote places, inhabiting abandoned castles, island fortresses, dungeons, and similar locales. Medusae are consumed with nagging hate, envy, and lust. They reserve their most poignant hate for humans, especially attractive human females, as reminders of what the medusae have lost. Their visage is disturbing to those who behold it, as it highlights the corruption of pride, but those that behold it find themselves in even worse circumstances. The gaze of a medusa bestows a magical curse on all who behold it. This effect turns the viewer to stone. Medusae lament this curse, but also welcome it: they do not hesitate to use this ability to cause pain and anguish to humankind. They cannot bear to look at themselves, either: their visage horrifies them and can bestow the same curse of stone. Mirrors, especially, are avoided at all costs or destroyed angrily.

COMBAT: Medusae try to avoid close combat. Medusae are capable of wielding weapons and favor the shortbow and blowgun. Foes that remain at a distance or avoid a medusa's gaze will often find themselves at the mercy of her bow.

PETRIFYING GAZE: Any living being that looks into a medusa's eyes must succeed at a strength save or be turned to stone. This ability is always active. Medusae are not immune to their own gazes. If forced to view their reflection, they can be turned to stone. Note that two medusae that meet each others' gazes would both face petrification.

POISON: The snakes that crown a medusa's head are incredibly lethal. They are able to strike targets up to 3 feet away from the medusa. If a snake successfully hits a target, it injects an incredibly powerful toxin that causes rapid cardiac arrest. A successful constitution save allows the victim to avoid the effects of the poison. A failed save means that the victim will die in 1d4 minutes, unless treated.



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MENNOTAL

NUMBER: 2-20

SIZE: Medium (5 ft.)

HD: 4 (d6)

AC: 12

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (1d3) or By weapon

SPECIAL: Nil

Mennotals are mean, nasty creatures that live on the fringes of civilization, normally taking refuge in caves and caverns, though they will live just about anywhere, especially places they do not have to construct themselves. Mennotals have been found living in old, abandoned buildings and burned-out husks. Mennotals never associate with any other creatures, for even among other humanoids, they are considered vile and unredeemable. Mennotals attack on sight, disregarding any tactical advantage they may gain by waiting and attacking against greater numbers even if it means they could easily lose the battle. It is most likely that this insane mode of attacking has kept the numbers down in population for the mennotal, something for which society should be eternally grateful.

Mennotals are approximately five feet tall, but normally walk in a crouched manner. Their skin is pearl white, but with open sores and patches of raw, exposed skin scattered about their bodies. Especially large sores weep a thick, yellow substance that, although not dangerous to humans, gives off a sickening smell. They have heads too large for their bodies with small eyes, large mouths and pointed ears. Most mennotals are hairless, but a few have thick, coarse hair growing wildly from their disfigured heads.

As a society, mennotals are very close. While telepathy is not inherent to the race, they do have an unnatural way of communications when in a group, knowing without using words, where to run, who to attack and what actions would best suit them.

After a successful battle, mennotals will drag the bodies of their victims back to their lair, leaving their own dead littering battlefield. Once safely in their homes, mennotal will eat the corpses of their enemies. The lair of the mennotal is, of course, littered with bones and discarded accouterments. The mennotal has little use for coins or treasure, and these can be found scattered about their lair. They will, however, sometimes secret away especially valuable gems, for they enjoy the sparkles.

COMBAT: Mennotals wear little in the form of armor or shields, eschewing any metallic covering, but sometimes donning leather armor if they can find it. Most use their natural hide and high dexterity to avoid taking damage. All mennotals carry some sort of weapon, normally short swords, but any weapon they are capable of wielding. If given the opportunity, they will surprise attack from the shadows. Mennotals never surrender or lose morale and will fight savagely until they are slain.

MEPHITS

Mephits are vile little creatures from the elemental planes that have chosen to serve the dark and evil powers that reside in the outer planes. All are small, rarely standing over two feet. They have two arms and two legs, as well as a set of leathery, bat-like wings. They appear emaciated and walk with an odd gait. They have long noses, bulbous eyes and a mouth full of sharp teeth and foul words.

Mephits are crass and vulgar in spirit, language, and appearance. They delight in using foul language, telling vile stories, and relishing in the pain of others. They will often tease victims for hours, causing just enough damage to frighten them, but not enough to kill. They do not understand the concept of family, especially children, but will use this knowledge in their evil deeds.

All mephits enjoy wearing the clothing of their victims. Due to their small size, this looks both humorous and vile simultaneously. If their victim had a quirk or unique characteristic, they will emulate this while wearing their clothing, much to the delight of other mephits. Many are sent here on missions from their dark lords, but the mephits are mischievous and rarely reliable. They will sometimes find our plane fun and hesitate to leave, much to the chagrin of both their masters and those of us living here. They can be found in any clime, save those that they could not survive within (i.e. magma mephits in bitter cold weather).

MEPHIT, AIR

NUMBER: 1-3

SIZE: Small

HD: 2 (d8)

AC: 15

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Claws (1d3)

SPECIAL: Elemental Attack (see below)

The air mephit smells of sulfur and burnt wood. They are quick and agile, but somewhat weaker than their cousins. They are enveloped in a grayish, billowy smoke at all times. When they speak, wisps of smoke flow from their mouths. Their skin coloration is black with some streaks of gray and red.

COMBAT: The air mephits will use their natural agility to fly about and attempt to rake opponents with their claws, doing 1d3 points of damage with each claw. They seem to focus on wizards if possible, for they appear to hate them more than most other humans.

ELEMENTAL ATTACK: Three times per day, the air mephit can let forth a ball of concentrated air that strikes unerringly (no ability check given). This ball of air explodes on contact, doing 1d6 damage and blinding the victim for 1d2 rounds. During this time, they are at -4 to hit and an armor class penalty of -4 as well.

MEPHIT, FIRE

NUMBER: 1-3

SIZE: Small

HD: 2 (d10)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (1d3)

SPECIAL: Elemental Attack (see below)

Fire mephits appear draped in orange and red flames. Heat radiates off of them (but will do no damage). They enjoy setting things on fire, especially things they perceive as important or unique. Like all mephits, they are crass and vile.

COMBAT: The fire mephit will fly in and attempt to rake with both claws for 1d3 damage and their flame attack. They have no real

rhyme or reason to their attacks, seemingly attacking those that seem the most injured, annoyed, or frustrated.

ELEMENTAL ATTACK: The fire mephit can thrice per day shoot a bolt of flame from its body. Those targeted must make a dexterity check (CL 3). Failure means they have been hit with the full force, doing 1d10 damage. A successful check indicates half damage. The mephit delights in shooting this flame from the most inappropriate orifice it can imagine.



MEPHIT, MAGMA

NUMBER: 1-3

SIZE: Small

HD: 2 (d12)

AC: 14

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Claws (1d3)

SPECIAL: Elemental Attack (see below)

INT: Average

ALIGNMENT: any Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 17+2

Magma mephits are a bit slower than their cousins, although have more hit points on average. While other mephits speak in a high-pitched squeal, the magma mephit has an almost normal sounding voice, though it is grating in both timbre and content. They rarely fly, but will do so if need be. They continually drip magma from their bodies and are draped in the thick, molten rock.

COMBAT: They will initially attack with their claws for 1d3 damage. Once they take half their hit points in damage, they will take flight and attempt to use their elemental ability.

ELEMENTAL ATTACK: Three times per day, the magma mephit can drop a globule of magma on a victim from above. No to-hit roll is needed, but the victim is granted a dexterity check. Success means they have dodged the magma and are unharmed. Failure means the magma has struck them, doing an initial 1d4 damage. If the victim performs no actions other than trying to remove the magma, they



will take no further damage, but cannot act in any other way for one round. If they continue to fight or take any other action (including lying unconscious), they will take an additional 1d4 damage for the next four rounds.

MEPHIT, STEAM

NUMBER: 1-3

SIZE: Small

HD: 2 (d10)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (1d3)

SPECIAL: Elemental Attack (see below)

INT: Average

ALIGNMENT: Any Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 15+2

The steam mephit, somewhat like the smoke mephit, is draped in a billowy fog. Fetid, hot water drips from it at all times. They, more than their cousins, appreciate stealth and subterfuge. The mephit's voice, while high-pitched and squeaky, has a warbling aspect to it, like someone talking underwater.

COMBAT: The steam mephit will normally initiate attacks with its elemental ability first, normally from a hidden position. Once this is done, it will fly in to attack with its claws, doing 1d3 points of damage with each claw. If the battle goes against them, they will retreat to a place where they cannot be struck with melee weapons, normally along the ceiling, and use their remaining elemental attack(s).

ELEMENTAL ATTACK: Three times per day, the steam mephit can shoot a jet of superheated water at an opponent. No to-hit roll is needed, but the victim is allowed a dexterity check for half damage. The jet of water does 1d4 damage.

MERROW

NUMBER: 2-12

SIZE: Large (8 ft.)

HD: 4 (d8)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: Slam (1d10), By weapon (+4 damage)

SPECIAL: Darkvision 60 ft.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 3

XP: 60+4

Merrows are basically Ogres that have adapted to underwater life. Like their land-borne cousins, merrow are cruel, sadistic, and evil. They gather in groups smaller than ogres, usually no greater than twelve, and associate with no other creatures. Indeed, they vie for control with sahaugin in many places and will fight with them on sight.

Merrows are normally a deep blue to green color. They are hairless, but have a dorsal fin that runs from their head, down their back, ending in a small tail. The fin is of the color of the merrow at its base, but lightens as it grows outward, becoming white at its tip. Merrows have evolved to have a tougher skin than ogres, and will never wear armor of any type. Most only wear a loose loincloth if anything at all. Their feet are webbed, as are their hands. Merrows speak the language common to ogres, and very rarely one can be found that knows a smattering of common. Ogres and merrows, while aware of each other's existence, rarely combine forces and in fact see each other as rivals and not allies.

The lairs of merrows are found only in deep water, greater than 20'. Treasure is kept in locked, metal chests they have stolen, sometimes

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buried under the sand and muck at the bottom of the ocean. Merrows can be out of water for only 2-4 hours without returning. After this, they lose 1d4 hit points around until they suffocate.

COMBAT: Merrows will usually attack with spears or polearms. They are especially partial to the ranseur, when they can obtain one. Merrows are only 30% likely to carry a ranseur, 60% likely to carry a spear and will be unarmed 10% of the time. Unarmed, they do 1d10 damage as they clasp their fists together and swing for massive damage. When attacking with their preferred piercing weapons, they gain a +4 for any damage to their great strength.

MIMIC

NUMBER: 1

SIZE: Large

HD: 7 (d8)

AC: 15

SAVES: P

MOVE: 10 ft.

ATTACKS: Slam (3d4)

SPECIAL: Adhesive, Crush, Darkvision 60 ft., Immunity to Acid (full), Mimic Shape

Mimics are subterranean creatures, dwelling in deep caverns and dungeons. They are malleable creatures with the amazing ability to assume the shape of almost any object. This allows a mimic to blend seamlessly into practically any background. For instance, a mimic can assume the form of a door, a wall, a trunk, a table, or any other inanimate object. The shape assumed is extremely convincing, and detecting a mimic in hiding would require uncanny observation skills. Mimics assume a suitable form, and then wait quietly, dormant, until something edible approaches. They have rudimentary language skills and can communicate in the common tongue.

If a mimic is identified as such, it will bargain with the discoverers, perhaps giving information about nearby treasures in exchange for food. However, if undetected, a mimic will never initiate contact.

COMBAT: When something edible approaches, a mimic lashes out with a pseudopod, bashing opponents within reach. The surface of a mimic is sticky, and after it adheres to a target, the mimic will try to pull the victim into its newly-formed mouth.



INT: Average

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 6

XP: 675+7

ADHESIVE: A mimic exudes a thick slime that acts as a powerful adhesive. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents that are stuck to the mimic cannot get free while the creature remains alive without removing the adhesive first. A strength save is allowed if a creature attempts to pull free by brute force. However, a successful save inflicts 1d8 points of damage on the escaping creature as parts of its flesh gets left behind, still attached to the mimic. Likewise, a weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds at a Strength save. Strong alcohol dissolves the adhesive in localized areas, but does not harm the mimic. A mimic can dissolve its adhesive at will, and the substance will also break down five rounds after the creature dies.

CRUSH: Any victim suffering from the mimic's adhesive ability can be pulled to its mouth, automatically suffering 1d8+2 points of damage each round.

MIMIC SHAPE: A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, regardless of its presented appearance. Anyone examining a mimic can detect the ruse with a successful intelligence save; however, this examination must occur close to the mimic, allowing the mimic to attack with surprise if discovered.

MIHSTU

NUMBER: 1

SIZE: Medium

HD: 8 (d10)

AC: 22

SAVES: P

MOVE: 50 ft.

ATTACKS: 4 Tentacles (1d6)

SPECIAL: Envelop

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: 9

XP: 625+8

Mihstu are originally from the elemental plane of air. There, they are nuisances at best, immaterial at worst. Sages believe it is this feeling of being ostracized that has made them leave their home and come to our plane, where they are horrible creatures to be feared. Mihstu delight in harming and killing humans and demi-humans, but will always leave one victim alive.

They appear as balls of fog with four tentacles whipping about their side. Two points of light float within the fog, ostensibly believed to be the creature's eyes. They are rarely found anywhere but desolate, dark places.

Mihstu are solitary creatures that will attack any living creature that enters their lair. They never ally themselves with anyone or anything. If slain, they return to their lives on their home plane.

COMBAT: The mihstu will attack a single creature with its four tentacles, each doing 1d6 if successful. They will methodically move from one victim to the next, killing as they go. If reduced to less than ten hit points, they will use their superior speed and flee.

ENVELOP: Once per day, the creature can envelop another creature totally. Those inside take 1d3 points of constitution loss per round. A successful constitution check negates any loss of constitution. If reduced to zero, they will be slain. Lost constitution points return at the rate of 1d3 per day. In best case scenarios (for the mihstu), they will kill all creatures but one, then drain the constitution of the sole

survivor until he is almost dead, then flee. The surviving victim will be too weak to help any unconscious or injured allies and will be forced to watch them bleed to death or suffer from lingering battle wounds until they die (i.e. drop from 0 hp to -10).

MINOTAUR

NUMBER: 1-8

SIZE: Large

HD: 7 (d8)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: Head Butt (2d4), Bite (1d4) or Weapon (+4 damage)

SPECIAL: Powerful Charge, Darkvision 60 ft., Natural Cunning, Tracking 5

Minotaurs are massively-built humanoids that possess the head of a large bull. They are cruel and evil, and are notorious eaters of human flesh. They are typically found in the most complex and confusing dungeons and passages, and deep in labyrinthine locales. Minotaurs seldom wander alone, forming very small, effective squads of up to eight. They are dim-witted but instinctively cunning creatures. Some are able to speak a smattering of the common tongue.

COMBAT: Minotaurs relish combat, gladly attacking anything they meet. They rarely consider a foe as being too powerful, or too numerous, for them to defeat. They prefer to wield large, two-handed weapons like axes or mauls. When using a weapon, they always receive a +4 to attack and damage rolls.

POWERFUL CHARGE: A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns to bear. In addition to the normal benefits and hazards of a charge, this

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 5

XP: 450+7

allows the beast to make a single gore attack (total of +9 to hit) that inflicts 4d6+6 points of damage on the unfortunate recipient.

NATURAL CUNNING: Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from becoming lost, and enables them to track enemies. Furthermore, they are never surprised.

MISTFLARDEN

NUMBER: 1-4

SIZE: Medium

HD: 6 (d8)

AC: 19

SAVES: M

MOVE: 50 ft., 100 ft. (fly)

ATTACKS: Spear (4d6), Slam

SPECIAL: Terrify, Incorporeal

INT: Average

ALIGNMENT: Chaotic Neutral/Evil

TYPE: Undead

TREASURE: 6

XP: 250+6

Mistflarden are 'ghost witches' that flit about the shadows to cause others spiritual and bodily harm. They are said by many to be evil elves that have rejected the glowing holy light of Ælfhám, while others believe they are the wrathful spirits of drude and halirúna, or even the exiled spirits of the witches of Frau Hölle.

Mistflarden can be found in forests, crypts, and old fortresses where death was a common occurrence. They are called 'weird sisters' by many and float about from their places of residence in ghost form, giving off a slight glow.

People generally avoid places where the mistflarden haunt for fear of incurring their wrath for trespassing in their territory. They are also called wælgastas (dead ghosts) and geósceaftgást (doomed ghost).

COMBAT: Mistflarden shriek and produce a force of wind when attacking, emphasizing their Otherworldly presence. They will be ruthless and diabolical in their execution of attack.

TERRIFY: The mistflarden can exude a terrifying presence that can immobilize or make others flee from them. This ability can be used three times a day and will last 1d10 rounds at a time. Anything living caught in the 100 ft. radius must make a charisma save, if they fail they will drop whatever they are doing and flee for the duration. A fumble makes the victim paralyzed in terror and unable to act.

INCORPOREAL: As with many beings in the Seven Worlds, the mistflarden do not have corporeal bodies and cannot be harmed by normal weapons or attacks. Only magical weapons, items, and spells can harm them.

MONGRELMEN

NUMBER: 3-18

SIZE: Medium (5 - 7 ft.)

HD: 3(d10)

AC: 15

SAVES: P

MOVE: 20-40 ft.

ATTACKS: See Below

SPECIAL: Nil

INT: Low to Average

ALIGNMENT: Neutral (50% Good, 50% Evil)

TYPE: Aberration / Humanoid

TREASURE: 4

XP: 25+3

Away from civilized society lives a race of creatures known colloquially as mongrelmen. After years of interbreeding among the plethora of



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creatures that dominate uncivilized society, the mongrelmen have formed their own society, far away from judgmental folk. A mongrelman can have features and body parts from many creatures, including, but not limited to, goblins, orcs, humans, ogres, gnolls, dwarves, hobgoblins, bugbears, elves, gnomes, and various fey creatures.

They never approach civilization for trading or alliance purposes, willing to die alone rather than present themselves to others for fear of ridicule. About half of all mongrelmen are peaceful, decent creatures with no desire to cause harm; they just wish to be left alone. When outsiders intrude into their homes, these mongrelmen are likely to hide and wait until they pass. If forced into combat, they will defend their home and their young, but would rather just not be seen. The other half have become bitter against the outside world and wish to inflict pain upon them as they feel they have been subjected to pain all of their lives. These creatures live alone and isolated like their brethren, but will take arms against any they deem unworthy, which is everyone. Woe be to the innocent traveler that happens upon a group of malevolent mongrelmen.

Mongrelmen are hoarders, and their lairs are always filled with bric-a-brac of little or no value. However, every once in a great while, mongrelmen happen upon magical or unique items. Sadly, many of these will be buried in the piles of junk they have accumulated, for mongrelmen have little knowledge of these items.

COMBAT: Regardless of ethos, all mongrelmen will conduct combat in much the same way. Depending on their parentage, mongrelmen may attack with natural weapons, such as claws and bite, while others arm themselves with sword, mace or hammer. As a rule, those attacking with natural weapons attack thrice for 1d4 for each fist / claw and 1d3 for their bite, while those armed will do weapon damage. Mongrelmen are rarely able to procure weapons of fine quality and as such attack with inferior weapons, never magic or silvered. They also will rarely if ever wear armor, though some have fashioned crude shields.

MORMOLYCEION

NUMBER: 1-3+ **INT:** High
SIZE: Medium (5 ft.) **ALIGNMENT:** Lawful Evil
HD: 7 (d12) **TYPE:** Undead
AC: 15 **TREASURE:** 7
SAVES: M **XP:** 800+7
MOVE: 30 ft.
ATTACKS: Incorporeal Touch (3d8)
SPECIAL: Energy Drain, Create Spawn, Darkvision (60 ft.), Incorporeal, Sunlight Powerlessness, Unnatural Aura

So named for 'Mormo', the companion of the goddess Hecate, this monstrous specter feeds on bad children as a vampire would, and skulks in the shadows. As with the Empusai and Lamiae, this foul being

falls into the Phasma or 'Ghostly' category and is thought to live in Hell and places where suffering and death are common.

This shape-shifting ghost will seduce to lure its victims to awful places and then drain them of their lives, but only where it is dark and their prey is weak and vulnerable. Wandering children at night are their staple food source, but others are also their targets if given the chance. There is nothing good about the Mormo, or could ever be, and many who go to Hell that have led a terrible life towards children are condemned to be one.

The accursed by Hecate are also made to become a Mormo as well, or worse, watch their children fall victim to one. These wretched cackling spirits linger in the darkest of shadows and deceive by their many forms and lash out to abduct the unwary if possible.

COMBAT: Like their kindred, the Lamiae, they lure and seduce and draw the weak and vulnerable and never fight opponents in an open battle. The Mormolyceion are repulsed by light and the sun, and so find strength in the darkness, the darker the better.

INCORPOREAL: Their form is ghostly and normal weaponry pass right through them harmlessly. Only enchanted weapons with a +1 or greater can hurt them.

UNNATURAL AURA: Beasts, natural animals, within 10 ft. can sense their dire and supernatural presence and are uneasy. Quickly the animals will behave wildly, jump out of control and become restless, when the Phasma is nearby.

SUNLIGHT POWERLESSNESS: If exposed to the sunlight, the Mormo cannot use its powers or feed on others and must flee to the dark. If trapped for too long in the light it will perish into smoking dust forever and never again return from the shadows or Hades.

MOSSAKÄRRIGEN

NUMBER: 1-10 **INT:** Average
SIZE: Small to Medium **ALIGNMENT:** Chaotic Neutral
HD: 1 (d6) **TYPE:** Fey
AC: 14 **TREASURE:** 2
SAVES: M **XP:** 45+1
MOVE: 40 ft.
ATTACKS: By weapon
SPECIAL: Blend with Nature, Flight

The 'moss people' are small faery-folk that live in the woods. They are grey skinned and old looking, and females of the species often have butterfly wings. They inhabit the forests, hidden away from all other races. They are clad in moss and lichen-covered bark and blend in with the green, grey and earthen colors of the woods.

The Wild Hunt preys on them when on the hunt, forcing them to retreat and hide in the hollows of trees to be spared an awful fate in the wake of Oðin's ride. Their society is unknown and mysterious, but they live in most of the Seven Worlds where forests are found.

They are also called wilde leute (wild folk), holtzleute (wood people) and walde leute (forest folk) by peoples for their sylvan ways. No one is sure if they are elven or related, but they are generally benign.

Unable to nurse their own young with milk, the women will often ask human women to do so for them. These peoples are not shown much favor by the gods or the malicious forces either. It is not usual but women born among the moss people can be startling in their beauty

and unintentionally seduce other peoples' men. These wild women (wilde fröuwelīn) will run and hide from would-be courtiers if they can.

Outsiders do not trust them and fear them, claiming that they are workers of dark magic and seducers of innocent young men, when in fact these rumors are false. Each wilde leute is bound to a tree in the forest that they dwell. If the tree is cut, burned or ruined, so is the faery that shares its spirit.

Moss people can travel beyond the reach of their forest and tree into the world or other worlds, but their presence in other peoples' societies remains extremely rare.

COMBAT: Moss people use spears and bows more often if they fight, choosing to stay at a distance from the threat. Individually, they would rather retreat, but in groups they will join together to drive away a threat.

BLEND WITH NATURE: A wilde leute can seamlessly blend into its surroundings if needed and vanish from sight and sound. They can do this six times a day, and it will last 1d20 minutes at a time. Onlookers must make a charisma save or be unable to perceive them no matter how close they stand to them.

FLIGHT: Half of the wilde fröuwelīn possess colorful butterfly wings, allowing them to fly. They can fly 150 ft. per round.

MUCK DWELLER

NUMBER: 5-20
SIZE: Small
HD: 1 (d6)
AC: 14
SAVES: P
MOVE: 20 ft.
ATTACKS: Bite (1d3)
SPECIAL: Blinding Spray

INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 7+1

Muckdwellers are small, reptilian creatures that live in the swamps, fens, and marshes that pepper the known world. They rarely reach a height of one foot tall, but are mean and savage. They walk on their hind legs erect, somewhat like a miniature dinosaur, as opposed to crawling like many reptiles do. They have small arms, webbed feet and a long, thick tail. When angered, a dorsal fin raises along the creature's upper back. The coloration is brown to red with albinism being not uncommon, possibly one in every fifty.

The muckdweller is omnivorous, but prefers freshly killed flesh. They are voracious eaters and can ruin an ecosystem relatively quickly, sometimes in less than a year. Thankfully, most predators (alligators, large snakes, man) find the creature quite tasty and will attack and eat them without question.

COMBAT: The muckdweller attacks in a group, swarming their victim en masse. Each will attempt to bite its victim for 1d3 damage. They are relentless and fearless.

BLINDING SPRAY: The muckdweller can shoot a jet of murky water from its eyes at a distance of ten feet. During combat, they



will periodically use this in an attempt to blind their victim; each muckdweller can do this but once an hour. Those targeted must make a dexterity check or be blinded for 1d2 rounds.

Blinded individuals and animals take a -3 to attack and a penalty of -3 to armor class.

MUDMAN

NUMBER: 1-8
SIZE: Medium
HD: 2 (d8)
AC: 10
SAVES: P
MOVE: 10 ft.
ATTACKS: 2 Fists (1d4)
SPECIAL: Suffocation

INT: None
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 15+2

In a world where magic is a part of life, the law of unintended consequences can be deadly. The mudman is a prime example of this idiom. Anywhere that magical waters are left to flow unchecked, over decades, the dweomer that persists in these waters will, over time, begin to pass along its magicks to things not otherwise enchanted. This can apply to magical fountains or items, as well as waters that flow about enchanted structures.

Regardless of how the waters receive their dweomer, the end result is a pool of enchanted mud, wherein dwells the mudman.

These creatures are, essentially, mindless and will lash out at their victims out of confusion and instinct as opposed to malevolence or greed. Anyone entering the pool, or making themselves obvious within 10' of said pool, will be the subject of the mudman attack.

When a mudman is slain, it will dissolve into its pool, seemingly dead. However, they can never actually be killed as long as the dweomer is present in the mud. To this end, all slain mudmen will again rise, at full health, in 4-16 days after they fall in battle. If a *dispel magic* spell is cast upon the mudman it can permanently destroy them, however the spell is cast against the magic that created the mudman (CL 15).

While mudmen have no need for treasure, if their pit is searched - and this could take some time - the bodies of past victims may be found and these corpses may include treasures of some type.

COMBAT: When the mudman senses living creatures near it, it will rise from its pool of muck. They will form themselves into roughly man-shapes, having two great arms and a head, but their 'legs' will always be part of the mud, for they cannot leave the pool where they were born. Mudmen take one round to form and will then lash out with two muddy fists, each doing 1d4 damage.

SUFFOCATION: On a successful attack, the victim will be splattered with mud. Each round, more and more of the dweomered mud will collect on their victims. Each round, victims must make a constitution check the CL equal to the number of rounds they have been in combat with the mudmen.

When failed, the victim has been covered in mud about the face and will begin suffocating. If they halt all other activities and begin removing the mud so they can again breathe, they will not take suffocation damage. This will allow the mudman to continue attacks unhindered and as such, they receive a +3 to all attack rolls against an opponent removing the mud from their person.

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MULE

NUMBER: 1

SIZE: Large

HD: 2 (d8)

AC: 14

SAVES: P

MOVE: 40 ft.

ATTACKS: 2 Hooves (1d4)

SPECIAL: Scent

The mule is short, stocky herbivore bred by crossing a donkey and a horse. They are stout animals that range between 800 and 1,000 pounds, standing about three to four feet at the shoulder. They range in colors but are generally grey or white.

The mule is strong, able to carry about 20% of its body weight in dead weight. This is roughly equal to a horse but the mule is generally more intelligent, requires less food, and can travel distances more rugged and longer than a horse.

COMBAT: Mules avoid combat whenever they can. They can neither be trained nor work well as war steeds. They flee when they can avoid combat.



MUMMY

NUMBER: 1-4

SIZE: Medium

HD: 7 (d12)

AC: 20

SAVES: P

MOVE: 20 ft.

ATTACKS: Slam (1d12)

SPECIAL: Despair, Mummy Rot, Darkvision 60 ft., Vulnerability to Fire, Subject to Raising

A mummy is an undead creature wrapped in divine bandages and urged to existence through prayer and ceremony. Mummies are bound to their tombs and are encountered in their vicinity. Any creature that defiles or loots the tomb of a mummy is doomed to face the mummy's wrath. Their connection with the artifacts of life and the resting places of the dead are tremendous, and they punish grave looters with unmediated violence.

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 12+2



The process required to create a mummy gives the creature powerful protections against physical damage. However, the most terrifying aspect of a mummy is not its ability to withstand damage or doggedly pursue its quarry, but its lingering effects upon those that managed to escape. The touch of a mummy instills a disease that causes a victim's body to slowly wilting and rotting away into a useless mass of pulpy flesh. These creatures are often created in pairs, but the most unholy sanctums can be guarded by up to eight.

COMBAT: Mummies enter combat without fear. They do not take prisoners, and do not bargain or communicate. They batter their foes until victorious, or the mummies themselves are destroyed. *Sleep* and *charm* spells, as well as poison and paralysis, have no effect on mummies. They can only be hit and damaged by magical weapons.

DESPAIR: The mere sight of a mummy causes an opponent to become unnerved, shaken and repulsed. This affect is identical to the spell *fear*. In addition, an additional wisdom save is required by all opponents. If the save fails, that victim is paralyzed by the mummy's presence, and remains so for 1d4 rounds. Humans gain a +2 bonus to resist this effect. There is safety and security in numbers, however. All individuals in a group will gain a +1 bonus if group members outnumber mummies present by at least 6 to 1. This bonus is cumulative to the bonus given to humans. For example, if two mummies are present, 12 group members are required to gain a +1 bonus, giving humans a total of +3.

MUMMY ROT: A victim stricken by this horrible affliction contracts a dreadful disease that resists natural methods of healing. Only the spell *cure disease* can remove Mummy Rot. Each time a victim is struck by a mummy, a successful constitution save is required to resist the mummy's scabrous touch. Failure indicates that the creature has been afflicted with the Rot, and no further saves are allowed. While afflicted with Mummy Rot, magical spells and effects that restore hit points do not function on the victim. Methods of natural healing, including *regeneration*, are 10 times slower. In addition, a victim of Mummy Rot

loses two points of charisma each month, permanently, culminating in the victim's death 1d6 months after exposure and contraction.

SUBJECT TO RAISING: A mummy targeted by a *raise dead* spell must succeed at a physical save or be restored from undeath. Most will be transformed into a human fighter of 7th level, but a mummy will typically assume the race and class it had in life. However, the corruption of undeath lingers, and these individuals will retain the lawful evil alignment.

VULNERABILITY TO FIRE: If it fails to make a successful physical save against any fire based attacks then the mummy suffers double damage.

MUSHER

NUMBER: 2-8
SIZE: Large (8-10 ft.)
HD: 8 (d8)
AC: 13
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (1d4)
SPECIAL: Poison (see below)

INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 500+8

Mushers are peaceful, non-aggressive creatures that live in schools in shallow waters. They resemble carp, not unlike goldfish, though much larger. They are bright orange and have dorsal fins that run along the length of their long bodies. These fins fade from bright orange near the body to black at the tips. Mushers are not territorial and will rarely attack anyone swimming among them. They gain nourishment by feeding on small fish, frogs and insects.

The flesh of the musher is delicious and they are considered a delicacy by those that live near the ocean. Fishermen will boat out near the coral reefs and use harpoons to stab the fish, impaling them and hauling them aboard. Once aboard, they are left untouched for 12-24 hours, for their skin (or, the oil they secrete) is deadly to most living things.

An assassin, or anyone trained in the use of poisons, may try to secrete the toxin from a dead musher for up to 12 hours. After this, the poison may still present, but has lost most of its potency and cannot be used. If anyone attempts this, they must wear gloves or will be forced to make the appropriate constitution check. If successful, one can procure 1d4 applications of the poison for their personal use.

COMBAT: If a musher is ever attacked, it will respond with its bite. They have no teeth, but employ a bony ridge that makes up their mouth, causing 1d4 damage.

POISON SKIN: Anyone attacking a musher must make a dexterity check. Those failing have, in some way, touched the musher, be this via a missed melee attack, a musher brushing against them or just pure bad luck. Anyone making contact with a musher must make a constitution check or suffer the effects of their skin, as explained below. Of course, if there is no conceivable way someone can make contact with their bare flesh, this will not come into play (i.e. gauntlets, gloves, etc). Needless to say, anyone attacking a musher with fists attacks are putting themselves in dire peril.

POISON: Anyone touching, or being touched by, the musher must make a constitution save or fall into a deep coma for 2d20 hours. Every hour after twelve hours, they take 1d4 hit points. If they are reduced to zero hit points while comatose, they never wake up.

MUSHROOMIES

NUMBER: 2-12
SIZE: Medium to Large
HD: 6 (d4) to 8 (d8)
AC: 12
SAVES: P
MOVE: 20 ft.
ATTACKS: 2 Fists (1d6)
SPECIAL: Spores

INT: Average to High
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 210+6, 450+8

Mushroomies, as the name would imply, are man-like creatures that appear as living mushrooms. They are ambulatory as they have two legs and move about freely. They have a strong, thick fibrous core that makes them much more durable than their earth-bound, unintelligent plant form cousins.

They are, for the most part, peaceful, solitary creatures that have little contact with the outside world. They are entirely self-sufficient and do not trade with any other races.

Mushroomies are found where normal mushrooms are found: in deep, dark, damp places. They spend most of their days in a trance-like state, for mushroomies do not sleep. When they enter this trance, they do so as a group.



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Each family of mushroomies is normally about a dozen strong. There are no genders among the mushroomies, for they reproduce asexually, but there are young. Each family includes about a quarter of their number as small, young mushroomies, unable to work or fight. For game purposes, they are 1HD creatures with no combat capabilities. When mushroomies reach maturity, they are considered 6HD creatures. They are, at this stage, approximately six feet tall. Mushroomies never stop growing. As such, elder mushroomies reach upwards of nine feet and are 8HD creatures. These elders are rare and only one will be found in any family.

Mushroomies spend their days working (when not in a trance). They gain nourishment from eating mineral rich soil, something that is normally in short supply in the caves they call home. To this end, mushroomies will venture out, always at night, and gather soil from the surrounding countryside. They have been known to travel great distance, but never so far away that they cannot return to their lairs by day break. The young and the elders do not work and will always be found in their lair.

COMBAT: In combat, mushroomies will attack with their fists, each inflicting 1d6 damage. They will resort to this violence only after they have expended their main line of defense.

SPORES: Every mushroomie of maturity can emit spores into the air that affect their enemies in different ways; they also use these spores for personal reasons as well. Mushroomies will only release one type of spore at a time, for if two types are joined in the air, they lose their potency and are rendered inert.

While mushroomies do not speak, they do have a very limited form of telepathy they use to communicate with one another outside of their trance and will coordinate what type of spore they will use. They will emit spores as they see fit, depending on the circumstances. Each cloud of spores fills a space of 30' about the mushroomies. These different spores are:

Pacifism: All characters in range must make a constitution save or enter a state of pure pacifism. They will not, under any circumstances, attack anything. They will drop their weapons and sit upon the ground.

Hallucinogenic: All characters in range must make a constitution save or enter a trance-like state. For all intents and purposes, characters act as if they are under the spell *hypnotic pattern*.

Fear: All characters in range must make a constitution save or fall into a state of utter terror, as per the *fear* spell.

The mushroomies are also able to release spores for reproduction and for their own people to enter their trance. These will never be used among outsiders. Those under the effect of the spores will remain so until the air is cleared. If all mushroomies are slain, the air will clear in one round. If the mushroomies themselves change the type of spores during combat, anyone within range will snap out of their present state and be allowed a new save.

Mushroomies enter their trance to enjoy things most humans take for granted. While in this state, they experience entertainment, happiness, intimacy, love, etc. It is a necessity that they enter this state at least four times a week, ideally every day. If they do not, they begin taking a -1 penalty to all rolls. The exception to this rule is the elder. This creature will not enter any trances but will remain vigilant as the sole protector of his family.

N—

NACHZEHRER

NUMBER: 1-3

SIZE: Medium

HD: 4 (d12)

AC: 17

SAVES: M, P

MOVE: 40 ft.

ATTACKS: Slam (3d8), Bite (4d10), Claw (1d8)

SPECIAL: Blood Drain, Shadow of Sickness

INT: Average

ALIGNMENT: Chaotic Evil

TREASURE: 5

TYPE: Undead

XP: 1,500+4

The 'after devourer' is an undead corpse that has risen from the grave to eat and feed on the living and on corpses. These vampiric ghouls can only become so by dying from plague or epidemic.

They emerge from their graves at night and prowl, looking for the living or dead to feast. Nachzehrer are recently dead, usually fresh from a large sickness related event and usually become one in 1d4 nights after burial. There is no explanation for how a dead person transforms into a nachzehrer, but many think it is the insidious influence of hulda or curses of the halirúna.

These rotting undead will dig into other graves and eat the dead, or turn to any living animal or being that is near and attack them like a rabid animal. If prey is difficult to obtain, they will stalk them and ambush when the time is right.

The Nachzehrer will prey on relations and friends and stay close to where they used to live. Hunters of the undead can find them by the noise caused by the crunching of bones as they feed. To the Saxons, these dreadful beings are 'shadow walkers', or 'sceadugenga.'



COMBAT: Nachzehrer flail their gore soaked hands at the enemy, reaching for the throat and trying to disorient the assailant enough to bite. Once they bite, they can begin ripping out muscles, tendons and blood-vessels savagely.

BLOOD DRAIN: Similar to a vampire, the nachzehrer can begin draining blood and other vital fluids from their target after biting. The victim must make a constitution save with each bite or take an extra 1d4 damage from the intense blood loss.

SHADOW OF SICKNESS: The nachzehrer's shadow can bring illness to those who cross it. A constitution save must be made or the person or animal will get sick and lose their grip on health. If the victim is not healed in time (1d20 days), the victim will be unable to function well (all skills and combat at a -8).

NAFUEL

NUMBER: 1

SIZE: Large

HD: 9(d8)

AC: 15

SAVES: P

MOVE: 40 ft.

ATTACKS: Tail (2d6)

SPECIAL: Create Clones

The nafuel is a strange, solitary creature never encountered in groups. They can be found in any clime, save the most extreme. They are nomadic and rarely stay in any one area very long, for they love to hunt and kill.

The nafuel looks much akin to a saber tooth tiger, with huge fangs that extend well past the jaw-line. These are its only teeth, for the jaw is no more than jagged bone, made more as the creature grows older.

The creature is tan with white spotted fur. Its mane, however, short and shaggy is jet black and extends in a ridge of hair down its spine to its nub of a tail. The tail itself is hairless and resembled a bony aperture more than an actual tail.

Nafuel enjoy grinding their prey, preferably as it still lives. Their feet are clawed, but not to the extent of their more banal brethren. They are fast afoot, reaching speeds of 60' in a sprint and if in a straight line. This speed can be maintained for 6 rounds before it must be dropped for a like number of rounds. During this recovery, its top speed will be 30'.

COMBAT: The main weapon the nafuel will use is its tail. When desired the nafuel can extend its tail up to 6 feet from its body and use it as a cudgel, striking any victim within its range, whether they are in front of the creature or behind it.

CREATE CLONES: Its greatest weapon, however, is its ability to generate replicas of itself. Upon taking 1/9th of its hit points in damage, the spilt blood forms into a smaller version of the creature. This can happen nine times. This replica is a 1HD creature, though it attacks as a 9HD creature. Each attacks separately and a part from one another.

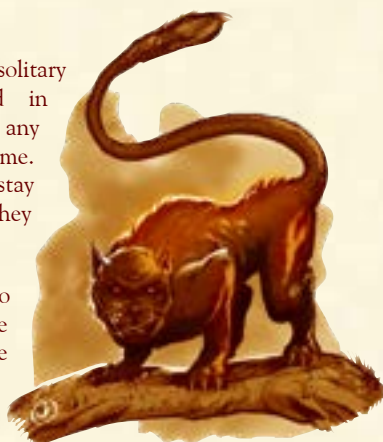
INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Aberrant

TREASURE: 6

XP: 700+9



The lives, up to nine, fight as a pack, with one mind. If given time the nafuel devours its clones, wolfing them down in great bites, gaining back those hit points that remain to the clone. It can then split again if needed. To devour one of its clones requires 2 full melee rounds. The creature can devour a clone while fighting with its tail.

EXAMPLE OF COMBAT: The nafuel has its hit points rolled by the CK and is determined to have 45 hit points. After taking 8 points of damage the nafuel's split blood forms into a smaller nafuel, with 5 hit points. This creature attacks immediately. If the parent creature takes another 5 in damage, a second clone is formed and so on down the line. Only nine clones can be created during a single day.

NAGA

Nagas are serpentine magical creatures of awesome intelligence and power. They have the sinuous coils of a snake, but the head and face of a beautiful or horrid woman. There are many different classifications of naga, and they can be found in a variety of locales. A few examples of nagas are described below, but this list is by no means exhaustive.

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

CONSTRICT: On a successful attack by a tail whip or bite, a naga can attempt to entwine and constrict an opponent. On the round following the successful attack, the naga makes a grappling attack against that opponent. If successful, the defender is entwined and is actively constricted by the naga. This constriction prevents all movement, restrains the victim's limbs, and crushes the victim for 1d10+2 points of damage per round. This constriction is so powerful that any victim with less than 15 strength has no chance of breaking free. Individuals with 15 strength or greater can attempt a strength check each round to escape the naga's coils. All nagas have this ability.

NAGA, DARK

NUMBER: 1

SIZE: Large

HD: 9 (d8)

AC: 14

SAVES: M, P

MOVE: 40 ft.

ATTACKS: Bite (1d4), Sting (2d4)

SPECIAL: Poison, Spells, Guard Thoughts, Darkvision 60 ft., Constriction, Detect Thoughts, Immunity to Poison, Resistance to Charm

A dark naga is a darkly seductive creature. The serpentine body is thin and elongated, and is sheathed in luminescent scales of black and dark blue. The tail is tipped with a wickedly barbed stinger. Dark nagas often have stunningly beautiful female faces with long, flowing black hair. They prefer warm, subterranean areas, and prefer solitude. They are studious and inquisitive by nature, and have very powerful and capable minds that are not easily outmatched. Dark nagas are thoroughly evil, but prefer to pursue individual power and knowledge rather than dominion over others. They have a sense of principle, and will honor any bargains or agreements they make. However, such agreements are usually to a dark naga's advantage, and they will follow them to the letter.

COMBAT: Dark nagas rely upon their sorcery and their ability to detect surface thoughts to overcome or outwit their victims. If pressed, they are able fighters. They will attempt to entwine and constrict



powerful warriors or spellcasters to immobilize and sting them while using spells on other enemies.

SPELLS: Dark nagas are able to wield spells as 7th level wizards.

DETECT THOUGHTS: A dark naga is able to detect the surface thoughts of any creature it can see. This ability allows the naga to know the basic intelligence of the creature, as well. This effect operates identically to the spell *detect thoughts*.

GUARDED THOUGHTS: Dark nagas cannot be affected by telepathy or any similar form of inter-mind communication. They are also immune to all illusions.

IMMUNITY TO POISON: This creature is completely immune to any sort of poison, mundane or magical.

RESISTANCE TO CHARM: The powerful mind of a dark naga renders her more difficult to dominate magically. Dark nagas have a +2 bonus against any spell or effect that subverts the mind, such as *charm monster* or *suggestion*.

POISON: A victim stung by a dark naga is injected with potent hallucinogenic narcotic venom. Unless a successful constitution save is made, the victim will fall immediately into a deep, but haunting and restless sleep. This sleep lasts 2d4 minutes. Upon waking, victims that are spellcasters find themselves unable to cast or prepare spells for 1d2 days. There is no secondary effect to non-spellcasters.

NAGA, GHOST

NUMBER: 1
SIZE: Medium
HD: 4 (d8)
AC: 16
SAVES: M
MOVE: 60 ft.
ATTACKS: Bite (1d2), Tail (1d2)
SPECIAL: Constrict (3-12), Ghost Move, Shriek

INT: Low
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 8
XP: 110+4

A ghost naga is a grotesque and horrifying creature that originates from infernal planes of existence. They have large yellowish or multi-colored bodies that are relatively short and thick compared to other nagas. The human visage is breathtakingly hideous – an almost indescribable parody of a human woman.

Ghost nagas are often summoned from the nether planes to guard treasures, important passageways or rooms, prisoners, hostages, or other things that need a loyal and unwavering eye. Having little will of their own, these creatures usually perform their job well. They are immortal and can remain in one area for eons before being slain or released from servitude.

COMBAT: In battle, ghost nagas prefer to drag out fights and play with their opponents. Their preferred tactic is to attack from one direction and immediately fade away using their ghost move. They will reform elsewhere and attack from a different direction later. If their opponents are trapped and unable to escape (such as in a maze), these attack routines can last for days or even weeks.

GHOST MOVE: A ghost naga can use this ability three times per day. When these nagas ghost move, they become nearly invisible and become incorporeal. While in this state, a ghost naga can pass through solid objects, including walls, doors, furniture, or even creatures, without effect. This ability lasts for 8 rounds. While in this state, a

ghost naga can only be struck by magical weapons of +1 or better, or by magical spells or effects. The naga can not make any attacks while in this state except to shriek (see below). A ghost naga in this state has an armor class bonus of +4 due to its near-invisibility.

SHRIEK: The shriek of a ghost naga is hideous and disturbing on a visceral level. All creatures that hear this shriek are subjected to the effects of the spell *fear* unless they make a successful charisma or mental save. This ability can be used 3 times per day.

NAGA, GUARDIAN

NUMBER: 1-4
SIZE: Large
HD: 12 (d8)
AC: 18
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (1d6), Spit (Poison)
SPECIAL: Poison, Spit, Spells, Constrict, Darkvision 60 ft.

INT: Superior
ALIGNMENT: Lawful Good
TYPE: Aberration
TREASURE: 9
XP: 3,825+12

Covered in reflective scales that vary from gold to light green in color, a guardian naga is a luminescent servant of good. Their snake bodies are long and of moderate thickness, providing a balance between speed and power. Their faces are beautiful, and they have blonde hair of varying lengths. They are sacred custodians, tasked to protect holy relics, or acting as prison wardens for an unmentionable evil. They take their role extremely seriously, and cannot be swayed from this task for which they feel they were born.

COMBAT: Guardian nagas never retreat, and they will fight to the death to fulfill their duties. They prefer to use spells in combat, keeping their distance from melee combatants. If the spells seem to have no impact, they will resort to using more brutal methods.

SPELLS: Guardian nagas are able to wield spells as 9th level clerics.

POISON: Despite their beautiful appearance, guardian nagas have a pair of vicious fangs within their mouths. These fangs can deliver a poison upon a successful bite attack, but this form of delivery is rather weak, as the poison is diluted. A victim bitten by a guardian naga suffers 1d6 points of damage, in addition to normal bite damage. A victim that succeeds at a constitution save suffers only half damage from the poison. The true danger from a guardian naga's poison is when it is spit at an enemy. The potency of the venom is undiluted and lethal. A constitution save must be successful in order for the victim to avoid an excruciating death. The poison is rapid, and causes death in 1d4+4 rounds.

NAGA, SPIRIT

NUMBER: 1
SIZE: Large
HD: 9 (d8)
AC: 16
SAVES: P
MOVE: 40 ft.
ATTACKS: Bite (1d3)

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 8
XP: 1,500+9

SPECIAL: Constrict, Charming Gaze, Poison, Spells, Darkvision 60 ft.

Spirit nagas are hypnotic creatures of shimmering scales and unusual beauty, but they are as corrupt as they are alluring. Spirit nagas enjoy inflicting injury and harm upon others, delighting in games of enticement and temptation before torturing and slaying their quarry

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in their remote, exotic lairs. Rarely, a spirit naga will cooperate with another, but they do not often share their conquests, and prefer to revel in solitude.

COMBAT: Spirit nagas are cruel beings, and thrive on visiting pain and humiliation upon their intended victims. In battle, they use a combination of sorcery and brute power. They prefer to charm their victims into dropping their guard, so that they can constrict the life from the victims at their leisure.

SPELLS: Spirit nagas are able to wield spells as 7th level clerics and 5th level wizards.

CHARMING GAZE: Spirit nagas are able to bewitch victims through hypnotic movement and voice. Their coils seem to phase between translucent and opaque while they speak in mesmerizing tones, all contributing to the charming effect. Any creatures directly observing and listening to the spirit naga must succeed at an intelligence save or be permanently charmed. If this save is failed, no further save is allowed to resist or break it; it can only be dispelled by killing the naga responsible. In all other respects the effect is the same as the spell *charm person*.

POISON: A victim bitten by a spirit naga must succeed at a constitution save or suffer 1d3 points of damage each round, for 1d6 rounds. This damage is in addition to damage from the actual bite. Additional bites during this time do not extend the duration of the poison.

NAGA, WATER

NUMBER: 1-3

SIZE: Large

HD: 7 (d8)

AC: 15

SAVES: P

MOVE: 30ft., 50ft. (swim)

ATTACKS: Bite (1d4)

SPECIAL: Poison, Spells, Darkvision 60 ft.

INT: Average

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 6

XP: 495+7

Water nagas live in freshwater rivers, streams, lakes or ponds. The water naga is a peaceful observer of nature, and avoids most contact with other creatures. They are generally only roused when their watery home is threatened. Water nagas vary in color from light blue to a soft green, and their hair usually assumes a greenish tint. Although not as strikingly beautiful as other varieties of naga, the faces of water nagas tend to be pretty and wholesome in appearance.

COMBAT: Water nagas are non-aggressive. They use their spells and mobility to retreat from combat under most circumstances. When forced to fight, they use a combination of sorcery and physical attacks to bemuse and distract opponents, hoping to create escape opportunities. If a water naga must kill an opponent, they will constrict the prey and pull it underwater until it drowns.

SPELLS: Water nagas are able to wield spells as 7th level wizards.

POISON: The bite of a water naga releases a mild toxin that causes 1d4 points of damage in addition to the damage from the bite itself. A successful constitution save negates this damage completely.



NAIDES

NUMBER: 1-3+
SIZE: Medium (5 ft.)
HD: 2 (d6)
AC: 17
SAVES: M
MOVE: 30 ft., 20 ft. (Swimming)
ATTACKS: Nil
SPECIAL: Divine Beauty, Spells, Dimension Door, Twilight Vision, SR 4

Water nymphs, the relation to the dryads, they are considered even minor divinities and allowed to convene among the gods during their gatherings. These water beings can be found at streams, rivers, lakes, marshes and fountains. They dwell there offering their protection for the water and its inhabitants.

Due to the many forms of the naides and their environments, tradition has them broken into several categories:

KRENAIAI: Those that reside in fountains, natural or manmade.

LIMADES/LIMITADES: The naides that dwell inside lakes.

PEGAIAI: The water nymphs in springs.

POTAMEIDES: The naides that inhabit rivers and marshy areas.

An entire belief has exists around the naides and their many forms with the local peoples giving them praise and worship, displaying them in art and claiming a bloodline in their names throughout Greece and other areas of the Greco-Roman world. Rest assured, for every watery location there is a magical being present somewhere making it their home, whether benign or not is the question.

The naides are many and varied, diverse and complex, and widespread, and not just a simple matter of animism by another name. These feminine beings are able to rule over and inhabit isles by themselves, or be worshipped by those who live on the island or even near it. This is due to the surrounding waters and its dependence on fresh water and thus them.

COMBAT: As with the dryads, the naides are not one to fight and will withdraw back into nature. They will use the forces they control to do the work for them instead and make life difficult for those who antagonize them, or harm their environment.

DIVINE BEAUTY: Using their might appearance, which is almost divine, they can focus it one on target and lure them. If this target fails a charisma check, they are stunned for d6 rounds by this seductive power initially.

SPELLS: When needed, the naides can call upon 7th Level Druid spells a day.

NECROPHIDIUS

NUMBER: 1
SIZE: Large (8 ft.)
HD: 3 (d8)
AC: 18
SAVES: P
MOVE: 30 ft.
ATTACKS: Bite (1d6)
SPECIAL: Hypnotism

INT: N/A
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: Nil (See below)
XP: 45+3



The deadly necrophidius appears as the skeleton of a huge snake, but with the skull of a humanoid instead of a serpent. The skull has long, sharp fangs and the hollow eye sockets seem to sparkle and shine with a red light. The creature is always silent and will surprise (with no roll given) 50% of the time. The other 50% of the time, the creature has the normal chance to surprise. It is eerily silent and will never make any noise, even when attacking.

The necrophidius is never encountered as a random monster and will only be found guarding a treasure (or a passageway). It will lay silent, never moving, until someone enters its protected area. Anyone speaking a predetermined password will not be attacked. Those that do not, however, will be the subject of the necrophidius' wrath. It will rise from its crouched position and begin wavering rhythmically, its eyes taking on a dull, red hue that begins to brighten as the creature "dances". Anyone witnessing this is subject to the horrifying dance that can hypnotize its victim.

COMBAT: Prior to anyone acting, the necrophidius will attempt to engage in its dance. If it has surprised the party, the dance will initiate with no objection. If the creature does not surprise, initiative will take place normally, but the creature will begin its dance as soon as it is able to. Anyone witnessing must make a wisdom check or be hypnotized, unable to act. Those such hypnotized will stay so for as long as the creature dances, which is essentially until it is slain. The necrophidius can dance and attack simultaneously, and will focus its attack first on creatures not hypnotized. After these have been dispatched, the creature will attack those under his hypnotic control. These victims will offer no resistance and will be slain by the necrophidius without a fight. While the necrophidius keeps no treasure of its own, it is oftentimes found protecting others valuables.

NEEDLER

NUMBER: 1-6
SIZE: Medium
HD: 3(d10)
AC: 14
SAVES: P
MOVE: 20 ft.
ATTACKS: Needle Barrage (1d6 x 1d4)
SPECIAL: Immune to Mind Spells

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 5
XP: 40+3

The needler is somewhat akin to a golem, in the sense that it is an animated creature made from non-living materials. Unlike golems, they are created in nature and not from the hand of man. They are also intelligent and self sentient, though 'intelligent' is a misnomer as they are not very smart. They are made up of sticks and twigs

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that gather together in a man-sized creature. It is with these small twigs that they get their name, for they attack by issuing forth these twigs in quick, rapid succession. The race is secretive, reclusive and greatly territorial. They will attack without warning those creatures they find in their homeland. They are found exclusively in woodland settings and never venture out of their forest. They are careless, savage creatures that never trade, communicate or interact with other species, except to kill them.

COMBAT: The needler will shoot from 1d6 twigs at an opponent. Each one that successfully hits does 1d4 damage. Due to their proficiency with this attack, they get a +3 to their to-hit rolls. (Roll each needle separately). Since the creature is basically created from these sticks, they will never exhaust their supply.

IMMUNE TO MIND SPELLS: Spells that control the mind are useless on the needler. Spells that control plant forms, however, are very proficient against these creatures. The saving throw given to the needler is made at a -5 penalty. Fire based spells do an additional point of damage per dice rolled.

NEFARIAN

NUMBER: 2-8
SIZE: Small (3 ft.)
HD: 3 (d10)
AC: 13
SAVES: P
MOVE: 20 ft.
ATTACKS: 2 Claws (1d4)
SPECIAL: Darkvision 120 ft.

INT: High
ALIGNMENT: Lawful Evil
TYPE: Aberration
TREASURE: Nil
XP: 50+3

Nefarians are horrid little creatures that are, thankfully, quite rare. To behold a nefarian is to look into the face of terror. They stand just over three feet tall but walk with a slumped gait that makes them appear shorter. Their body is covered with thick, leathery skin the color of maggots. Their legs end in long, bent claws while their arms end in two bony protrusions.

The head of a nefarian is the worst feature, however. Seemingly too large for its body, it is bright, almost metallic, silver, in sharp contrast to its thick, leathery body. Instead of a mouth, the lower part of the face is made up of two long pincers that constantly move, dripping a black, viscous substance. Cut into the face, radiating upwards from the pincers, are deep grooves. Set in the center of the face are two large eyes, devoid of pupils but constantly moving in their sockets, as if scanning the world about them. Between the eyes and the pincers are two jagged cuts, indicating some sort of nose. Anyone of 4HD or lower seeing a nefarian for the first time must make a wisdom check or be effected as per a *fear* spell for 1d4 rounds.

The entrance to a nefarian lair is carefully hidden and rarely found. They are found in the sides of hills and mountains, making their own small, dark caves. Those few that do will sense a deep malevolence from the entrance, for nefarian are inherently evil. Anyone using or casting a detect evil will feel an overwhelming sense of foreboding, some even say they have been rocked backward from the force of the malevolence. Entering into the lair of a nefarian is a task not to be taken lightly.

Those finding the lair of the nefarian will find it sparse and devoid of any debris. Nefarians do not sleep, but stand in a state of suspended animation for 8-12 hours a day, unless intruders are detected in their lair. Those coming down the shafts are easily heard by the nefarian and as such they will never be surprised.

Many believe nefarians carry away the remains, including possessions, of their victims, but this is not the case. Once a corpse is successfully brought back to their lair, the nefarian will begin coating the body in the viscous fluid that drips from their pincers. To coat a body thoroughly takes 6-12 hours. Once covered, the liquid will harden to a consistency of a spider's web. Over the course of a week, the entire monstrosity will shrink in size, being constricted by the weblike substance that covers the body. After a week, the webbing will begin to break apart and a new, fully grown, living nefarian will emerge. It is unknown how this process takes place, but is obviously the only way the creature can reproduce. Short of a wish, no magic will ever bring a nefarian back to its original form.

COMBAT: When confronted, nefarians attack savagely with their two claws, each doing 1d4 damage. All nefarians in combat will focus on one or possibly two victims and will attack until they are slain. The pincers about the mouth are fragile and are never used in combat. Nefarians attack as 6HD creatures. Anyone slain by the Nefarian is immediately carried back to their lairs if they are slain elsewhere.

NEKUN

NUMBER: 1-10
SIZE: Medium (5 ft.)
HD: 2 (d12)
AC: 13
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Nil

INT: None
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: 1
XP: 10+1

The skeleton-like anonymous Dead of those who have passed into Hades, Tartarus and other regions below the Earth. According to Hellenic belief they have lost their memories, personality and all else and exist without purpose. They have food, sex and even the company of other Dead but do hunger for life greatly. The presence of it makes them seek strength again, which they lack terribly. Their shriveled and

ghastly forms, only a bare semblance of their former self, isn't who they used to be, not anymore.

Nekuomanteis can call upon them, and draw them up by finding their bones and performing ceremonies, and see them as they once were while living, if only in a spectral image. They shamble about in their Underworld realms but little more and chatter or squeak like bats. Their eyes are wide and bloodshot, and skull-like, with flesh stretched, dry and old. Offerings given to them by their living relatives and friends do find their way to them below, and the clothing they were buried in (if they were) and this is what they are found in if they happened upon.

Largely, the nekun are mindless of what goes on outside of their own 'existence' in the Underworld anymore. They have some conscious understanding of the Past and Future if removed from their place in the Afterlife, but only briefly. Only those who dwell in The Blessed Isles are spared this dreadful fate and given their former appearance and memories. The nekun exist in Hades and all the connected realms therein.

COMBAT: They will mob their foe, who are most likely living, and take them down to devour their essence. They will also take any weapons at hand and re-learn their use if needed be, and quickly become a threat. Usually mists surround them in their home realm, so they are hidden except for their noises.

NEREID

NUMBER: 1
SIZE: Medium (5 ft.)
HD: 4 (d8)
AC: 10
SAVES: M
MOVE: 30 ft., 60 ft. (swim)
ATTACKS: 2 fists (1d3)
SPECIAL: Charm

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Extraplanar
TREASURE: 3
XP: 60+4

Nereids are creatures native to the elemental plane of water, but have chosen to live among mortal men for their own devices. There are only fifty nereids that can inhabit this plane at any given time, but they are much more plentiful on their home plane. Their natural form is that of a female shaped pattern of water, though they are rarely seen in this form. When alone, they move lazily about in their watery homes, be it a river, lake, sea or ocean. Nereids tend to live close to civilization, however, for they love interacting with humans, especially males. When in the presence of such creatures, nereids take on the appearance of beautiful human females. While they have no malevolent intent, nereids are chaotic and rarely care for the circumstances they put their victims in.

When nereids sight a human male, they will rise from the watery homes and approach their target. They will never stray more than 10' from the shore, and will return to the water as soon as they can, often having their target playfully chasing them. Nereids will choose one creature that fits their profile and focus solely on them.

COMBAT: Nereids rarely engage in combat. If forced, they use their fists for 1d3 each. They will, however, use their innate abilities to disrupt, confuse and generally create chaos for their own selfish ways.

CHARM: Once a nereid has chosen a target, they will attempt to charm them (per the spell *charm person*). For gaming purposes, assume the caster to be of 8th level. If the victim fails a charisma check, they will be totally enthralled by the nereid. As the spell describes, a person will not perform an act voluntarily that will kill him, but the nereid can

easily convince their victim that following them underwater will in no way be harmful, for they will be protected. As such, luring their victims to an underwater death does not break the spell nor even give them a second charisma check. Once a creature is so charmed, the nereid will coerce them to follow her underwater. If the victim is stopped by his allies, he will fly into a rage and try to break free. Strength checks should be initiated if this occurs.

If a victim is successfully lured into the water, he will begin drowning after one round. Nereids do not want their victims to die, as they are fascinated by them. They do not, however, understand the concept of drowning and will be confused when this happens. If allies again intercede to save their friend, the nereid will not stop them and may even break her spell, allowing her victim to go free.

Nereids desire a relationship with human males, but rarely does this desire come to fruition. If a chosen victim has the ability to breathe underwater, the nereid will never relinquish her hold and will have her victim stay with her forever. Nereids are not above having allies of their own, sometimes forming symbiotic relationships with less-than savory humanoids or bandits.

NÍCOR

NUMBER: 1-3
SIZE: Medium
HD: 5 (d20)
AC: 18
SAVES: P
MOVE: 40 ft.
ATTACKS: Slam (3d6+3), Bite (4d20+3), Claw (d10+3)
SPECIAL: Poisonous Contact

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Beast
TREASURE: 5
XP: 1,000+5

The nícor is a massive beast that appears much like a demonic walrus. It is fleshless, revealing only its exposed oozing muscles, veins, and blood vessels across its giant build. Where these beasts roam, only blight and disease follow. On land, it will spread its filth and wretchedness. This sea monster lives in deep lairs cut from out of mud, clay, and stone far underwater where it drags its prey and assorted treasures. Its lair also houses the nícor's hellish spawn.

The nícor is a creature so foul most ponder on its origins, and who sought to create such a despicable thing. They are usually found in the most toxic, watery domains. They are rarely found on land as they would move slowly as a walrus would.

These creatures can live for hundreds of years, if not longer, giving the territory they inhabit a sustained poisoning. Unless the nícor is killed, it will not be driven away. Slaying their spawn will cause them hold a vendetta with the slayer(s), and it will hunt them down until vengeance is enacted.

COMBAT: The flippers are topped with hideous black claws, and the mouth is filled with frightening teeth akin to that seen in a dragon's mouth. The sea monster releases a deafening roar as it attacks with wild, frenzied movements. It will do whatever possible to take down its enemy.

POISONOUS CONTACT: Because the nícor is so venomous, just touching its skinless body is deadly enough, causing 3d12 damage each time. In addition to this, its contact with water sources and thriving land, will cause corrupt and drive away everything around it in a d4 mile radius in time (taking d8 hours to do so). Where the sea monster treads a slimy, acidic trail of waste follows, only restoring itself over a decade or so.

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NILBOG

NUMBER: 1

SIZE: Small

HD: 1 (d6)

AC: 15

SAVES: P

MOVE: 20 ft.

ATTACKS: By weapon

SPECIAL: Strengthened By Damage

The nilbog is, in almost all respects, like a common goblin. Their height, weight, size, hit dice, attacks, alignment, et al are identical to its more mundane cousin. Indeed, a nilbog is likely to be found with a group of goblins and will be almost impossible to distinguish from the rest. The difference will become painfully obvious, however, if combat is initiated.

Nilbogs are the unfortunate victims of a strange affliction that has only ever been seen in goblins. They are strengthened by pain and damage, by decency and healing. All goblins are horrid, rude little creatures, but nilbogs take this to another level. They attack unquestionably and without warning. They insult and demean, hurt and humiliate without care. They will do anything possible to have others attack them, for in this, they gain strength.

In much the same way, they also feed on others negativity and will do much to incur others wrath. Normally, this nastiness coupled with unparalleled bravery would automatically raise the worth of any goblin and have others in his band revere him as a king. But the nilbog's need for hostility and despair will cause him to shun such a position and he will actively fight to avoid it. To this end, most goblins leave him to his own devices.

COMBAT: A nilbog will behave exactly like his cousins in battle: attacking with a weapon, normally one they can easily handle, such as a short sword. Unlike the others, he will attack singly with no fear. He will never flee from battle.

STRENGTHENED BY DAMAGE: Anytime a nilbog takes damage, he will be strengthened. For every ten points of damage he takes, a nilbog will gain a +1 on all attack rolls as well as armor class. For instance, a nilbog that has taken 34 points of damage will attack with a +3 to-hit, a +3 to damage and an armor class of 18. However, his starting hit points will never change due to damage. If a nilbog takes massive damage in one round (five times his hit points or greater), he will gain an extra attack that round in addition to all other benefits.

The only thing that will harm a nilbog is healing. A *heal* spell will slay them instantly. All *cure* spells harm him for a like amount of damage. A healing potion of any type forced down his throat is poison to him. Even those treating him nice will drive him away, for decency and goodness are abhorrent to a nilbog.

Luckily, this disorder has never been seen in any other creature. How and why have yet to be determined, mainly due to the fact that encountering a nilbog is extremely rare and many sages deny they even exist. More than a few adventurers would argue that point.

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Aberration/Humanoid

TREASURE: 1

XP: 10 + 1



NIGHTMARE

NUMBER: 1-4

SIZE: Large

HD: 7 (d8)

AC: 24

SAVES: P

MOVE: 40ft., 90ft. (fly)

ATTACKS: 2 Hoof (1d4), Bite (2d4)

SPECIAL: Burning Hooves, Smoke, Darkvision 60 ft., Planewalk

Nightmares are large equines, often appearing gaunt and starved, that dwell upon the nether planes. These creatures are pitch black, with glowing red eyes, and their hooves are cloaked in perpetual flame. Due to their ability to enter the ethereal and astral planes, these beasts are often used as mounts by powerful evil entities, including night hags. Despite their appearance, nightmares are not undead, though they do share a similar hatred for life and creatures of benevolence.

COMBAT: Nightmares attempt to trample opponents, using their flaming hooves to main, burn, and overbear enemies, while choking all with clouds of noxious smoke. Nightmares are extremely intelligent, and will use the chaos of battle, and their own fearsome appearance, to gain the upper hand as quickly as possible.

BURNING HOOVES: Every nightmare has hooves that burn with a supernatural fire, inflicting an extra 1d4 points of fire damage with any successful hoof attack.

SMOKE: Nightmares can breathe out a superheated cloud of thick black smoke that causes an opponent's lungs to burn. This cloud fills a 20 foot radius around the beast, and lasts for 5 rounds. A failed constitution save results in the victim having a -2 penalty on attack and damage rolls. This penalty lasts until the victim leaves the cloud and for two rounds afterwards. Nightmares can use this ability as often as they wish, but they cannot otherwise attack while doing so.

PLANEWALK: Nightmares are able to enter and exit the astral or ethereal planes at will. Any rider mounted on a nightmare is transported as well.



NOMORE'

NUMBER: 3-30

SIZE: Small (4 ft.)

HD: 1(d10)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: Bite (1d3), By weapon

SPECIAL: Darkvision 60 ft.

The nomore' is a short, squat creature with a large head, rough, brown skin and a hunched-over gait. They have two long tusks, approximately three inches on adults, protruding from their lower jaw. They rarely wear armor or footwear of any kind. They normally arm themselves with crude weapons, favoring clubs.

Nomore' can be found in any clime, save the most arctic. They usually house themselves underground or in caves, rarely making their own shelter. There are up to fifty nomore's in a tribe, but rarely more. The tribe is ruled by the strongest male, however there are fights daily among the tribe to determine exactly whom that is. Females and young are rarely given any voice and are considered inferior to the males.

A nomore' lair is a filthy place. Nomore's will eat almost anything and the remains of their prey will be littered about their home. Nomore's take great pains to hide anything they think is valuable, so the treasure of a nomore' may be difficult to find. Nomore's are disliked among most humanoids, especially gnolls.

They will never allow themselves to be treated like slaves by larger races and will kill on sight any goblins, kobolds, and hobgoblins they may encounter. Nomore's take great pride in killing larger humanoids, such as ogres or gnolls and will adorn the entrance to their lair with the severed head of any they have killed.

COMBAT: Nomore' are ruthless fighters and enjoy savagery of combat. They will attack with their weapon, normally a club for 1d6 damage, but will also bite, using their tusks to inflict even more damage (1d3). Nomore's enjoy the taste of blood and will sometimes pause during battle to drink of their fallen enemies.

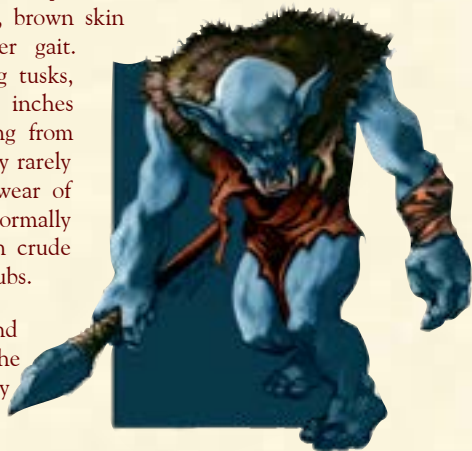
INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 2

XP: 5+1



with

NYMPH

NUMBER: 1-3

SIZE: Medium

HD: 3 (d6)

AC: 17

SAVES: P

MOVE: 30 ft., 20 ft. (swim)

ATTACKS: Nil

SPECIAL: Divine Beauty, Spells, Dimension Door, Twilight Vision, SR 4

Nymphs are beautiful female fey. In all respects they resemble human women, but they are always flawless and indescribably stunning. They inhabit woodland streams, clear pools and ponds, and even pure lakes in crystalline caverns.

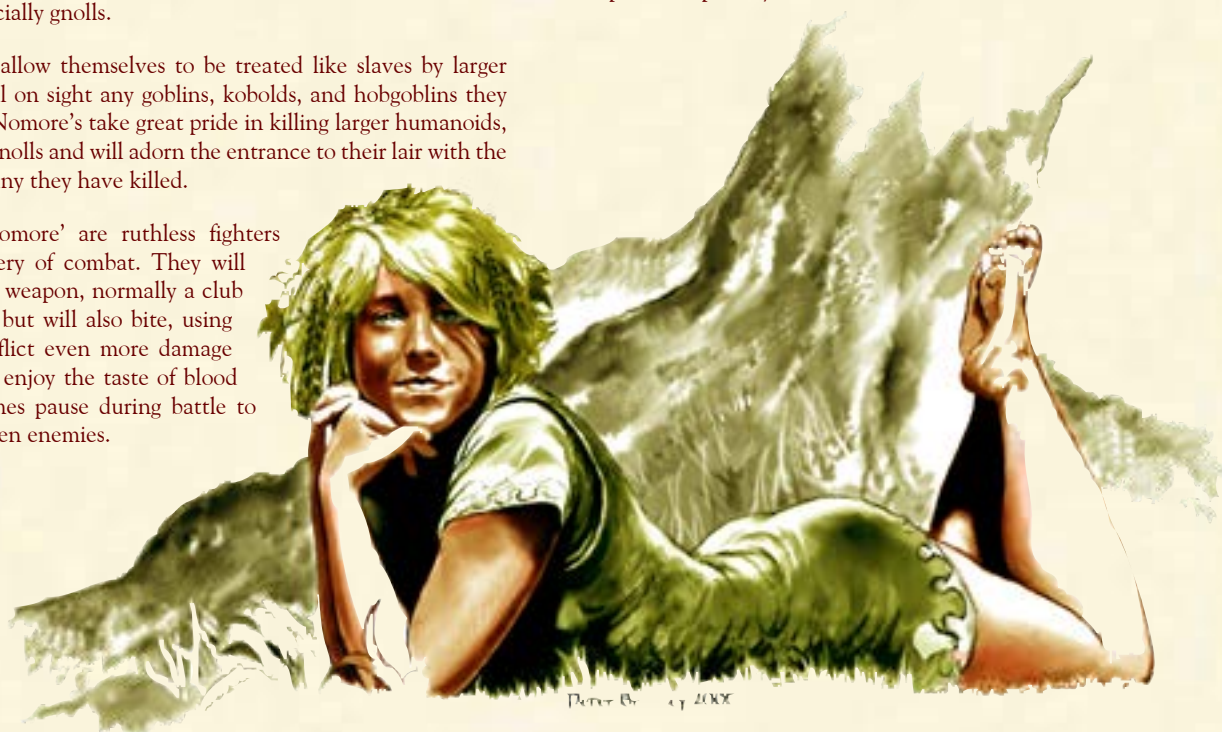
These reclusive creatures dislike intrusion, and can employ several means to prevent or discourage it. Nymphs are especially attracted to human males of good alignment with exceptionally high charisma (charisma 18), but they will not approach them unless the human announces his presence politely and formally, with an expressed intent to converse.

