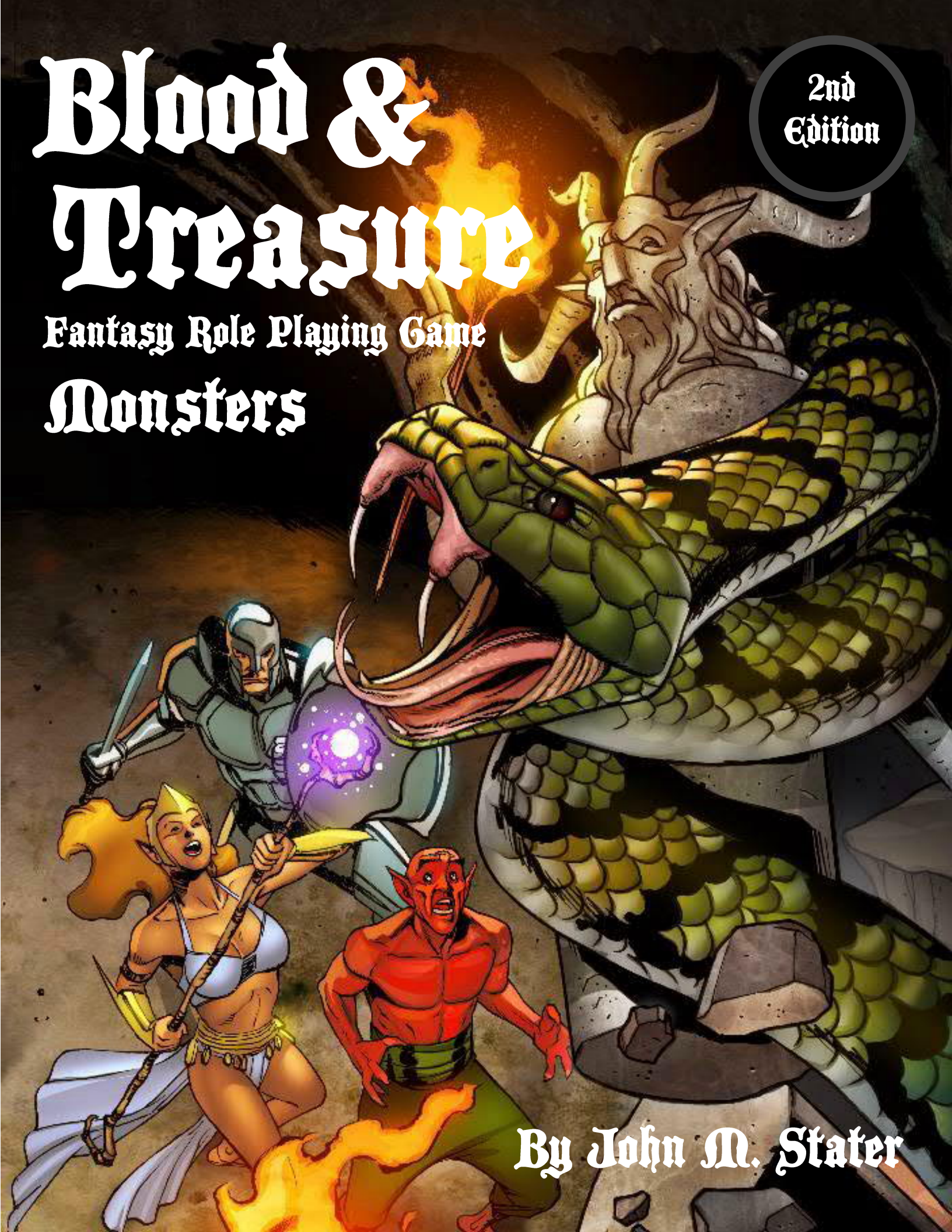


Blood & Treasure

Fantasy Role Playing Game

Monsters

2nd
Edition



By John M. Stater

Blood & Treasure

Fantasy Role Playing Game

2nd
Edition

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Monsters are the meat and drink of adventure gaming. They are a challenge given animate form; greed, wrath and seduction cast in flesh. Where traps are passive, monsters are an active challenge to the players and they also give you an excuse to roll lots of dice!

Monsters are assigned a number of statistics to help TK's adjudicate not only combat against them, but encounters with them in general. They are rated by their size, intelligence, physical power and by the many special things that they can do, from turning invisible to swallowing people whole.

Type

Monsters are given a classification based on a number of shared characteristics. Some of these monster types provide special defenses for monsters, so it is important to make note of them.

Aberration

Aberrations are monsters that often defy description. They are unearthly creatures with alien minds. Aberrations have darkvision to a range of 60 feet.

Animals

Animals are the normal beasts that walk the world today or in the past, as well as giant versions of these creatures. Most animals have darkvision to a range of 30 feet. They never have more than animal intelligence, and are always Neutral in alignment.

Constructs

A construct is an animated object or an artificially constructed creature. Constructs are immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromantic magic, ability damage and drain and energy drain. They do not need to eat, sleep or breathe.

Constructs cannot be healed with traditional healing magic (i.e. *cure* spells), but can be repaired with some spells or by some artisans. Constructs are not truly alive, so they cannot be raised, resurrected or reincarnated.

Dragons

Dragons are reptilian horrors that walk on two or four legs and usually have wings and a host of supernatural powers. They have darkvision to a range of 120 feet and are immune to magical sleep and paralysis effects.

Elemental

Elementals are formed from the basic building blocks of the fantasy universe: Air, earth, fire and water or other materials and energy. Elementals are immune to poison, sleep effects, disease and paralysis.

Elementals have darkvision to a range of 60 feet. Although elementals are alive, they have no souls, and thus cannot be raised, resurrected or reincarnated. They can be restored to life, however, with *limited wish*, *wish* and *miracle*. Elementals do not eat, sleep or breathe.

Fey

The fey are magical beings, usually humanoid (and often grotesque or beautiful) that are tied to nature. They usually have supernatural powers and the ability to cast spells. The fey have darkvision to a range of 60 feet.

Giants

Giants are humanoids grown to unnatural size. They all have darkvision to a range of 60 feet.

Humanoids

Humanoids include humans, demi-humans (elves, dwarves, gnomes, halflings) and the more mundane humanoid monsters like orcs, goblins, hobgoblins and gnolls. Humanoids other than humans have darkvision, usually to a range of 60 feet.

Monsters

Monsters are creatures drawn from folklore, fairy tales and literature that do not fit into another category. They are typically grotesque or monstrous animals or humanoids. They have darkvision to a range of 60'.

Oozes

Oozes are protoplasmic creatures. Since they are mindless, they are immune to all mind-affecting effects. They are also immune to poison, sleep effects, paralysis, polymorph and stunning attacks. Oozes eat and breathe, but they do not sleep.

Outsiders

Outsiders are creatures that come from beyond the mortal, material world which we and our fictional adventurers call home. They include angels, devils and demons. Outsiders have darkvision to a range of 60 feet. They do not have souls separate from their bodies, and so follow the same rules as elementals concerning being

brought back to life. Outsiders breathe, but do not eat or sleep, unless they wish to.

