



A Guide and Rules System for Fantasy Roleplaying

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Castles & Crusades Monsters and Treasure

Using Monsters

A monster's Hit Dice is equivalent to the monster's attack roll modifier. For example, a 3 Hit Dice creature attacks by rolling a d20 and adding its Hit Dice to the result. This can be modified by circumstances.

Damage is assessed by individual weapons.

Saving throws and attribute checks for monsters work in the same manner. Each monster is listed as having either a physical (P), mental (M), both (P+M) or none (N) as its saving throw category. This equates to their primary or secondary attributes and the base number needed to make a saving throw. So, a goblin has a physical saving throw category so makes physical saving throws on 12 or better and mental saving throws on 18 or better. Physical attributes are Strength, Constitution and Dexterity.

Monster Experience points

HD	Base	special 1	special 2	special 3
1	10	5	7	10
2	20	10	15	20
3	40	20	30	40
4	80	40	60	80
5	160	80	120	160
6	240	120	180	240
7	360	180	270	360
8	540	270	400	540
9	810	400	600	810
10	1215	600	900	1215
11	1520	760	1150	1520
12	1900	950	1425	1900
13	2375	1200	1800	2375
14	2970	1500	2200	2970
15	3710	1800	2800	3710
16	4150	2075	3100	4150
17	4650	2325	3500	4650
18	5210	2600	4000	5210
19	5830	2900	4400	5830
20	6530	3250	4900	6530

Experience per Hit Point: The number of hit points a monster has influences the amount of experience it confers. To figure this, simply multiply the number of Hit Points by the Hit Dice of the creature. For example, a 5d10HD creature has an average of 15 hit points. The base is 160 experience points plus 5 experience points per hit point. So 125 extra experience points would be awarded for this creature.

Special: There are three categories of special abilities. Though the categories have not been refined, an idea has been listed below and should be intuitive. Special experience is added to the base experience for the monster. For example, an Skagg (4hd) has four swings a round so has a category special 1 ability. So its base experience points are increased by .5 or 40 points (for a total of 120) plus 1 per hit point.

Special 1: This category includes three or more swings a round, spell use of 1-3rd level (equivalent nature spells), unique abilities such as tracking, hiding, back attacks etc.

Special 2: This category includes 5 or more swings a round, damage of 4d6+ die or dice type, spell use of 4-7th level or equivalent, ability to move invisibly etc.

Special 3: This category includes those monsters with death attacks, use of poisons that kill, 8th level or above magic use equivalent, etc.

Bear, Grizzly**Size:** Large**HD:** 5d8+15**Move:** 40 ft.**AC:** 15**Attacks:** 2 claws +3 (1d8+3), bite +3 (2d8+3)**Special:** Hug,**Saves:** P**Int:** Animal**Alignment:** Neutral**Type:** Animal**Treasure:** –**XP:** 400+5

Brown bears attack by rending opponents with their claws, dragging them in and biting them. A successful hit with both paws indicates a hug attack for an additional 2d6 damage. Brown bears will fight until they reach -9 hit points.

Boar, Wild**Size:** Medium**HD:** 3d8+3**Move:** 40 ft.**AC:** 14**Attacks:** gore +3 (1d8+3)**Special:** see text**Saves:** P**Int:** Animal**Alignment:** Neutral**Type:** Animal**Treasure:** –**XP:** 80+3

Wild boars continue to fight until reaching -7 hit points or less.

Cat**Size:** Small**HD:** 1d4**Move:** 30 ft.**AC:** 14**Attacks:** claw (1) or bite (1)**Special:** Hide, Move Silently**Saves:** P**Int:** Animal **Alignment:** Neutral**Type:** Animal**Treasure:** –**XP:** 5+1

Cats can move silently (+1) and hide (+1) like a rogue.