COMBAT: A nymph generally avoids battle, trying to *dimension door* if it can. However, if pressed they are very able spell casters.

SPELLS: Nymphs are able to wield spells as 7th level druids.

DIVINE BEAUTY: A nymph is able to amplify her already magnificent beauty. The nymph must focus on a single male victim and concentrate on revealing her divine beauty. When she does so, the victim is automatically stunned for one round. On the following round, he must succeed at a charisma save or be stunned for an additional 1d4 rounds. This power only affects male individuals of the human, gnome, halfling, and dwarf races.

DIMENSION DOOR: All nymphs are able to employ the *dimension door* spell once per day.



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ODMIEŃCE

NUMBER: 1

SIZE: Medium (4 ft.)

HD: 3 (d6)

AC: 14

SAVES: M

MOVE: 50 ft.

ATTACKS: By weapon

SPECIAL: Shapechange

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Shapechanger

TREASURE: 3

XP: 350+3

These shape-shifting beings are granted to witches by the boginki to replace a mortal child of her choosing. If the ceremonies and sacrifices go according to plan and the gods are pleased, then one of these highly magical beings now will reside in the womb until birth.

Usually, it is the witch who desires to bear one of these divine beings, but an innocent victim may also be chosen as the subject of the ritual. As an NPC, this changeling can be a manipulative and powerful being, acting out the desires of the witch.

These beings are inherently evil natured due to the dark gods that were called upon to impregnate the witch or woman, but they can change their ways. To do so requires more effort than other beings, however. Many changelings will sink back into the waters where the spirits and nymphs dwell and remain with them but others are made to socialize and interact with people to reach a goal set forth by its master.

COMBAT: They will attack as individuals do with their own specific and particular style. This combat could involve both magic and weaponry.

SHAPECHANGE: The odmieńce can change into any being or animal up to three times per day. Afterwards, it must feed on a living creature. The changed form is so cleverly made that few can see through its guise (wisdom check at CL 3).

OGRE

NUMBER: 1-20

SIZE: Large

HD: 4 (d8)

AC: 16

SAVES: P

MOVE: 30 ft.

ATTACKS: Slam (1d10), or By weapon (+3 damage)

SPECIAL: Darkvision 60 ft., Twilight Vision

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 3

XP: 40+4

Ogres are large, thickly-muscled humanoids; savage in appearance and violent in demeanor. They have stocky frames, with long arms and squat legs. Their faces have features of both humans and apes. They are voracious predators and plunderers, loving food as much as gold, and they often join ranks with other like-minded creatures to pillage.

These creatures are very strong, but lack the leverage necessary to throw large stones like their larger giant cousins.

Ogres are hardy and resilient; they can live anywhere, and often in surprising places. They normally gather in small family units of about 20. They are not advanced thinkers, and fashion crude weaponry and tools from stone and wood. They favor stone tipped axes, clubs and

spears; though they have been known to occasionally use weapons taken as the spoils of battle.

COMBAT: Ogres are not so dumb as to rely on force alone. They are shrewd, and learn from their numerous battles. They value crude tactics in an attempt to gain an upper hand on their foes. If they banded with weaker creatures, ogres will intimidate those creatures into entering battle first. Then, when the opposition is softened, the ogres will enter combat to finish the fight. They often find the tables turned when in the service of stronger creatures, such as giants. In these cases, ogres often make the frontal assault.



OGRE MAGE

NUMBER: 1-6

SIZE: Large

HD: 5 (d8)

AC: 18

SAVES: M

MOVE: 30 ft., 40 ft. (fly)

ATTACKS: Slam (1d12)

SPECIAL: Spell-Like Abilities, Darkvision 60 ft., Twilight Vision, Regeneration 2

INT: High

ALIGNMENT: Lawful Evil

TYPE: Giant

TREASURE: 5

XP: 300+5

An ogre mage is a surprising creature to encounter, often shocking those faced with the daunting task of defeating one in battle. They resemble standard ogres in most ways, except their skin tone is blue to green, and they have a single horn protruding above the crest of their eyes. They tend to use exotic arms and armor, possessing intelligence far above that of their kin, and having discerning tastes for equipment. The real danger from ogre magi, however, is that each possesses an innate ability to channel raw magical power. If encountered with ogres, they rule and command them. Ogre magi are far less common than standard ogres, and occasionally gather in very small groups of up to 6.

COMBAT: Ogre magi are accomplished warriors. They always make use of their spell abilities before joining a melee.

SPELL-LIKE ABILITIES: *Fly* (12 minutes per day; this duration can be split between multiple uses), *invisibility*, *darkness*, *polymorph self* (ogre magi can use this ability to assume a human or other bipedal form), *charm person* (1/day), *sleep* (1/day), *gaseous form* (1/day), and *blast of rime* (a cone of cold 20 ft. long, and 5 feet wide at the base, dealing 8d8 points of damage; a dexterity save is allowed to reduce damage by half) (1/day)

OGRERAT

NUMBER: 2-12

SIZE: Small (3 ft.)

HD: 3 (d8)

AC: 13

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (2d4)

SPECIAL: Nil

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: See Below

XP: 30+3



The ogrerat is a small, hairless creature that resembles a small dog. It has six legs, each ending in a set of dirty claws, a sickly gray skin and a mouth full of large, beaver-like teeth sticking out at odd angles, seemingly too many to fit in its mouth. The teeth are constantly growing, requiring the beast to chew all the time to wear them down. The creature has a long tail that rides off the spine, keeping the creature rigid while moving. Though of animal intelligence, the ogrerat is a hateful, cunning beast that has no qualms in attacking even the most equipped creature, or the most helpless.

The teeth of the ogrerat are as hard as steel and the creature can burrow through stone like many rodents can burrow through the earth. The creature will use its teeth to chip away at stone, at the rate of three feet and hour. Only rubble will be left in its wake, and after time, this rubble is pushed way, creating dozens of small, twisting tunnels that crisscross throughout an ogrerat lair. These tunnels are too small for even any demi-humans to successful travel. The ogrerat will use these tunnels to their advantage if their lair is ever invaded.

Ogrerats will constantly click their teeth when at rest. It is unknown if this is some kind of call, an alert for others of their kind or simply a nervous habit all ogrerats have in common. Regardless, it has the dual ability to unnerve and alert potential invaders. Because of this, the ogrerat can never surprise opponents. Owing the relatively small size of the creature, and its somewhat ludicrous appearance, many an adventurer have taken the ogrerat lightly at first meeting. It is only when the foul, little creatures begins it attacks that its true terror come to fore.

While the ogrerat care not for treasure, they do secret away shiny objects or trinkets that catch their eye. They will carry these objects into their tunnels and leave them there. If a party can somehow search these tunnels, or negate the stone that surrounds them, a possible fortune could be found for ogrerat repopulate quickly and rarely leave their lairs.

COMBAT: When anyone enters the lair of the ogrerat, they will first be greeted by the incessant chattering of teeth reverberating throughout the caverns they call home. The ogrerat will be lying in wait in the multitude of tunnels they have carved out. At once, they will pour out to attack. The six legs of the creature allow them to gain ground quickly, and they will always gain initiative in the first round. The standard attack of an ogrerat is to use its legs and leap onto a victim, then attack with their horrid bite. This bite, if successful, does 2d4 damage. The ogrerat will quickly leap off its victim, turn and attack again. While their hide only imparts an armor class of 10, it is their quickness and speed that raises it to its standard 14. If the ogrerat's speed is somehow negated, their armor class will drop as well.

OGRILLON

NUMBER: 1-4

SIZE: Medium (6 ft.)

HD: 2 (d10)

AC: 14

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Fists (1d6)

SPECIAL: Darkvision 60 ft.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 3

XP: 10+2

The ogrillon is a cross-breed of an ogre and an orc. Needless to say, they are vile, ruthless, savage, and thoroughly evil. They have long, stringy black hair that they never cut. Some older ogrillon have this thick mass of hair tied in a long braid that hangs down their backs. Like their orc parent, their visage can range from beady eyed and upturned nose to bulbous eyed with large flat noses, or any other of a myriad of combinations.

Regardless of appearance, they are ugly and loathsome creatures. They invariably have broken, yellowed teeth, squat bodies and muscled arms and legs. Ogrillons eschew weapons and choose to fight with only their fists.

Ogrillons normally wear uncured animal hides (if cold) or nothing at all. They have thick, leathery skin that varies from light green to dark red. The skin is also dotted with sores and pustules that ooze a foul-smelling ichor. They all reek of filth and will eat almost anything.

A typical ogrillon lair houses up to thirty of the creatures. Females fight alongside males while the young are left to fend for themselves. The creatures find lairs in forgotten or abandoned places, living on the fringes of society. They hate humans and dwarves, and will choose them above all others if they are present in combat.

COMBAT: Ogrillons use their fists to pummel their opponents. Each fist does 1d6 damage. Ogrillons are brave, possibly foolhardy, warriors and will happily attack well-armored and well-armed opponents with no fear. Ogrillons are normally found alone, away from both races of their parentage. If they do mix, they will be found with orcs, for they despise ogres.

OOZE

The various species of ooze are found primarily in dank, dark, subterranean environments. They move very slowly, but have a voracious appetite, and seek to devour everything in their paths. All oozes have the following two abilities in common:

SLAM/ACID: Oozes secrete a digestive acid that dissolves any material except stone and magic items. Any constriction attack

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from an ooze drenches the victim with acid. The victim's armor and clothing dissolve and become useless during the first round. Heavy armor requires 2 rounds to dissolve. Once the skin is exposed, the acid damage begins to take effect. Magical equipment is not destroyed, but the acid soaks through or flows around it, and will damage the victim on the third round of constriction.

CONSTRUCT: Oozes will attempt to flow over their victims to digest them. A dexterity save is allowed, and if successful, negates the attack. If the save is failed, the ooze engulfs a part of the victim and immediately begins secreting acid. Each round, a new save is allowed to escape. It takes 4 rounds for an ooze to completely engulf a man-sized creature. When this occurs, the victim suffers double damage from the acid and can suffocate.

OOZE, BLACK PUDDING

NUMBER: 1-2	INT: None
SIZE: Large	ALIGNMENT: Neutral
HD: 10 (d10)	TYPE: Ooze
AC: 3	TREASURE: 8
SAVES: P	XP: 2400+10
MOVE: 10 ft.	
ATTACKS: Acid (3d6)	

SPECIAL: Acid, Constrict, Split, Immunity (full): Cold and Electricity

A black pudding is an amorphous blob of caustic acids, scouring the underworld, devouring refuse and slime. They are not sentient creatures, and never actively pursue other creatures bent on killing them. However they consume anything that comes within their grasp, living or not. The name black pudding is a misnomer, as the creature can be white, brown, or gray.

COMBAT: Black puddings, like most oozes, will simply try to engulf and digest their prey with a mindless determination. However, they are quick compared to other oozes, and this can startle those who are attacked by them.

SPLIT: If attacked by edged weapons, black puddings immediately split in two. Their AC remains the same, but the hit points are divided equally between the two halves. The acid damage of these smaller black puddings is halved as well.

OOZE, GRAY

NUMBER: 1-3	INT: None
SIZE: Medium	ALIGNMENT: Neutral
HD: 3 (d10)	TYPE: Ooze
AC: 5	TREASURE: 2
SAVES: P	XP: 50+3
MOVE: 10 ft.	
ATTACKS: Acid (1d8)	
SPECIAL: Acid, Constrict, Transparent	

Gray oozes are a heavy masses of single-celled organisms found only in remote subterranean places, where they lay in wait for a hapless creature to wander past. Like other oozes, they are highly acidic. They are often found in small groups of up to 3 oozes.

Gray oozes, through their light grey color and inherent abilities, are very difficult to see underground or against worked stone. They often partially engulf their prey before the victims can react.

COMBAT: Gray oozes lay in wait, blending in with floors, stairways, lurking in shallow puddles in caverns, and in other areas where victims are likely to wander through. A gray ooze will attack anything that comes within its reach, to surprise and stun it. It will then move to engulf the victim and devour it.

TRANSPARENT: Gray oozes are difficult to see, even in well lit, clear conditions, as they are translucent, and their gray color acts as effective subterranean camouflage. A gray ooze that lies still cannot be seen by any creature more than 5 feet distant. If a victim approaches within 5 feet of a gray ooze, it is allowed a wisdom or mental save, at a -6 penalty, to notice the creature before it strikes.

OOZE, OCHRE JELLY

NUMBER: 1-2	INT: None
SIZE: Large	ALIGNMENT: Neutral
HD: 6 (d10)	TYPE: Ooze
AC: 4	TREASURE: 5
SAVES: P	XP: 300+6
MOVE: 10 ft., 10 ft. (climb)	
ATTACKS: Acid (2d4)	
SPECIAL: Acid, Constrict, Split	

Ochre jellies are, in essence, gigantic amoebas with insatiable appetites. They lurk in the caverns and tunnels of dark subterranean expanses, seeking to devour any creature encountered to perpetuate their existence.

COMBAT: These creatures often surprise prey by falling from a high wall, above a doorway, or from a shadowed ceiling, engulfing and devouring victims as quickly as possible.

SPLIT: Electrical and slashing attacks deal no damage to an ochre jelly. Instead, the creature splits into two identical blobs. Their armor class remains the same, but the hit points are divided equally between the two halves. The acid damage of these smaller ochre jelly is halved as well. No other abilities are lost in splitting, and the smaller jellies can split further if they have more than 1 hit point.

OPHIDIAN

NUMBER: 2-12
SIZE: Medium (5-6 ft.)
HD: 4 (d8)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon, Bite (1d3)
SPECIAL: Poison

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 5
XP: 80+4

The ophidian is a serpent creature with the hands of a human and heart of a demon. They grow up to 6' in length, but most are shorter, rarely growing past 5'. They range in color from deep orange to yellow, with other color variations present in rare creatures. Rarely, an albino ophidian can be found, of great length, with deep red eyes and a higher than normal intelligence.

If found, the other ophidians treat these anomalies with much respect and fear, for their legends speak of a great, white serpent that will bring about the salvation or destruction of their race. These albino ophidians are the same as the others of their kind in regards to HD and armor class.

Sometimes found in the hire of other evil creatures, the ophidians will sometimes gather in small groups of their own, normally deep in jungles, where they practice their strange religion. All ophidians worship a dark serpent lord whose name is never spoken. They revere other living creatures and feel strength can be gained from sacrificing them to their dark god. After sacrificing these unfortunate victims, the ophidians will pass the carcass around to the assembled congregation to feast upon.

Legend has it that the ophidians were given arms to better worship their lord, for they will raise their arms high in the air and whisper his dark message during the height of their evil ceremonies. While the ophidians are careful to conceal their ceremonies from outsiders, they become entranced during the height of their revelry and will not notice if they are being watched during this phase of the ritual. Anyone observing the ophidians during their ceremony must make a wisdom save or act as if under the spell *hypnotism*.

Those so enraptured will be subconsciously given the command to join the ceremony. After two rounds of watching, they will walk into the midst of the dark festival and act as one of the ophidians. The true ophidians will detect this intruder immediately and set upon ritually murdering their new found victim, sacrificing them to their dark deity. As soon as damage is taken, the victim(s) will snap out of the spell and can react normally.

COMBAT: In combat, ophidians will attack with weapons, normally a long sword or, preferably, a scimitar. Ophidians particularly despise, and fear, wizards and other spellcasters and will focus on them above all others. When in their own lairs, especially during religious ceremonies, ophidians will never flee from battle. When found as lackeys for others, they have normal chances to flee combat. The ophidians also have a bite attack that, if successful, will poison their victim.

POISON: The ophidian poison is a debilitating one. It will manifest itself over the course of hours, even days. 2-12 hours after being poisoned, the unfortunate victim will lose one point of constitution. Every 1-4 hours after, they will lose another point of constitution. This will continue until death when the constitution equals zero, or a *neutralize poison* or *remove disease* is cast upon the recipient of the poison. Once cured, constitution points will return at the rate of one per hour.

OPHIOTAURUS

NUMBER: 1-2
SIZE: Large (6-8 ft.)
HD: 6 (d8)
AC: 19
SAVES: P
MOVE: 60 ft.
ATTACKS: Gore (3d10), Hooves (2d12)
SPECIAL: Constrict, Breath Weapon

INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Magical Beast
TREASURE: 3
XP: 500+6

The 'Bull-Serpent' is an extremely rare creature with a unique trait imbued in its entrails. Its forequarters are those of a bull, its hind quarters those of a serpent. They are aggressive beasts who are forever in search of a fight. They should not be mistaken for malevolent creatures, but rather simply combative.

They are found in most temperate climes. They build their dens beneath large, overturned trees.

COMBAT: The bull half would charge and ram or trample while the serpent would coil around and kill the prey if the creature was given no chance to flee. The behavior of these animals is unknown, but it is assumed they would be aggressive given their animal halves.

CONSTRUCT: The Ophistaurus can use its serpentine half to coil around its prey and crush it to death completely if given the chance. To do this, the victim must make a Dexterity save or the monster will begin its constriction and tightening. This first round it will do an initial d10 damage, and the prey gets one more opportunity to break free or their survival odds are gone from here. Each round from here the serpentine coils grow tighter causing 5d12 damage until the air is gone and bones are crushed.

BREATH WEAPON: The monster can spew a cloud of flames in a 15 foot cone five times a day doing 2d20 damage.

ORC

NUMBER: 2-12, 40-400
SIZE: Medium
HD: 1 (d8)
AC: 13
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Darkvision 60 ft., Light Sensitivity

INT: Low
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 5+1

Orcs are the most common of brutish humanoids, with vicious tempers and aggressive minds. Like humans, orcs have a broad range of appearances and body types. Orcs can vary from gangly long legged creatures to broad-chested warriors. Orcs generally have dirty, dark skin that varies in color from inky black, to olive green, to mottled red. Their faces are broad or long, with exaggerated features, and their mouths lined with jagged, yellowed, and broken teeth. Their breath is foul, their eyes beady, and their ears are thick and pointed. Some have upturned noses, resembling those of swine. They are unkempt and dirty, taking little care of themselves or their equipment.

Orcs are consummate raiders and are always on the path of war or larceny. Orcs are impressed by strength and will loyally serve almost any evil creature that displays cunning, cruelty, and force – and promises them plunder. Orcs despise the sun's light, as it is painful to their eyes. They move in the darkest of nights with ease and comfort,

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and do most of their raiding just after nightfall, or in the early hours just before dawn.

Orc bands are always led by the most accomplished warriors and the occasional shaman. Orc clans number from 40-400. For every 40 encountered, at least one sub-chief is present, of 2 hit dice and with an armor class of 14. For every two or more sub-chiefs, there is one chief of 5 hit dice present, with an armor class of 16. If one or more orc clans band together, the greatest of them is deemed the army's warlord. An orc warlord has 8 hit dice, and an armor class of 18.

Orcs generally live in migratory camps, but are not incapable of building fortifications and simple structures. They are generally dirty creatures who take little care of themselves, wounds or bother with disease. Orcs have a mortality rate like no other creature. Their society is a ferocious one, in which even the very young participate in mortal combats against each other and adults. If food sources or water is scarce, the young, old and weak are abandoned with little thought. Despite the high death rate, orc tribes always thrive and usually grow in numbers. This is due almost in whole to the reproductive cycle of orc females. The gestation period averages 2 to 3 months, with 1-2 live births for each cycle, allowing a single orc mother to have up to 12 children a year. Though they can fashion their own steel weapons and armor, they are usually of poor quality.

Orcs shamans have some spellcasting capability from both the wizard and cleric classes. Shamans are allowed a maximum of 24 spell levels, with no spell greater than 4th level. *Example:* An orc shaman with six 1st, four 2nd, two 3rd, and one 4th level spell has the maximum of 24 spell levels.

Orcs despise elves, and will attack them on sight. They show limited quarter to other races, keeping them as prisoners to trade or sell to allies for weapons and magic. They speak their own language, most goblin tongues, and they can communicate in a rudimentary elvish.

COMBAT: Orcs are tough, merciless creatures. Years of abuse from their older and stronger kin give them an unquenchable desire for destruction and plunder. They attack anything they think they can

kill, but do not hesitate to retreat or surrender if they are outmatched. They wear piecemeal armor taken from downed enemies, and carry almost any weapon. They prefer jagged edges, pole arms, and vicious crossbows. Orcs are sensitive to bright light and suffer a -1 penalty to attack rolls when fighting in daylight or similar conditions.

ORTHOS

NUMBER: 1-5

SIZE: Medium (4-5 ft.)

HD: 4 (d8)/8 (d8)

AC: 16

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (4d8)

SPECIAL: Fiery Bite, Darkvision (60 ft.), Immunity to Fire, Serpent Tail, Tracking: 5

Unlike its larger relation Cerberus, Orthos possesses two heads is smaller and has a serpent tail. This beast, a progeny spawned from its namesake travels in packs in the world seeking flesh, alive, dying or dead, to devour.

Herakles killed the larger canine monster with his club, but these smaller versions are ferocious and hunt often as starving wolves leaving victims little chance to fend for themselves. Many speak of these creatures as 'Hades Hounds', and they are correct, as they linger near the many entrances to that Underworld sniffing out the scent of the Dead.

In the vision of the Olympians and their defeat of the Titans, and eradication of many of their allies and monsters, they overlooked several including these pups related to the original Orthos, although many philosophers and other intellectuals assume the gods never 'overlook' even a grain of sand or dust particle. Perhaps these hellish beasts have a nefarious role yet not clear.

COMBAT: The Orthos hound will attack as all angry canines will, with snarling, biting and claws at its foe, but added with the flames and serpent tail. In a pack, the beast is merciless and will drag the enemy down, tearing off chunks while they still live.

FIERY BITE: The fiery mouth of the Orthos can ignite flammable clothes and other objects with each bite, and do an additional d10 damage due to the searing white heat.

SERPENT TAIL: On the back end of the beast is an active, biting and just as fierce snake. Sometimes an adder or a cobra, this poisonous reptile will lash out and strike the enemy or the other nearby enemies with its fangs doing 2d6 damage with a Poison III.

OSMOSIOUS

NUMBER: 1

SIZE: Large

HD: 7 (d8)

AC: 15

SAVES: M, P

MOVE: 0

ATTACKS: 2 Pseudopod (1d6) (see below)

SPECIAL: Steal Memories

INT: Average

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 5

XP: 540+7

The osmosious is a form of intelligent plant life found only in humid, tropical regions. It appears to be a large patch of ivy, sometimes growing unchecked on fallen trees or large rocks. In its dormant state, it is



harmless and can be bypassed without a second glance, for it appears very normal. A patch of osmosious can sometimes cover an area 20' square. When anyone comes within 10' of a patch of osmosious, it will leave its dormant state (which it stays in most of its life) and attempt to feed on any intelligent being with its range of detection. The size of the osmosious is only important when determining just how big of an area is hazardous. It has no bearing on HD, damage, etc.

COMBAT: An osmosious will initially attempt to steal a memory from a random party member. This will, more than likely, occur previous to any combat and may in fact initiate combat. The chosen party member must make an intelligence check. If the check succeeds, the osmosious failed to gain any memories. If the check fails, the creature will steal a memory and gain the benefit noted below. If the victim fails his intelligence check by five or more points, he has had part of his collective memory stolen and will lose a level of experience, identical that the undead ability energy drain. The only way to regain this level is to eat part of the osmosious after it has been slain.

STEAL MEMORIES: An osmosious can steal memories from creatures of at least "Inferior" intelligence. When these memories are stolen, they become a boon for the osmosious, a bane for its victim. On normal (0 level) creatures, the loss of memories is a personal disappointment, but not much more. While the osmosious will indeed gain nourishment from these memories, it will gain no benefits. For creatures that have appreciable experience in any class, the osmosious will gain some benefit from these memories.

Any creature capable of spellcasting, and has at least one spell memorized, can have that spell stolen. For wizards, illusionists, clerics and druids, when the osmosious targets them, a spell at random will be stolen. This spell is wiped from the memory of the caster and is gained by the osmosious. The osmosious can cast this spell on its turn if it feels this is the best course of action. The osmosious can continually steal

memories and this does not count against its number of attacks per round, although it can steal only one memory per round.

For each other class, based on that classes primary attribute, it will gain another ability, dependent upon the class, as follows:

Strength: +1 to all to-hit rolls or +1 to all damage rolls

Dexterity: +1 to armor class or immune to poisons used against it

Constitution: +1d4 hit points

Charisma: +1 to all to-hit and +1 to all damage the round the memory is stolen

Wisdom: Will heal itself for 1d6 hit points of damage the round the memory is stolen

Intelligence: Will gain a boon at random from the above list the round the memory is stolen

All effects are cumulative except for the ones noted with "...the round the memory is stolen." For instance, if a memory is stolen from a fighter on round one, all to-hit rolls from then on will be made at a +1. If a second memory is stolen from a fighter, all to-hit rolls will be at a +2. If the third round has the osmosious steal a memory from a knight, it will receive a +3 to hit and a +1 to damage for that round, before reverting back to a +2 to hit the next round. A bard's legend lore ability allows the osmosious to gain some fleeting skill from the bard. This will take the form of a random ability from the classes listed before it. Any creature that has a memory stolen take a -1 penalty on all rolls for that round.

After an encounter with an osmosious, characters will have small but permanent memory loss of some mundane aspect. While they should be able to recoup all important memories by eating of the slain creature, they may, for example, have no recollection of that night in Lagerburg when the party stole horses and rode all night to Balifield to rescue the mayor's daughter.

OTYUGH

NUMBER: 1

SIZE: Large

HD: 6 (d8)

AC: 17

SAVES: P

MOVE: 20 ft., 10 ft. (swim)

ATTACKS: 2 Tentacles (1d8), Bite (2d4)

SPECIAL: Disease, Improved Grab, Darkvision 60 ft.

INT: Inferior

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 5

XP: 300+6

Grotesqueries that live as subterranean garbage disposals, otyughs have huge, bulky bodies with three thick, toeless legs. They have no head, but their bodies are capped by cavernous maws lined with huge, sharp teeth. Otyughs have long tentacles springing from their bodies that serve to grab any possible meal. Otyughs thrive in filth and decay. They are found in most climates, but always live underground in dungeons, city sewers, or reeking cesspools.

COMBAT: An otyugh's attack is very forthright: it will attempt to drag victims into its offal-filled lair to kill and devour them. They also may attempt to asphyxiate their victims by thrusting them into heaps of refuse and holding them there.

DISEASE: A victim bitten by an otyugh must succeed at a constitution save. If the save fails, the victim will contract a disease of some sort. These diseases should be minor in effect, and should have a long exposure time. Simply encountering an otyugh is cause

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for concern, due to the filthy surroundings in which they live. At the end of any encounter with an otyugh, all creatures present must succeed at a constitution save or contract a single disease of the Castle Keeper's choice.

IMPROVED GRAB: An otyugh's tentacles have powerful suction tips that grab and adhere to flesh and metal. Any target hit by a tentacle may make a strength save. If the save fails, the victim is immobilized for one round, pulled toward the otyugh's maw, and is bitten automatically (inflicting normal bite damage). The otyugh can continue to maintain its hold as long as the victim fails successive strength saves on each following round. However, it cannot attack others while doing so, concentrating on inflicting tentacle and bite damage to the victim instead.

OVINNIK

NUMBER: 1-3

SIZE: Medium (4 ft.)

HD: 3 (d8)

AC: 19

SAVES: M

MOVE: 60 ft.

ATTACKS: Claw (4d6), Bite (d10)

SPECIAL: Fire Starting

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 250+3

These fiery spirits come from the depths of Nav, serving Czernobog, and are sent up to the mortal world to wreak havoc. They are simple beings, however, and can be dissuaded from their mischief by offerings and food. Ovinnik are prone to living in the shadows of grain thrashing buildings. Their appearance is not well known except for stories of them looking like little hairy men with strange features. If angered, the ovinnik will set fire to the threshing room and granaries.

These are lesser beings from Nav and have a sporadic presence in human communities. Their place in the underworld is not prominent but serves various purposes for Czernobog.

COMBAT: They will use their sharp fingernails and teeth to defend themselves, if needed, but will be more prone to setting fires and creating chaos instead.

FIRE STARTING: Ovinnik can make fire out of nowhere from the palms of their hands. This fire can be used to light anything flammable in seconds or be used as a weapon doing 1d8 damage.

OWLBEAR

NUMBER: 1-4

SIZE: Large

HD: 5 (d10)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claws (1d6), Bite (2d6)

SPECIAL: Improved Grab

INT: Average

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 5

XP: 160+5

An owlbear is a massive abomination of fur and feathers. Their bodies are similar to a bear: stocky, powerful, and furred. They can be up to 10 feet tall when standing on their hind legs, and fight similarly to bears, using sharp, clawed paws. However, their facial features are like those of an owl. They have a razor sharp beak instead of a mouth, and they usually have colorful feathers crowning their heads. These creatures live in the most remote areas of thick, tangled forests, where game is plentiful, as they harbor ravenous appetites. Owlbears hunt in small packs of up to five in number.

COMBAT: Owlbears attack any possible food source on sight, and they always fight to the death.

IMPROVED GRAB: If an owlbear strikes with both claws, it pulls the victim into itself, hugging and dealing 2d8 extra points of damage. A save versus strength is allowed to resist being rendered immobilized for one round. The owlbear deals bite damage automatically each round the hug is maintained, as well as dealing 2d8 points of damage. Each round, a new save is allowed to escape.

The owlbear is able to hug its opponents in a vice-like grip. If both of the owlbear's claw attacks are successful in a single round, the owlbear's foe must make a strength save or be caught in the owlbear's crushing hug for 2d8 additional hit points of damage. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The owlbear can both crush (2d8 damage) and bite (2d6) damage a hugged victim automatically each round.



P—

PANES

NUMBER: 1-4+
SIZE: Medium (4-5 ft.)
HD: 3 (d8)
AC: 15
SAVES: M
MOVE: 40 ft.
ATTACKS: Head Butt (2d4), By weapon
SPECIAL: Enchanted Music, Twilight Vision, Blend

To the Romans Faunus, the goat-legged, and horned humans that live in the forested wilderness, all children of the God of the Wilds Pan. Extremely agile and virile, these hairy beings, running on two legs are the essence of the wilderness.

In the beginning, the god Pan had twelve sons, who scattered into the wilds after their father was slain and to procreate more of their kind with human women. There are only males in this race, but there are small rumors and chatter of females sighted in the most inaccessible areas of Arcadia (where the worship of Pan is strongest in Greece).

Human women traveling or doing chores alone, or even in small groups must be wary for the Panes are filled with lust and will leap on them, drag them away into the wilderness to copulate against their will. Children born from such unions grow to become future Panes or Fauns, and sprint off into the wilderness when able.

They live their lives according to Pan and Dionysius' ideals, which is feasting, frolicking with pleasure, and music undisturbed in the woods. This is too much for mere mortals to endure for too long. Usually they play pipes, the harp and the cithara, or even the drums for their entertainment.

In appearance they reflect their god Pan, with curly locks of hair, wild and thick from head to their goat-like legs and hooves. Many have magnificent horns atop their heads, which are adorned with laurels or other pleasantries to appear beautiful. Their use of clothing is scarce, and often ceremonial, but rich and silken.

COMBAT: If they cannot charm their opponent(s) by music or voice, they will resort to physical combat. With their trace amount of divine blood in their veins, the Panes can move quickly and be lethal if they need to be on their enemies as was written about in the Indian War of Dionysiaca. Rumors speak of small armies of Fauns or Panes in the wilds, and they must exist if they fought for the god against eastern mortal forces, or so the Hellenic world reasons.

ENCHANTED MUSIC: The Panes is capable of calling upon three different forms of enchantment from their instruments to affect others: Charm, Sleep and Fear. The range is 30 ft. for the music and can be used once a day. Charm is the Charm Person spell and is used to seduce women when pure eloquence and physical force cannot. Sleep is the spell by the same name and can affect many in the radius in the playing while Charm can target one alone. Fear is the Fear spell and used as a last option and will affect any not a Panes in the radius, who will flee in terror if they are under its effects.

BLEND: The Panes can easily hide in the wilderness unnoticed and sneak around equal to a 10th Level Rogue in ability and skill.

PECH

NUMBER: 4-24
SIZE: Small (4 ft.)
HD: 3 (d10)
AC: 17
SAVES: P
MOVE: 20 ft.
ATTACKS: By weapon
SPECIAL: Spells

INT: Average
ALIGNMENT: Neutral Good
TYPE: Extraplanar
TREASURE: 3
XP: 20 + 3

Pech are small, quiet creatures that live deep in the bowels of caverns and caves. They are originally from the Elemental Plane of Earth, but found our plane much more to their liking. They live in relative obscurity, which they enjoy and relish. However, they are interested in other races and rarely miss an opportunity to observe them when given the chance.

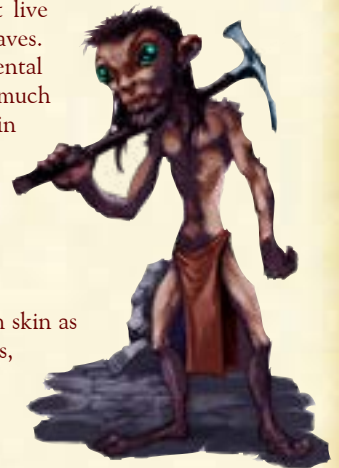
Pech are small, spindly creatures with skin as tough as stone. They have large heads, normally with long, coarse hair, and short, thick beards. They have large eyes devoid of pupils and a small slit for a mouth. Their skin is gray in color, their hair normally black and their eyes are pale white. They normally wear only a loin cloth and are nude from the waist up. They have large feet and hands and carry mining implements that double as weapons.

Pech speak many languages among their tribe (common, elf, dwarf, halfling, goblin, orc, etc.) and can almost always communicate with other races. Not all members of a pech tribe speak all languages, but it is a safe bet that someone in the tribe will speak a language acceptable to any group. Their speech is halting and slow, but soft and soothing.

A pech will approach any outside creatures without fear or trepidation if one enters their lair. They will fight if pressed, but prefer not to. They will begin asking questions at random, trying different languages until they get an answer. Their questions will range from the mundane ("What is your name?") to the strange ("Would it hurt your kind if you ate rock?") Pech will gather around strangers, standing very closely and staring at them.

They seem to enjoy the company of dwarves, but do not seem comfortable around halflings. If a tribe of pech have encountered races that have initiated combat unprovoked (i.e. goblins, orcs), they will not approach but will stand their ground. It should be noted that, if pech have encountered humans (or dwarves, or elves, et al) in the past that have attacked them, they may see others of this kind as a threat. They will not, however, initiate combat, no matter what has happened in the past.

Pech spend their days chipping away at stone, testing all different minerals they may find in an odd assortment of experiments. At least two pech in any tribe do nothing but test rock samples by various experiments that include weighing them, subjecting them to fire, submerging them in various liquids, tasting them, smelling them, etc. They keep detailed journals on their findings, scribed into stone slabs they keep for this alone. Why, exactly, they do this for years at a time is unknown.



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COMBAT: If pressed into attack, pech will use their mining implements, normally pick axes (1d4 damage) or small hammers (1d3 damage). Pech are much stronger than they appear, living a life of mining as they have, and receive a + 2 to all damage rolls. Even though they are bare-chested and wear no armor, their skin is hard as stone and confers an armor class of 17. If the opportunity presents itself, pech will use their inherit spell like abilities to their advantage in combat.

SPELLS: Each pech is able to cast *magic stone* and *stone tell* thrice per day. Once per day, all pech can cast *shape stone*. Once per week, each can cast *meld into stone*. A group of five or more pech can gather together to cast *passwall* and *wall of stone* once per week. All of these are cast as a 12th level caster.

PEGASUS

NUMBER: 1-10 **INT:** Average
SIZE: Large **ALIGNMENT:** Chaotic Good
HD: 4 (d10) **TYPE:** Magical Beast
AC: 14 **TREASURE:** 3
SAVES: P **XP:** 60+4
MOVE: 50 ft., 100 ft. (fly)
ATTACKS: 2 Hooves (1d8), Bite (1d3)
SPECIAL: Darkvision 60 ft., Twilight Vision

Found only in very remote places, these shy, intelligent winged horses remain aloof to the rest of the world. They are often sought as mounts, but pegasi will only serve a character of good alignment and pure intentions. However, once a pegasus accedes to being a mount, it will serve until death. In the wild, pegasi gather in small herds of up to 10 members.

COMBAT: Pegasi are clever, and will attack from the air or by land, rapidly moving past opponents to flank them before striking with hooves and teeth. If serving as a mount, they will dutifully follow instructions given to them. They are fiercely protective of their riders, and will take risks to protect them.



SPECIAL: The carrying capacity of a male pegasus is the same as that of a heavy warhorse; the carrying capacity of a female pegasus is equivalent to a light warhorse.

PHASE SPIDER

NUMBER: 1-4 **INT:** Low
SIZE: Large **ALIGNMENT:** Neutral
HD: 5 (d10) **TYPE:** Magical Beast
AC: 15 **TREASURE:** 5
SAVES: P **XP:** 260+5
MOVE: 30 ft., 30 ft. (climb)
ATTACKS: Bite (1d6)
SPECIAL: Poison, Web, Darkvision 60 ft., Shift, Twilight Vision

Phase spiders are large, aggressive hunters. They are particularly grotesque in appearance, with huge distended bellies, spindly long legs and mottled grey and black skin. A phase spider's head is small when compared with its body, but it has dozens of eyes, each one like a blackened mirror. Its jaws are strong and topped by two long fangs with which it delivers its poisoned bite. Phase spiders congregate in dark, cool, moist environments; they prefer dungeons, caves, deep forests, and marshlands.

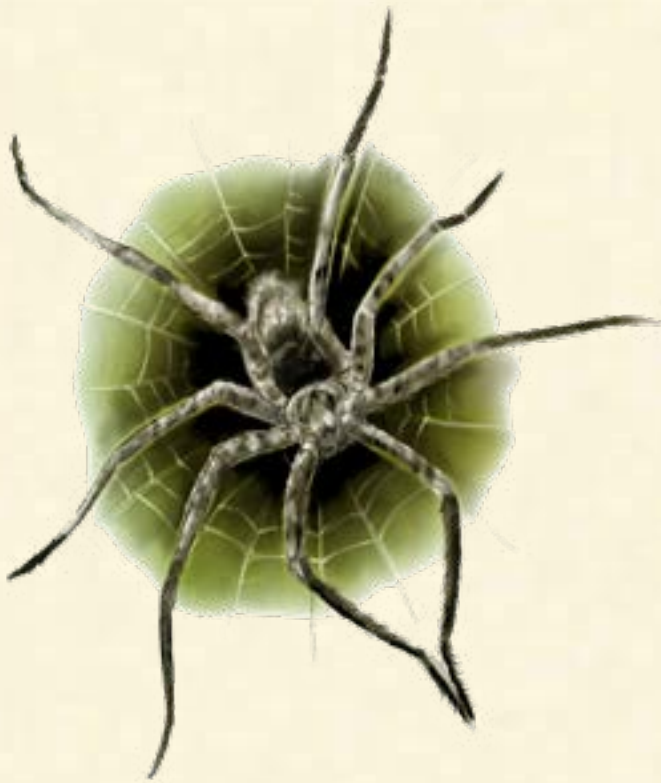
A phase spider is able to shift itself between the mortal realms and ethereal planes at will. It can do this without limit, and will shift constantly to gain advantages in combat.

COMBAT: Phase spiders lay in ambush in the ethereal plane, shifting back to the mortal planes to deliver their bite. They will phase in and out of corporeality in this manner, making it difficult for an enemy to follow their movements or damage them. However, should their victims turn out to be astute at combating them, they will not hesitate to flee.

POISON: A victim of a phase spider's bite must make a successful constitution save, at a -2 penalty, or risk death. The venom is highly potent, and infects the victim's lungs, causing them to fill with mucus and leading to eventual suffocation. Though the poison causes the victim to collapse in 1d4 rounds, it actually takes several days (1 day for each point of the victim's constitution) for a victim to die. *Neutralize poison*, *cure disease*, or any similar spell or ability will counteract the poison.

WEB: A phase spider is able to generate the effects of the spell *web* once per day.

SHIFT: Phase spiders are able to slide between the mortal realms and ethereal planes at will, and as often as desired. When ethereal, the phase spider is unassailable unless the opponent is also ethereal; effects that extend to the ethereal plane function normally. To strike a phase spider before it shifts and enters the ethereal plane, a successful dexterity save is required. A successful save lets the opponent attack the phase spider as normal; a failure means the phase spider cannot be damaged by that opponent this round.



PENANGGALAN

NUMBER: 1

SIZE: Medium

HD: 4 (d8)

AC: 16 (variable in human form)

SAVES: P

MOVE: 40 ft.

ATTACKS: Bite (1d6)

SPECIAL: Blood Drain, Infection, Fly, Darkvision (60 ft.), Dominate

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 5

XP: 120+4

The penanggalan is a horrid form of undead that is, thankfully, quite rare. They exist in two forms; the one they had in life that they use during the day — and their undead form, which they enter into at night. By day, the penanggalan will seem normal and without suspicion. They are, in almost all respects, what they appear to be—normally, a docile widow or, frequently, a midwife. They are always female, but can appear of any age. Their alignment appears to be fairly mundane, almost never evil, even if seen through potent magicks. A gem of seeing is said to be the only foolproof way of detecting a penanggalan during the day.

At night, when the town is sleeping, the penanggalan will enter into its horrid, second form. Anyone witnessing this transformation must make a charisma save or go insane as per the spell *feeblemind*. This is rare, however, for the penanggalan is very secretive about her true form and will never willingly reveal it to anyone. When alone and ready to feed, the penanggalan will detach its head from its body, pulling its spine and various entrails out with the head. The torso will stand erect, not moving, until the head returns and reattaches itself. The head must rest in a body during the day, for exposure to air will eventually cause the various organs to rot and burst, killing the penanggalan. It can survive outside of its body for only 24 hours before this occurs. To guard against this, the penanggalan is very clever in hiding its empty torso as she flies about in the night.

Penanggalan seek pregnant women, women, children and infants (in that order) to feed upon. During the day, they seek likely victims, often plying their trade as a midwife in what amounts to a hunting expedition.

A penanggalan will oftentimes spread rumors of a vampire in the town if she feels the townsfolk are becoming suspicious. She knows this will alleviate some of the suspicion from her as vampires are normally male and cannot be exposed to sunlight. As the penanggalan is female and can walk freely about during the day, her ruse is very often successful. However, if her undead form is subjected to sunlight, she suffers the same debilitating effects as a vampire.

The undead form of the penanggalan will have a wild, almost insane look about her. Oftentimes, this appearance is so different than her calm, day time appearance, that most people who witness the undead penanggalan will have trouble identifying her in her human form. Anyone seeing both forms of the penanggalan, and are actively trying to deduce the suspicious activity that invariably surrounds the penanggalan, are allowed an intelligence check, with a -5 penalty, to correctly deduce the two creatures are the same.

COMBAT: If pressed into combat, the penanggalan will fly about, moving in for a quick bite, before taking flight again. Each successful bite inflicts 1d6 points of damage.

BLOOD DRAIN: Once prey is found, they will return at night to hopefully find their victims sleeping. A penanggalan will either feed, leaving its victim alive while slowly infecting them (non-pregnant women only) or drink their blood until the victim has died, leaving a near bloodless corpse in her wake. When a penanggalan decides to infect someone and turn them into another of her kind, she will drink only enough blood to cause the victim pain, normally only feeding for 2-3 minutes. When the victim starts waking, the undead will fly away, leaving behind a confused victim. Over the course of successive feedings, the victim will become weaker and weaker, losing a point of strength and constitution each morning. A victim, if fed upon for a full week, will become a penanggalan on the next night. On this night, the original penanggalan will visit her, telling her what has been done and advising her on how to act and precautions to take. The child penanggalan is under the command of the parent penanggalan for one full year. After this, she is free to do as she pleases. However, rarely will two penanggalan live in the same town, unless it is rather sizable.

If infection and creation are not her aim, she will feed until the victim has died. Once the victim awakens, she will use her ability to dominate to keep the victim from fighting her. Penanggalan, after a night of feeding, must soak their intestines in vinegar to allow them to return to their normal size. Having been gorged with blood, and exposed to the air, they will become distended and thus they will not fit back into the torso left behind. Penanggalan are very aware that this tell-tale sign of a strong smell of vinegar could help to unmask them and will go to great lengths to alleviate it. As such, penanggalan during the day will almost always wear thick, cloying perfumes. While this may seem odd, rarely does one associate too much perfume with the undead.

INFECTION: The victim of a bite must make a constitution check. Failure means they have been infected with a wasting disease. Victims that the penanggalan feed upon are not subject to this disease, for the penanggalan will lick the wound clean, removing her toxic spittle. Those infected with the disease will lose 1d4 hit points every morning when they awake for a week. These hit points cannot be healed and effectively lower the “maximum hit points” of the character. If still alive after a week, the loss of hit points increases to 2d4 the next week, 3d4 the next, ad infinitum. Only a *remove disease*, *heal*, or *wish* will remove the disease. Lost hit points return at the same rate they were lost.

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DOMINATE: The intense gaze of a penanggalan is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into the eyes of a Penanggalan must make a charisma check at a -2 penalty. Failure results in the victim suffering the effects of a permanent *charm person* spell. However, a person charmed in this manner will defend the penanggalan at all costs, even against former allies.

PERRUN

NUMBER: 4-40
SIZE: Small (2 ft.)
HD: 1 (d4)
AC: 17
SAVES: P
MOVE: 30 ft.
ATTACKS: Pincer (1d3)
SPECIAL: Drain Constitution

INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: N/A
XP: 11+1

Perruns appear are giant, winged insects reaching approximately 2' in length, with a beak beneath their hindquarters. They live exclusively in the arid, desert wastes, far from most civilizations. Here, the nomads of the desert prize their flesh as a delicacy; but more than that the beasts port great sacks of water in their abdomen. The perrun keep water in these sacks at all times, usually supplying enough to drink for a single man for 1-2 days.

Normally rather docile, perruns will attack without warning if they feel threatened. Perrun are usually found in groups of less than fifty, but every six months or so, hundreds will gather and fly across the desert in search of food. They are aggressive during this phase and will attack anything in sight. To be descended upon by a swarm of these creatures is certain death.

COMBAT: When attacking, the perrun will first attempt to grasp their victim with their claws. Success means they have inflicted 1d3 damage and have grasped their opponent, and will do 1d3 damage per round with no to-hit roll needed.

DRAIN CONSTITUTION: They will also attempt to drain water and other vital fluids from the victim via a small, delicate tube that runs through the beak which is injected into the wound. Anyone so attacked by a perrun must make a constitution save or lose 1 point of constitution per round. Once their constitution reaches 3, they will faint. If it reaches 0, they will die. This ability will stop if the perrun disengages or is killed. However, the pincer will hold fast even in death and removing a dead perrun will inflict an additional 1d3 damage. Lost constitution points will return at the rate of 1 per hour, twice this rate if a steady diet of water is ingested.

PERYTON

NUMBER: 1-6
SIZE: Medium (5 ft.)
HD: 4 (d10)
AC: 13
SAVES: P
MOVE: 30 ft., 50 ft. (fly)
ATTACKS: Antlers (3d4)
SPECIAL: Weapon Immunity

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 6
XP: 80+4

The peryton is a strange looking creature. Its lower body of that of a great eagle with bright blue plumage and talons of deep yellow. Its upper body is that of a beautiful stag, with great antlers adorning its head. A pair of eagle's wings complete the look of this majestic, if



thoroughly evil, creature. Perytons live exclusively in the aerie peaks of mountains.

While they are omnivorous creatures, a peryton must feast on flesh, preferably of the human variant, at least once a week. To this end, they are known to undertake massive hunting expeditions to the lowlands to find victims, sometimes absconding with multiple victims and keeping them prisoner until the need for flesh arises again.

In an odd set of circumstances that remain unsolved, the peryton casts a shadow of a man rather than its true form. They also smell of men, and not wild animals as one would guess. They speak their own language, but can inherently understand the common tongue of man. Lastly, though they cannot speak common, they can let forth a screech that sounds uncannily like a human in pain or fear. It is with these tricks that many a peryton has lured its victim.

Once they are done feasting, a peryton will use its sharp antlers to tear a hole in the chest of their victim. Once done, they will stick their muzzle in the hole and rip out the heart. Once this is completed, the peryton will fly away, the blood still dripping from its snout, the heart clapsed in its teeth. They will return to their mate, who will eat the heart (only males are encountered outside of their lair). The female needs the heart to reproduce. In rare cases, perytons will rip the heart from their victims while they still live and not eat of their flesh. The loss of such a vital organ obviously means death to the victim.

COMBAT: The antlers of a peryton are much sharper than those of an average deer. The peryton will take flight, turn in mid air, and slam its antlers into its victim. A successful hit inflicts 3-12 damage. The peryton attacks as a 6HD creature.

WEAPON IMMUNITY: Magical weapons of at least +1 are needed to attack this magical beast. Lesser weapons will simply glance off the skin of the beast.

PHANTOM STALKER

NUMBER: 1
SIZE: Large
HD: 6 (d8)
AC: 17
SAVES: P
MOVE: 30 ft.
ATTACKS: 2 Claws (1d6)

INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Extraplanar
TREASURE: N/A
XP: 420+6

SPECIAL: Limited Polymorph, Plane Travel, Resistant to Fire, Dying Attack

The phantom stalker is a creature born to the elemental plane of fire and summoned to our plane by a high level wizard. The exact

procedure to summon these creatures is closely guarded and cannot be ascertained without diligence, coin or both, in large quantities.

COMBAT: The creature attacks with its two sharp claws, each successful strike dealing 1d6 damage.

LIMITED POLYMORPH: The creature has a limited form of polymorph, but will normally be seen as a large, humanoid shaped creature with bright, red skin, a large head and great, white, pupil-less eyes. Its hands end in wicked, curved claws. It is naked, but appears genderless. Other forms are usually used for travel, such as a winged creature for flight, a multi-legged creature for speed or a fish-like creature for underwater.

The creature will diligently perform its duty to its summoner, be it guardian of treasure or protector to its master. The summoner has to be careful in its wording, for the phantom stalker will always interpret its orders in the easiest way possible, even perverting the meaning for its own ends. Once its task has been given, nothing or no one will stop it in its assignment.

If the summoner of the creature is killed, the stalker will have but one single mission: to kill the murderer of its master. If its master is slain, the stalker will instantly disappear, shifting itself to its own plane. There, it can watch the killer and stalk him, waiting on a opportune time to strike. Once this presents itself, it will appear in front of the killer and exact his revenge. Once done, the stalker is free to shift home, never again to worry about this task again. A stalker can observe its prey for only 24 hours before it must strike.

It should be noted that, if the killer is weakened and alone at the time of the murder, the stalker may consider this his best option and not disappear but exact his revenge then and there.

RESISTANT TO FIRE: The stalker enjoys a +5 bonus to any save versus fire. Magical fire (i.e. fireball) actually heals it for the amount it would normally deal damage. Cold based spells do double damage. Anyone standing close to the creature will feel it radiate heat, but not to the extent that it will do damage.

DYING ATTACK: If the creature realizes death is imminent, it can kill itself in a 6HD fireball. All within the area of effect are targeted.

PHOENIX

NUMBER: 1

SIZE: Medium

HD: 6 (d8)

AC: 19

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (1d6) or 2 Claws (1d4)

SPECIAL: Immunity to Fire, Spell-like Abilities, Plane Travel, Dying Attack

The phoenix is a large, beautiful bird that is quite rare on our plane. A native to the elemental plane of fire, the phoenix comes to our plane to assist other good aligned creatures in the constant struggle against evil. It should be noted that the phoenix travels to multiple planes, not just ours, to fight this fight.

It appears as a large eagle, with brightly colored plumage. Its head is bright yellow, fading to orange down the neck to the body. Its wings are bright red, as are its legs. When the wings are spread, one can see a myriad of colors throughout, looking almost like flames. The beak and talons are ivory white and extremely sharp.

INT: Genius

ALIGNMENT: Neutral Good

TYPE: Magical Beast

TREASURE: 7

XP: 540+6



COMBAT: The creature will prefer to attack with its claws, swooping in and inflicting 1d4 with each. If forced in a small area where it cannot fly, it will snap with its beak for 1d6. It does not attack with all three in the same round.

IMMUNITY TO FIRE: The phoenix, being a fire spirit, is immune to both normal and magical fire.

SPELL-LIKE ABILITIES: The phoenix can detect evil as a paladin. It can also cast the following once per day: *dismissal*, *dispel evil* and *flame strike* as a 9th level cleric. It will use these abilities to slay and dismiss evil entities, and will rarely if ever attack good aligned creatures, even if attacked first.

DYING ATTACK: If a phoenix is ever slain, it erupts in a 12HD fireball. Twelve hours after its death, a new, fully grown phoenix will be born of the ashes. The mystical bird has a life span of ninety-nine years. At the end of its natural life, it will retreat to a high mountain and self-immolate itself, secure in the knowledge that a new phoenix will arise to take its place.

PIERCER

NUMBER: 1-4

SIZE: Small to Medium (2 to 5 ft.)

HD: 3 (d8)

AC: 17

SAVES: P

MOVE: 2 ft.

ATTACKS: See Below

SPECIAL: Camouflage

INT: Low

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 50+3

The piercer can almost only be found in caverns or natural caves, for its appearance would seem out of place if seen anywhere else. The piercer appears, in all respects, like a stalactite, hanging from the ceiling of a cave. The mouth of the creature holds it fast to the stone ceiling, letting go when prey is underneath. The creature has small, beady eyes that constantly scan the surface for food. When seen, the

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piercer will let go its hold on the ceiling and fall unerringly on its target. If successful, the creature will twist its body until its mouth can begin eating the hapless victim it has killed.

The piercer will attack any living creature, from vermin to giants. As such, its lair will sometimes be littered with bones, for a piercer is not tidy. This could be a clue that something is amiss. Also, these bodies may have treasure, for a piercer has no need for baubles and trinkets and will only eat flesh.

COMBAT: The piercer attacks by dropping on its victim from above. The creature, having fed in this way all of its life, is deadly in its attack and rarely misses. To hit a victim, no to-hit roll is needed. The intended victim must make a dexterity save, with a -3 penalty, or be impaled. Success means the piercer has fallen harmlessly to the ground. It can begin slowly crawling back to its lofty perch, but will undoubtedly be killed if it attempted to attack someone with arms to kill it, for it cannot attack when in such a position. If the victim fails its dexterity save, however, it must make a constitution save. Success means the victim has lost half of its hit points. Failure means death.

POLTERGEIST

NUMBER: 1 **INT:** Average
SIZE: Medium **ALIGNMENT:** Neutral Evil
HD: 1 (d4) **TYPE:** Undead
AC: 15 **TREASURE:** Nil
SAVES: M **XP:** 13 + 1
MOVE: 30 ft.
ATTACKS: Nil
SPECIAL: Telekinesis, Invisible, Fear, Weapon Immunity

The poltergeist is an invisible undead spirit that haunts a specific area. Sometimes this area is one that it was close to in life, but more often than not, the area is the place the poltergeist was killed. The creature

itself is invisible and incorporeal, and cannot attack, nor can it be struck with normal weapons. Poltergeist are twisted, angry creatures that only want to inflict pain and suffering on the living.

COMBAT: The poltergeist will use small objects (less than ten pounds) to pummel intruders (dishes, rocks, books, etc). If successful, the object will do 1d2 damage (more or less depending on situational modifiers left up to the CK).

FEAR: Anyone struck with an object must make a charisma check or become horrified, as if under a *fear* spell cast by a 4th level wizard.

INVISIBLE: As the poltergeist is invisible, it is difficult to attack. If its location is somehow determined, it can be attacked, albeit with a -4 on all attack rolls against it.

WEAPON IMMUNITY: Normal weapons cannot harm it, but magicked weapons will. Silver weapons impart double their normal damage. If a cleric attempts to turn the undead, he will gain an automatic +5 to his roll. All magic will work as intended against the creature, and holy water will do 2d4 points of damage per splash.



PONY

	PONY	WAR PONY
NUMBER:	1	1
SIZE:	Medium	Medium
HD:	2 (d8)	3 (d8)
MOVE:	40 ft.	40 ft.
AC:	13	13
ATTACKS:	2 hooves (1d3)	2 hooves (1d4+1)
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	1	2
XP:	10+2	20+3

Ponies are equine animals, similar in shape but smaller than horses. They are normally found in hilly meadows and scrublands. They are very social creatures, and can be tamed by halflings, gnomes, and dwarves as mounts.

A light load for a pony is up to 75 pounds; a medium load, up to 150 pounds; and a heavy load, up to 225 pounds. A pony can drag 1,125 pounds.

A war pony can fight while carrying a rider, but unless the rider is a knight the rider cannot attack in the same round that the pony attacks. A light load for a war pony is up to 100 pounds; a medium load, up to 200 pounds; and a heavy load, up to 300 pounds. A war pony can drag 1,500 pounds.

COMBAT: Ponies try to avoid combat when they can. If pressed, the alpha male will turn and fight while the rest of the herd escapes.

POLEVIK (POLEWIKI)

NUMBER: 1-6 **INT:** Average
SIZE: Small (3 ft.) **ALIGNMENT:** Chaotic Evil
HD: 2 (d8) **TYPE:** Humanoid
AC: 16 **TREASURE:** 2
SAVES: M **XP:** 200+2
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Cause Sickness, Lead Astray

The polewika are small, dwarven men that dwell in open fields and usually resent the arrival of farms and settlers to their home. They have eyes of a different color, green grass for hair, and can be seen dressed in white or black clothing. The best time of the day to encounter them is at noon or dusk, but according to the mortals that have dealt with them, there is no ideal time to find them.

If they do not use their abilities to harry and drive away mortals, they will often wait until any of them are passed out in a drunken stupor. The polevik will then cut their victim's throat with a knife and watch them bleed to death where they lay, sometimes as a warning to others that they should not be in the polevik's territory.

On rare occasions, they will gang up on their enemies and assault them from all sides with knives and axes. These dwarfs are happiest when they are left alone.

The women-folk, it is assumed by most, are the poludnisa. These tall, beautiful women run in the fields wildly and playfully, and bother the peasants where ever they go by tangling clothing and hair or befouling equipment and work. They are most known for distracting children and causing them to get lost in the fields. These 'midday' women are fond of appearing when the heat of the day is at its worst and causing mortals to suffer from it even more so by giving them heat stroke or sickness.

On some occasions, they can cause madness in their victims with the same ability and fondly watch their victims mentally snap. If angered, she will change into the form of whirling cyclonic dust, wielding scythes or shears, and move towards her victims leaving death and terror in her wake. Often, they will take the heads of the victim, leaving only the body, in retaliation.

The poludnisa is also fond of encountering strangers in the field to ask them difficult questions or to speak with them about various subjects. If her questions are not answered or the topic of the conversation changes, she will cut off the person's head or strike them with a malady and move onto the next person. In Slavic occupied regions of Saxony, she is called the kornwyf, and taunts children that pick flowers before snatching them up or leading them astray. They are known as belts in the eastern regions of the Polens tribes.

COMBAT: Polewika will use bladed weapons, and they will do so fiercely. If the foe is larger and more powerful, they will not be so ruthless and direct. If weak, however, they will prey on them to gain an advantage.

CAUSE SICKNESS: With a wave of their wrinkled, bony hands, the polevik can give someone a disease. If the victim fails their constitution save, they will suffer a terrible malady. The nature of this is the CK's decision, and will only be curable by the blessing of a cleric or deity, otherwise the chosen disease will gradually take the victim's life in whatever manner it exhibits. The polevik can do this once a day.

LEAD ASTRAY: The polevik or their women can make a victim lose their way completely with this ability. It just requires a touch and nothing more. If the victim fails their wisdom save, they will be lost with no sense of direction at all for 1d12 hours. To gain any ground at all, they will need to be physically guided by another individual. The polevik can use this 3 times a day.

PRYSMAL EYE (NONOCCULUS)

NUMBER: 1 **INT:** Supra-Genius
SIZE: Medium **ALIGNMENT:** Chaotic Evil
HD: 15 (d10) **TYPE:** Aberration
AC: 29 **TREASURE:** 11
SAVES: M **XP:** 17,200+15
MOVE: 40 ft. (fly)
ATTACKS: Bite (2d6), 9 Eyes
SPECIAL: Eyes, Spells, Cannot be Surprised, Immunity to Magic, Telepathy, Silent, Tracking 10

Prysmal eyes are hateful, loathsome creatures that haunt subterranean depths in search of food, territory, and power. Prysmal eyes are roughly a flattened spherical shape, with tough silicate skin studded by recesses and grooves. Their bodies are tough, and capable of deflecting both spells and steel. Their skin also refracts light, occasionally causing prysmal eyes to appear distorted and colorful. The underbelly of the beast has an orifice surrounded by rough tentacles that functions to grind and devour victims. Highly intelligent, and extremely cunning, prysmal eyes lurk in the dark recesses of well-traveled passages, surprising passing creatures with unexpected demands of exorbitant tribute and loot. Those who cannot (or will not) pay become the beast's next meal. They are solitary creatures that are extremely territorial.

COMBAT: Entering melee combat is anathema to prysmal eyes. Instead, they will rely on their formidable magical strength to dominate and destroy enemies. Few opponents can hold firm under the assault of a prysmal eye.

EYES: Every prysmal eye has nine eyes situated equidistantly around its exterior. Each of these eyes can generate a powerful surge of magical energy every round. However, targeting a foe with one or more eyes will mean that other eyes are on the opposite side of the creature. To resolve this, the Castle Keeper should determine the location of each eye on the creature. A given eye can only target foes within an unbroken line of sight. The visible arc for each eye is 90° from center; up, down, and to either side. Unless otherwise noted, all of the eye powers have a range of 60 feet, and strike the chosen target. The powers of the eyes are as follows:

EYE 1: POLYMORPH: This effect is the same as the spell *polymorph other*, except that the new form is always that of a creature or person that is most feared by the victim. The effect can duplicate a specific individual's appearance and voice.

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Equipment, class abilities, and non-physical qualities are not altered. If the victim is transformed into a form where class abilities are useful then the victim's class abilities are retained. Otherwise, all effects are identical to the spell *polymorph other*. If the victim possesses immunity to fear, this ability will transform the victim into a randomly determined form. A successful wisdom save negates this effect.

EYE 2: TELEPORT: This effect magically transports a victim to a different location. The victim reappears 1d10 x 100 feet away, in a random direction. Roll 1d6: 1-north, 2-south, 3-east, 4-west, 5-up, 6-down. If an indicated direction and distance would result in teleportation into a solid object, a constitution save is allowed to avoid immediate death. If the save is successful, the creature is still transported, but is stranded on the astral plane. In all other respects, this effect is identical to the spell *teleport*. If a victim is teleported upwards, falling damage may apply. A successful dexterity check negates this.

EYE 3: ENERVATE: This effect is identical to the spell *energy drain*, leeching 2d4 levels or hit dice from the victim; if the victim is reduced to 0 levels or hit dice, it is forever slain. A successful constitution save negates this effect.

EYE 4: IMMOBILIZE: This effect is identical in effect to the various *hold* spells, applying to any creature targeted. A creature affected is unable to perform any physical activity for 2d4 rounds. Actions of a purely mental nature, however, may still be performed. A successful strength save negates this effect.

EYE 5: DISJOIN: This effect is identical to the spell *disjunction*. This power can be used once per day.

EYE 6: HARM: This effect is identical to the spell *harm*. There is no save for this effect. This power can be used twice per day.

EYE 7: PRISMATIC SPRAY: This effect is identical to the spell *prismatic spray*. This power can be used three times per day.

EYE 8: ANIMATE DEAD: All corpses within 500 feet of the prysmal eye animate, and become either zombies or skeletons. These undead are under the control of the prysmal eye. There is no limit to the number of undead a prysmal eye can control at any given time.

EYE 9: FORESIGHT: A victim of this effect must make a successful wisdom save or have its next action known to the prysmal eye. If the save fails, the prysmal eye gains a +4 bonus to all attack rolls against the opponent, and a +4 bonus to armor class and saving throws against attacks and effects generated by the victim. The prysmal eye also gains initiative over the affected creature on the following round.

CANNOT BE SURPRISED: Prysmal eyes cannot be back attacked, sneak attacked, or surprised. Their multiple sensory organs prevent this.

IMMUNITY TO MAGIC: Prysmal eyes are immune to all spells and effects except those that are sound-based. Spells that generate light that are cast upon these creatures actually heal them by 1 hit point per level or hit dice of the caster.

TELEPATHY: Prysmal eyes are able to telepathically communicate with any intelligent creature within 120 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

SILENT: Prysmal eyes are silent when traveling or when using their abilities. Spells and effects that generate silence do not prevent prysmal eyes from using their abilities or casting spells.

SPECIAL: All prysmal eyes have the abilities, including spellcasting, of a 12th level illusionist.



PSEUDODRAGON

NUMBER: 1-4

SIZE: Small

HD: 2 (d8)

AC: 18

SAVES: M, P

MOVE: 15 ft., 60 ft. (fly)

ATTACKS: Bite (1d3), Sting (Poison)

SPECIAL: Poison, Precision, Darkvision 60 ft., Immunity to Sleep and Paralysis, TwilightVision, SR 10 (see below), Telepathy 60 ft., Blend, See Invisible, Spell-Like Abilities

Pseudodragons are diminutive multi-colored dragons that differ from their larger kin in several key areas. Their small size and lack of a powerful breath weapon is obvious, but they have also developed very powerful magic, and are often sought as familiars by wizards. Pseudodragons are curious, and love illusions and trickery.

They are consummate practical jokers, targeting nearly anyone and anything that comes through their territory. These creatures do not like extreme heat or cold, so they are most often found in deep temperate wilderness.

Pseudodragons always build nests high in trees. These are made to blend with the tree itself, often looking like little more than a thick patch of leaves, or in the fall or winter, a tangle of branches and vines. They lay clutches of 1-2 eggs here, which hatch in about two months. They often employ the local birds, preferring robins of all species, to keep a watch out. In fact, a pseudodragon in the wild is almost always in the company of a robin or robins.

COMBAT: Pseudodragons enjoy watching combat, but avoid it themselves, blending in with their environment to stay out of sight. If pressed into combat, a pseudodragon will use its abilities of illusion to mislead the enemy before closing to deliver a deadly sting. Once delivered, the saurian flees back into the surrounding foliage.

POISON: A victim struck by a pseudodragon's sting has a powerful anesthetic injected into its system. Unless the victim succeeds at a constitution save, it is rendered comatose instantly, and will remain that way for a period of 1d6 days. Each day, the victim must succeed at a new constitution save or die from the slow shutdown of its body.

PRECISION: A pseudodragon's sting attack is incredibly fast and accurate. Pseudodragons gain a +4 bonus to attack rolls, but only when stinging.

SPELL RESISTANCE: Pseudodragons have a Spell Resistance of 10. If the pseudodragon is a familiar, this quality is passed on to its wizard companion.

BLEND: A pseudodragon can move and change its colored scales to be virtually undetectable in most environments. This ability requires one round to use, but lasts as long as the creature desires, provided it does not move or attack. It can be used an unlimited number of times per day. Pseudodragons that have blended into their surroundings are considered invisible, as per the spell *invisibility*.

SEE INVISIBLE: Pseudodragons may see invisible creatures as if under the spell *see invisibility*. This effect is constantly active.

SPELL-LIKE ABILITIES: The pseudodragon is able to cast the following spells once a day: *ghost sound*, *prestidigitation*, *darkness*, and *obscuring mist*. All spells are cast at the 5th level of ability.

INT: Average

ALIGNMENT: Neutral Good

TYPE: Dragon

TREASURE: 2

XP: 63+2



TELEPATHY: Pseudodragons are able to telepathically communicate with any intelligent creature within 60 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

PSOGLAV

NUMBER: 1-12

SIZE: Medium (5 ft.)

HD: 5 (d8)

AC: 17

SAVES: M

MOVE: 80 ft.

ATTACKS: Claw (3d8), Bite (2d10), Weapon

SPECIAL: Shattering Bite

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 5

XP: 500+5

These beasts dwell in a lightless world where gem-stones are as common as stones and pebbles underfoot. Where this world lies is a mystery to most, but many mortals guess that it is somewhere between the deepest part of the underworld and the surface. Hideous monstrosities, they are a fusion of many beasts thrown together by Czernobog. They have a single large eye on a dog's head, iron teeth, horse legs, and a human's torso.

Psoglavic creatures gnaw and dig upwards into graves to feast on the interred as ghoulish demons; corpses are their preferred means of sustenance. They are commonly found in graveyards when they are not in their underworld home. These 'Dog Heads' are found in armies below the mortal world and live to serve their dark god; when he needs them he is able to muster immense forces.

The psoglavic serve witches and other dark beings as dutiful dog-like servants with a fierce loyalty. Another word for them is 'gvozdenzuba' (Iron Tooth) because of their sharp, metallic teeth. They snivel, growl,

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and howl as dogs do, but seem to possess a language and understand others when spoken to just as easily. Among Czernobog's demons, the psoglavic are his prized creations.

COMBAT: Psoglavic warriors fight in battle as any human force with weaponry and battle tactics, but they are also known to use their claws and dangerous, bone crunching teeth.

SHATTERING BITE: Using their deadly iron teeth, the psoglav can rend objects asunder in one bite. If they bite and roll a critical, that location's armor and bones are instantly snapped in two with one painful crunch. Psoglavic can also use this ability to snap, rend, and destroy other things as they need without a critical roll.

PURPLE WORM

NUMBER: 1
SIZE: Large
HD: 15 (d10)
AC: 19
SAVES: P
MOVE: 20 ft., 20 ft. (burrow), 10ft. (swim)
ATTACKS: Bite (2d12), Sting (2d4)
SPECIAL: Swallow Whole, Poison

INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 10
XP: 4,200+15

There are few subterranean denizens as feared and reviled as purple worms, and few that encounter one, live through the experience. Voracious carnivores, they are incredibly huge, purple, segmented creatures. Their bodies terminate in a huge maw on one end, and a long, finely pointed stinger on the other. A purple worm's mouth resembles that of a monstrous leech: it has three jaws that, when closed, are almost impossible to force open. At the base of the stinger is a huge gland that produces a deadly poison.



These creatures dig and live in wide tunnels far underground. They are hated and feared by dwarves and other races that make their homes beneath the earth.

They are solitary creatures, and with reason: their appetites make it impossible for one area to support the feeding needs of more than one of these giant worms.

COMBAT: Purple worms burrow under their prey to attack by surprise, engulfing and swallowing victims with one quick motion. It uses its tail stinger to defend from those who would attack it from behind, as it is unable to attack with both bite and stinger in the same direction. The burrowing of a purple worm often causes localized earthquakes that grow stronger as the creature approaches. This is a telltale sign that an attack is imminent.

SWALLOW WHOLE: When a purple worm makes a bite attack, and the roll is a natural 19 or better, the victim must succeed at a dexterity save at a -10 penalty to avoid being swallowed whole. Once swallowed, the victim enters the worm's crushing, acidic digestive system. Each round spent inside the worm causes 1d20 + 10 points of damage, and 10 points of acid damage. A victim can attempt to cut its way out of the worm by using a light slashing weapon to deal 30 points of damage to the creature (armor class 17). If a victim manages to cut free of the worm, peristalsis and other muscular actions close the hole, and other swallowed victims must cut their own way out.

POISON: Any creature struck by the purple worm's stinger suffers 2-24 points of damage. A successful constitution save reduces this damage by half.

PYGMAIOI

NUMBER: 4-24+
SIZE: Small (1 ft.)
HD: 1 (d8)
AC: 16
SAVES: P
MOVE: 20 ft.
ATTACKS: By weapon
SPECIAL: See Combat

INT: Average
ALIGNMENT: Any
TYPE: Humanoid
TREASURE: 1
XP: 7+1

One of several mythical races of Humanity said to live beyond the Known World. The Pygmies, so named for the Greek measurement between the elbow and wrist (about a foot), is their size in estimation. It was said they lived in Africa (or sometimes India) and went on a yearly war against the crane as it migrated each spring to their fields.

These miniature humans were bent on war and according to some travelers, they would place ladders onto goblets to drink out of them while waging war on the hand of the other, or use needles for swords and spears. They were territorial and did not tolerate strangers of any size in their lands.

Later Classical accounts place them in northern Thule as well, which would make them Norse gnomes or the near equal in mythical context. Most of the Hellenic scholarly world, mainly in Athens, refused to believe the wild claims of the Pygmies (Aristotle for example), but tales persisted long into the Late Roman Empire.

COMBAT: Due to their lack of size and strength, they will fight using numbers and ingenious ideas to take down their enemies. They will wield magic if needed to overcome their foes, and have no qualms about it.

PYROLISK**NUMBER:** 1**SIZE:** Small**HD:** 5 (d10)**AC:** 15**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** Bite (1d3)**SPECIAL:** Immolation**INT:** Low**ALIGNMENT:** Neutral Evil**TYPE:** Magical Beast**TREASURE:** 6**XP:** 140+5

The pyrolisk is almost identical to the cockatrice. It is a foul, ill-tempered looking bird with a reptilian neck and tail and patches of mottled red skin showing where its oily feathers have fallen off. The difference is a single bright red feather at the end of its tail. It has small wings, but rarely flies but can move twice its movement speed for one round by jumping and using the wings to buffer its movement.