Plants

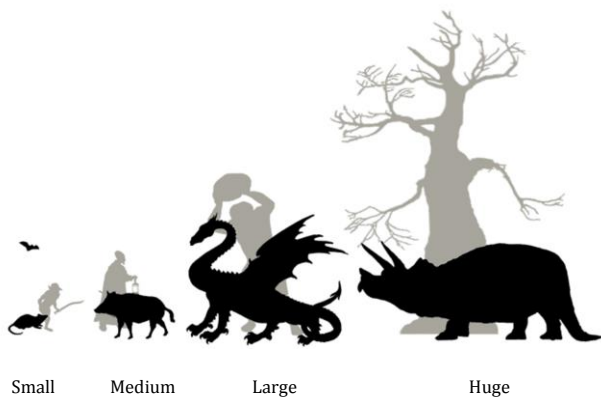
Plant monsters are plants with the ability to move of their own volition. Some are mindless, while others are quite intelligent. Most plant monsters have darkvision to a range of 30 feet. Plants breathe and eat, but do not sleep. They are immune to poison, sleep effects, paralysis, polymorph and stunning attacks.

Undead

The undead category includes corpses re-animated to a semblance of life by magic and the spirits of deceased creatures that still haunt the world. Undead are immune to illusions and mind-affecting effects, poison, sleep effects, paralysis, disease, stunning attacks and death effects. They are also immune to ability damage and drain and to energy drain, as well as fatigue. The undead are damaged by *cure wounds* spells and healed by *inflict wounds* spells, and are unaffected by *raise dead* and *reincarnate* spells. *Resurrection* spells turn them back into the living creatures they were before they became undead. The undead do not breathe, eat (except ghouls, ghosts and vampires) or sleep. Undead creatures are subject to clerical turning.

Vermin

Vermin are animals of the lowest orders, like insects. Vermin are usually mindless, and thus immune to mind-affecting effects. They have darkvision to a range of 60'.



Size

A creature's size is defined as follows:

Length or Height	Size
Up to 1 foot	Tiny
2 to 4 feet	Small
5 to 9 feet	Medium
10 to 21 feet	Large
22 or more feet	Huge

Creatures have a tactical advantage (see *Blood & Treasure Rulebook*) over opponents that are one size smaller than they are, but lose that advantage if their opponent is more than one size smaller than they are, in which case their opponent enjoys the tactical advantage.

Hit Dice (HD)

This is the number of d6 the monster rolls for hit points as well as the monster's attack bonus in combat. A monster with 6 Hit Dice, for example, would roll 6d6 to determine their hit points and gets a +6 bonus to its attack roll. A monster with $\frac{1}{2}$ HD rolls 1d4 for hit points and adds +0 to attack rolls.

Some monsters have a "+" after their hit dice. The monster adds this amount to their rolled hit points.

Armor Class (AC)

A monster's Armor Class is the number needed to hit it in combat. If the monster usually wears armor, this is noted after the monster's unarmored AC value.

If the Armor Class value is followed by [Silver], it means the monster can only be hit by silver or magical weapons. If it is followed by a [+1], it means the monster can only be hit by +1 or higher magic weapons. Likewise if it is followed by [+2] or [+3], it can only be hit by +2 or +3 or better magic weapons. Lesser weapons pass through the monster's flesh and bone harmlessly.

Attacks

This is the number and type of attacks the monster can make each round, along with the damage they inflict.

Movement

This is the number of feet per round the monster can move at normal walking speed. Special forms of

movement (burrow, climb, fly, and swim) are listed after the base land speed.

Saving Throw

This is the monster's saving throw value. A monster's saving throw works the same as for characters.

If the monster has special saving throw bonuses, these are noted after their saving throw value.

Hit Dice	Saving Throw
½	17
1-2	16
3-4	15
5-6	14
7-8	13
9-10	12
11-12	11
13-14	10
15-16	9
17-18	8
19+	7

Intelligence

A monster's intelligence rating is intended to help TKs role play the monster and determine the tactics they might employ in combat.

Rating	Intelligence Score
Non-Intelligent	0
Animal intelligence	1-2
Low intelligence	3-8
Average intelligence	9-12
High intelligence	13-18
Super intelligence	19+

Non-intelligent monsters cannot be targeted with mind-affecting effects. Super intelligent monsters have a +2 bonus on saving throws vs. illusions and mind control.

Alignment

Alignment works the same for monsters as it does for player characters. See the *Blood & Treasure Rulebook* for more information on alignment.

Number Appearing

Following the monster's intelligence rating is the number of monsters present in random encounters. When designing or running an adventure, a TK should feel free to use as many monsters as he thinks are appropriate.

XP Value and Challenge Level

This is the number of experience points earned by defeating the monster in combat, divided among the combatants who defeated the monster. A monster's XP value is a function of its Hit Dice and any special powers it might possess.

Special Abilities	XP Value	Challenge Level
None	HD x 50	= HD
Minor	HD x 100	= HD + 1
Lesser	HD x 300	= HD + 2
Greater	HD x 500	= HD + 3

Special powers are rated as follows:

Minor: Ability Damage, Blindsight, Breath Weapon (up to 6 dice or up to 20 points of damage), Damage (3 or more dice), Disease, Energy Resistance or Immunity, Flight, Magic Resistance (up to 50%), Multiple Attacks (3 or more), Paralysis, Poison, Regeneration, Rend, Spells (up to 4th level), Swallow, Trample, Weapon Resistance and Weapon Immunity (Silver).

Lesser: Ability Drain, Breath Weapon (7 or more dice or more than 20 points of damage), Energy Drain, Etherealness, Incorporeality or Invisibility (Natural), Magic Resistance (51% or more), Petrification, Spells (5th to 8th level or higher), Weapon Immunity (+1 or +2) or four or more minor abilities.

Greater: Death Magic or Abilities, Weapon Immunity (+3 or higher), or four or more medium abilities.

Special Abilities

Ability Damage: The monster can damage the ability scores of its victims. This ability damage is not permanent. Lost ability score points return at the rate of one point per day.

Ability Drain: The monster can drain the ability scores of its victims. Ability drain is permanent unless reversed by powerful magic.

Blindsight: A creature with blindsight can sense creatures and objects without actually seeing them.

Blood Drain: When a monster capable of draining blood latches on to a victim, it deals 1d4 points of Constitution damage per round until stopped.

Breath Weapon: A breath weapon is expelled from a monster's mouth in place of an attack. The breath weapon may be a line, cone or even a gaseous cloud. All creatures within the area of effect suffer the effects of the breath weapon. A saving throw can be made to negate the effect or halve the damage.

Constrict: A creature that can constrict usually does so with a tail or tentacle attack. When this attack is successful, the victim must pass a saving throw or be squeezed for automatic damage from the source of the constriction during each round it remains in the monster's grasp. The victim can escape by rolling 1d20 under her Strength score or by making a successful grapple attack against the constricting monster. While a monster uses an appendage to constrict it cannot make other attacks with that appendage.