Corpse Worm**Size:** Small**HD:** 2d8**Move:** 30 ft.**AC:** 13**Attacks:** 2 claws (1d3)**Special:** Paralysis**Saves:** P**Int:** Animal**Alignment:** Neutral**Type:** Magical Beast**Treasure:** –**XP:** 30+2

These small worms are deadly and vile. They are segmented with

many legs and two grasping claws. They weave cocoons around their victims, and then drag them to their lair. Corpse worm lairs are covered in sticky ichor, hardened into bizarre shapes. In combat, a successful claw attack requires the victim to save versus poison or become paralyzed for 1d3 turns. During such time, the corpse worm cocoons the victim with an ichor that hardens. Once cocooned, a victim becomes permanently paralyzed until freed or death.

Eagle, Giant**Size:** Large**HD:** 4d8+4**Move:** 10 ft., fly 120 ft.**AC:** 14**Attacks:** 2 claws (1d6+2), bite (1d12)**Special:** Dive attack**Saves:** P**Int:** Average to high**Alignment:** Neutral Good or Neutral**Type:** Magical Beast**Treasure:** –**XP:** 120+4

These majestic creatures are intelligent and can speak common. They typically attack from a great height, diving earthward at tremendous speed and attacking with both claws for double normal damage. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes. Giant eagles can see great distances, much like an elf.

Giant, Hill**Size:** Large**HD:** 8d12+8**Move:** 40 ft.**AC:** 16**Attacks:** large weapon/fist (2d8+3)**Special:** Throw boulder**Saves:** P**Int:** Low**Alignment:** Chaotic Evil**Type:** Giant**Treasure:** –**XP:** 810+8

The smallest of giants, hill giants still stand between ten and twelve feet in height. They speak crude common. Whether attacking with a weapon or fist, hill giants deal 2d8+3 damage. They are accomplished rock throwers with an effective range increment of 20 ft. When hurling small boulders they gain a +1 to hit and deal 2d6+3 damage. Hill giants often keep worgs as pets.

Gibbering Moulder**Size:** Medium**HD:** 4d8+3**Move:** 6 feet, 12 feet (swim)**AC:** 19**Attacks:** Bite x6 (1+Blood Drain) and Spittle**Special:** Gibbering, Spittle, Blood Drain, Engulf, Ground Manipulation, Amorphous, Darkvision 60 ft**Saves:** P**Int:** Inferior**Alignment:** Neutral (Neutral)

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Type: Aberration

Treasure: Individual

XP: 700

A Gibbering Mouther is an amoebic mass of slime and sludge, covered with eyes and mouths. They are perpetually hungry, and eat anything they can, revealing their presence by the lack of everything else. Gibbering Mouthers eat minerals, vegetables, animals; everything it can get its mouths on is potential food. For this reason, the creature finds subterranean and cold environments more conducive to its survival, since it cannot be easily located.

Combat: To avoid attention and ambush potential meals, a Gibbering Mouth waits silently, its eyes and mouths closed. When something approaches, they launch a nasty assault, spitting, biting, and producing a bewildering assortment of odd noises.

Gibbering (Wisdom): Gibbering Mouthers can vocalize a strange plethora of smacks, grunts, and other noises from its multiple mouths, effectively producing the effects of a Confusion spell. All opponents within hearing distance of a Gibbering Mouther must make a save to avoid suffering from this effect; each round, a new save is required.

Spittle (Dexterity and Constitution): Gibbering Mouthers are able to release an acidic digestive chemical, spitting it at an opponent within 10 feet. If the target is successfully hit, a Dexterity save is allowed to reduce taking 1d4 points of acid damage; a save reduces damage by half. If this save is failed, a second, Constitution save, is required to avoid becoming blinded by the acid.

Blood Drain (Strength): The mouths of a Gibbering Mouther are strong and have an incredible grip. Whenever an opponent is bit, the mouth retains a hold, automatically inflicting 1 point of damage on each successive round, unless the hold is broken by a successful save. If the victim has more than one mouth on it at once, the save is modified by 1 per mouth, to a maximum of 12.