They are voracious eaters and very aggressive. They mark and guard their territory, and anything that enters it, that seems to pose a threat earns its immediate attention.

They are asexual beasts, dropping eggs periodically and burying them in the dirt. They hatch and are on their own.

COMBAT: They stalk their prey before they attack, cawing at it, bobbing from side to side, attempting to distract it, before they set it on fire. It will attempt to bite its opponents with its small, wicked beak.

IMMOLATION: Anyone caught in the gaze of the pyrolisk will burst into flames. The initial damage is 2d4, with no save given, and no to-hit roll needed. Each round thereafter, the victim will take 2d4 additional damage if they do anything but try and douse the flames. If they turn their full attention to the flames, and attempt to put them out, they will take 1d4 damage the following round and the flames will extinguish the next round, allowing them to attack (or do anything they wish) again.

Q—**QUAL-MAN****NUMBER:** 2-24**SIZE:** Large (7 ft.)**HD:** 1 (d10)**AC:** 14**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** 2 Fists (1d4) or By weapon**SPECIAL:** Berserkergang**INT:** Low**ALIGNMENT:** Neutral**TYPE:** Humanoid**TREASURE:** 2**XP:** 7+1

Qual-men appear as tall, hairy, barbaric humanoids. They are aggressive, territorial and savage. The qual-man stands nearly seven feet tall, with thick brown hair growing on their heads, backs, chests, arms and legs. They have sloping foreheads, hunched backs and deep feral eyes. The creature is fearsome indeed. Anyone entering their lairs will be attacked viciously and without warning. While not evil, the creatures act not unlike a bear if their homes are intruded upon.

Found in any clime, but only in remote, barbaric places, the qual-man is rarely seen by civilized men. They have a crude understanding of the common tongue, but normally speak only their own language. They can grasp simple concepts, but eschew advanced schemes in tactics in favor of brute strength. They fear any sort of magic greatly and must make a charisma save in the face of any caster or run fleeing for 3 rounds. If, however, they are faced with magic while inside of their homes, they will not flee, but instead attack the casters savagely.

For reasons known only to the qual-men, they have an intense hatred for elves. They will sometimes allow themselves to be slaves of the drow to further their desire to slay the surface elves on sight. If an elf is in a group they attack, and the qual-men will focus the majority of their attacks on any elf in the party.

In a group of 12 or more, there will be one qual-man that has maximum hit points and is armed. Most of these creatures attack with their



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fists, but the lucky ones will use weapons of their victims or crudely fashioned weapons of their own make.

COMBAT: Qual-men will never be confused with soldiers that rely on finesse, stealth or tactical advantage. They are brutes that overwhelm any opponents with fists or weapons. They never accept or ask for surrender. Each fist does 1d4 damage, while any weapon used will gain a +1 to all to-hit rolls.

BERSERKERGANG: When a qual-man is brought to 0 hit points, it does not fall. Rather, it enters into a frenzy where all attacks are made with a +3 to all rolls. When brought to -6 or below, they will fall dead. The blood of a qual-man is used by some alchemist for their mysterious potions. A full vial of the creature's black blood will fetch up to 25gp to the right buyer.

QUASIT

NUMBER: 1

SIZE: Small

HD: 1 (d8)

AC: 14

SAVES: P

MOVE: 40 ft., 60 ft. (fly)

ATTACKS: 2 Claws (1d2); Bite (1d3)

SPECIAL: Darkvision 60 ft., SR 3, Spell-Like Abilities, Polymorph

A quasit is a minor demon, summoned to the prime material plane to serve some equally evil wizard. They are small, spindly, bipedal creatures with long tails and unnaturally long arms. They have four long fingers on each hand: two fingers and a thumb for grasping, and the fourth a long claw of razor-sharp bone. They are common in nether worlds, where they serve all manner of evil masters, but they are rare on the mortal realms. They linger only to serve, or to find another to serve if their master is slain.

They are thoroughly evil, and gleefully undertake malicious acts without provocation. However, they are cowards as well. If a quasit's master is absent, it will remain hidden from enemies until an ideal time to murder them, or another master is found. They are able to harvest souls for their nether masters, and will do so if they have a ready doorway to a plane of evil.

Due to their origins on the nether planes the quasit can only be hit by iron, silver or magical weapons.

COMBAT: Quasits are too small for effective combat, and avoid it when they can. They will polymorph into small animals, such as toads, bats, or coyotes, to flee dangerous combats. If pressed, they will use their very minor magic to fight off foes, and as a last resort, they will enter melee using their claws and fangs.

POLYMORPH: Three times per day, quasits can polymorph themselves into one of the following creatures: frog/toad, bat, or coyote. This ability is identical to the spell *polymorph* (as used on oneself).

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 1

XP: 17+1



SPELL-LIKE ABILITIES: Quasits are able to cast the following spells once per day: *protection from good*, *darkness*, and *pyrotechnics*. They cast these spells at the 3rd level of ability.

QUICKLING

NUMBER: 2-8

SIZE: Small

HD: 1 (d12)

AC: 23

SAVES: P

MOVE: 100 ft.

ATTACKS: 2 By weapon

SPECIAL: Bonus to Initiative, Double Attacks, Spell-like Abilities

INT: Superior

ALIGNMENT: Neutral Evil

TYPE: Fey

TREASURE: 4

XP: 11+1

Quicklings are a race of fey creatures that legend says have dabbled in dark, malevolent arts better left alone. The exposure has turned them dark, evil, and malicious. The magic that now flows through them has given them extremely fast speed, sometimes even too fast to see clearly. A quickling, traveling at top speed, is but a blur to most eyes. As such, they have a tremendously high armor class and are deadly in combat. They normally travel in small bands and can be found in any climate, save the coldest arctic areas. As there has been little contact with these fey, their intent is only speculated.

Not much is known about the quickling. It is theorized that, due to such an accelerated metabolism, their life span is relatively short, which is correct. Most quickling mature at age three and die around age ten. Quicklings speak the fey language common to sprites, grigs, et al as well as elven and a smattering of common. However, it is almost impossible for most creatures to understand them as they speak in such an accelerated and high pitched voice.

COMBAT: In combat quicklings great speed grants them a +5 to their initiative roll. They have two attacks per round. They always attack with their daggers, for anything else is either too large or not conducive to their tremendous agility. If successful, they do 1d4 damage per hit.

SPELL LIKE ABILITIES: *Darkness*, *faerie fire*, *ventriloquism*. These abilities are usable once per day, at 5th level ability.



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RAKSHASA**NUMBER:** 1-4**SIZE:** Medium**HD:** 7 (d8)**AC:** 21**SAVES:** P**MOVE:** 40 ft.**ATTACKS:** 2 Claws (1d3), Bite (1d4)**SPECIAL:** Detect Thoughts, Spells, Change Shape, Darkvision 60 ft., SR 16, Immunity to Magic, Blessed Vulnerability

Rakshasas are bipedal tigers that have opposable thumbs on their front paws, and are able to manipulate objects. They are exceptionally refined creatures, wearing clothes as would any wealthy human, and enjoying an ostentatious taste for fine fabrics, jewels, and gems. They are dangerously intelligent, and have the magical ability to appear as other races. They often do so in order to pass through towns and cities unnoticed. Rakshasas may gather to form adventuring parties of up to four members. They can be encountered anywhere, without regard to climate or environment.

Rakshasas are always in search of more power and wealth. They decorate their palaces with trophies of their adventures and displays of their riches.

COMBAT: Rakshasas are fearsome combatants. They are supernaturally tough, and are able to brush off most attacks, including all but the most powerful magic. They do not engage in combat for pleasure, only through necessity. However, they are proud of their collective ability to wreak havoc among their foes, and relish the opportunity to shine in battle.

DETECT THOUGHTS: A rakshasa can telepathically read the thoughts of any creature within 100 feet. This ability can be blocked by 1 foot of stone or 1 inch of thick metal. Rakshasas are immune to surprise, and cannot be sneak attacked, back attacks, or death attacked.

CHANGE SHAPE: Rakshasas are able to appear as any form of humanoid they wish, including specific members of whatever race they choose. Before entering a new area, they will use their ability to detect thoughts to discover inoffensive forms to assume. Rakshasas are immune to all polymorph effects unless they wish to be affected. A rakshasa loses only its natural attack methods when assuming another form. It retains all other special abilities and special attacks, as well as its armor class, hit dice, hit points, saves, and so forth. They will use equipment in their assumed forms, and their stats should be modified appropriately.

IMMUNITY TO MAGIC: Rakshasas cannot be affected by any spell or effect of 8th level or lower, or non-magical weapon, unless they wish to be affected.

BLESSED VULNERABILITY: If a rakshasa is struck with an attack by a crossbow bolt that has been blessed by a good cleric, the rakshasa is slain instantly.

SPECIAL: Rakshasas are considered 5th level wizards and 1st level clerics, and have all abilities of those classes, including spellcasting.

INT: High**ALIGNMENT:** Lawful Evil**TYPE:** Magical Beast**TREASURE:** 8**XP:** 810+7**RARÓG****NUMBER:** 1-3**SIZE:** Small to Medium (3-6 ft.)**HD:** 5 (d8)**AC:** 19**SAVES:** M, P**MOVE:** 60 ft.**ATTACKS:** Claw (3d6), Beak (2d8), By weapon**SPECIAL:** Shapechange, Fire Control

The Raróg are said to be the spawn of the smith god, Svarog, and definitely share in his fiery temper, hairy appearance, and other abilities. Normally, they appear as dwarven beings, but they have many appearances, if needed, to survive or to serve a purpose.

These dwarves are skilled in smithing weapons and tools but do not do so willingly. Their skills are often meant for their own circles of society, but if their items are obtained by mortals, they are prized and always highly enchanted.

Raróg have no enemies or allies in the world and can easily turn on anyone with savagery if betrayed, attacked, or deceived. Mostly, they live away from others, deep in the rocky hills and mountains.

COMBAT: In their natural dwarven form, they will lethally wield any weaponry, possessing knowledge of them from their skill at smithing. They fight simply and directly, leaving little room for subtlety.

SHAPECHANGE: These shape-changing beings can take the following forms: a fiery hawk, raven, falcon, or a demonic whirlwind of energy. As a whirlwind, they can cast lightning at two foes in one action, doing 2d20 damage and cannot be harmed except by spells and one other weakness. They might also be taken down by throwing an iron dagger into the middle of the whirlwind. Only a critical roll will succeed, but it will slay the raróg instantly.

RAT, GIANT**NUMBER:** 1-100**SIZE:** Small**HD:** 1 (d4)**AC:** 13**SAVES:** P**MOVE:** 30 ft., 15 ft. (climb)**ATTACKS:** Bite (1d2)**SPECIAL:** Disease, Twilight Vision**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Animal**TREASURE:** 1**XP:** 7+1

Rats are highly resilient rodents that are found in every climate and every terrain. They shy away from light, but become very bold in the dark. They don't generally attack other healthy creatures, but will feed on almost anything that is wounded and unable to defend itself. They are encountered in groups of up to 100; a small percentage (about 10%) will be carriers of a disease. Occasionally a large swarm of hundreds of rats may be encountered.

COMBAT: Rats are skittish and avoid combat at all costs, fleeing whenever disturbed. They may try to bite and eventually eat anyone that is wounded and vulnerable. Large swarms of rats become emboldened, and may attack partially wounded people.

DISEASE: Any creature bitten by a rat has to make a successful constitution to avoid being infected by a disease from the rodent's saliva. The Castle Keeper should refer to the Castle Keepers Guide for examples, but the disease should have a base CL of 2.



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RAVEN

NUMBER: 4-36

SIZE: Small

HD: 1 (d2)

AC: 14

SAVES: P

MOVE: 5 ft., 60 ft. (fly)

ATTACKS: None

SPECIAL: Twilight Vision

Ravens are large, black, majestic-looking birds. They are revered by many cultures, feared by others, and used as servants by some. Ravens are intelligent birds. They possess a rudimentary language, and are able to learn bits and pieces of other languages. Ravens have long memories and pass these memories on to their offspring. As such, ravens are wise creatures and the greatest of them can recount great stretches of history. They are also attributed with the gift of prophecy. A raven can live up to the ripe old age of 180.

They are friendly to gnomes, and are often found in their company, where they are welcomed as friends rather than servants. But other creatures see them as well, hobgoblins frequently raise ravens, twisting them to their own evil purposes.

Ravens congregate in flocks, known as conspiracies, of 4 to 36. They cannot be surprised in lighted conditions.

COMBAT: Ravens do not participate in combat, and flee when danger threatens.

REAPER

NUMBER: 1

SIZE: Large (7 feet tall)

HD: 20 (d12)

AC: 25

SAVES: M, P

MOVE: 40 ft.

ATTACKS: 2 Claw (1d10) * See *Death Strike* and *Rend*

SPECIAL: Blend Into Shadows, Death Strike, Fear Aura, Great Strength, Etherealness, Planewalk, Persistent Tracker, Weapon Invulnerability, Immunity to Poisons, Trackless Movement, Regeneration 5, SR 10

The Reapers are a truly fearsome form of extra-planar being. They appear as figures, cloaked and hooded, shaped as a grey haze in the atmosphere. The true appearance of these beings is unknown save to its victims, as is the origin of such a being. Although, rumors do persist about a failed pact between the force of death itself and demonic powers gone horribly wrong. A glimpse of its face is the last sight it permits its victims to see.

They are remorseless killers. Death and slaughter for them is an instinctive need. They cannot be bargained with, persuaded, nor deterred by any form of reason once their target and course are set. These beings fear nothing although they may show some measure of respect for the more powerful demonic lords and divine beings, both of which tend to use these creatures as a means of retribution.

INT: Inferior

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 5+1



Typically these beings travel over great distances and across various planes of existence having no set destination or purpose save that of an insatiable need for slaughter.

Occasionally they can be persuaded by more powerful entities to serve as a most effective assassin. Although due to the nature of the reaper even the most powerful of beings do so with much unease.

BLEND INTO SHADOWS: When at rest and not moving this creature can remain virtually undetected in shadows. No form of magic or detection save divine power can precisely locate a reaper when it stands stationary. Only its fearsome aura (see Fear Aura below) can alert one to the demon's presence.

DEATH STRIKE: With each stroke of its claws there exists a chance, should the reaper choose, that the target will be killed instantly by the substance of the reaper itself. The character is allowed a charisma save to attempt to stop this effect.

ETHEREALNESS: As per the spell the creature can assume a ghostly form which enables it to pass through solid objects and step in and out of the ethereal plane.

PLANEWALK: Reapers are able to enter and exit the astral or ethereal planes at will.

FEAR AURA: Like the encroachment of death one can sense the presence of these beings through the tell tale dread generated by their proximity. Any creature who fails a charisma save is subject to the reaper's fear. They cannot fight, cast spells, approach within 10 feet of the reaper, or even look upon the reaper.

REND: The reaper possesses great strength, equal to that of a Titan, which it uses to eviscerate its victims. This has the effect of adding the creatures HD to the damage total. The razor sharp edges of the creature's claws also ignore the defense of non magical armor.

CK NOTE: Due to the creature's nature this is generally its preferred mode of killing although as mentioned above, for specific tasks, the death strike may be used. This is entirely dependent on the inherent nature of the reaper itself. It may enjoy the challenge of defeating an opponent without using its most deadly ability.

PERSISTENT TRACKER: A reaper possesses legendary tracking ability. The reaper tracks by the very essence of the target it hunts. There are no barriers that can prevent this being from finding a target once it has caught onto a scent.

Non detection spells, *invisibility* and any similar such obscurement are also ineffective since the creature does not need sight to track its intended prey.

WEAPON INVULNERABILITY: Normally it takes a +3 or better magical weapon to penetrate the substance of these beings. Silver or mithral, due to the inherent spiritual and conductive qualities of the metal, can likewise inflict harm determined by the type of weapon.

IMMUNITY TO POISONS: No known poison whether natural or supernatural can harm these demonic beings.

TRACKLESS MOVEMENT: These beings leave no trace of their passing upon any given surface.

REGENERATION 5: The reaper can regenerate 5 points of damage per round including that caused by fire and acid damage. Any severed limbs are regrown. Magical damage cannot be regenerated.

REMORHAZ

NUMBER: 1-4

SIZE: Large

HD: 7 (d10)

AC: 20

SAVES: P

MOVE: 30 ft., 20 ft. (burrow)

ATTACKS: Bite (6d6)

SPECIAL: Swallow Whole, Heat, SR 5, Darkvision 60 ft., Twilight Vision

Remorhaz are huge, sinuous insectoid creatures that possess many legs and a bony pair of massive wings. Their heads resemble that of a centipede, with three sets of interlocking jaws. They are always light blue in color and have white multifaceted eyes. They are very large, strong, and extremely quick. These beasts dwell in places of extreme cold, but they magically generate intense heat during times of stress, when feeding, or when burrowing. Remorhaz are always hungry. They make their nests in burrows deep under snow and ice, or in caves or dungeons. They are solitary creatures except when they are mating or rearing young. Remorhaz scales are prized as shields for their ability to withstand heat and are worth several hundred gold.

COMBAT: Remorhaz lie in wait, concealed beneath the snow or in a darkened cavern. When they spy their prey they strike with amazing speed, biting victims and attempting to swallow them whole. When in combat, remorhaz generate intense heat, forcing many opponents to fight them from a distance – something that remorhaz do not readily allow.

SWALLOW WHOLE: When a remorhaz rolls a 20 on a bite attack, the victim must succeed at a dexterity save (CL 5) to avoid being swallowed. Once swallowed, the victim enters the creature's hot and acidic digestive system. Each round spent inside the beast

INT: Inferior

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 7

XP: 720+7

causes 1d8+8 points of crushing damage and 8 points of acid damage. A victim can attempt to cut out of the remorhaz's gullet by using a light slashing weapon to deal 15 points of damage to the creature (armor class 17). If a victim manages to cut free of the creature, it perishes.

HEAT: When a remorhaz is agitated, aroused, or feeding, it secretes a volatile chemical that reacts violently with cold air. This causes a massive radiation of heat. If a non-magical weapon strikes a remorhaz, this chemical coats the weapon, causing it to be instantly softened and useless. The remorhaz suffers no damage from the attack, and the weapon will melt in 2 rounds. Any creature that comes into direct contact with a remorhaz's skin experiences burning agony, and suffers 5d8 points of fire damage.

RETRIEVER

NUMBER: 1

SIZE: Large

HD: 10 (d8)

AC: 22

SAVES: P

MOVE: 50 ft.

ATTACKS: 4 Claws (3d6)

SPECIAL: Fear, Spell-like Abilities

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 3,150 + 10

These horrors are sent from powerful creatures that reside in the evil outer planes (i.e. Gehenna, Hades, The Nine Hells, etc.) to this plane for some nefarious purpose. Be it punishment for a follower that has fallen from grace or revenge on a vain enemy, the mission is the same: death.

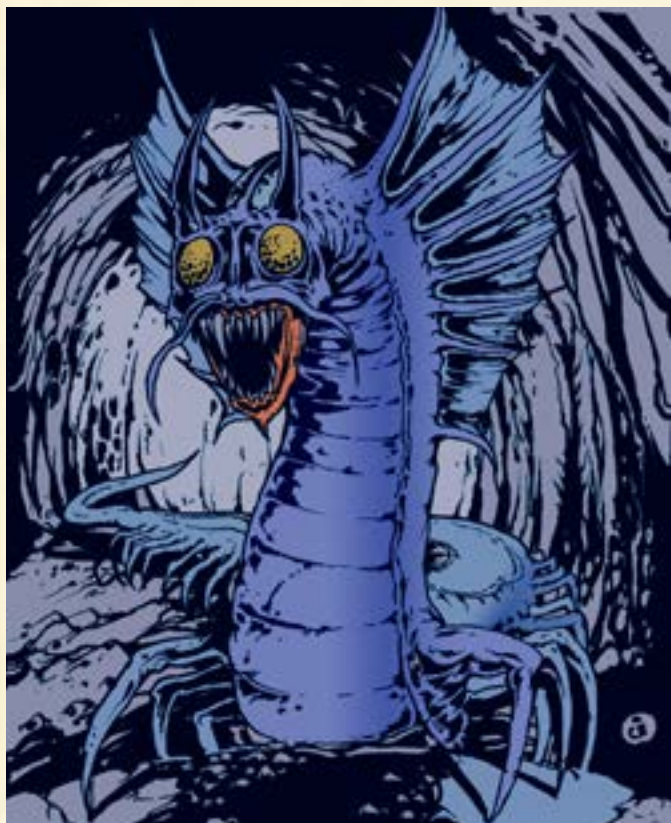
The retriever resembles a giant spider, standing almost nine feet tall at its highest point. They are covered in coarse, black hair except for their legs, which are hairless. Their back four legs are used for movement only. The speed of the creatures belies its enormous girth, for it can run faster than most humanoid. It is quite nimble as well, if it has room to maneuver. Its front four legs are always raised and never touch the ground. Each ends in a massive blade-like appendage, not unlike a scimitar or tulwar. The creature has a huge, gaping mouth that constantly drips black ooze with large pincers on either side.

COMBAT: The retriever prefers to attack at night and outdoors, for here it can use its maneuverability to its advantage. It will initially use one of its gaze attacks (flame or ice) from a distance, possibly two, before changing to melee. In melee, it can bring all four claw attacks to bear on a single victim, or can split between two victims if they are in front of the creature. Each successful attack inflicts 3d6 damage. If the creature discerns that one member of the group is quite the adversary, it will use any remaining gaze attacks (polymorph or petrification) on this person. The creature cannot use both claw attacks and gaze attacks in the same round.

SPELL-LIKE ABILITIES: It has two large multi-faceted eyes for vision and four smaller eyes above the larger ones. These small eyes can each shoot forth a beam of magic as follows:

Flame: The first eyes shoots a jet of flame. Anyone hit by the flame takes damage equal to the current hit points of the creature (dexterity save for half damage). Anything flammable on the victim has a chance to ignite, and possibly be ruined.

Ice: The second eye shoots a beam of ice. Anyone struck takes damage equal to the creature's current hit points (dexterity save for half) damage. Anyone failing the save will also attack last in each subsequent round until the ice has melted somewhat (1d4 rounds).



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Polymorph: Anyone struck by this ray must make a constitution save or be polymorphed into a small spider. The victim retains all of his faculties, but cannot attack nor do anything useful. This effect lasts 2d4 rounds.

Petrification: Anyone struck by this ray must make a constitution save or be transmuted into stone, not unlike the basilisk's gaze attack. Until reversed, this effect is permanent.

Each gaze attack must recharge for six rounds before being used again, and can only be used thrice per day.

FEAR: Merely being in the presence of a retriever is a horrifying experience. Creatures below 5th level (or 5HD) will flee as if they were a victim of the spell *fear*. Creatures of 6th level (6HD) to 9th level (9HD) are allowed a charisma save. Failure means they too are consumed with fear. Those of 10th level (10HD) or higher are immune to this effect.

It is not uncommon for the denizens of the evil outer planes (demons and devils mainly) to employ the retriever as a steed when on their home plane, though this is rarely seen elsewhere.

REVENANT

NUMBER: 1

SIZE: Medium

HD: 8 (d8)

AC: 10

SAVES: P

MOVE: 30 ft.

ATTACKS: Hand (2d8)

SPECIAL: Spell Immunity, Weapon Immunity, Regeneration, Turn Immunity, Holy Water Immunity, Choke Attack

Any humans (and only humans) that have died an extremely ghastly death can arise as a revenant to exact revenge on its killer. The revenant, in life, must have had a minimum of 15 constitution, intelligence and wisdom to become a revenant. Even at that, the chances are very slim.

A revenant knows nothing but revenge and will stop at nothing to track down and kill its murderer. It retains some small bit of knowledge it had when alive, but has forsaken all but those that are crucial to him. Regardless of their alignment when living, the revenant is always true neutral. Regardless of mission, job or destiny when alive, the revenant is now only driven by revenge.

The revenant appears like a zombie, but with much more fluid motion, intelligence and determination. They are not mindless and can actually speak and reason with others that share a common language, for they remember their native tongue even in death. Their speech is always a coarse whisper. The creature may approach any creature near its place of death and ask about its killer. Those that treat it with respect will be left unharmed as the revenant moves on, absorbed by its mission. If it is attacked, it will fight until it is free to again go about its business.

COMBAT: When the revenant finds that which it seeks, it will lock its skeletal hand about its victim's neck (a to-hit of 12 or better is needed). Once successfully grasped, it will inflict 2d4 damage per round (no further to-hit roll needed) until its victim is dead. Once the victim is dead, the revenant will disintegrate and its soul will finally find peace.

WEAPON IMMUNITY: No normal, silver or magical weapon will have any effect on the revenant as far as damage. Body parts hit, even

the head, have a 5% chance per to-hit roll to be chopped off (i.e. A 13 is rolled on a d20 for hit purposes. While it will not inflict damage, there is a 65% (13 * 5%) chance that a body part will be chopped off). The CK should use the following chart to see what body part is lost:

1-2:	Right leg
3-4:	Left leg
5-6:	Right arm
7-8:	Left arm
9:	Severed at the waist
10:	Head

If an attacker announces he is attacking a certain area (a called shot), forgo the chart and allow the named body part to be lost instead.

REGENERATION: Regardless of any body part being lost, the hand that has grasped the victim's neck will not release. Each severed limb can move of its own accord and will constantly attempt to rejoin. The revenant will rejoin in four rounds if left undisturbed. Even while taking blows and losing body parts, previously lost appendages will continue to rejoin. The revenant will regenerate 3 hit points per round, starting the round after he has first taken damage.

SPELL IMMUNITY: The creature is immune to all spells, save for fire-based spells. The only thing that can kill the creature is fire. And only by reducing it to ashes can it truly be destroyed. Fire based spells do double damage. Regular fire (torch size) does 1d6 damage. When the creature has taken 50% of its hit points in damage, it is assumed to be on fire itself and will, at that point, take 1d4 points of damage from the fire, even if no one is attacking it.

TURN/ HOLY WATER IMMUNITY: It is immune to a cleric's turning ability and is unaffected by (un)holy water or (un)holy symbols.



ROC**NUMBER:** 1-4**SIZE:** Large**HD:** 18 (d8)**AC:** 17**SAVES:** P**MOVE:** 20 ft., 80 ft. (fly)**ATTACKS:** 2 Talons (3d6), Beak (4d6)**SPECIAL:** Twilight Vision**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Animal**TREASURE:** 9**XP:** 5,900+18

Rocs are gigantic birds of prey that inhabit huge old-growth forests and lofty mountain peaks. They resemble massively proportioned eagles or hawks. The male roc is deep brown, with a mottled yellow breast; the female roc is light brown in color. They live in aeries built in the tops of ancient hardwood trees, on ledges in high mountains, or occasionally in the tops of abandoned keeps and castles. They prey upon large creatures, such as cattle, horses, and elephants. It is quite astonishing to see a roc pick up an elephant in the same manner as a hawk picking up a rabbit. They swoop down with great speed, grabbing prey to carry away and eat. Like any bird of prey, they have uncanny vision. If they are raised from hatchlings, they can be trained as mounts.

COMBAT: Rocs typically attack only large animals, flying very high above them before diving to strike with their talons. If a victim resists, the roc attacks with its beak.

ROCK REPTILE**NUMBER:** 1-4**SIZE:** Small**HD:** 3 (d8)**AC:** 17**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** Bite (1d4)**SPECIAL:** Surprise**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Magical Beast**TREASURE:** Nil**XP:** 40+3

As the name would suggest, the rock reptile is a reptilian creature with a hard exterior, resembling stone. They walk upon four clawed legs and have a tail that stretches half their body length behind them. From snout to tail, they rarely grow longer than three feet. Their body is a lumpy gray, looking decidedly like a collection of small stones. Their eyes are orange, but are small and beady. They can detect someone in their lair by small tremors in the rock floor and rarely open their eyes until they pounce for an attack. They are almost always found in caves and underground tunnels and blend in so well as to be almost impossible to see.

COMBAT: Rock reptiles attack without fear and attempt to bite opponents. Their mouth is lined with jagged teeth, the consistency of rock. A successful hit imparts 1d4 damage.

SURPRISE: As they camouflage so well with their surroundings, rock reptiles get a free attack at the beginning of combat. A wisdom check can be attempted to detect the creatures, but the CL is 10 (dwarves receive a +1 to this roll).

**ROPER****NUMBER:** 2-8**SIZE:** Large**HD:** 7 (d10)**AC:** 24**SAVES:** P**MOVE:** 10 ft.**ATTACKS:** 6 Strands (see below), Bite (5d4)

SPECIAL: Drag, Strands, Poison, Darkvision 60 ft., Immunity to Electricity (full), Twilight Vision, Resistance to Cold (half), SR 4, Vulnerability to Fire

A roper is a subterranean menace, lairing in rough, and wet caverns and tunnels. They are predators of an insidious sort, killing not just for food, but for pleasure. They delight in the slow terror that their depredations cause in their victims. A roper can appear like a stalactite or a stalagmite, but they prefer to hang from cavern roofs, where they are less accessible and frequently not noticed until it is too late. They cling to surfaces with thick resinous glue secreted from their bases. They can hold themselves motionless for weeks, and are invisible to any but the most experienced dungeoneers. Six tentacles, or strands, extend from the lower portion of the creature, serving as its arms. When waiting in ambush, the arms are withdrawn and flattened against the creature's hide, adding to the creature's disguise.



COMBAT: Ropers engage enemies at range, striking with their adhesive strands. Once a victim is caught, they will pull it upwards to them and squeeze the life from it. Once dead, they will pin it to a surface with their tentacles, so that they can crawl over it and devour the body. Ropers nearly always gain surprise, unless magically detected (or some other specific method is used to discover their presence). They are immune to electrical attacks, and take only half damage from cold attacks. However, they are vulnerable to flame, and suffer double damage from any fire-based attack.

STRANDS: Ropers have six strands that they use to attack opponents in any combination desired. They can strike up to 15 feet away.

DRAW: A victim struck by a roper's strand is instantly stuck to it, and is pulled 2 feet per round toward the roper's maw. Each additional strand attached to a victim doubles this rate. Each round, the creature can make a strength save to break the roper's hold. Each strand attached beyond the first cumulatively penalizes this roll by -2.

VULNERABILITY TO FIRE: Fire damage inflicts double damage.

POISON: The ends of a roper's strands exude a thin layer of poisonous sludge. Upon contact, a victim must make a successful constitution save or lose half their strength score. Creatures without a strength score use ½ their normal hit dice value for both attack rolls and strength saves, and cause half damage with melee attacks. This effect lasts for 24 hours.

MONSTERS R

RÜBEZAHL

NUMBER: 1

SIZE: Small to Large

HD: 3 (d8)

AC: 14

SAVES: M

MOVE: 50 ft.

ATTACKS: Slam (2d4), Staff (1d10)

SPECIAL: Jinx, Weather Control

The rübezahl is a bearded man in a grey mantle and cloak, sometimes the height of a gnome, sometimes the size of a giant. They can be found in the woods of the mountains playing a flute or lute, giving the wilderness a delightful sound.

The rübezahl is a mysterious faery that on one day can grant aid and cast a curse on the next. They dwell in caves that are well furnished, often with natural trappings, comfortable and inviting. They are a random folk, both in appearance and mood, leading to unpredictable encounters.

If they are in a good mood, they can divulge any secret, hand over any needed provision or item, or aid in any quest. Unfortunately, the tables can turn just as easily and cause mischief to strangers. The nature of the people they meet can determine their mood.

Only the males of this mysterious faery are seen, and by most accounts it is the same individual causing the rumor that there is only one or that it is the Allfather.

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Fey

TREASURE: 3

XP: 200+3

COMBAT: The rübezahl will use magic, if needed, to gain the advantage in battle (he can use 5th level spells in all lists but cleric), or will use the staff/club to beat the senses out of the enemy.

JINX: If angered, the faery will place a jinx on objects. The jinx will last for 1d10 hours and make it difficult to use (-5 on skill rolls and may eventually be ruined). This ability can be used three times a day.

CONTROL WEATHER: On a limited basis, the rübezahl can influence the climate close to him. Rain, snow, winds, drought or any other variation to the weather patterns can be instantly altered by the faery if they so choose. This can be done once a day, but can cover a ten mile radius and greatly change the landscape at the whim of the rübezahl.

RUEL

NUMBER: 1-6

SIZE: Medium (6 ft.)

HD: 2 (d10)

AC: 10

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Blade Mastery, Confusion

INT: Low to Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 3

XP: 30+2

The ruels are a race of creatures, not unlike man in most appearances. They average approximately six feet tall, with some shorter and some taller. Their most peculiar attribute is their hair which they grow very long, cake in thick gels in order to shape it, bound, knotted, hanging loose or whatever each individual desires. The more pronounced the top hair the greater the creature's status. Most have very dark hair and piercing dark eyes. They have never been seen wearing any armor save hides and animal skins and are almost always barefoot. No females of the species have ever been seen, but considering their extreme resemblance to man, it is theorized there must be a female of the species for reproduction. The oddity of this race, appearance-wise, is that every ruel ever seen has had his entire skin riddled with markings. There is barely an inch of flesh that is not decorated with swirling patterns of bright colors, including the face.

The ruels are exclusively found in tropical climes. Normally, they will be found in jungles, but can be found in open plains or swamp areas as well, though none have ever been seen in hills or mountainous areas. Ruels will set up traps about their homes and will stay hidden as long as possible before pouncing on any creatures that enter their homeland uninvited. They are cruel warriors, attacking the helpless first.

Even though ruels are evil as well as chaotic, it is the chaos that flows through them that defines them more than the evil. Ruels are wild, unpredictable creatures. They will never surrender, but have been known to run from battle, even when winning. Ruels have been known to stand and stare at others for minutes at a time, seemingly ignoring all attempts at communications, only to attack quickly and with no provocation. If a ruel is ever the target of any spell that affects their mind (i.e. *charm person*, *command*, etc), they always get a save (even if the spell says otherwise). Failure will always mean death, as they will never submit to anyone or lose control of their facilities.

COMBAT: The ruels attack quickly and quietly. During combat, they never talk nor make any sounds. Ruels will always attack the less armored or smaller of a group, normally wizards and their ilk. Their mastery at blades will inflict horrible damage in the first few rounds of combat and their helpless spell casters will take the brunt of this onslaught.





BLADE MASTERY: Ruels always fight with a sword of their own making. These swords are notched and cut to make very jagged edges. A strike with these swords in combat will confer a +5 to attack and damage. However, the swords break and notch easily, so that the bonus will fall to +4 in the second round, then +3 in the third, etc. After five rounds, the swords will act as normal swords. Note that these bonuses will decrease whether there is a successful to-hit or not.

CONFUSION: The odd mixture of colors and symbols that cover the ruel's body manifest in constant confusion for their enemies. Anyone looking at a ruel must make a charisma check or be affected as per the *awe* spell, suffering nausea and loss of attribute points.

RUSALKA

NUMBER: 1-6
SIZE: Medium (5 ft.)
HD: 3 (d6)
AC: 14
SAVES: M
MOVE: 50 ft., 100 ft. (swim)
ATTACKS: Claw (2d10), Bite (3d8)
SPECIAL: Laugh of Death, Life Comb, Fateful Tickle

Rusalka are the vengeful, undead spirits of women who were either murdered or committed suicide in a body of water. Although varied in appearance, from beautiful amazons to ghastly hags, they all feed on the suffering of their mortal victims. By nightfall, they slip out of their watery homes, sit on a tree branch, and comb their hair while singing. Although seemingly innocent, they do this to lure in men and drain them of their life force.

The appearance of the rusalka can vary. They might have pallid skin, thin and transparent, burning green eyes, or be perpetually wet. Their hair is usually long and flowing and either green or golden, but very

healthy. Rusalka are fond of gathering in open clearings in the woods beyond their watery homes to sing and dance in wild circles. Their goal is to lure mortal men and children into the circle with them. More often than not, these occasions end in tragedy for the mortal as they are usually slain by one means or another.

Many wise men among the Slovene tribes notice that the rusalka's appearance can be influenced by the condition of the landscape around it. If, for example, the surrounding land is fertile and abundant, they will be beautiful and seductive in appearance. If the land is rough and bare, they will possess harsh, haggard features.

The rusalka are at their most powerful and frequently seen during 'Green Week' in early June; this is their holy week. They spend the week in wild celebratory gatherings often in the fields of local farmers, if their watery habitat is close. Their savage and dangerous nature is heightened, and their menace to mortals is greater during this time.

These malign spirits serve the dark god and his underworld, playing on the carnal weaknesses of mortal men. Their existence in Czernobog's schemes against the surface world of the living is simple. Because of their feral and exotic natures, men are easily drawn to them, and there are few means to resist them except to banish them with a cleric's blessing or by destroying them entirely.

COMBAT: If forced to fight, the rusalka will slash with sharp nails and even bite the foe like a savage beast, snarling and crazed. Rusalka do not normally engage in battle but can if the option to use their magic is not possible. They will make sure the foe remembers them by the well-placed bites and cuts across the body.

LAUGH OF DEATH: Many rusalka can emit a death-dealing laugh that will resonate in the ears and mind of its victims. The range is 50 ft, and the rusalka will make its deathly call for a few rounds, forcing listeners to make a charisma save or suffer a loss of 1d20 hit points per hour until they waste away and perish. Only the blessing of a cleric can rid a victim of this curse.

LIFE COMB: The rusalka can remain out of water for a length of time without drying up and dying if they keep their enchanted comb on them. Without it, they will die in 1d4 hours and become a dried, shriveled corpse no longer capable of animation.

FATEFUL TICKLE: Just like their dreadful laugh, the rusalka can playfully tickle a victim and drain their life away, taking 2d20 HP in damage each round. The target won't even be aware of this being done to them until it is too late.

RUSSET MOLD

NUMBER: 1
SIZE: Medium
HD: 5 (d8)
AC: N/A
SAVES: P
MOVE: 0 ft.
ATTACKS: Cold Damage (1d4)
SPECIAL: Life Drain, Weapon Immunity, Fire Immunity

INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: Nil
XP: 240+5

The russet mold is a creature of animal intelligence found almost exclusively in temperate, subterranean areas. It gains sustenance from absorbing the heat of living creatures around it. It can become dormant for years, not growing, but will reanimate if any warm blooded creature comes within twenty feet of it. The first round a creature is within the twenty foot radius, the russet mold will come to life. On round two,

MONSTERS 5

every creature will take 1d4 points of cold damage (the CK should tell the party they feel a frigid, cold air about them).

It should be noted that characters can stay within the twenty foot danger area and do normal, even difficult, tasks with little ill effects, aside from the damage of course. In other words, characters can search for traps, draw a sword, cast a spell, quaff a potion, et al. The cold is not severe enough to cause characters to become immobile.

COMBAT: The russet mold does not engage in combat per se, but will damage those in its range. It will not (cannot) pursue its prey, as it is a stationary creature. All creatures within 20' of the mold will take 1d4 damage per round.

LIFE DRAIN: For every four hit points taken by creatures, the russet mold gains a single hit point. Thus, if five hit points are lost in a round by multiple creatures, the russet mold would gain a hit point. If ten points were lost in a single round, the creature would gain two hit points. These hit points can regenerate lost hit points, as well as add them to the total hit points of the creature (i.e. if a russet mold has 25 hit points at the start of the encounter, it can raise its maximum hit points to 30, or 35 or 100, etc...).

WEAPON IMMUNITY: Weapons do not damage the russet mold.

FIRE IMMUNITY: Sources of heat actually make it grow larger. A russet mold will gain 1d4 hit points if burned by a torch and gain hit points if any fire-based spell is used against it (i.e. a 6 dice fireball would heal 6d6 points of damage). The only way to permanently kill the mold is by cold-based spells. Any spell using ice/snow/cold inflicts double damage to the russet mold.

RUST MONSTER

NUMBER: 1-4
SIZE: Medium
HD: 5 (d8)
AC: 18
SAVES: P
MOVE: 40 ft.
ATTACKS: Antennae Touch (Rust)
SPECIAL: Rust, Darkvision 60 ft.

INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 140+5

Rust monsters resemble large armadillo-like creatures with long tails and two thin antennae. These creatures have a special appetite for metals and their alloys (iron, steel, mithral and adamantite). They will eat any metal, but they always attempt to feed on pure iron first. These creatures dwell deep in subterranean places, and are often encountered



in pairs. It is rumored that these creatures were originally created by a vengeful wizard to protect against armored foes relying upon steel.

COMBAT: A rust monster engages in combat for food, and they are always hungry.

RUST: Any metallic object striking or struck by a rust monster corrodes instantly. Rust monsters can corrode and devour any metal. Magical items may be destroyed by this corrosion. There is a 10% chance -1% per "plus" of the item in question that it is destroyed by this effect. A +2 longsword would have an 8% chance of decaying.

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SAHUAGIN

NUMBER: 20-80
SIZE: Medium
HD: 2 (d8)
AC: 16
SAVES: P
MOVE: 30 ft., 60 ft. (swim)
ATTACKS: By weapon, Talon (1d4), Bite (1d4)
SPECIAL: Blood Frenzy, Darkvision 60 ft., Freshwater Sensitivity, Light Blindness, Speak with Sharks, Water Dependent

INT: High
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 22+9

Sahuagin are aquatic humanoids that dwell in oceans and saltwater seas. They are roughly the height of humans, but their bodies are thin and gaunt. They have wide, luminescent eyes which enable them to see in dark ocean depths. Their ears are long and fin-like, behind which are their small gill slits. Their hands and feet are webbed, and their skin is scaled. They are usually dull blue or green in color. Sahuagin culture reflects the concept that might determines right, and they are sadistically cruel to weaker beings. They are the bane of fishermen and mariners, as sahuagin are always on the hunt for plunder and war. They show little mercy and leave few survivors behind. They have a particular hatred for mermen and will endeavor to slay them whenever they can.

Sahuagin build underwater castles constructed of rock and coral. They live in communities of 20 to 80 in number. On rare occasions, large castle-kingdoms are created by a sahuagin warlord that rule over several hundred sahuagin.

COMBAT: Sahuagin delight in taunting and harassing enemies before killing them. They attack by disabling a boat or separating some unfortunates from their comrades. Their victims are then killed one by one, in horrific fashion, or simply dragged off to drown in the ocean's depths. Sahuagin favor long stabbing polearms and knives in battle. They wear armor fashioned from coral rock.

BLOOD FRENZY: Once per day, a sahuagin that takes damage in combat can enter a frenzy the following round. A frenzied sahuagin will claw and bite madly until either it or its opponent is dead. It gains a +2 bonus on all attack rolls, +2 damage, and a +2 bonus on its saves; it suffers a -2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

FRESHWATER SENSITIVITY: A sahuagin in freshwater suffers a -2 penalty on all attacks, damage, saves, and armor class. Prolonged exposure to fresh water kills sahuagin. They cannot live more than a few days in freshwater.



LIGHT BLINDNESS: Abrupt flashes of light, as from exposure to the *daylight* spell, blind a sahuagin for 1 round. It then suffers a -2 on all attack rolls and armor class for 1d4 rounds afterwards.

SPEAK WITH SHARKS: Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” In this way, they can summon sharks to their aid.

WATER DEPENDENT: If removed from water of any type, a sahuagin will die in 1 hour.

SALAMANDER

NUMBER: 2-5

SIZE: Large

HD: 5 (d8)

AC: 19

SAVES: P

MOVE: 20 ft.

ATTACKS: Weapon or Tail Slap (1d6)

SPECIAL: Constrict, Heat, Darkvision 60 ft., Immunity: Fire and Enchantments, Vulnerability to Cold

Salamanders are snakelike humanoids that are native to the Elemental Plane of Fire. They possess the torso of a muscled man, with dark red skin. Their lower body is a long, serpentine tail. They do not have legs, but they can support their weight by rising up on the length of their coiled tail. They are wholly evil, and love to consume and burn, often congregating in small groups of 2 to 5 individuals. There is an intense aura of flame and fire around salamanders that can scorch and burn. Salamanders are only found in very hot climates, and especially favor active volcanoes as habitats, when on the mortal realms.

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 5

XP: 200+5

COMBAT: Salamanders typically use spears in combat, though some prefer swords and shields. They can channel great heat through their weapons when they attack. They attack without mercy and will attempt to outflank their opponents. They will always close to melee, if possible, so that their emanations of heat can be used against their foes.

CONSTRICT: If a salamander hits with its tail slap, it wraps the end around the victim in an attempt to strangle and suffocate it. A successful strength save will avoid this fate, but if the save is failed, the constriction takes effect. The constriction of a salamander is so strong that no further saves are allowed; the constriction ends when the salamander chooses, or when it is dead. For each round a victim is constricted, it suffers 1d4 points of damage and suffers from the effects of heat (1d6 additional damage). A salamander can make a strength save of its own to move while constricting an opponent; if it fails, no movement is possible for that round. When constricting, the salamander is partially immobilized and its armor class suffers a -2 penalty.

HEAT: The melee attacks of a salamander are bolstered by elemental flame, causing an extra 1d6 points of fire damage to any victim struck by a weapon, tail, or fist.

VULNERABILITY TO COLD: When struck by cold based weapons or attacks salamander's suffer twice the normal damage.



SAMODIVA

NUMBER: 1-4

SIZE: Medium (5 ft.)

HD: 4 (d6)

AC: 14

SAVES: M

MOVE: 60 ft.

ATTACKS: Weapon, Claw (5d6), Beak (2d10)

SPECIAL: Shapechange, Throw Fire, Make Flame, Fly, Seductive Lure, Blindness

These tall, slender, ethereal women are among the many so created to deceive and cause mankind's downfall. They are fair haired and fair skinned, often glowing, and don thin dresses covered in bird feathers; they may even have wings of their own to fly. Their eyes blaze with a fierce fire, the element that they rule over and wield destructively.

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 4

XP: 450+4

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Samodiva are the essence of the divine in nature, but unfortunately it is with negative consequences for those who encounter them. They are wrathful beings, easily angered and vengeful if wronged or tricked, and they will not relent in their efforts to exact vengeance. Crops, livestock, and other resources dependent on man for survival are often their targets when a lack of interaction with mortals is had.

Their power and strength is embodied in their long, golden hair and sustains them. If hair samples are taken or given, they have the capability of granting 1d10 HP once per day for a week until it runs out of its magical essence. They possess the knowledge of the forest and its herbs like no other but will never impart the secrets to non-samodiva. If one is clever enough, however, they can spy on them and gain some knowledge.

Similar to the rusalka, the samodiva are fond of dancing at night in groups. They do so to the noise generated by the winds in the woods and fields, moving in a primal manner unlike anything ever seen by others. They try to lure in mortal men to join them and make them dance to their death.

Of Czernobog's many demonic minions in the universe the samodiva are exceptionally blessed with many abilities to punish and malign mortals. Men try to resist them, prepare for dreaded encounters, and even make prayers to gods to drive them away. They are, however, persistent in their attempts to lure the mortals to certain doom without any sign of ceasing.

COMBAT: Samodiva attack wildly, hurling fire and sending the weaker mortals into terror from their frightening abilities. One angered samodiva is bad enough to confront, but a whole group of them is much worse and nearly impossible to defeat once they are on the attack.

SHAPECHANGE: As with most magical beings, they are capable of changing their form as needed. Quite often this form is a giant fiery bird, like a phoenix in form but far worse. They do this once per day but they may stay in whatever desired form until that day is over.

THROW FIRE: They can create and hurl fireballs from their hands with great ease. The samodiva can fling a fireball at a target if it is within 50 ft, doing 4d10 damage, double if a critical is rolled on attack. Two fireballs can be thrown per round, if desired. A dexterity save is needed to survive the blast by her foes.

MAKE FIRE: Because of their control over the element of fire, the samodiva can summon forth flames from anywhere (water, ice, stones, etc.) on command. This takes three rounds of concentration, and has a 100 ft range, but the samodiva can summon a raging bonfire that will burn fiercely. On a smaller scale, this can be focused, and a living target can become a victim of overheating or heatstroke if they fail a constitution save. This heat related malady will put an end to the activities of the target by downing them in a coma-state from the heat for 1d6 hours.

FLY: Many samodiva possess large, spectacular wings and can fly (70 ft per round), but others can do so by donning their feather covered dresses and raising their arms. This can be done as many times as needed per day and gives them the ability to soar high in the clouds. Because of their supernatural nature, they can carry several smaller people or one medium height person with little difficulty as they fly.

SEDUCTIVE LURE: The samodiva can make a victim fall into a crazed lust for them with a mere gaze. The chosen victim must make a wisdom save, or they will focus only on their love or lust for her and think of nothing else. The victim will be incapable of performing day to day functions such as eating, drinking, or sleeping while under the

effects of her lure. During his enchanted seduction, she will drain him of his life essence, 1d10 HP per day and 1d4 constitution per day, until he is completely exhausted and unable to function anymore. Then, she will appear before him and make him suffer his last few moments of life as she finishes her vile work.

Only a cleric's blessing to rid the victim of the curses, or the death of the samodiva, can end this dreadful lure.

A lesser form of this ability is the power to lure in males to their nightly dances. This requires the victims to make a wisdom save or be drawn to the frenzied dance, throwing their inhibitions and caution away in hopes of joining a samodiva for carnal pleasure. Only a cleric's intervention by removing the curse, being rescued by others, or the coming dawn can save them.

BLINDNESS: A rarely used ability of the samodiva is the power to cause blindness in those who gaze upon her beauty. If she is caught or spied upon by a mortal and made aware, she will make the victim go blind on command. The victim must make a wisdom save or lose his or her sight for 1d8 hours; if a fumble roll is made, this will last for 1d100 days.

SANDLING

NUMBER: 1

SIZE: Large

HD: 4 (d8)

AC: 17

SAVES: P

MOVE: 50 ft.

ATTACKS: Slam (2d8)

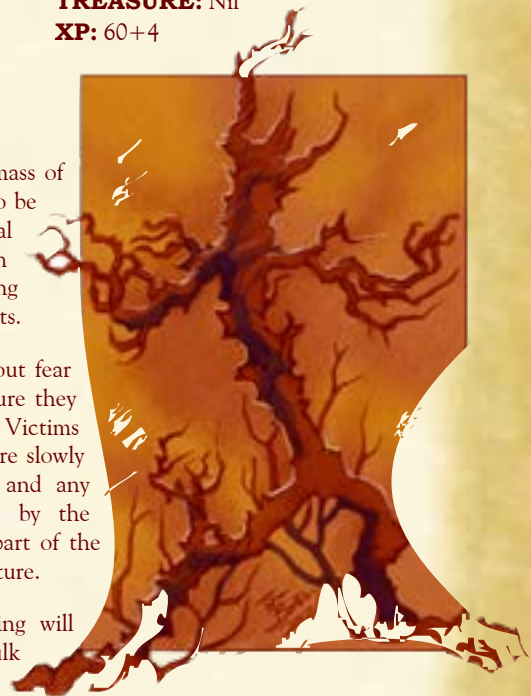
SPECIAL: Insubstantial

The sandling is a living mass of swirling sand, presumed to be a visitor from the elemental plane of earth. They live on our plane in deserts and long deserted human settlements.

They are territorial, without fear and will attack any creature they are not familiar with. Victims who fall to the sandling are slowly ground up, flesh, bones and any non magical equipment, by the sand until they become part of the surroundings and the creature.

COMBAT: The sandling will attack by slamming its bulk into an opponent. The force plus the thousands of small abrasions, combine to do a substantial 2d4 damage. Victims must make a dexterity check to remain standing. Failure means they have been knocked prone by the blow.

INSUBSTANTIAL: The sandling is difficult to hit with standard weapons. Slashing and piercing weapons do only half damage, while blunt weapons will do full. Any attack that uses wind or air will dissipate the creature for 1d4 rounds and inflict 2d10 damage. Any large amount of liquid thrown on the creature will slow it for 1d4 rounds, causing it to attack last in each round and doing only 1d4 damage.



SANDMAN**NUMBER:** 1-6**SIZE:** Medium**HD:** 4 (d8)**AC:** 17**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** Nil**SPECIAL:** Sleep, Limited Magic Immunity, Resistant to Damage

As its name implies, the sandman is a bipedal man-shaped creature made entirely of sand. It is assumed the creature is not of this world, possibly from one of the para or quasi elemental planes. Being a visitor to this plane, they can be found in any clime.

COMBAT: The sandmen will not attack. They will only use their sleep ability to disable their enemies and remove them from their lairs. However, these creatures are highly resistant to damage.

SLEEP: The sandmen have no actual attack but are formidable foes nonetheless. They can release small bits of themselves to float about the head of their enemies. Those surrounded as such by the mist of sand must make a constitution check or fall under the effects of a *sleep* spell (one which can affect any level and is not bound to those 5HD or lower). This sleep will last 5d6 turns. If someone actively tries to awaken a sleeping victim, they will come out of their slumber in 1d4 rounds. Victims must make a constitution check every round the sand swirls about their head. No holding of breath or closing of the eyes, nor any actions, will save them from making saving throws. If, however, they flee from the sandmen, they will not pursue and the sand will dissipate once they are thirty feet away. If the sandmen are successful in placing all of their foes under their magical sleep, they will remove them from their lair and leave them. Sandmen are mainly neutral, but some possess a malevolent streak. This can manifest itself when their victims are sleeping, as they may steal items or place their victims far apart from one another.

LIMITED MAGIC IMMUNITY: Only spells that affect an area can affect them (i.e. *fireball*). Spells that target a single entity are useless (i.e. *lightning bolt*).

RESISTANT TO DAMAGE: Spells that do affect them do so only at half damage (if save failed) or no damage (if save was successful). All weapons do only half damage to them, as they can easily avoid any blow by subtlety shifting their bodies. This ability is inherent to the sandmen. It is not unknown for powerful masters to imprison sandmen and use their sleep ability to their advantage.

SATYR**NUMBER:** 2-12**SIZE:** Medium**HD:** 3 (d8)**AC:** 15**SAVES:** M**MOVE:** 40 ft.**ATTACKS:** Head Butt (2d4), Magical Weapon**SPECIAL:** Pipes, SR 6, Twilight Vision, Blend

Satyrs are humanoid fey. Their legs are those of a bipedal goat, and their torso is that of a well-defined man. They have two small horns on their brows, darkly tanned skin, and tend to grow thick beards. They live in warm, ancient forests, and pass time by eating, drinking,

INT: Average**ALIGNMENT:** Neutral (Evil)**TYPE:** Extraplanar**TREASURE:** 3**XP:** 150+4

reveling, and playing their enchanting pipe music. They gather in small groups of 2-10 individuals, and at least one of them will be carrying a magical pipe instrument. Satyrs occasionally carry some sort of enchanted magical weapon. They are generally shy and avoid conflict; if pressed, they will fight until an escape opportunity arises. Satyrs are always male.

Satyrs have a fondness for human women, especially those that are particularly charismatic. Satyrs will attempt to lure them into their wood by charming them with their piping. Once they have ensorcelled them, they lead them deeper into the forest, where they will live out the rest of their days feasting, drinking, and dancing, under the constant charm of the satyr's pipes.

COMBAT: Satyrs are normally armed with bows or spears. They attack from a distance if necessary, adopting harassing tactics meant to confuse, outmaneuver, and weaken opponents. In melee combat, they attack by ramming opponents with their horns. In combat, one satyr in the group will distract enemies by playing haunting tunes on his pipes.

PIPES: Depending on the nature of the encounter, and the relative threat posed by the attacker, a satyr will generate either a *charm*, *sleep*, or *fear* effect. The *charm* will be used only if human females are encountered. It acts as a *charm person* spell, but only affects females (of any race). The *sleep* will be used if the victims carry some item the satyrs want. This acts like a *sleep* spell, except it will affect any number of hit dice or levels within 30 feet of the song. The *fear* effect is reserved for strong opponents. This is the same as a *fear* spell, except it can affect any number of hit dice or levels within a 30 foot radius of the song. A satyr can make use of each of these abilities once per day. Apart from satyrs themselves, few creatures have mastered the satyr's pipes. Only the most skilled and worthy of bards have even dared to play them.

BLEND: Satyrs are virtually undetectable in their home forests, knowing the terrain intimately. They hide in these environments as a 10th level rogue.

MONSTERS S

SCARECROW

NUMBER: 1-4

SIZE: Medium

HD: 5 (d8)

AC: 14

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Fists (1d6)

SPECIAL: Constitution Drain

INT: None

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: Nil

XP: 140+5

These vile creatures are the animated forms of the more mundane entity of the same name. An evil cleric, using a variety of spells and a series of instructions, may create these beasts for his own machinations. Normally found out of doors, they can be found in any clime and anywhere. The scarecrow looks almost exactly like those constructs farmers make and place in fields to frighten away animals. Any material can be used, from cloth to wood, from rotten vegetables to old flour sacks. Its innards can be straw, but can also be sand, rocks or dirt. As such, the creature has no set weaknesses.

COMBAT: Despite its wobbly, unsteady appearance, the scarecrow is an adequate adversary. The creature will strike with an unexpected strength, doing 1d6 damage with each of its fists. It will also, as stated below, drain constitution from its opponent.

CONSTITUTION DRAIN: The touch of a scarecrow is debilitating to its victim. Those so touched lose one point of constitution each time the icy hand of the creature strikes them. Aside from suffering the obvious effects of constitution loss, the victim will die if their constitution reaches 0. Once the scarecrow is slain, these lost points will return to the victim at a rate of one per hour until the constitution is back to normal.

SCHNABELGEISS

NUMBER: 1-5

SIZE: Medium

HD: 2 (d10)

AC: 18

SAVES: P

MOVE: 50 ft.

ATTACKS: Headbutt (2d6), Hooves (1d8), Beak (2d4)

SPECIAL: None

INT: Low

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: Nil

XP: 40+2

This is an unusual animal that is a mountain goat with a bird's beak in place of a normal mouth. The creature is tall and has horns, making it more dangerous.

Schnabelgeiss leap about the mountains feeding like predators and herbivores at random times. This is an unusual sight for strangers only used to animals in the wide world

These animals are rarely sighted by anyone in any of the mortal



worlds but they are spoken about by many races. Their bodies are covered in white, curly wool that is thick and hard to penetrate. Their ability and speed, however, makes catching or hunting them difficult. They grunt and growl monstrosly and, at times, appear sentient.

COMBAT: The schnabelgeiss ram their foes with their horns, if they can, or kick with their hooves and then leap about to prevent capture or injury. They fight only to defend themselves or to protect their young.

SCREAMING DEVILKIN

NUMBER: 1

SIZE: Small

HD: 3 (d8)

AC: 18

SAVES: P

MOVE: 30 ft.

ATTACKS: Tail (1d6)

SPECIAL: Scream

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraplanar

TREASURE: 2

XP: 35+3

The screaming devilkin is, as its name would imply, a visitor to our world from the outer planes where demons and devils dwell. While the real reason it is sent is unknown, many theorize it is to strike fear into the normal populace and spread its evil to as many as it can. The creature is extremely aggressive and will attack with no provocation. They are vile little creatures, rarely growing past two feet. They have dark red, leathery skin, small horns atop its head, two large bat-like wings and a long tail ending in a wicked barb. It also sports two tiny arms that seem inconsequential.

COMBAT: The devilkin will attempt to swoop in from above and strike with its barbed tail. If successful, the victim will take 1d6 damage. The relatively high armor class is achieved primarily via the creature's ability to dodge and avoid being hit rather than a thick hide. If this ability is negated, the creature's armor will suffer as well.

SCREAM: The scream of the devilkin is a horror to behold. It begins as a low moan, but quickly reaches its apex. Once it does, its loud, pandemonious din wreaks havoc to all within 100'. Communication is non-existent, even if screaming. Spell casters are unable to cast any spell with a verbal component. A constitution check must be made each round by all within range. Failure means they take 1 point of damage from the sound and incur a -1 on all rolls.

SCREECHER

NUMBER: 1-10

SIZE: Medium

HD: 3 (d8)

AC: 8

SAVES: N

MOVE: 1/5 ft.

ATTACKS: N/A

SPECIAL: Shriek, Twilight Vision

INT: None

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: 2

XP: 30+1

These mushroom plants grow underground, in dank caverns with very little light. They do not have a distinctive appearance, usually being pale red, blue, or green in color. They are often cultivated by intelligent creatures that dwell in the underworld, as these mushrooms have the



startling ability to function as a primitive alarm. When approached, or when illuminated by a light source, screechers emit a piercing keening noise at a high volume. This noise continues until the screechers are no longer disturbed, and can be heard at great distances underground. Screechers are able to move, though very slowly. They are edible, and kobolds find them to be especially tasty.

COMBAT: Screechers cannot attack. Their only method of defense is to shriek in order to scare foes off or draw in other monsters.

SHRIEK: A screecher will blast a piercing, high-pitched sound whenever a creature approaches within 10 feet, or if directly illuminated by a bright light source (such as a lantern, torch, or *light* spell). This lasts 1d6 rounds, or until the fungus is no longer disturbed. Any creature able to hear the noise may come to investigate.

SCUCCA

NUMBER: 1

SIZE: Large

HD: 8 (d8)

AC: 16

SAVES: M, P

MOVE: 40 ft.

ATTACKS: 2 Claws (4d6), 2 Bite (3d8)

SPECIAL: Two Heads

Scucca are large, black two-headed dogs that smell out graveyards and the dead to feast on their remains. The ravenously hungry Scucca will devour anything living in its way as it prowls.

This massive mastiff-like beast comes from Helleand is one of the many hounds of the dark gods. The scucca cannot be surprised because of its two heads. This is because one head will sleep while the other is awake, never falling completely into slumber and becoming vulnerable.

COMBAT: Both heads can attack simultaneously, and it can also attack with its ferocious claws, either on one opponent or a couple at a time. Just like a rabid hound, the scucca will go for the most fragile and weak extremities on the foe.

TWO HEADS: Because the scucca has two heads, it can watch all sides around it and never be ambushed or surprised unless magic is used.

SELKIE

NUMBER: 4-24 (1)

SIZE: Medium

HD: 3 (d10)

AC: 15

SAVES: P

MOVE: 30 ft., 90 ft. (swim)

ATTACKS: Bite (1d6) or By weapon

SPECIAL: Breath Underwater, Change Shape, Limited Spell Use

The selkie are a race of intelligent seal-like creatures that live in salt water, normally near human civilizations. When in their normal form, they are almost indistinguishable from normal seals, save their hands.

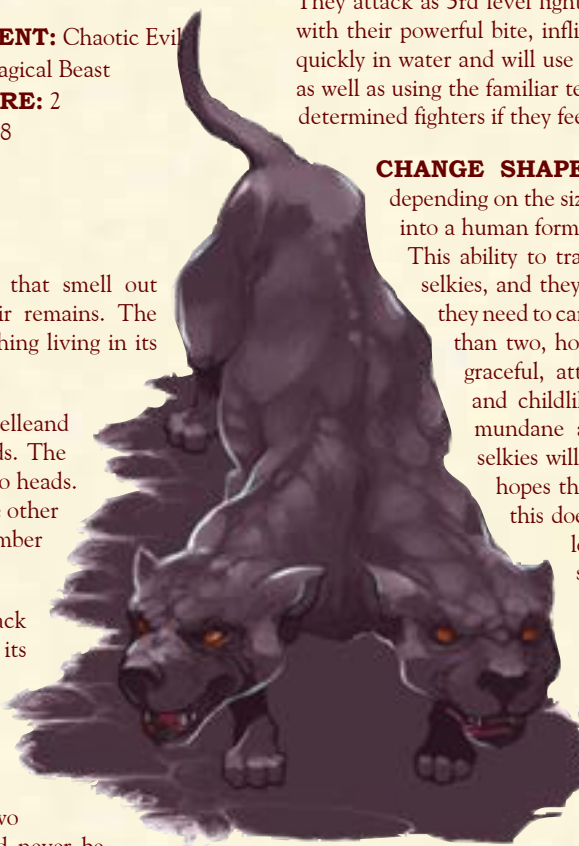
INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 2

XP: 200+8



While seals have flippers, selkies have hands that resemble humans, albeit webbed. Selkies are intelligent and will use their surroundings to their advantage and will hide from obviously superior creatures or numbers. They are, however, very fascinated by humans and this curiosity will sometimes override their inherent self-preservation instincts.

In their natural habitat, selkies belong to a tribe of about fifty. There are definite gender roles in selkie society. The males will hunt and gather food, defend the lair and interact with humans. The females will raise the young, prepare the food and maintain the lair. Female selkies are held in high esteem by the males and they will never treat the females with hostility or scorn. Males will always allow females to eat first and will often bring their mates trinkets from the many expeditions they take.

COMBAT: In human form, the selkie can move 30', as humans. They will normally fight with longswords and wear little or no armor. They attack as 3rd level fighters. In their normal form, selkies attack with their powerful bite, inflicting 1d6 damage. They can move very quickly in water and will use this maneuverability to their advantage, as well as using the familiar terrain. The selkie are very aggressive and determined fighters if they feel their home is threatened.

CHANGE SHAPE: A few times a month, more or less depending on the size of their tribe, one selkie will polymorph into a human form and enter a human settlement for trade.

This ability to transform into a human is available to all selkies, and they will sometimes go in pairs as humans if they need to carry a lot of goods. They rarely go with more than two, however. In human form, selkies are lithe, graceful, attractive humans. They will seem naïve and childlike and take great interest in otherwise mundane activities. It should be noted that the selkies will send their most experienced member in hopes that they will not be so naïve. Sometimes, this does not work as well as they hope. Selkies love human food, especially wine. A selkie can maintain its human form for twenty-four hours before changing back. If they are still on land when this occurs, they will begin to suffocate, taking 1d3 damage per round. If a selkie feels they will not make it home in time, they will divulge their hidden identity and plead that they are returned to the sea. Other than this, selkies will never reveal their true self.

LIMITED SPELL USE: The eldest male in the tribe is the ruler, and all selkies will acquiesce to his word. He has the following spells to use once per day: *cure serious wounds*, *bless*, *suggestion*, and *command plants*.

SEIRENS

NUMBER: 1-3+

SIZE: Medium (5 ft.)

HD: 5 (d6)

AC: 17

SAVES: M, P

MOVE: 40 ft. 60 ft. (fly)

ATTACKS: 2 Claw (3d6)

SPECIAL: Siren Song

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Monstrous Humanoid

TREASURE: 3

XP: 300+5

MONSTERS 5

Considered the 'Muses of the Lower World', these foul tempered Sea Nymphs with a luring and bating voice are the bane of sailors. Their appearance is a mixture of the upper half of a woman combined with the lower of a bird, giving it the ability to fly and perch as one.

So set on watching men drown in the sea that they must do so themselves in turn if their fail their task. Many believe the rocks in the sea are them after they have dived in, angry that men have refused their lure. The name of their song or lure is Ligea, and it is powerful, only the powerful music of Orpheus and the gods could overcome it, or in rare cases clever thinking like Odysseus using wax in his ears to block out their song.

The Sirens, regardless of tradition, are mean-spirited and seek to lure sailors and their ships to a terrible demise on the rocks. Their tactics work and never seem to be prepared against well, or they defeated. They shouldn't be a foe that is used lightly, or just viewed as annoying, but a major challenge.

COMBAT: Usually they stay back and sing their dangerous song to force the listeners to their peril. If made to act, they will fly in and swoop with talons and be ferocious, sometimes picking up enemies and dropping them on the rocks to die or in the raging seas to drown.

SIREN SONG: This powerful song can be heard for miles, over ten miles to be exact. The Ligea is so strong that those that hear it must make a charisma save or be drawn to the source and do whatever it takes to get there mindlessly and obsessively. If this means crashing the ship on the rocks, sinking it, sailing or rowing it over a maelstrom or gorge, etc. just to get to the Sirens. There are few ways to break this song; slay the singer, overpower the song by another greater song, or make the charisma save.

SHADE

NUMBER: 1
SIZE: Medium
HD: 5 (d8)
AC: 15
SAVES: P
MOVE: 30 ft.
ATTACKS: By weapon
SPECIAL: Surprise, Spell Resistance, Ability Increases, Plane Travel

INT: High to Superior
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: Nil (5 in lair)
XP: 280+5

A shade is a human or demi-human that has traded its mortal existence on our plane for immortality on the shadow realm. The process (while keeping their minds intact) have left them bitter, angry, and quite evil.

If found here for their own purposes, shades are known to stalk parties in shadows, waiting for them to become weakened or stop to rest. They delight in striking from the shadows and have an intense hatred for all things good and decent. They will choose their victim based upon things they have witnessed when following. Good aligned clerics and paladins are always at the top of their list.

COMBAT: The shade will react in combat much as it did in life. All classes can become shades, except for paladins, druids and monks. Shade clerics are obviously evil and will worship a like aligned deity, regardless of whom they worshipped in life.

PLANE TRAVEL: They reside on the shadow realm but will return to their home plane for various reasons (i.e. forced servitude, protection of treasure, visiting their homeland or malevolent reasons known only to them).

ABILITY INCREASES: Shades still walk the path they did in life as far as class goes. The CK is suggested to create an NPC as normal, rolling for abilities and assigning spells, etc. as they normally would. These abilities will change depending upon where the shade is encountered.

Light	Ability	SR	HP	AC
Conditions	Scores			
Bright	50%	0	66%	-3
Average	75%	0	75%	-1
Twilight	100%	10	100%	0
Shadowy	125%	13	125%	+1
Night	150%	15	150%	+3
Complete Darkness	200%	20	200%	+5

The highest an ability score can achieve is 30. For example, if the strength for a shade was rolled as an 18, it would be a 9 (50%) in bright light, a 14 in Average light (75% of 18 = 13.5 rounded up to 14), an 18 in twilight, a 23 in shadows (125% of 18 = 22.5), a 27 at night and a 30 in complete darkness (the score would be a 36 in darkness, but 30 is the maximum). The same would go for hit points.

A shade will almost never be found in lighting conditions brighter than average. They hate the light and will stay away from it at all costs. Shades are almost impossible to discern in light darker than twilight and can surprise easily (anyone attempting to detect them does so at a -5 penalty).

SPELL RESISTANCE: At shadowy light or darker, the shade receives a Spell Resistance score. Also, armor class is modified as above, worse in bright light (12), best in complete darkness (20). For clarification, bright light is bright sunshine or magical light, average is normal daylight, twilight is sunset / sunrise, shadowy is darkness illuminated by candles, lanterns or some other synthetic light, night is a normal night sky above ground and complete darkness is underground or unnatural, magical darkness.

SHADOW

NUMBER: 1-4
SIZE: Medium
HD: 3 (d12)
AC: 13
SAVES: M
MOVE: 30 ft., 40 ft. (fly)
ATTACKS: Incorporeal Touch (1d4)
SPECIAL: Create Spawn, Strength Drain, Darkvision 60 ft., Incorporeal, Blend, Sunlight Vulnerability

INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 3
XP: 75+3

Shadows are incorporeal undead creatures. They appear as wisps of black, vaguely humanoid in shape. They are either doomed souls who, in life, perpetrated great evil against innocents, or they are thralls, created and bound to darkness by another shadow.

Shadows are maddened spirits, and their corruption has made them altogether evil.

They are often solitary, lurking among ancient ruins or in deep subterranean passageways.

On occasion, from 1-4 shadows may be encountered haunting the same area. They have an overwhelming hatred for all living things and seek to bring them death and corruption.

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COMBAT: Shadows will use their lack of solidity to their advantage. They will walk through walls, crawl up through floors, and attack from the shadows that give them their name. They are incorporeal, and are only affected by physical attacks using magical weapons.

STRENGTH DRAIN: A shadow's touch forces the victim to feel the agonizing shock of death. A creature so touched suffers the loss of 1 point of strength; creatures without strength scores suffer a -1 penalty to attack rolls, effectively losing 1 hit dice (the creature's hit points, saves, and hit dice-dependent abilities remain the same.)

If the victim survives the encounter, lost strength returns at the rate of 1 point every 2d4 minutes.

CREATE SPAWN: A creature reduced to 0 strength by a shadow's strength drain attack is slain. The deceased will rise again as a shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a shadow is forever dead, and cannot be restored to life by any means short of a *wish*.

BLEND: In darkness, a shadow is virtually undetectable. It is considered *invisible*, and it can attack without spoiling this concealment. If several bright light sources are used, or magical light is cast forth, a shadow can be seen and fought normally.

INCORPOREAL: Shadows are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them.

SUNLIGHT VULNERABILITY: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

SHADOW MASTIFF

NUMBER: 4-16

SIZE: Medium

HD: 4 (d8)

AC: 14

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (2d4)

SPECIAL: Bay, Trip, Blend, Darkvision 60 ft., Incorporeal, Sunlight Vulnerability

INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: 4

XP: 140+4

Shadow mastiffs have the body of a large, heavily muscled canine with smooth black skin. Their eyes and mouth are very dark red, almost black in color. When they howl the red intensifies until it is blood red, this is one of the tells that the creature is a shadow mount.

Though not undead, they are natives of the negative planes and are used as hunting hounds by many of the greater devils and demons of those planes. When they are unleashed they go mad on the hunt and at times accidentally cross over to the material plane, not knowing how they arrived, nor having any idea of how to return to their native realms.

They hunt in large packs as one will follow the next, slipping through whatever portal or gate they have stumbled upon. Once on the material planes they hunt anything they see.