Disease: The monster can infect victims with disease.

Energy Drain: The monster can drain the life energy of its victims. Each point of energy drain reduces the victim's level or Hit Dice by one or more. If the victim has experience levels, their XP total is reduced to the minimum amount for their new level. This is permanent, and can only be reversed by certain powerful spells.

Gaze: Some monsters can affect or attack a character simply by looking at them. This is a gaze attack. To avoid the monster's gaze, the character must close or cover their eyes. This grants the monster a +4 bonus to attack the character, and imposes a -4 penalty on the character to attack the monster.

Grapple: If "grapple" is listed as part of an attack's effects, then when that attack is successful the target must pass a saving throw or be grappled as well as suffering the attack's other effects.

Immune: A monster that is immune to an attack form suffers no ill effects from it, including damage) and need not save against it.

Incorporeal: An incorporeal creature dwells on the Ethereal Plane, and appears as an insubstantial, ghostly creature to people on the Material Plane. Incorporeal creatures can move through solid objects and can only be harmed by creatures on the Material Plane when they use silver or magic weapons and some magic spells (*bolt of glory, chill touch, cure wounds spells, disrupt undead,*

enervation, forcecage, ghoul touch, harm, heal, inflict wounds spells, magic missile, touch of fatigue, wall of force, waves of fatigue). Silver weapons harm incorporeal creatures, but only inflict half normal damage, while magical weapons deal full damage to them. Incorporeal undead can also be harmed by holy water.

Magic Resistance: Magic resistance protects a monster from magic spells and effects. This is in addition to a saving throw. When magic is directed against such a monster, the spell caster rolls d% and attempts to roll higher than the monster's magic resistance value. If the spell-caster's roll fails, the magic has no effect on the monster. If the roll is successful, the monster still gets a saving throw to resist the effect. A monster's magic resistance, if any, is listed as "MR" next to the save value.

Magic Use: The monster can cast spells from the cleric, druid or magic-user spell list. The monster's entry tells the highest level of spells the monster can use. The monster can cast two spells of each spell level that it can cast, chosen by the TK on the fly.

Poison: The monster can inject its victims with a poison. The type of poison is listed in the monster description, and corresponds with the poison types described in the *Blood & Treasure Rulebook*.

Regenerate: A creature that can regenerate heals 1d4 points of damage automatically each round on their turn. In addition, it can replace body parts that have been severed by holding them up to its stump for 1 round. Body parts re-grow in 24 hours.

If attack forms are listed after the word regenerate, it means that damage from those attack forms cannot be regenerated by the monster.

Rend: A creature with a rending attack must hit his opponent with both of its claw attacks to activate it. It then sinks those claws into the victim's body and draws them downward, creating a gory wound. In essence, the monster gets to roll its damage twice against the victim.

Resistance: Resistance to an energy type or weapons means that the monster suffers only half damage from that energy or from weapons.

Spells: A monster that can cast a set list of spells casts those spells innately. It does not need to speak or move to activate such a spell, and it does not need any special expensive components to do so. The monster casts these spells as a spellcaster with a level equal to the monster's number of Hit Dice. If the spell can only be cast a limited

number of times per day, this is indicated by a number of “•”s after the name of the spell.

Surprise: Creatures are noted for their increased ability to surprise foes, usually on a roll of 1-3 on 1d6, or their decreased ability to be surprised, on a roll of 1 on 1d6.

Swallow: A swallow attack is made during a creature’s bite attack. If the bite attack roll is a natural ‘20’, the victim suffers bite damage and is swallowed by the creature, ending up in their belly. While inside the creature, the victim suffers the equivalent of bite damage plus an equal amount of acid damage each round. A swallowed creature can attack the interior of his foe (AC 15) with a dagger or knife.

Trample: Some large creatures can trample their foes in place of making an attack. The trampling creature just moves over his foes, scoring damage automatically. Victims can make a saving throw to halve the damage or can stay in the path and attack with a +2 bonus to hit.

Trip: If “trip” is listed as part of an attack’s effects, then when that attack is successful the target must pass a saving throw or be tripped and knocked prone as well as suffering the attack’s other effects.

Vulnerable: A monster that is vulnerable to a specific attack or energy suffers double damage from it.

Note: In cases where a monster’s special attack form is in a cone, only the length of the cone is given. The width at the base of the cone is equal to half the length.

Making Monsters

There is really no right or wrong way to design monsters, though there are several methods you might employ.

Reskinning

Reskinning means taking an existing monster’s stats and just describing it in a different way. For example, goblins are fairly common low-level foes, but to keep players on their toes you call them munchkins, describing them as men short of stature with wondrous beards and mustaches and dressed entirely in blue.

Modifications

Another easy way to create a new monster is to take an existing monster and change a few statistics or special abilities around. Perhaps a skeleton can have its bones bronzed, and thus have a higher Armor Class, or maybe a strange breed of lions is capable of breathing fire like a

red dragon. You can also use some of the monster templates presented at the end of the monster chapter to modify existing monsters.

Creating a New Monster

The process of creating a new monster is as simple as taking each of the monster statistics described above and assigning values. You might look at similar monsters to get an idea of how fast it should move and how powerful its attacks should be, and the character levels you want it to threaten can determine how many hit dice the monster should have.

Monster Encounters

One of the TK’s most important tasks is designing monster encounters. If encounters are always too weak or strong, players become frustrated or bored and the game suffers. The following system gives an idea of the relative danger of monster encounters.

1) Add up the total challenge levels of the monsters the party is set to encounter.

2) Add up the levels of the player characters in a party, as well as the levels or Hit Dice of their retainers.

Divide the total challenge levels of the monsters by the total party levels and check the table below:

Ratio	Danger Level
151%+	Extreme danger, multiple deaths likely
101-150%	High danger, at least one deaths likely
76-100%	Average danger, at least one death possible
36-75%	Low danger
1-35%	Minimal danger

Encounters with minimal danger are best avoided when designing adventures, as they are too easy for the players and will produce little interest.

Likewise, an extremely dangerous encounter should be rare indeed, and should represent a lack of planning or scouting on the player’s part (i.e. they wandered into something they should not have), or the “final battle” of an epic quest. In the second case, the players should have a good idea that they are about to encounter something very dangerous, and should have time to plan and rest up so they can deal with it at full strength.

Regardless of the ratio, characters with a level more than 3 lower than a monster’s challenge level are probably out-matched by the monster. In other words, 20 first

level characters are not a match for a monster with a challenge level of 20.

Monsters as Characters

Rules to play several of the monsters as player (or non-player) characters is given in this book.

Powerful monsters earn only a portion of earned XP to keep them from outclassing the other characters.

Unless otherwise noted, monsters cannot adjust their ability scores above 18 or below 3 at character creation.

A monster cannot multi-class or dual-class unless it is noted in the text.