Engulf (Dexterity): If an opponent is struck by 3 or more bite attacks in the same round, the Gibbering Mouther attempts to pull that victim to the ground and flow across it. The victim is allowed a Dexterity save to avoid this effect, but if it fails, the Gibbering Mouther makes 12 bite attacks against the opponent in the following round, but must release all blood draining mouths to do so; the Gibbering Mouther also cannot attack any other victim in the same round it uses this ability.

Ground Manipulation: A Gibbering Mouther can cause the earth beneath it to soften, or harden, as it wills. The effects of this ability are identical to those created by the spell *Soften Soft*, except that the Gibbering Mouther can turn something as soft as quicksand into a stable landmass.

Amorphous: Gibbering Mouthers can attack opponents in any direction, and cannot be subjected to a backstab, having no front or back to define the creature.

Note: Put this creature under the entry for Gorilla/Ape, making it a Subrace.

Goblin

Size: Small

HD: 1d6

Move: 20 ft.

AC: 14

Attacks: by weapon

Special: Deepvision 60 ft.

Saves: P

Int: Average

Alignment: Neutral Evil

Type: Humanoid

Treasure: –

XP: 8+1

Enemies to dwarves, goblins are wicked, smart humanoids that favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. Some ride worgs into combat, and large groups of goblins will often employ worgs to track and attack. Survivors of goblin attacks have reported goblin rangers, clerics, rogues, assassins, and wizards.

Harpy

Size: Medium

HD: 3d8

Move: 12 feet, 30 feet (fly, average)

AC: 13

Attacks: 2 Claw (1d3) and Weapon

Special: Captivating Song, Darkvision 60 ft

Saves: P

Int: Low

Alignment: Chaotic Evil

Type: Humanoid

Treasure: Individual

XP: 175

Harpies look like enlarged vultures bearing the torso and face of a human female. They always carry some weapon constructed of the body of a previous victim, and love to sing. They normally gather in flocks, ranging up to 12 in number and attack with voracious appetite.

Combat: A Harpy lays back, its wings folded, in a suggestive pose, waiting for an unsuspecting victim to succumb to its song. There, it charms the unfortunate, taking the victim to be tortured before being devoured.

Captivating Song (Wisdom): A Harpy's most insidious ability is its song. When a Harpy sings, all creatures (other than Harpies) within a 300-foot area must succeed on a save or become captivated; Elven resistance to Charms does apply. The same Harpy's song cannot affect a creature that successfully saves again for 24 hours. A captivated victim walks 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), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the Harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the Harpy sings and

for 1 round thereafter. A Bard's Countersong ability allows the captivated creature to attempt a new save but it does not negate the effects.

Griffon

Size: Large

HD: 7d10

Move: 24 feet, 60 feet (fly, average)

AC: 17

Attacks: 2 Claw (1d4), Bite (2d8)

Special: Darkvision 60 ft, Low-Light Vision, Scent

Saves: P

Int: High

Alignment: Neutral (Neutral)

Type: Magical Beast

Treasure: Incidental

XP: 425

Griffons are large carnivorous avians, nesting in high mountain-tops, soaring down to feed on horses, the beast's preferred prey. Griffons hunt and travel in flocks, ranging up to 12 in number.

Combat: A Griffon will attack a horse over anything else, diving low to swipe with claw. They are not above retreating and coming back later, when there may be less of a defense mounted.

Scent (Wisdom): A Griffon can identify locations, items, and even people by making a successful check. Scent functions to a range of 30 feet. Griffons, being natural bloodhounds, can "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 CKs discretion.