When hunting, they pursue their quarry in packs of up to 16 beasts, baying, howling, and taking great pleasure in the chase. Their howls are deep, long, and have a shadow of fear within their echoes.

They are also used as guardians, watching over a wizard's treasure or a demon's lair. They are loyal to masters who have tamed them.

COMBAT: Shadow mastiffs enter combat enthusiastically, baying, snarling, and leaping at their foes. They will bite at targets and use their strength and bulk to drag them to the ground, where they can be slain more easily. They use pack tactics to disorient and weaken opponents, and their ability to blend with darkness plays to their advantage. They are incorporeal, and all physical attacks do half damage unless delivered by spell or magical weapon.

BAY: When a shadow mastiff howls or barks, all non-evil creatures within 300 feet must succeed at a wisdom save or become panicked for 2d4 rounds. This effect is identical to the effects of the spell *fear*.

TRIP: After successfully biting a foe, a shadow mastiff can attempt to drag that enemy to the ground. The opponent is allowed a dexterity save to resist being pulled to the ground. If a victim is pulled to the ground, that creature automatically acts last in the next combat round.

BLEND: In darkness, a shadow mastiff is virtually undetectable. It is considered *invisible*, and it can attack without spoiling this concealment. If several bright light sources are used, or magical light is cast forth, a shadow mastiff can be seen and fought normally.

INCORPOREAL: Shadow Mastiffs are incorporeal creatures, and normal weapons only do half damage to them. Only magical weapons of +1 or better can fully affect them.

SUNLIGHT VULNERABILITY: If a shadow mastiff is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

MONSTERS 5

SHAMBLING MOUND

NUMBER: 1-4 **INT:** Low
SIZE: Large **ALIGNMENT:** Neutral
HD: 8 (d8) **TYPE:** Plant
AC: 20 **TREASURE:** 8
SAVES: P **XP:** 1,300+8
MOVE: 20 ft.
ATTACKS: 2 Slams (2d8)

SPECIAL: Blend, Constrict, Darkvision 60 ft., Electrical Conversion, Twilight Vision, Immune to Fire (half), Resistance to Cold (see below), Regeneration 2

Shambling mounds are large humanoid heaps of rotting plant life, possessed of a lesser sentience and incredible strength. Shambling mounds are often found in dark marshes, swamp lands, fetid ponds, and other similar wetlands. They are intelligent enough to understand the difference between harmless passing creatures and genuine threats. If their territory is passed through without harm, shambling mounds will not attack.

Occasionally, druids deploy them to guard their sacred groves, and they will undertake this duty with firm resolve.

These creatures are able to merge with the swampy environment in which they live. They can flatten themselves, altering shape so they appear as nothing more than an ordinary part of the landscape. They often pass themselves off as just more muck and weeds in the midst of a marshland.

COMBAT: Shambling mounds often surprise their foes, leaping from their hiding locations to attack when enemies are right beside them. They are fearless in combat, and are aware of their power, advantages, and vulnerabilities. They attack by slamming their opponents with their massive, trunk-like appendages. If protecting personal territory, shambling mounds will use discretion to flee from combat when overmatched. If tasked to defend a druid grove, shambling mounds will fight to the death.

BLEND: A shambling mound is virtually undetectable when lying still in a swamp. In these conditions, shambling mounds hide as 15th level rogues.

CONSTRICT: If a shambling mound hits a single opponent with both slam attacks, that opponent is grabbed, and pulled to the creature. A successful strength save allows the victim to escape this grasp. Each round thereafter, a constricted victim suffers 1d8 points of damage, and then another strength save is allowed to attempt escape.

ELECTRICAL CONVERSION: A shambling mound struck by an electrical attack suffers no damage. Instead, it thrives on the energy and grows larger, gaining 1 hit dice. This increase in hit dice provides additional hit points and gives it an additional +1 bonus on all attacks and saves. It also increases the Challenge Level of all saves against the shambling mound's abilities by 1. This effect lasts for 20 rounds.

RESISTANCE TO COLD: Shambling mounds suffer no damage on a successful save against cold-based attacks. This saving throw applies even if the attack does not normally allow one. If the shambling mound fails this save, it suffers only half damage from the attack.

REGENERATION: Shambling mounds are able to regenerate 2 hit points per round while they are in swamps, marshes or any type of muck – be it river muck or muck as defined by aquatic ecologist Sarah Clem.

SHARK

	SHARK	SHARK, MEGALODON
NUMBER:	1-24	1
SIZE:	Medium	Large
HD:	3 (d8)	14 (d8)
MOVE:	60 ft. (swim)	60 ft. (swim)
AC:	15	16
ATTACKS:	Bite (1d6)	Bite (4d10)
SPECIAL	Nil	Swallow
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	Nil	Nil
XP:	20+3	4,100+14

Sharks are carnivorous fish that inhabit almost every body of salt water. Depending on the species, they may hunt in packs of up to 24, or as individuals. They have extremely acute senses. With their sense of smell, they can detect one drop of blood in 25 gallons of water, and can smell that drop up to a quarter of a mile away. Larger quantities of blood can be detected up to a mile away. Their eyesight is also excellent. They have color vision, and, like a cat, have very good vision in dim light conditions. They are also very sensitive to motion, and to the presence of other organisms. They can detect electrical signals carried in the nerves of other creatures, and can feel pressure differences in the water from passing organisms.

Megalodons are rare prehistoric sharks that reach 50 feet in length or more, and weigh almost 48 tons. They can swallow any prey up to the size of a cow whole, and do so on a natural attack roll of 19 or more. Prey swallowed whole by a megalodon is killed, and there is no saving throw to avoid this fate.

SHEEN

NUMBER: 2-6 **INT:** Average
SIZE: Medium **ALIGNMENT:** Chaotic Neutral
HD: 1 (d10) **TYPE:** Extraplanar
AC: 15 **TREASURE:** 2
SAVES: P **XP:** 11+1
MOVE: 30 ft.
ATTACKS: Bolt (1d8)
SPECIAL: Defensive Damage, Dying Attack

The sheen is a strange creature, obviously from a plane other than ours. Sages theorize it may be one of the energy planes: abnegation (negative energy) or apodiction (positive energy). Regardless, the sheen is a strange sight to behold. They are amorphous without shape or form, consisting of little more than an undulating sheet-like form of energy. Their edges glow a blinding white, and small arcs of electricity fall from their form, charging the air around them. Their face a gaping maw with floating orbs of light moving about it.



The sheen can be found in any clime and any region. They avoid water, but are not afraid of it, nor does it damage them. They seem to enjoy shocking creatures and mundane objects, possibly to see what effect it has on

these items. They are not evil creatures, but show little regard for life, privacy or social norms. No one has ever distinguished if the creature has different genders, what the creature eats or how long they live.

COMBAT: The creature will attack with a bolt of electrical energy, doing 1d8 damage. They have a range of twenty feet with this attack.

DEFENSIVE DAMAGE: Anyone striking a sheen in melee, with a metal weapon or with bare flesh, will take 1d4 damage.

DYING ATTACK: If slain, the sheen will explode in a ball of electricity, doing 1d4 damage to all within five feet. Its body will be consumed by this explosion.

SHELKEROW

NUMBER: 1

SIZE: Large

HD: 10 (d8)

AC: 19

SAVES: P

MOVE: 50 ft.

ATTACKS: Slam (2d10)

SPECIAL: Energy Drain, Detect Good, Immunity (Weapon, +1)

INT: High

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 2250+10

The shelkerow is a being native to the abnegation (or negative energy) plane. It is normally summoned here as an assassin, but can be used as a guard or protector. Summoning this creature requires human sacrifices, the summoner's blood and a tome of unknown origins. Needless to say, the tome is extremely hard to find, the ceremony fraught with malevolence. The creature appears as a great column of black smoke, reaching up to twenty feet. It can move and sway of its own free will and gather into any form it desires, although always appearing as black smoke. In its natural form as a column of smoke, it can strike like a serpent or fly through the air like a great, black arrow.

COMBAT: The creature has two forms of attack, one it uses for feeding, the other for defense. Each is quite deadly. Once a likely victim is found--be it a target of assassination or a random good aligned creature--the creature will strike quickly like a serpent. It will always win initiative during the first round; this ability is negated if someone attacks it during the round it is detecting good. It will grab its victim in its smoky tendrils and slam them violently to the ground, causing 2d10 damage. Once so grabbed, the creature will continue slamming them for damage until they are dead, no to-hit roll needed after the initial attack. The victim, however, may make a strength check to break from this hold. When they are held, they cannot attack.

If attacked with holy water, it will inflict 3d4 damage upon the creature and cause it to move away for one round. Any spell used to force a creature to its home plane (*dismissal*, *dispel evil*, *banishment*) will automatically succeed, no touch attack needed, nor any save given. *Holy word* will instantly kill the creature. *Bless* and *prayer* do double their normal powers against a shelkerow. However, the creature cannot be turned as by a cleric, for it is not undead in any way.

ENERGY DRAIN: Its second form of attack, which it will use if very hungry, if very weakened, or on the last victim if all other have died, is its energy drain. It will attempt to encapsulate its victim in its smoky mass. The victim is allowed a dexterity save to avoid this. Failure means the victim is surrounded by the black smoke and is lifted off the ground, approximately three feet. At this point, escape is impossible. The creature will begin draining life, one level per round, until the victim is dead. Each level drained will heal the creature for 1d4 points of damage. The victim trapped inside can still attack with



melee weapons, albeit at a -3 to all attack rolls, but cannot cast spells. Once dead, the shelkerow will drop the empty husk of its victim and move to the next.

DETECT GOOD: The creature has an inherent ability to *detect good*, not unlike a paladin's ability to *detect evil*. It must focus for one round before the determination is complete. Once done, the creature will attack any good aligned creature first. It will avoid anyone, however, that wears openly on its body any holy symbol aligned with a deity of good.

SHELT LU

NUMBER: 1

SIZE: Medium

HD: 3 (d8)

AC: 17

SAVES: P

MOVE: 30 ft.

ATTACKS: Bite (1d4)

INT: High

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 3

XP: 70+3

SPECIAL: Envelope, Energy Drain, Darkvision 60', Shared Damage, Alignment Change

The shelt lu is a peculiar type of undead that is only found in cavernous, underground tunnels. It is thought to be an undead version of a lurker, but this is debatable since the shelt lu is noticeable smaller, approximately six feet tall and three feet across. Regardless of its origins, it is a horror to witness, and worse to encounter. The shelt lu appears as a large piece of white fabric, not unlike a sheet. The upper portion of the creatures has two dark oval spots that seem to be eyes, with a mouth near the center. It moves by a form of limited flight, which gives the illusion of hovering or floating. The creature will attack humans above all others and will actively avoid attacking elves (some say this is due to elves having no soul).

MONSTERS 5

COMBAT: The creature will initially try to envelope its prey. To do so, it must successfully hit an armor class of twelve, modified by the victim's dexterity bonus. If this is done, the creature will bite for 1d4 points each round, needing no to-hit roll. Also, the creature so enveloped must pass a constitution check each round he is enveloped or be drained of one level.

SHARED DAMAGE: Anyone enveloped in a shelt lu will take 25% of all damage done to the creature if it is attacked by outside forces. The trapped victim can take no actions except to try and free himself. To do so, a strength check (CL 5) must be passed. If a cleric successfully turns a shelt lu while it has a person enveloped, the victim must make a charisma save or be stunned for 1d4 turns.

ENERGY DRAIN: Those enveloped by the shelt lu will lose one level if they fail the constitution check. Those drained of all levels will be slain.

ALIGNMENT CHANGE: For every level drained, there is a 1% chance that the victim will change alignment to neutral evil. (Those killed and resurrected double this number). This roll should be made secretly by the CK and the results kept hidden from the group. If a change in alignment occurs, the CK should divulge this information to the player in secret. If the CK believes the player can't (or won't) play the character's new alignment as it should be played, the CK should take control of the character himself (though it is best to have the player continue if at all possible). To change the alignment back, an *atonement* spell must be cast by a cleric of 10th level or higher.

SHISHIGA

NUMBER: 1-8	INT: Average
SIZE: Small (3-4 ft.)	ALIGNMENT: Chaotic Neutral
HD: 1 (d10)	TYPE: Humanoid
AC: 16	TREASURE: 1
SAVES: M	XP: 200+1
MOVE: 50 ft.	
ATTACKS: Claw (4d6), Bite (4d4) Weapon	
SPECIAL: Jinx	

The shishiga are small, feminine, goblin-like beings. They are pale and very unkempt in appearance. Shishiga are troublemakers and enjoy the sport of making life difficult for mortals through a mixture of playful pranks and completely homicidal machinations. Wild-eyed and with a mouth of nasty teeth, the shishiga can be found in dark, untraveled places in homes, large structures, and undesirable places in the wilderness.

Shishiga, by nature, are more inclined to be evil than good, and it is rare to appease them unless mayhem is allowed or offered in some way. These nasty creatures are plentiful in wild places where human settlements have not yet reached, but they will find a way to get inside the homes of those they dislike to wreak havoc. They especially dislike drunkards and will take advantage of them whenever possible.

COMBAT: In combat, the shishiga are quick, confusing, and deadly. As with most beings not human in origin, they are ruthless and show no mercy when they are facing their foes, especially humans. Shishiga will cut throats, jugulars, and arteries with steely knives to win a battle, preferring to use precision and tactics to dispatch an enemy.

JINX: If the shishiga is truly angered at someone, she will place them under a jinx to ruin their fortunes and possibly their life in time. This

can be done twice per day and takes only a simple action of pointing at them and casting an evil eye. If the victim fails their wisdom save they will be jinxed for 1d20 days and suffer a -d6 on all rolls (to miss their saves, combat rolls, etc), and every action they undertake will most likely fail or even fumble. The CK can determine the likelihood of disaster in whatever manner they deem appropriate for the game.

SIMARGL

NUMBER: 1-4	INT: Low
SIZE: Large (15-20 ft.)	ALIGNMENT: Neutral
HD: 4 (d8)	TYPE: Magical Beast
AC: 18	TREASURE: 4
SAVES: P	XP: 450+4
MOVE: 50 ft., 80 ft. (fly)	
ATTACKS: Claw (9d8), Bite (5d20)	
SPECIAL: Multi Headed, Flight	

This massive chimeric beast has seven dog heads on the body of a lion, giant eagle wings, talons on his four paws, and human-like faces. The creature is graceful and powerful and not malignant in nature. The feathers are copper colored on its sleek, furry hide. This is a very colorful being and more sentient than just an animal.

They dwell in Irjy on high mountain peaks and are nearly impossible to find or track, and even more unlikely to be tamed or befriended. Bogatyr and kings have done so, but this number is small in comparison to all who have tried and failed miserably. In spite of its unusual appearance, kings often choose to use the simargl as their heraldic symbol because of their might, grace, and majesty.

COMBAT: Simargl attack their foes using their advantage of having multiple heads and flight. Not only can they bite their prey up to seven times per round, but they can claw and grab their enemies and also have the ability to drop them from dangerous heights to their death. Not outwardly aggressive, the simargl will use tactics and planning in its battle.

SKELETAL WARRIOR

NUMBER: 1	INT: Superior
SIZE: Medium	ALIGNMENT: Chaotic Evil
HD: 10 (d10)	TYPE: Undead (Unique)
AC: 18	TREASURE: 6
SAVES: P	XP: 2,250+10
MOVE: 30 ft.	
ATTACKS: By weapon	
SPECIAL: Immunity to Mind Control, Fear, Spell Resistance, Turn Resistance	

The skeletal warrior is an undead, created by high level, evil clerics as protection and guards. All were powerful fighters in life, some being enemies of the cleric that created them. Their life essence still exists and if they were ever to claim it, they will die and their spirit will pass into the afterlife, tormented no more. Skeletal warriors will always try and regain this life essence whenever they have the opportunity. Whoever controls the essence will have dominance over the skeletal warrior and they will never attack whomever holds it. If they should die, however, the skeletal warrior will stop at nothing to regain it. If the controller dies and the gem is taken by someone other than the skeletal warrior, it will attack them without mercy. If the new owner understands the power of the gem, and commands the creature, the skeletal warrior must make a charisma save (CL new owners level). If they fail, the new owner now has dominance over the skeletal warrior

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and will never attack them. If the charisma check succeeds, the new owner can never control the undead and it will aggressively attack them as stated before.

The essence is usually kept in a gem of some worth, usually in excess of 10,000gp. This gem may be set in a crown, circlet, necklace or various other types of jewelry, or can be loose. The controller of the skeletal warrior will almost always wear the jewelry prominently. The skeletal warrior is bound to any commands they may give and will fulfill them as best he can.

COMBAT: As skeletal warriors are quite uninterested in wizards due to their natural spell resistance, they will focus their attacks on the biggest, strongest fighter in the group. They will normally wield magical, two handed swords. They always wear the finest armor, normally adorned with decorations and medals of some type. Their finery is belied by the fact that it is normally old and threadbare, as the skeletal warrior is normally decades, if not centuries, old.

IMMUNITY TO MIND CONTROL: As an undead, the skeletal warrior is immune to any mind controlling spells.

SPELL RESISTANCE: He is also immune to almost all other spells, for skeletal warriors possess a Spell Resistance of 15.

TURN RESISTANCE: If a cleric attempts to turn a skeletal warrior, they incur a penalty of -7 if the controller is within 100' of the creature.

FEAR: Any creature with less than 4HD (or 4 levels) must make a charisma save or be affected as the spell *fear*. All other creatures must likewise make a charisma save, but gain a bonus of their level minus four (i.e. 8th level creatures gain a +4 to their save).

SKELETON

NUMBER: 1-10

SIZE: Medium

HD: 1 (d12)

AC: 13

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Undead

INT: None

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 1

XP: 5+1

Humanoid skeletons are the animated remains of humanoid creatures. Their bodies are little more than bone and sinew held together by vile sorcery. They move with a slow gait, but have the strength to wield weapons, wear armor and carry shields. Skeletons are mindless, but are aware of living things and always attack them. They are often encountered under the command of an evil cleric or wizard.

COMBAT: Skeletons attack silently and with a very frightening intensity, killing anything living in their path. Because of their bony nature, any slashing or piercing weapons do half damage, while blunt weapons do normal damage.



SKELETON, ANIMAL

NUMBER: 2-20

SIZE: Small

HD: 1 (d6)

AC: 12

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Claw or 1 Bite (1d4)

SPECIAL: Immunity (Spells, as below), Resistant (Piercing, Slashing)

INT: None

ALIGNMENT: Neutral

TYPE: Undead

TREASURE: Nil

XP: 11 + 1

Animal carcasses that are the target of *animate dead* are raised as animal skeletons. Only small creatures can be raised as such, no bigger than a large dog.

While having no special attacks or abilities per se, they are immune to *sleep*, *charm* and a variety of mind-controlling spells, as well as taking half damage from slashing or piercing weapons.

COMBAT: Depending on the animal, the skeleton will either claw attack twice for 1d4 or bite for 1d4. Quadripedal creatures will mainly use the two-claw attack, while avian and invertebrate creatures will rely on the bite. Because of their boney nature, any slashing or piercing weapons do half damage, while blunt weapons do normal damage.

SKOHLs

NUMBER: 1-10

SIZE: Medium to Large

HD: 4 (d20)

AC: 17

SAVES: M

MOVE: 60 ft.

ATTACKS: Bite (3d12), 2 Claw (4d8)

SPECIAL: Fire Breath

INT: Average

ALIGNMENT: Chaotic Neutral/ Evil

TYPE: Magical Beast

TREASURE: 4

XP: 450+4

These demonic wolves come from the barren rocky plains of Helle, with fire in its eyes and breathe, and are related to the black dog and hell hounds in the Seven Worlds. These beasts are commonly found in the tribal lands of the Goths in Germania in Middangeard. During the Wild Hunt, they run in packs with the leader and act as hunting hounds when needed, but their presence is dreaded by those they find.

They are the spawn related to Sculon trapped in Helle, and a larger relation chases Sunna and Mūna in the skies perpetually eager to devour the sun and moon and send the universe into a complete darkness. Skohls are large enough to be ridden if tamed, but it takes a ruthless and heavy-handed trainer to attempt it without being ripped to pieces.

When skohls howl, nightmares will fill the mind of those sleeping (wisdom save) for the duration of the terrifying noise. Lesser animals will flee from the hellish sound and those weak and meek will seek shelter. It is feared that packs of skohls will plague Middangeard someday unless the brave stem the tide to their frequent attacks and presence.

COMBAT: Skohls essentially attack as dire wolves in combat, fierce and wild, tearing their prey apart. They will gang up on a foe as well and slay the threat, but all must abide with the alpha leader in the end.

FIRE BREATH: Skohls possess a breath from the burning fires of Helle and can incinerate their prey or enemies if given a chance. This can be used in two ways depending on the situation: 1.) the Skohls can



breathe a small cloud of flames every other round doing 3d12 damage for the duration of the combat, or, 2.) choose to save up the energy and give two massive bursts (at any point in the combat) doing 9d12 damage during the battle.

SKOLOPENDRA

NUMBER: 1-2
SIZE: Large (20+ ft.)
HD: 10d10
AC: 16
SAVES: P
MOVE: 40 ft., 60 ft. (swim)
ATTACKS: 2 Pincers (2d20), Bite (2d12)
SPECIAL: Nil

INT: Low
ALIGNMENT: Chaotic Neutral
TYPE: Beast
TREASURE: 3
XP: 400+10

This monstrosity is said to be similar to a hideous crawfish in form but little more, but the size of trireme ship and was pulled ashore. Where there is one according to mythic thinking, there are several more deep in the waters, large and small. The information about it scarce but mentions that it has the hindquarters similar to a crayfish in form, with flippers and hard carapace.

COMBAT: Being the only source describes it as being so close to a giant crayfish, it would be logical to assume this sea monster likely would fight as an angry lobster. It would use its pincers and grab fiercely and hold, twist and snap the foe into pieces until it could kill it.

SKRØMT

NUMBER: 1
SIZE: Medium
HD: 10 (d8)
AC: 20
SAVES: M
MOVE: 30 ft.
ATTACKS: Slam
SPECIAL: Touch of Death, Frightful Moan, Telekinesis, Incorporeal, Immunity (Weapon, +1)

INT: Average
ALIGNMENT: Lawful Evil
TYPE: Undead
TREASURE: 8
XP: 1,750+10

The skrømt or Deildegast is a spirit that guards the sacred border-stones between tribes. These violent spirits will terrorize an area around the stone (if moved) until it is set right. It can be harmed by magical weapons and spells but little else. The skrømt will wail and shriek, letting its call echo in the countryside, sometimes creating nightmares and sleeplessness.

The skrømt can transform into a ghost white owl and haunt the radius of 200 ft around the border-stone on a limited basis (once a night). It will be frenzied and extremely violent towards anyone that dares to come near it.

How the skrømt spirit is bound to the stone varies from tribe to tribe, but many were sacrifices and criminals put to death by the tribe for their evil deeds. The wizards would bind their spirit to the stone to bless and protect the tribe in that direction (east, west, north, south) and react if the marker stone is moved or broken.

COMBAT: The skrømt will look like a normal person except for ripped and bloodied clothes and then attack the unsuspecting victim. It can choose to become corporeal at will to cause more damage or remain misty in form. These angry spirits will not stop until they have killed or driven far away the cause of the troubles.

TOUCH OF DEATH: A skrømt touch drains the life energy of the victim, whether through pure fear or by sucking in the victim's psychic force into its insatiable ectoplasmic gullet. This touch literally takes years off of the victim's life. Humans and half-orcs age 1d4 decades, halflings and half-elves 1d6 decades, and dwarves and gnomes 3d4 decades. Elves are immune to this form of skrømt attack, as their life force is eternal, and they do not fear death.

INCORPOREAL: Skrømt exist only partially within the mortal realms, most of their essence resides in the ethereal. A creature on the mortal realms cannot attack a skrømt except with magical weapons, though a creature in the ethereal can attack the ghost's manifestation there with normal weapons.

FRIGHTFUL MOAN: Skrømt can wail their eternal grievances, evoking the darkest and most morose sentiments. This horrific moan causes a cacophonic noise that unsettles the mind. Any creature hearing this noise must succeed at a **wisdom** save, or suffer the effects of fear, as the spell. A successful save grants that individual immunity to that particular skrømt's moan for 24 hours.

TELEKINESIS: Skrømt are able to acutely focus their rage, allowing them to manipulate the physical realm. This ability is identical to the telekinesis spell.

SKRZAK

NUMBER: 1-6
SIZE: Small (2-3 ft.)
HD: 1 (d20)
AC: 18
SAVES: M
MOVE: 60 ft., 90 ft. (fly)
ATTACKS: By weapon
SPECIAL: Take Soul, Fire Control, Wish Grant

INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 325+1

The skrzak demons originate in the abyss. Like their name, these spawn are small versions of their dark god and resemble his appearance and temperament. These malicious imps fly between worlds serving their cruel master, acting out his many schemes and plots.

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Skrzak are of limited intelligence but serve well and follow orders as given without question. Winged and a little misshapen, the imps of Czernobog usually hide behind the scenes in the affairs of their victims, manipulating events to transpire as their master designs. Capturing or attempting to enslave one will only anger the rest of the skrzak who will seek to free their own and rain down death and destruction on those who dared to attempt it.

If someone manages to somehow continue to hold a skrzak, they can force them to grant a wish (See 'Wish Grant'), but it won't come without consequences if the wording is chosen poorly. Normally, the skrzak is a silent, servile being and little more, but they have a potential for mighty power if ever allowed to show it. They can assist mortals on their farms if appeased and can be helpful in cleaning and other chores.

COMBAT: Skrzak will use whatever weapon is at hand to defend themselves. They will fly swiftly around the enemy, cutting, slashing, and hacking as they go, sniveling and growling in demonic mockery.

TAKE SOUL: If a victim is weak, by loss of HP or if their constitution is badly reduced and sickness has taken them, the skrzak will attempt to take their soul. The imp will take their breath and life into their hands while they lay vulnerable. To resist this, the victim must make a constitution save or the skrzak will take 1d20 HP each hour. The imp will often make a bet with a foolish mortal and if it wins, it will claim their soul in turn. This occurs instantly but does not mean the loser dies. On the contrary, the victim is now the slave of the skrzak and Czernobog and must win their freedom by some epic means to be whole again, or they will remain a pawn of the demon.

Sometimes the skrzak will give a chosen mortal family good health and prosperity in exchange for their souls at some later date. The skrzak feed off of these souls but usually take them down to Nav for their master to control and transform into something else.

FIRE CONTROL: Czernobog has granted the skrzak the ability to control fire without trying. They can take a spark and make a bonfire or do the reverse. Any fires around them in a 20 ft radius can influenced to serve the demon's purposes.

WISH GRANT: This is one of the rarely used powers of the skrzak because of its vast possibilities. They can grant a wish to a person that has managed to capture and keep them for a length of time. This wish has nearly no limit, but it will have strings attached in some hidden way that goes back to Czernobog. Whether the wish-maker knows or not, their wish will certainly doom them in some way in time. There are occasions when the skrzak will not be so cruel and give the person exactly what they desire, but it is exceedingly rare.

SKULK

NUMBER: 4-16

SIZE: Medium

HD: 2 (d8)

AC: 13

SAVES: P

MOVE: 30 ft.

ATTACKS: By weapon

SPECIAL: Camouflage, Rogue Skills

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 3

XP: 17+2

The skulk (used as both the singular and plural for the race) are a race of creatures that appear almost identical to humans. Some say they once were humans, but sages say this is unlikely. Regardless, they stand about six feet tall, have shaved heads, dark eyes and are heinous beings.



Skulk live on the edges of human society, feeding off the weak and those unfortunate enough to be alone, for skulk are inherently cowardly and rarely attack groups. Skulk prefer to attack individual targets as opposed to groups and will use their devious minds to separate groups if at all possible. If this is not possible, they will stalk a group until they bed down for the night and attempt to kill them when they are sleeping.

Skulk love attacking families, especially as they lay down to sleep for the night. Invariably, their first victims will be the children, for they are easy to kill and often their deaths cause the parents to become wracked with sadness, which in turn makes them easier prey as well. While skulk are rarely captured alive, those that are will be subjected to horrible fates at the hands of their enemies.

The lair of a skulk is usually an abandoned house on the outskirts of town, deserted ruins or even a series of caves. It is here they keep their treasures and house their young. If encountered here, skulk adults will use their camouflage ability, leaving their children vulnerable as bait.

COMBAT: Skulk will hide in shadows until they feel they have the upper hand. They will then attempt to surprise from the shadows, gaining a back attack and inflicting as much damage as possible in the first round of combat. Skulk will focus attacks on weaker party members, normally those unarmored or injured. They use shortwords as their main weapon, and the rare skulk will wield magic daggers as well as shortwords. If they lose half their numbers, skulk will flee from battle.

CAMOUFLAGE: Skulk have mastered standing perfectly still and blending into their surroundings. As such, they are rarely seen and will strike from the shadows at every opportunity. When a skulk intends to

surprise his quarry, his opponent incurs a -7 on his wisdom check to detect the skulk.

ROGUE SKILLS: Skulk can hide and move silent as a 10th level rogue. They also back attack as a 10th level rogue, doing quadruple damage if successful in their attack..

SNAKE

	CONSTRUCTOR, GIANT	VENOMOUS
NUMBER:	1	1
SIZE:	Large	Small
HD:	6 (d8)	1 (d4)
MOVE:	30 ft., 30 ft. (climb), 30 ft. (swim)	20 ft., 20 ft. (climb), 20 ft. (swim)
AC:	15	13
ATTACKS:	Bite (1d4), Coil (2d6)	Bite (poison only)
SPECIAL SAVES:	Constrict	Poison
INT:	P	P
ALIGNMENT:	Animal	Animal
TYPE:	Neutral	Neutral
TREASURE:	Animal	Animal
XP:	Nil	Nil
	180+6	7+1

There are many species of snakes, venomous and non-venomous. They are found in most warm and temperate climates, and have adapted to most terrain. They are shy creatures that generally avoid contact with larger animals. They will strike if cornered or threatened. Only the giant constrictor actively hunts man-sized prey.

COMBAT: Snakes usually avoid combat altogether unless they feel extremely threatened. Giant constrictors are exceptions. They will lay in wait, perfectly still, shrouded in foliage until prey passes underneath them. Then, they will drop onto the victim, wrapping their coils around it, and squeezing it mightily until it dies. Then, the snake will unhinge its jaw and slowly swallow the victim whole.

POISON: Venomous snakes can deliver a wide variety of poisons of varying toxicities, effects, and onset times. These range from the relatively mild bite of the copper head to the very potent bite of the king cobra. To determine the potency of the snake bite roll on the table below.

Someone bitten by a venomous snake must make a constitution save.

A successful save halves the listed damage for first round effects and there are no effects in the following rounds. A failed save on the first round delivers the damage indicated below and the character becomes ill, suffering a -1 to all physical attribute checks and a -1 to hit and damage for ten minutes. First round effects always occur immediately.



Ten minutes after the initial bite, another constitution save must be made to avoid the further effects of the poison. A successful save indicates the poison has been fought off. A failed save causes the onset of the effects listed below and the character must make daily saves thereafter until the poison is successfully fought off or runs its course – or the character dies.

TYPE	FIRST SAVE	SECOND SAVE	DURATION
1-2	1d2	1d2, double effects of illness	1 week
3	1d4	1d4, triple effects of illness	1 week
4	1d6	1d6, quadruple effects of illness	1-2 weeks
5	1d8	1d8, incapacitated	1-4 weeks
6	1d10	Death in 2-8 rounds	not long

A failed save indicates that the effects listed continue for another day. Additionally, the character loses 1 point of constitution. The same process is followed for each successive day until the character successfully saves and fights off the poison. For every five points of constitution lost, one point is lost permanently. Should a character's constitution ever reach zero, it is dead.

CONstriction: A successful attack by the snake can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted by the snake for either 1d6 or 2d6 (depending on the snake's size) points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the snake tightens its grip. Strength saves to escape therefore suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

SONS OF RHEALTH

NUMBER: 1-4	INT: Low
SIZE: Medium	ALIGNMENT: Neutral Evil
HD: 4(d8)	TYPE: Undead (Common)
AC: 10	TREASURE: Nil
SAVES: P	XP: 110+4
MOVE: 20 ft.	
ATTACKS: By weapon (1d8)	
SPECIAL: Darkvision 60', Disease, Fear	

The Sons of Rhealth were created ages ago, by worshipers of the foul Lord of the Undead. They are, thankfully, few in number and are rarely encountered. They appear as zombies or skeletons, equipped with long swords, slowly plodding towards their victims. Woe be to those that assume this encounter will be as one with the lowly undead, however, for the Sons are quite formidable.

Each Son has a mass of fat, green worms crawling about his fetid body. They smell of death and decay, enough to make anyone retch (though this imparts no actual game mechanic).

COMBAT: The creature will attack with its long sword, doing 1d8 damage per successful hit. It will also attack with one of the putrid worms that live within it. Once per round, one of the worms will leap or fall onto the Son's opponent. The victim is allowed a dexterity check to avoid this. Success means the worm has fallen to the ground, while failure means the worm has landed on the victim. It will do this every round, meaning a victim may have multiple worms on it at any given time.

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FEAR: Aside from their stench, they are also enveloped by a zone of fear, reaching ten feet from the creature. Anyone in this zone is affected as if under a *fear* spell.

DISEASE: Those victims that have had a worm land on them may cease any other action to remove the worm from their body. If they do, they will automatically be successful. Starting with round two, the creature will begin to crawl towards the head. It will arrive in 1d3 rounds.

Once there, it will begin boring into the ears, or crawling through the nose if the ear is covered. When this occurs, the victim may make a dexterity check (CL 3) to dislodge the worm. Failure means it has successfully entered the head of its victim. Once there, it will burst, scattering a foul, green ichor that will leak from the ear (or nose). The victim must make a constitution check (CL 5) or be stricken with a wasting disease.

This disease will manifest in 2d12 hours. At first, the victim will be nauseated and will vomit and not be able to eat. After another 1d6 hours, he will begin to lose 1d4 hit points per round, growing weaker and weaker (-x on all dice rolls, with x = number of hours infected). Once dead, the creature will rise as a Son of Rhealth in one day. Only a *remove disease* spell will negate this horrific disease.

SPECTRE

NUMBER: 1-6

SIZE: Medium

HD: 7 (d12)

AC: 15

SAVES: M

MOVE: 30 ft.

ATTACKS: Incorporeal Touch (1d8)

SPECIAL: Energy Drain, Create Spawn, Darkvision 60 ft., Incorporeal, Sunlight Powerlessness, Unnatural Aura

Spectres are spiritual echoes; fragments of a learned person that died in the pursuit of knowledge. Forever trapped in undeath,

these spirits grow wicked and twisted, seeking only a way to escape. If approached with the right intentions, in the right way, they will parley with the living. These creatures are intelligent, and have often accumulated knowledge that has been lost for eons.

Spectres can be found everywhere imaginable, but prefer to haunt inhabited places such as city libraries or universities. They are not overtly malicious, and only attack when provoked or if doing so would serve some purpose. If more than 1 spectre is encountered, one will always be the dominant spectre, and the others its spawn.

COMBAT: Spectres materialize through solid objects, grabbing enemies, draining them of life and leaving them an empty husk of flesh and bone. Spectres are incorporeal, and cannot be damaged by non-magical weapons or attacks.

ENERGY DRAIN: Living creatures hit by a spectre's incorporeal touch attack lose two levels of experience. For each such level lost, the spectre heals five hit points. These losses are permanent, and can only be regained by the use of a *restoration* or a *wish*.

CREATE SPAWN: Any creature slain by a spectre will become a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them, and remain enslaved until that spectre is destroyed. They do not possess any of the abilities they had in life.

INCORPOREAL: Spectres are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them.

UNNATURAL AURA: Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They will not willingly approach nearer than that and will panic if forced to do so; they remain panicked as long as they are within that range.

SUNLIGHT POWERLESSNESS: Spectres are powerless in natural sunlight and flee from it. A spectre exposed to direct sunlight cannot attack, and must retreat.



SPHINX

SPHINX, ANDRO-

NUMBER: 1
SIZE: Large
HD: 12 (d10)
AC: 22
SAVES: M
MOVE: 50 ft., 80 ft. (fly)
ATTACKS: 2 Claws (2d6)
SPECIAL: Roar, Spells, Darkvision 60 ft., Twilight Vision

INT: Superior
ALIGNMENT: Chaotic Good
TYPE: Magical Beast
TREASURE: 9
XP: 2,025+12

An androsphinx is a massively built lion with the face of a human male. All androsphinx have two huge, feathered wings. They are extremely intelligent, but do not associate well with gynosphinx because they resent their even greater intellect. Androsphinx can speak all languages, and have terrible tempers. They always serve some good deity, and never travel in groups. Androsphinx are most often encountered in desolate deserts.

COMBAT: Androsphinx are quick-tempered, but hesitant to escalate conflicts beyond loudly vocal arguments. However, when pushed to combat, they fight with drive and ferocity, hurling spells and claw attacks.

ROAR: Three times per day, an androsphinx can emit a devastating roar. Each roar after the first becomes progressively more powerful as the androsphinx releases its full anger. The first roar affects all creatures within 70 feet, and allows a wisdom save to avoid the effects of a *fear* spell of 3 minutes in duration. The second roar affects all creatures within 60 feet, and allows a wisdom save to avoid paralysis from fear. This renders victims unable to react or move for 1d4 rounds. In addition, creatures of medium or small size within 10 feet must succeed at a constitution save to avoid being deafened for 2d6 rounds. The last roar affects all creatures within 50 feet with a sonic wave of energy that weakens the physical power of all that hear it. It allows a constitution save to avoid suffering the loss of 2d4 points of strength for 8 rounds. All creatures within 10 feet that are large size or smaller are automatically knocked down. A creature that has been knocked down from this roar must succeed at a constitution save to avoid being stunned from the concussive force for 2d6 rounds. Creatures that are too large to be knocked down suffer 2d8 points of damage unless they are lions, or part lion. The force of the third roar is strong enough to crack stone within 10 feet. All roars are audible up to 3 miles away, but have no effect at ranges greater than listed above.

SPECIAL: Androsphinx possess the abilities, including spellcasting, of a 5th level cleric.

SPHINX, CRIO-

NUMBER: 1-4
SIZE: Large
HD: 10 (d10)
AC: 20
SAVES: M
MOVE: 30 ft., 60 ft. (fly)
ATTACKS: 2 Claws (2d4), Gore (3d6)
SPECIAL: Darkvision 60 ft., Twilight Vision

INT: Average
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 8
XP: 900+10

These creatures are amalgamations of a leonine body and a ram's head, with a pair of large feathered wings. They are intelligent and very greedy, often extorting loot from travelers. They hoard their treasure in



abandoned dungeons or cities, often located beneath the desert of their sandy homes, the entrance to which is always well hidden. Criosphinx lust after gynosphinx, but the latter creatures detest them. Criosphinx live in deserts, and are often encountered in small groups of up to four.

COMBAT: A criosphinx attacks by ramming, using its mantle of horns to slam into and gore their victims. Once the victim has fallen, they rake it with their paws.

SPHINX, GYNO-

NUMBER: 1
SIZE: Large
HD: 8 (d10)
AC: 21
SAVES: M
MOVE: 40 ft., 60 ft. (fly)
ATTACKS: 2 Claws (2d4)
SPECIAL: Read Languages, Spell-Like Abilities, Darkvision 60 ft., Twilight Vision

INT: Genius
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 7
XP: 825+8

Gynosphinx are the female counterpart to the androsphinx. They have massive leonine bodies that are fronted with a beautiful female form, and have angelic wings sprouting from their backs. They are very wise and astonishingly intelligent, and often communicate with travelers. They trade in knowledge, exchanging it for precious stones and jewelry, as both buyers and sellers. Gynosphinx often speak in riddles, and enjoy any game where problem solving or riddles are involved. At times they move their desert homes from an established location to another place in hopes of gaining more gems, a new riddle, or perhaps the knowledge of the location of an androsphinx. If a creature offers to bargain, but subsequently refuses to pay, a gynosphinx will attack the creature that reneged on the deal without hesitation.



COMBAT: Gynosphinx are not typically interested in combat, preferring to pass their time in contemplation. If forced into combat, they will use their *symbol* ability, if necessary, but are more likely to simply fly away.

READ LANGUAGES: This functions identically to the *comprehend languages* spell, but is limited to the written word.

SPELL-LIKE ABILITIES: *Detect magic* (1/day), *read magic* (1/day), *see invisible* (1/day), *locate object* (1/day), *dispel magic* (1/day), *clairaudience/clairvoyance* (1/day), *remove curse* (1/day), *legend lore* (1/day), and *symbol* (any, each) (1/week).

SPHINX, HIERACO-

NUMBER: 1-6	INT: Low
SIZE: Large	ALIGNMENT: Chaotic Evil
HD: 9 (d10)	TYPE: Magical Beast
AC: 19	TREASURE: 7
SAVES: M	XP: 600+9
MOVE: 30 ft., 90 ft. (fly)	
ATTACKS: 2 Claws (2d4), Bite (1d10)	
SPECIAL: Darkvision 60 ft., Twilight Vision	

Hieracosphinx have huge lion bodies topped with the head of a hawk. Like other sphinx, they have great feathered wings. They are morbid and evil creatures, and feed by drinking blood from their victims.

They are not particularly intelligent, but they are predatory, swooping from great heights to injure or maim before coming back for the kill. Hieracosphinx often attack in flocks.

COMBAT: A hieracosphinx makes full use of its flying ability, using altitude and unreachable heights to its advantage. It will dive in to dismount, injure, or scatter its victims before coming in to select suitable prey for the final kill.

SPIDER

	SMALL	MEDIUM	LARGE
NUMBER:	2-5/10-20	2-5/1-10	2-5/1-10
SIZE:	Small	Medium	Large
HD:	1 (d4)	3 (d8)	5 (d8)
MOVE:	10 ft., 10 ft. (climb)	30 ft., 20 ft. (climb)	40 ft., 20 ft. (climb)
AC:	14	15	16
ATTACKS:	Bite (1d2) Poison, Web,	Bite (1d6) Poison, Web,	Bite (1d8) Poison, Web,
SPECIAL:	Twilight Vision	Twilight Vision	Twilight Vision
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	1	2	5
XP:	9+1	40+3	160+5 (260)

Giant spiders are aggressive predators found in most temperate and tropical climates. They can be as small as a rabbit, or as large as an antelope. On rare occasions they grow to monstrous sizes. There are as many species of giant spider as there are of their smaller kin and they are found in a variety of colors.

Giant spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can.

POISON: A victim bitten by giant spiders must make a constitution save to prevent the immediate affects of the venom taking place. A successful save negates the affects of a small spider's poison and halves the listed damage on medium and large spiders. There are no affects in the following rounds.

If the victim fails the first save, they take damage as indicated below. Further, in the following round, they must make another save to lessen the venom's continued affects. There are no further affects after the second round. A successful save in the second round halves indicated damage with no other effects occurring. A fail indicates full damage and the onset of the physical reaction indicated.

Size	First round	Second round damage
Small	1d2 damage	1d2 damage, 1-2 points of strength loss for 1d12 hours
Med	1d6 damage	1d4 damage, paralyzation for 2d6 hours
Large	1d10 damage	1d8 damage, paralyzation for 3d6 hours

WEB: Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature four times as large. Web-spinners can throw a web eight times per day. Webspinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

SQUEALER

NUMBER: 1

SIZE: Large

HD: 12 (d8)

AC: 14

SAVES: P

MOVE: 40 ft.

ATTACKS: 3 Claw (1d6), Bite (2d4)

SPECIAL: Darkvision 60', Mimicry

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: (See Below)

XP: 2,250+12

The squealer appears as a large canine-like creature. It has long, thick back legs and three arms. The third arm grows from the creature's back, at the base of the spine. A bony protrusion runs along the length of the squealer's back, ending just above the arm. All three arms end in large, talon-like claws, reminiscent of a giant bird rather than a dog. Its head is very canine, with a long snout and long, savage teeth. The squealer is covered in thick, brown fur and its body is very muscular. It rarely stands on its hind legs, but would tower at eight feet if it did so. The creature weighs upwards of five-hundred pounds.

The squealer keeps its lair in secluded places, in a copse of trees or possibly below ground. It will attempt to drag any victims to its lair and eat them there. The squealer is constantly hungry and will attack anything it deems fit for consumption, which includes almost anything. If the lair is discovered, one will find many bones scattered about from its previous meals. While many will be animals, there may be a few humans and demi-human remains, which may or may not have been carrying treasure. The CK is encouraged to place treasure as he sees fit, or roll on the treasure matrix table for category 8.

COMBAT: The squealer will hide itself in underbrush or above the party in the boughs of trees. It will attempt to attack with surprise. Regardless, it will attack initially with all three arms, for 1d6 damage each. If at least two arms are successful, the squealer has grabbed its opponent. The next round, it will attack with one free arm, for 1d6 damage, and its bite, for 2d4. Neither attacks requires a to-hit roll, they are each automatic.

MIMICRY: The squealer can mimic any sound it has heard with almost eerie precision. This sound will take the form of mating calls, distress calls, laughter, and the like. Anyone hearing it is allowed a wisdom check. Failure means they believe the farce and think not to question the call. Those succeeding in the check notice something amiss about the sound, but cannot be certain what it is.

STIRGE

NUMBER: 3-30

SIZE: Small

HD: 1 (d6)

AC: 16

SAVES: P

MOVE: 10 ft., 40 ft. (fly)

ATTACKS: Touch (1d3)

SPECIAL: Attach, Blood Drain, Agile, Darkvision 60 ft., Twilight Vision

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 1

XP: 11+1

Stirges are mosquito-like bats that live near large, stagnant water sources. They are often encountered in swampy regions or in dank underground caverns. They possess a long, sharp proboscis that impales foes and drains blood. They make an audible buzzing sound as they fly.

COMBAT: A stirge will dive into a target, jutting its proboscis into flesh, where it attaches and feeds until sated.

ATTACH: Any time a stirge attacks, it tries to embed its feeding proboscis into the opponent's flesh. If a stirge successfully hits a victim, the victim must succeed at a strength save. Failure indicates that the stirge managed to attach itself. A new save is allowed each round to attempt to remove the creature, but if successful the victim suffers 1d4 points of damage from ripping the creature away.

BLOOD DRAIN: A stirge that successfully attaches to a victim automatically inflicts 1d3 points of damage per round. If a stirge is able to drain a victim of 12 hit points in this way, it releases and flies away.

AGILE: Stirges gain a +3 attack bonus and +3 dexterity saves.

STONE GUARDIAN

NUMBER: 1

SIZE: Large

HD: 4 (d10)

AC: 18

SAVES: P

MOVE: 20 ft.

ATTACKS: 2 Fists (1d4)

SPECIAL: Immunity to Poison and Disease, Immunity to Mind Control, See Invisible, Resistant to Weapons

INT: None

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: N/A

XP: 130+4

The stone guardian is a construct, not unlike the stone golem, though much less formidable. To construct one, a wizard must use



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the following spells: *freedom of movement*, *magic mouth*, *polymorph any object*, and *see invisibility*. These spells must be cast upon a stone carving of a roughly man-shaped statue of stone. Once all spells are cast, a ruby of not less than 5000gp value must be placed inside a hollowed out hole in the chest of the statue. After this, the wizard must intone the needed phrase for twenty-four hours non-stop. Once done, the hole in the chest will close around the ruby and the beast will come alive. The first person it sees, normally its creator, will forever be immune to its rage. All others will feel its wrath.

COMBAT: The stone guardian will always strike last in combat due to its slow, plodding attack. When it does attack, however, it will bring both stone fists to bear, each dealing 1d4 damage.

IMMUNITIES: The creature is immune to all forms of poison and diseases as well as any spells that affect the mind.

SEE INVISIBLE: The stone guardian can see through any invisibility and will not be fooled by this magic. It should be noted that the creature does not know if something is invisible as they see everything equally well. They may or may not attack the invisible party member, but the fact they are invisible has no bearing. To the guardian, they appear normal.

RESISTANT TO WEAPONS: Edged weapons do ¼ damage to the creature and missile weapons do no damage. Wooden weapons have a 25% chance to break on impact with the guardian, and all arrows will be ruined. If magic items are used, edged weapons do ¼ plus any magic bonus and missile weapons will do their magic bonus only (this applies only to the arrow, not the bow).

STUHAC

NUMBER: 1-4	INT: Average
SIZE: Medium (5-6 ft.)	ALIGNMENT: Chaotic Neutral
HD: 4 (d6)	TYPE: Monstrous Humanoid
AC: 14	TREASURE: 4
SAVES: M	XP: 400+4
MOVE: 60 ft.	
ATTACKS: Claw (6d8)	
SPECIAL: Control Elements	

Stuhać are demons that inhabit high mountains and desolate places in the wilds, never going near settled or civilized areas. No one is certain of their appearance, for there are few survivors who have encountered them at all. A defining characteristic that has been mentioned is the unusual habit of taking human ligaments to create a means to scale the dangerous rocks and heights. Whether this is to form rope, hooks, or other climbing gear it is not certain, but when their gear is broken they will come down from the hills and mountains seeking fresh human ligaments to renew their supply. When the stuhać needs more ligaments, it will take them from the legs of victims, ripping into the skin and prying them out in one terrifying yank with its claws.

The whispered mention of the stuhać says they are masters of the elements and can bend them to their will. Since little is known about these demons, the stories about them are varied and wild in Slavic territories, never agreeing on anything more than their living conditions and requirement of human ligaments.

COMBAT: With steely claws in its bony fingers, the stuhać will rip and tear the enemy to shreds with sick delight. Its claws are said to be as hard as iron and unbreakable, and so it uses them to full effect in tearing apart the foe and their belongings.

CONTROL ELEMENTS: The demon can master any of the elemental forces (air, fire, water and earth) on command and make them do whatever it requires for the moment. The effects of this may be damage (doing an average damage of 3d8 to 5d10 depending on what this attack really is) or other changes to the environment. The CK can make and adapt the rules as needed for this ability to work; they can also use the *as stone* elemental faery spell-like abilities in the *Codex Celtarum* for a reference.

STUN JELLY

NUMBER: 1	INT: Animal
SIZE: Large	ALIGNMENT: Neutral
HD: 4 (d8)	TYPE: Ooze
AC: 12	TREASURE: 5
SAVES: P	XP: 100+4
MOVE: 20 ft.	
ATTACKS: Slam (2d4)	
SPECIAL: Stun, Acid, Engulf	

A distant relative to the gelatinous cube, a stun jelly will take the form of a door or wall where it will stand motionless while awaiting prey. They are found exclusively in homes or lairs, normally abandoned but not always, of intelligent life forms. The form they take can never be larger than approximately twenty-five square feet.

COMBAT: When a living victim gets near, the creature will strike out with a pseudopod in an attempt to stun its victim.

STUN: If successful, they inflict 2d4 damage and the victim must make a constitution save or be stunned for 3d6 rounds.

ENGULF/ACID: When stunned, the creature will engulf its victim and begin feeding on it. During this stage, the stunned victim will take 1d6 points of acid damage per round until it or the creature is dead. During its feeding, the stun jelly can still attack with its pseudopods, but will not move from its current victim. When slain, the creature will dissolve into a thick, green liquid. Anyone touching this liquid will take 1d4 acid damage. The liquid will keep its acidic properties for 2d6 days if kept contained, such as a flask or skin. If attempted, a dexterity save (CL 2) must be passed. Failure means only two such jars are obtained and 2d4 damage done. Success means 2d4 jars are obtained with no damage. It should be noted that the interested party must have the empty vials, or container, available.

SVIRFNEBLIN

NUMBER: 3-30	INT: Average
SIZE: Small	ALIGNMENT: Neutral Good
HD: 3 (d10)	TYPE: Humanoid
AC: 10, by Armor	TREASURE: 4
SAVES: P	XP: 40+3
MOVE: 30 ft.	
ATTACKS: By weapon	
SPECIAL: Deepvision, Spells	

The svirfneblin are a race of creatures distantly related the gnomes. They live deep beneath the earth and are rarely encountered on the surface, as they dislike the open skies and unpredictable weather that is found there. They live their lives in dark, dank tunnels, searching for gems and precious metals that they use in crafting or trade with other creatures.

The deep gnomes, as they are sometimes called, appear like their surface cousins, but with some differences. Their skin is pale, vastly

different than the earthen tones common to the surface gnomes.

They have large eyes and ears to help them survive in the eternal darkness they call home. To camouflage themselves somewhat, they will sometimes rub dirt on their pale, white skin. Some svirfneblin have even taken to drawing elaborate shapes on their faces with the dirt, although this is more ceremonial than for stealth. They are usually bald, but wear skullcaps when not in their lairs. Svirfneblin rarely sport beards.

Living among the denizens of the underworld has made the svirfneblin cautious

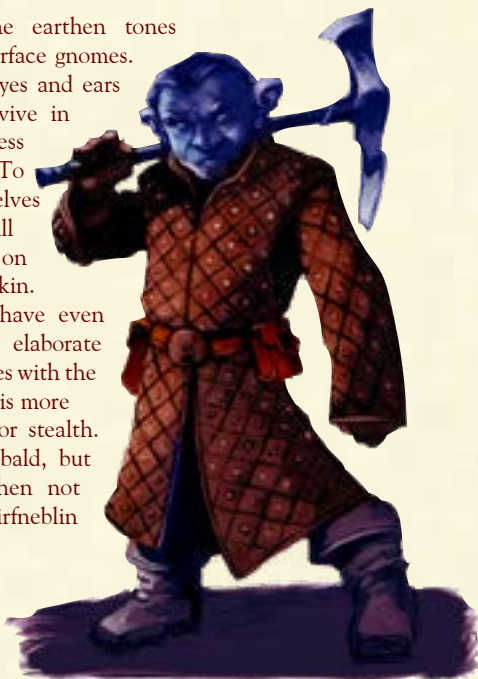
to the point of paranoid. While they understand the need for trade, and will engage other creatures, they are very insular and prefer to be left alone. If strangers are discovered in their lairs, they attack first and ask questions later. If approached in a friendly manner, they will be defensive and tentative, but not hostile.

A typical tribe of deep gnomes are made up of about one hundred members. Most, about 60%, are male. Females make up about 30% with young making up the final 10%. Females and young will never be encountered outside of their lair, and the entrance is hidden and heavily guarded. Mining parties, normally about a dozen svirfneblin, can be found outside of their homes. These males are equipped with mining picks (treat as light pick) and wear studded leather armor. Their main intent is to find and harvest gems or precious metals, but they also serve as scouts and warriors for their clan. A clan will only send out three or four of these groups at a time, the rest of the males stand guard at home. It is these mining groups that are most encountered by non-svirfneblin.

The oldest female of the tribe is considered the clan elder and de facto leader. She will lead the clan in benediction before the work day begins and ensures there is food and supplies for everyone. She will have 3-5 males that act as her guards. These svirfneblin are never part of mining parties. They will have maximum hit points and normally are armed with magical weapons (shortswords being quite common) and armor.

COMBAT: The svirfneblin have become fierce warriors when pitted against all the underworld has thrown at them. They will attack fiercely and without fear, attacking humanoids first, then humans then demi-humans. They are loath to attack gnomes or dwarves, but will do so if they feel they must. They use their pick axes (1d4 damage) and their spell-like abilities.

SPELLS: All svirfneblin are able to cast the following spells once per day: *darkness*, *stoneskin* (identical to *barkskin*, except the caster cannot turn into a tree, i.e. +3 to armor) and *cure light wounds*. Contrary to the spell of the same name, svirfneblin can see in their magical darkness.



SWEARTÆLFEN

NUMBER: 1-20

SIZE: Medium

HD: 2 (d6)

AC: 12

SAVES: M

MOVE: 50 ft.

ATTACKS: Sword (2d6), Spear (1d10)

SPECIAL: Magic

INT: Average

ALIGNMENT: Chaotic Neutral/ Evil

TYPE: Humanoid

TREASURE: 2

XP: 50+2

The Swearthælfen are the dark elves in the Seven Worlds, contrasting with the light elves. The dark elves are darker than pitch in color and live underground and are master smiths and artisans, but they use their skills to forge items and weapons of malevolence and malice.

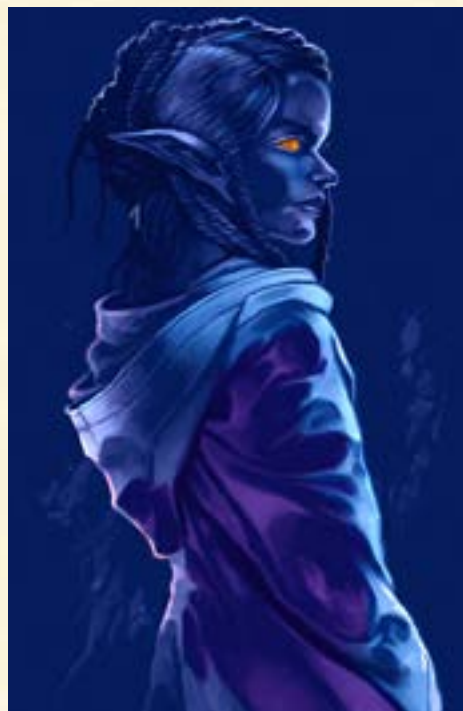
They live underground primarily in the world of Swearthylfheim and craft sinister tools that could, one day, unravel the universe. It was among the dark elves that Loki went to have the cursed ring Andvaranaut forged that led to Fafnir's transformation and the Nibelungs' predicament.

The dark elves are sinister in nature, as they plot and scheme against the other races, always siding with the most evil. They use their talents for diabolical purposes to the dismay of the others in the mortal worlds.

These elves get a +5 when moving in caves and underground as they are familiar with such territory. By nature, the dark elves can sense (wisdom check) hidden doorways with a +4 bonus. Their listening ability is superior due to their long time spent in the Underworld, giving them a +3 on all checks.

Dark elves have twilight vision at a range of 150 ft. and a natural spell resistance of 4. Most of their race are smiths and artificers who forge magic items. It is likely that any member of their race possesses some limited knowledge of the arts of blacksmithing and enchanting objects.

Sunlight is a mild irritant to dark elves, giving them a -2 on all skill rolls because of the blinding light and its distractions.



COMBAT: Dark elves are a force to be feared in combat, though rare it is that they will ever be encountered in such a capacity. They use magical weaponry and spells and have careful strategies when they confront their foes. When the war was over, the dark elves lost and were cast into the Underworld. Since those days, it is rumored that their army remains intact, waiting for the chance to de-throne the elves of light.

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TAER

NUMBER: 12-30

SIZE: Medium (6 ft.)

HD: 2 (d10)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Fists (1d4+2)

SPECIAL: Stench, Resistance to Cold

The taer are a race of humanoids that live in remote, desolate lands, far removed from society. Many are found in caves, but they can be found in abandoned ruins, forests, swamps... virtually anywhere. As far as climate, they tend to prefer colder areas, but again, can be found almost anywhere, save very hot, tropical areas. They stand six feet tall, albeit with a hunched stance.

They are almost human like in appearance, save for a thick, coarse coat of hair that grows about the chest and upper arms. They have long, greasy hair on their heads that they apparently never cut. Their hands have more of an ape-like appearance, with long, delicate fingers. Their face, while decidedly human, has a distinct feral cast to it. They have wide noses, narrow eyes and a large mouth with sharp, pointed teeth.

Taer are ruthless savages, but never evil. They worship no known gods and the strong rule the weak. Disputes are handled with battles, the loser being banished from the tribe (if, in fact, he lives). Women and men are treated as equals in all respects. Young are rarely seen by non-taer and the tribe will fight to the death to protect them. Taer are omnivorous, but prefer meat.

Taer rarely encounter non-taer diplomatically, preferring to stay hidden or attack. They speak their own language and never speak the tongue of humans or demi-humans. They never actively trade with other cultures and are, at best, considered insular.

Taer keep treasure, but it is normally in the form of bones and shiny rocks. They have little need for weapons, armor, fineries or money. The CK is encouraged to roll for category 5 treasures, but only for gems (50%). Taer will never willingly give their treasure to anyone for any reason.

COMBAT: Taer use fists when attacking as they have fashioned no weapons nor desire to use the ones they may have obtained. Each fist hits for 1d4+2 damage. They are fearless and never retreat from battle.

INT: Low

ALIGNMENT: Chaotic Neutral

TYPE: Humanoid

TREASURE: 5 (see below)

XP: 20+2



STENCH: Taer excrete a thick, viscous substance that permeates their fur and coats their skin. All taer are immune to its effects, but non-taer must make a constitution check or be overcome by the stench. Those failing incur a -2 to all rolls while under its effect, which will last until they have been free of the taer for 2d6 turns (moving at least 100' away).

RESISTANCE TO COLD: The stench that coats the taer, aside from its stench, acts as a barrier against the cold. Any frost-based spell will do -1 point of damage per dice roll. If any save is given versus the spell, the taer gain a +2 to that save.

TAIL-GOBLINS

NUMBER: 5-50

SIZE: Small

HD: 1 (d6)

AC: 15

SAVES: P

MOVE: 20 ft., 40 ft. (treetops)

ATTACKS: By weapon

SPECIAL: Camouflage, Surprise

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 2

XP: 9+1

Tail-goblins are a race of goblin-like creatures that live solely in jungles. They make their home in the tops of the trees, rarely walking on the ground. When in the treetops, they have a move of 40', but if forced on the ground, this speed halves. When walking on the ground, they have a humped posture and drag their weapons on the ground.

The tail-goblins stand approximately three feet tall, they are bipedal with a long reptilian tail. They have striped, thick fur that creates a natural camouflage. They have huge, almost cat-like eyes and large, pointed ears. They are thin and barrel-chested with prehensile feet that look too large for their bodies. They never wear armor or clothing and usually wield crude spears as weapons.

Tail-goblins speak their own language and can communicate with primates that inhabit the same area. A few (10%) have learned some common and may be able to interact on a very primitive level with humans and their ilk.

COMBAT: Tail-goblins will attempt to surprise their prey, attacking from the trees. After a few rounds, they will escape to the safety of



the trees again and use their speed to run from the group. They will continue this guerrilla warfare until they have dispatched all of their foes or until their numbers drop below half of their original contingent. About half will attack with ranged weapons, normally spears, from the trees. The rest will wait until after this initial barrage then jump onto the ground and attack before retreating after a few rounds. Tail-goblins keep their spears hidden about their home and can have a new weapon within minutes.

CAMOUFLAGE/SURPRISE: Tail-goblins are known as masters of camouflage when in their natural habitat. If they attempt to surprise, the opposing wisdom check incurs a -3 penalty. It is also difficult to surprise the tail-goblins, for they are keenly aware of any changes in their home. Tail-goblins always receive a +3 to any wisdom check for surprise.

TARAXIPPUS

NUMBER: 1+

SIZE: Medium

HD: 10 (d8)

AC: 20

SAVES: M

MOVE: 30 ft.

ATTACKS: Slam

SPECIAL: Frighten Horses

This ghost or ghosts are said to haunt the horse tracks of Olympias and make the horse races occasionally difficult to impossible for participants. Many Classical sources say the Taraxippus is but the ghost of heroes past now returned to haunt the Olympic Games for various reasons, while others say differently. Another story says that the strange event is due to a brave individual named Ischenos who sacrificed himself for the better of all in his community during a plague, and his grave is located at Olympia where the games are held.

Whichever reason is the cause, or true, the Castle Keeper can decide, but the Taraxippus can make anything involving horses complicated quickly. No descriptions of this 'Horse Frightener' are given, only the effects of how it can terrify the races and cause accidents during the competitions.

COMBAT: Its invisible presence would be enough to create panic and cause horses to toss riders and a stampede. To truly anger it somehow would make it grab and slam the victim with force.

FRIGHTEN HORSES: Horses can sense it and will completely lose their minds and orders around it. They will trip, stumble and make deadly accidents from the Phasma's presence just to get away from it, if humans are in the way and are killed, they don't care. Only the most exceptional horses can resist the Taraxippus.

TARRASQUE

NUMBER: 1

SIZE: Large (50 ft.)

HD: 30 (d10) (300hp)

AC: 28

SAVES: P

MOVE: 60 ft.

ATTACKS: 2 Claws (1d12), Bite (5d10), 2 Horn Gouge (1d10), Tail (2d12)

SPECIAL: Fear, Deafen, Sever, Spell Immunity, Weapon Immunity, Continue Fighting, Maximum Damage, Regeneration, Virtually Unkillable

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Undead

TREASURE: 5

XP: 1,750+10



Some argue that the tarrasque is but a legend, a rumor passed down to frighten grown men and children alike. But the longer lived races, the elves and dwarves, can remember when the tarrasque was awake and the havoc, destruction, chaos and fear it left in its wake, for the tarrasque is one of the most feared creatures to ever exist.

The creature lays dormant, deep underground, for most of its life. Every one hundred years or so, it will leave its hibernation to feed. When it does, it bursts from its hiding place and begins foraging for food. The tarrasque will eat anything and everything in its path; trees, villages, people, livestock. Nothing is spared.

The creature is fifty feet long and reptilian in appearance. It can run on all four of its limbs or walk upright on its hind legs. Its head is adorned with two long horns, each eight feet in length and extremely sharp. Its mouth is as large as a house and filled with long, sharp teeth. Its forearms end in savage claws and a long, slithering tail extends some twenty feet from its back. Its skin is a deep bronze color that seems to glisten in sunlight. It will rise up on its hind legs and let out a blood curdling scream periodically (thrice per day).

COMBAT: The tarrasque will initially focus all its attacks, save its tail swipe, on one person at random. Once the battle begins, the creature will turn its attack to the person that has done the most damage to it. The tail of the tarrasque can be used to attack creatures behind it with no penalty, and the tarrasque can attack up to four different creatures per round, three to the front and one to the rear. It can attack with its horns only every other round, and cannot use its bite in the same round. When attacking with either of its horns, an unmodified 20 on the to-hit roll means the victim is impaled. They must make a constitution save or suffer an additional 3d10 damage. To extricate themselves, they can make a strength check (CL 10). If

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successful, they have dislodged the horn from their body and will fall to the ground. They will be stunned, and unable to attack, for 1d6 rounds and **MUST** have a *cure* spell, or potion, used upon them to return to the fray. Any creature killed by the tarrasque will be eaten the next round. The tarrasque cannot attack the same round it devours someone. Those unlucky victims will be chewed and swallowed, and there is no resurrection possible, although a *wish* would suffice for returning them to life. The tarrasque will reserve its scream ability for late in combat, hoping to deafen its opponents to gain a tactical advantage. While only of animal intelligence, the creature is keenly aware of its abilities and how to use them for maximum effect.

FEAR: Anyone of 10 HD (or 10th level) or lower that so much as looks upon a tarrasque must make a wisdom save or run screaming. Creatures higher than 10HD are immune to this fear.

DEAFEN: Anyone within one hundred feet of the tarrasque when he screams will be rendered deaf for 1d6 turns.

SEVER: The teeth of the tarrasque act as a featheredged sword, meaning that on any unmodified roll of 18-20, a body part will be severed.

SPELL IMMUNITY: The carapace of the tarrasque is thick and reflective. Damage spells that need a target, such as *lightning bolt*, and *magic missile*, are useless against the creature. Spells that affect an area and not a specific target, such as *fireball* or *icestorm*, do either half damage (failed save) or no damage (successful save).

WEAPON IMMUNITY: The tarrasque can only be hit with magic weapons of +2 or better.

CONTINUE FIGHTING: At zero hit points, the tarrasque does not die. It becomes enraged and will attack first in every round doing maximum damage on every successful attack.

REGENERATE: When reduced to -30 hit points, the creature will fall as if dead. It will begin regenerating hit points at the rate of ten per round. When it has regenerated one hundred hit points (10 rounds), it will rise again and begin fighting. It will continue to regenerate ten hit points per round until it is at maximum hit points, or is brought again to -30.

VIRTUALLY UN-KILLABLE: The only way to actually slay the tarrasque is to use a *wish* or *harm* cast by someone of 20th level or higher.

When dead, the horns of the tarrasque can be harvested to make a spear of the highest quality. If entrusted to a weaponsmith of some repute, they can be fashioned into +5 weapons. The eyes of the creatures can be harvested as well, acting as a charm granting its owner +3 to strength for 1d4 weeks before losing its magic property. The individual teeth can be fashioned into crude weapons as well. While they lose their Featheredged Sword quality, they do act as +3 shortswords. 3d6 teeth can be successfully used in this way, the rest will be beyond repair. The blood of a tarrasque can be bottled and used as Potion of constitution. This potion will grant its consumer +5 to all constitution saves for 2d4 hours. Any number of such potions can be made by simply

capturing the creature's blood in flasks. However, after 4d4 weeks, they will become inert.

Once it has been awake, and eaten non-stop, for a week, it will again burrow underground and sleep. The creature can easily dig a tunnel one hundred feet deep in mere minutes and cover itself with dirt. It is almost impossible to harm a sleeping tarrasque. However, if one takes in excess of fifty points of damage, it will awaken regardless of its sleep cycle and attack. Because of this, most will avoid a tarrasque at all cost, even when sleeping.

TAVIS WYRM

NUMBER: 1-10

SIZE: Medium (10 to 20 ft.)

HD: 3 (d8)

AC: 16

SAVES: P

MOVE: 30 ft., 20 ft. (burrow)

ATTACKS: Bite (1d8)

SPECIAL: Heat, Darkvision 60 ft., Vulnerability to Cold, Immunity to Fire

Denizens of the elemental plane of fire, these creatures are often found in the mortal realms. They have long, snake-like bodies with two well-developed fore-arms. With a head and jaws much like a dragon's, tavis wyrms are often mistaken as the offspring of one of the greater drakes. Tavis wyrms are able to squeeze themselves through very tight tunnels and often surprise their prey in this manner. They radiate an incredible amount of heat, and use it to burrow through solid rock, fusing and melting the stone in passing. These creatures are frequently encountered on the mortal realms, as they derive sustenance there that cannot be found elsewhere.

COMBAT: In combat, a tavis wurm coils itself up in a ball before its opponent, waiting for a victim to come within striking distance. They lash out with amazing speed, trying to latch onto their intended target. As soon as it scores a successful bite it coils around the victim and attempts to burn it to death with its heat. They are not agile enough to actually constrict another creature, but rather constantly move around their victim in large coils.

HEAT: Tavis wyrms emanate a tremendous amount of heat. If a non-magical weapon strikes one, it begins to melt. Such weapons will become useless in 4 rounds, and melted slag in 4d4 rounds. However, a tavis will suffer normal damage from any non-magical attack. Any creature that comes into direct contact with it is exposed to agonizing, scorching pain, and suffers 1d6 points of fire damage. A successful constitution save reduce the damage by half.

IMMUNITY TO FIRE: Tavis wyrms are immune to all fire-based attacks. Cold-based attacks inflict double damage.



THESSALHYDRA

NUMBER: 1**SIZE:** Large**HD:** 12 (d8)**AC:** 20**SAVES:** P**MOVE:** 30 ft.**ATTACKS:** 8 Bites (1d6), Tail Pincer (1d12), Central Maw Bite (2d10)**SPECIAL:** Poison, Grab, Separate Hit Points

The thessalhydra is a nightmarish creature found primarily in swamps or jungles, although it can be found in ancient forests. It is a large, reptilian creature, not unlike dragons and wyverns, but without wings.

The largest of these creatures can be 40' in length, but the ones normally encountered are half that length. (The CK is encouraged to add 1HD for every 5' past the normal 20', meaning that the largest of these creatures are 16HD monstrosities). The creature is orange in color, sometimes with green or blue shadings. At the end of its short neck is a great maw, ringed with many teeth. Circling this great mouth are eight snake heads, each six feet in length. The tail of the thessalhydra ends in a great pincer.

The thessalhydra is a hateful, malevolent creature that lords over its domain with fear. Its home is normally devoid of the normal animal life found in other such geographical locations. The creature is continuously hungry and searched endlessly for food. It is carnivorous and will feed on any living creature it happens to find.

COMBAT: The central maw of the creature is situated so it is not able to attack in combat, but it does come into play (see below). The eight snake heads, however, can attack a multitude of opponents at once. Each strikes for 1d6 damage.

POISON: Anyone bitten must make a constitution check or take an additional 1d6 damage.

GRAB: The tail of the creature is quite long and agile and can easily grasp those opponents in front of the thessalhydra. On a successful hit, it will do no damage but has grabbed its victim in its powerful grip. The unlucky victim is allowed a strength check. Success means they have broken free, while failure means they have possibly doomed themselves to a painful death.

Anyone grabbed by the creature's tail will be hoisted to the great maw. The round after it was grabbed, the great maw will bite for 2d10 damage, no to-hit roll needed.

Those so grabbed can attack, albeit with a -2 to all attack rolls due to the precarious position they find themselves in. If the person so held is killed by the bite of the creature, it will swallow the corpse whole, using its tail to force it down its throat. Anyone, and anything, subjected to the digestive system of the thessalhydra will be irreparably damaged, being totally dissolved in 2d6 rounds. Short of a *wish*, no one killed in this way can be recovered.

SEPARATE HIT POINTS: Any damage taken by the snake heads does not count against the creature's total hit points. Each head can take 12 points of damage before being severed. Severed heads can be regenerated, but this takes weeks and should not come into play in a normal encounter. Damage done to the body, including the tail and maw, do count against the total hit points. If the body dies, all snake heads will also cease to function.