Monster	Str	Int	Wis	Dex	Con	Cha
Aasimar			+1		-1	
Automaton						
Azer	+1					-1
Bugbear	+1	-1		+1		-1
Centaur	+1		-2		+1	
Crabman	+1			-1		
Crystal Man			-1		+1	
Cyclopean	+1		-1			
Doppelganger	+1	+1				-2
Dromite	-1		-1			+1
Drow				+1	-1	
Duergar					+1	-1
Elan			+1			-1
Gnoll	+2	-2			+1	-1
Goblin	-1			+1		-1
Grimlock	+1		-1		+1	-1
Hengeyokai	*	*	*	*	*	*
Hobgoblin					+1	-1
Janni	+1		-2	+1		
Juggernaut	+1			-1	+1	
Kobold	-1			+1		
Lizardman	+1	-1			+1	
Locathah		+1	+1	+1		
Minotaur	+2	-2			+2	-2
Mugwump					+1	-1
Neanderthal					+1	-1
Ogre	+2	-2			+2	-2
Ogre, Half-	+1	-1			+1	-1
Orc					+1	-1
Pixie	-1			+1		
Ratling				+1		-1
Satyr		-1	-1	+1		+1
Stalker		-1		+1		
Svirfneblin					+1	-1
Tiefling			-1			+1
Troglodyte		-1		-1	+2	
Troll	+2	-2			+2	-2
Unbodied		+2	+2			-2
Xeph	-1			+1		



aasimar aboleth achaierai aerial
servant allip almesith amazon
amphisbaena anaxim angels
animated object ankheg ant, giant
antikythere ape, carnivorous ape,
giant aranea archon arrowhawk
assassin vine athach automaton
axebeak azer

Aasimar

Type: Humanoid
Size: Medium
Hit Dice: 3
Armor Class: As armor
Attack: By weapon
Move: 30'
Save: 15; 13 vs. mind effects
Intelligence: Average
Alignment: non-Chaotic
No. Appearing: 1d4
XP/CL: 300/4



SD—Surprised (1 on 1d6), resistance (cold, fire)

SP—Daylight •

These glorious, beautiful creatures trace their ancestry to creatures from the upper planes. Some have physical traits suggesting their celestial heritage, like silver hair or golden eyes. Others do not. Most can blend with human populations.

While aasimar can be found on the Material Plane, they are rare there. They are more common on other planes, especially those with a Lawful bent.

Aasimar Player Characters

Aasimars speak Celestial and Common in addition to bonus languages for high intelligence. They adjust their ability scores as follows: Wis +1 and Con -1. Aasimar have the special abilities listed above. Aasimar clerics can multi-class as fighters or magic-users.

Aboleth

Type: Aberration
Size: Huge
Hit Dice: 8
Armor Class: 16
Attack: 4 tentacles (1d8)
Move: 10' (swim 60')
Save: 13
Intelligence: High
Alignment: Chaotic (LE)
No. Appearing: 1d4
XP/CL: 2,400/10



SA—Magic use (illusions, up to 9th level)

SP—Confusion •••, dominate person •••, ego whip •••, intellect fortress •••, psychic crush •, thought shield •••, tower of iron will •

The aboleth is a revolting piscine amphibian found in subterranean lakes and seas. An aboleth has a pink belly, four pulsating blue-black orifices on the bottom of its body and it secretes gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself with its tentacles on land. They speak Aboleth.

A blow from an aboleth's tentacle forces the victim to save vs. poison or their skin turns into a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d4 points of damage per minute. This condition can be reversed with *cure disease* immediately, or with *heal* after they have transformed.

When underwater, an aboleth surrounds itself with a 1' thick cloud of mucus. Any creature inhaling it must save vs. poison or lose the ability to breathe air for 3 hours; the poor creature is only capable of breathing water.

Achaierai

Type: Outsider
Size: Large
Hit Dice: 6
Armor Class: 20 or 12
Attack: 2 claws (1d8),
bite (1d10)
Movement: 50'
Save: 14; MR 35%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 1,800/8



Achaierai are flightless birds with four 10' long legs. They speak the Infernal tongue.

When attacking an achaierai, add a character's height and weapon length. If this is less than 12', they must attack the AC 20 legs. Otherwise, they can attack the monster's AC 12 body.

Achaierai inhabit Chaotic planes. Living in small flocks in barren, mostly flat landscapes, they hustle towards any prey that comes within sight.

Up to three times per day an achaierai can release a toxic black cloud 5' in radius. Those in this cloud suffer 2d6 points of damage and must save vs. poison or be driven mad for 3 hours.

Aerial Servant

Type: Elemental (Air)
Size: Medium
Hit Dice: 16
Armor Class: 17 [+1]
Move: 60' (Fly 60')
Attack: Slam (3d6 + constrict)
Save: 9
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 4,800/18

SA—*Surprise* (1-3 on 1d6)

Aerial servants are creatures from the Elemental Plane of Air that roam the Astral and Ethereal planes. When they are found on the Material Plane, it is because they were summoned there by a cleric and commanded to perform a task. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, killing them or carrying them back to the Plane of Air. They speak Air Elemental.

Aerial servants are naturally invisible on the Elemental Plane of Air. On other planes, they look like humanoids composed of whitish-gray vapor.

Twice per day, an aerial servant can release a blast of wind in an 80' line. A creature struck by this blast suffers 4d6 points of damage and those up to the aerial servant's size or smaller are knocked down and back 3d6 feet. An affected creature can attempt a save to reduce the damage by half and avoid being knocked down.

Allip

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 4
Armor Class: 15 [Silver]
Attack: Strike (1d4 Wis)
Movement: 30' (Fly 30')
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,200/6



Allips are the undead remains of people driven to suicide by madness. They crave revenge and pursue those who tormented them in life. An allip cannot cause physical harm, although it does not appear to know this.

An allip constantly mutters to itself, creating a hypnotic effect like the spell *hypnotism*. All sane creatures within 60' must save vs. magic or be affected for 1 minute.

Each time it hits in combat, an allip causes 1d4 points of Wisdom drain and is healed of 1d6 points of damage. Anyone targeting an allip with ESP, mind control or a telepathic ability takes 1d4 points of Wisdom damage.

Almesith

Type: Monster
Size: Medium
Hit Dice: 7
Armor Class: 12
Attack: 4 strikes (1d6)
Move: 30'
Save: 13
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 2,100/9



Almesiths are strange monsters spawned from the residual energies of powerful spells. They are the living embodiments of nature's abhorrence of magic. They look like humanoids with four arms and a head that is not much more than a large lump atop their shoulders. They are surrounded by a black energy field. They speak their own weird language.

Almesiths seek out magic-users, sorcerers and their ilk for destruction, focusing their attacks on them. They generate an *anti-magic field* (as a 7th level caster).