Hell Hound

Size: Medium

HD: 4d8

7d8

Move: 24 feet

AC: 16

Attacks: Bite (1d6+1d6)

Special: Breath Weapon, Fiery Bite, Darkvision 60 ft, Immunity to Fire, Scent, Vulnerability to Cold, Extraplanar, Fire Subtype

Saves: P

Int: Low

Alignment: Lawful Evil

Type: Outsider

Treasure: Individual

XP: 225

Hell Hounds are native to another plane, where they roam in freely, or are used as watchdogs, for they are indeed, canine creatures sheathed in a hellish flame. These creatures travel and hunt in packs, and are exceptionally acute, and easily trained, provided one is evil, powerful, and able to withstand the fiery assault of a Hell Hound.

Combat: Moving with great stealth and speed, a pack of Hell Hounds descends on its enemies, burning them into cinders, gnashing with their teeth.

Breath Weapon (Dexterity): A Hell Hound is able to exhale a flaming pellet of heat, large enough to explode on contact with an opponent, dealing 1 hit point of damage per HD of the Hell Hound; a successful save reduces damage by half.

Fiery Bite: The bite of a Hell Hound is consumed in a wrapping layer of intense heat, dealing an extra 1d6 points of fire damage with each successful attack.

Scent (Wisdom): A Hell Hound can identify locations, items, and even people by making a successful check. They gain a +2 bonus when using their Tracking ability. Scent functions to a range of 30 feet. Hell Hounds, being natural bloodhounds, can "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 CKs discretion.

Special: Hell Hounds possess the Tracking ability of the Ranger class.

Hippogriff

Size: Large

HD: 3d10

Move: 36 feet, 72 feet (fly, average)

AC: 15

Attacks: 2 Claw (1d6) and Bite (1d10)

Special: Darkvision 60 ft, Low-Light Vision, Scent

Saves: P

Int: Animal

Alignment: Neutral (Neutral)

Type: Magical Beast

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Treasure: Individual

XP: 125

Resembling large flying horses with the forefront of a bird of prey, a Hippogriff avoids the territories and civilizations of other creatures, dwelling in extreme altitudes. Griffons (q.v.) sometimes attack them and the Hippogriff will attack those creatures on sight. Preferring their own company, of which up to 12 can be encountered, a Hippogriff shies from the presence of a Pegasus (q.v.)

Combat: Hippogriffs are omnivorous; entering combat only as defense, save for those times a Griffon is met, Hippogriffs rarely see violence, but they are still formidable.

Scent (Wisdom): A Hippogriff can identify locations, items, and even people by making a successful check. Scent functions to a range of 30 feet. Hippogriffs, being natural bloodhounds, can “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 CKs discretion.



Hobgoblin

Size: Medium

HD: 1d8+1

Move: 30 ft.

AC: 15

Attacks: by weapon

Special: Deepvision 60 ft.

Saves: P

Int: Average

Alignment: Lawful Evil

Type: Humanoid

Treasure: –

XP: 10+1

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first, in preference to other opponents.

Horse, Heavy War

Size: Large

HD: 4d10+12

Move: 50 ft.

AC: 14 **Attacks:** 2 hooves (1d6+3), bite (1d4+2)

Special: None

Saves: P

Int: Average

Alignment: Neutral

Type: Animal

Treasure: –

XP: 80+4

These animals are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also 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.

Horse, Light War

Size: Large

HD: 3d10+6

Move: 60 ft. **AC:** 13

Attacks: 2 hooves (1d4+2), bite (1d4)

Special: None

Saves: P

Int: Average

Alignment: Neutral

Type: Animal

Treasure: –

XP: 40+3

These animals are trained and bred for combat. A light warhorse can fight while carrying a rider, but 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.

Horse, Riding**Size:** Large**HD:** 2d8**Move:** 60 ft.**AC:** 13 **Attacks:** 2 hooves (1d4+1)**Special:** None **Saves:** P**Int:** Animal**Alignment:** Neutral**Type:** Animal**Treasure:** –**XP:** 20+2

These animals are bred for speed and distance. A riding horse cannot fight while carrying a rider. 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.