INT: Low**ALIGNMENT:** Neutral Evil**TYPE:** Magical Beast**TREASURE:** 12**XP:** 3,625+12

THOQQUA

NUMBER: 1**SIZE:** Small**HD:** 3 (d8)**AC:** 18**SAVES:** P**MOVE:** 10 ft., 30 ft. (burrow)**ATTACKS:** Slam (2d6)**SPECIAL:** Ignite, Surprise**INT:** Low**ALIGNMENT:** Neutral**TYPE:** Extraplanar**TREASURE:** Nil**XP:** 45+3

The thoqqua is 3'-4' in length and changes from a pink to a deep red, depending on its mood. When docile, its pink shade is prevalent, but it moves darker, and more red, the more angry it becomes. In combat, the creature is almost always a deep, fiery red.

The thoqqua is a being from the para-elemental plane of magma. It makes its home on our plane in places of dense rock, normally in mountainsides and underground. It can move up to 30' in rock, using its superheated body to carve tunnels as it moves. These tunnels will be extremely hot for three rounds after the worm has moved through them, inflicting 4d4 damage if touched with bare flesh. The thoqqua can sense even the slightest of movement in its lair and will attack without warning.

The ichor of a thoqqua will fetch a high price from an alchemist or research wizard. They will pay up to 50gp per flask, and 2d4 flasks can be obtained. It should be noted that the creature is still very hot and

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will continue to do damage for 2d6 rounds after it has died, although less each round.

COMBAT: The thoqqua's preferred method of attack is to charge from inside solid rock and burst forth into an open chamber slamming into its victim. This charge attack inflicts 3d6 damage both from the momentum of the blow and the heat damage from the body. The victim must make a dexterity save or fall to the ground, unable to attack the next round as they attempt to stand. After this initial attack, the worm will slam its upper body into an opponent, inflicting 2d6 damage on a successful hit.

IGNITE: Creatures successfully hit by the thoqqua may have any flammable materials they wear destroyed when hit. Each type of equipment must pass a check vs. magical heat or be destroyed. Use the following chart for assistance:

Paper: 19
Cloth: 16
Wood: 15
Leather: 14
Steel: 12
Silver: 10
Gold: 10

For instance, a thoqqua successfully strikes a wizard in robes (cloth). He must make a check for his robe with a target of 16. Anything below and his robes are ruined. Magical items get a bonus of +2. Aside from this bonus, equipment does not get any further bonuses or penalties.

THROAT LEECH

NUMBER: 1 **INT:** Animal
SIZE: Small (1 in.) **ALIGNMENT:** Neutral
HD: 1 (d4) (1hp) **TYPE:** Beast
AC: 10 **TREASURE:** Nil
SAVES: P **XP:** 14+1
MOVE: 0 ft.
ATTACKS: Proboscis (1d3)
SPECIAL: Camouflage, Attach, Choke

The throat leech appears as a small piece of detritus or debris, possibly a small leaf. It makes its home in fresh water ponds or lakes.

Anyone drinking from a water source with throat leeches living in it has a 50% chance of accidentally swallowing one. This chance can be brought down if the water is filtered or if the players inform the CK they are using some source to cleanse the water.

To kill the throat leech, one must stab the bloated creature with some sort of sharp instrument that can be placed in the victim's throat. Anyone attempting to kill the throat leech in this way must make a dexterity check or actually inflict 1d3 damage to the victim. A successful dexterity check will mean they have killed the leech.

COMBAT: The throat leech has no combat abilities whatsoever.



ATTACH: When swallowed, the throat leech will attach itself to the fleshy area in the back of the throat and begin sucking blood, much like a mosquito. The creature is relatively large and aggressive, and the area is very tender. Owing to these factors, the leech will do 1d3 points of damage per round.

CHOKE: When it has six points of damage, it will be bloated to twice its size and may cause the victim to choke. At this point, the victim of the leech must make a constitution check (CL 3) or begin choking for 1d4 damage (the leech will no longer be doing damage by its feeding). Each round that the victim fails his check increases the subsequent CL by one. If anyone fails three consecutive rolls, they have effectively choked to death and will drop to -3 hp, regardless of how many they had. Two rounds after this, they will die (no check can be attempted while unconscious).

THIRS

NUMBER: 1-20 **INT:** Average
SIZE: Small **ALIGNMENT:** Chaotic Evil
HD: 3 (d6) **TYPE:** Humanoid
AC: 13 **TREASURE:** 2
SAVES: P **XP:** 50+3
MOVE: 40 ft.
ATTACKS: Claw (1d6), Bite (1d10), By weapon
SPECIAL: Invisibility, Faery Lights

The thirs are goblins that live in swamps and prey on travelers and poor, lost souls who wander into their territory. They try to sneak up on outsiders and, at the least rob them of their possessions and dump them in a ditch.

Thirs are disgusting beings, covered in scabs and pus and stink of stagnant waters. They swim in the murky waters of the swamps and live in hidden caves underwater, where they drag their wealth and prey.

They often live with trolls and work for them doing chores, cooking, hunting, baiting traps and other odd jobs.

These goblins are commonly malevolent and never approachable. Neither can they be bribed. They will attack mindlessly, attempting to drag the helpless into the waters to claim as their own.

COMBAT: The thirs come from all sides and never attack singly unless their victim is weak enough not to be considered a threat. They are cowardly, by nature, and wish to overwhelm their foes and prey quickly, not prolonging the battle.

INVISIBILITY: The goblins can become invisible, blending in with the swamps, if they remain still. Once they do so, everyone present must make a wisdom save to notice them. The thirs exploit the peripheral weakness in most races' vision and try to shadow them on these edges of sight.

FAERY LIGHTS: A thirs can create magical, moving lights that flutter about and glide around them.

These lights can go as far as 150 ft. in a radius around the faery and be manipulated deceptively to lure people. This will last 1d20 minutes and can be used three times a day. Onlookers will have to make a charisma save or be drawn to them for 1d6 minutes mindlessly.

TICK, GIANT**NUMBER:** 2-12**SIZE:** Small**HD:** 2 (d8)**AC:** 15**SAVES:** P**MOVE:** 10 ft.**ATTACKS:** Bite (1d4)**SPECIAL:** Blood Drain, Disease

The giant tick dwells both underground and in deep forest regions, hanging from cavern vaults or tree limbs to seek out its prey. Much larger than their mundane cousins (2.5 feet long), they are usually either a dull brown or unhealthy gray in coloration. Unlike their smaller relations, they tend to congregate in small groups of 2-12 ticks, especially in areas where the feeding is good and a lack of predators ensure the robust growth of these dire arachnids.

COMBAT: A successful hit from a giant tick indicates that their hypostome, the beaked tongue of the tick, has been inserted into the victim. They will automatically start draining blood on subsequent rounds.

BLOOD DRAIN: A giant tick that successfully manages to attach to a victim automatically inflicts 1d4 hit points of draining damage, which goes to feed and heal the tick. If a tick is able to drain a victim of hit points equal to its own hit point total, it will release the victim and crawl away. Being bloated with blood in this state, the giant tick will only be able to move at half speed and suffers a -3 to armor class and all checks/saves.

DISEASE: Any creature bitten by a giant tick has to make a successful constitution save to avoid being infected by a blood disease from the arachnid's saliva. The Castle Keeper should refer to the Castle Keepers Guide for examples, but the disease should have a base CL of 3.

TIGER**NUMBER:** 1-3**SIZE:** Large**HD:** 5 (d8)**AC:** 14**SAVES:** P**MOVE:** 40 ft.**ATTACKS:** 2 Claws (1d4); Bite (1d10)**SPECIAL:** Rake, Tracking 7, Twilight Vision

Tigers are great predatory cats that inhabit tropical climates, particularly favoring mountainous jungles. They are generally solitary creatures, so if more than one is encountered, it will be a mating pair, or a mother and her two cubs. Tigers are the largest of the great cats and are aggressive hunters.

COMBAT: Tigers stalk their prey using the cover of the jungle for camouflage. They almost always begin an attack by springing on their prey from concealment, and biting and raking viciously in an attempt to make a quick kill. Once it has incapacitated its prey, a tiger will drag it into the foliage to be devoured.

RAKE: If a tiger successfully bites, it can make two rake attacks with its hind legs. Each attack gains an additional +3 bonus to hit and inflicts 1d4+2 damage.

INT: Animal**ALIGNMENT:** Neutral**TYPE:** Vermin**TREASURE:** 1**XP:** 20+2**TITAN****NUMBER:** 1-4**SIZE:** Large**HD:** 17 (d8)**AC:** 38**SAVES:** M, P**MOVE:** 90 ft.**ATTACKS:** By weapon (7d6)**SPECIAL:** Spell-Like Abilities, Etherealness, Spells, Darkvision 60 ft., SR 10**INT:** Genius**ALIGNMENT:** Chaotic Good**TYPE:** Extraplanar**TREASURE:** 11**XP:** 12,400+17

Consorts and representatives of higher powers, the titans are enormous humanoids, averaging 24 feet tall and gifted with a perfect physique. Except for older dragons, there are few creatures that can match a titan's raw physical power, and when coupled with their magical abilities, they are a force beyond measure.

Titans typically dwell in palatial castles in the heavens, and have little to do with the mortal realms. They do visit the mortal realms on very rare occasions, usually to hunt dragons or some other large evil beast. At these times, they are approachable and even amicable if information useful to the hunt is offered. They see the worlds of the mortal realms in stark terms of evil and good, and do not pay attention to cultural or racial differences. If they encounter evil creatures, titans usually destroy them outright. Titans may offer help or advice to particularly good creatures that they encounter.

COMBAT: A titan wears armor in combat and wields large weapons, preferring mauls and hammers. They are slow to anger, but when roused or threatened they cloak themselves in invisibility, and begin devastating attacks on their foes.

SPELL-LIKE ABILITIES: Improved invisibility, levitate (2/day), and protection from alignment (double strength).

SPELLS: Titans can cast both wizard and cleric spells as 9th level spellcasters. They choose 3 wizard spells of each level from 1st through 5th, and 3 cleric spells of each level from 1st through 5th.

ETHEREALNESS: This functions identically to the ethereal jaunt spell except up to 3 additional willing subjects may be brought into the Ethereal Plane.

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TOAD, GIANT

NUMBER: 1-4 **INT:** Animal
SIZE: Large **ALIGNMENT:** Neutral
HD: 4 (d8) **TYPE:** Animal
AC: 16 **TREASURE:** 3
SAVES: P **XP:** Non-poisonous: 90+4 Poisonous: 130+4
MOVE: 20 ft., 40 ft. (jump)
ATTACKS: Bite (1d4)
SPECIAL: Twilight Vision, Swallow, Poison, Camouflage

Giant toads are larger and have thicker skin than their cousins, giant frogs, and can inhabit a much greater range of terrain. They can be found almost anywhere, but are commonly encountered in forests and scrublands. Giant toads are usually solitary hunters, but they can occasionally be encountered in groups of up to four. Some varieties of giant toad are poisonous: they secrete a poison from mucus glands on their skin. There is a 10% chance that any given giant toad is poisonous.

COMBAT: Giant toads rely upon camouflage to surprise their prey. When a victim passes by, a giant toad strikes with its gigantic tongue and drags the prey to its mouth to swallow it.

CAMOUFLAGE: Giant toads are difficult to spot in natural environments. When concealed, they have a +5 bonus to hide checks, and a +10 bonus to surprise rolls. This ability is negated at night if a light is flashed upon them. Their eyes are giant and bulbous, and reflect the light shined upon them like beacons.

SWALLOW: If a giant toad strikes with its tongue, it inflicts 1d4 points of bludgeoning damage. The target must succeed at a strength save, or the tongue wraps around the victim's waist or one of the victim's limbs. If the creature is small in size, the toad instantly pulls it into its maw and swallows it. Giant toads can only swallow small creatures, such as dogs, gnomes, and halflings. If a giant toad successfully swallows a creature over 3 feet tall, it takes 2 full rounds for it to choke the creature down. During this time it is very vulnerable to attack. Its movement is halved, and its armor class is reduced to 10. Any creature swallowed by a giant toad suffers 2d8 points of damage per round. A giant toad's gullet is too small to allow a swallowed victim to fight its way out.

POISON: If a giant toad is poisonous, any creature making direct contact with its skin must succeed at a constitution save, or fall helplessly into convulsions. The initial seizure lasts for 6 rounds, and then subsides. Thereafter, seizures will recur every 1d4 hours, and will last 1d6 rounds. This stage of the poisoning lasts for two days. After that, the seizures will recur every hour, and will last 1d12 rounds. This stage lasts for two more days. During the final stage, the seizures will recur every 10 minutes, and will last for 1d4 minutes. After four such seizures, the victim's heart will stop, causing death.

TOPIEC

NUMBER: 1-8+ **INT:** Average
SIZE: Medium (5 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 6d10 **TYPE:** Undead
AC: 18 **TREASURE:** 6
SAVES: M **XP:** 400+4
MOVE: 90 ft. (swim)
ATTACKS: Grab
SPECIAL: Nil

These frightening spirits are the souls of those who have been drowned by various means in bodies of water and are now filled with rage. They

will eagerly pull people, animals, and any living thing down into the waters and hold them under until they also drown and join their ranks.

They are known by several names in the Slavic world and are related to the vodník. Ghastly and pale, these spirits still are garbed in their tattered clothing from their life. They are water soaked and while in water suffer no damage from attacks unless it is magical in nature (spells, magic weapons, etc). Topielec are simply hideous to behold, half-skeletal, with white or missing eyes and gaunt features; there is nothing pleasant about them.

COMBAT: Once they have a grip on their foe and pull them under the water, they maintain a hold on them to keep them under until they drown. There is no need for attacks or defense even while they are in their element, but they will flee back to water if they somehow taken from their home.

GRAB: These water spirits have the ability to grab their victims with an iron-hard strength. Once they manage (functions as a normal attack), they will keep a hold on the victim under the waters. The only way to escape this is by making a successful strength save or by defeating the topielec.

TREANT

NUMBER: 1-20 **INT:** Average
SIZE: Large **ALIGNMENT:** Chaotic Good
HD: 7 (d8) **TYPE:** Plant
AC: 20 **TREASURE:** 6
SAVES: P **XP:** 495+7
MOVE: 30 ft.

ATTACKS: 2 Slams (2d8)

SPECIAL: Blend, Animate Trees, Trample, Twilight Vision, Vulnerability to Fire

To the casual observer, a treant appears very much like any other old, gnarled tree in the forest. At first glance, they are indistinguishable from regular trees. Upon closer observation, however, odd bark formations that reflect crude facial features provide the first clue that a tree might be a treant. Even when so examined, a treant may not reveal itself, preferring that the curious move along and deem the facial features to be coincidental. If they choose to reveal themselves, they stand up to show that their two largest branches are arms, and their trunk and roots serve as legs and feet.

Treants can be found in almost any forest, whether temperate or tropical. They make their homes in hidden glades, usually at the mouth of a spring, or along the reaches of a small creek. Up to 20 treants may reside in a single glade, if the location is beautiful enough.

Treants are hesitant to become involved with the world around them, aroused only to defend the forest they live in. Intelligent, and often friendly, treants hate evil creatures and the unrestrained use of fire. They associate very well with the good creatures of the forest, and often have good relationships with druids and rangers.

COMBAT: Treants are never far from their home, and they resent any aggressive intrusion. In battle, they use the forest itself as a weapon, rousing other trees to battle and smashing their antagonists with their thick branch-like arms.

BLEND: A treant is virtually undetectable when it is in its native forest. It is considered invisible to all but elves, halflings, and gnomes, unless it reveals itself. Elves, halflings and gnomes may detect a treant if they succeed at a wisdom check (CL 5).

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ANIMATE TREES: If threatened, a treant can give from 1-12 trees mobility and the appearance of life. The trees then immediately attack whatever target the treant chooses. Animated trees move and fight like treants but also have the treant's vulnerability to fire.

TRAMPLE: A treant's footfall can be devastating, due to its heavy trunk and massive root network. Any creature caught in the path of a treant's movement must make a successful dexterity save to avoid taking 4d4 points of damage.

VULNERABILITY TO FIRE: Fire attacks inflict double damage upon treants.

TRIKILL

NUMBER: 1

SIZE: Large

HD: 2 (d8)

AC: 10

SAVES: P

MOVE: 20 ft.

ATTACKS: 3 Claw (1d4), Kick (1d6)

SPECIAL: Sonar, Grab, Decay, Blindness, Illusions

INT: Average

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 3

XP: 40+2

The trikill is a strange creature to almost anyone's eyes. They stand close to seven feet tall, are naked, have pale, almost translucent skin and are completely hairless. They have multiple heads, one primary head connected directly to the torso. They have 1-4 smaller heads growing out of the neck and around the primary head. Each head is partially developed or not at all.

It has three arms, two on the side, not unlike most bipedal creatures, and one emerging from its chest. Each of these arms ends in a long sharp but hollow tooth. The creature has no mouth, feeding through

its arm-born teeth. It is bipedal though usually has several other legs growing from its torso. The trikill eats mainly decayed flesh and thus has a distinctly unpleasant odor about it. It devours its meals by jamming their teeth into the flesh, secreting a small acid that dissolves the flesh. They are able to suck the gel left over up the hollow tooth on the end of each arm.

COMBAT: The trikill can attack creatures all around it, as its sonar gives it a full range of vision. Its side-arms can attack both to the front and rear equally well. Each bony arm inflicts 1d4 damage upon a successful hit. When attacking to the rear, it has a -1 to hit due to lack of depth perception. The creature can also brace itself with its extra legs and kick anyone in front of it for 1d6 damage.

GRAB: Anyone hit with both arms, and standing in front of the creature, will be grasped by the third arm (no to-hit roll needed). Anyone so grasped by the third arm will be pulled into the tentacles that ring the mouth.

DECAY: Each of the three get an attack, at a +3. They do no damage, but the victim must make a constitution save or have the skin touched, normally the face, and begin to decay at an alarming rate. After three rounds have passed, the victim will begin taking 1 point of damage per hour as the skin begins to turn gray and smell. This deterioration will continue until a *remove disease* has been cast upon the victim or they die.

BLINDNESS/ILLUSIONS: If the battle seems to be going against the creature, it will use its single power of illusion to try to gain an advantage. The creature will cause a sudden flash of bright light to appear (it can attack and perform this action in the same round). All creatures that can see must make a constitution save or be blinded for 1d3 rounds. Also during this flash, the creature will create an illusion of two more of its kind. Anyone seeing this can make a wisdom save to see them for what they are. Those blinded get a penalty equal to the number of rounds they were blinded. Those believing the illusions will take damage from them as they would from the real trikill.

SONAR: The trikill has no eyes but rather 'sees' through a highly sophisticated sonar that emanates from each of the heads.

TROGLODYTE

NUMBER: 2-8, 10-100

SIZE: Medium

HD: 2 (d8)

AC: 15

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claw (1d2), Bite (1d4+1), Weapon

SPECIAL: Stench, Darkvision 90 ft.

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 1

XP: 15+1

Troglodytes are reptilian humanoids. They are large, squat creatures with wide, tooth filled snouts. A troglodyte's legs resemble those of a frog, but are capable of supporting a bipedal stance. They have webbed feet and toes with claws.

Troglodytes are filthy creatures that live in their own offal and refuse. They are primarily found in tropical swamps and marshlands. Their dwellings are always underground. They live in clutches of up to 100 inhabitants. The scent of a troglodyte is revolting, and serves as a warning indicator of the creature's proximity. They are fairly stupid creatures, but they do attack with tremendous ferocity.

Troglodytes are tribal, and follow a strict hierarchy where the strongest males dominate. If over 50 are encountered, they are led by a trog with

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maximum hit points and an armor class of 17. If 100 are encountered, a trog with 5 hit dice, maximum hit points, and an armor class of 17 leads them.

COMBAT: A troglodyte will try to remain hidden, seeking a place where it can strike at an enemy from behind to cripple it. They then drag the hapless victim to their lair, where it is quickly slaughtered and eaten. They can wield a wide variety of weapons; they utilize anything they find on the battlefield, or primitive weapons that they fashion themselves.

STENCH: When a troglodyte is angry, hurt, frightened, or otherwise strongly emotional, it secretes foul-smelling oil that coats the creature's body. Any non-troglodyte within 30 feet must make a successful constitution save, with a -1 penalty for each troglodyte in the area. If this save fails, the victim suffers a -1 penalty on attack and damage rolls due to repulsion and nausea.

TROLL

NUMBER: 1-8

SIZE: Large

HD: 6 (d8) (river); 9 (d8) (hill)

AC: 16

SAVES: P

MOVE: 30 ft.

ATTACKS: 2 Claw (1d4), Bite (2d6), weapon (+3 damage)

SPECIAL: Rend, Darkvision 60 ft., Twilight Vision, Regeneration 2

Trolls are huge, lumbering humanoids that are greatly feared. There are two distinct breeds of troll, hill and river.

Hill trolls have long arms and legs, and their hands and feet are broad, with thick toes and fingers. They tend to be fat, and are rather lazy in appearance. Hill trolls have wide, dark eyes, small ears, and large tusks jutting from the lower jaw of their wide mouth. They wear clothes occasionally, usually ragged pants and heavy wool shirts. They reach heights of 12 feet tall on average, though some grow much larger. Trolls are not particularly intelligent creatures, lusting more after food and drink than anything else. They love the taste of goats and sheep most of all. They are wicked creatures that enjoy torturing prey before killing it. Hill trolls are aggressive hunters, and fear very little. Hill trolls are usually found alone, though occasionally they wander in hunting groups.

A smaller breed, the river troll, is a warty creature with mottled flesh, elongated facial features, and nasty claws. They are large, standing as tall as 8 feet. They usually forgo clothing, but occasionally wear a loin cloth. Despite their name, river trolls can dwell anywhere, but they prefer the wet, moist environment of river banks. They will take up residence under bridges, deep in swamps, and in other wet places. River trolls form families of up to 12 that hunt together as a pack. River trolls are very aggressive, and merciless in battle.

COMBAT: Trolls are fearless creatures that attack ceaselessly. They are always on the hunt and almost always hungry. Though they have no cause for keeping it, having very little use for riches, they love to gather pretty things of gold, gems, and other valuable items.

REND: If either troll successfully hits with both of its claw attacks on the same opponent, it is able to make a fierce dig with those claws to rip the victim's flesh. This attack automatically inflicts an additional 1d4+1 points of damage on the victim.

REGENERATION: Three rounds after a troll suffers damage, its body begins to repair itself. Trolls regenerate at a rate of two hit points per round. Regeneration does not function if the damage is caused by fire or acid, and trolls cannot heal such damage. A troll that falls in battle will reform 3d6 rounds after falling, and will continue to fight. The only way to permanently kill a troll is to burn or dip into acid all of its parts. Any missing parts will allow the troll to reform, at the location of the piece that survived. Note that trolls cannot be "farmed." If a troll is cut into a dozen pieces, those pieces will attempt to rejoin to reform the original troll. However, if those pieces are prevented from rejoining the whole, they will simply die, and the largest piece of the troll will begin to regenerate into a single troll.

TROLL, SCANDINAVIAN

NUMBER: 1-10

INT: Low

SIZE: Small to Large

ALIGNMENT: Chaotic Neutral/ Evil

HD: 6 (d8)/8 (d8)

TYPE: Monstrous Humanoid

AC: 16

TREASURE: 58

SAVES: P

XP: 360+6/1,200+9

MOVE: 30 ft.

ATTACKS: 2 Claw (1d4), Bite (2d6), Weapon (+3)

SPECIAL: Rend, Darkvision (60 ft.), Twilight Vision, Regeneration 2

The trolls of the Nine Worlds are hard to classify, like many races. Their definition blurs the lines between many races in many worlds and run from short to large, and ugly to fair in appearance.

The trolls that live in the mountains are usually brutish creatures that hunt other races and are called troldfolk, bjergtrolde and tusser but there many small, fair beings that have no evil intent towards others in the troll race.

Because of the larger and more aggressive variation's infamy the word 'troll' is used by the peoples of the Nine Worlds in scorn. It is an insulting term that is directed at giants and other monsters too, further confusing the meaning.

Trolls can heal quickly, and are capable of calling upon their innate magical abilities for other things. Found among the more monstrous of trollkind is the fatal flaw that turns them into stone if they are in direct sunlight. Many trolls are frightened by lightning flashes fearing that it is the arrival of Thor to smite them with his hammer Mjörnir.

There are times when the more malicious minded of the trolls steal babies from other races and replace them with their own, bringing



about a Changeling. The trolls meanwhile raise the stolen child as their own for whatever purposes and the affected family is stuck with an irritable and ugly offspring.

Aggressive trolls will sometimes invade and overtake a human or other race's settlement or land ('bergtagning') by force. In Mannheim these acts and deeds are common in Germania but troll hunters come and rid of the menace. Due to the fury and might of Thor, trolls frighten easily when there is lightning, assuming that the giant slaying son of Oðin is near.

Many trolls rule from their keeps and fastness of subterranean or mountain dwellings.

COMBAT: The small and fairer trolls do not battle or wish to have a confrontation but the larger and disgusting variety have no issue with doing so. They fight as giants do in combat and do not find retreat an option.

TWIN

NUMBER: 1
SIZE: Medium
HD: 1 (d8)
AC: 20
SAVES: P
MOVE: 30 ft.
ATTACKS: Nil
SPECIAL: Camouflage, Alter Reality

INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: N/A
XP: 12 + 1

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The twin is a being native to the outer planes. They are virtually invisible, appearing as a hazy, amorphous patch of air, like that seen over a heat source. When they come to this plane, they seek a host to mimic. How this is done is unknown. It is theorized that the twin itself has no agenda and will thus attach itself to any creature. There does seem to be a propensity for the creature to find a host that is powerful or important, for they rarely attach themselves to common people.

Over the course of a few days, the twin stalks the victim, gradually attaching its consciousness with its host. After time, it will move, following the target wherever it goes, but still keep its hazy appearance. Anyone in the presence of a host can make a wisdom check (CL 3) to see if they notice the twin, otherwise it continues to appear as a heat source.

The host of a twin is keenly aware of its presence and the ability it has. Because of this, it will attack any creature trying to harm his twin. The host can be any intelligent creature, from goblin to ogre, gnome to human. Males and females seem equally likely as hosts, as do all variety of classes.

When a host is killed, the twin will choose a new host in 2d12 hours. They will never choose the creature that killed their previous host, but they will hold no ill-will against this creature nor will they ever attempt to exact revenge. They may, however, choose a new host from a group that includes their old host's killer. The CK should determine this randomly.

If attacked and suffering damage equal to its hit points, the twin will not die, but is banished from our plane and back to the ethereal plane. It is unknown what they appear as on their home plane.

COMBAT: The twin lacks the ability to attack, but will never move more than ten feet from its host.

ALTER REALITY: To become a host of a twin is quite a boon. The twin has the ability to move through time and reset an event. They do this for their host, allowing the host to change their actions ever so slightly and allow them to sometimes succeed where they may have normally failed. In game mechanics, the host of a twin is always allowed to re-roll when a roll is called for, choosing that die that is most advantageous. This applies to all combat rolls as well as ability checks.

U—

UNICORN

NUMBER: 1-8
SIZE: Large
HD: 4 (d10)
AC: 18
SAVES: P
MOVE: 60 ft.

INT: Average
ALIGNMENT: Chaotic Good
TYPE: Magical Beast
TREASURE: 5
XP: 180+4

ATTACKS: Hooves (1d6) or Horn (1d12)

SPECIAL: Darkvision 60 ft., Magic Circle, Dimension Door, Immunity: Poison, Charm & Compulsion, Twilight Vision, Wild Empathy

Unicorns are magical horses of uncommon beauty. All unicorns have a long, spiraled horn rising from their brows. They are noble in appearance, generally white, beige, or roan, but other colors are not



unknown. They are intelligent creatures, and roam remote grasslands and forests. They are reclusive, and rarely keep company with creatures other than unicorns or faerie-kin. They are fierce when aroused to battle, but good in nature. They have been known to act in the defense of good and innocent travelers in need of aid, only to disappear into the wilderness afterwards.

On rare occasions, a pure-hearted female human or elf can approach a unicorn and befriend it. This friendship is one of deep trust, respect, loyalty, and fondness. A unicorn's human or elf companion may be allowed to ride it as a mount. If a unicorn's companion should ever commit an evil deed, regardless of the presence of the unicorn, the beast will know it, and the bond will forever be broken. Indeed, a unicorn so betrayed may consider its former companion to be a sworn enemy.

COMBAT: When engaging enemies, a unicorn will charge, using its lance-like horn to impale foes. Thereafter, they make use of their hooves to strike, and often gallop around to make additional charges.

HORN: Unicorn horns are magically endowed. They function as +2 weapons, giving all unicorns a +2 bonus to hit when attacking with the horn. Simply possessing a unicorn horn provides total immunity to poisons (unicorns themselves benefit from this). If a unicorn loses its horn, it loses the following abilities: magic circle, dimension door, and all immunities.

MAGIC CIRCLE: A unicorn makes all saves against magical attacks, regardless of primes, as 11 hit dice creatures. Unicorns cannot be surprised, and are constantly affected as if by a double strength *protection from alignment* spell.

DIMENSION DOOR: Once per day, a unicorn can *dimension door*, taking a rider with it, if it wishes. This ability has the same effect as the wizard spell of the same name.

WILD EMPATHY: Unicorns have an empathetic bond with the forests in which they live. They are aware of most things that pass through, and certainly of any evil that is afoot.

V—

VALKRYJA

NUMBER: 1+

SIZE: Medium

HD: 15(d8)

AC: 25

SAVES: M, P

MOVE: 150 ft. (flying)

ATTACKS: Spear (8d10), Axe (12d12), Sword (10d8), Bow (6d8)

SPECIAL: Find Battle-Slain, Battle Victor

INT: Average

ALIGNMENT: Lawful Good

TYPE: Extraplanar

TREASURE: CK's Choice

XP: 5,000+15

The Valkryja are special divinely appointed women by Oðin Allfather that seeks the worthy Battle-Slain and takes them to Ásgarðr to feast, fight and prepare for Ragnarök in Valhöll. Only the Skjaldmō ('Shieldmaidens') were eligible for this honor.

They are given a second life, an immortal one by Oðin, to serve him and can even marry and have children. They are given honor and a divine enhanced beauty. Many of Oðin's Valkryja ride flying wolves to do their sacred duty and appear grim and foreboding. Ravens fly around them and always stay close, their squawks are death knells to those hear them over the rabble and noise of battle.

The Valkryja are granted magical abilities and rune knowledge to assist in certain battles and events that the gods deem significant enough.

They can bind warriors and deny them freedom to move or fight, and cast cleric spells as a 10th level cleric if they choose.

Many Valkryja can watch over an individual if given the word by the Allfather or other gods to bless or even curse them in order to influence matters in a direction they wish. Those observed would never be aware of this due to the divine magic that is behind the Valkryjas.

These divinely appointed women of battle are also called Sigewef ('Victory Women') and Wælcyrjan by the Anglo-Saxons in Britannia. Others in Germania call them the Idisi as well. In northern Germania they are given the titles Oðins meyjar ('Oðin's Girls'), Óskmey ('Wish Girl') and Valmeyjar ('Death Maidens').

COMBAT: Feared as much as facing the gods themselves, the Valkryjas are invincible forces in battle. Blessed by Oðin they are far superior to any giant or other monster in the Nine Worlds on average. They will use strategy and tactics against their foes, flying if necessary or on foot. They never will do this to change the odds of an important battle unless the Allfather himself deems it crucial.

FIND BATTLE-SLAIN: Valkryja can find those that have been slain honorably in battle amidst the many dead. The Valkryja will know who was cowardly, devious and false in their life and pass them over for the worthy of Valhöll and becoming an Einherjar. Only a god or a rare wizard or witch could deceive them with this ability.

BATTLE VICTOR: Valkryja in battle can attack ten times a round, against multiple opponents if need be, and possess a small portion of Oðin's skills. They can fire ten arrows in a round with a bow and pick targets for each arrow.



VAMPIRE

NUMBER: 1

SIZE: Medium

HD: 8 (d12)

AC: 20

SAVES: M, P

MOVE: 40 ft., 60 ft. (fly), 20 ft. (climb)

ATTACKS: Slam (1d6)

SPECIAL: Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance (half), Spider Climb

Vampires are legendary undead predators, feared and reviled by all. Formerly human, these foul creatures have become completely corrupted, lurking in a state between life and death, and requiring warm, fresh blood for sustenance. They prowl at night through decrepit city streets, seeking healthy but unsuspecting victims. Unlike other undead, vampires are not ghastly or decayed in appearance. To most observers, they appear quite normal, and some are rather attractive. They often have pale skin that takes on a less pallid tone after they feed.

All vampires must retreat to the safety of their lairs as the sun rises, as sunlight is fatal to them. They tend to make abandoned crypts and tombs their homes. They are vulnerable when resting during the day, sleeping in coffins and sarcophagi, and therefore rely on remote locations in which to lair. Up to four vampires may share a single location. However foreboding their chosen shelter, they always choose a place that is relatively close to cities and settlements. This provides them with easy access to a food supply. Vampires are very intelligent, even if not very smart in life, and will not overfeed in a particular location. This helps prevent discovery and allows the hunting ground to be used for a longer period of time. Vampires are freakishly strong. This innate toughness enables them to turn aside mundane weaponry and they can only be hit by magical weapons of +2 or better.

COMBAT: Vampires are aggressive, but not foolhardy, when stalking prey. They stalk targets traveling alone, weak stragglers, drunkards, and other vulnerable targets. They are not favorably disposed to prolonged combats, as they realize dangers to them despite their own great power. To avoid battle, they will try to mentally dominate other creatures. If that fails, and they are pressed, they call their nocturnal allies to aid them in the fight. If a battle goes poorly for them, they change shape and flee.

BLOOD DRAIN: If a vampire successfully strikes an opponent with its fists (slam), the target must succeed at a strength save or be held in the vampire's grip. If the save fails, a vampire will use its great strength to bring the victim to its mouth, where it will bite it and begin to drain it of blood. This attack automatically inflicts 1d4 points of damage per round. For each point drained from a victim, a vampire will heal one hit point. If a vampire is able to drain a victim of 36 hit points in this way, it is satiated, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire's clutches. A vampire must use this ability every few weeks, or it will die.

ENERGY DRAIN: Along with the blood drain, living creatures hit by a vampire's bite attack instantly lose two levels or hit dice. Each round thereafter that the vampire is able to continue biting, the victim loses one level or hit dice until the creature has perished. This loss is permanent unless reversed with a cleric's *restoration* spell or a *wish*.

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CHILDREN OF THE NIGHT: Vampires are able to summon other night-time predators, having a special bond with these creatures. A vampire can summon a swarm of 3d6 bats, rats, or wolves. They can summon only once per day, but success is guaranteed. Summoned creatures will arrive 2d4 rounds after being called by the vampire. The summoned creatures obey the vampire without reservation, and remain until killed or released.

DOMINATE: The intense gaze of a vampire is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into a vampire's eyes must make a charisma save at a -2 penalty. Failure results in the victim suffering the effects of a permanent duration *charm person* spell. However, a person charmed in this manner will defend the vampire at all costs, even against former allies.

CREATE SPAWN: A human victim killed by the vampire's blood drain can be brought back to unlife, under the control of the slaying vampire. The slaying vampire must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a spawn. Spawn created in this way have 4 hit dice instead of 8, a movement rate of 30 feet, only have physical saves, and have the following special abilities: Blood Drain, Energy Drain, Regeneration 1, Electrical Resistance (half). If the controlling vampire is destroyed, the spawn becomes a full vampire with the normal statistics.

ALTERNATE FORM: Any vampire can assume the form of a large canine, of any non-magical or natural breed or species, and remain in that form indefinitely. A vampire can also assume the form of a large bat, and can remain in that form indefinitely. A vampire in either form retains all special qualities, but loses its special attacks. *True seeing* and other effects will not reveal a vampire in either of these forms, and these forms cannot be dispelled. However, a vampire killed in either form will become gaseous (see below). Vampires are immune to polymorph attacks unless the vampire wishes to be affected.

GASEOUS FORM: A vampire can assume the form of a thick cloud, at will, as the spell *gaseous form*. If a vampire in any form other than gaseous is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There, it will heal and prepare for another attack.

SPIDER CLIMB: Vampires are endowed with the supernatural ability to adhere to and climb any surface.

VAMPIRE VULNERABILITIES: Vampires retreat from garlic, reflective surfaces, or holy symbols of good deities. These objects do not harm vampires, but will cause them to recoil. This causes a vampire to delay any attack by 1d4 rounds while it tries to find a way to maneuver around the offending object. When exposed to true daylight, a vampire is rendered powerless and unable to move or attack. It will begin to smolder, and after 6 rounds of exposure, a vampire will burst into flame and burn to ashes. This permanently destroys the vampire. If a vampire is ever immersed in running water, a vampire's flesh is rapidly degraded, killing it permanently in 3 rounds. Each round of immersion causes the vampire to lose one-third of its hit points. A stake driven through the heart of a vampire will kill it as long as the stake remains in place. If it is removed, the vampire awakens and functions normally. To permanently kill a staked vampire, its head must be removed, its mouth filled with holy wafers, and then the entire corpse must be buried in consecrated ground.

ENTOURAGE: A vampire may be encountered with up to 6 vpawn.

SPECIAL: Vampires always have fighter abilities at a level equal to the vampire's hit dice.

VARDØGER

NUMBER: 1

SIZE: Medium

HD: See Below

AC: See Below

SAVES: M

MOVE: See Below

ATTACKS: See Below

SPECIAL: Doppelgänger

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 1,500+ Victim's HD

The Vardøger is a magical and malicious being that can copy another's appearance and abilities down to the smallest detail. They were born in Niflheimr and are the servants of Hel and other powerful evil beings.

At the very least the Vardøger is only an innocent foreshadowing of its chosen target, and will appear before its victim by seconds to cause confusion and panic. But at the most this shapeless being will completely replicate its target in every way to bring misfortune and sabotage their life down to the smallest detail.

If it comes to bring destruction to another being's life, it will try to ultimately cause their demise in the end.

The Vardøger is only out to make trouble. Their form before replication is unknown but it is assumed by many that they are ghastly looking beings before they take on the image of their target.

COMBAT: Doppelgängers will fight and possess the exact hit points and abilities of the person they are copying, which means that the target will result in fighting themselves. In effect, the target will be battling them to the end. It will use the same tactics and strategies as its victim.

DOPPELGÄNGER: Either by the act of a divine nature or the spell cast by malicious beings, the Vardøger will be an exact copy of who it is told to replicate. Not even the close friends and family can tell the difference and will be fooled. Unless the spell is dispelled or the victim dies, the Vardøger retains the replication of the victim until the end.

VARGOUILLE

NUMBER: 1

SIZE: Small

HD: 1(d10)

AC: 13

SAVES: P

MOVE: 30 ft. (fly)

ATTACKS: Bite (1d4)

SPECIAL: Darkvision (60 ft.), Permanent Damage

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 10+1

These heinous creatures can be found in any clime and any region, although they are not native to our world. Sages disagree where exactly they hail from, but most do agree it is one of the evil outer planes. They are apparently sent here on missions of woe and malevolence, for they seed fear wherever they tread.

The creature appears to be a gross, misshapen human head with a pair of bat wings springing from its temples. The head has a

mouth too large for its face, filled with long, sharp teeth. Long, writhing tentacles grow from its head, not unlike hair and two large, pupil-less eyes glare outward upon the world.

COMBAT: When engaged in combat, the creature will attack without provocation from above. It will swoop in an attempt to bite its



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opponent, inflicting 1d4 damage if successful. It will continue to attack the same target until one of them is dead.

PERMANENT DAMAGE: Due to its vicious bite, any damage taken from the vargouille is taken from its victim's maximum hit points. For example, a 3rd level fighter, with 18 total hit points is attacked by the monster. At the start of battle, the fighter has 12 hit points, having lost 6 in an earlier battle. It takes 6 damage from the vargouille before it is slain. The unlucky warrior now has 6 hit points, and a maximum of 12 hit points instead of its previous 18. Only by casting a *heal* or a *restoration* spell can these hit points be regained.

VÆTTIR

NUMBER: 1-8
SIZE: Small to Medium
HD: 4 (d6)
AC: 15
SAVES: M
MOVE: 50 ft.
ATTACKS: By weapon
SPECIAL: Evade Detection

INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 2
XP: 50+4

Vættir, or Wichts, are flittering little beings that can be beneficial or a jinx to those that cross their paths. Few have seen them well enough to describe them, but those that have describe them as looking like fair little faery beings. Stories from the Nine Worlds vary on them, as with trolls and many other mysterious beings, but many observers say they are mean and hateful spirits that plague others. Vættir have mastered the art of existing in the universe where their presence is scarcely known. Wichts are described as being like pale ghostly spectres by some and like elves by others. No one is certain which story is true about them.

COMBAT: Wichts can become dangerous if they forced to defend themselves but that is if the attackers can keep their eyes on them long enough. They fight with precision and forethought and do not act impulsively.

EVADE DETECTION: The Vættir have been given the ability by the gods of Álfheimr to be hard to focus on. Only staring directly at them can one know they are present but if they slip into the peripheral vision of those around them they will 'vanish'. A wisdom save is needed to keep them in sight or they vanish.

VED

NUMBER: 1-2
SIZE: Large (15 ft.)
HD: 5 (d10)
AC: 16
SAVES: M, P
MOVE: 60 ft.
ATTACKS: By weapon
SPECIAL: Control Weather, Mighty Breath

INT: Average
ALIGNMENT: Neutral or Evil
TYPE: Fey
TREASURE: 5
XP: 450+5

Vedi are tall forest folk covered in hair with massive, strong chests and muscular arms. They are able to uproot trees with their hands and carry impossibly heavy loads. There are two kinds of Vedi, the good and the bad, which dwell deep in the forests. While the good Vedi aid mortals and even protect them at times, the bad ones will enslave any mortal they meet, taking them back to their sylvan home (usually in a cave or other sheltered place) and treating them awfully. Because of their strength and size, few want to challenge them.

Vedi are generally solitary beings and never mingle with their own kind or others unless it is to find a mate. Mortals try to show them respect and avoid them if and when possible, mostly because they do not know which Vedi are good or bad until it is too late.

COMBAT: A Ved has no problem using its super-strength in battle, wielding trees and other heavy objects as weapons. It is a rare sight to see the Vedi assembling for war, armed and in groups, but there are stories of dangers in the wilderness too great for them to ignore sometimes, and they will amass to face it.

CONTROL WEATHER: If it is absolutely needed, the Vedi can control the local weather for hours at a time, changing it to whatever is needed. They can make good weather better or worse, snow in summer or rain during a dry season. This is one of their abilities gained from their hazy lineage going back to the time of the second generation.

MIGHTY BREATH: The Ved's large chest holds powerful air that can be expelled if required as a defensive or offensive tactic. The breath is so mighty that it can knock down most beings and objects (averaging about 150+ lbs or more). The Ved's breath blows in a wide cone 20 ft wide and 50 ft away. Unless a target makes a strength save, they are blown off of their feet 2d20 ft and will take 2d10 damage from the impact. Fires will be extinguished, and anything not held or tied down will be thrown away in the winds.

VEGEPYGMY

NUMBER: 4-40
SIZE: Medium
HD: 4 (d8)
AC: 16
SAVES: P
MOVE: 20 ft.
ATTACKS: By weapon

INT: Low
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 3
XP: 130+4

SPECIAL: Immune Mind Spells, Immune Electricity, Reduced Damage

Vegepygmies are intelligent plant creatures found mainly in forested areas or regions with much unchecked plant life. They are short, rarely

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reaching over five feet, but dense. Their skin is normally green, but will gradually change to adapt to its surroundings. This change takes a few generations to complete. They have small growths all over their body of natural ivy or leaves. They have two large eyes that are solid black and lidless. Grass grows from the top of their head like hair and vegpeygmys are fond of styling the hair in various elaborate styles.

Tribes of vegpeygmys normally number less than fifty, but at least three dozen. There seems to be no hierarchy among them, as all members are equal. Despite being plant life, the vegpeygmys are carnivorous. They will eat any type of meat, in any condition, even rotten. They normally live near an ample source of food and guard the area savagely. The creatures seem to have no official language, but will make odd sounding cries, beat on the ground and use a small amount of hand signals to communicate with one another.

They neither speak nor understand any languages other than their very limited form of communication. Each tribe is autonomous and will not enter into trade with other creatures.

COMBAT: Vegpeygmys use crudely made weapons when attacking. Clubs are the most common weapon, but some of the more intelligent may fashion stone axes (1d8) or hammers (2d4). Groups of vegpeygmys seem to work of the same mind and will work together to kill the biggest threat. This is normally the creature doing the most damage, but can change instantly if someone uses a powerful magic item or any type of fire. They are fearless and will attack until one side is no more.

IMMUNE MIND SPELLS: Having a mind that is fairly unique, vegpeygmys are immune to any mind controlling spell, unless the spell specifically targets plants.

REDUCED DAMAGE: Piercing weapons do but a single point of damage (plus any strength or magical bonuses).

IMMUNE ELECTRICITY: Electrical based spells do no damage and cold based spells do half damage or no damage at all. Fire, however, does double damage. Anyone using fire on these creatures will incur the wrath of all vegpeygmys in the area.

VODYANOY

NUMBER: 1

SIZE: Medium (4-5 ft.)

HD: 5 (d6)

AC: 16

SAVES: M

MOVE: 50 ft.

ATTACKS: By weapon

SPECIAL: Grab, Spell-like powers

INT: Average

ALIGNMENT: Neutral

TYPE: Monstrous Humanoid

TREASURE: Nil

XP: 500+5

Also called a vodník, this green colored water spirit does not like strangers. They aim to drown or terrify outsiders to keep their stretch of home waters serene. The Vodnyanoy are very aquatic in appearance, with green beards and long hair, and a dark scaly body slathered in mud, algae and other watery detritus. This enables them to blend into their surroundings seamlessly and spy on strangers well before deciding an action to take against them. Their eyes burn red, their hands are large and webbed, and their lower half is a fish's tail complete with fins. Many Vodnyanoy are very human appearing with just a greenish tint, some membrane in their fingers, and slight scaling.

They are known to linger by the shore if strangers are near, often in disguise appearing more like a vagrant or homeless man still wet in his clothes.

COMBAT: Vodnyanoy are capable of using weapons, but prefer to grab their foes and drag them beneath the water to drown. They will use their natural camouflage to get as close as possible before attacking.

GRAB: The vodnyanoy will attempt to seize a hold of its target and drag them below the water. A strength check is required to break the hold, or the target will begin drowning.

SPELL-LIKE POWERS: Alter-Self (3x/day).

VOGEL GRYFF

NUMBER: 1-4

SIZE: Large

HD: 7 (d10)

AC: 17

SAVES: P

MOVE: 30 ft., 80 ft. (fly)

ATTACKS: 2 Claw (1d4), Bite (2d8)

SPECIAL: Darkvision (60 ft.), Twilight Vision

INT: High

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 5

XP: 270+7

The Vogel Gryff is, for lack of a better word, a Griffon and lives in the high mountains in the Nine Worlds. Use 'Griffon' for reference on other statistics.

These animals have the ability to fly between worlds with ease but are nearly impossible to tame. Only the gods can instantly demand their service if needed. It requires a CL 20 to tame them

Vogel Gryff rarely take a part in affairs that involve evil and scheming beings or plots sensing the harm and hardship it will cause on innocents.

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They can be made to act threatening to others by holding their young hostage or threatening their eggs.

COMBAT: Vogel Gryff attack by aerial strikes with swoops and dives on the heads of the victims at high speeds. If they are doing so for protective and defensive reasons they will be fiercer and more dangerous than usual.

VOLT

NUMBER: 1-12

SIZE: Small

HD: 2 (d8)

AC: 17

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d4), Tail Whip (2d6)

SPECIAL: Grab

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 15 + 2

A volt appears to be a flying ball of fur with two great insect-like eyes, topped by two horns, and a long, braided leather tail. Underneath the fur, on the bottom of the creature, is a mouth lined with long, sharp teeth. The head of the creature is brown, with the eyes being a deep purple. The horns and tail are dark brown, not unlike leather. The volt flies with a limited, inherent form of levitation.



The volt is an ill-tempered, territorial creature that will attack without provocation. They are usually found in old, abandoned buildings or underground lairs. They have no natural habitat and are sometimes used as guards by intelligent creatures.

COMBAT: The volt will fly toward and attack any person at random. They will attempt to bite a victim about the neck and shoulders.

GRAB: A successful attack means the creature has bitten its victim and has a grasp with its strong jaws. It will not let go. The bite does 1d4 damage. After this, it needs no further to-hit roll and will continue to do 1d4 damage per round due to blood loss. The volt will also lash with its tail, automatically striking a victim it has bitten and latched on to. This tail lash unleashes a discharge of electricity, doing 2d6 damage. A volt will only let go if it or its victim dies.

W—

WEISSE FRAUEN

NUMBER: 1-3

SIZE: Medium

HD: 6 (d8)

AC: 18

SAVES: M

MOVE: 50 ft.

ATTACKS: Sword (3d6), Spear (2d6)

SPECIAL: Incorporeal

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Extraplanar

TREASURE: 6

XP: 200+6

The 'white women' are light elves that have left their homes in Ælfhām to live among humanity, if in isolation. Unlike the rest of their kind for

some reason or another, they have rejected their heavenly ways and alignment for personal reasons.

They haunt old fortresses and castles and guard treasures. Weisse frauen are usually found in the sunlight combing their beautiful long hair, appearing innocent and fair.

Angering the weisse frauen is not a good idea as they will become violent and use weapons and spells on their foes. Their mystical beauty will turn to horror in seconds. The weisse frauen are a confusing group as many are graceful and willing to help the local peoples.

The witte wieven possesses the power of prophecy and knowledge of healing with herbs and can use that skill to help others if the situation is right. They sometimes reside inside hills and barrows where the people consider the location sacred and represent their god or goddess. Many believe they are the divinity whereas many suspect they were exiled from Ælfhām because of dishonorable deeds.

COMBAT: The weisse frauen fight like shieldmaidens when forced and will become ferocious quickly. They will battle with a simple brutality, seeking to dispatch the enemy as efficiently as possible.

INCORPOREAL: Because of their magical origins, the weisse frauen do not have a physical form and lack a corporeal body. Only magical weapons and spells can affect them.



300 CASTLES & CRUSADES

WIGHT

NUMBER: 2-16

SIZE: Medium

HD: 4 (d12)

AC: 15

SAVES: M

MOVE: 30 ft.

ATTACKS: Slam (1d6)

SPECIAL: Create Spawn, Energy Drain, Darkvision 60 ft.

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Undead (Extraordinary)

TREASURE: 5

XP: 100+4



Wights are humanoid undead. They were once human, but are now cursed to haunt the world, living in seclusion, for some foul act of greed. They hate all life. Far more than zombies or ghouls, a wight maintains its body, ragged and unkempt as it may be. They are pale, death-like, with skin stretched thin. Their fingers are unnaturally long, capped by thick nails that serve as claws. They inhabit barrows, crypts and other places where the dead linger and are found anywhere and in any clime. They avoid sunlight as it can kill them. Like vampires, wights often live near settlements and graveyards, but the most dreadful similarity to vampires is the connection to the negative material plane, which makes their touch deadly. Up to 16 wights can be encountered at once.

COMBAT: A wight engages an opponent to maim, hurt, and cripple. They delight in taking what is not theirs, and killing to collect more. They despise all living things and need no provocation. They attack with clawed fingers, draining the life from their victims. Wights are only affected by physical attacks using magical weapons of +1 or better.

ENERGY DRAIN: Living creatures hit by a wight's attack lose one level. For each level lost, the wight heals five hit points if it is damaged.

CREATE SPAWN: A human victim killed by the wight's energy drain can be brought back to unlife, as a wight, under the control of

the slaying wight. The slaying wight must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a wight. Spawn created in this way are only half strength; they have 2 hit dice, instead of 4, and lose the ability to create spawn, but are otherwise identical.

WIHT

NUMBER: 1-6

SIZE: Small to Medium

HD: 3 (d6)

AC: 18

SAVES: M

MOVE: 60 ft.

ATTACKS: Spear (d6), Dagger (d4)

SPECIAL: Invisibility, Shapeshift

INT: Average

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 5

XP: 200+3

Wihts are short, faery-like beings. In Germanic tradition they are not wrathful spirits as portrayed in fantasy literature and gaming. They are elf-like and can appear glowing and beautiful or dark and terrible. Wihts can choose to assist a human family and help them with their chores, if appeased with fresh milk and water, or leftover food at night.

To incur the wrath of the wihts is dangerous because they will take advantage of their small size and magical capabilities (equal to a 3rd level wizard or illusionist) and make the daily life a nightmare for their chosen target. There are wihts that have chosen a life of trouble making and mischief against others, and they can never be satiated. In the civilized lands, these wihts are best avoided and often require banishment by a priest or other magical figure.

COMBAT: Wihts will gang up on their larger foes and stab, slash and string them up. Against other smaller races they will openly engage in large scale battle with armies and commanders, but against larger foes they put themselves at as little risk as possible. Wihts would prefer to use their spells rather than violence, if given the chance.

INVISIBILITY: Wihts are able to turn invisible at will if needed; this will last a d6 hours at a time. Only certain spells or other abilities can allow them to be seen at all by onlookers, requiring an intelligence save by the wiht.

SHAPESHIFT: As with most beings of the universe possessing magic, Wihts can alter their shape if needed. They can resemble small animals or even objects to hide their appearance. Only the most clever witted can identify them, requiring a wisdom save. By succeeding, the viewer can see that the disguised wiht, as an animal, has some strange or 'fey' characteristics in its features.

WILL-O'-WISP

NUMBER: 1-3

SIZE: Small

HD: 9 (d8)

AC: 29

SAVES: M

MOVE: 50 ft. (fly)

ATTACKS: Shock Touch (2d8)

SPECIAL: Darkvision 60 ft., Immunity to Magic, Natural Invisibility

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 8

XP: 1,000+9

A will-o'-wisp is a dangerous creature of faerie. They are small, incorporeal creatures, invisible to the naked eye. They are cold, however, drawing the moisture out of the very air they pass through, creating a mist where ever they go. A will-o'-wisp is altogether evil,

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filled with a rage that it cannot express through violence or any overt action. So it hunts in silence, killing any who are unlucky enough to wander into their territory. They make their lairs in precarious and dangerous places, such as bogs and swamps, where victims of their feeding can easily become trapped and lost.

They rarely leave the country that they have taken residence in and only do so if some greater power drives them forth. They hate pixies, sprites, nixies and other fey, particularly elves.

They are intelligent and can speak the common tongue, elvish and other tongues of fey. They rarely communicate with anyone, but if a will-o'-wisp is badly injured, it offers its treasure as ransom for its life. Will-o'-wisps have little interest in the treasure itself, though they are aware of its value in bargaining with strong opponents.

They do not hoard it as other creatures do, but rather leave it where it has fallen, in a bog, quicksand etc. Finding a will-o'-wisps treasure, without its aid, is difficult.

COMBAT: Will-o'-wisps are perpetually hungry. They hunt by appearing as multicolored orbs that sparkle, dance and weave silently through the evening air. They can float along the ground or in the tree tops, appear both small and large. These creatures enjoy tormenting and taunting opponents, luring them into the darkness and into pits, quicksand or the like; the will-o'-wisp feeds off of the dying victim, drawing its fleeting life out and devouring it. They normally float around their selected territory, waiting for a trapped or injured creature to die; however, if threatened, or if a victim is on the verge of escape, the will-o'-wisp attacks by discharging a short electrical arc.

IMMUNITY TO MAGIC: A will-o'-wisp is unaffected by any spell, except the following: *magic missile*, *protection from evil*, and *maze*.

NATURAL INVISIBILITY: This ability is constant, allowing a will-o'-wisp to remain invisible even when attacking. This ability is inherent and not subject to any spell or effect that negates invisibility. Even to creatures that can see the invisible, a will-o'-wisp is invisible, and *true seeing* does not detect anything.

WOLF

NUMBER: 4-24

SIZE: Small

HD: 2 (d8)

AC: 13

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (1d8)

SPECIAL: Trip, Scent, Twilight Vision, Tracking 10

Wolves range in size from small to medium. They are ferocious predators and often hunt in packs. They will bring down any prey they sense is weak or alone. There is always a dominate male and female in



wolf packs. At times worgs or winter wolves lead large packs of wolves. They are found in many environments. Wolves have a superior sense of smell and can track like a Ranger.

COMBAT: Wolves always attack in groups. Usually one or two distract their prey while two or three others bite its feet and legs, trying to bring it down. If the prey falls the whole of the pack falls upon it, often feeding before the prey is wholly dead.

TRIP: A wolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

WORG

NUMBER: 2-12

SIZE: Medium

HD: 4 (d8)

AC: 14

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (2d4)

SPECIAL: Trip, Darkvision 60 ft., Twilight Vision, Scent, Tracking 6

Worgs are massive wolves; they stand 4-5 feet at the shoulder, with broader chests and backs. They are found in most any climate and terrain, though they prefer the open grassland or scrub land. They are very aggressive and territorial. Being slightly more intelligent than the average wolf, worgs are often used as mounts for equally aggressive and depraved races, such as goblins and orcs. Worgs travel in packs, normally ranging to twelve in number.

COMBAT: Worgs attack in groups, trying to drag weaker opponents down, injuring them before pursuing another. When used as mounts, they obey the instructions given them.

TRIP: A worg can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

WIND WALKER

NUMBER: 1-4

SIZE: Large

HD: 6(d10)

AC: 13

SAVES: M

MOVE: 40 ft.

ATTACKS: Wind Buffet (2d10)

SPECIAL: Spell Immunity, Ignore Armor, Reduced Damage, Immune Mind Spells

Wind walkers are creatures normally found on their home plane, the Elemental Plane of Air. They live on our plane high atop mountains, in large, underground caverns or the vast openness of deserts. They appear as billowing clouds, but are in fact intelligent and quite docile and thoughtful. They rarely attack unless forced to.

Wind walkers differ from their larger cousins, air elementals, in that the wind walkers are much less aggressive, and much smaller. They dislike air elementals and will rarely interact with them, preferring to keep to themselves. While air elementals are often brought to our plane by high level magic users in forced servitude, most wind walkers come here by choice. Some believe they are here to observe humans

and their culture, but their isolationist living areas sometimes make this difficult to believe.

What is known is that the wind walkers will approach humans and demi-humans when they wander into their lairs, but will rarely attack. Most humans, unfamiliar with the wind walker's existence, will only be aware of a wind moving about them, seemingly of its own accord. The wind walkers make a strange, whistling sound as they move. Some think this is a form of communication, but no one has deciphered if it is.

It is not unknown for the wind walkers to follow humans for hours, observing them. If the humans find themselves in a battle with other creatures, the wind walker will not intervene, but will watch the fight to see what happens.

Wind walkers collect precious gems, stones and ores. If their lair is found and searched, the CK should roll on the treasure table, but disregard the "Extraordinary Items" and "Magic Items" and double the amount of gems rolled, though coins should be kept as rolled. Anyone attempting to take these treasures will be attacked by the wind walkers.

COMBAT: The wind walker has but one means of attack: its mighty wind buffet.

IGNORE ARMOR: It need only hit an armor class of 12, regardless of the AC its opponent has, although the dexterity bonus still applies. If successful, the victim will be thrown violently against a wall or through the air, taking 2d10 damage. They must also pass a dexterity check or fall prone.

REDUCED DAMAGE: Non-magical weapons do but 1 point of damage, plus any strength bonuses. Magical weapons add their bonus to damage as well.

IMMUNE MIND SPELLS: Mind controlling spells have no effect on the wind walkers. Spells that allow a dexterity save do half damage or no damage at all. Cold based spells affect them as if a *slow* spell had been cast upon them. *Cloudkill* will instantly kill the creature (no save allowed), while *gust of wind* will dissipate the creature, allowing its opponents a five round reprieve from battle while the creature reforms.

WINTER WOLF

NUMBER: 1-6

SIZE: Large

HD: 6 (d8)

AC: 15

SAVES: P

MOVE: 50 ft.

ATTACKS: Bite (1d10)

SPECIAL: Breath Weapon, Trip, Freezing Bite, Darkvision 60 ft., Immunity to Cold (half), Tracking 5, Twilight Vision, Vulnerability to Fire, Scent

Winter wolves are large, semi-intelligent wolves. White or light gray, they can stand 5 feet at the shoulder. They are found in the high mountains, arctic areas or any snowy wasteland. They are able to communicate with other wolves and sometimes lead packs of them. Winter wolves can also communicate in a very simple form of the common tongue. Often, these creatures are used as hunting companions by frost giants.

COMBAT: The winter wolf will stalk its prey, waiting for a distracted moment to spring out and attack. They will start with their bite on the

INT: Average

ALIGN: Neutral Evil

TYPE: Magical Beast

TREASURE: 4

XP: 480+6



creature they see as most dangerous, and try to trip that creature. If the creature is tripped, the Winter Wolf will pounce upon them and attempt to kill them, moving on to the next when done. It will save its breath weapon as a tool for escape, should the fight go poorly.

TRIP: A winter wolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

BREATH WEAPON: Once per day, a winter wolf can exhale a frigid slush of frost and ice, dealing 4d4 points of damage to any creature directly in front of it. The victim must save versus dexterity for half damage.

FREEZING BITE: A winter wolf's bite is chilling, creating a frost that deals an extra 1d4 points of damage.

VULNERABILITY TO FIRE: Winter wolves are extremely sensitive to fire and take double damage from any fire based attack, magical or mundane.

WITHERSTENCH

NUMBER: 3-12

SIZE: Small

HD: 2 (d8)

AC: 13

SAVES: P

MOVE: 20 ft.

ATTACKS: Bite (1d6)

SPECIAL: Stench, Dying Stench

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: Nil

XP: 22+2

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The witherstench appears to be a hairless rodent, approximately two feet long. It has a long tail that is half again its length. Its head looks very much like a badger, albeit smaller. It walks on four, small legs that end in claws. Its distinguishing characteristic, however, is its sickly pink skin. It is dotted with warts and small sprouts of thick, coarse hair.

COMBAT: When attacking, the creature will use only its bite, for its claws are too small for an effective attack. This vicious bite inflicts 1d6 damage if successful. Also, the creature will begin emitting its terrible stench when fighting.

STENCH: The creature always emits a putrid smell, not unlike rotted meat. When frightened or angered, it will involuntarily emit a fluid from the warts on its body, making the smell much stronger and almost unbearable. Anyone within 30' of the creature must make a constitution check or withdraw from combat with nausea and vomiting. Those affected are allowed another check each round they are sick to see if they recover and can return to battle. However, the CL for each subsequent check will go up by one each failed round. Anyone moving further than 30' from the creature is immune to its smell.

DYING STENCH: When killed, the creature will release all of its fluid, causing anyone within the 30' range to become violently ill unless they pass a constitution check with a CL of 7 (which may be higher for those unfortunate enough to have failed previous checks). This sickness not only causes nausea, but incurs a -2 penalty to all rolls for 10d10 turns.

WRAITH

NUMBER: 1-4
SIZE: Medium
HD: 5 (d12)
AC: 15
SAVES: M
MOVE: 30 ft., 60 ft. (fly)
ATTACKS: Incorporeal Touch (1d6)

INT: High
ALIGNMENT: Lawful Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 320+5

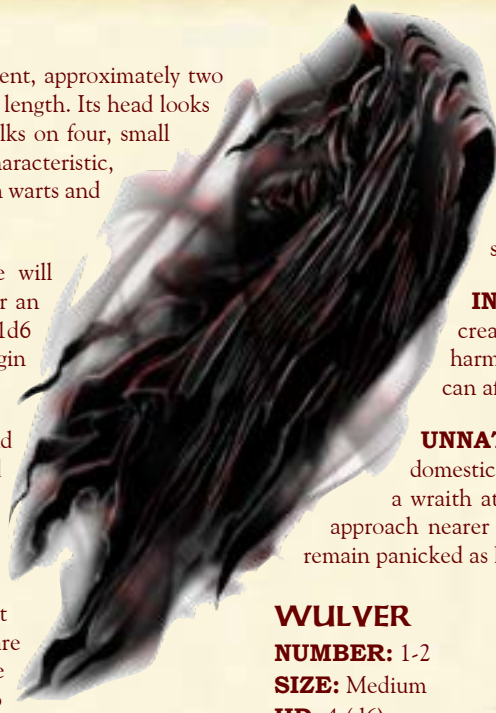
SPECIAL: Energy Drain, Create Spawn, Incorporeal, Darkvision 60 ft., Unnatural Aura

Wraiths are powerful wights who have forged a more powerful bond with the negative material plane. A wraith is incorporeal, having shed all connections of the flesh. They haunt only the darkest of shadows and never venture near sunlight or the open. Dungeons or deep crypts are their most common haunts. Like their weaker cousins, wraiths despise all living things, and being filled with a great wrath towards the living are always bent on destroying it.

COMBAT: A wraith is normally insubstantial like a ghost or spectre and thus only magical weapons of +1 or better can affect her ectoplasmic form. A wraith attacks by passing through objects to attack their foes unawares. They strike, disappear back through an object, and return again. They slowly whittle a foe to death.

ENERGY DRAIN: Living creatures hit by a wraith's attack lose one level. For each such level lost, the wraith heals five hit points

CREATE SPAWN: A human victim killed by the wraith's energy drain can be brought back to life as a wraith, under the control of



the slaying wraith. The slaying wraith must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a wraith. Spawn created in this way are only half strength; they have 3 hit dice, instead of 5, and lose the ability to create spawn, but are otherwise identical.

INCORPOREAL: Wraiths are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them.

UNNATURAL AURA: Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that, and panic if forced to do so; they remain panicked as long as they are within that range.

WULVER

NUMBER: 1-2
SIZE: Medium
HD: 4 (d6)
AC: 13
SAVES: M
MOVE: 50 ft.
ATTACKS: 2 Claws (2d8), Bite (2d12), Weapon
SPECIAL: Wolf Empathy

INT: Average
ALIGNMENT: Neutral
TYPE: Monstrous Humanoid
TREASURE: 3
XP: 150+4

Wulver are rare wolf-headed humanoids that are mainly found in Mannheim in the Hjaltland Islands (Shetlands). Unlike werewolves, they do not transform or change shape, but remain the way they are from birth.

Wulvers are solitary and slightly eccentric beings that are harmless unless cornered and made to fight. They do not involve themselves in others' lives or affairs and choose to be hermits in the wilderness avoiding towns and other social places.

A short brown hide covers their skins, like a wolf pelt from head to toe. Wulver skins are sometimes wanted by hunters and sorcerers who believe them to be enchanted and able to impart charms if worn.

COMBAT: Wulvers will fight with weaponry initially and failing that (to drive off their foes) will resort to using their natural teeth and claws. Even though sentient, they will fight only to preserve their life and flee if in too much danger.



X—

XA

NUMBER: 20-200**SIZE:** Small**HD:** 1 (d6)**AC:** 13**SAVES:** P**MOVE:** 20 ft.**ATTACKS:** By weapon**SPECIAL:** Darkvision 60 ft.**INT:** Low to Average**ALIGNMENT:** Chaotic Evil**TYPE:** Humanoid**TREASURE:** 1**XP:** 5+1

The xa is a small, vile little creature that calls all regions or climes home. They stand about three feet tall, are humanoid in shape but possess exaggerated facial features. Their chins are wide, droopy and fat, their ears are enormous, at times wrapping around their heads. Their nose is long, extending up to a foot from their face and their teeth are massive, protruding out of their skulls at wild angles.

They care little for subtlety or tactics, preferring on overwhelming their opponents with sheer numbers. Xas are a cowardly race, preferring to attack from the shadows and retreating when they have taken too many casualties. Xas are keenly aware of their surroundings and will be able to flee to spaces normally too small for humans to follow. Xas think nothing of leaving their tribe mates behind, or even using them as shields to escape quicker.

Xas are extremely filthy and live in squalor. They keep rats as pets and will sometimes have giant rats in their lair as well. They will eat almost anything and never become sick. As such, a xa lair is easy to find if only by the smell.

The tribe of xas numbers up to two-hundred, but normally only half that number. Females make up half, but fight as males (indeed, telling the difference is difficult for humans). They rarely have a leader, but the more aggressive of the tribe will bully their way into a supervisory position.



WOLF EMPATHY: Wolverers can communicate with wolves and have a sense of them, knowing where they are and how to find them. They can find other wolverers and wolves by scent.

WYVERN

NUMBER: 1-6**SIZE:** Large**HD:** 7 (d12)**AC:** 18**SAVES:** P**MOVE:** 20 ft., 60 ft. (fly)**ATTACKS:** 2 Claws (1d4), Bite (2d8) or Sting (1d6)**SPECIAL:** Poison, Darkvision 60 ft., Immunity: Sleep and Paralysis, Twilight Vision

Wyverns are distant relatives of dragons. These large winged saurians are foul smelling, with black or rusty brown scales. They have thin bodies, long arms and legs, very large wings and a lengthy tail that ends in spike. They have mean tempers and are always hungry. Unlike other dragons, they have little capacity for speech, and are more concerned with food. They do kill to eat, but mainly kill for sport, eat what they need, and leave the rest to rot. They range from the frozen tundra, to tangled jungles, and are even encountered in deep underground complexes. They normally gather in small groups of about six individuals.

COMBAT: As befits their lack of intelligence, wyverns will attack anything. They sweep over their prey, stinging it with their poisoned tail. Once it is immobilized, they fall upon it and devour it.

POISON: A victim struck by a wyvern's sting must make a successful constitution save or suffer 2d6 points of damage and be paralyzed for 4d6 rounds. A save halves the damage and negates the paralyzation.



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COMBAT: Xas are armed with daggers (1d4) or small clubs (1d4+1). They never wear armor nor carry shields. A xa attack is chaotic and confusing, as they swarm their opponents with yelps and screams. Often, they will be accompanied into combat with their pet rats. If they lose a third of their number, they will scatter in all directions.

XORN

NUMBER: 1-4

SIZE: Large

HD: 8 (d8)

AC: 23

SAVES: P

MOVE: 20 ft., 20 ft. (burrow)

ATTACKS: 3 Claw (1d8); Bite (2d8)

SPECIAL: Circular Vision, Earth Glide, Darkvision 60 ft., Immunity: Cold, Fire, and Petrification, Resistance to Electricity (half), Essence of Stone

Xorn are natives of the elemental plane of earth, but can be found on the mortal realms in certain rare circumstances. They are nearly always found in deep subterranean places. Bizarre in appearance, xorn resemble a stony cylinder with three legs, topped with a gaping, voracious mouth. Spaced evenly around a xorn's body are three arms; a single eye occupies the space between each arm. Their skin is hard and rock-like. Xorn feed upon gems, rare minerals, and precious metals, and quest for them constantly. Up to 4 of these creatures can be encountered.

Xorn are rare on the mortal realms, for they can not travel the planes themselves. They are occasionally summoned to the prime by powerful wizards that desire to use the xorn for excavating. Xorn are able to dig through earth and stone rapidly, and when pressed can move even quicker through stone, without leaving a trace of passage.

COMBAT: Xorn can blend with stone, both in appearance and molecularly, and this enables them to take opponents unawares. They will surprise potential opponents, particularly if those individuals carry

any sort of gem, precious metal, or rare mineral, which xorn can smell at a range of 20 feet. They will demand to be given these materials to devour, and if this demand is not honored, a xorn is likely to attempt to take these materials by force. In combat, xorn will use their claws and powerful bite to attack. If the fight goes poorly, a xorn will meld into stone by altering its molecular structure, and escape.

CIRCULAR VISION: A xorn cannot be back attacked, and it can detect creatures moving on all sides. However, it suffers a -4 penalty on all saves to resist the effects of gaze attacks.

EARTH GLIDE: Xorn can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. This movement leaves no tunnel or hole, nor does it create a ripple or other outward signature. A *move earth* spell cast on an area containing a burrowing xorn flings it back 30 feet, stunning it for 1 round unless the creature succeeds at a physical save. If *phase door* is cast on a xorn that is gliding through rock, it is slain instantly.

ESSENCE OF STONE: As creatures of elemental earth, xorn share qualities with the stone they live within and tunnel through. These qualities give them advantages, like a tough outer shell (armor class) and the ability to move through rock rapidly. However, any spell that can affect stone can have an effect on xorn. Spells such as *move earth*, *transmute rock to mud*, or *stone to flesh* will soften a xorn, causing it great pain and giving it an effective armor class of 15 for one round. Xorn cannot use their earth glide ability while suffering from these effects.

XSAYARSA

NUMBER: 2-12

SIZE: Large

HD: 5 (d10)

AC: 15

SAVES: P

MOVE: 50 ft.

ATTACKS: By weapon

SPECIAL: Nil

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Monstrous Humanoid

TREASURE: 4

XP: 80 + 5

The xsayarsa have bodies similar to that of the great hunting cats, and the upper torso of a man (or woman) and the head of one of the species of great cats (lions, tigers, panthers etc). They live in the vast plains that can be found far from civilization. Males have long, thick hair that they have the females braid when going into battle. Females normally have long, straight hair that hangs freely down their backs. They wear no armor, but will sometimes drape necklaces adorned with symbols about their necks. What these symbols mean is unknown to sages, but it probably is a nod to specific tribes or ancestors.