Amazon

Type: Humanoid
Size: Medium
Hit Dice: 1+1
Armor Class: As armor
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: See below No.
Appearing: 1d20*
XP/CL: 100/2



Amazons are warrior women. They are tall and handsome and come in three varieties named after the color of their skin, blue amazons, green amazons and red amazons. All amazons eschew males in their society, but do require them for reproduction. Human men are taken by them in raids, mated with and then sent on their way. Boys born to them are given to mercenary bands composed of the sons of amazons. These men, who lack the amazon's special abilities, are called myrmidons. They look like their fathers, but their alignment matches that of their mother. Amazons speak Common.

Blue amazons are Lawful and worship the goddess of wisdom and war. Their skin is deep azure in color and they have silver hair. They are the wisest of the amazons, and enjoy 10% magic resistance and immunity to surprise. They are led by clerics, fighters or paladins.

Green amazons are Neutral and worship the goddess of the hunt. Their skin is jade green and their hair burnished gold. Green amazons dwell in the woodlands. They are skilled at survival and tracking and attack twice per round with bows. Green amazons are led by druids, fighters and rangers.

Red amazons are Chaotic and worship the goddess of black magic and slaughter. Their skin is vivid crimson and their hair jet black. Red amazons fight as berserkers, attacking twice per round with melee weapons, and they are immune to fear. Red amazons are led by anti-clerics, fighters or warlocks.

Regardless of their type, amazons form tribes of 40-160 warriors plus non-combatants equal to twice the number of warriors in the tribe. Amazon tribes have one dame per 40 amazons. Dames are NPCs of 2nd to 5th level. Tribes of 180 or fewer warriors are led by princesses of 4th to 7th level. Tribes of more than 180 warriors are led

by queens of 6th to 9th level. Amazon armies are armed and armored as follows:

35%	Breastplate, shield, pike, short sword
15%	Leather, buckler, longsword, javelins (3), light warhorse
10%	Buckler, spear, javelins (3), dagger
10%	Buckler, longbow, short sword
10%	Chainmail, shield, lance, longsword, heavy warhorse
10%	Shield, spear, short sword
5%	Chainmail, buckler, spear, javelins (3), short sword
5%	Sling and short sword

Amphisbaena

Type: Dragon
Size: Medium
Hit Dice: 8
Armor Class: 17
Attack: 2 bites (1d6 + Poison II), 2 claws (1d6)
Movement: 30'
Save: 13
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,400/10

SD—Immunity (electricity, sleep), surprised (1 on 1d6)

Amphisbaenas are dragons with sinuous bodies and two heads, one on either end of the body. Three times per day an amphisbaena can spit a bolt of lightning (4d6 damage) from both heads at the same time. If two creatures suffer damage from this lightning, they must each pass a saving throw or have their personalities switched. They speak the language of blue dragons.





Anaxim

Type: Construct
 Size: Large
 Hit Dice: 16 [Regenerate]
 Armor Class: 23 [+2]
 Attack: 4 weapons (2d6)
 Movement: 30' (Fly 120')
 Save: 9; MR 55%
 Intelligence: Average
 Alignment: Neutral (LN)
 No. Appearing: 1
 XP/CL: 8,000/19

SD—Immunity (mind effects, ability damage and drain, paralysis, polymorph, petrification and death), resistance (cold, fire)

SP—Dispel magic, ethereal jaunt, invisibility II, nondetection (always active), true seeing (always active)

Anaxims are constructed by Lawful Neutral cults to serve as the ultimate enforcers of divine will (as they interpret it). Anaxims believe wholly in their mission and are

devoid of mercy. They can communicate telepathically with any intelligent creature within 1,000 feet.

Anaxims have three faces spaced evenly around its head, as well as four arms and four legs. In two of its hands it holds scimitars and in the other two footman's maces.

In place of a normal attack, an anaxim can emit a 60' cone of sonic energy or a bolt of lightning (8d6 damage). Once per day, they can summon 1d4 iron golems.

Angels

Angels are outsiders that live on the upper planes and serve the deities of Law. They are always Lawful in alignment. Angels never lie, cheat or steal and they are always beautiful and graceful. Angels speak Celestial and Common, though they can speak with almost any creature using the *tongues* spell.

When an angel permits its halo of divine radiance to shine, mortals who see it must pass a saving throw or be affected as follows: Lawful creatures feel a strong sense of love for the angel, Neutral and Chaotic creatures are unable to attack the angel, and Chaotic creatures with fewer than 9 Hit Dice become frightened.

Astral Deva

Type: Outsider
 Size: Medium
 Hit Dice: 12
 Armor Class: 24 [+2]
 Attack: +2 *mace* (3d6 + stun) or slam (2d6)
 Movement: 60' (Fly 120')
 Save: 11; MR 70%
 Intelligence: High
 Alignment: Lawful (any)
 No. Appearing: 1d3
 XP/CL: 6,000/15

SA—Magic use (cleric spells, up to 6th level)

SD—Immunity (poison, surprise), resistance (acid, cold, electricity)

SP—Change self, comprehend languages, cure light wounds ••• ••, cure serious wounds •••, detect magic, dispel evil, detect invisibility, dispel magic, ego whip •, heal •, holy aura, holy word, invisibility sphere, mental barrier •, mind blank •, mind thrust •, planar shift, polymorph self, psionic blast •, psychic crush •, read magic, remove curse, remove fear, smite, teleport without error, thought shield •, tongues



Astral devas are the least of the angels. An astral deva has golden skin, silver hair and fiery eyes. When an astral deva strikes an opponent with its mace, that victim must pass a saving throw or be stunned for 1d6 rounds.

Astral devas are the angels most commonly encountered by mortals, as they are the messengers and envoys of the Lawful deities. Some are assigned as guardians of people, places or kingdoms.

Planetar

Type: Outsider

Size: Large

Hit Dice: 14 [Regenerate]

Armor Class: 25 [+3]

Attack: +3 *vorpal greatsword* (4d6) or *slam* (3d6)

Movement: 40' (Fly 120')

Save: 10; MR 75%

Intelligence: High

Alignment: Lawful (any)

No. Appearing: 1

XP/CL: 7,000/17

SA—*Magic use (cleric spells, up to 9th level)*

SD—*Immunity (cold, electricity, fire, energy drain, magic missile, mind effects, petrification, poison and trap the soul), see invisible creatures, discern lies, protection from evil II, and true seeing always active*

SP—*animate object, blade barrier •••, change self, commune, comprehend languages, control weather •, cure blindness/deafness, cure disease •••, cure serious wounds •••, detect*

evil, detect magic, dispel magic, earthquake •, ego whip •, feeblemind •, fire storm •, flame strike •••, heal, holy word •, insect plague •, intellect fortress •, invisibility II, limited wish •, mental barrier •, mind blank •, mind thrust •, polymorph any object, psionic blast •, psychic crush •, raise dead •••, random action •, read magic, remove curse, remove fear, resist cold, restoration •, shape change •, speak with dead, symbol (any) •, teleport without error, thought shield •, tower of iron will •, wind walk

Planetars are tall angels with a double set of golden wings on their backs. Their skin is the color of moonlight and their eyes sapphire blue.