Kobold**Size:** Small**HD:** 1d4**Move:** 20 ft. **AC:** 13**Attacks:** claw (1d4) or weapon**Special:** Deepvision 60 ft.**Saves:** P**Int:** Average to low**Alignment:** Lawful Evil**Type:** Humanoid**Treasure:** –**XP:** 8+1

Kobolds prefer ranged combat, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas. They aim to drive enemies into the traps, where other kobolds wait to pour flaming oil over them, shoot them, or drop poisonous vermin onto them. Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a spells causing as such.

Lion, Mountain**Size:** Medium**HD:** 4d8+4**Move:** 40 ft.**AC:** 14**Attacks:** 2 claws (1d4+1) and bite (1d8)**Special:** Pounce, Rake (1d4)**Saves:** P**Int:** Animal**Alignment:** Neutral**Type:** Animal**Treasure:** –**XP:** 120+4

If a lion leaps upon a foe during the first round of combat, it can make an extra attack as if it surprised the opponent. If a lion successfully bites, it can make two rake attacks with its hind legs at +3 to hit for 1d4+2 damage each.

Manticore**Size:** Large**HD:** 6d10**Move:** 24 feet, 36 feet (fly, clumsy)**AC:** 17**Attacks:** 2 Claw (1d3), Bite (1d8), or 6 Tail Spike (1d6)**Special:** Tail Spikes, Darkvision 60 ft, Low-Light Vision, Scent**Saves:** P**Int:** Low**Alignment:** Lawful Evil**Type:** Magical Beast**Treasure:** Individual**XP:** 500

Manticores look like an overgrown lion, mounted to thick leathery wings, and a humanoid face, often like that of a human or bearded dwarf. Their tail ends in an assortment of spikes, which the beast uses to impale victims. Manticores are normally only found in swamps, and in very small numbers.

Combat: A Manticore attacks to kill from above, seeking to end a fight before it even begins, by launching a volley of deadly spikes.

Tail Spikes: Four times a day, a Manticore can release a barrage of tail spikes, each inflicting 1d6 points of damage. These spikes must be directed at a single creature, or at all creatures in a 10-foot area. In this case, average the ACs of the potential targets, and make a single attack roll; if it is successfully, all targets in the area must make a Dexterity save, to avoid taking half of 6d6 points of damage.

Scent (Wisdom): A Manticore can identify locations, items, and even people by making a successful check. Scent functions to a range of 30 feet. Manticores, being natural hunters, can “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 CKs discretion.

Ogre**Size:** Large**HD:** 4d8+4**Move:** 25 ft.**AC:** 15**Attacks:** large weapon (2d6) or fist (1d10)**Special:** none **Saves:** P**Int:** Low**Alignment:** Chaotic Evil**Type:** Giant**Treasure:** –**XP:** 80+4

Ogres appear as large, less-evolved humans standing around seven-feet tall. They have low intelligence, but speak crude common. They employ direct attacks in combat, typically using large clubs, axes, or pole arms, causing 2d6 damage no matter the weapon type. Aquatic ogres are called merrow, and they can swim 40 ft. per round.

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Orc

Size: Medium

HD: 1d8

Move: 30 ft.

AC: 14

Attacks: by Weapon

Special: Darkvision 60 ft.

Saves: P

Int: Average

Alignment: Chaotic Evil

Type: Humanoid

Treasure: –

XP: 10+1

Orcs are grotesque humanoids bent on war and domination. They utilize all manner of weapons and armor scavenged from battlefields, and the CK should adjust AC and damage as appropriate. They suffer a -1 penalty to hit in bright sunlight or within the radius of a spell causing magical light. They speak a crude common and goblin.

Owl

Size: Small

HD: 1d4 Move: 10 ft., fly 40 ft. AC: 16

Attacks: 2 claws (1d2)

Special: Listen, Duskvision 120 ft.

Saves: P

Int: Animal

Alignment: Neutral

Type: Animal

Treasure: –

XP: 5+1

Owls can listen like a rogue.