Xsayarsas are, for the most part, savages. They are territorial, barbaric, insolent and prone to violence. The females do most of the work and raising of the young, while the males eat, drink, sleep, and hunt. Warring bands are also exclusively male. Males are fond of an alcoholic drink they make themselves from fermenting wild berries. They are quite enamored by wine and will take great strides to procure some. The females do not drink alcohol.

The strongest male of the tribe is considered their leader, and will be treated with much respect from the tribe. He will lead his people in battle as well as drinking and normally has many wives. Younger xsayarsas will sometimes challenge the elder to a battle for control of the tribe. Those that win are deemed the new leader. Those that lose are killed and made spectacle of.





Xsayarsa speak their own tongue, a corrupted form of common. Anyone listening, that speaks common, may roll an intelligence check (CL 3). If successful, they can pick out enough words to communicate, albeit limited, with the xsayarsa.

COMBAT: The primary weapon of the xsayarsa is the spear. Most will carry three with them, one in hand and two strapped across their back. If able, they will throw the spears for ranged, but keep the last for melee. Either way they are used, they will inflict 1d6 per successful strike. The tribe leader will give orders during combat for his warriors to follow. It is known they fear magic and will attack anyone obviously wielding the arcane arts.

Y—

YELLOW MOLD

NUMBER: 1
SIZE: Variable
HD: 1 HP
AC: 10
SAVES: N
MOVE: 0 ft.
ATTACKS: Surface Infection (1d8)
SPECIAL: Poison Spores

INT: Special
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: Nil
XP: 10+1

Thriving in deep underground places or in dark twilight woods, yellow mold is a fungus that grows upon and consumes all living things. Yellow or orange-gold in appearance, the mold is generally inoffensive unless touched or otherwise disturbed. If touched with bare skin, the victim

will find the mold's enzymes reacting with its flesh, converting it to more yellow mold (causing 1-8 hit points of damage).

If struck with a large object, or if a creature falls upon it, the mold has a 20% chance of releasing spores, with +5% added to the chance for every hit point of damage inflicted upon the colony. In such cases, the mold will release a cloud of its golden spores in a 10 foot radius. Any creatures caught within the cloud must make a saving throw versus constitution (CL 5) or die, as the mold's spores graft themselves within the creature's lungs and begin to replicate. Such victims will quickly have their flesh and bone consumed by the mold; within 1 day, unless a *cure disease* is cast upon the body prior to resurrection or raise dead.

COMBAT: Yellow mold is immobile, and will only attack those who molest it as noted above. Physical blows only cause the release of more spores! Bright sunlight (or a *continual light* spell) forces the mold to become dormant for 2d12 minutes, but the mold will eventually overcome the spell and bury it underneath its bulk. The mold is only damaged by fire-based attacks, which will quickly immolate the fungal patch, spores and all.

There have been rare cases of massive colonies of yellow mold actually developing a primitive intellect, and the ability to strike down interlopers with both selective releases of spore clouds, without being struck first.

PSIONIC BLAST: Any single creature with an intelligence score (for creatures not rated for intelligence, anything with mental prime) within 60 feet can be subjected to this attack. The yellow mold colony unleashes a telepathic wave of random thoughts and concepts, totally alien to anything the victim understands, causing the victim's brain to attempt to rationalize and grasp what it has experienced. If the creature fails its save versus intelligence, it falls into a catatonic state, effectively paralyzed and unable to think. This ability can be negated by use of a *heal* or a *wish* spell. A yellow mold colony can use this attack twice per day.

YELLOW MUSK CREEPER

NUMBER: 1
SIZE: Large
HD: 3 (d8)
AC: 13
SAVES: P
MOVE: 0
ATTACKS: Per Flower (See Below)
SPECIAL: Intelligence Drain, Enchant, Hidden Root

INT: None
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: (See Below)
XP: 70+3

The yellow musk creeper is a plant that grows wild, normally in deep woods. It looks like a type of ivy, growing upwards on trees. The plant itself is a light green with leaves every few inches. Every few feet, a large, white flower hangs from the vine. The flower is white in the center, fading to purple along its edge. A plant will have 2d4 flowers. Oftentimes, vast areas of a forest will be covered with the plant.

Normally, hidden beneath the plant or even buried a few inches below the dirt around the plant, remnants of past victims may be found. For determining the type of booty found, the CK is encouraged to determine these on factors unique to his campaign. If this option is not viable or preferred, roll on treasure table as normal, treasure type 4.

COMBAT: Those unlucky enough to walk into the heart of the plant will have 2d4 vines converge on their head. If the victim wears a helm, the vines will be able to remove it (unless there are extenuating circumstances that may prevent this).

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ENCHANT: When anyone comes within a few feet of one of the flowers, it will shoot a small amount of dust into the face of its victim. This attack is automatic. Victims are allowed a constitution check to see if they have fallen victim to the creeper. Success indicates the victim has shaken off the effects of the dust, but failure means the unfortunate victim is vulnerable to the more nefarious ways of the plant. Those failing will walk into the heart of the plant, fighting their allies to get there. Anyone attempting to stop someone from walking into the plant must attempt to grapple the hapless victim. For this attempt, assume the defender has a strength prime (in other words, an effective AC of 18). The plant can make multiple attacks per round, depending on the number of flowers, and can attack a different person each round. As such, many people may be affected by the plant.

INTELLIGENCE DRAIN: One round after the vines begin crawling onto the victim's head, they will drain 1d4 points of intelligence. They do this as a group, not each individually. When the victim's intelligence score is at or below zero, they will die. If, however, they are reduced to exactly one point of intelligence, they will be transformed into a yellow musk zombie.

HIDDEN ROOT: Cutting or tearing vines have little effect, as the plant has dozens. To kill the plant, one must destroy its root. The root is always in the heart of the plant, buried approximately one foot deep. Anyone finding and attempting to destroy the bulb will anger the plant and incur the wrath of all the vines. They can only drain intelligence from someone that had fallen under the spell of the dust, but will pull and tug at anyone trying to destroy the bulb. Anyone doing so must successfully pass a strength check. Success means they have shrugged off the vines and continue finding and destroying the root. The hit points the plant has are solely found in its root. Once it has been reduced to zero hit points, it will die and all vines will fall to the ground.

YELLOW MUSK ZOMBIE

NUMBER: 1-4 **INT:** Non
SIZE: Small to Large **ALIGNMENT:** Neutral
HD: 2(d8) **TYPE:** Humanoid
AC: 14 or By armor **TREASURE:** Nil
SAVES: P **XP:** 15+2
MOVE: 30 ft.
ATTACKS: By weapon or 2 Fists (1d3)
SPECIAL: Immune to Mind Spells

A yellow musk zombie is the unlucky victim of the yellow musk creeper. They will be found close to their parent plant, protecting it, or found walking about the forest in an attempt to lure victims to its parent. They can never be farther than 100' from the yellow musk creeper that created them. If they are, they will fall to the ground dead.

The zombie resembles its past self. As such, they may be armored, or not. They may wield a plethora of weapons, or fight unarmed. They may be male or female, human or demi-human. Regardless on their past appearance, however, all yellow musk zombies will have a deep yellow tone to their skin, have a glazed appearance, cannot speak and have 2d8 hit points. Those victims that were spellcasters will not be able to cast spells.

If slain, the armor, weapons and anything else carried by the creature before its transformation will still be of good use. What the creature carries is dependent upon his class and level before he was transformed. The CK should take this into account when creating a yellow musk zombie.

COMBAT: The creature will move at normal speed and attack as they would before they were transformed. The only exception is spellcasters who will fight with melee weapons, or unarmed, as they cannot cast spells. They are aggressive and will never flee.

IMMUNE TO MIND SPELLS: While the creature is dubbed "zombie", they are not undead and as such will not be affected by a cleric's power to turn. They are, however, immune to all spells that affect the mind as undead are. If the root of the yellow musk creeper that created them is destroyed, the zombie will revert back to its normal self. They will be shaken, to say the least, and will need rest for a week before their intelligence is back to normal. It should be noted that some victims of the yellow musk creeper might be vile, evil men that deserved their fate. Awakening these victims may be a curse more than a blessing...

YETH HOUND

NUMBER: 1-4 **INT:** Low
SIZE: Medium **ALIGNMENT:** Neutral Evil
HD: 3 (d8) +3 **TYPE:** Extraplanar
AC: 20 **TREASURE:** 3
SAVES: P **XP:** 45+3
MOVE: 40 ft., 70 ft. (fly)
ATTACKS: Bite (2d4)
SPECIAL: Bay, Trip, Darkvision 60 ft.

Yeth hounds are canine creatures that have migrated to the mortal realms from the negative planes. They are about 3 ½ feet tall at the shoulder, with short, coarse dark or yellow fur. When these beasts give chase, they pass over the ground without touching it, moving at tremendous speeds, and able to outrun almost any sort of prey. These beasts live for the hunt, and stalk remote, wild places.

They especially prefer to hunt demi-humans and fey, preferring the taste of their magic-tainted blood. They always hunt in packs numbering from 4 to 16 individuals.

COMBAT: When hunting, yeth hounds will bay loudly, a terrifying sound that can be heard for miles. This baying is to let their prey know they are on the move, as they enjoy the terror that knowledge bestows. They fly just above the surface of the ground at great speeds. They will run down their prey, wounding it in the leg or foot to bring it down so others can fall upon the victim and kill it.

BAY: When a yeth hound howls or barks, all non-evil creatures within 300 feet are panicked for 2d4 rounds. This effect is identical to the spell *fear*. A successful charisma save negates this effect.

TRIP: If a yeth hound bites an opponent, it can attempt to drag the opponent to the ground. The opponent is allowed a dexterity save to resist being pulled to the ground. If the save fails, the victim automatically acts last during the next round.

YETI

NUMBER: 1 **INT:** Low
SIZE: Large (9 ft.) **ALIGNMENT:** Chaotic Neutral
HD: 5 (d8) **TYPE:** Humanoid
AC: 14 **TREASURE:** 4
SAVES: P **XP:** 220 + 5
MOVE: 40 ft.
ATTACKS: 2 Fists (1d10)
SPECIAL: Immune to Cold, Incapacitate, Reduced Damage

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The yeti is a mysterious creature, living alone in the most desolate of arctic climes. They are tall, great creatures with snow-white fur. Their head is like that of a gorilla, but for its coloration. They are aggressive, territorial and ill-tempered. They thoroughly enjoy the taste of human flesh. The yeti speaks no discernible language.

The lair of the yeti will be littered with bones and the dead bodies of its past victims. These may be animal as well as human. Any treasure carried by past victims may be found here, but the yeti does not collect treasure.

COMBAT: When attacking, the creature uses its great fists to pummel opponents. A successful hit incurs 1d10 damage.

INCAPACITATE: If a 20 is rolled on the attack roll, the victim must pass a constitution check or be knocked unconscious. They will remain so for 2d4 rounds (minus any constitution bonus, with a minimum of one round). An unconscious victim will be stepped on by the yeti (no to-hit roll needed). This will inflict 2d10 points of damage, less if the victim is lying in heavy snow (up to one-half, adjudicated by the CK). The yeti cannot attack with its fist and step on someone the same round.

IMMUNE TO COLD: Cold based spells have no effect on the yeti. Fire based spells do 50% more damage than normal.

REDUCED DAMAGE: Blunt weapons do only half damage due to the thickness of the creature's hide and the blubber below.

YRTHAK

NUMBER: 1

SIZE: Large

HD: 12 (d10)

AC: 18

SAVES: M

MOVE: 20 ft., 60 ft. (fly)

ATTACKS: 2 Claws (1d6), Bite (2d8), Sonic Lance (6d6)

SPECIAL: Sonic Lance, Explosion, Immunities, Vulnerability to Sonic

INT: Low

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 9

XP: 2,900+12

Yrthaks (EAR-thack) are large, winged predators that hunt in deserts or wastelands. They have thin bodies with long legs and clawed feet. They have no arms, but two long, veined wings in their place, similar to those of a bat. They have a bony dorsal fin on their backs, covered by membranous skin. Yrthaks have long necks, capped with a terrible horned head with a wide, toothy maw. They have an overlapping mound of flesh on their head, and no eyes, as all yrthaks are blind. They sense sound and movement through a special organ on their long tongues. They are slightly intelligent, but do not speak. They are voracious predators that glide across the desert skies in constant search for food. Yrthak nest almost anywhere that is moderately sheltered.

COMBAT: An yrthak is a beast built to fly. Its light frame, broad wings, dorsal fin, and thin legs make it very maneuverable in the air. However, the beast can hardly walk without flapping its huge wings for balance. Thus, in combat, they will keep to the air as long as possible, swooping down to deafen prey with sonic blasts, and only later landing to bite and claw their quarry.

SONIC LANCE: Every other round, an yrthak can focus sonic energy in a ray up to 60 feet long. One targeted creature within range is affected; it will suffer 6d6 points of damage. A successful dexterity save reduces this damage by half.

EXPLOSION: An yrthak can fire its sonic lance at the ground, a large rock, an outcropping, or other stone object to cause it to shatter. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. A successful dexterity save reduces this damage by half. This counts as a use of the sonic lance attack.

IMMUNITIES/VULNERABILITIES: Yrthak are immune to all effects that rely on sight, such as gazes, illusions, and spells that affect the eyes. They are particularly vulnerable to sonic attacks, however, and suffer double damage from them.

YTHGEWINNES

NUMBER: 1

SIZE: Medium to Large

HD: 6 (d20)

AC: 18

SAVES: M

MOVE: 50 ft.

ATTACKS: 2 Claws (4d12), Bite (10d10)

SPECIAL: Firebreath, Acidic Skin

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: 3

XP: 1,200+10

The 'earth/surface swimmer' is a monstrous dragon-like beast that can swim on the surface of the water and on land to capture its prey. These large wyrms are covered in scales with acid producing spikes across its spine. Tremors and earthquakes are said to be caused by these dragon beasts as they burrow through the earth, rocks, and soil underfoot with ease. Their burrowing in the earth is one of the most feared traits of the ythgewinnes.

At dawn, the ythgewinnes will attack ships to sink them and feed on the sailors and contents before it sets out into the open seas, or travels inland. These snarling and hissing beasts are lesser dragons and part of the wyrmkind (wyrmcynn) and in some ways are glorified reptiles with limited dragon-like abilities.

Beowulf killed one to examine the beast and get an idea of what to expect in his further adventures in Denmark under the service of King Hrothgar. Ythgewinnes have a rare trait that if one of their kind is being slain and others are close by, they will come to its aid, combining their efforts to defeat the danger.

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COMBAT: Surface swimmers are built like their larger dragon kin except for the wings. The do, however, attack like their kindred with fire, claws, and fierce jaws. The wyrm will chomp down on their enemy's weakest extremities if they have to or bathe them in searing fire. When facing the surface swimmer, use the basic dragon rules for locating the weak scale, etc.

FIRE BREATH: A Ythgewinnes will be able to breathe a fiery column of destruction in a 15 ft. cone doing 5d10 damage every other round of combat.

ACIDIC SKIN: Their scaly and spike covered hide excretes an aggressive acid that will eat away at anything that touches it. If a living creature comes into contact with this acid, it will suffer an initial d12 damage with a lingering d8 damage for a d4 rounds, this can accumulate with prolonged contact.

Z—

ZMEY

NUMBER: 1+

SIZE: Large (20 ft.)

HD: See Below

AC: See Below

SAVES: M, P

MOVE: 60 ft., 200 ft. (flying), 30 ft. (burrow)

ATTACKS: 2 Claw (d4), Wing (d6), Tail (d6), Bite (2d8)

SPECIAL: Breath Weapon, Spell-like Abilities, Immunity to Fire

INT: See Red Dragon

ALIGNMENT: Chaotic Neutral

TYPE: Dragon

TREASURE: See Below

XP: See Below

The Zmey is a very particular type of dragon only found in the Slavic regions of the world. These three headed beings are very intelligent and wise but are also a threat to others because of their violent tendencies and bad habits.

Zmey are still plentiful in the world since the early days after creation by the Two Gods. They are found in the wild, but can take over fortresses and palaces from mortals as their own and turn them into magnificent lairs. Bogatyr try to make a name for themselves by slaying a zmey and freeing any captive women, but these attempts usually end in disaster for those unprepared to match the intelligence of the dragon they encounter.

These dragons also go by other names in Slavic lands; pozoj, smok and zmaj, etc. For the sake of general dragon rules, the zmey's age and other factors act as a red dragon.

COMBAT: The zmey can attack with all three of its heads at the same time per round, using its breath weapon or biting, in addition to the other attacking options. Like all dragons, it will incinerate and eradicate its foes with brute force and magic.

SPELL-LIKE ABILITIES: Zmey have the abilities of a 15th level wizard.

BREATH WEAPON: The zmey emits boiling oils and roaring flames from its toothy mouth, doing 1d10 damage per HD; only a dexterity save will reduce the damage by half. This breath weapon is lethal and can melt much of what it hits leaving few defences.

ZOMBIE

NUMBER: 1-10

SIZE: Medium

HD: 2 (d8)

AC: 12

SAVES: P

MOVE: 20 ft.

ATTACKS: Slam (1d8)

SPECIAL: Slow

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead (Common)

TREASURE: 1

XP: 10+2

Zombies are undead humanoids, reanimated corpses that stalk the earth with little purpose or reason. They typically appear as shambling, rotting bodies, complete with ragged clothes and rusted mail. They are unable to use weapons or armor, cast spells, or even communicate. They possess only a vague instinct to gather in groups, find living creatures, and kill them. They are shambling and slow, but have a powerful attack.

COMBAT: A zombie is mindless, fearless, and only seeks to kill and devour living flesh.

SLOW: A zombie never gains initiative and always acts last in any given round.



ZOMBIE, MONSTER

NUMBER: 1-10

SIZE: Small to Large

HD: 2 (d8)

AC: 12

SAVES: P

MOVE: 20 ft.

ATTACKS: Slam (1d6)

SPECIAL: Slow

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 1

XP: 10 + 2

As humans can be turned into undead, so can the plethora of monsters that litter the land. Appearing much like their undead cousins, a monster zombie is a decayed living corpse of its past self. Any creature from a goblin to a giant can be transformed into a zombie and the CK must make adjustments to the statistics listed above. (For instance, an ogre zombie would do 1d6 slam + 4 for its strength).

Like all zombies, they are not affected by spells that target the mind. They are, however, susceptible to the turning of a cleric. They will never wield weapons, as the intelligence to use even the simplest of tools has been taken from them.

COMBAT: Zombie monsters attack with no planning or strategy, and will attack whoever is closest. They seek only to kill the living. They will attack with a fist, striking for 1d6 damage (which may be modified as the CK sees fit).

SLOW: Like human zombies, monster zombies are slow, plodding creatures that never roll for initiative, always striking last in every round.



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On there Ironband sat upon his conquered throne and had piled before him all the spoils of his conquests. There were mountainous heaps of gold and silver coins; a wealth of gems, many cut and mounted in bracelets, rings and necklaces; heaps of furs, including ermine, fox and those of the great owlbear; ancient scrolls of history and geography, in cases of leather and wonderfully carved wood; armor, weapons and other instruments of war also were in abundance. Magic, too, they set before him; magic within bottles, jars and cases of ivory or bone, an enchanted sword and shield, cloak, boots and a great long spear. But his wealth in treasure went beyond these, for he took the land from the river Udine to the mountains in the east as his own, and all those who fought against him he took as his chattel, and made them serfs under his will. Thus, his life's adventures were rewarded and his long, hard-fought campaign crowned with success.

Treasure is an integral part of Castles & Crusades. The idea that one can take up sword and shield or a mage's staff, and embark upon a quest for fame, glory and a hoard of magic and coin gives drive to many role players. Treasure can also serve as a prop for the Castle Keeper. A magic sword that has the power to determine the fate of kingdoms, serves to create an entire premise for weaving adventurous tales. Awarding treasure, awarding the correct amount and type, and awarding it at the appropriate time can be daunting tasks for any Castle Keeper. However, mastering the nuances of these tasks begins with an understanding of all things that constitute treasure.

Normally, treasure is thought of in terms of chests of gold and silver, piles of jewels, gems, magic swords and rings of power. In the context of a role playing game, treasure is much more. Treasures are the spoils of adventure, and those spoils can be both tangible and intangible. Silver and gold items, coinage, unusual items, magical items, land, services, and social titles are all possibilities for a reward for a single arduous adventure or a long, heroic career. It is necessary for players to gain treasure in order to re-equip their characters, purchase aid, buy information, and all the other assorted tasks associated with civilization. Moreover, magic items, lands and titles can augment a character's power and help the game develop in more detail. Lastly, treasure can be a guiding force in any game or campaign. Magic items, in particular, can provide purpose and power for adventurers, and supply a host of new plot opportunities for both Castle Keeper and player.

The following list presents a few examples of treasure possibilities. It is up to the Castle Keeper to adjust the list as desired.

COINAGE: There are many types of coins, but the most common are platinum, gold, silver and copper. Coinage, or money, is the most common and important type of treasure.

EXTRAORDINARY ITEMS: Pieces of art or ivory statues are examples of items that possess a monetary value if sold, but also afford players an opportunity to add depth to their characters by keeping items they have obtained.

JEWELRY: This category includes metals that have been cast into bracelets, rings and necklaces, or gems that have been cut and shaped, or both together. Worked metals and stones are uncommon and highly valued.

UNWORKED PRECIOUS METALS & STONES: These include uncut gems, gold ingots, silver bars and the like. This includes any valuable metal or stone that has not been set, cut or molded, and has significant commercial value.

MAGICAL ITEMS: Weapons, armor, potions, scrolls, and all other varied items imbued with magic are considered magical items.



They range in availability and value; some are very rare, while others are rather common.

LANDS & TITLES: Almost never found in traditional hoards, land grants and titles are usually dispensed from a noble, a town government, or a guild. These include patents of nobility, physical land or honors. They are rare, but often the most valuable of all treasures.

SERVICES: In rare instances, characters may be offered the services of one or more monsters, humans or humanoids. This is another rare and valuable treasure.

COIN, EXTRAORDINARY ITEMS, JEWELRY

If there is a foundation for all treasure, it is the gold coin. The gold piece is the standard coin upon which all other values are measured. Many treasure hoards have some gold coins in it. But coins are also fashioned from other valuable metals; copper, silver and platinum are a few. The value of these coins are discussed at length in the *Castles & Crusades Players Handbook*. Many treasure hoards are a mixed bag of all four types of coins and are primarily dependent upon the Castle Keeper's desires.

Treasure hoards are filled with all manner of items, not least of which are those items greatly valued for their craftsmanship, beauty, or cultural significance. These include finely crafted weapons, clothing, ceremonial items, handcrafted items, and antiquities. Not all hoards have these items, but many do. Even an orc is able to discern that an ivory handled pipe has value and is worth taking from his prey. A general list is provided, but the CK should feel free to expand it as need and desire dictate.

Gems and jewelry are less common treasures. These range from simple cut stones gathered in a pouch to the wondrous crowns and scepters of kings and their queens. A large sampling of these items are listed in the tables on the following pages, but Castle Keepers should not feel

compelled to restrict themselves to these items alone. Castle Keepers are encouraged to use them as a basis for valuing other similar items. The makeup of such items is determined by regional, technological, and/or cultural factors. The number and type of gems that can be found is enormous, as are the various levels of craftsmanship for jewelry. Combining gems with jewelry is a common method for bringing these two items together as a more coherent and interesting treasure.

UNWORKED PRECIOUS METALS & STONES

Unworked precious metals and stones are uncommon. Few carry these as outward wealth. They are commonly found only in mines, shops, or when trafficked between their source and the crafter employed to work them. Awarding unworked precious metals and stones is an interesting approach a Castle Keeper can take to awarding treasure. The party that slays the dragon who occupies an old dwarf kingdom may find hoards of coins and magic, but also great heaps of gold and silver ingots, gems, and gold flakes. There are no hard and fast rules for awarding unworked metals and stones, but it is easy enough to translate the value of unworked metals into coin. Generally, though not always, the value of coin, cut stones, and jewelry is greater than the value of unworked metals and stones. If a treasure hoard consists of 5,000gp and 400gp in gems, the Castle Keeper can give it to the characters as 4,000 golden coins and ten 100gp ingots as well as 300gp in cut stones and 100gp in uncut stones.

MAGIC ITEMS

Magic items are rare and wonderful creations fabricated through the diligence of a wizard or other similarly skilled individual. They range in power from the simple dagger that gives its wielder a +1 to hit and damage to the highly complex dragon orb that has a multitude of properties and abilities. The greater the power, the rarer the item. Magic items are not part of every treasure hoard because they are difficult and costly to make. Creating a magic item requires that a creator divest something of himself or another, expend great wealth, and harness the use of powerful magics. The powers are transferred into the item to give it its magical *dweomer*. For these reasons, they are rare, and the most prized items in any treasure hoard.

The term “Magic Items” encompasses a variety of different enchanted items including armor, weapons, potions, rings, rods/staves/wands, and scrolls, as well as miscellaneous magic items. Some of these magic items are created with intrinsic intellects, and some may contain *fell* curses in their makeup, often to the regret of those that wield them.

POTIONS: A potion is an elixir concocted with the use of magic and alchemy that grants a spell-like effect upon the imbiber.

SCROLLS: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

WEAPONS: These are weapons that have been magically enhanced, giving them bonuses to hit, to damage and in some cases, other magical properties.

ARMOR AND SHIELDS: Magic armor and shields are items that are magically enhanced granting them armor class bonuses and in some cases other magical properties.

MISC. MAGIC ITEMS: These are various types of items with unique magical powers determined by the spellcaster at their creation.

RINGS: A ring is a circular metal band worn on the finger that grants the wearer a magical effect or capability.

RODS: A rod is a scepter-like enchanted item with a unique magical ability unlike any arcane or divine spells. A newly created rod has 50 charges, and each use of the wand depletes one of those charges.

STAVES: A staff is a long walking stick, pole or similar item imbued with arcane or divine spells or abilities. A newly created staff has 50 charges, and each use of the wand depletes one of those charges.

WANDS: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

CURSED ITEMS: Cursed items are magic items that have a negative effect on the wielder or those around them.

ARTIFACTS: Artifacts are ancient and very powerful magic items imbued with tremendous magical power and abilities. These items are very rare.

USING MAGIC ITEMS: When using a magic item, it is usually necessary to “activate” it with a word spoken aloud or by some gesture, though some items are constantly active and do not need such invocations. Check the description for the item in question to be sure. The activation and single use of an item combine to constitute one full action for the combat round. If an item has a spell-like effect, the effect has the same casting time as the normal spell unless otherwise noted in the item description.

LIMIT ON MAGIC ITEMS WORN: Only so many items of a certain magical nature can be worn or used with any active magical effects. The limitation includes the following: 1 helmet; 1 cloak, robe, cape, or mantle; 1 amulet or brooch; 1 suit of armor; 1 pair of bracers; 1 pair of gloves or gauntlets; 2 rings; 1 belt; 1 pair of boots.

SIZE: As part of the magical power, most garments, rings, and other raiment adjust themselves to fit their new wearer. Unless otherwise specified in the item description, the size of a given item should not be an issue to its owner.

ARMOR AND WEAPON SIZES: Ensorcelled armors and weapons that are discovered during play come in three sizes. A percentile roll determines what size the item will be when found: 01-30 means the item is small, 31-90 means the item is medium, and 91-100 means the item is large.

CREATING MAGIC ITEMS

Creating magic is an arduous and demanding task. Not only are the materials used to make the magical items expensive, but the use of arcane or divine magic needed to imbue an item with magical qualities is draining. In brief, a cleric, druid, wizard, or illusionist can create magic items. In order to make a magic item, materials need to be collected or made, mixed or altered, a ritual enacted, and spells cast.

Creating magic items is a nebulous process that differs for each individual creator and item. However, the process always has some simple requirements. The creator needs a fairly quiet, comfortable, and well-lit place in which to work, access to an alchemical lab, and possibly access to a smithy. Any place suitable for preparing spells is suitable for making items. The caster is assumed to work 8-12 hours for each day of the process. The character cannot rush the process by working longer. A character can only work on one item at a time and can do nothing else requiring exertion while working. During rest periods, the character can engage in light activity, such as talking or walking, but cannot fight, cast spells, use other magic, conduct research, or undertake any other

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physically or mentally demanding task. The caster can take a short break from working (for naps and the like) as often as he or she desires, as long as the character spends at least 8-12 hours out of every 24 working on the item.

The character cannot take a day off. Once the process has started, the character must see it through to the end or admit defeat and start over later. If the caster is disturbed while making the item, or spends less than eight hours or more than 12 hours working in any period of 24 hours, the process is ruined. All materials used are wasted.

CREATING SCROLLS

These are the least expensive and least difficult magic items to make. At 7th level, the cleric, druid, wizard and illusionist gain the ability to inscribe magic scrolls. This essentially allows them to convey, in written words or symbols, the magical content of the spell they are attempting to inscribe. The spells that can be inscribed are those that they know and can cast.

To inscribe a spell on a scroll, the material used must be a specially prepared and cleaned piece of vellum, papyrus or paper. This material costs 100gp per level of the spell inscribed upon it. So, to inscribe a 2nd level spell on a scroll, the material costs 200 gp. Additionally, the ink, chalk or other material needed to write the inscription costs 50gp per spell, irrespective of level.

The inscription process is demanding on those performing the action. To inscribe a spell, 12 hours per level of the spell inscribed must be spent performing the action. The process cannot be continuous. A 12 hour rest must occur after 12 hours of inscription. During the time spent inscribing, one can not be disturbed, or the inscription will be ruined. Afterwards, the inscriber must rest a number of days equal to the level of the spell being inscribed. So, to inscribe a 5th level spell takes five days of work and five days of rest.

To inscribe multiple spells on a single scroll, simply increase the cost of the scroll. The total of the spell levels on the scrolls should be multiplied by 100gp and that is its cost of the material. Then follow the same procedure as that mentioned above for the inscription process.

CREATING POTIONS

Potions are slightly more expensive and costly to create than scrolls. Clerics and druids gain this ability at 9th level while wizards and illusionists gain this ability at 7th level. Potions require material components to make, and are mixed and concocted in particular manners. As a final step to potion creation, a spell must be cast upon the mixture.

The types of potions created are similar to the types of spells the creator can cast. For example, a wizard cannot create a *potion of cure light wounds*, and a cleric cannot create a *potion of mind blank*. The potion has to mimic a spell the creator can already cast or know. The translation of the effects of a spell to a potion must be determined by the Castle Keeper. For example, creating a *cure light wounds* potion heals the drinker of 1d8 hit points of damage, but a *potion of fireballs* might bestow the ability to cast a fireball. Again, the effects mimic those of the spell at the creator's caster level, but the specifics are left up to the Castle Keeper.

The act of creating a potion requires expensive material components. The cost of these components is 200gp per level of the spell being turned into a potion. Additionally, a well-stocked alchemical laboratory is necessary for the concocting process. The cost of materials and goods for this laboratory is 1,000gp per level of the spell type being created.

For example, to create potions of 5th level spell-like qualities, the person creating the spell must have a lab costing 5,000gp. This is a cumulative cost. Furnishing a lab for 1st level potions costs 1,000gp, and upgrading that lab to manage 2nd level potions as well costs 2,000gp. A lab that can brew potions of levels 1 through 5 would cost a total of 15,000gp.

The last thing the character needs to concoct a potion is the correct formula. This formula lists the amounts and types of materials needed to create the potion as well as the process necessary to create it. These formulas are valuable and well-guarded secrets, and finding them is a boon to any character. Experimentation can also be used to determine the correct formula. To do this, the researcher must have an appropriately sized laboratory and twice the cost of the potion's components in materials. Then the research begins.

Researching and experimenting for the correct formula can be a time consuming process and success is not guaranteed. First, roll a d6 and multiply it by the level of the spell-like effect being sought. This is the time required to develop the formula. After that, the character must make a successful intelligence (wizards and illusionists) or wisdom (clerics or druids) check with a penalty equal to the level of the desired spell-like effect. If successful, the potion can be created. If not, the process must begin again.

The final step in creating the potion is the actual concocting process. This takes a number of days equal to the spell level of the effect. A *potion of nightmares* would take five days to concoct. At the end of the process, the spell that mimics the spell-like effects of the potion must be cast. Then the potion is ready for drinking.

CREATING UNUSUAL ITEMS

Almost all other magical items fall into this category because they involve permanently imbuing an item with a magical ability. This category includes arms, armors, wands, staves, gems, helmets, gloves, hats, boots, belts etc. Any item that is imbued with a power that mimics a spell-like or class-like ability is an unusual magic item. To create these magic items, the creator must be of the appropriate level, acquire the appropriate materials, cast the proper spells, and perform the appropriate ritual to create it. This is an exceedingly costly process in gold, time, and possibly life force.

All clerics, druids, wizards, and illusionists can create unusual magic items. Clerics and druids gain the ability to imbue at 12th level, while wizards and illusionists gain the ability at 9th level. The creator's caster level must be at least three times the enhancement bonus or spell-like effect of the item created, unless the creator possesses special material like mithral. At the time of creation, the creator can decide if the weapon glows or not as a side effect of the magic imbued within it.

This process permanently imparts an ability or capacity upon an item. For instance; a *+1 sword* is permanently imbued with a +1 to hit and damage rolls, a *stone of feeding* is permanently imbued with the capacity to feed its possessor, and a *wand of lightning bolts* is permanently imbued to cast the *lightning bolt* spell. It is important to note that many qualities like this are "mimicked." These magical items contain the essence of an individual's learning or training, and allow that essence to manifest itself to the item's user. This becomes important during the creation of the item, as the essence must usually be drawn from a donor. For example, a *wand of fireballs* mimics a wizard's ability to cast fireballs, not the *fireball* spell. A wizard would have to donate some of his or her life essence, in the form of experience points, to enchant the item.

Any item can be imbued with magical qualities. A sword can be imbued with conferring a bonus to damage, or a potato can be imbued so that it

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is always hot. Cost is not an issue unless the character desires the item to be exquisite or impressive. For instance, consider a powerful lord that commissions a wizard to create a powerful magical item for use in battle. Would the lord want a small stick to carry into combat, or a massive gilded lance made of the finest wood? The character decides.

Once an item is chosen, the qualities to be imbued are selected. There is no fundamental limit to the number or types of magical qualities that can be imbued into an item. However, there is a practical limitation that is defined by the Castle Keeper's discretion and the desires and resources of the creator. When designing the magic item, the level of the ability being imbued must be considered. For example, imbuing a +1 to hit to a sword is a 1st level fighter ability, but it can also be considered a 2nd level ranger or bard ability, and so forth. The "slow fall" ability is a 4th level monk ability, while "favored enemy" is a 6th level ranger ability. Racial or attribute abilities, like determining the depth underground, are always considered to be 1st level for item creation purposes. Spell-like abilities like invisibility have an effective level equal to their spell level.

The first method of creating magic items costs the life force of two parties: the caster and the donor from whom the ability is being mimicked. The actual act of imbuing is a ritual that requires the efforts of the caster and the donor. The time required for this method is short. The material must be purchased and a ritual performed. The time required is one day plus a number of days equal to the level of the ability being imparted upon the item. The cost in experience points is equal to the EPP (XP needed for the class level) of that ability. For example, to impart a 4th level monk ability upon an item costs 8,501 experience points. This cost is divided equally between the caster and the donor. Once the final rituals are performed, the experience points are lost. If mimicking the abilities of a PC race are imbued, the cost is 5,000 experience points per ability. If mimicking the racial abilities of a monster, the cost is 5,000 experience points times the creature's hit dice. If any creature or character is reduced to 0 experience points as a result of this process, it dies. For monsters, consider all 1 hit die creatures to have 1 experience point, 2 hit dice creatures 1,001 experience points, 3 hit dice creatures 2,001 experience points, and the progression doubles with each subsequent hit die.

Once again, it is important to note that items that allow for the casting of spells simply mimic the spell casting ability of a wizard or cleric. The experience point cost to imbue an item with the ability to cast a spell is equal to the required number of experience points needed for a wizard to attain the level at which that spell could be cast. Each spell is considered separately. A *wand of fireballs* would cost 20,801 experience points to create. For example, if the wand was imbued to cast *fireball* and *lightning bolt*, it would cost 41,602 experience points. The experience point cost can be taken entirely from the caster, or half from the caster and half from a donor with the ability in question. Further, items such as wands or staves have charges that can be replenished. For items that require spell replenishment, the item is assumed to be able to absorb and store the spells. The caster must simply cast them into it. However, these items can only absorb one spell per day.

The other method of creating magic items is by cost. This is an exceedingly expensive route, but generally preferred to that described above. In this instance, reference the chart below for the cost to imbue the spell or spell-like abilities within an item. The number indicated is the base cost. Additionally, a lab must be procured as described in the potion creation section. The cost of the laboratory reflects the level of the ability to be imbued. Any special materials or unique items (such as a special armor construction or weapon make) must be priced by the Castle Keeper.

The ritual and spell casting times are high. The method is like that mentioned above except time is measured in weeks, not days.

In the case of unique magical item creation, wizards, illusionists, clerics, and druids must acquire a ritual creation spell. The spell is knowable at the level the ability to create magic items becomes available. Wizards and illusionists must discover or purchase the spell, while clerics and druids must simply pray for it. This spell must be cast upon the item being created as the last act of the process and consumes 12 hours of casting time.

CALCULATING MAGIC ITEM GOLD PIECE VALUES

EFFECT	BASE PRICE
Enhancement bonus (each "plus")	Bonus squared x 1,000gp
Bonus spell	Spell level squared x 1,000gp
Resistance bonus	Bonus squared x 1,000gp
Save/Ability bonus (limited)	Bonus squared x 25 gp
Single Lesser Ability*	Base 4,500gp
Single Greater Ability*	Base 8,500gp
Attribute bonus	Bonus squared x 1000gp
Spell resistance	10,000 gp per point
Single use, spell completion	Spell level x caster level x 25gp
Single use, use-activated	Spell level x caster level x 50gp
50 charges, spell trigger	Spell level x caster level x 250gp
Command word	Spell level x caster level x 750gp
Use-activated	Spell level x caster level x 1,000 gp
Maximum charges per day	Divide by (5 charges per day)
No space limitation* *	Multiply entire cost and time by 2
Component	Extra Cost

Quality armor, shields, or weapons require the additional of the cost of an expert item (see page 95, table 3.1). If the spell to be imbued into the item has a material component, add the cost of the component directly into the price of the item.

Spell Level: A 0 level spell is half the value of a 1st level spell for determining price.

* Lesser abilities are spells, or spell-like effects that are 1st-5th level. Greater abilities are spells, or spell-like effects that are 6th level or higher.

**See Limit on Magic Items Worn. Basically, an item that does not take up one of these limited spaces costs double.

SPECIAL MATERIALS

In addition to magic items enchanted with spells, some substances have innate special properties. While only three such materials are presented here, other special materials may exist in a given campaign.

ADAMANTINE: Adamantine is found in meteorites and in the mines of dwarves. Weapons fashioned from adamantite provide a natural +4 bonus to hit and damage. Adamantine armor provides a natural +4 to armor class. This is not considered a magical enhancement. This bonus is added to saving throws versus destruction.

MITHRAL: Mithral is a rare, silvery metal that is lighter than iron but just as hard. It is found only deep in the earth and extracted with great difficulty. Weapons fashioned from mithral provide a natural +5 bonus to hit and damage.

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Mithral armor provides a natural +5 to armor class. This is not considered a magical enhancement. This bonus is added to saving throws versus destruction.

DARKWOOD: This rare magical wood is as hard as normal wood but very light. Any wooden or mostly wooden item made from darkwood weighs only half as much as a normal wooden item of that type. Items not normally made of wood, or only partially of wood, either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. To determine the price of darkwood items, increase the original price by 25%.

DESTROYING MAGIC ITEMS

Magic items are difficult to destroy. They are created with extraordinary materials, with great skill, and by creatures able to imbue them with a strength beyond that of the normal world. Only the most extraordinary of attacks should be considered dangerous to magic items. Very powerful spells, such as *disintegrate*, may be able to destroy magic items, and sometimes, powerful monsters like storm giants are able to break magic items through brute force. Dragon fire almost always consumes magic items. Basically, the weaker the item, the easier it is to destroy. Some magic items are easier to destroy than others; one example of an easy item to destroy is a potion, since the flask itself can be destroyed, scattering its contents. The Castle Keepers should use their best judgment in determining when to force a saving throw upon a magic item. A storm giant slamming his fist down upon a *bag of holding* is going to do little more than flatten the *bag*. A storm giant using a *mattock of the titans* to bat a *crystal ball* is likely to shatter the *crystal ball*. Always keep in mind that the destruction of an item can demoralize players who have worked hard to attain the power they wield.

All magic items have Mental and Physical as their saving throw categories. This means that the items successfully save, from any attack form, on a 12 or better. Weapons and armor add a standard bonus to their saving throw equal to their magical bonus to hit or armor class. Magic items with two different bonuses always take the higher of the two. Furthermore, the item adds +1 for any special ability the item possesses. For example a Holy Avenger is a +2/+5 sword. The sword saves on a 12, adds +5 to its roll for its magic enhancement, and +4 for its extra abilities (*dispel magic*, *spell resistance*, *double damage*, *damage to evil creatures*) for a total bonus of +9. The item effectively saves on a roll of 3 or better.

Magic items mimicking spell-like abilities have a saving throw bonus equal to the level of the spell-like or class-like ability being mimicked.

SENTIENT MAGIC ITEMS

On rare occasions, a character may find a magic item that is sentient. Such an item is, for all practical purposes, a living creature, possessing a personality, motivations, goals, desires, and other conscious traits. These items come about in many ways. Some have been divinely created while others were imbued with the soul or essence of another creature. Some are created by a powerful craftsman who divested too much of his own person into the item. Whatever their origins, sentient items are powerful, willful, and able to directly impact any game. Sentient items are great tools for furthering plot lines, developing background, and adding depth to a character and/or game. In any case, sentient items are rare and should be brought into the game only after careful consideration. Too many sentient items can create a cacophony of magic babble that only serves to lessen their own importance and drown out other extraordinary happenings. Any sentient item should have a purpose for its existence. This purpose may be in line with those of the characters who have found it, or it may not. Sentient items should

be treated as non-player characters, and, like non-player characters, they will not be averse to acting in their own self interest, even to the detriment or death of their owner. Conversely, it may be in the item's interest and desire to aid the character and his companions. To utterly control a sentient item, a character must be able to dominate it (see below) and maintain that dominance. For good or evil, the creature is its own being and should be treated as such.

It should be noted that the sentient nature of these items can be manifested in a number of ways. The item in question may be able to speak directly to the character via telepathy or some other power. It may be possessed of a silent will, manipulating its situation through the subconscious desires of those who carry it. Whatever the case, the Castle Keeper should approach these items with caution, since they can come to overpower a game.

In game terms, a sentient item has a will which gives them extra abilities and, sometimes, extraordinary powers and special purposes. Any permanent magic item can be sentient. Items that have a single use cannot be sentient. As with standard magic items, some intelligent magic items have the ability to illuminate their surroundings. They can do this at will.

ALIGNMENT OF SENTIENT ITEMS

Any item that is sentient has an alignment. Note that some sentient items already have alignments, whether stated in their description or by implication. When generating a random sentient item, that item's alignment must fit with any alignment-oriented special abilities it has. Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains at least one negative level if they so much as pick up the item. Although this negative level never results in actual level loss, it remains as long as the item is held and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Will scores (see below) of 17-20 bestow one negative level. Items with Will scores of 21+ or higher bestow two negative levels.

INTELLIGENT ITEM ALIGNMENT

D%	ALIGNMENT OF ITEM
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral good*
81-100	Neutral

*The neutral alignment has no bearing on who can use this item. Only the chaotic, lawful, evil or good characteristic affects this.

All sentient items are true to their alignment and do not deviate or commit actions contrary to it. If their wielder forces them to act against their alignment, they strive at every opportunity to escape that character. They may do this by influencing others to take them up. They may also try to take advantage of the weakened character (after some grueling contest of arms) to gain control, forcing the character to pass it on to another, or hurl it away into the midst of some calamitous battle.

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LANGUAGE

A sentient item without the ability to speak but is semi-empathic or empathic with its wielder cannot speak any particular language, but it communicates with its wielder through emotional responses and stimuli. A sentient item that has speech can speak the common language, plus 1-6 extra languages depending on its will (see table below).

WILL

All sentient items have a will. The will is represented by a number that ranges from 17 to 23. It can go higher, but any item that has a will higher than 23 is exceedingly powerful and should be carefully designed by the Castle Keeper. The will determines the abilities an item possesses. The higher the will, the greater the abilities.

WEAPON WILL AND SPECIAL ABILITIES

D%	WILL	COMMUNICATION*	SENSE †	POWER
01–50	17	Semi-Empathy	None	1 lesser
51–75	18	Empathy	None	2 lesser
76–87	19	Empathy	Sight (H)	3 lesser
88–93	20	Speech (1-2)	Sight, hearing (H)	3 lesser, 1 greater
94–96	21	Speech (1-4), telepathy	Sight, hearing (H)	3 lesser, 2 greater, read magic
97–98	22	Speech (1-6), telepathy	Sight, hearing (E)	3 lesser, 3 greater, read magic
99–00	23	Speech (any), telepathy	Sight, hearing (E)	4 lesser, 4 greater, special purpose, read magic

*Speech indicates that the item can communicate verbally with its wielder. The number in parenthesis indicates how many languages an item can use to communicate.

† The item is able to see and hear as a Human (H) or an Elf (E).

SENTIENT ITEM LESSER POWERS

D%	POWER
01-05	Item can <i>bless</i> its allies 3/day
06-10	Item can use <i>faerie fire</i> 3/day
11-13	Item can cast <i>minor image</i> 1/day
14-20	Item can cast <i>cure light wounds</i> 3/day
21-25	Item can use <i>detect magic</i> at will
26-31	Item can determine depth and direction (as dwarf)
32-33	Item grants wielder resistance to poison (as dwarf)
34-36	Item grants wielder resistance to arcane magic (as dwarf)
37-40	Item grants wielder resistance to fear (as dwarf)
41-45	Item grants wielder stonework ability (as dwarf)
46-50	Item grants wielder spot hidden doors (as elf)
51-54	Item grants wielder spell resistance (as elf)
55-60	Item can legend lore 3/day (as the bard)
61-66	Item can nature lore 3/day (as the druid)
67-72	Item can deflect missiles 3/day (as the monk)
73-77	Item can cast <i>major image</i> 1/day
78-80	Item can cast <i>darkness</i> 3/day
81-83	Item can use <i>hold person</i> on an enemy 3/day
84-86	Item can <i>detect illusion</i> 3/day
87-89	Item can use <i>suggestion</i> 3/day
90-95	Item can use <i>locate object</i> 3/day
96-100	Item can use <i>cure moderate wounds</i> (2d8+3) on wielder 3/day

SENTIENT ITEM GREATER POWERS

D%	POWER
01-06	Item can <i>detect opposing alignment</i> at will
07-10	Item can <i>detect undead</i> at will
11-13	Item can <i>cause fear</i> in an enemy at will
14-18	Item can use <i>holy word</i> on a foe 1/day
19-23	Item can use <i>dismissal</i> on a foe 1/day
24-28	Item can use <i>lesser globe of invulnerability</i> 1/day
29-33	Item can use <i>arcane eye</i> 1/day
34-37	Item has continuous <i>detect scrying</i> effect
38-41	Item creates <i>wall of fire</i> in a ring with the wielder at the center 1/day
42-45	Item can use <i>quench</i> on fires 3/day
46-50	Item can use <i>prismatic spray</i> 2/day
51-54	Item can use <i>wall of wind</i> 3/day
55-59	Item can use <i>clairvoyance</i> 3/day
60-64	Item can create <i>magic circle</i> against opposing alignment at will
65-68	Item can use <i>haste</i> on its owner 3/day
69-73	Item can cast <i>light</i> as bright as daylight 3/day
74-76	Item can cast <i>mass heal</i> 1/day
77–80	Item can <i>teleport</i> 2/day
81-85	Item can cast <i>wall of thorns</i> 3/day
86-91	Item can <i>locate creature</i> 3/day
92-97	Item can use <i>fear</i> against foes 3/day
98-100	Item can use <i>detect thoughts</i> at will

TREASURE

A SENTIENT ITEM'S PURPOSE

Some sentient items, particularly those with wills greater than 20, possess their own purpose. These purposes are always foremost in the item's thoughts. If their wielder does not pursue them, the item continually struggles for mastery of the character to force him to do its bidding.

EXAMPLES OF SENTIENT ITEM PURPOSES

D%	PURPOSE
01-20	Overthrow an alignment
21-30	Champion an alignment
31-40	Find its creator
41-50	Destroy its creator
51-55	Defeat/slay a particular creature type
56-60	Defeat/slay a particular race or kind of creature
61-70	Defend a particular race or kind of creature
71-80	Destroy a deity and/or its followers
81-90	Defend a deity and/or its followers
91-95	Destroy the world
96-00	Choose one

CONTROLLING A SENTIENT ITEM

Sentient items may attempt to control those who own them. In this contest of wills, either the character or item wins out and imposes action on the other. Any time a character attempts to use a sentient item, and the action or character is against that item's alignment or is contrary to its own desires, the character must attempt to gain control of it. Control is gained by making a successful charisma saving throw (add all attribute bonuses plus level). The Challenge Level is equal to the sentient item's will. Furthermore, in this contest of wills any damage the character may have sustained affects the outcome of the saving throw. For every level's worth of hit points the character has taken in damage, their saving throw is penalized by one. For example: a 12th level bard, Amanoth, with a primary attribute of charisma 14 attempts to maintain control of a magic sword. The sword has a will of 17. The character rolls a 17, receives a +1 for his attribute modifier and a +12 for his level for a result of 30. The sword's will is subtracted, with a result of 13. The check is successful, and the character maintains control. However, if Amanoth had taken half his hit points in damage, the character would only add 6 to the roll for his level. The result is very different: 17 +1 + 6 for a total of 24. Once the sword's will is subtracted the final result is 7, and the check fails. The weapon now has command of the character.

If the saving throw is successful, the character gains control of the item for a full day. If the saving throw fails, the item gains control, and at least refuses to act in the desired manner. In extreme cases, the item can force the character to act how it desires.

LAND & TITLE

Titles and land are far more complex than other types of treasure, in that they are not found, used or spent. However, title and land can offer both the Castle Keeper and the player myriad opportunities for adventure, intrigue, role playing, and more. By awarding a patent of nobility, such as the title Knight, Baron, Count or even Duke, or by granting characters ownership of land, the Castle Keeper creates



a situation where the character is now directly involved in the setting. This helps to capture the players' imagination and keep them interested in the game. Players are no longer passing through a story but have become more actively involved in one. The gold they've hoarded and the power they've garnered is put to good use building or repairing castles, towers, hiring and outfitting men-at-arms, and so forth. Furthermore, if players are aware that such treasures are possible, then they are given yet another aspiration. In the heart of even the greatest of barbarian warriors, is there not a seed of desire to trample the thrones of the civilized world beneath his feet?

Awarding land and title should not bog down a campaign or slow the character's adventuring career. Treasure of this nature should create a host of new opportunities and adventures as the high-level character becomes enmeshed in the intrigues and battles of courts, mighty wizards, guilds, and the like. Additionally, adventures can continue with little fear of property loss. Castles, towers, and manors are property; once given to administrators, the property is usually self-sufficient, even if the character is gone for months or years. Castle Keepers should take great care that a castle, title, tower, patent of nobility, or any other similar treasure does not prevent the player from fully playing the character. There is nothing wrong with an adventurer utterly abandoning his castle for 23 years and leaving it with no guards or administrators. Perhaps when he returns, it too will be another ruin to be explored and plundered.

Deciding when to award titles and land is a little more difficult than with other treasures. Generally, low-level characters should not be given lands and titles. If they are, the land should be small; a few dozen acres with no villages for support. Low-level characters are not going to be held in high regard by the populace, nor are they able to defend their holdings effectively. Higher level characters can be given small keeps, towers, or castles with several villages to support, including the main edifice and, perhaps, a small church as well. In any case, patents of nobility usually involve the title of Knight, though Baron may be bestowed on rare occasions. A knight's standing in a community is judged by the number of other knights they can field in battle, so a low-level character ennobled as a knight would be low on the "totem pole" when compared to their higher level brethren.

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In general, if characters adventure in a region where they gain name recognition, or if they serve some powerful lord, priest, or wizard, they are able to gain land and titles as treasure. The following examples offer a good road map of when and how much to award. The following assumes low-level characters to be 1st-4th level, mid-level characters to be 5th-8th level and high-level to be 9th-12th level.

FIGHTER: Low-level fighters may earn enough recognition to gain 10 acres of land. This grant is unsettled land and requires extensive development. At mid-level, they are given honorary titles such as ward of the first gate, captain of the guard, or commander, and an additional 10 acres of land. When they reach the high-level range, they gain a small castle, 2-20 men-at-arms, with 1-4 villages and 50 square miles of land, as well as full honors as a noble.

RANGER: Though not barred from land ownership, rangers do not generally strive for it. At low-level, they are made keepers, and are given land to watch over. They are generally given room and board for free. At mid-level, they are made wardens and given still more land to watch over. This comes with an annual stipend of 100 gp. At high-level, they are made wardens of the realm (or another similar title) and brought into the councils of lords. They are awarded property amounting to 100 square miles of land with 2-12 followers.

ROGUE/ASSASSIN: As often as they act alone, rogues and assassins work within a network of guilds. At low-level, they gain guild membership. At middle levels, they gain exemption from guild dues. At high levels, these masters of their craft are made guild leaders and given neighborhoods to control. Here, they can exact payment for protection and gain 1-6 followers.

BARBARIAN: Barbarians work within loose social structures. At low levels, they gain little but name recognition. At middle levels, they are recognized and given a seat on councils, and gain 2-12 followers. At high levels, barbarians are able to command respect and gather a further 2-40 followers.

MONK: Monks who are part of an order or guild are recognized as members of that guild at low levels. At mid levels, they are given honorary titles that allow them entrance to sacred sites and temples. At high levels, the monk is granted leave to command up to 4-16 low and 1-4 mid-level monks.

WIZARD/ILLUSIONIST: These spellcasters walk long difficult roads, often alone and without the succor of their fellows. At low and middle levels, they gain little unless they are part of a guild. In that case, at middle levels, they are given limited access to the guild's libraries for study and advancement. At high levels, magic users are able to construct a tower and safeguard it against most magical attacks.

CLERIC: Clerical religious affiliations allow them to become members of a church, temple, or other ecclesiastical order at low levels. This comes with free room and board at any of their deities' holy grounds. As they gain power and recognition, they are able collect monies from their flock to fund their endeavors. Once per month, they can collect up to 1sp from each member of their flock in a town or village. At high levels, clerics gain a church or temple of their own with 1-12 acolytes.

DRUID: Druids revere the natural order more than any other. At low levels, they are given, or allowed to take, a seed from the plant that is most central to their sect. At mid-level, they are awarded a chest of hallowed dirt from the order's sacred ground. At high-level, they are able to found a grove, planting the seed with sanctified dirt. They gain 2-12 druidic followers after this.

KNIGHT: Knights are able to acquire lands and title quicker than any other class. At low levels, they are given 5 square miles of land and are allowed to take up a banner. At mid-level, they are given a patent of nobility, a signet ring, 50 square miles of land with 1-2 villages, and 2-12 men-at-arms. At high-level, they are given a castle, a further 25 square miles of land, 1-2 more villages, and a further 2-12 men-at-arms.

PALADIN: Paladins are the fighting arm of most good religions. At low levels, they gain recognition for their deeds and are awarded the right to bear the colors of their order. Doing so allows them to claim refuge, with room and board, on any ground holy to their order. At middle levels, they are granted honorary titles such as temple knight and can demand the aid of their holy brethren. This allows them to gain such services as healing and military support of up to 1-2 clerics and 2-8 hired men-at-arms. The period of service should not exceed 1 month. High-level paladins are given protectorates and made responsible for whole regions. They are given a manor house and 2-12 followers. These followers are 1st level paladins.

BARD: Bards serve many purposes, but their skills allow them to "pay" for services that would normally not be given away. At low levels, they are able to pay for 1 meal per day at taverns, inns, and similar establishments through song or recitation. At middle levels, as their names become more recognized, they are able to gain lodging as well as meals in towns and small castles. At high levels, their vast knowledge gains them recognition, and they are given a manor house with 2-12 men-at-arms. At this point, they often serve on council seats or entertain courts.

SERVICES

Awarding services as treasure can be as complex as awarding lands and titles. In general, services are offered to characters by non-player characters for a debt, reward, or for a like service; conversely, non-player characters may be pressed into serving victorious characters. Characters may gain this type of treasure by rescuing someone, doing a good deed, or being employed by another in some difficult task. The services awarded as treasure can be as complex or as simple as the Castle Keeper dictates.

There are advantages and disadvantages to using services as treasure, and this award should only be tendered when the Castle Keeper is prepared to have certain non-player characters perpetually involved in the game. Active NPCs that have joined, or been forced to join the party, offer the Castle Keeper a great conduit for information to the players. The NPC imparting information to their employers is far more believable and reliable than the Castle Keeper giving out information piecemeal through descriptive text or from non-involved NPCs. However, NPCs that are too active in the party run the risk of superceding the primary characters, leading their players to believe that their characters are not leading the party, but are being railroaded by their Castle Keeper. This last pitfall must be avoided at all costs.

Examples of what might constitute services as treasure include the following:

The party has rescued four warriors from a dungeon. In payment, the warriors offer their swords in service to the party for a specific amount of time.

The characters liberate a town from the depredations of a goblin band. In gratitude the townsfolk offer them full use of the smithy to repair weapons, free room and board at the inn, and healing in the local holy establishment.

TREASURE

The party has tracked and defeated an orc war party. The survivors include a half-orc thrall, that they force to guide them from the wilderness. In fear the half-orc guides them to safety...or may not, as the Castle Keeper wishes.

In a battle of wits, a wizard outsmarts a sphinx. The sphinx is forced to yield all the information it has on the surrounding countryside.

A ranger and his druidic companion have saved a community of sprites from a pack of hell hounds. The sprites promise to keep watch for the two for as long as they travel in the sprites' domain.

A knight has defeated a dragon that has been laying waste to a kingdom. The king grants him land, title and the services of all those who live on the land for the upkeep of the castle and villages, including 2-12 men-at-arms.

It is difficult to note when and how such treasure should be awarded. In fact, it is difficult to know when and how much of any treasure to offer embattled players and their characters. **Table 1** offers a good guideline on things like gold, gems, jewelry, and magic, but there are no charts showing when and how to award land, titles, and services. Castle Keepers should carefully consider what should be gained. Each game and each campaign should be treated differently. Silver and gold coinage may be a constant, but what serves as treasure for one party, in one circumstance, is not necessarily good for another. Nonetheless, extraordinary items, jewelry, precious metals, land, titles, and magic items are more complex treasures, and it's important that the Castle Keeper know how and when to award treasure.

HOW & WHEN TO AWARD TREASURE

The amount and type of treasure that characters earn during the course of a campaign, or after a successful adventure, is determined by the Castle Keeper. Treasure often sets the tone, for good or ill, of a game. Additionally, it sets the tone of a Castle Keeper's style of play. Successful Castle Keepers use treasure to their advantage, learning both what the party needs and can use, what players desire, and what the campaign or adventure needs. The successful Castle Keeper also learns to dole out treasure sparingly, and only after some effort from the players, whether through combat or role playing.

Care should be taken in how much treasure is awarded and how it is distributed. Too much treasure is as bad as too little. If heaps of treasure are earned for little effort, the overall value of treasure drops. Awarding piles of gold, gems, jewelry, extraordinary items, and magic items to low-level characters who have cleaned out a dungeon leaves them with little or nothing to gain at higher levels. By mid-level, they've used many of the magic items and have tens of thousands of gold pieces to buy anything they want. The players become accustomed to magical items or wealth, and as the game progresses, the Castle Keeper is driven to give ever greater magical items and ever increasing wealth. The game quickly reaches a ceiling, and the characters are left with but a few brief, memorable encounters, but whole notebooks of wealth; wealth that they have no need for, or cannot or will not ever use. Players often become bored when the fantastic becomes the mundane. The opposite is true, as well. Players who struggle through desolate wastelands, overcome death defying obstacles, role play through complicated plots, solve riddles, and battle foes beyond imagining and are awarded just a few copper coins and a pouch of beans, often become justifiably frustrated. Games like this often fade away on their own, as players become disinterested at their own fruitless endeavors.

As a rule of thumb, low-level characters should gain enough coin to replenish their stocks, prepare for the next adventure, and improve their lot in life a little bit. At most, they should find only one or two extraordinary items, and a magic item only if it is small and has a generic use, such as a potion of healing. As the campaign progresses, and the players grow into their characters, the Castle Keeper learns what treasure the party could use, and more importantly, what treasure would add to the overall context of the game. By mid-level, a few magic items are gained, along with more wealth and extraordinary items. Still more magic items, wealth, lands and titles are gathered in towers, castles, and hoards as the characters enter higher levels. Long campaigns, made more difficult by a scarcity of treasure, are more memorable, leaving all with hard earned battle scars. Amidst all his heaps of treasure, the high-level fighter Ohthere Ironband can wear with pride a single golden armband that was taken from the body of an orc chieftain when he was but a stripling warrior. Some modifications to the above rule should be made and special circumstances should be considered for treasures like lands and titles. Some Castle Keepers run extremely expensive games, and characters may see their armor destroyed, shields rent, swords shattered, scrolls burned up, arrows spent, wands expended, and so forth. For such hard fought campaigns, more treasure than is allotted in the tables should be awarded to make up for the poverty of such victory.

TREASURE TABLES

The following pages set out a solid guideline for awarding treasure for monsters. The basic principle is that the treasure should be slightly less valuable than the encounter was difficult. Therefore, the amount of treasure awarded is determined by the power of the monster or encounter. In general, a creature's Treasure Rating is equal to its Hit Dice, or a bit less. In cases where a significant amount of a creature's Hit Dice come from sheer bulk, the Treasure Rating may be much less than the Hit Dice, but only in rare cases should a Treasure Rating be more than the Hit Dice. The amount of special characteristics or powers a creature has will obviously play into this equation, however the basic formula of $\text{Treasure Rating} = \text{HD}$ should serve as a good starting point.

Each monster in *Castles & Crusades* is given a treasure type. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure, such as magic items, tend to carry and use them, leaving bulky and valuable monies and gems in their lair. Remember, creatures will use magic items!

Consult **Table 1.0: Treasure** to determine whether or not a creature has treasure.

TREASURE TYPE: In each creature's monster description is a treasure type ranging from Nil (none) to 18. For example, a gibbering moulder has a treasure type of 7. The treasure type determines the percentage chance of having a particular type of treasure. Some monsters may not have any treasure at all. Also, the amount of gold coin value listed is followed by a multiplier. This multiplier is used only when the creature is found in its lair.

% TO HAVE TREASURE: This column indicates the percentage chance for a creature to have that type of treasure.

COINS AND THEIR VALUE: The list provides the amount of coinage in gold pieces a creature might carry. This should be adjusted by the Castle Keeper to suit the game's need. Coinage is presented as a range of gold piece values. This number does not necessarily

TREASURE

represent the amount of gold pieces possessed, it represents the total value of various coin types. The Castle Keeper must devise the exact number and type of coins found. In general, 10cp=1sp, 10sp=1gp and 10gp=1pp. However, these exchanges can be altered and coins can be large or small, debased or pure, and simple or ornate.

GEMS AND GEM VALUE ADJUSTMENT: Determine whether the treasure contains gems by rolling on the “% to Have Treasure column.” If it has gems, determine the number of gems and then consult **Table 2.0** to determine their value. When rolling on **Table 2.0**, any penalties accrued on **Table 1.0** should be deducted from the percentile roll for **Table 2.0**. For instance, the Castle Keeper has determined that an orc has 4 gems in its possession. Consulting **Table 2.0** to determine value results in a roll of 78. Deducting the -10 penalty for Gem Value Adjustment leaves the orc with an amazing 100gp gem. Do the same for each gem.

HOARDS: Several monsters are considered hoarding creatures. That is, these creatures gather, collect, and guard large hoards of treasure. Although the reason behind this escapes many, it matters little at the end of a battle. Hoarding creatures, when found in their lair, multiply the value amount of gold by 100, and get double the number of rolls and amounts of treasures indicated on all other charts.

EXTRAORDINARY ITEMS: Determine whether the treasure contains extraordinary items by rolling on the “% to Have Treasure

column.” If it has extraordinary items, determine the number found. Consult **Table 3.0** to determine the type of item(s) found.

MAGIC ITEMS AND THE MAXIMUM EXPERIENCE POINT VALUE: Determine whether the treasure contains magic items by rolling on the “% to Have Treasure column.” If it has magic items, determine the number found. The third column sets a suggested limit on the maximum experience point value of a magic item that a monster can have. For example, a 1 hit die monster could not have a magic item worth over 100 experience points. If a creature has magic items, consult **Table 4.0** to determine the type of item(s) found. Re-roll as necessary to meet the previous parameter. This is merely a suggested amount and type and should be adjusted as necessary.

The gold piece values in the magic item tables are typical selling prices for PCs wishing to get rid of magic items and do not necessarily reflect the actual cost of creating the item. The XP values are for characters who keep the items. A character selling an item earns XP based upon the selling price and not the XP value listed. Characters selling items to another character or henchman are treated as if keeping the item, thus receiving the XP value on the chart.



TABLE 1.0: TREASURE

TREASURE TYPE		COINS		GEMS		EXTRAORDINARY ITEMS		MAGIC ITEMS		
Type	% to have	Coin Value In Gold Pieces	% to have	Number of Gems	Gem Value Adjustment	% to have	Number of Items	% to have	Number of Items	Max. Xp Value of Item
1	50%	2d4(x10)	10%	1d4	-10	10%	1d2	5%	1	100
2	55%	4d4(x10)	20%	1d4+1	-8	20%	1d2+1	10%	1	200
3	60%	6d4(x10)	30%	1d4+2	-6	30%	1d2+2	15%	1	300
4	65%	8d4(x10)	40%	1d4+3	-4	40%	1d2+3	20%	1	500
5	70%	2d6(x50)	50%	1d6+2	-2	50%	1d4+2	30%	1d2	800
6	75%	4d6(x50)	60%	1d6+3	—	60%	1d4+3	40%	1d2	1300
7	80%	6d6(x50)	70%	1d6+4	—	70%	1d4+4	50%	1d2	2100
8	85%	8d6(x50)	80%	1d6+5	—	80%	1d4+5	60%	1d2	3400
9	90%	2d8(x100)	90%	1d8+4	—	90%	1d6+4	70%	1d3	5500
10	91%	4d8(x100)	91%	1d8+5	—	91%	1d6+5	80%	1d3	—
11	92%	6d8(x100)	92%	1d8+6	—	92%	1d6+6	90%	1d3	—
12	93%	8d8(x100)	93%	1d8+7	—	93%	1d6+7	92%	1d3	—
13	94%	2d10(x200)	94%	1d10+6	—	94%	1d8+6	94%	1d4	—
14	95%	4d10(x200)	95%	1d10+7	—	95%	1d8+7	96%	1d4	—
15	96%	6d10(x200)	96%	1d10+8	—	96%	1d8+8	98%	1d4	—
16	97%	8d10(x200)	97%	1d10+9	—	97%	1d8+9	99%	1d4	—
17	98%	2d12(x400)	98%	1d12+8	—	98%	1d8+8	100%	1d6	—
18	99%	4d12(x400)	99%	1d12+9	—	99%	1d8+9	100%	1d6	—

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TABLE 2.0: GEMS

d%	GEMSTONE	GP VALUE
01-10	Amber, amethyst, jadeite	5
11-20	Precious opal, banded eye, malachite	10
21-40	Moonstone, pearl, lapis lazuli, tiger eye	25
41-60	Bloodstone, white agate, violet–blue sapphire	50
61-75	Whitish moonstone, common opal,	100
76-85	Green nephrite, peridot, amethyst	250
86-90	Violet or green garnet, fire opal, topaz	500
91-94	Emerald, black opal, tourmaline	1000
95-98	Star ruby, jade, sapphire (other than blue)	2500
99-00	Diamond, blood red ruby, blue sapphire	5000

TABLE 3.0: EXTRAORDINARY ITEMS

d20	TABLE
1-4	3.1 Expert weapons
5-8	3.2 Jewelry
9-12	3.3 Worn & Ceremonial Items
13-16	3.4 Hand Crafted Items
17-20	3.5 Antiquities

TABLE 3.1 EXPERT WEAPONS

d%	ITEM	GP VALUE
01-05	Arrow †	1
06-10	Battle Axe	100
11-15	Bolt †	12sp
16-20	Bow †	Varies
21-25	Crossbow †	Varies
26-30	Dagger	20
31-35	Dart	5
36-40	Flail †	Varies
41-45	Halberd	100
46-50	Hammer †	Varies
51-55	Hand Axe	40
56-60	Javelin	10
61-65	Lance †	Varies
66-70	Mace †	Varies
71-75	Morningstar	80
76-80	Scimitar	150
81-85	Spear †	Varies
86-90	Sword †	Varies
91-95	Trident	100
96-100	Two-Handed Axe	300

† Type is the Castle Keeper’s Choice. Value varies.

TABLE 3.2 JEWELRY

d%	ITEM	GP VALUE
01-05	Ankle Chain	see table 3.6
06-10	Arm Band	see table 3.6
11-15	Belt	see table 3.6
16-20	Bracelet	see table 3.6
21-25	Broach	see table 3.6
26-30	Buckle	see table 3.6
31-35	Button†	see table 3.6
36-40	Collar	see table 3.6
41-45	Choker	see table 3.6
46-50	Earrings	see table 3.6
51-55	Locket	see table 3.6
56-60	Medallion	see table 3.6
61-65	Necklace	see table 3.6
66-70	Pendent	see table 3.6
71-75	Ring	see table 3.6
76-80	Stud	see table 3.6
81-85	Tiara	see table 3.6
86-90	Toe Ring	see table 3.6
91-95	Torque	see table 3.6
96-00	Waist Chain	see table 3.6

†There are generally 2-4 buttons found, each button worth 1 gp.

TABLE 3.3 WORN & CEREMONIAL ITEMS

d%	ITEM	GP VALUE
01-05	Coronet	see table 3.6
06-10	Crown	see table 3.6
11-15	Orb	see table 3.6
16-20	Scepter	see table 3.6
21-25	Signet ring	see table 3.6
26-30	Holy symbol	see table 3.6
31-35	Holy water	see table 3.6
36-40	Idol	see table 3.6
41-45	Relic*	see table 3.6
46-50	Rune stones	see table 3.6
51-55	Fur coat	2d10
56-60	Hair shirt	1d10
61-65	Leather jerkin	2d10
66-70	Oilskin cloth	2d10
71-75	Silk garment	5d10
76-80	Gown	1d10
81-85	Hood	1d4
86-90	Mantle	1d4
91-95	Surcoat	3d10
96-100	Tabard	2d10

* Relics include bones of saints, iconographic statues, or anything else that may be holy to a religious group.

TABLE 3.4 HAND CRAFTED ITEMS

d%	ITEM	GP VALUE
01-05	Wooden bird cage	20
06-10	Ivory pipe	50
11-15	Paper, ink & quill*	15
16-20	Silver snuff box	100
21-25	Mechanical toy	2d10
26-30	China place settings†	2d6x10†
31-35	Crystal vase	10d10
36-40	Pewter goblet	2
41-45	Trencher, silver plated	4
46-50	Wooden gourd	1
51-55	Golden harp	see table 3.6
56-60	Hunter's horn	see table 3.6
61-65	Lute of Vaughn	120
66-70	Elven mandolin	100
71-75	Dragonclaw panpipes	500
76-80	Animal pelt‡	see below‡
81-85	Decorative egg	100
86-90	Statue	see table 3.6
91-95	Carved wood	see table 3.6
96-100	Miniature figurine	see table 3.6

* These should come in a scroll case or box.

† From 1-12 are found, value is per setting.

‡ Cured. The value of any pelt ranges from 10 gp to 1000 gp depending on locale and rarity.

TABLE 3.5 ANTIQUITIES

d%	ITEM	GP VALUE
01-05	Book(s)*	10d10 gp
06-10	Chart(s)*	5d10 gp
11-15	Map*	5d10 gp
16-20	Scroll	10d10 gp
21-25	Stone Tablet	10d10x10 gp
26-30	Banner	250 gp
31-35	Painting	10d10x10 gp
36-40	Rug	10d10 gp
41-45	Tapestry	10d10x100 gp
46-50	Trophy	10d10 gp
51-55	Brazier	see table 3.6
56-60	Candelabra	see table 3.6
61-65	Coffer	see table 3.6
66-70	Mirror	see table 3.6
71-75	Urn	see table 3.6
76-80	Death Mask	see table 3.6
81-85	Hour Glass	see table 3.6
86-90	Music Box	see table 3.6
91-95	Wine	2d10x10 gp
96-100	Troll Knuckles	see table 3.6

* Books, charts and maps can contain anything from histories and geographical references to treasure maps and nautical charts.