Where the devas are guardian angels, the planetars were created to seek out evil and destroy it. They are the most warlike of the angels, often appearing in glittering armor.

Like the polyhedroids, the planetars have as one of their duties the preservation of the cosmic order. They are also sent to the Material Plane in answer to requests for miracles, they being the conduit through which the powerful magic of those spells flows from the upper planes and through the cleric casting the spell. In these cases, the planetar does not make its presence known.

Solar

Type: Outsider

Size: Large

Hit Dice: 22 [Regenerate]

Armor Class: 26 [+4]

Attack: +5 *dancing vorpal greatsword* (5d6)
or +1 *longbow* (4d6) or *slam* (3d6)

Movement: 50' (Fly 120')

Save: 7; MR 85%

Intelligence: Super

Alignment: Lawful (any)

No. Appearing: 1

XP/CL: 11,000/25

SA—*Magic use (cleric spells, up to 9th level)*

SD—*Immunity (acid, cold, electricity, energy drain, magic missile, mind effects, petrification, poison and trap the soul), never surprised, true seeing always active*

SP—*animate object •••, antipathy/sympathy •••, astral projection •, change self, commune, comp. languages, confusion •••, control weather, creeping doom •, cure light wounds ••• ••• •, cure serious wounds •••, detect evil, detect magic, dispel evil, dispel magic, earthquake •••, ego whip •••, finger of death •, fire storm •, heal, holy word •••, imprisonment •, intellect fortress •••, invisibility II,*

mass charm •••, mental barrier •••, mind blank •, mind thrust •••, polymorph any object •, power word (any) •, prismatic spray •, psionic blast •••, psychic crush •, random action •••, read magic, restoration •, resurrection •••, shape change •••, symbol (any) •••, summon monster IX •, teleport without error, thought shield •••, tower of iron will •, vanish •••, vision •, wind walk, wish •

Solars are the most powerful order of angels. They have golden wings on their backs and silver wings on their ankles, skin the color of sunlight and eyes so vast and deep that mortals are scarcely able to look at them and maintain their sanity. The pommel of a solar's sword contains an orb of light like a miniature sun.

Whenever a solar draws his longbow, he creates a *slaying arrow*. Solars project an aura 70' in radius that has the effects of *protection from evil*, *protection from arrows* and *globe of invulnerability I*.

The solars, who are sometimes called archangels, are the chiefs and superiors of the planetars and devas. There are only seven solars, and they alone among the angels have direct contact with the Lawful gods and goddesses.

Animated Object

	Small Construct	Medium Construct
HD:	1	2
AC:	14	14
Attacks:	Slam (1d4)	Slam (1d6)
Move:	30'	30'
Save:	16	16
Int:	Non-	Non-
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	50/1	100/2

	Large Construct	Huge Construct
HD:	4	8
AC:	14	12
Attacks:	Slam (1d8)	Slam (2d6)
Move:	20'	10'
Save:	15	13
Int:	Non-	Non-
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	200/4	400/8

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells like *animate objects* or similar supernatural abilities.

Animated objects with two legs of some kind increase their speed by 10'. Those with multiple legs increase their speed by 20', and those with wheels by 30'.

A sheet-like animated object can constrict an opponent. A flexible animated object such as a rope, vine, or rug can also entangle an opponent. A large or huge animated object can trample smaller creatures.

Ankheg

Type: Monster
 Size: Large
 Hit Dice: 3
 Armor Class: 17
 Attack: Bite (3d6 + 1d4 acid)
 Movement: 30' (Burrow 15')
 Save: 15
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 300/4

The ankheg is a burrowing monster with six legs and a yellow or brown carapace. A burrowing ankheg does not make a tunnel usable by others. The beast lays 5' below the surface until its antennae detect the approach of prey above. It then burrows upward to attack. Treat this as a charge attack (i.e. +1d6 points of damage).

Once every 6 hours an ankheg can spit a 30' line of acid that inflicts 3d6 points of damage. This depletes its store of acid, eliminating acid damage from its bite attacks. An ankheg does not spit acid unless it is desperate.

Ant, Giant

Type: Vermin
 Size: Medium
 Hit Dice: 3
 Armor Class: 17
 Attack: Bite (1d8), sting (1d4 + 1d4 acid)
 Movement: 50' (Climb 20', Burrow 10')
 Save: 15
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 2d6*
 XP/CL: 300/4

Giant ants are among the hardiest and most adaptable of vermin. Giant ant colonies consist of 1d10 x 10 worker ants, 5d4 soldier ants and one queen to rule over them. The stats above refer to a soldier ant.

A giant soldier ant has a stinger and an acid-producing gland in its abdomen. Worker ants have 2 HD, deal 1d6 points of damage with their bite and do not have a sting. The queen ant has 4 HD, deals 2d6 points of damage with her bite and does not have a sting.

Herodotus wrote of giant ants in India that mined the hills for gold.

Antikythere

Antikytheres are clockwork monsters created by wizards to retrieve rare earths, metals or gemstones that they might use in their various experiments.

Antikytheres look like scarabs made of precious metals. They have six legs ending in spikes, mandibles capable of chewing through stone and wing flaps that can open to release spinning blades. Each holds six missiles.

Their programming rarely blossoms into true intelligence, allowing them to reproduce and form hordes. These hordes can descend on a region and strip it bare of mineral resources to make additional antikytheres. It is for this reason that dwarves attack them on sight and then hunt down their creator.

When five antikytheres work together they can set up vibrations in the earth that can cause an *earthquake*, with a 5% chance per antikythere per round of success. Antikytheres in the area of effect have a +3 bonus to save vs. the earthquake.

	Bronze	Silver	Gold
	Small	Small	Small
	Construct	Construct	Construct
HD:	2	4	6
AC:	17	16	14
ATK:	Bite (1d6) or blades (1d4)	Bite (1d6) or blades (1d4) or spit	Bite (1d6) or 2 blades (1d4) or spray
MV:	30' (B15')	30' (B15')	30' (B15')
SV:	16; MR 10%	15; MR 15%	14; MR 30%
INT:	Non-	Low	Low
AL:	Neutral (N)	Neutral (N)	Neutral (N)
NA:	1d8	1d8	1d8
XP/CL:	200/3	400/5	600/7

Bronze Antikytheres

SD—Paralyzed by dispel magic, immunity (electricity), vulnerable to sonic damage

Bronze antikytheres are the basic model of antikythere. They are commanded by the silver and gold antikytheres,

and serve as workers or cannon fodder. When they are encountered, bronze antikytheres are hard at work chewing through the earth under the watchful gaze of at least one silver per 10 bronze antikythere.

Silver Antikythere

SD—Paralyzed by dispel magic, immunity (electricity, acid), vulnerable to sonic damage

Silver antikytheres are more intelligent than bronze antikytheres, and so are used as supervisors.

Through a nozzle in their mouths they can spit an *acid arrow* once every three rounds.