Owlbear

Size: Large

HD: 5d10

Move: 24 feet

AC: 15

Attacks: 2 Claw (1d6), Bite (2d6)

Special: Improved Grab, Scent

Saves: P

Int: Average

Alignment: Neutral (Neutral)

Treasure: Individual

XP: 225

An Owlbear is a massive fur and feathered abomination, roughly about 10 feet tall, standing bipedially, with sharp, clawed paws and a razor beak. Their facial features are like those of an owl, while the body is muscled like that of a bear. These creatures live in the most remote areas of thick, tangled forests, harboring a ravenous appetite. Owlbears hunt in small packs, usually up to five in number.

Combat: Owlbears attack anything they consider food on sight and always fight to the death.

Improved Grab (Strength): If an Owlbear strikes with both claws, it pulls the victim into itself, hugging and dealing 2d8 points of damage. A save 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.

Scent (Wisdom): An Owlbear can identify locations, items, and even people by making a successful check. Scent functions to a range of 30 feet. Owlbears, being natural bloodhounds, can “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 CKs discretion.

Pony

Size: Medium

HD: 2d8+2 Move: 40 ft. AC: 13

Attacks: 2 hooves (1d3+1)

Special: None

Saves: P

Int: Animal

Alignment: Neutral

Type: Animal

Treasure: –

XP: 20+2

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.

Pony, War

Size: Medium

HD: 3d8+6 Move: 40 ft. AC: 13

Attacks: 2 hooves (1d4+1)

Special: None

Saves: P

Int: Animal

Alignment: Neutral

Type: Animal

Treasure: None

XP: 20+2

A warpony can fight while carrying a rider, but the rider cannot also attack. A light load for a warpony is up to 100 pounds; a medium load, up to 200 pounds; and a heavy load, up to 300 pounds. A warpony can drag 1,500 pounds.

Skeleton

Size: Medium

HD: 1d8 Move: 30 ft.

AC: 13 Attacks: claw or weapon (1d6)

Special: Immunities

Saves: M and P

Int: Special

Alignment: Neutral

Type: Undead

Treasure: –

XP: 10+1

These undead are animated by spell or other divine power. They have no effective intelligence, and often act at the command of an evil cleric or other master. Even when not under command, they seem to follow their own unknown purpose, often becoming

bent on destroying the living. Despite their state of being, they are surprisingly agile. Skeletons are immune to mind-influencing effects, poison, sleep, charm, hold, paralysis, stunning, cold, and disease. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons. Holy water inflicts 2d4 damage per splash.

Snake, Giant Constrictor

Size: Large

HD: 5d10+5

Move: 20 ft., climb 30 ft.

AC: 15

Attacks: Bite (1d8+4)

Special: Constrict (2d8)

Saves: P

Int: Animal

Alignment: Neutral

Type: Animal

Treasure: —

XP: 240+5

A giant constrictor can entwine an opponent after a successful bite attack. If it gets a hold, a successful grapple check on the following round against medium-size or small creatures deals 2d8 damage.

Stirge

Size: Small

HD: 1d10

Move: 30 ft., 45 ft. fly

AC: 14

Attacks: bite (1d3)

Special: Blood DrainSaves: P

Int: Animal

Alignment: Neutral

Type: Beast

Treasure: —

XP: 20+1

Stirges are wicked creatures. They attack by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack. If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12. A stirge drains blood, dealing 1d4 hit points damage and 1 point of constitution each round it remains attached. Once it has drained 4 points of constitution, it detaches and flies off to digest the meal. Constitution points return at the rate of 1 point per hour thereafter.

Troll

Size: Large

HD: 6d8+6

Move: 30 ft.

AC: 16

Attacks: 2 claws (1d6+3), bite (1d8+3)

Special: Darkvision 90 ft., Regenerate, RendSaves: P

Int: Low

Alignment: Chaotic Evil

Type: Giant

Treasure: —

XP: 480+6

Trolls have no fear of death: They launch themselves into combat

without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack. If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 points of damage.