TABLE 3.6 VALUE

d%	DESCRIPTION	AVERAGE GP VALUE
01-02	Clay	10
03-08	Wood	50
09-11	Wood with silver inlay	100
12-13	Wood with gold inlay	250
14	Wood with gemstones	500
15-19	Stone	100
20-23	Stone with gemstones	500
24	Bone with jewels	1000
25-34	Silver	250
35-39	Silver with gold	500
40-44	Silver with platinum	750
45-50	Silver with gemstones	1250
51-53	Ivory	500
54-56	Ivory with silver	750
57-58	Ivory with gold	1000
59-60	Ivory with gemstones	3000
61-63	Jade*	750
64-67	Jade* with ivory	1000
68-70	Jade* silver or gold	1250
71-72	Jade* with platinum	2000
73-74	Jade* with gemstones	5000
75-86	Gold	1000
87-89	Gold with platinum	3500
90-93	Gold with gemstones	7500
94-96	Platinum	10000
97-98	Platinum with gemstones	15000
99	Platinum with mithril	20000
100	Mithril	50000

*Or other precious stone.

*The addition of gems to pieces of jewelry also increases the value of each item. Also, items that are intricately designed should possess a greater value.

TABLE 4.0: MAGIC ITEM GENERATION

d%	TABLE
1-15	4.1 Potions
16-30	4.2 Scroll
31-45	4.3 Weapon
46-60	4.4 Armor & Shields
61-80	4.5 Miscellaneous Magic
81-90	4.6 Rings
91-97	4.7 Rods, Staves, Wands
98-99	4.8 Cursed Items
100	4.9 Artifacts

TREASURE

TABLE 4.1: POTIONS

d%	POTION	VALUE	EXP
01-03	Aid	400	200
04-06	Bless (oil)	300	100
07-09	Blur	400	200
10-12	Clairaudience/Clairvoyance	500	300
13-15	Cure Light Wounds	300	100
16-18	Cure Serious Wounds	500	300
19-21	Cure Critical Wounds	700	500
22-24	Delay Poison	400	200
25-27	Endure Elements	300	100
28-30	Fly	500	300
31-33	Gaseous Form	500	300
34-36	Giant Strength*	700	500
37-39	Haste	500	300
40-42	Heal	800	600
43-45	Invisibility (potion or oil)	400	200
46-48	Levitation (potion or oil)	400	200
49-51	Longevity*	12,000	1,500
52-54	Neutralize Poison	600	400
55-57	Nondetection	500	300
58-60	Pass without Trace	300	100
61-63	Protection from Alignment*	300	100
64-66	Protection from Arrows	500	300
67-69	Remove Blindness/deafness	500	300
70-72	Remove Curse	500	300
73-75	Remove Disease	500	300
76-78	Remove Paralysis	400	200
79-81	Restoration	700	400
82-84	Sanctuary	300	100
85-87	Shield of Faith +2	300	100
88-90	Spider Climb	300	100
91-93	Tongues	500	300
94-96	Water Breathing	500	300
97-99	Water Walk	900	700
100	Trap the Soul	1,100	900

* These potions are as described in the explanatory text.

TABLE 4.2: SCROLLS

d%	SPELL	VALUE	EXP
01-08	1 Spell Level*	300	100
09-16	2 Spell Levels*	400	200
17-24	3 Spell Levels*	500	300
25-32	4 Spell Levels	600	400
33-40	5 Spell Levels	700	500
41-45	6 Spell Levels	800	600

46-50	7 Spell Levels	900	700
51-55	8 Spell Levels	1000	800
56-60	9 Spell Levels	1100	900
61-65	10 Spell Levels	1200	1000
66-68	11 Spell Levels	1300	1100
69-71	12 Spell Levels	1400	1200
72-74	13 Spell Levels	1500	1300
75-77	14 Spell Levels	1600	1400
78-80	15 Spell Levels	1700	1500
81-82	Teleport without Error	900	700
83-84	Symbol	1000	800
85-86	Trap the Soul	1100	900
87-88	Time Stop	1100	900
89-90	True Resurrection	1100	900
91-92	Mass Heal	1000	800
93-94	Gate	1100	900
95-96	Create Greater Undead	1000	800
97-98	Shape Change	1100	900
99-00	Clone	1100	900

* The Castle Keeper can choose any number of magic spells that equal the number given. For example for the 3 spell levels the Castle Keeper may choose to have 1 first and 1 second level spell.

TABLE 4.3: WEAPONS

d%	WEAPON
01-40	4.3a Swords
41-50	4.3c Special Sword
51-90	4.3d Miscellaneous Weapons
91-00	4.3e Special Weapon

TABLE 4.3A: SWORDS

d%	SWORD TYPE*
01-10	Bastard Sword
11-30	Broad Sword, Falchion
31-50	Short Sword, Scimitar, Rapier
51-90	Long Sword
91-00	Two Handed Sword

* Roll on Table 4.3B to determine weapon bonus.

TABLE 4.3B: WEAPON BONUS

d%	TYPE	GP VALUE	EXP
01-45	+1	1,000	250
46-75	+2	4,000	750
76-90	+3	9,000	1,200
91-98	+4	16,000	1,750
99-00	+5	25,000	2,500

TABLE 4.3C: SPECIAL SWORDS*

d%	SWORD TYPE	GP VALUE	EXP
01-08	Bane Sword	13,500	4,500
09-16	Sword of Dancing	12,500	4,100

17-24	Sword of Defending	24,500	8,100
25-32	Dragon Slayer	29,000	7,250
33-36	Featheredged Sword	31,750	15,000
37-44	Flaming Sword	7,750	2,000
45-52	Frost Bane	13,725	3,000
53-56	Holy Avenger	55,000	27,000
57-60	Sword of Life Stealing	17,000	5,600
61-68	Luck Blade	21,500	7,100
69-72	Nine Lives Stealer	8,500	2,800
73-80	Sword of Puncturing	12,000	3,000
81-88	Sylvan Sword	10,000	3,000
89-92	Vorpal Sword	38,750	19,000
93-00	Sword of Wounding	16,000	5,300

* Unless otherwise specified in text roll on Table 4.3A: Swords to determine what type of sword the special blade is.

TABLE 4.3D: MISCELLANEOUS WEAPONS

d%	WEAPON TYPE*	GP VALUE**	EXP
01-02	10 Arrow †	1000–25,000	250–2,500
03-08	Axe, battle	1000–25,000	250–2,500
09-12	Axe, hand/throwing	1000–25,000	250–2,500
13-16	Axe, two-handed	1000–25,000	250–2,500
17-20	Bardiche	1000–25,000	250–2,500
21-24	10 Bolt †	1000–25,000	250–2,500
25-28	Bow †	1000–25,000	250–2,500
29-32	Club	1000–25,000	250–2,500
33-36	Crossbow †	1000–25,000	250–2,500
37-40	Crowbill (Lucerne)	1000–25,000	250–2,500
41-44	Dagger	1000–25,000	250–2,500
45-48	Dart	1000–25,000	250–2,500
49-52	Flail †	1000–25,000	250–2,500
53-56	Halberd	1000–25,000	250–2,500
57-60	Hammer †	1000–25,000	250–2,500
61-64	Javelin	1000–25,000	250–2,500
65-68	Lance †	1000–25,000	250–2,500
69-72	Mace †	1000–25,000	250–2,500
73-76	Morningstar	1000–25,000	250–2,500
77-80	Pole arm †	1000–25,000	250–2,500
81-84	Sling	1000–25,000	250–2,500
85-88	Spear †	1000–25,000	250–2,500
89-92	Staff	1000–25,000	250–2,500
93-96	Trident	1000–25,000	250–2,500
97-00	Whip	1000–25,000	250–2,500

* Roll on Table 4.3B to determine weapon bonus.

** The value is based off the bonus of the item. Consult Table 4.3B: Weapon Bonus for approximate values and experience point value.

†Castle Keeper's Choice, refer to asterisk for value.

TABLE 4.3E: SPECIAL MISCELLANEOUS WEAPONS*

d%	WEAPON TYPE	GP VALUE	EXP
01-08	Bane Weapon	13,500	4,500
09-11	Club of Dagda	10,000	4,000

12-15	Dagger of Venom	4,750	1,070
16-24	Dwarven Thrower	18,000	6,000
25-28	Featheredged Axe	31,750	15,000
29-36	Javelin of Lightning	4,500	450
37-40	Mace of Disruption	25,500	8,500
41-48	Mace of Smiting	17,500	5,800
49-56	Mace of Terror	8,500	2,100
57-60	Nine Lives Stealer	8,500	2,800
61-64	Oath Bow	25,000	5,000
85-68	Slaying Arrow/Bolt	9,500	2,300
69-76	Sleep Arrow/Bolt	1,250	350
77-84	Sylvan Weapon	10,000	3,000
85-92	Trident of Fish Command	5,000	1,200
93-00	Weapon of Wounding	16,000	5,300

*Unless otherwise specified, roll on Table 4.3B: Weapon Bonus to determine the pluses of the special blade.

TABLE 4.4: ARMOR AND SHIELDS

d%	TYPE
01-75	Shield (Roll on Table 4.4A)
76-00	Armor (Roll on Table 4.4C)

TABLE 4.4A: SHIELD*

d%	TYPE
01-40	Buckler
41-70	Medium
71-90	Large
91-99	Pavis
00	Roll on Table 4.4B

* The value is based off the bonus of the item. Consult Table 4.4E: Armor Bonus for approximate gold piece and experience point values.

TABLE 4.4B: RANDOM SHIELD TYPE*

d%	TYPE
01-40	Animated Shield
41-70	Bashing Shield**
71-85	Blinding Shield
86-95	Lion's Shield
96-00	Shield of the Cid

*Roll on Table 4.4B to determine the shield found, then roll on Table 4.4A: Shield to determine the shield's size, ignoring results of 00.

**The pavis cannot be used to bash due to weight. If the shield type is determined to be a pavis, reroll.

TABLE 4.4C: ARMOR*

d%	TYPE
01-13	Padded

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14-29	Leather
30-36	Studded
37-46	Ring
47-51	Mail Shirt
52-61	Hide
62-71	Scale Mail
72-76	Chainmail
77-85	Breastplate
86-90	Splint Mail
91-95	Banded Mail
96-98	Plate Mail
99	Full Plate
00	Roll on Chart 4.4D

* The value is based off the bonus of the item. Consult Table 4.4E: Armor Bonus for approximate gold piece and experience point values.

TABLE 4.4D: RANDOM ARMOR TYPE

D%	TYPE
01-09	Armor of Kavacha
10-18	Cold/Fire Resistance*
19-36	Dwarven Plate
37-54	Elven Chain
55-64	Plate of Etherealness
65-82	Plate Armor of the Deep
83-00	Spell Resistance* [see note]

*Roll on Table 4.4D to determine the armor found, then roll on Table 4.4C: Armor to determine the armor type, ignoring results of 00.

NOTE: Experience point values for Armor of Spell Resistance should be 1000XP times the armor bonus, thus 1,000, 2,000, 5,000, and 8,000XP for the armors.

TABLE 4.4E: ARMOR BONUS

D%	TYPE	GP VALUE	EXP
01-45	+1	1,000	250
46-75	+2	4,000	750
76-90	+3	9,000	1,200
91-98	+4	16,000	1,750
99-00	+5	25,000	2,500

TABLE 4.5: MISCELLANEOUS MAGIC

D%	ITEM
01-20	Miscellaneous Magic 4.5A
21-40	Miscellaneous Magic 4.5B
41-60	Miscellaneous Magic 4.5C
61-80	Miscellaneous Magic 4.5D
81-00	Miscellaneous Magic 4.5E

TABLE 4.5A

D%	ITEM	VALUE	EXP
01-04	Amulet of Health	4000–36,000*	500 per bonus
05-08	Amulet of Mighty Fists	1,000–25,000*	500 per bonus

09-12	Amulet of Natural Armor	1,000–25,000*	500 per bonus
13-16	Amulet of the Planes	20,250	6,750
17-20	Bag of Holding	25,500	8,500
21-24	Bag of Tricks	1,000/ 4,000/ 16,000	300/ 1,250/ 3,000
25-28	Belt of Giant Strength	10,000–60,000	1,000
29-32	Blessed Book	112,000	**
33-36	Boat, Folding	17,500	1,750
37-40	Boots of Elvenkind	13,500	3,500
41-44	Boots of Levitation	11,000	2,500
45-48	Boots of Speed	12,750	1,275
49-52	Boots of Striding and Springing	9,000	900
53-56	Boots of Teleportation	20,250	6,750
57-60	Boots of the Winterlands	9,500	950
61-64	Bowl of Commanding Water Elementals	25,500	8,500
65-68	Bracers of Armor	1,000–25,000*	500 per bonus
69-72	Bracers of Deflection	13,500	4,500
73-76	Brazier of Commanding Fire Elementals	25,000	8,500
77-80	Brooch of Shielding	11,500	1,150
81-84	Broom of Flying	12,750	4,250
85-88	Candle of Invocation	22,000	7,300
89-92	Cape of the Mountebank	16,000	1,600
93-96	Carpet of Flying	17,250	5,750
97-00	Censer of Controlling Air Elementals	25,000	8,500

* 1,000gp (+1), 4,000gp (+2), 8,000gp (+3), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)

** 100 exp per spell level found in the book that the Wizard does not already possess.

TABLE 4.5B

D%	ITEM	VALUE	EXP
01-04	Chime of Interruption	13,500	1,350
05-08	Chime of Opening	10,500	1,050
09-12	Circlet of Persuasion	11,250	1,125
13-16	Cloak of Arachnida	17,500	1,750
17-20	Cloak of the Bat	13,500	3,000
21-24	Cloak of Charisma	4,000–25,000*	500 per bonus
25-28	Cloak of Displacement	17,000	1,700
29-32	Cloak of Elvenkind	15,500	3,000
33-36	Cloak of Etherealness	11,250	2,500
37-40	Cloak of the Manta Ray	9,000	2,500
41-44	Cloak of Resistance	1,000–25,000*	500 per bonus
45-46	Coin, Sampo	10,000	2,750
47-48	Crystal Ball	see text	5,000
49-52	Cube of Force	47,250	4,000
53-56	Cube of Frost Resistance	12,750	1,270
57-60	Cubic Gate	24,750	4,500
61-64	Decanter of Endless Water	13,500	1,350
65-66	Dragon's Teeth	7,000	12,000

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67-68	Drums of Panic	4,750	475
69-72	Dust of Appearance	8,500	850
73-76	Dust of Disappearance	5,500	550
77-80	Dust of Illusion	5,500	550
81-84	Efficient Quiver	8,500	850
85-88	Efreeti Bottle	47,250	4,700
89-92	Elemental Gem	20,250	2,000
93-96	Eversmoking Bottle	4,250	425
97-00	Eyes of Doom	**	007

* 1,000gp (+1), 4,000gp (+2), 8,000gp (+3), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)

** Free round at the House of Sludge

TABLE 4.5C

d%	ITEM	VALUE	EXP
01-03	Eyes of the Eagle	4,250	425
04-07	Figurines of Wondrous Power	See text	See text
08-11	Feather Token	4,500	450
12-13	Fruit of the Lotus Tree	10,000	5,000
14-16	Gauntlets of Ogre Power	9,500	950
17-20	Gem of Brightness	17,750	2,000
21-24	Gem of Seeing	15,250	1,500
25-28	Gloves of Dexterity	1,000–25,000*	500 per bonus
29-32	Gloves of Swimming and Climbing	9,000	900
33-36	Handy Haversack	12,250	1,225
37-40	Harp of Charming	7,750	2,000
41-44	Hat of Disguise	5,500	550
45-48	Helm of Brilliance	34,750	3,000
49-52	Helm of Comprehend Language & Read Magic	4,250	425
53-56	Helm of Telepathy	17,250	3,450
57-60	Helm of Teleportation	20,250	2,250
61-64	Helm of Underwater Action	4,500	1,125
65-68	Horn of Blasting	17,500	1,750
69-72	Horn of Fog	4,250	425
73-76	Horn of Goodness/Evil	4,250	1,050
77-80	Horn of the Merfolk	12,500	2,500
81-84	Horn of Valhalla	32,000	1.250**
85-88	Horseshoes of Speed	7,750	775
89-92	Horseshoes of the Zephyr	9,750	975
93-96	Instant Fortress	22,5000	2,250
97-00	Ioun Stones	See text	See text

* 1,000gp (+1), 4,000gp (+2), 8,000gp (+3), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)

** Doubles with each horn

TABLE 4.5D

d%	ITEM	VALUE	EXP
01-04	Iron Bands of Binding	17,500	1,750
05-07	Iron Flask	—	—
08-09	Lady of the Lake's Gift	15,000	7,500
10-11	Lyre of Building	13,500	2,000
12-13	Mantle of Barb-E-Bayan	6,000	2,500
14-16	Mantle of Spell Resistance	200,000	20,000
17-20	Manual of Bodily Health	10,000–60,000	500 per bonus
21-24	Manual of Gainful Exercise	10,000–60,000	500 per bonus
25-28	Manual of Quickness of Action	10,000–60,000	500 per bonus
29-32	Mattock of the Titans	11,500	1,150
33-36	Maul of the Titans	13,500	1,350
37-38	Mead of Stuttngr	5,000	2,500/level
39-41	Medallion of Thoughts	5,500	1,500
42-44	Mirror of Life Trapping	39,000	2,300
45-48	Mirror of Mental Prowess	37,250	3,720
49-52	Mirror of Opposition	25,600	2,560
53-56	Necklace of Adaptation	4,500	450
57-60	Necklace of Fireballs	See text	See text
61-64	Orb of Storms	49,500	2,500
65-68	Pearl of Power	1,000–81,000*	**
69-72	Pearl of the Sirens	13,500	1,350
73-76	Periapt of Health	9,500	950
77-80	Periapt of Proof Against Poison	9,500	950
81-84	Periapt of Wisdom	1,000–25,000*	500 per bonus
85-88	Periapt of Wound Closure	17,000	1,000
89-92	Phylactery of Faithfulness	5,500	1,250
93-96	Phylactery of Undead Turning	16,000	1,600
97-00	Pipes of the Sewers	7,500	750

* 1000gp (1st), 4,000gp (2nd), 9,000 (3rd), 16,000gp (4th), 25,000gp (5th), 36,000gp (6th), 49,000gp (7th), 64,000gp (8th), 81,000gp (9th)

** 1,000 per level of spell

TABLE 4.5E

d%	ITEM	VALUE	EXP
01-04	Portable Hole	29,250	2,950
05-08	Restorative Ointment	5,500	550
09-12	Ring Gates	30,500*	3,050
13-16	Robe of the Arch-magi	75,000	7,500
17-20	Robe of Blending	23,000	2,300
21-24	Robe of Eyes	17,500	1,750
25-28	Robe of Scintillating Colors	13,500	1,350
29-32	Robe of Useful Items	14,000	1,400
33-36	Rope of Climbing	5,750	575
37-40	Rope of Entanglement	7,750	775
41-44	Scabbard of Sharpness	17,500	1,700
45-48	Scarab of Protection	34,000	1,200
49-52	Shrouds of Disintegration	1,650	165
53-56	Slippers of Spider Climbing	9,000	900
57-60	Stone of Alarm	1,400	140

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61-64	Stone of Controlling Earth Elementals	10,000–60,000	8,500
65-68	Stone of Good Luck	4,250	425
69-72	Stone Horse	8,500	850
73-75	Strand of Prayer Beads	See text	See text
76-77	Thunderstones	2,000 (each)	1,000 (each)
78-80	Tome of Clear Thought	1,000–25,000**	500 per bonus
81-83	Tome of Leadership and Influence	1,000–25,000**	500 per bonus
84-85	Tome of Raudskinna	12,000	8,000
86-88	Tome of Understanding	1,000–25,000**	500 per bonus
89-92	Well of Many Worlds	40,450	2,000
93-96	Wind Fans	5,500	550
97-00	Wings of Flying	15,750	1,575

* If both rings are found together, if found singly they are valued at collector’s market value.

** 1,000gp (+1), 4,000gp (+2), 8,000gp (+3), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)

TABLE 4.6: RINGS

d%	ITEM	GP VALUE	EXP
01-04	Animal Friendship	1,650	330
05-08	Blinking	9,800	1,960
09-12	Chameleon Power	5,800	1,160
13-16	Climbing	2,800	560
17-20	Counter Spells	5,050	1,010
21	Elemental Command*	45,000	9,000
22-25	Energy Resistance	25,000	5,000
26-29	Evasion	20,000	5,000
30-33	Feather Falling	1,550	310
34-37	Force Shield	5,050	1,010
38-41	Freedom of Movement	8,300	1,660
42-44	Friend Shield	6,050	1,210
45	Gyges	5,800	1,200
46	Invisibility	5,800	1,160
47-50	Jumping	1,550	310
51	Lancelot’s Ring	8,000	3,000
52-54	Mind Shielding	5,800	1,160
55-58	Protection	**	**
59-62	Ram	5,800	1,160
63	Regeneration	24,050	4,810
64-67	Shooting Stars	9,300	1,860
68-71	Spell Storing†	†	†
72-75	Spell Turning	41,800	8,360
76-79	Sustenance	2,800	560
80-83	Swimming	1,300	260
84-87	Telekinesis	12,550	2,510
88	Three Wishes	114,750	5,000
89-92	Water Walking	5,800	1,160

93-96	Wizardry	† †	† †
97-00	X-Ray Vision	9,300	930

* There are four types of Rings of Elemental Command

** 2,300gp (+1), 5,300gp (+2), 11,300gp (+3), 17,300gp (+4), 26,300gp (+5), 37,300gp (+6); experience value is 20% of gold piece value.

† There are three types of Rings of Spell Storing; value is as follows 5,050gp (minor), 12,550gp (standard), 38,000gp (major); experience value is 20% of gold piece value.

† † 20,000gp (Minor), 40,000gp (Major), 70,000gp (Greater), 100,000gp (Arch); 1,000 per level of spell.

TABLE 4.7: RODS, STAVES, WANDS

d%	ITEM	GP VALUE	EXP
01-04	Rod of Absorption	50,000	8,300
05	Rod of Cancellation	13,500	2,250
06	Rod of Lordly Might	20,500	3,400
07-10	Rod of Negation	9,500	1,500
11-14	Rod of Python	8,750	1,400
15-18	Rod of Rulership	20,000	3,200
19-22	Rod of Thunder & Lightning	29,000	4,800
23-26	Rod of Withering	25,000	4,000
27-30	Rod of Wonder	13,500	2,250
31-34	Staff of Abjuration	54,000	9,000
35-38	Staff of Conjuration	47,000	7,800
39-42	Staff of Evocation	47,000	7,880
43-46	Staff of Fire	23,000	3,800
47-50	Staff of Frost	32,500	5,400
51-54	Staff of Healing	31,000	5,100
55-58	Staff of Power	72,000	12,000
59	Staff of Resurrection	41,000	6,800
60-63	Staff of Woodlands	42,000	7,000
64-67	Wand of Color Spray	12,250	2,000
68-71	Wand of Darkness	12,250	2,000
72-75	Wand of Dispel Magic	16,750	2,800
76-79	Wand of Illusion	22,000	3,600
80	Wand of Invisibility	31,000	5,000
81-84	Wand of Levitation	26,000	4,300
85-88	Wand of Magic Missile	12,250	2,000
89-92	Wand of Polymorph	23,000	3,800
93-96	Wand of Restoration	18,000	3,000
97-00	Wand of Suggestion	14,500	2,400

TABLE 4.8: CURSED ITEMS*

d%	ITEM
01-04	Amulet of Inescapable Location
05-08	Armor of Rage
09-12	Bag of Devouring

13-16	Boots of Dancing
17-20	Bracers of Defenselessness
21-24	Flask of Curses
25-28	Gauntlets of Fumbling
29-32	Helm of Opposite Alignment
33-36	Incense of Obsession
37-40	Mace of Blood
41-44	Medallion of Thought Projection
45-48	Necklace of Strangulation
49-52	Net of Snaring
53-56	Periapt of Foul Rotting
57-60	Potion of Poison
61-64	Robe of Powerlessness
65-68	Robe of Vermin
69-72	Ring of Clumsiness
73-76	Scarab of Death
77-80	Spear, Cursed Backbiter
81-84	Stone of Weight
85-88	-2 Cursed Sword
89-92	Sword, Berserking
93-96	Vacuous Grimoire
97-00	Zane's Ire

* These items bring no experience points and have no intrinsic value.

TABLE 4.9: ARTIFACTS*

DP%	ITEM
01-03	Aegis
04-05	Andvaranaut
06-08	Angurvadal
09-10	Book of Infinite Spells
11-13	Caduceus
14-15	Carnwennan
16-18	Chentu
19-20	Cowl of the Black Fox
21-23	Deck of Many Things
24-25	Excalibur
26-28	Fail-Not Bow of Tristan
29-31	Hammer of Thunderbolts
32-35	Hand of Glory
36-37	Jarrold's Blade
38-40	Kladenets
41-42	Lantern of Diogenes
43-45	Mace of the Dove
46-47	Mantle of Lorenzo
48-50	Mjolnir
51-53	Moaning Diamond

54-55	Orbs of Dragonkind
56-58	Philosopher's Stone
59-60	Ruji Jingu Bang
61-63	Saint's Mace
64-65	Shadowstaff
66-68	Sharanga
69-70	Shield of Maccabee
71-73	Shield of the Sun
74-76	Sphere of Annihilation
76-78	Staff of the Magi
79-80	Sword of Conaire Mor
81-83	Sword of Tarnhelm
84-86	Talisman of Pure Good
87-89	Talisman of the Sphere
90-92	Talisman of Ultimate Evil
93-94	Tarnhelm
95-97	Tome of the Unclean
98	Tyrfing
99	Uchide No Kozuchi
100	Varunastra

* These items bring no experience points and are considered priceless and beyond value.



TREASURE

MAGICAL TREASURE

POTIONS

A potion is a liquid with enchantments cast upon it that produces its effect when imbibed. When drunk, they have the same effect upon the imbiber as if a similar spell was cast upon them, but the brewer of the potion controls the final result. A typical potion or oil consists of 1 ounce of liquid, enough for one dose, held in a container (flask, vial, etc.) made of skin, wood, metal, glass or another substance. In addition to the standard methods of identification, characters can sample each potion they find to attempt to determine the nature of the liquid inside. An experienced character can learn to identify potions by memory.

Unless specifically noted below, all potions are treated as the spell of the same name. Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature. Most potion affects can be determined by the spell they reference. The following are examples.

GIANT STRENGTH: This potion changes the base strength score of the imbiber to 19 or higher, determined by rolling a d6. It lasts 10 minutes.

D6	GIANT TYPE	STRENGTH	BONUS
1	Hill	Str 19	(+3)
2	Stone	Str 20	(+4)
3	Frost	Str 21	(+4)
4	Fire	Str 22	(+5)
5	Cloud	Str 23	(+5)
6	Storm	Str 24	(+6)

LONGEVITY: An elixir of youth. If an entire potion of longevity is consumed, the character becomes younger, shedding 2-12 years off of their age. There is a small percentage chance that the potion will have the reverse effect and age the character 1-6 years instead. The Castle Keeper must determine this chance based on campaign and situation.

PROTECTION FROM ALIGNMENT: This offers protection from from a specific alignment, as chosen by the Castle Keeper. Once consumed, the character gains +2 to their AC and saving throws versus the particular alignment the potion was brewed against. This lasts for 2 rounds per level of the creator.

TRAP THE SOUL: This potion is a greenish, thick liquid, usually held in a crystal jar. Within the jar is a small topaz gem. The potion has no taste. Consuming the potion forces the user into the gem as if by a *trap the soul* spell.

SCROLLS

The components and power of a spell or spells can be stored in written form on a magic scroll. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is cast or activated. Using a scroll is like casting a spell, though a spell caster of any level can cast the spells on the scroll: i.e. a 1st level cleric could cast a 3rd level cleric spell scroll.

Scrolls come in a wide variety of shapes and sizes. Typically, they come on a sheet of fine vellum or similar high-quality paper. But they can also be written on animal hide, bone, or a similar surface. The scroll's creator is going to determine what form and type the scroll itself takes. The spell itself is written on the surface in a magical script so that only a caster of the same spell type can read it, unless possessed some other means of reading magical writing. To decipher a scroll with arcane magic spells on it, a wizard or illusionist must first cast *read magic* on it. Once the wizard successfully casts *read magic*, they can attempt to either add the new spell to their spell book or use the scroll by casting the spell from it.

The spell inscribed upon a scroll acts in all respects as that spell does when normally cast. The only exception is that components are not needed, as they have been used during the process of scroll enchantment. Unless otherwise noted in the scroll description, casting times remain the same as the spell. The following are examples:

RESTORATION: This spell acts as the 4th level cleric spell.

PROTECTION: A scroll of protection contains a magical spell that serves to completely protect the caster against a certain type of attack or creature. The nature of the magical protection is only limited by the Castle Keeper's imagination. The protection can be, but is not limited to, one of the following types of protective spells: evil/good/chaos/law, the undead, lycanthropes and magic. The spell lasts for 8 minutes. Protection scrolls can be used by any class.

ANTI-MAGIC SHELL: This spell acts as the 6th level wizard spell and negates all magic within a mobile 20 foot diameter sphere, centered around the caster. This lasts for 10 minutes.

HEAL: The *heal* spell scroll automatically heals all damage to the recipient, including broken bones.

WEAPONS

Magic weapons are imbued with a wide variety of abilities that improve the wielder's proficiency in combat. Magical weapons typically grant bonuses ranging from +1 to +5. These bonuses are applied to both the base to hit (BtH) roll and the damage roll. Weapons are divided into swords and miscellaneous categories.

The following lists detail the magic power a weapon may have and are followed by specific types of miscellaneous weapons and specific magic swords.

+3 BANE: A bane weapon excels at attacking one type or subtype of creature. It is normally a +1 weapon, but against its designated foe, its effective enchanted bonus is +3, and it inflicts an extra 2d6 points of damage against the foe as well.

The foe of the weapon should be determined prior to the adventure by the Castle Keeper, or rolled randomly on the table below using a d12:

D12	CREATURE TYPE
1	Undead
2	Creatures able to cast spells
3-4	Orc
5-6	Goblin
7-8	Giant
9-10	Lycanthropes
11	Demons/Devils
12	Dragons

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+2 SWORD OF DANCING: As a normal action, a dancing sword can be activated to attack on its own. It attacks with the BtH of the one who invoked its magic, and fights for 4 rounds. On the fifth round, it becomes inert losing any ability to move or float on its own. While dancing, the sword makes all movement and saving throws equal to the rolls of the creature who invoked its magic. If the wielder who activated it has an unoccupied hand, they can grasp the sword while it is attacking and still perform any other action during that round. However, when so retrieved, the sword may not attack on its own again for 4 more rounds. The dancing sword accompanies the person who activated it whether they move by physical or magical means.

+4 SWORD OF DEFENDING: A sword of defending allows the wielder to transfer some or all of the sword's magical bonus to his armor class. Any bonus transferred to armor class is not added to the attack roll.

+2/+4 DRAGON SLAYER: The dragonslayer is normally a +2 blade, but when pitted against any dragon, the weapon's BtH bonus increases to +4. When used against a particular type of dragon, the sword does double damage. The type of dragon is determined on the chart below by rolling a d10.

D10	DRAGON TYPE	D10	DRAGON TYPE
1	Black	6	Brass
2	Blue	7	Bronze
3	Green	8	Copper
4	Red	9	Gold
5	White	10	Silver

+3 FEATHEREDGED SWORD: A *featheredged sword* is a magical blade with an extremely keen edge. A *featheredged sword* has a bonus of +3 to hit and +1 damage. However, on a non-modified roll of 18-20 it severs a limb/hand/foot or head. Roll percentile dice to determine the effect on the table below.

D%	AREA
01-11	Left hand
12-22	Right hand
23-33	Left arm
34-44	Right arm
45-55	Left foot
56-66	Right foot
67-77	Left leg
78-88	Right leg
89-00	Head

+2 FLAMING SWORD: Upon the command of its wielder, this weapon wreaths itself in a blaze of fire, dealing an extra 1d6 of damage to opponents upon a successful hit, and an extra 2d6 against cold-based creatures. This flame does not harm the sword's wielder and may be cancelled by another command.

+3 FROST BRAND: This +3 sword's blade is coated with a bluish surface of icy cold magics. The cold does not harm the wielder. It sheds light as a torch when the temperature drops below 0°F. At such times, it cannot be concealed when drawn, nor can its light be shut

off. Anyone who wields the *frost brand* is protected from all fire. The sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take. The sword deals double damage against all fire-based creatures.

+2 (+5) HOLY AVENGER: This +2 iron sword becomes a +5 holy sword in the hands of a paladin. It deals double damage against all targets of evil alignment. It provides a bonus to spell resistance equal to the paladin's level +5 to the wielder and anyone immediately adjacent to her. It also enables the wielder to use *dispel magic* (once per round as a normal action) at the class level of the paladin. It inflicts 2d20 points of damage to any evil aligned creature that attempts to wield it.

+2 SWORD OF LIFE STEALING: This ebony iron +2 sword, forged with black magics and bathed in the blood of living sacrifices, has a terrible power that manifests upon a natural 20 on an attack roll. If this happens, the weapon drains a character level from its victim and grants 1d6 temporary hit points to its wielder. These temporary hit points last for one day, and any victim who survives such a strike from a life stealer must make a constitution saving throw for each level lost. If successful, the level will return in 1d4 days or with a *restoration* spell. If failed, the level is lost permanently and the victim's experience points are moved to the mid point of points required for the previous level (as if struck by undead).

+2 LUCK BLADE: This +2 sword gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the benefit of "Good Fortune", usable once per day. This extraordinary ability allows its wielder to re roll any single roll the wielder wishes. However, the roll must be the last roll made by the player, and whatever the result is, the new roll must be accepted. In addition, a luck blade has a 5% chance to contain 1-3 *wishes*. When the last *wish* is used, the sword retains all of its other abilities and properties.

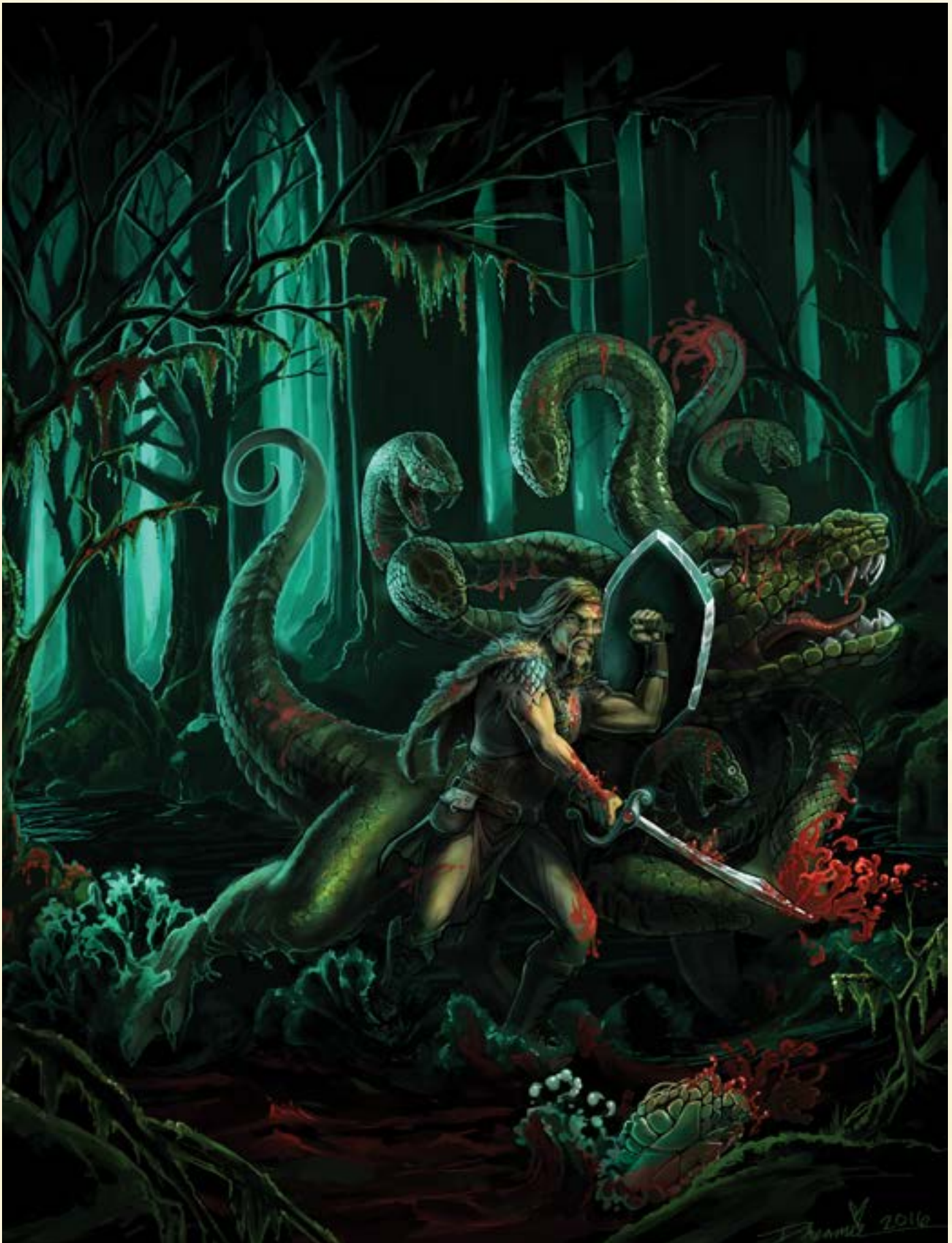
+2 NINE LIVES STEALER: This sword always performs as a +2 sword, but it also has the power to draw the life force from an opponent as the undead do. If the wielder of this sword rolls a natural 20 to hit, then the victim of this blade must make a constitution saving throw (CL 2) or be struck dead. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 sword (with a hint of evil about it).

This weapon is tainted with the evil magics of its creation and purpose, and any good creature who wields it will suffer a -2 to their BtH, Attribute rolls, and saving throws until the weapon is no longer owned. No spell can reverse this penalty. Only abjuring the weapon itself will negate the penalties.

+2 SWORD OF PUNCTURING: Three times per day, this +2 wounding sword allows the wielder to inflict 1d6 points of constitution damage (by draining blood from its victim) with a successful hit.

+3 SYLVAN BLADE: This +3 blade, when used outdoors in a woodland climate, inflicts an additional 1d6 of damage on a hit. If a target is reduced to 0 hit points or less by a single strike, the wielder of the sword gains a free attack on another single target within melee range of the sword's wielder.

+4 VORPAL SWORD: This potent and feared weapon, which carries a +4 bonus, has the unique ability to decapitate those it strikes. Upon rolling a natural 20, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures, are unaffected by decapitation. For vampires and most other creatures, having their heads severed results in instant death.



+3 SWORD OF WOUNDING: Every time a creature is struck by this sword, in addition to normal damage, the creature loses additional hit points from blood loss equal to the maximum damage of the sword, including the +3 bonus. This damage must heal naturally, and is applied at the rate of one point per round until the maximum is reached. A healing spell will stop further blood loss but does not heal the damage. For example, a long sword of wounding inflicts 11 points of blood loss damage. The victim suffers 1 point of damage per round until 11 points of damage are dealt or else a healing spell is used to stop the loss.

MISCELLANEOUS WEAPONS

+3 BANE: A bane weapon excels at attacking one type or subtype of creature. It is normally a +1 weapon, but against its designated foe, its effective enchanted bonus is +3 and inflicts an extra 2d6 points of damage against the foe as well.

The foe of the weapon should be determined prior to the adventure by the Castle Keeper or rolled randomly on the table below using a d12:

D12	CREATURE TYPE
1	Undead
2	Creatures able to cast spells
3-4	Orc
5-6	Goblin
7-8	Giant
9-10	Lycanthropes
11	Demons/Devils
12	Dragons

CLUB OF DAGDA: The legendary weapon of Dagda, the Celtic god-like being that protected his tribe. In appearance, it resembles a simple shillelagh topped with the head of a boar. When used in combat, the wielder can declare a critical hit once per day without rolling. Damage done is maximum plus 1d4 (or any variation used by the CK for critical hits in his game). The club can also be used to heal twenty hit points a day determined by the wielder. Once twenty hit points are healed via the club, its ability in combat is inert until the next sunrise.

+1 DAGGER OF VENOM: This black +1 dagger has a serrated edge and may inject poison into a creature on a successful hit once per day.

+2 (+3) DWARVEN THROWER: This weapon commonly functions as a +2 war hammer. In the hands of a dwarf, the war hammer gains an additional +1 (for a total enchantment bonus of +3). If thrown by a dwarf, the hammer gains the ability to return to its owner. It can be hurled up to a distance of 30'. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target. Unless obstructed, it always returns to its owner.

+3 FEATHEREDGED AXE: A *featheredged axe* is a magical blade with an extremely keen edge. A *featheredged axe* has a bonus of +3 to hit and +1 damage. However, on a non-modified roll of 18-20 it severs a limb/ hand/ foot or head (see *featheredged sword* above).

JAVELIN OF LIGHTNING: This javelin becomes a 5d6 lightning bolt when thrown (victim makes a dexterity save for half damage). It is consumed in the attack.

+3 MACE (HAMMER) OF DISRUPTION: A *mace of disruption* acts as a +3 weapon, dealing double damage to all undead. Upon a successful hit, the undead must make a physical save or be destroyed. Other undead creatures of the same type near the target are affected as if turned by a 10th level cleric (i.e. multiple lower hit dice undead can thus be destroyed with a single strike).

+3 MACE OF SMITING: This +3 heavy mace has a +5 enchantment bonus against constructs, and any roll of a natural 20 dealt to a construct shatters it, completely destroying its form (no saving throw). A natural 20 dealt to an extraplanar creature deals x4 damage.

+2 MACE OF TERROR: On command, this +2 mace causes the wielder's clothes and appearance to transform into an illusion of darkest horror. Living creatures in a 30 foot radius become panicked as if by a *cause fear* spell unless a successful charisma save is made.

+2 NINE LIVES STEALER: This weapon performs as a +2 weapon, and has the power to draw the life force from an opponent as the undead do. If the wielder of this weapon rolls a natural 20 to hit, then the victim of this weapon must make a constitution saving throw (CL 2) or be struck dead. It can do this nine times before the ability is lost. At that point, the weapon becomes a simple +2 weapon (with a hint of evil about it).

This weapon is tainted with the evil magic of its creation and purpose, and any good creature that wields it suffers a -2 to their base to hit, attribute rolls, and saving throws until the weapon is no longer owned. No spell can reverse this penalty. Only discarding the weapon itself will negate the penalties.

+2 OATHBOW: This white +2 composite longbow whispers "Swift defeat to my enemies" when nocked and pulled. If the firer swears aloud to slay his target, the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enchantment bonus, and arrows launched from it deal an additional 1d6 points of damage. However, the bow is treated as a +1 weapon against all foes other than the sworn enemy. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the oathbow, whichever comes first. The oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the oathbow's special power again until 24 hours have passed from the time he made the oath.

SLAYING ARROW: This +1 arrow is magically attuned to a particular type or subtype of creature. If it strikes such a creature, the target must make a constitution save or die instantly. The Castle Keeper determines the particular type of creature it slays.

SLEEP ARROW: This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual (non lethal) damage in the same amount as would be lethal damage. It also forces the target to make a wisdom save or fall asleep with a duration identical to the *sleep* spell.

+3 SYLVAN WEAPON: This +3 weapon, when used outdoors in a woodland climate, inflicts an additional 1d6 of damage on a hit. If a target is reduced to 0 hit points or less by a single strike, the wielder of the weapon gains a free attack on another single target within melee range of the weapon's wielder.

TREASURE

TRIDENT OF FISH COMMAND: The magical properties of this +1 trident with a 6 foot long shaft enable its wielder to *charm* (as the spell) up to 14 hit dice of aquatic animals, no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they do not approach within 10 feet of the trident.

+3 WEAPON OF WOUNDING: Every time a creature is struck by this weapon, in addition to normal damage, the creature loses additional hit points from blood loss equal to the maximum damage of the weapon, including the +3 bonus. This damage must heal naturally, and is applied at the rate of one point per round until the maximum is reached. A healing spell will stop further blood loss but does not heal the damage. For example, a mace (light) of wounding inflicts 9 points of blood loss damage. The victim suffers 1 point of damage per round until 9 points of damage are dealt or else a healing spell is used to stop the loss.

ARMOR & SHIELD DESCRIPTIONS

Armors and shields that have been enchanted to increase their defensive capability add to the wearer's armor class, and some may grant additional magical abilities depending on the item and its creation rite. Magic armor bonuses never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enchantment bonuses).

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets. Usually a character benefits from magic armor and shields in exactly the way a character benefits from non-magical armor and shields, by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

+2 ARMOR OF COLD RESISTANCE: This +2 armor, imbued with magical properties, has a bluish, icy hue, scribed with intonements to a deity or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally receive.

+3 ARMOR OF ETHEREALNESS: This +3 armor allows the wearer to enter the ethereal plane in the same manner as the *ethereal jaunt* spell. Unlike the spell, once ethereal, the wearer may freely remain ethereal as long as they wish. However, once the command is given to return to solid form, the ability may not be used again until the next day.

+2 ARMOR OF FIRE RESISTANCE: This +2 armor, imbued with magical properties, has a reddish, forge-blackened hue or is adorned with flame etchings or demonic depictions. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally receive.

ARMOR OF KAVACHA: Created by the Hindu god Surya for his son, the armor is a wondrous item to behold. Gilded chainmail of perfect silver links that shimmer in sunlight, the wearer causes onlookers to gawk at its beauty. It is effectively +3 full chain suit. If

any attacker scores a critical hit on the wearer, the hit actually misses as the wearer supernaturally shifts just enough for the blow to swing wide.

ARMOR OF SPELL RESISTANCE: When worn, the armor enhances the wearer's natural spell resistance by +1, +2, +5, or +8, depending on the armor.

ANIMATED SHIELD: Upon command, an animated shield floats within 2 feet of the wielder, protecting them as if they were using it themselves, but freeing up both their hands. Only one shield can protect a character at a time.

BLINDING SHIELD: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a dexterity save or be blinded for 1d4 rounds.

+4 DWARVEN PLATE: This armor, forged by dwarven craftsmen from the finest metals, is fitted only for small sized creatures and is always found with both helm and shield. The armor itself has an overall magical bonus of +4.

ELVEN CHAIN: This extremely light chainmail is woven of very fine mithral links by the elves. The mail is supple and neither impedes movement nor costs any encumbrance to wear. The mail has an overall bonus of +5 and an encumbrance value of 0.

+2 LION'S SHIELD: This +2 heavy steel shield is fashioned to appear to be a roaring lion's head. Three times per day the wielder can command the lion's head to attack (independently of the shield wearer), biting with the wielder's BtH bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage.

+1 PLATE ARMOR OF THE DEEP: This +1 full plate armor has a pale green or light blue sheen on its surface and is decorated with waves and fish motifs or a deity's symbology. The wearer of this armor is treated as unarmored for swimming purposes. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

+1 SHIELD OF BASHING: A shield with this special ability is designed to be used offensively to bash an opponent. The wielder uses the shield to attack instead of his normal weapon, gaining a +1 bonus on to hit and damage. Buckler and medium shields deal 1d4 points of damage, while a large shield deals 1d6 points of damage. Because of its size and weight, a pavis cannot be used to bash an opponent.

SHIELD OF EL CID: Used by the great Spanish war hero, this shield can turn the tide of battle for the lucky wielder. Foremost, it is a +2 medium steel shield. It grants this bonus to any attack regardless of the number of attackers, not just the first two as ruled in the *Players Handbook*. It also grants a spell resistance of 5.

MISCELLANEOUS MAGIC

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a miscellaneous item (unless specified otherwise in the description). These are usually used by activated by command word, but details vary from item to item.

AMULET OF HEALTH: This amulet is a golden disk on a chain that usually bears the image of a lion or other powerful animal. While worn, the amulet grants the wearer an enchantment bonus to constitution of +2, +4, or +6.

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AMULET OF MIGHTY FISTS: This amulet grants an enchantment bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

AMULET OF NATURAL ARMOR: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him a natural armor bonus of from +1 to +5, depending on the kind of amulet.

AMULET OF THE PLANES: This device usually appears to be a black circular amulet, although any character looking closely at it sees dark, moving swirls of color in it. The amulet allows its wearer to *plane shift*. However, this is a difficult item to master. The user must make an intelligence save in order to get the amulet to take him to the desired plane (and the specific location on that plane). If the save fails, the amulet transports the user and all those within a 20 foot radius to a random location on that plane (01-60 on d%) or to a random plane (61-100).

BAG OF HOLDING: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into an extra-dimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

BAG	BAG WEIGHT	CONTENTS WEIGHT LIMIT	MARKET PRICE
Type I	15	250 lb.	2500 GP
Type II	25	500 lb.	5000 GP
Type III	35	1000 lb.	7400 GP
Type IV	60	1500 lb.	10000 GP

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All of its contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is an immediate action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the astral plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the astral plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

BAG OF TRICKS: This small sack appears to be normal and empty of contents. However, anyone reaching into the bag feels a small, fuzzy ball at the bottom. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character that drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any simple commands (Castle Keeper's judgment). There are three types of *bag of tricks*, each with a different color. Each of the three kinds of bags produces a different set of animals. Use the following tables to determine what animals can be drawn out of each by rolling percentile dice. Any animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

GRAY COLORED BAG

01–30	Bat
31–60	Rat
61–75	Cat
76–90	Weasel
91–100	Badger

RUST COLORED BAG

01–30	Wolverine
31–60	Wolf
61–85	Boar
86–100	Black Bear

TAN COLORED BAG

01–30	Brown bear
31–60	Lion
61–80	Heavy warhorse *
81–90	Tiger
91–100	Rhinoceros

(* = The heavy warhorse appears with harness and tack and accepts the character that drew it from the bag as a rider)

BELT OF GIANT STRENGTH: This wide belt is made of thick leather and studded with iron. The belt changes the wearer's base strength score to that of a giant. Roll on the table below to determine type.

D6	GIANT TYPE	STRENGTH	BTH/ DAMAGE
1	Hill	19	+3
2	Frost	20	+4
3	Fire	21	+4
4	Stone	22	+5
5	Cloud	23	+5
6	Storm	24	+6

BLESSED BOOK: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked. A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 100 gold pieces per page material cost. When found as random treasure, the pages of the book will always be empty.

BOAT, FOLDING: A *folding boat* looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen.

A third word of command (cannot be invoked if there are any creatures within the boat/ ship) causes the boat or ship to fold itself into a box once again.

TREASURE

BOOTS OF ELVENKIND: These soft boots enable the wearer to move quietly in virtually any surroundings. No dexterity check is necessary unless the wearer is running or charging. At such times, the boot's dweomer is negated and the character takes a -10 penalty to the check.

BOOTS OF LEVITATION: On command, these leather boots allow the wearer to move as if affected by the spell *levitate*. The levitation is upon command and is not limited by duration.

BOOTS OF SPEED: The wearer of these boots may move as if a *haste* spell was cast upon him for up to 30 rounds each day. The duration of the effect does not need to take place over consecutive rounds.

BOOTS OF STRIDING AND SPRINGING: These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enchantment bonus), these boots allow the wearer to make great leaps, jumping vertically up to one half their movement rate per round, or horizontal jumps equal to their base movement rate per round.

BOOTS OF TELEPORTATION: Any character wearing this footwear may *teleport* three times per day, exactly as if they had cast the spell of the same name upon themselves. The boots only teleport the wearer: his companions are left behind.

BOOTS OF THE WINTERLANDS: These leather and fur lined boots bestow many powers upon the wearer. First, they are able to travel across snow at normal speed, leaving no tracks. The boots also enable the wearer to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

BOWL OF COMMANDING WATER ELEMENTALS: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, an 8HD water elemental is conjured. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon elemental* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

BRACERS OF ARMOR: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of eldritch force, granting them an armor bonus of +1 to +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. This effect does not stack with worn armor.

BRACERS OF DEFLECTION: These items double a monk's innate bonus to dodge or deflect hurled items or weapons. If the character in possession is not a monk, then the character only receives a +2 bonus to armor class. This effect does not stack with worn armor.

BRAZIER OF COMMANDING FIRE ELEMENTALS: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, an 8HD fire elemental is conjured. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon elemental* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

BROOCH OF SHIELDING: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spells or spell-like abilities. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

BROOM OF FLYING: This broom is able to fly through the air as if affected by a *fly* spell for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as they have a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards with the proper command word. The *broom of flying* has a speed of 40 feet when it has no rider.

CANDLE OF INVOCATION: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual burning it, if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 on attack rolls and saving throws while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if the candle is burned during or just prior to spell preparation time. The user can cast spells normally unavailable to him, as if they were of that higher level, but only so long as the candle continues to burn. Except in special cases, a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

CAPE OF THE MOUNTEBANK: On command, this brightly colored cape allows the wearer to use the *dimension door* spell once per day. When the user disappears, they leave behind a cloud of smoke, appearing in a similar fashion at their destination.

CARPET OF FLYING: This rug is able to fly through the air as if affected by a *fly* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it. If the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

SIZE	CAPACITY	SPEED	WEIGHT	MARKET PRICE
5 ft. x 5ft.	200 lb.	40ft.	8 lb.	20,000gp
5ft. X 10ft.	400 lb.	40ft.	15 lb.	35,000gp
10ft. X 10ft.	800 lb.	40ft.	10 lb.	60,000gp

A *carpet of flying* carrying up to double its capacity in weight reduces its speed to 30 feet.

CENSER OF CONTROLLING AIR ELEMENTALS: This 6-inch wide, 1 inch high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth an 8HD air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the

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summon elemental spell. Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

CHIME OF INTERRUPTION: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring a verbal component can be cast within a 30 foot radius of it unless the caster can make an intelligence save (if wizard or illusionist) or wisdom save (if cleric or druid) at a -5 penalty.

CHIME OF OPENING: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and held with a *hold portal* spell, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless. A chime has no effect on traps.

CIRCLET OF PERSUASION: This silver headband grants a +3 bonus on the wearer's charisma-based checks.

CLOAK OF ARACHNIDA: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if under a *spider climb* spell. In addition, the cloak grants immunity to entrapment by *web* spells or webs of any sort. The wearer can move in webs at half their normal speed. Once per day, the wearer of this cloak can cast *web*. They also gain a +2 bonus on all saves against poison from spiders.

CLOAK OF THE BAT: Fashioned of dark brown or black cloth, this cloak bestows a +5 bonus on all hide checks. The wearer is also able to hang upside down from the ceiling, like a bat, if desired. By holding the edges of the garment, the wearer is able to *fly* as per the spell. If desired, the wearer can actually polymorph into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 hours at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

CLOAK OF CHARISMA: This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 to all charisma based checks.

CLOAK OF DISPLACEMENT: This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves around them. This displacement makes the wearer appear to be standing 2ft. from where they actually are. Any initial attack against a person wearing this item automatically misses; thereafter all attacks are at a -2. The wearer gains a +2 on saving throws against spells, breath weapons, gaze attacks and other attacks directed at the wearer. It functions continually.

CLOAK OF ELVENKIND: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +10 bonus on hide checks and allows the wearer to move silently as the elf racial ability.

CLOAK OF ETHEREALNESS: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 1 hour per day. This duration need not be continuous.

CLOAK OF THE MANTA RAY: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). It adds +3 to armor class, the ability to breathe underwater, and a swim speed of 60 feet. Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

CLOAK OF RESISTANCE: These garments offer magic protection in the form of a +1 to +5 enchantment bonus on all saving throws (not attribute checks).

COIN, SAMPO: A relic of Finnish mythology, the Sampo was said to be created by Ilmarinen, the Eternal Hammerer. Ilmarinen was one of the Finnish gods and said to be creator of a great many relics. The Sampo appears as a non-descript coin of an unknown land. After carrying the Sampo for a week, the lucky carrier gains the following benefits:

- Will always know true north
- Can accurately predict the weather for the next twenty-four hours
- Will always have just enough coin to pay for a good room and a fine meal
- Gains a +1 on all rolls
- Gains a further +2 on all charisma checks (though not saves)

It is said that the one does not find the Sampo, the Sampo chooses its next owner. If the Sampo is ever stolen, it becomes inert and will never function for the thief.

CRYSTAL BALL: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the *scrying* spell. Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target observed.

CRYSTAL BALL TYPE	MARKET PRICE
Crystal ball	42,000 gp
Crystal ball with <i>see invisibility</i>	50,000 gp
Crystal ball with <i>detect thoughts</i>	51,000 gp
Crystal ball with <i>telepathic bond</i>	70,000 gp
Crystal ball with <i>true seeing</i>	80,000 gp

TREASURE

The viewer can send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, intelligence save negates) as well.

CUBE OF FORCE: This device is about three quarters of an inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* (as the spell) 10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen are listed below. They drain extra charges and cannot be cast into or out of the cube.

CUBE FACE	CHARGE COST PER/MIN	MAX. SPEED	EFFECT
1	1	10ft.	Keeps out gases, wind, etc.
2	2	20ft.	Keeps out nonliving matter
3	3	15ft.	Keeps out living matter
4	4	10ft.	Keeps out magic
5	6	10ft.	Keeps out all things
6	0	As normal	Deactivates

ATTACK FORM EXTRA CHARGES

Horn of Blasting	6
Wall of Fire	2
Passwall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

CUBE OF FROST RESISTANCE: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. If the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10 round period, the cube is destroyed.

CUBIC GATE: This item is fashioned from carnelian into a cubic shape. Each of the six sides of the cube is attuned to a plane, one of which is the mortal realms. The character creating the item should choose the planes to which the other five sides are attuned.

If a side of the *cubic gate* is pressed once, it opens a *gate* (as the spell) to a random point on the plane attuned to that side. There is a 10% chance per minute that a creature from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a

second time closes the *gate*. It is impossible to open more than one *gate* at a time. If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures within 5 feet. The other creatures may avoid this fate by succeeding with a dexterity save.

DECANTER OF ENDLESS WATER: If the stopper is removed from this ordinary looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as volume.

“Stream” pours out 1 gallon per round.

“Fountain” produces a 5 foot long stream at 5 gallons per round.

“Geyser” produces a 20 foot long, 1 foot wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage, but can only affect one target per round. The command word must be spoken to stop its flow.

DRAGON'S TEETH: Despite the name, these rare and powerful items are not teeth of dragons. First found by Jason and his quest for the Golden Fleece, the Dragon's Teeth are seeds, not unlike sunflower or pumpkin seeds. They are bright red in color and come in bunches of 2d4. If left alone, they will last for centuries, never losing their potency. When desired, they can be thrown on the ground and buried by dirt (taking one round), effectively sowing the seeds. In 1d4 rounds, they will sprout, each giving birth to a 4th level fighter with the following stats: (This true neutral human fighter's vital stats are 4th level, HP 25, AC 14. His primary attributes are strength, constitution, and dexterity. His significant attributes are strength 14 and constitution 13. He wields a long sword in combat (specialized) and wears scale mail. He has a +6 to hit and damage of 1d8 + 2.) They are 6'4", have blonde beards and braided hair. They are mute but can understand any language. They follow the commands of the highest-level fighter, even if that fighter is of lower level than 4th. If no true fighter is present, they are led by a knight, paladin, ranger, barbarian, bard, cleric, monk, rogue, assassin, druid, wizard, or illusionist in that order. They persist in until slain, at which point they disappear. Their wounds can never be healed.

DRUMS OF PANIC: These drums are kettle drums (hemispheres about 1 foot and 1/2 foot in diameter on stands). They come in pairs and are unremarkable in appearance. If both are sounded, all creatures within 120 feet (with the exception of those within a 20 foot radius safe zone immediately around the drums) are affected as if by a *cause fear* spell (charisma save negates). *Drums of panic* can be used once per day.

DUST OF APPEARANCE: This refined powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10 foot radius, making them visible even if they are invisible. It likewise negates the effects of the *blur* spell. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust suffers a -15 penalty on its hide checks. The dust's effect lasts for 5 minutes. *Dust of appearance* is typically stored in small silk packets or hollow bone tubes.

DUST OF DISAPPEARANCE: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by the dust becomes invisible (as the spell *invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including the *see invisibility* spell. *Dust of appearance*, however, does reveal people and objects made invisible by

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dust of disappearance. Other factors, such as sound and smell, also allow possible detection.

The invisibility bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

DUST OF ILLUSION: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *alter self* spell with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a dexterity save to avoid the dust. The effect lasts for 2 hours.

EFFICIENT QUIVER: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with an extra-dimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

EFREETI BOTTLE: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen writhing within it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle. Roll percentile dice for effects. On a 01-10, the efreeti is insane and attacks immediately upon being released. On an 11-90, the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as the owner commands. On a 91-100, the efreeti of the bottle grants three *wishes*. After being defeated or granting wishes, the efreeti disappears forever. Roll each day the bottle is opened for that day's effect.

ELEMENTAL GEM: This gem contains a conjuration spell attuned to a specific elemental plane (air, earth, fire, or water). When the gem is crushed, smashed, or broken, an 8HD elemental appears as if summoned by a *summon monster* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

EVERSMOKING BOTTLE: This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50 foot radius in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100 foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered.

The bottle must be re-sealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

EYES OF DOOM: These crystal lenses hang on springs from large black glasses, and fit over the user's eyes, enabling him to cast doom upon those around him (one target per round) as a gaze attack, except

that the wearer must take a normal action, and look at opponents and repeat the word "DOOOOM" over and over again; those merely looking at the wearer are not affected. Those failing a wisdom save (+10 modifier) are affected as by the *cause fear* spell. If the wearer has only one lens, those facing the wearer are struck by his google eye and must make a charisma save or be stunned from laughing for one round. Often comes with an attachable nose.

EYES OF THE EAGLE: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant the wearer twilight vision. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye.

FEATHER TOKEN: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable only once and then disappears.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty two medium characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5 foot diameter trunk, 60 foot height, 40 foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base to hit, does 1d6+1 points of damage, has a +1 enchantment bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

FIGURINES OF WONDROUS POWER: Each of the *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or more in height. When tossed down and the command word spoken, it becomes a living creature of normal size (exceptions noted) that obeys and serves its owner. Unless stated otherwise, the creature understands common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Ebony Fly: When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff but can make no attacks.

TREASURE

The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

The Goat of Travelling: This statuette provides a speedy and enduring mount equal to that of a riding horse in every way except appearance. The goat can travel for a maximum of one day each week – continuously or in any combination of periods totalling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

The Goat of Travail: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

The Goat of Terror: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *long sword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell *cause fear* in a 30-foot radius. It can be used once every two weeks for up to 3 hours per use.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *fly*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes *ethereal* or *plane shifts*, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an intelligence of 8, can communicate in common, and has exceptional olfactory and visual abilities. (It has the ability to track by scent as a 4th level ranger and adds +4

to any attribute checks involving sensing its surroundings). It has 60 foot darkvision, and it can *see invisibility*. An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Serpentine Owl: This figurine becomes either a normal sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner via telepathy, as if telepathic bond were cast, informing her of all it sees and hears within the limits of its intelligence.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it AC 20). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its activated status for only 24 hours per week, but the duration need not be continuous.

FIGURINE	GP	EXP
Bronze Griffon	10,000	2,000
Ebony Fly	10,000	2,000
Golden Lions	16,500	3,300
Ivory Goats	21,000	4,000
Marble Elephant	17,000	3,400
Obsidian Steed	28,500	5,700
Onyx Dog	15,500	3,100
Serpentine Owl	9,100	1,820
Silver Raven	3,800	760

FRUIT OF THE LOTUS TREE: Originally found by Odysseus in the land of the lotus-eaters, the fruit of the lotus tree is a dangerous treat indeed. If eaten sparingly, it causes the consumer to fall into a peaceful sleep, filled with wondrous dreams. During this sleep, the eater heals all wounds and maladies (as the *heal* spell). They awaken refreshed and fully healed after eight hours of sleep. At this point they must make a wisdom save (CL-1). Failure means they desire more lotus fruit and will obsess until they given more. This obsession manifests itself in the form of penalties on all rolls of -1 as the eater's mind is always thinking of the lotus fruit. After a day, the eater is allowed another wisdom save to break the obsession. Wisdom saves are allowed daily, at sunrise, until the curse is broken. Each subsequent time the lotus fruit is used, the CL goes up by one.

GAUNTLETS OF OGRE POWER: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, increasing the wearer's base strength score to 18. Both gauntlets must be worn for the magic to be effective.

GEM OF BRIGHTNESS: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.

Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a

ranged attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a save versus dexterity. This use of the gem expends 1 charge.

The third command word causes the gem to flare in a blinding flash of light that fills a 30 foot cone. Although this glare lasts but a moment, any creature within the cone must make a save versus constitution or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes non magical.

GEM OF SEEING: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though she were casting the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

GLOVES OF DEXTERITY: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's dexterity score in the form of an enchantment bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

GLOVES OF SWIMMING AND CLIMBING: These apparently normal lightweight gloves grant a +5 dexterity bonus on all swimming and climbing checks for anyone who uses them. Both gloves must be worn for the magic to be effective.

HANDY HAVERSACK: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds with an effective EV of 2.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains.

HARP OF CHARMING: This instrument is a golden, intricately carved harp of exquisite craftsmanship. When played, it enables the performer to work one *suggestion* into the music for each 10 minutes of playing (as the spell, charisma save negates). If the save succeeds, the audience cannot be affected by any further performances from the harpist for 24 hours.

HAT OF DISGUISE: This apparently normal hat allows its wearer to alter her appearance as with an *alter self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, and so on.

HELM OF BRILLIANCE: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals.

When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown, like gem-tipped spikes. The jewels' functions are as follows:

Diamond	<i>Prismatic spray</i>
Ruby	<i>Wall of fire</i>
Fire opal	<i>Fireball</i>
Opal	<i>Daylight</i>

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated:

It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.

The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.

The helm provides protection to fire as the *protection from elements* spell (up to 30 hp). This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional constitution save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

HELM OF COMPREHEND LANGUAGES AND READ MAGIC: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer can understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

HELM OF TELEPATHY: With this helm, the wearer can use the *detect thoughts* spell at will. Furthermore, he can send a telepathic message as per the telepathic bond spell to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* as the spell (save versus charisma negates) along with his telepathic message.

HELM OF TELEPORTATION: A character wearing this burnished helmet may *teleport* three times per day, exactly as the spell.

HELM OF UNDERWATER ACTION: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

HORN OF BLASTING: This horn appears to be a normal brass trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points

TREASURE



of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a constitution save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of damage, with no save unless they're held, worn, or carried by creatures (whose constitution save negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 5% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

HORN OF FOG: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall.

The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

HORN OF GOODNESS/EVIL: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*.

If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

HORN OF THE MERFOLK: This device is a conch shell that can be blown once per day, except by a merman or mermaid, which can sound it three times per day. When sounded, a *horn of the merfolk* can perform any of the functions listed below. Any sounding of the horn can be heard by all merfolk within a 3 mile radius.

Calm rough waters in a one mile radius. This effect dispels a summoned water elemental if it fails a physical save.

On a 01-30 (on d%) it attracts 5d4 large sharks, 5d6 medium sharks on a 31-80 or 1d10 sea lions on a 81-100. The horn blower must be in a body of water in which the creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.

Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *cause fear* spell (charisma save negates).

HORN OF VALHALLA: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn

can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found.

The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of valhalla* but doesn't have the prerequisite is attacked by the barbarians summoned.

D%	TYPE OF HORN	BARBARIANS SUMMONED	PREREQUISITE
01–40	Silver	2d4+2, 2 nd level	None
41–75	Brass	2d4+1, 3 rd level	Spellcaster level 1st
76–90	Bronze	2d4, 4 th level	Proficiency with all weapons or bardic music ability
91–100	Iron	1d4+1, 5 th level	Proficiency with all weapons or bardic music ability

Summoned barbarians are actual people; they arrive with standard equipment one might find for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

HORSESHOES OF SPEED: These iron shoes come in sets of four, like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

HORSESHOES OF THE ZEPHYR: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that non-solid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed.

All four of the shoes must be worn by the same animal for the magic to be effective.

INSTANT FORTRESS: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that is impervious to *knock* spells and opens only at the command of the owner of the fortress.

Each of the adamantine walls of the *instant fortress* have 100 hit points. The fortress cannot be repaired except by a *wish* which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (dexterity save reduces damage by half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty of creatures.

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IOUN STONES: These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time.

COLOR	SHAPE	EFFECT	MARKET PRICE	XP
Clear	Spindle	Sustains creature without food or water	4,000gp	500
Dusty rose	Prism	+1 bonus to AC	5,000gp	500
Deep red	Sphere	+2 enchantment bonus to dexterity	8,000gp	1000
Incandescent blue	Sphere	+2 enchantment bonus to wisdom	8,000gp	1000
Pale blue	Rhomboid	+2 enchantment bonus to strength	8,000gp	1000
Pink	Rhomboid	+2 enchantment bonus to constitution	8,000gp	1000
Pink & green	Sphere	+2 enchantment bonus to charisma	8,000gp	1000
Scarlet & blue	Sphere	+2 enchantment bonus to intelligence	8,000gp	1000
Dark blue	Rhomboid	Alertness (+2 to wisdom attribute checks)	10,000gp	1000
Vibrant purple	Prism	Stores three levels of spells, as a <i>ring of spell storing</i>	36,000gp	1500
Iridescent	Spindle	Sustains creature without air	18,000gp	1000
Pale lavender	Ellipsoid	Absorbs spells of 4 th level or lower ¹	20,000gp	2000
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 GP	1000
Pale green	Prism	+1 bonus on attack rolls, saves, and all attribute checks	30,000 GP	1500
Orange	Prism	+1 caster level	30,000 GP	300
Lavender & green	Ellipsoid	Absorbs spells of 8 th level or lower ²	40,000 GP	5000

¹ After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

² After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Regeneration from the pearly white *ioun* stone works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a full action, and these stones can not be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster, but can be used by anyone as a *ring of spell storing*.

IRON BANDS OF BINDING: When initially discovered, this very potent item appears to be a 3 inch diameter rusty iron sphere with bandings on the globe. When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged attack (only contact

with the opponent is needed, no damage need be inflicted). A single large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a successful strength check (CL 10). *Iron bands of binding* are usable once per day.

IRON FLASK: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails its wisdom save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature. The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its nature. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile.

THE LADY OF THE LAKE'S GIFT: A necklace originally given to Sir Pelleas for his bravery and used to make him appealing to the love of his life. Pelleas wore the necklace and was successful in marrying his heart's desire, the maiden Archade. Anyone wearing the ring gains a +6 to all charisma checks and can cast *charm person* at will once per week. The spell is cast at 10th level unless the victim is of the opposite sex of the ring's wearer. In that case, the spell is cast at 12th level.

LYRE OF BUILDING: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a charisma save. If it fails, they must stop and cannot play the lyre again for this purpose until a week has passed.

MANTLE OF BABR-E BAYAN: Worn by the Persian hero Rostam in the epic battle of Carrhae, this mantle confers powerful sorcery while in combat. The wearer gains a +3 to his armor class, gains a spell resistance of 3 and is immune to shape-changing spells (i.e. polymorph). Once per encounter, the wearer can take an extra attack during his turn.

MANTLE OF SPELL RESISTANCE: When worn over normal clothing or armor, this garment grants the wearer a +20 bonus to their spell resistance.

MANUAL OF BODILY HEALTH: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a permanent constitution attribute bonus of from +1 to +5 (depending on the power of the manual). Once the book is read, the magic disappears from the pages and it becomes a normal book.

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MANUAL OF GAINFUL EXERCISE: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an attribute bonus of from +1 to +5 (depending on the power of the manual) to their strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

MANUAL OF QUICKNESS OF ACTION: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an attribute bonus of from +1 to +5 (depending on the power of the manual) to their dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

MATTOCK OF THE TITANS: A relative of the pickaxe, this digging tool is 10 feet long. Any creature of at least large size can use it to loosen or tumble earth or earthen ramparts (a 10 foot cube every 10 minutes). It also smashes rock (a 10 foot cube per hour). If used as a weapon, it is the equivalent of a +3 *war hammer*, dealing 4d6 points of base damage. However, the wielder must have a strength of at least 18 to wield it properly. Otherwise, they take a -4 penalty on attack rolls.

MAUL OF THE TITANS: This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 *giant club* and inflicts 3d6 points of damage against inanimate objects. However, the wielder must have a strength of at least 18 to wield it properly. Otherwise, they take a -4 penalty on attack rolls.

MEAD OF STUTTUNGR: Hailing from the Norse, this powerful drink allows the imbiber to take on the mantle of skald (bard) for 4d6 hours. When a glass is fully consumed, the imbiber is, in all respects, a bard of the same level as his current class. He is still his current class as well. For instance, a 7th level fighter drinks a cup of mead, rolling 14 on his dice. For fourteen hours, he is a 7th level fighter / 7th level bard multiclass. After the time period, he reverts back to just his original class. During his time as a bard, the imbiber can use any abilities of a bard of the obtained level. Restrictions on armor and weapons are still enforced per the more restrictive class (i.e. a wizard drinking the mead is still limited to no armor even though the bard can wear armor). Attempting to use the bardic ability *legend lore* will always double the charisma bonus (minimum of 1). If the mead is imbibed by a bard, his level is effectively doubled for the duration.