Gold Antikythere

SD—Paralyzed by dispel magic, immunity (electricity, fire), vulnerable to sonic damage

Gold antikytheres are the most intelligent form of the antikytheres, and always serve as the leaders of hordes.

They can spray a 15' cone of fire once per day.

Ape

	Carnivorous	Giant
	Large Animal	Huge Animal
HD:	4	9
AC:	14	15
Attacks:	2 claws (1d4 + rend), bite (1d8)	2 claws (1d6 + rend), bite (1d10)
Move:	30' (Climb 20')	30' (Climb 15')
Save:	15	12
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d8	1d4
XP/CL:	400/5	900/10

SA—Surprise (1-3 on 1d6)

Carnivorous apes resemble gorillas but are far more aggressive. Some carnivorous apes have adapted to a life underground and have lost all pigment in their skin and hair, making them stark white. Rare specimens of jungle-dwelling carnivorous apes have low intelligence.

Giant apes attack anything that enters their territory. When presented with a human or elf female adventurer with a charisma of 13 or higher, a male giant ape must pass a saving throw or be obsessed with owning her.

Aranea

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: Bite (1d6 + Poison II)
Movement: 60' (Climb 20')
Save: 15
Intelligence: High
Alignment: Neutral (CN)
No. Appearing: 1d6
XP/CL: 900/5

SA—Magic use (magic-user, up to 2nd level)

The dire spider people inhabit dark woodlands, preying on travelers, holding them for ransom. They can choose to appear as a giant spider, a small or medium humanoid or as an unwholesome hybrid of the two. An aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, it cannot use its bite attack, webs, or poison.

In humanoid and hybrid forms, an aranea's speed is 30' per round. In hybrid form, the aranea retains its bite attack, webs, and poison, and can also wield weapons and wear armor. In spider or hybrid form, an aranea can throw a web six times per day (as the *web* spell).



Archon

Archons are Lawful Good outsiders that serve as the armed host of the Lords of Law and Good, appearing on the Material Plane in times of crisis to destroy the forces of Chaos assembled. These angelic armies are composed primarily of aasimar (q.v.), lantern archons and hound archons, and are led by trumpet archons. They are either lead by an astral deva or planetar.

Archons can speak with almost any creature using their *tongues* ability. A righteous aura surrounds them in a 20' radius when they fight. Any hostile creature within the aura must pass a save or suffer a -2 penalty on attacks, AC, and saves until they successfully attack the archon.

Hound Archon

Type: Outsider
Size: Medium
Hit Dice: 6
Armor Class: 19 [+1]
Attack: 2 fists (1d4), bite (1d6) or by weapon
Movement: 40'
Save: 14; MR 10%
Intelligence: Average
Alignment: Lawful (LG)
No. Appearing: 1d6
XP/CL: 1,800/8

SP—Continual light, detect evil, protection from evil II (always active), teleport without error, tongues (always active)

Hound archons look like muscular humans with canine heads. They prefer to attack with their natural weapons but occasionally use +1 *greatswords*. Hound archons have a telepathic link to 100 lantern archons, and can summon them when in trouble.

A hound archon can assume any canine form of small to large size. While in canine form, the hound archon loses its bite, fist and greatsword attacks, but gains the bite attack of the form it chooses.

Lantern Archon

Type: Outsider (Incorporeal)
Size: Small
Hit Dice: 1
Armor Class: 15 [+1]
Attack: 2 light rays (30'/1d6)
Movement: Fly 60'
Save: 16
Intelligence: Low
Alignment: Lawful (LG)
No. Appearing: 3d6
XP/CL: 300/3

SD—Immunity (charm, paralyzation)

SP—Continual light, detect evil, protection from evil II (always active), teleport without error, tongues (always active)

Lantern archons are floating balls of light. A lantern archon hovers just close enough to bring the enemy within its righteous aura and then blasts away with its light rays, rather than getting into melee combat.

Trumpet Archon

Type: Outsider
 Size: Medium
 Hit Dice: 12
 Armor Class: 23 [+3]
 Attack: 2 +3 *silver sword*
 (1d10)
 Movement: 40' (Fly 50')
 Save: 11; MR 40%
 Intelligence: High
 Alignment: Lawful (LG)
 No. Appearing: 1d3
 XP/CL: 6,000/15



SA—*Magic use (cleric, up to 9th level)*

SP—*Continual light, detect evil, protection from evil II (always active), teleport without error, tongues (always active)*

Trumpet archons are angelic humanoids that carry long, silver trumpets and swords. If forced into an extended battle, the archon blasts its trumpet. All creatures except other archons within 100' of the blast must succeed on a saving throw or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a +3 *silver longsword*. If a trumpet is stolen, it becomes a chunk of lead until recovered by its rightful owner. Woe betides the thief caught with one.

Arrowhawk

Type: Monster
 Size: Medium
 Hit Dice: 7
 Armor Class: 20
 Attack: Bite (1d8) or lightning bolt (50'/2d6)
 Movement: 10' (Fly 120')
 Save: 13
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 700/8

SD—*Immunity (electricity, poison)*

An arrowhawk, or thunder bird, looks like an eagle with crimson plumage and a golden crest on its head. They speak Air Elemental, but are not talkative.

Arrowhawks are territorial and always hungry. The primary mode of attack is a bolt of lightning or a bite.

Assassin Vine

Type: Plant
 Size: Large
 Hit Dice: 4
 Armor Class: 15
 Attack: Vine (1d8 + constrict)
 Movement: 5'
 Save: 15
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 1d4
 XP/CL: 400/5

SA—*Surprise (1-3 on 1d6)*

The assassin vine is a semi-mobile plant that collects its own fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a 20' long main vine with smaller 5' long vines branching from it about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce berries with a hearty but bitter flavor. The berries can be used to make a narcotic wine.

Athach

Type: Giant
 Size: Huge
 Hit Dice: 14
 Armor Class: 19
 Attack: 3 clubs (2d6), bite
 (2d10 + Poison II)
 or 3 rocks (60'/2d6)
 Movement: 50'
 Save: 10
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d6
 XP/CL: 1,400/15



The athach is a hulking, misshapen giant that exists in a perpetual rage. They have two normal arms and a third arm jutting from its chest. They are believed to be the spawn of hill giants and demons. They speak hill giant.

Automaton

Type: Construct
Size: Medium
Hit Dice: 1+1
Armor Class: 16
Attack: Fists (1d4) or by
weapon (+2 damage)
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 100/2



SD—Immunity (disease, poison), resistance (electricity)

Automatons, or mechanical men, are sentient constructs built in the image of humanoids. Each automaton is a unique creation, so they can take a multitude of forms. In most cases they have steel or bronze plating incorporated into their bodies. Though automatons are technically without gender, many have personalities that can be considered masculine or feminine.

Automaton Player Characters

Automatons speak Common plus bonus languages for high intelligence. They are immune to poison and disease and do not need to eat or breathe, although they do benefit from drinking potions. Spells that heal damage to living bodies are only half as effective on mechanical men. Automatons have resistance to electricity damage. They have an unarmored Armor Class of 12. Automatons can dual-class.