A troll regenerates damage at a rate of 4 hit points per round.

Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Wolf

Size: Medium

HD: 2d8Move: 50 ft.AC: 13

Attacks: Bite (1d4+1)

Special: Track

Saves: P

Int: Average

Alignment: Neutral

Type: Animal

Treasure: None

XP: 20+2

Wolves are found in many environments, and they hunt in packs. Wolves have a superior sense of smell and can track like a ranger.

Worg

Size: Medium to Large

HD: 4d8Move: 50 ft.

AC: 14

Attacks: Bite (2d4)

Special: TrackSaves: P

Int: Average

Alignment: Neutral Evil

Type: Magical Beast

Treasure: —

XP: 80+4

Worgs are evil, intelligent wolves that speak their own language and sometimes common or goblin. They often serve goblins, orcs or other humanoids. Some are ridden as mounts. In combat, they use hit-and-run tactics to exhaust their quarry, and work in pairs to bring down large game. A pack usually circles their prey, with each wolf attacking in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. Worgs have a superior sense of smell and can track like a ranger.

Wyvern

Size: Large

HD: 7d8+5

Move: 20 ft., fly 60 ft.

AC: 17

Attacks: Bite (1d8+2), 2 claws (1d6), Sting (1d8)

Special: Poison

Saves: P

Int: Inferior

Alignment: Neutral

Type: Dragon

Treasure: —

XP: 720+7

A wyvern is a dragonlike creature with a poisonous sting. It can

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slash with its claws when making a flying attack, but bites and attempts to sting with its tail when engaging in melee. A successful sting attack forces the victim to make a saving throw versus poison, with failure indicating 2d6 hit points damage and a loss of 1d8 points of constitution for 1d4 days. A successful save results in 1d6 damage. A favorite combat tactic of the wyvern is to snatch a creature with both claws while flying, and then dropping them from a height. Wyverns are immune to sleep or paralysis effects caused by spells or other sources.

Xorn

Size: Medium

HD: 5d8

Move: 20 feet, 20 feet (burrow)

AC: 23

Attacks: 3 Claw (1d3), Bite (2d8)

Special: All-Around Vision, Earth Glide, Darkvision 60 ft, Immunity: Cold and Fire, Resistance to Electricity, Tremorsense 60 ft, Extraplanar, Earth Subtype

Saves: P

Int: Average

Alignment: Neutral (Neutral)

Type: Outsider

Treasure: Trove

XP: 225

Minor Xorn are natives to the Elemental Plane of Earth, resembling a stony tripod, topped with a gem-hungry voracious mouth. Arching from the creature's triangulated body, three arms are exposed, one on each side, slightly below an eye. Xorn are always searching for more gems, always hungry for them. Up to 4 of these creatures can be encountered.

Combat: Minor Xorn burrow underground, rising out of the ground to strike with claws and bite, then sink back into the earth before a defense can be readied.

All-Around Vision: A Minor Xorn cannot be backstabbed, 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: A Xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A Move Earth spell cast on an area containing a burrowing Xorn flings it back 30 feet, stunning it for 1 round unless a successful Constitution save is made. If Phase Door is cast on the Xorn while it is moving this way, it is slain instantly.

Zombie

Size: Medium

HD: 2d12

Move: 12 feet

AC: 12

Attacks: Slam (1d8)

Special: Slow, Undead

Saves: P

Int: Low

Alignment: Neutral (Neutral)

Type: Undead

Treasure:

XP: 15

Zombies are the reanimated corpses of humanoid creatures, slowly, and methodically stalking the earth. They appear as slowly rotting bodies, and always gather in masses, typically reaching 24 at the most. They are deathly slow, but they have a powerful attack.

Combat: A Zombie is mindless, fearless, and only seeks to kill so it can eat.

Slow: A Zombie never has initiative and always acts last in any given round.

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