MEDALLION OF THOUGHTS: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

MIRROR OF LIFE TRAPPING: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has fifteen extra-dimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a wisdom save or be trapped within the mirror in one of the cells.

A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

MIRROR OF MENTAL PROWESS: This mirror resembles an ordinary looking glass mirror 5 feet tall by 2 feet wide. The possessor who knows the proper commands can invoke the following powers.

Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.

View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.

Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.

Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

MIRROR OF OPPOSITION: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

NECKLACE OF ADAPTATION: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

NECKLACE OF FIREBALLS: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is, a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer),

who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (dexterity save for half damage).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals. Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650gp
Type II	—	—	—	—	1	—	2	—	2	2,700gp
Type III	—	—	—	1	—	2	—	4	—	4,350gp
Type IV	—	—	1	—	2	—	2	—	4	5,400gp
Type V	—	1	—	2	—	2	—	2	—	5,850gp
Type VI	1	—	2	—	2	—	4	—	—	8,100gp
Type VII	1	2	—	2	—	2	—	2	—	8,700gp

If the necklace is being worn or carried by a character that fails their saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all remaining spheres detonate simultaneously, with regrettable consequences for the wearer.

ORB OF STORMS: This glass sphere is 8 inches in diameter. By invoking its magic, the possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day the wielder can call upon the orb to use a *control weather* spell. Once per month, they can conjure a *storm of vengeance*.

The possessor of the orb is continually protected by an *endure elements* effect, no matter where they are.

PEARL OF POWER: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, wizards and illusionists). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that they had prepared and already cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

PEARL OF THE SIRINES: This normal-seeming pearl is beautiful and worth at least 1,000gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, the possessor understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if it were clean, fresh air. The possessor can swim at a speed of 60 feet, cast spells and act normally underwater without hindrance.

PERIAPT OF HEALTH: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

PERIAPT OF PROOF AGAINST POISON: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

PERIAPT OF WISDOM: Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's wisdom score in the form of an enchantment bonus of +2, +4, or +6 (depending on the individual item). This bonus is only in effect while the Periapt is worn.

PERIAPT OF WOUND CLOSURE: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between -1 and -9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding such as that dealt by a wounding weapon.

PHYLACTERY OF FAITHFULNESS: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

PHYLACTERY OF UNDEAD TURNING: This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

PIPES OF THE SEWERS: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50 foot distance the rats have to travel, there is a 1 round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a charisma check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately.

If the rats are under the control of another creature, add the hit dice of the controller to the charisma check. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

PORTABLE HOLE: A portable hole is a circle of cloth spun from the webs of a spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one medium creature or two small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular extra-dimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the astral planes is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the astral planes. The hole, the bag, and any creatures within a 10 foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

RESTORATIVE OINTMENT: A jar of this unguent is 3 inches in diameter and 1 inch deep, and contains five applications of the

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ointment. If placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8 points of damage.

RING GATES: These always come in pairs, two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. Each ring has an “entry side” and an “exit side,” both marked with appropriate symbols.

ROBE OF THE ARCHMAGI: This normal-appearing garment can be white (01-45 on d%, good alignment), gray (46-75, neither good nor evil alignment), or black (76-100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- +5 bonus to armor class
- +4 bonus on all saving throws
- +2 enchantment bonus on caster level checks made to overcome spell resistance
- +9 bonus to spell resistance

If a white robe is donned by an evil character, that character immediately loses three levels of experience. The reverse is true with respect to a black robe donned by a good character. An evil or good character that puts on a gray robe, or a neutral character that dons either a white or black robe, loses two class levels. These losses are only while the robe is worn, and the lost levels return when the robe is removed. The effects cannot be overcome in any way (including *restoration* spells).

ROBE OF BLENDING: When this robe is worn, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 on hide checks. The wearer can adopt the appearance of another creature, as with the assassin's *disguise* ability, at will.

ROBE OF EYES: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. The wearer also gains 120 foot darkvision. The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet. A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

ROBE OF SCINTILLATING COLORS: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors dazzle those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (wisdom save negates). This is a mind-affecting pattern effect. Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until

it reaches 50% (total concealment). The robe illuminates a 30 foot radius continuously. The effect can be used no more than a total of 10 rounds per day.

ROBE OF USEFUL ITEMS: This appears to be an unremarkable robe, but a character that dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2 foot by 4 foot steel mirror)
- Pole (10 foot length)
- Hemp rope (50 foot coil)
- Large sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll percentile for each patch on the table below to determine its nature.

01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 GP value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side-must be placed upright, attaches and hinges itself)
23–30	Gems, x10 (100 GP value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	<i>Potion of cure serious wounds</i>
69–75	Row boat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	Dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

ROPE OF CLIMBING: A 60 foot long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds of weight. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1 foot intervals along the rope. Knotting shortens the rope to a 50 foot length until the knots are untied. A creature must hold one end of the rope when its magic is invoked.

ROPE OF ENTANGLEMENT: A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a strength check (CL 8). The rope has 12 hit points and an AC of 22. It repairs damage to itself at a

rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

SCABBARD OF SHARPNESS: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a two-handed sword. The scabbard imparts to the blade held within it the power of “sharpness” (as a *vorpall sword*). The power lasts for only one strike that incurs damage on an opponent, and the weapon must then be resheathed and drawn again to renew the *dweomer* (even if the *vorpall* ability was not used). Such power can be imparted only one time a day, and does not reset with different blades.

SCARAB OF PROTECTION: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device. The scarab's possessor gains a +5 bonus to spell resistance. The scarab can also absorb energy, draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

SEVEN-LEAGUE BOOTS: Appearing in many folktales throughout Western Europe, these magical boots allowed their wearer to travel seven leagues quickly and without tiring. Anyone wearing these boots can instantaneously travel up to seven leagues (approximately twenty miles), effectively teleporting them to their destination. Once used, they cannot be used again until the next sunrise. If used for three consecutive days, they lose all power and become old, but still quite comfortable, leather boots.

SHROUDS OF DISINTEGRATION: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word turns it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

SLIPPERS OF SPIDER CLIMBING: When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. The wearer has a speed of 20 feet. Icy, oiled, or greased surfaces make these slippers useless. The slippers can be used for 1 hour per day, split up as the wearer chooses.

STONE OF ALARM: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

STONE OF CONTROLLING EARTH ELEMENTALS: A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but utter a few words of summoning, and a 16HD earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon elemental* spell. The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

STONE OF GOOD LUCK (LUCKSTONE): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 bonus on all saving throws and ability checks.

STONE HORSE: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone.

A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given. There are two sorts of *stone horses*. The courser has the statistics of a riding horse and the destrier has the statistics of a heavy warhorse.

STRAND OF PRAYER BEADS: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

SPECIAL BEAD TYPE SPECIAL BEAD ABILITY

Bead of blessing	Wearer can cast <i>bless</i> .
Bead of healing	Wearer can cast his choice of <i>cure serious wounds</i> , <i>remove blindness/deafness</i> , or <i>remove disease</i> .
Bead of karma	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
Bead of smiting	Wearer can cast <i>spiritual weapon</i> , <i>holy word</i> , or <i>flame strike</i> .
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc..) to aid the wearer for one day. (If the wearer uses the <i>bead of summons</i> to summon a deity's emissary frivolously, the deity takes that character's items and places a <i>geas</i> upon him as punishment in the very least.)
Bead of wind walking	Wearer can cast <i>wind walk</i> .

A lesser strand of prayer beads has a *bead of blessing* and a *bead of healing*. A strand of prayer beads has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A greater strand of prayer beads has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes non magical. The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing*: 600 gp, *bead of healing*: 9,000 gp, *bead of karma*: 20,000 gp, *bead of smiting*: 16,800 gp, *bead of summons*: 20,000 gp, *bead of wind walking*: 46,800 gp.

THUNDERSTONES: Found throughout all cultures, a thunderstone is normally found by a peasant or farmer tilling a field. They appear as sharp, finely cut stones of various designs. Some are shaped as arrowheads, some as blades, while a few appear not edged but smooth and round. It is thought these are gifted by the gods for hard work done by the common folk. They can be fashioned with arrow shafts to make arrows, with pommel and sword hilts to make short swords or lashed onto a club to make a mace. When used, they confer a +3 to all attack rolls when wielded by the one that uncovered the stone. Anyone else using the weapon only gains a +1. Legend tells

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of simple farmers finding these miraculous stones and starting a journey as hero. A gifted weapon from its original owner will confer the full bonus to the new owner.

TOME OF CLEAR THOUGHT: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a permanent bonus of from +1 to +5 (depending on the power of the tome) on their intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

TOME OF LEADERSHIP AND INFLUENCE: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a permanent bonus of from +1 to +5 (depending on the power of the tome) to his charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

TOME OF RAUDSKINNA: A dark tome with a dark past, said to be entombed with the malevolent bishop, Gottskalk Grimmi Nikulasson. The bishop wrote the book and in it detailed the summoning and controlling of fiends for the lower planes. In the hands of evil wizards or clerics, it is a deadly and ominous book. The reader can cast *summon planar ally* (always evil) regardless of level as a ritual once the book is read (approximately one week of reading). The summoned fiend is always of 16HD and is bound to the summoner for one year.

TOME OF UNDERSTANDING: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a permanent bonus of from +1 to +5 (depending on the power of the tome) to her wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

WELL OF MANY WORLDS: This strange, interdimensional device looks just like and apparently functions like a *portable hole*. Anything placed within it is immediately cast to a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

WIND FAN: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, non-magical tatters.

WINGS OF FLYING: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower them to fly with a speed of 60 feet per round.

YATA-NO KAGAMI: A relic of the sun goddess Amaterasu, this gilded mirror can withstand any force and remain unbroken. Small

enough fit in the palm of a human hand, the Yata-no Kagami is a boon to good-aligned clerics. In the hands of non-clerics, it appears as nothing but a beautiful, yet mundane, mirror. If held by evil clerics, it does 3d6 damage per round held and the holder must make a wisdom save (CL-3) or be stunned, dropping the mirror. In the hands of good-aligned clerics, it confers a bonus of +3 to wisdom checks and wisdom saves.

Spells cast while holding the mirror perform at maximum effectiveness. Healing spells will heal the maximum amount (no roll needed) and damage spells will always deal maximum damage. The mirror can only be used during daylight hours and is inert at night. The mirror inherently knows the position of the sun and the time of day and will work with no penalty when underground if the sun is out above. The mirror can only affect a number of spells equal to the cleric's level per day



RINGS

Rings bestow magical powers upon their wearers. Anyone can use a ring. A character can only effectively wear two magic rings, one on each hand. A third magic ring does not function if the wearer is already wearing two magic rings. Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal, usually precious metals such as gold, silver, and platinum.

Usually, a ring's ability is activated either by a command word or it works continually. Some rings have exceptional activation methods, according to their descriptions.

ANIMAL FRIENDSHIP: On command, this ring affects an animal as if the wearer had cast *charm animal* upon it.

BLINKING: On command, this ring makes the wearer blink, as the *blink spell*.

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CHAMELEON POWER: The wearer of this ring gains the ability to magically blend its coloration in with its immediate surroundings. This provides a +10 bonus on hide checks. As a normal action, the ring can be commanded to disguise the wearer (as the assassin ability) as often as they wish.

CLIMBING: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 bonus on all climb checks.

COUNTERSPELLS: This ring might seem to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately negated, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

DJINNI CALLING: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special gate by means of which a specific djinni can be called from the elemental planes. When the ring is rubbed the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes non magical and worthless.

ELEMENTAL COMMAND: All four kinds of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties. Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as *charm monster*). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made. Creatures from the plane to which the ring is attuned who attack the wearer take a -1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the special defenses of such creatures, regardless of any qualities the weapon may or may not have. The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring and will show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a one of these rings takes a saving throw penalty as follows:

ELEMENT SAVING THROW PENALTY

Air	-2 against earth-based effects
Earth	-2 against air or electricity-based effects
Fire	-2 against water or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

RING OF AIR ELEMENTAL COMMAND

Feather fall (unlimited use, wearer only)
Resist elements electricity (unlimited use, wearer only)
Gust of wind (twice per day)
Wall of wind (unlimited use)
Air walk (once per day, wearer only)
Chain lightning (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

RING OF EARTH ELEMENTAL COMMAND

Meld into stone (unlimited use, wearer only)
Transmute rock to mud (unlimited use)
Shape stone or wood (stone) (twice per day)
Passwall (twice per week)
Wall of stone (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

RING OF FIRE ELEMENTAL COMMAND

Resist elements (fire) (as a *major ring of energy resistance*)
Burning hands (unlimited use)
Produce flame (twice per day)
Pyrotechnics (twice per day)
Wall of fire (once per day)
Flame strike (twice per week)

The ring appears to be a *major ring of energy resistance* (fire) until the established condition is met.

RING OF WATER ELEMENTAL COMMAND

Water walk (unlimited use)
Create water (unlimited use)
Water breathing (unlimited use)
Wall of ice (once per day)
Ice storm (twice per week)
Control water (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

ENERGY RESISTANCE: This reddish iron ring continually protects the wearer from damage from one type of energy: acid, cold, electricity, or fire (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt. A minor ring of energy resistance grants 10 points of resistance. A major ring of energy resistance grants 20 points of resistance. A greater ring of energy resistance grants 30 points of resistance.

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EVASION: This ring continually grants the wearer the ability to avoid damage by dodging. The wearer must make a dexterity save whenever attacked. If the save is failed, the wearer takes half damage; a successful save results in no damage at all.

FEATHER FALLING: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

FORCE SHIELD: An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield. Since the shield is composed of eldritch energy, it has no weight and may be activated/deactivated freely (without using the character's action during a round).

FREEDOM OF MOVEMENT: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

FRIEND SHIELD: These curious rings always come in pairs. A friend shield ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a shield spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

GYGES RING: The philosopher Plato postulated the rings existence in his book *Republic*. The ring confers upon the wearer the ability to become *invisible*, per the spell, at will. If the wearer engages in any action that would be considered immoral or illegal (CK decision, though some would be quite obvious), the power of the ring falters and the wearer again becomes visible. Anyone that tries to use the ring for immoral or illegal activities can never again use the ring, it becomes inert for that person forever.

INVISIBILITY: By activating this simple silver ring, the wearer turns invisible. It acts as the *invisibility* spell.

JUMPING: This ring continually allows the wearer to leap about. It acts as the spell *jump*.

LANCELOT'S RING: The original ring was given to Sir Lancelot by the Lady of the Lake so he could cross the Sword Bridge. The bridge is but a single, long blade too perilous for man to cross. The ring, however, dispels this sorcery for a brief time, allowing the knight to cross unharmed. The far side is guarded by two great beasts, but the ring reveals they are but illusions. The mundane form of Lancelot's Ring confers the following abilities:

- Once per day, can *dispel magic*. Using this ability cancels all other abilities of the ring until the next sunrise
- Wearer gains a +4 vs. illusions
- Wearer gains a +4 vs being charmed

MIND SHIELDING: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern the wearer's alignment.

PROTECTION: This ring offers continual magical protection to its wearer in the form of a bonus of +1 to +5 to armor class.

RAM: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device. The wearer can command the ring to give forth a ram-like force, manifested



by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50 foot maximum range and no penalties for distance. In addition to its powerful attack, the ring of the ram also has the power to open doors as if it were a character with strength 18. If 2 charges are expended, the effect is equivalent to a character with strength 20. If 3 charges are expended, the effect is that of a character with strength 22. A newly created ring has 50 charges.

When all the charges are expended, the ring becomes a simple, nonmagical. It cannot be recharged.

REGENERATION: This white gold ring allows its wearer to heal 1 point of damage per turn, and will eventually regenerate lost limbs and organs. The wearer must still make a constitution save if poisoned, as the poison will simply keep killing the wearer over and over again until the toxin is removed. This ability cannot be aided by any heal spells and is continuously active. Subdual (non-lethal) damage heals at a rate of 1 point of damage every round. Acid, fire or other similar damage cannot be regenerated (Castle Keeper's judgment).

SHOOTING STARS: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night. During the night under the open sky or in areas of shadow or darkness, the ring of shooting stars can perform the following functions on command.

Dancing lights (once per hour)

Light (twice per night)

Ball lightning (special, once per night)

Shooting stars (special, three per week)

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature that comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

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NUMBER OF BALLS	DAMAGE PER BALL
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the ball lightning function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three shooting stars that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a fireball) in a 5 foot radius sphere for 24 points of fire damage.

Any creature struck by a shooting star takes full damage from impact plus full fire damage from the spread unless it makes a save versus dexterity. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful dexterity save. Range is 70 feet, at the end of which the shooting star explodes, unless it strikes a creature or object beforehand. A shooting star always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the ring of shooting stars has the following properties.

Faerie fire (twice per day)

Spark shower (special, once per day)

The spark shower is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

SPELL STORING: This gold ring engraved with stars contains spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not make any gestures nor provide any material components or foci to cast the stored spell. The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of 1 round. A minor ring of spell storing contains up to three levels of spells. A major ring of spell storing contains up to five levels of spells. A greater ring of spell storing contains up to ten levels of spells.

A spellcaster can cast spells into the ring, so long as the total spell levels do not add up to more than the ring's capacity.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over its maximum number of spell levels, then ignore the result and do not roll further; the ring has no more spells in it. Not every newly discovered ring need be fully charged.

SPELL TURNING: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer with the following exceptions: spells not cast directly at the wearer, spells transmitted by touch, and spells from a magic device other than a scroll.

SUSTENANCE: This pearl ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and

mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to re attune it to himself.

SWIMMING: This silver ring has a wave pattern etched into the band, and continually grants the wearer a +5 bonus on any swim checks.

TELEKINESIS: This ring allows the wearer to cast *telekinesis* on command.

THREE WISHES: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a non-magical item.

WATER WALKING: This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

WIZARDRY: This special ring comes in four kinds (*minor ring of wizardry*, *major ring of wizardry*, *greater ring of wizardry*, and *ring of arch-wizardry*), all of them are only useful to arcane spellcasters. The wearer's allotted arcane spells per day are doubled for one specific spell level, depending on the type of ring as noted below. Bonus spells from high ability scores are not doubled.

RING	SPELLS DOUBLED	PRICE
Minor Wizardry	1 st lvl	20,000 gp
Major Wizardry	2 nd lvl	40,000 gp
Greater Wizardry	3 rd lvl	70,000 gp
Arch-Wizardry	4 th lvl	100,000 gp

X-RAY VISION: On command, this translucent glass ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision. Using the ring is physically exhausting, causing the wearer 1 point of temporary constitution damage per minute after the first 10 minutes of use in a single day.

RODS

Rods are scepter-like devices that have unique magical powers. They start with 50 charges. Any class may use a rod. Rods weigh approximately 5 pounds, range from 2 feet to 3 feet long and are usually made of iron or some other metal.

A rod has several spells magically imbued within its makeup. These spells may be invoked by its wielder. The necessary challenge and caster level of the spells cast by the rod is either 1) equal to the level of the wielder or 2) equal to the level of the rod's creator, or, if unknown, as if a 12th level caster created the item. The wielder can invoke the spell affects so as long as charges remain within the item. Each use of such abilities drains one or more charges from the staff. Any newly created rod has 50 charges in it. Some rods may be recharged with certain spells and rituals; check the item description for details.

ABSORPTION: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single target spell or a ray directed at either the character possessing the rod. The

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rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells. The wielder can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept by the Castle Keeper and the player. The wielder of the rod can use captured spell energy to cast any spell they have prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71-100, half the levels already absorbed by the rod are still stored within.

CANCELLATION: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a wisdom save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's wisdom save bonus in place of its own, if the holder's is better. In such cases, only contact with the item is necessary; no damage need be inflicted. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items can only be restored by a wish. If a *sphere of annihilation* and a *rod of cancellation* negate each other, both items are destroyed and cannot be restored.

LORDLY MIGHT: This powerful rod has functions that are spell-like and may also be used as a various magic weapons or mundane tools. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud like buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

Hold Person: Upon touch, if the wielder so commands (wisdom save negates). The wielder need only touch the opponent, no

damage need be inflicted to activate the power. If the attack fails, the effect is lost.

Cause Fear: This acts just as the spell *cause fear*. It affects all enemies viewing it, if the wielder so desires (10 foot maximum range, charisma save negates). Invoking this power is a normal action.

Deals 2d4 hit points of damage to an opponent on a successful melee attack (strength save for half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

In its normal form, the rod can be used as a +2 *light mace*.

When button 1 is pushed, the rod becomes a +1 *flaming long sword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.

When button 2 is pushed, the rod becomes a +4 *battle axe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.

When button 3 is pushed, the rod becomes a +3 *short spear* or +3 *long spear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15 foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

Climbing pole/ ladder: When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a strength modifier of +12.

When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

NEGATION: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged attack). The ray functions as a *dispel magic* spell, except it only affects magic items. The dispel check is made as if the rod has an intelligence of 15. The target item gets no saving throw, although the rod cannot negate artifacts (even minor artifacts). The rod can function three times per day.

PYTHON: This rod is longer than normal rods, being about 4 feet long and has a weight of 10 pounds. It strikes as a +1 *quarterstaff*, but if the user throws the rod to the ground (a normal action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the wielder. (In animal form, it retains the +1

enchantment bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form after a round whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days.

RULERSHIP: This rod resembles a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when the rod is activated. Creatures totalling 300 hit dice can be ruled, but creatures with intelligence scores of 12 or higher are entitled to a charisma save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

THUNDER AND LIGHTNING: Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows.

THUNDER: Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's thunderous impact (strength save negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

LIGHTNING: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was within 3 points of causing damage, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

THUNDERCLAP: Once per day as a normal action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (dexterity save for partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

LIGHTNING STROKE: Once per day as a normal action, the wielder can cause the rod to shoot out a 5 foot wide lightning bolt (9d6 points of electricity damage, dexterity save for half) to a range of 200 feet.

THUNDER AND LIGHTNING: Once per week as a normal action, the wielder of the rod can combine the *thunderclap* described above with a *lightning stroke*. The thunderclap affects all within 10 feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of damage. A single dexterity save applies for both effects.

WITHERING: A rod of withering acts as a +1 *light mace* that deals no damage but drains one hit die or level from the creature struck. If the wielder scores a natural 20, the drain is permanent, otherwise the lost energy levels return at a rate of one per week. The defender can avoid the effect with a successful physical or constitution save.

WONDER: A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is

used. (Activating the rod is a normal action.) Typical powers of the rod include the following. Roll percentile dice to determine the power.

01–05	<i>Slow</i> creature pointed at for 10 rounds (save versus dexterity negates).
06–10	<i>Faerie fire</i> surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	<i>Gust of wind</i> , but at double strength (save versus strength negates).
21–25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (no save).
26–30	<i>Stinking cloud</i> at 30 ft. range (save versus constitution negates).
31–33	Heavy rain falls for 1 round in 60 ft. radius centered on rod wielder.
34–36	<i>Summon animal</i> : a rhino (01-25 on d%), elephant (26-50), or mouse (51-100).
37–46	<i>Lightning bolt</i> (70 ft. long, 5 ft. wide), 6d6 damage (save vs. dexterity for half damage).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (save versus dexterity negates).
50–53	Alter size of one person within 60 ft. of rod (enlarge only, save versus constitution negates).
54–58	<i>Darkness</i> , 30 ft. diameter hemisphere, centered 30 ft. from rod.
59–62	Grass grows in 160 sq. ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Alter size of wielder to 1/12 height (no save).
70–79	<i>Fireball</i> at target or 100 ft. straight ahead, 6d6 damage (save versus dexterity negates).
80–84	<i>Invisibility</i> covers rod wielder.
85–87	Leaves grow from target within 60 ft. of rod, lasts 24 hours.
88–90	10-40 gems, value 1 gp each, shoot forth in a 30 ft. long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40 ft. by 30 ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (save versus constitution negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	<i>Flesh to stone</i> (or stone to flesh if target is stone already) if target is within 60 ft. (save versus constitution negates).

STAVES

A staff is a long shaft of wood that acts as a receptacle to store magic spells, to be discharged at a later time by its wielder. Unlike wands, which can contain a wide variety of spells, each staff is created to a certain theme and thus holds only certain spells related to that theme. A staff normally has 50 charges when created, though the number can be far less when actually discovered.

A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are

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bone, metal, or even glass. (These are extremely exotic.) Staves often have a gem or some device at their tip or are shod in metal at one or both ends. Staves are often decorated with carvings, runes or other such signature embellishments.

A staff has several spells magically imbued within its makeup. These spells may be invoked by its wielder. The necessary challenge and caster level of the spells cast by the staff is either 1) equal to the level of the wielder or 2) equal to the level of the staff's creator, or, if unknown, as if a 12th level caster created the item. The wielder can invoke the spell affects so as long as charges remain within the item. Each use of such abilities drains one or more charges from the staff. Any newly created staff has 50 charges in it. Some staves may be recharged with certain spells and rituals; check the item description for details.

ABJURATION: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

Shield (1 charge)
Resist elements (1 charge)
Dispel magic (1 charge)
Minor globe of invulnerability (2 charges)
Dismissal (2 charges)
Repulsion (3 charges)

CONJURATION: This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

Unseen servant (1 charge)
Summon swarm (1 charge)
Stinking cloud (1 charge)
Minor creation (2 charges)
Cloudkill (2 charges)
Summon greater monster (3 charges)

EVOCATION: Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

Magic missile (1 charge)
Shatter (1 charge)
Fireball (1 charge)
Ice storm (2 charges)
Wall of force (2 charges)
Chain lightning (3 charges)

FIRE: Crafted from bronzed wood with brass bindings, this staff allows use of the following spells:

Burning hands (1 charge)
Fireball (1 charge)
Wall of fire (2 charges)

FROST: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

Ice storm (1 charge)
Wall of ice (1 charge)
Cone of cold (2 charge)

HEALING: This white ash staff, with inlaid silver runes, allows use of the following spells:

Lesser restoration (1 charge)
Cure serious wounds (1 charge)
Remove blindness/ deafness (2 charges)
Remove disease (3 charges)

POWER: The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

Magic missile (1 charge)
Ray of enfeeblement (1 charge)
Continual flame (1 charge)
Levitate (1 charge)
Lightning bolt (1 charge)
Fireball (1 charge)
Cone of cold (2 charges)
Hold monster (2 charges)
Wall of force (in a 10 foot diameter hemisphere around the caster only) (2 charges)
Globe of invulnerability (2 charges)

The wielder of a *staff of power* gains a +2 bonus to armor class and all saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents in melee combat. If 1 charge is expended during a melee attack (as a free action), the staff causes double damage for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a normal action that does not require the wielder to make a strength check.) All charges currently in the staff are instantly released in a 30 foot radius. All within 15 feet of the broken staff take points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A successful save versus constitution reduces damage by half.

The character breaking the staff has a 50% chance of being transported to another plane of existence by the unleashed energies of the staff, but if he does not, the explosive release of spell energy destroys him completely. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

RESURRECTION: A long, thin white staff shaped from hickory wood. Its end is capped with three tangled branches and capped with a small white gem.

Heal (1 charge)
Resurrection (5 charges)

WOODLANDS: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

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Charm animal (1 charge)

Speak with animals (1 charge)

Barkskin (2 charges)

Wall of thorns (3 charges)

Summon magical beasts or Fey (3 charges)

Animate plants (4 charges)

The staff may be used as a weapon, functioning as a +2 *quarterstaff* in melee combat. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

WANDS

Unless listed otherwise below a wand is a thin baton that contains a single spell of 9th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a non-magical stick.

A wand has a spell magically imbued within its makeup. This spell may be invoked by its wielder. The necessary challenge and caster level of the spell cast by the wand is either 1) equal to the level of the wielder or 2) equal to the level of the wand's creator, or, if unknown, as if a 12th level caster created the item. The wielder can invoke the spell affects so as long as charges remain within the item. Each use of such abilities drains one or more charges from the wand. Any newly created wand has 50 charges in it. Some wands may be recharged with certain spells and rituals; check the item description for details.

A typical wand is 6 inches to 12 inches long and about one quarter of an inch thick. It often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some other device at its tip, and most are decorated with carvings, runes or other such signature embellishments.

Most wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details on the wand's spell function. The following is an example of a wand:

ILLUSION: This wand is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells: *Alter self* (1 charge), *Mirror image* (1 charge), *Major image* (1 charge), *Rainbow pattern* (2 charges), *Persistent image* (2 charges).

CURSED ITEMS

Cursed items are magic items whose function and purpose are often at odds with the wielder. Whether made to intentionally harm its wielder, or for a far darker purpose, these items generally cause suffering for those foolish enough to use them. Sometimes the curse impacts the wielder, sometimes those around them. Each item is dealt with individually with rules governing its use and application.

AMULET OF INESCAPABLE LOCATION: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a -10 penalty on all saves against divination-like spells.

ARMOR OF RAGE: This armor appears similar to *armor of spell resistance* and functions as a suit of +1 *full plate*. However, when it is

worn, the armor causes the character to suffer a -4 penalty to their charisma score. All unfriendly characters within 300 feet have a +1 bonus on attack rolls against the wearer. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of the problem, nor do foes understand the reason for the depth of their enmity.)

BAG OF DEVOURING: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extra-dimensional creature - in fact, one of its feeding orifices. Any substance of animal or vegetable nature is subject to "swallowing" if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the victim in. The bag has a +8 bonus on grapple checks to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some non-space or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

BOOTS OF DANCING: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making them dance uncontrollably. Movement is halved, the wearer suffers a -4 penalty on AC and a -4 on all attack rolls or dexterity checks. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

BRACERS OF DEFENSELESSNESS: These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with a hit dice equal to or greater than their level. At that moment and thereafter, the bracers cause a -5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

FLASK OF CURSES: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first opened, all within 30 feet must make a wisdom save or be cursed, taking a -2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

GAUNTLETS OF FUMBLING: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life and death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower dexterity by 2 points.

Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell or a *wish*.

HELM OF OPPOSITE ALIGNMENT: This metal headgear looks like a typical helmet. When placed upon the head, however, its curse

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immediately takes effect (wisdom save negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment: good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character that succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

INCENSE OF OBSESSION: These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that their spell ability is superior, due to the magic incense. The user is determined to use their spells at every opportunity, even when not needed or when useless. The user remains obsessed with their abilities and spells until all have been used or cast, or until 24 hours have elapsed.

MACE OF BLOOD: This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a wisdom save every day it is within his possession or become chaotic evil.

MEDALLION OF THOUGHT PROJECTION: This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a wisdom save to sort out. However, while the user thinks she is picking up the thoughts of others, all they are really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to the wearer, the cursed medallion actually broadcasts their thoughts to creatures in the path of the beam, thus alerting them to her presence.

NECKLACE OF STRANGULATION: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 2 points of constitution damage per round. It cannot be removed by any means short of a *limited wish* or *wish* and remains clasped around the victim's throat even after death. Only when he has decayed to a skeleton (approximately one month) does the necklace loosen, ready for another victim.

NET OF SNARING: This net provides a +3 bonus on attack rolls. However when thrown at a target it doubles back on the wielder. The wielder must make a successful dexterity save (CL 12) or be snared in the net. To escape the net takes 1d6 rounds.

PERIAPT OF FOUL ROTTING: This engraved gem appears to be of little value. If any character keeps the periapt in their possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of dexterity, constitution, and charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full round action), whereupon the periapt of foul rotting likewise crumbles to dust.

POTION OF POISON: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a constitution save or take 1d10 points of constitution damage. A minute later the imbiber must save again or take a further 1d10 points of constitution damage.

ROBE OF POWERLESSNESS: A *robe of powerlessness* appears to be a magic robe of another sort (non-cursed). As soon as a character dons this garment, they suffer a -10 penalty to their strength and intelligence scores, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

ROBE OF VERMIN: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of resistance* +4). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests. The wearer takes a -5 penalty on initiative checks and a -2 penalty on all attack rolls, saves, and ability checks. If the wearer tries to cast a spell, they must make an intelligence save or lose the spell.

RING OF CLUMSINESS: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. The wearer

takes a -4 penalty to dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component.

SCARAB OF DEATH: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetle like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A dexterity save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage.

The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

SPEAR, CURSED BACKBITER: This is a +2 *short spear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of their intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

STONE OF WEIGHT (LOADSTONE): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any non magical means. If it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

-2 SWORD, CURSED: This long sword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a -2 penalty on attack rolls. All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The character can be rid of the sword only by means of *remove curse*, *limited wish* or *wish*.

SWORD, BERSERKING: This item appears to have the characteristics of a +2 *sword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's primal fury). The wielder attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a bonus.

VACUOUS GRIMOIRE: A book of this sort looks like a normal one on some mildly interesting topic. Any character that opens the work and reads so much as a single word therein must make two wisdom saves. The first is to determine if the reader takes 1 point of permanent intelligence drain. The second is to find out if the reader takes 2 points of permanent wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

ZANE'S IRE: This potion comes in a whiskey bottle, and once consumed, the user is filled with such rage that he attacks everything in sight, both animate and inanimate objects. The effects last for 12 rounds. The user has an effective strength of a fire giant (see *belt of giant strength*). There is no reversal of the effect once it has started, either magical or non-magical.

ARTIFACTS

Artifacts are extremely powerful magical relics. Rather than merely another form of magic equipment, they are the sorts of legendary items that whole campaigns can be based on. Each could be the center of a whole set of adventures – a quest to recover it, a fight against a opponent wielding it, a mission to cause its destruction, and so on.

AEGIS: The legendary shield of Zeus, gifted to his daughter Athena as well as the hero Perseus. It should go without saying that a shield fashioned by the most powerful of gods for his child will be quite impressive, as Aegis indeed is. The first attack directed at the wielder of Aegis in each round of combat will always miss. After this, the shield acts as a +5 medium steel shield. A spell resistance of 10 is also conferred to the wielder. Lastly, if any spell directly targets the wielder, and requires a dexterity save, the wielder of the shield takes half damage on a failed save and no damage on a successful save. Once per day, the wielder can choose to transfer the shield abilities to an ally within twenty feet.

It should be noted that the wielder of Aegis does not physically hand the shield to another person; he wills the power of the artifact to someone else for an instance (equal to a round in combat). The wielder cannot choose a single ability to transfer but must transfer all abilities at one time. In other words, he cannot, for example, grant a spell resistance of 5 to one ally, then transfer the saving throw boon the next round to a different ally.

ANDVARANAUT: This ring is both a blessing and a curse. It can produce pieces of gold at will but in exchange for life. The wearer can produce a number of gold pieces equal to his current hit points. Each piece of gold lowers his hit points by one, effectively wounding him with each coin. If he produces a number of coins equal to his hit points, he falls to 0 and passes out. The ring can only be used in this way once per day.

ANGURVADAL: This two-handed sword is inscribed with runes along its length that none can translate. When in the presence of those that would do harm to the wielder, the runes will glow. The wielder can never be surprised and will always score a 10 on his d10 for initiative for the first round. Thereafter, he rolls initiative as normal.

BOOK OF INFINITE SPELLS: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells suffers one level lost for as long as the book is in their possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01-25, wizard spells; 26-50 illusionist spells; 51-75, clerical spells; 76-100 druidic spells.

The Castle Keeper can determine the exact spells by using the tables for determining major scroll spells. Once a page is turned, it can never be flipped back. Paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be copied onto scrolls, nor can they be copied into a spellbook, their magic is bound up permanently within the book itself.

The owner of the book need not have the book on their person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

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Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

CHANCE OF PAGE TURNING

Caster employing a spell usable by own class and level -10%

Caster employing a spell not usable by own class and level -20%

Non-spellcaster employing divine spell -25%

Non-spellcaster employing arcane spell -30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time and other issues.

CADUCEUS: This staff of legend was wielded by Hermes, the winged god. Its power is only whispered at by peasants, for they fear it. Caduceus can only be wielded by a wizard or illusionist with an intelligence of 14 or higher (for magic effects) or a cleric or druid with a wisdom of 14 or higher (for holy effects).

For anyone else, it is just a normal staff. Caduceus is only about four feet long. The top foot is adorned with intertwined snakes topped with a pair of wings. The shaft is solid bronze. When wielded by a wizard or illusionist, Caduceus grants a bonus spell of each spell level to which they have access. For example, a 4th level wizard would get a bonus 0 level, 1st level, and 2nd level spell. Once she obtained 5th level wizard and gains access to 3rd level spells, she is granted a bonus 3rd level spell. Once per combat, the wizard or illusionist can declare a spell does maximum damage and will forgo rolling any dice. A 5th level wizard casting fireball, for instance, can forgo rolling for damage and declare the spell did 30 damage (5d6 maximum).

For wizard or illusionist, Caduceus grants the following spells once at will: *detect magic*, *identify*, *feather fall*. It grants the following spells once per day: *fly*, *knock*, *invisibility*. It grants the following spells once per week: *tongues*, *water breathing*, *polymorph*. For clerics and druids,

Caduceus grants a bonus spell of each spell level to which they have access, as describe above for wizards and illusionist. Also as described above, a cleric or druid and forgo rolling dice to have Caduceus do maximum damage for any spell. For clerics and druids, this can also be used for healing spells to have the spell heal the maximum amount.

For clerics or druids, Caduceus grants the following spells at will: *bless water*, *remove fear*, *shield of faith*. It grants the following spells once per day: *speak with dead*, *cure light wounds*, *bless*. It grants the following spells once per week: *cure serious wounds*, *healing circle*, *restoration*. Be they wizard, illusionist, cleric or druid, Caduceus will grant its wielder a spell resistance of 7, a bonus to AC of +4 and act as a Staff of Striking. Lastly, thrice in its time with an owner, Caduceus can be used to *raise dead* per the spell. After its third time used in this fashion, Caduceus disappears and finds a new owner. (A multi-classed magic class / holy class, i.e. a wizard / cleric, is granted all benefits of Caduceus).

CARNWENNAN: An unassuming dagger made with an ivory hilt, Carnwennan is much more than it appears. Its power manifests in the strength of its enemies. It is a +X weapon with X equal to the HD of the creature being attacked. Unlike most magic weapons, this bonus is only conferred to "to hit" and not to damage rolls. For damage rolls, the maximum bonus is +5. If the opponent's HD is ever greater than twice the attacker's level (or HD), the weapon does double damage.

CHENTU: The Chentu is a short staff, about three feet long, with a length of leather attached to the end. The wielder can hold the leather strap in his hand and use the weapon simply as a staff. In this regard, it is a +1 weapon.

The other use is to free the strap and strike with it, not unlike a whip. This, too, is a +1 weapon. However, if the whip is used, the victim must make a dexterity save (CL-4) or be wrapped by the strap and held. To break free, a strength save, again with a CL of 4, must be attempted and succeeded.

The length of leather is but three feet normally, but will grow at least twice this length when grasping an opponent. When held, the victim cannot attack or cast spells with the somantic component.

THE COWL OF THE BLACK FOX: The Black Fox was a rogue of some renown in the lands of Valuria in the past. Many exploits have been attributed to myth and exaggeration, but many are quite true as The Black Fox was, indeed, quite spectacular.

Anyone wearing this black hood automatically succeeds once per day in any one rogue ability of the following: climb, decipher script, hide, listen, move silently, open locks, pick pocket, find traps, disable traps, and set traps.

He also gains a +3 in any other of the listed ability when used after the automatic success and a +1 on a third ability. After these three uses, all other checks are handled as normal.

For example, a rogue decides to check a chest for traps. He uses the hood to automatically succeed and indeed finds a trap. He attempts to disable it and wishes to use the cowl again and gains a +3 in this check. After disabling the trap, the rogue decides to reset the same trap and gains a +1 to this check. Until dawn the next day, all other checks are adjudicated as normal.

DECK OF MANY THINGS: A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils.

As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than they announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column.

The effects of each card, their place in the deck, are summarized on the table, and fully described below.

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DECK OF MANY THINGS

PLAQUE	TAROT CARD	PLAYING CARD	SUMMARY OF EFFECT
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are <i>imprisoned</i> .
Euryale	Ten of swords	Queen of spades	-1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an extraplanar.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (w/o trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 permanent bonus to one ability -score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial miscellaneous magic item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on charisma checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

The plaques are described below:

BALANCE: The character must change to a radically different alignment. If the character fails to act according to the new alignment, she loses one level permanently.

COMET: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough experience points to attain the next experience level.

DONJON: This card signifies imprisonment, either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

EURYALE: The medusa-like visage of this card brings a curse that only the Fates card or a deity can remove. The -1 penalty on all saving throws is otherwise permanent.

FATES: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unravelled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character that drew the card; other party members may have to endure the situation.

FLAMES: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the extraplanar can't be ended until one of the parties has been slain. Determine the extraplanar randomly, and assume that it attacks the character (or plagues their life in some way) within 1d20 days.

FOOL: The payment of experience points and the redraw are mandatory. This card is always discarded when drawn.

GEM: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

IDIOT: This card causes the drain of 1d4+1 points of intelligence immediately. The additional draw is optional.

JESTER: This card is always discarded when drawn. The redraws are optional.

KEY: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

KNIGHT: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race and gender as the character.

MOON: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th level wizard spell and must be used within a number of minutes equal to the number received.

ROGUE: When this card is drawn, one of the character's NPC friends or cohort is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

RUIN: As implied by its name, when this card is drawn, all non-magical possessions of the drawer are lost.

TREASURE

SKULL: A dread wraith appears. Treat this creature as a wraith that cannot be turned. The character must fight it alone, if others help, they get dread wraiths to fight as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish*.

STAR: The 2 points are added to any one attribute

SUN: Roll for a miscellaneous magic item until a useful item is indicated.

TALONS: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

THRONE: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

VIZIER: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon their request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

THE VOID: This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere, in an object on a far plane or planet, possibly in the possession of an extraplanar. A *wish* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

EXCALIBUR: No sword is as well-known as the Arthurian legendary sword of Excalibur. The lucky individual that wields this sword does so on the heels of heroes before him. To even be allowed to wield Excalibur is a gift of the gods. First, the new owner must be good-aligned. Any evil creature so much as touching the blade takes 3d10 damage and is stunned for 1d4 rounds. Next, only fighters, knights or paladins can wield Excalibur. To any others, the blade is unwieldy and cannot be used. Lastly, a promise to only wield Excalibur, and to do so in a heroic fashion, must be sworn to the gods. Once done, the new owner gains all the abilities of Excalibur. The sword is a long sword +5 that does 2d10 damage. Against evil opponents, it does an additional 1d10. It scores a critical hit on an 18-20. The wielder gets a +2 to all combat rolls above and beyond any already stated, including initiative, to hit and damage. The wielder cannot be charmed, polymorphed, teleported (against their will) or otherwise have their mind or body manipulated by evil entities. Lastly, when the wielder of Excalibur is struck in combat for the first time each round, he can take a free attack at his opponent immediately following a successful hit. The blow must hit and do damage for this ability to occur.

THE FAIL-NOT BOW OF TRISTAN: In all appearances, this bow looks as a normal longbow. In the hands of a skilled marksman, it is quite powerful. Anyone using the bow that has a dexterity of 16 or higher can, once per day, whisper "fail not" as he releases his arrow and hit his target unerringly. In game terms, this attack rolls a natural 20 on the d20 used to attack. If someone with a dexterity lower than 16 uses the bow, it is a magical +1 bow. It should be noted that one with a dexterity of 16 or higher is granted the +1 bonus as well.

HAMMER OF THUNDERBOLTS: This +3 large returning war hammer deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant strength* and *gauntlets of ogre power*, and he knows that the hammer is a *hammer of thunderbolts* (not just a +3 war hammer), the weapon can be used to full effect: It gains a total +5 enchantment bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (charisma save negates the death effect but not the damage).

When successfully hurled as an attack, the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (strength save negates). The hammer's range increment is 30 feet.

THE HAND OF GLORY: A gruesome item to be sure, the Hand of Glory is a shriveled, desiccated hand of a human male. It is normally attached to a simple piece of twine and worn as a charm on a necklace. If the hand is placed upon the handle or knob of a locked door, it casts the spell *knock* as a 12th level wizard. Each time the hand is used, the owner must roll a d20. On a score of 1, the hand instead attacks: (*This neutral evil undead's vital stats are 4HD level, HP 20, AC 14. Its primary attributes are physical. It attacks with a punch for 1d3+1 damage.*) If defeated, the hand curls into a fist and will not function for a week. If the hand succeeds in slaying its foe, it attempts to crawl away and will attack anyone stopping it.

JARROD'S BLADE: The sword of the paladin Jarrod was lost when he fell to a lich as his brother fled, leaving Jarrod alone to fight the fiend. Even though his loyalty and bravery were unquestionable, this alone was not enough to slay the undead horror. In this tomb did the sword lay for a long age and how it escaped is a mystery. Still, escape it did and now it is free to dispense justice as it did in days of yore. The blade is a great scimitar, unwieldy in the hands of the untrained. It will always strike first in battle against evil foes, the wielder automatically scoring a 10 on his initiative (after this, he should roll as normal). It is normally a +2 blade, but the bonus increases to +3 against evil, +4 against evil extraplanar creatures and +5 against demons. Once per day, the wielder can use the blade to cast the *command* spell, but only against evil entities (the CL for the charisma save is the wielder's level). Once per week, the wielder can cast the spell *banishment* (the sword acts as the item the creature hates).

KLADENETS: These magic swords confer in all regards to the Dancing Sword detailed in the **Monsters & Treasure**. These swords, however, were crafted by and for bards. After the initial four rounds (as detailed in the **M&T**), the sword will gain an additional round of dancing and an added +1 ability of the wielder begins singing and passes a charisma check (CL equal to the + of the weapon). For instance, after four rounds the wielder must begin singing and pass a charisma save with a CL of 2 (the weapon is, at this point, a +2 weapon). If successful, the singing must continue and another charisma check passed, this time with a CL of 3 as the weapon has increased in power and is now a +3 weapon. The weapon can never be more powerful than a +5 weapon. As long as the wielder continues singing and passing charisma check (CL-5), the sword will continue to dance. If the wielder is silenced in any way, the sword will fall.

THE LANTERN OF DIOGENES: A lantern that burns a white flame with no need of oil or fuel, the Lantern of Diogenes seems a boon on the surface; indeed, for a truthful man, it is. For one that uses lies, the lantern can quickly turn into a bane. When the lantern is called into service, it will discern the truth or lie for exactly one minute. This ability works exactly as the spell *discern lies* with the following differences: the holder of the lantern does not need to concentrate, the lantern does this itself. A truth spoken will turn the flame blue while a lie will turn it red. However, the lantern will reveal truths and lies from all speakers it can hear (20' radius) during this time with no regards to its owner. After the minute is up, the lantern will again glow with a white light and its ability cannot be used for a week. If one wishes to extinguish the light, a command word is etched along the base. This word can be used to light or extinguish the flame.

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THE MACE OF THE DOVE: Originally carried by the cleric Savelon in the Age of Gods, the Mace of the Dove was used to bring peace to lands torn asunder by war. An impressive +3 weapon (strengthening to +5 against undead), the true power of the weapon was found in its ability to not shed blood but to mend the hearts of men. The wielder is always seen as favorable by his opponents (within reason) and will seek to broker peace even when this course of action seems imprudent. It should be noted that the wielder may not wish to seek peace with his enemies at all times and will not even try to parlay with wholly irredeemable creatures. However, if parlay is requested, the wielder must make a charisma check at a +5. If successful, the opponent will hold attacks to listen. The two creatures must speak and understand a common language and both must have an intelligence score of at least 3. This ability can be used to not only broker peace but remove the wielder (and his companions) from an encounter they may otherwise prove fatal.

If the wielder of the Mace of the Dove ever uses the peace-making ability as a ruse to ambush or deceive, the mace loses all powers and reverts to being just a normal weapon.

THE MANTLE OF LORENZO: Once a pious monk of a small order, the monk Zuth embarked upon a great journey of self-discovery and sacrifice. In time, Zuth would rise above the expectations of his superiors and enter the holiest of orders and be renamed Lorenzo the White. All of his journey, he wore a simple brown robe that served him even in the darkest of hours. As he passed from this world, he left all of his material possessions behind. His old mantle was his favorite and quite wondrous. Appearing threadbare and unassuming, any cleric, druid or monk that dons the mantle immediately gains 2 levels in his chosen class. Also, he is immune to possession, polymorph, scrying or spells that alter the mind (i.e. fear or charm). He is always protected from one of the opposite alignments of his own as a *protection from alignment* spell (i.e. a lawful good character is constantly under the spell protection from evil, or protection from chaos). Lastly, the mantle imparts a spell resistance of 7.

MJOLNIR: The legendary hammer of Thor, the Norse god of Storms. The hammer can only be wielded by a non-evil fighter or fighter class (i.e. paladin, ranger, barbarian, or knight). The potential wielder also must have a strength of 16. Lastly, the potential wielder must agree to only use Mjolnir and never relinquish it for another weapon. If all requirements are met, Mjolnir has a new owner. Mjolnir can only have one owner at a time any no other creature, be it god or man, can ever wield or even carry the legendary hammer.

The weapon is a war hammer +5 that does 4d6 damage. Once per day, the wielder can do an additional 4d6 damage from lightning bolts that dance around the head as the hammer swings true. The owner can throw Mjolnir up to 100 feet with deadly accuracy, using his strength or dexterity bonus as he desires. Mjolnir will always return to its owner the same round. Once per day, Mjolnir can be slammed to the ground, exactly replicating the effects of the spell *earthquake*, with the exception that the wielder of Mjolnir is immune to being knocked down. Lastly, Mjolnir acts as a belt of giant strength, granting its new owner a strength score of 24.



MOANING DIAMOND: The *moaning diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *moaning diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *moaning diamond* can summon a 24HD earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

THE ORBS OF DRAGONKIND: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the ten). The bearer of an orb can dominate dragons of its particular variety within 500 feet, the dragon being forced to make a charisma save to resist. (Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the armor class and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the orb. A character possessing an *Orb of Dragonkind* is immune to the breath weapon, but only the breath weapon, of the dragon variety attuned to the orb.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other orbs. The owner of an orb knows whether there are dragons within 10 miles at all times. For dragons of the orb's particular variety, the range is 100 miles. If within 1 mile of a dragon of the orb's variety, the wielder can determine the exact location and age of the creature. The bearer of one of these orbs earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if they later lose the item.

Each Orb also has an individual power that can be invoked once per round at 10th caster level.

BLACK DRAGON ORB: Fly

BLUE DRAGON ORB: Haste

BRASS DRAGON ORB: Teleport

BRONZE DRAGON ORB: Scrying

COPPER DRAGON ORB: Suggestion

GOLD DRAGON ORB: The owner of the gold orb can call upon any power possessed by one of the other orbs, including the domination ability but not AC, save bonuses, or breath weapon immunity. They can use each individual power once per day. They can use *domination* on any other possessor of an orb within 1 mile.

GREEN DRAGON ORB: Energy Drain (at range)

RED DRAGON ORB: Wall of fire

SILVER DRAGON ORB: Cure critical wounds

WHITE DRAGON ORB: Protection from energy (cold)

PHILOSOPHER'S STONE: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open, a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

TREASURE

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

THE RUYI JINGU BANG: In all appearances, the staff seems a normal wooden staff capped at both ends with a silver cap. When used as a weapon, it confers a +2 to all attack rolls. However, when the key word is spoken, the staff can shrink to the size of a needle or as big as a pillar (about 20 feet tall and 3 feet thick). When larger than about ten feet, it becomes unusable as a weapon (or, when too small to effectively deal damage). This transformation takes but an instance. The staff will always conform to the wishes of the wielder with no regard for barriers. If the area around the staff is too small to accommodate the desired size, it will burst through walls, destroying most item in its path. If the barriers are too strong to be broken by the staff (see below), it will not grow any larger than it can due to its constraints. The staff can break through three feet of wood, two feet of stone or a foot of metal.

THE SAINT'S MACE: This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The saint's mace has a +5 enhancement bonus and functions as a heavy mace of disruption. The wielder can project *holy word* from the mace four times a day.

THE SHADOWSTAFF: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and dexterity saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder suffers a -2 penalty on all attack rolls, saves, and checks.

The *Shadowstaff* also has these powers. Unless determined differently by the CK the staff starts with 50 charges.

SUMMON SHADOWS: Three times per day, the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon greater monster* spell cast at 20th level.

SUMMON NIGHTSHADE: Once per month, the staff can summon a night crawler nightshade that serves the wielder as if called by a *summon greater monster* spell cast at 20th level.

SHADOW FORM: Three times per day, the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell as cast by at 20th level.

SHADOW BOLT: Three times per day, the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet and casts as at 20th level.

SHARANGA: The legendary long bow of the Hindu God Vishnu. In the hands of an archer, Sharanga has no equal. The potential owner of Sharanga must have a dexterity of at least 14 to wield it. Once wielded, the new owner's dexterity raises to 24. His dexterity will remain 24 for as long as he wields Sharanga. The bow is a long bow +5 and does 3d4 damage. The wielder of the legendary bow will always fire his first attack before anyone else, essentially getting a free attack before the new round starts. After this, he rolls initiative normally and takes his second attack at his determined place (it should be noted that with his dexterity of 24, he gains a +3 to initiative rolls). For his second attack, the wielder can choose to delay for as long as he wishes until the last person has attacked. Anyone struck by a critical hit fired by

Sharanga must pass a constitution save (CL-5) or be immediately slain. Per the CK's discretion, some beings may be immune to this ability, but it should be noted that the bow was crafted by a god so very few escape its power. Lastly, the wielder can forgo an attack and instead fire an arrow at an ally (who can voluntarily allow the arrow to hit). If done, the arrow heals the recipient for 3d8 hit points and grants a bonus to AC of +5 for one round.

SHIELD OF MACCABEE: In the hands of any but a cleric, this shield seems mundane, though magical. In these instances, the shield confers a bonus of +1 to the wielders armor class (essentially just a +1 shield). In the hands of a holy man, the shield shows its true powers. Its magical bonus increases to +2. It confers a Spell Resistance of 5. It can be used once per day to reflect one attack back at the attacker doing any damage the cleric would have taken upon the attacker. This can be melee or ranged, but not magic. Lastly, the wielder is under the constant effects of a *bless* spell. The wielder can transfer this boon to any ally he can see for as long as he wishes, though only to one person. In appearance, the shield is bright red emblazoned with a golden eagle.

THE SHIELD OF THE SUN: This +5 *large shield*, emblazoned with the symbol of the heraldic "Sunne in Splendour", allows the wielder to cast spells as if she were a 20th level cleric with a wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a cleric. The *Shield of the Sun* also grants a spell resistance of 5 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) loses four levels of experience if she attempts to use this artifact. Although these negative levels never result in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The levels return when the shield is stowed or leaves the wearer's possession.

SPHERE OF ANNIHILATION: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore a character annihilated by the sphere.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check of 20. A control check is 1d20 + character level + character intelligence modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet + 5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it. If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. The highest roll wins if both gain control. A tie indicates no control for the round and the attempt must be made again on the following round.

Should a *gate* spell be foolishly cast upon a *sphere of annihilation*, then there is a 50% chance (01-50 on d%) that the spell destroys it, a 35% chance (51-85) that the spell does nothing, and a 15% chance (86-100) that a gap is torn in the spatial fabric, catapulting everything within a 180 foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60 foot radius takes 2d6x10 points of damage. *Dispel magic* has no effect on a sphere. See also *talisman of the sphere* (below).

STAFF OF THE MAGI: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others do not. Unless determined differently by the CK, the staff starts with 50 charges.

The following powers do not use charges: *detect magic*, *alter size*, *hold portal*, *light*, *shield*, *mage hand*.

The following powers drain 1 charge per usage: *dispel magic*, *fireball* (10d6 damage, save versus dexterity for half), *ice storm*, *invisibility*, *knock*, *lightning bolt* (10d6 damage, save versus dexterity for half), *passwall*, *pyrotechnics* (save versus dexterity negates), *wall of fire*, *web*.

These powers drain 2 charges per usage: *summon greater monster*, *plane shift* (save versus wisdom negates), *telekinesis* (400 lb. maximum weight).

A *staff of the magi* gives the wielder a spell resistance bonus of +17. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at them, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30 foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful save versus Constitution reduces damage by half.

The character breaking the staff has a 50% chance (01-50 on d%) of travelling to another plane of existence, but if they do not (51-100), the explosive release of spell energy destroys her utterly. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

THE SWORD OF CONAIRE MOR: When used in battle, the sword will begin singing in a language understood by all allies of the wielder. The language will always be that of the hearer's original tongue (i.e. dwarves will hear dwarven, halflings will hear halfling, etc.). Anyone hearing the singing and allied with the wielder gains a +2 to all attack rolls, gains temporary hit points equal to the level of the wielder and cannot fall under the effects of any fear spells. This effect lasts for a number of rounds equal to the wielders levels. After this, it becomes silent for twelve hours or until the next dawn, whichever comes first.

THE SWORD OF PELEUS: The sword of Peleus seeks always to have the upper hand in battle and will gift its wielder with powers to make this so. The weapon is initially a +1 weapon. With each missed strike, however, the weapon gains another +1. This can continue to grow as large as possible until a hit is achieved, at which point it resets to a +1 weapon. The user must intend to hit his victim for this to work, he cannot intentionally miss in order to make the sword stronger. Like most magical weapons, this bonus applies to both "to hit" and damage.

TALISMAN OF PURE GOOD: A good (LG, NG, CG) cleric or druid who possesses this item can cause a flaming crack to open at the feet of an evil cleric or druid who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the character gains a dexterity save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) cleric or druid touches one of these talismans, he takes 6d6 points of damage. If an evil cleric or druid touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

TALISMAN OF THE SPHERE: This small adamantine loop and handle are useless to anyone other than a wizard or illusionist. Characters other than wizards and illusionists take 5d6 points of damage merely from picking up and holding the talisman. However, when held by a wizard or illusionist who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his intelligence bonus and his character level for this purpose). If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or cancelled.



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TALISMAN OF ULTIMATE EVIL: An evil (LE, NE, CE) cleric or druid who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) cleric or druid who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of their evil deity, the good character gains a dexterity save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) cleric or druid touches one of these talismans, she takes 6d6 points of damage. If a good cleric or druid touches one, she takes 8d6 points of damage. All other characters are unaffected by the device.

TARNHELM: This wondrous helmet was crafted by the wizard Mime on direction from his brother Alberich. Alberich used the helmet in many ways, discovering new effects as he needed them. The user, too, must discover the multiple properties of the helmet over time. At first, the user will discover (possibly through an initial *identify* spell) that the helmet confers the abilities of the spell *invisibility*. This ability can be used but once per day, resetting at sunrise the following day. After a week, the user will discover, through hints from the CK or through trial and error, the helmet confers the abilities of the spell *Polymorph (Self)*. This can also be used once per day, resetting at dawn the following day. Lastly, the user will discover the helmet can teleport him per the spell, also once per day resetting at dawn.

The CK is encouraged to use hints to the wearer that the helm is holding back its power. If the wearer does something that would initiate a polymorph, the CK can hint that something strange has happened and let the wearer deduce this power comes from the helmet. For instance, the wearer charges into battle and briefly changes into a bear as he runs, gaining a significant speed increase and frightening his opponent before suddenly changing back to his normal form.

TOME OF THE UNCLEAN: A magical book that records the history and nature of the hosts of Hell and the Abyss. It catalogs the personalities, their common traits, some of their abilities and their various goals and animosities. It does not have the true names of devils or demons in it.



TYRFING: Both a wondrous and a terrible blade, the sword known as Tyrfing has been around for long ages. When originally found, the sword is a +5 weapon with the wounding quality. If a natural 20 is rolled on the “to hit” roll, the sword does its normal 1d8 damage plus an

additional 4d4 damage. In addition, the victim of this swing must make a constitution save (CL-5) or be stunned for 1d4 rounds. However, if a natural 1 is rolled on the “to hit” roll, the *wielder* takes 6d4 damage and must make a constitution save (CL-5). Success means they have eluded the curse of the blade. A failed save of less than 10 points means they are stunned for 1d4 rounds in addition to the damage. A failed save of more than 10 means the wielder immediately drops to 0 hit points and falls unconscious.

UCHIDE NO KOZUCHI: This ‘hammer of wishes’ is a tiny hammer, almost like those of a child. When not in battle, it can be placed in a pocket or pouch and carried in such a way as to not bring about attention. In all regards, it is thought to be a toy. When in battle, however, the hammer grows to the size of a warhammer. Inherently, it has no magical bonuses. In battle, when an enemy is successfully struck, the wielder can wish for the weapon to have a certain quality and that wish will be granted on the next attack. A wish is only granted on a successful hit and is used on the next swing, be it a hit or a miss. The properties that can be granted are:

- +2 weapon
- The Disruption quality (see *Mace of Disruption*).
- The Wounding quality (see *Weapon of Wounding*)
- Grants the wielder a spell resistance of 5
- Grants the wielder a bonus to armor class of 5
- Grants the wielder the ethereal quality (see *Armor of Ethereality*)

The weapon will only have the quality of a chosen ability and not all abilities listed for other items in the treasure charts. For instance, the Mace of Disruption is a +3 weapon. If the wielder wishes for the disruption quality, it is not a +3 weapon, but a normal weapon that does double damage to undead and forces a strength save or face destruction.

VARUNASTRA: Only exceptionally holy and pious individuals are granted access to the powerful weapons known collectively as Varunastra. When first granted, the weapon appears as a small knife with a hilt of bone and a blade of gold. In this form, it is a +2 weapon that does 1d3 damage. Once wielded by the chosen recipient for a week, he will learn the true power. In combat, the wielder can wish the weapon to change form into any weapon he can desire and it will twist and grow into the desired form. No matter the weapon, the wielder can use it with no penalty. The damage for the weapon is that listed in the **Players Handbook** plus an additional 1d4. Aside from the extra damage, the new weapon is of the +2 variety. The weapon can be ranged or melee and is limited only by the imagination of the wielder. Regardless of weapon, it will always be fashioned of bone and gold.

APPENDIX A: AWARDING EXPERIENCE

As characters adventure, they hone their individual skills and learn more of the world around them. They learn about many creatures and their habits, where they dwell and what they eat, how they fight and how best they can be killed. They learn how to deal with others, how to bow before the lord of the manor or how to detect an assassin lurking in the shadows. They learn the nature of riddles and how to see and unravel traps, how to find magic and use it for the greater good. They experience the world around them and grow more capable and stronger through those experiences, become greater practitioners of the arts of sword and sorcery. A character's level reflects these acquired experiences. The more experience one has the more levels one attains. It is incumbent upon the Castle Keeper to award experience. Experience

awards are a reflection of the learning mentioned previously; they are not just for killing creatures or gathering treasure.

Experience is awarded in a number of ways. The most common method is slaying monsters and finding treasure. This book gives specific guidelines on how much experience to award for both monsters and treasure in the preceding chapters. But there are other ways a character may gain experience. Role playing, problem solving and using class or even non-class related skills can all garner the hard working player character more experience. If you desire to speed up the experience point progression, offering a base amount for an adventure makes certain that even those adventures that end in little gain can garner for the character some experience. Even a failed adventure can gain an adventurer much needed experience, as one often benefits and learns from loss as much as from victory.

BASE/STORY: Awarding a base amount of experience per adventure is optional and is only recommended for those games in which a Castle Keeper wants to speed up level progression. Success or failure does not come into play. This type of experience point award has the advantage of giving everyone who participated in the adventure something to gain. Even the luckless thief who fails all his ability checks, kills nothing, and finds no treasure, but all the while plays witness to the better luck of others can gain a modicum of experience. Base experience points awarded should be a reflection of the number of monsters encountered, their hit dice, and the difficulty of the encounter. Castle Keepers should judge for themselves how many base experience points to award for an adventure. A good rule of thumb is to base the story award on 10% of the total experience points available to be gained in the adventure.

MONSTERS: Each monster slain offers a suggested experience point award. Refer to the monster's stat block.

MONEY: Although not all Castle Keepers do so, some award experience for non-magical treasure. The Castle Keeper should award 1 experience point to the party for every 1 gold piece value of non-magical treasure such as coins, gems, art, and other items acquired during the adventure. The whole is divided by the number of party members who survived, and a share is awarded to each in turn.

MAGIC ITEMS: Like monsters, magic items have an experience point value. The Castle Keeper should award a magic item's experience point value to a character who possesses and uses the item for a period of time. This is a one-time, permanent award, meant to reflect a player character's use of the item, and cannot be repeated for other members of the party. Experience points for potions and scrolls are awarded only to those who consume or use them.

ROLEPLAYING: The Castle Keeper can also award specific characters experience point bonuses for good roleplaying (or penalties for bad). Again, this is an optional rule and Castle Keepers should use their best judgment in awarding experience points for role playing. Using the **Special Ability III** bonus in the monster experience chart at the beginning of this book is a good measure for bonus experience points, with the hit dice column in the table reflecting the level of the character.

APPENDIX B: POISONS

Poisons vary greatly in their effects and costs. There are poisons that destroy the connective tissue of flesh, eat muscle, disrupt synapse firing, block chemical reactions, cause nausea, sleepiness, or simple physical incapacitation for a few hours. The Castle Keeper should be aware that, in a world of magic and multi-planar dimensions, there is virtually no limitation on what a poison can do, how difficult it may be to concoct,

or even the value placed upon it. The Castle Keeper is encouraged to develop unique poisons that fit the game's needs and milieu. However, with that consideration in mind, the following guidelines are offered for common poisons.

Whenever a character imbibes or contacts a poison, a saving throw is required to mitigate the effects. Some poisons must be imbibed to have an effect, while other's effects occur with simple contact. These are listed on the chart below. When a character can be affected by a poison, he must make a saving throw. This is a constitution attribute check. In some cases a successful saving throw indicates there is no effect, while in other cases, a successful save simply mitigates the effects in some way. Also, several poisons have their own modification. In general this reflects either the level of the person creating the poison or the potency of the poison.

COST OF POISON

Poisons range from common plants found in the forests and fields to more complex toxins fabricated by apothecaries. There are six basic types of poisons as noted on the Cost and Poison Effects Chart below. Creating a poison is different than purchasing a poison. The price to create a poison is greater than purchasing a poison because it requires the proper equipment, expertise, ingredients and test subjects. For that please reference Making Poisons below and for the general cost of a poison see the aforementioned chart. Keep in mind that some poisons don't cost anything at all. Poison sumac grows wild in many temperate climes. Harvesting its leaves and grinding them into a paste takes only knowledge of the plant. As with all things the Castle Keeper should be judicious in applying the rules.

MAKING POISONS

Anyone can attempt to make a poison, though very few people are actually trained to do so. To make a poison, first the material must be gathered. The appropriate material is determined by the Castle Keeper. The cost of the material is 20% of the cost of the poison. To make a poison requires a working lab that costs 100gp times the cost of the poison materials. Once materials and a lab have been procured, an intelligence check is required to make the poison. A successful check indicates the poison has been made. There is the possibility that concoction recipes exist. These highly prized items list the material and processes required for creating poisons. Possession of a recipe gives a +10 bonus to the intelligence check when creating that type of potion.

This intelligence check is modified by one's attribute modifier, but not level, except in the case of an assassin. Further, the check is adjusted by cumulative penalties indicated in the parentheses in the tables below. Success indicates the poison is concocted successfully.

Handling poisons can be dangerous. Should anyone handle a poison, either in packing, applying or administering it, they must make a dexterity check to see if they have poisoned themselves. If the check is failed, they may have poisoned themselves. This latter rule must be guided by common sense and applied judiciously and not maliciously. A person pouring a drought of poison into the mouth of a sleeping foe is unlikely to swallow it himself. Please use common sense. Failure of the check requires a constitution save to mitigate the effects.

SPECIAL POISONS

Some rare poisons are listed in the following table. These are the poisons highly sought by assassins and their ilk. As such, many are very powerful. They are listed alphabetically. The notations include

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the material needed to make them, how they are applied, the damage caused on a successful save followed by the damage caused on an failed save and then the cost.

ACONITE: wolfsbane / ingested / dizziness and nausea 1d12 hours / dizziness and nausea 1d4 days / Type I poison, 5gp.

BANEERRY: berry / ingested / 2d6 damage / 4d6 damage / Type III poison, 45gp.

BANEERRY OVERDOSE: berry in quantity / ingested / incapacitated 12-24 days / death / equals 20 doses of Baneberry above ingested in 24 hour period.

CALABAR BEAN: bean / ingested / depression and frothing at the mouth, incapacitated for 2d12 hours / paralysis 1d12 days / Type II poison, 15gp.

CHERRY LAUREL: leaf / ingested or inhaled / 2d10 damage and incapacitated for 1d6 hours / 4d10 damage and paralysis for 2d12 hours / Type IV poison 150gp.

DEAD MAN'S BELL: Seeds and flower petals / ingested / hallucinations 2–8 days / permanent catatonia / Type IV poison, 150gp.

HELLHOST ROOT: root / contact / physical attribute checks, saves or attacks –1d3 for 1d4 hours / physical attribute checks, saves or attacks –1d6 for 2d8 hours / Type III poison, 45gp.

LILITH'S TONGUE: flower petal / contact / wisdom attribute checks –1d3 for 1d6 hours / wisdom attribute checks –1d3 for 2d6 hours / Type III poison, 45gp.

LAUREL OF ROSE: petal and root / ingested / permanent catatonia / death / Type V poison, 900gp.

LOTUS PETAL: flower petal / ingested or inhaled / paralysis 2d12 days / death / Type IV poison, 150gp.

MOTHER-IN-LAW'S TONGUE: leaf / ingested / headaches and hallucinations for 1d6 days / death from vomiting / Type V poison, 900gp.

NIGHT LOCKE: root / contact / 2d6 damage and sleep for 1d12 hours / 4d6 damage and sleep for 1d2 weeks / Type IV poison, 150gp.

ROSE LAUREL: petal and stem / ingested / catatonic state 1d6 hours / catatonic state 1-2 days / Type IV poison, 150gp.

COMMON POISONS

Poisons can be acquired in most environs, in short, anywhere that herbalists, apothecaries, sages and other such professionals dwell. Any of these people would have knowledge on local fauna and flora that contains toxins, deadly and otherwise. Hiring them or paying for their service is a simple matter of contacting them. Of course poisons are not traded commonly, and all herbalists and the like are not going to be willing to sell them. But there are always those who make their living peddling discomfort and death.

TYPES OF POISON

- I: Mild poisons that cause skin irritation, drowsiness, nausea and similar effects.
- II: Mind altering concoctions that cause hallucinations, confusion, memory loss and similar effects.
- III: Serious poisons that impair abilities and cause minor damage.
- IV: Severe toxins that can incapacitate, cripple, or cause major damage.
- V: Deadly poisons that cause permanent damage or kill.
- VI: Rare potions or substances that cause massive permanent damage or kill.

COST AND POISON EFFECTS

NAME	COST*	SUCCESSFUL SAVE**	DURATION	FAILED SAVE	DURATION
I	5gp	no effect	Not applicable	-1 physical attributes, -1 initiative	1-3 days
II	15gp	no effect	Not applicable	-1 mental attributes, -1 initiative	1-3 days
III	45gp	1d4 dmg, -1 all secondary attributes	1-2 days	1d8 dmg, -2 all primary attributes	2-6 days
IV	150gp	1d8 dmg, -1 all attribute checks	2-4 days	2d8 dmg, comatose	3-9 days
V	900gp	1d10 dmg, perm. lose 1 point from class's secondary attribute	1-6 days	Death*** or 2d12 dmg & perm. lose 2 points from class's primary attribute	2 week
VI	1800gp	4d10 dmg, perm. lose 1 point from all primary attributes, 2 points from all secondary attributes	Instant	Death	Permanent

* Cost per dose.

** Saves are made against constitution, all attribute and level bonuses are added.

***Requires second save against constitution, failure means death, success means damage.

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368 CASTLES & CRUSADES



MONSTERS & TREASURES

UPON THE EDGE OF BATTLE LIE THE SPOILS OF GLORY

UPON WIND-SWEPT BATTLEFIELDS, THEY SEEK THEIR GLORY. WITH WEAPONS OF STEEL, STOUT SHIELDS, AND SORCERY, THEY DRIVE EVER ONWARD, SEEKING THE GRANDEUR OF CONFLICT WITH CREATURES OF TERRIBLE WRATH OR BEASTS OF LEGEND. IN ALL HOURS OF EVERY DAY, THEY GIRD THEMSELVES FOR WAR AND STRUGGLE, TO DRIVE THOSE EVIL BEINGS OF FOUL INTENT TO DOOM AND OBLIVION. BUT BEFORE GLORY CAN BE OBTAINED, BEFORE FAME AND RICHES CAN BE WON BY THESE HEROES OF RENOWN, THEY MUST FACE AND OVERCOME THOSE THAT WOULD OPPOSE THEM. ONLY THEN DO THE BEASTS YIELD THE FRUIT OF THEIR LIVES: ANCIENT SCROLLS, MAGIC SWORDS, SHIELDS OF WONDER, POTIONS, RINGS, WANDS, AND UNTOLD WEALTH IN COINS, GEMS, AND JEWELS.

WHAT LIES HEREIN

CONTAINED WITHIN THIS BOOK IS A WEALTH OF INFORMATION FOR THE CASTLE KEEPER: 350+ MONSTERS, ADVICE ON ROLEPLAYING MONSTERS, HANDLING COMBAT WITH MONSTERS, CREATING MONSTERS, 220 UNIQUE TREASURES, RULES FOR AWARDED TREASURES AND CREATING MAGIC ITEMS



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