Axe Beak

Type: Animal
Size: Large
Hit Dice: 3
Armor Class: 14
Attack: 2 talons (1d4), bite (2d6)
Movement: 50'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 300/4

The axe beak is a flightless, carnivorous bird that looks like an ill-tempered ostrich with a thick, heavy axe-shaped beak. It is an aggressive hunter and has a strong, thick neck and a sharp beak. The axe beak makes a honking noise that can be heard clearly up to one-half mile away. An axe beak lair

contains 1d4 eggs worth 300 gp each. Hatchlings fetch 750 gp on the open market.

Azer

Type: Outsider
Size: Medium
Hit Dice: 2+2
Armor Class: As armor +3
Attack: By weapon (+1 fire)
Movement: 30'
Save: 16; MR 5%
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 2d6
XP/CL: 200/3



SD—Immunity (fire), vulnerable to cold

Azers are dwarfish beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper and speak Fire Elemental and Dwarf. Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of jewels, which they love.

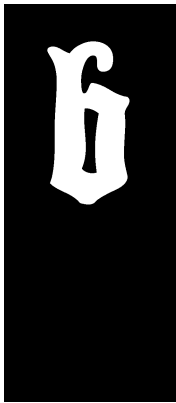
An azer's body is intensely hot, so its unarmed attacks and metal weapons deal 1 extra point of fire damage. Azers also have a +2 bonus to melee damage due to terrific natural strength.

Azer's organize themselves into clans of 1d8 x 20 warriors plus non-combatants equal to 50% of the warriors. For every 20 warriors in a clan there is one 3 HD sergeant (+3 to hit and damage). Clans are led by chieftains with 5 HD (+4 to hit and damage). Azers worship the Queens of Elemental Fire, enigmatic demigoddesses who dwell on the elemental plane of fire. The armaments of an azer army are as follows.

10%	Scale mail, buckler, warhammer, alchemist's fire
25%	Scale mail, shield, footman's mace, 3 javelins
50%	Chainmail, shield, footman's mace, spear
10%	Platemail, pole axe, dagger
5%	Light cannon plus azer crew

Azer Player Characters

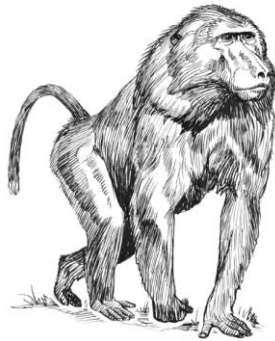
Azers speak Fire Elemental and Common plus bonus languages for high intelligence. They adjust their ability scores as follows: Str +1 and Cha -1. They have the special abilities noted above. Azer divide earned experience points by two.



baboon badger badger, giant
bafana barghest barracuda, giant
basilisk bat, giant bat monster bear
beastman beaver, giant bee, giant
beetle, giant beetlor behir belker
black pudding blinding beast blink
dog boar bodak boulder brain
mole bronze bull brownie bugbear
bulette

Baboon

Type: Animal
Size: Medium
Hit Dice: 1
Armor Class: 13
Attack: Bite (1d4)
Movement: 30' (Climb 30')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d8*
XP/CL: 100/2



Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. Baboons congregate in groups of 1d10 x 10 individuals.

Badger

	Badger	Giant Badger
	Small Animal	Medium Animal
HD:	1	3
AC:	15	16
Attacks:	Bite (1d3)	Bite (1d6)
Move:	30'	30'
Save:	16	15
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d6	1d4
XP/CL:	100/2	300/4

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through softer materials. A badger that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. While enraged, a badger inflicts +1d6 damage with each successful attack.

Giant badgers are as dangerous as their smaller kin. Like normal badgers, they fly into a berserk rage when they take damage in combat.

Bafana

Type: Monster
Size: Medium
Hit Dice: 1
Armor Class: 16
Attack: By weapon
Movement: 40' (Climb 20')
Save: 16
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1d20*
XP/CL: 100/2

Bafanas are insect people that dwell in jungles. They separate themselves by sex, mixing only at mid-summer when dozens of tribes come together in underground caverns to sing and mate. Bafanas are bipedal, with large abdomens and arms and faces that are a combination of insect and human. They have long legs that allow them to leap up to 20' forward or backward. Bafanas speak their own clicking language.

A group of bafanas has a chance of summoning and commanding a swarm of insects (as *summon swarm*) equal to 5% per bafana present. Only one swarm can be summoned per day. The summoning, accomplished with vibrations the bafana emit from their abdomens, does not prevent the bafana from fighting while summoning.

Bafana dwell in tribes of 1d10 x 20 warriors plus non-combatants equal to 100% the number of warriors. For every 20 warriors in a tribe, there is one sub-chief of 3 HD. Bafana tribes are led by 7 HD queens.

The armament of a bafana army is as follows:

35%	Spear, 5 javelins
45%	Shield, spear, dagger
20%	Giant rhinoceros beetle plus 5 bafana with spear and 5 javelins

Barghest

Type: Outsider
Size: Medium
Hit Dice: 6
Armor Class: 18 [+1]
Attack: 2 claws (1d4), bite (1d6)
Movement: 30'
Save: 14; MR 30%
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,800/8

SP—Cause fear •, charm monster •, dimension door •, levitate, misdirection, project image

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually entirely blue. Its eyes glow orange when excited. They speak Goblin, Worg and Infernal.

When a barghest slays a humanoid, it can feed on the corpse in the next round, devouring both flesh and life energy. Feeding destroys the victim's body and prevents any form of *raising* or *resurrection*. For every three corpses a barghest devours, it gains 1 Hit Die, up to a maximum of 12.

A barghest in wolf form leaves no tracks.

Barracuda, Giant

Type: Animal
Size: Large
Hit Dice: 5
Armor Class: 16
Attack: Bite (2d6)
Movement: Swim 60'
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 2d4
XP/CL: 500/6

SA—Surprise (1-3 on 1d6), +1 initiative

SD—Surprised (1 on 1d6)

Giant barracuda are salt water fish with smooth scales of blue, gray or silver. They are attracted to shiny objects.



Basilisk

Type: Monster
Size: Medium
Hit Dice: 6
Armor Class: 16
Attack: Bite (1d10)
Movement: 20'
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 1,800/8

SA—Surprise (1-3 on 1d6 in deserts)

A basilisk has a dull brown body, yellowish underbelly and squat legs. Some have a short horn on their nose. A basilisk's gaze turns victims to stone permanently, even if they are ethereal or astral. This gaze has a range of 30'.

Bat, Giant

Type: Animal
Size: Medium
Hit Dice: 4
Armor Class: 13
Attack: Bite (1d8)
Movement: 10' (Fly 40')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 400/5



SA—Blindsight (60'), vulnerable to sonic damage

Giant bats are nocturnal and carnivorous, and have 15' wingspans.



Bat Monster

Type: Monster
 Size: Large
 Hit Dice: 8
 Armor Class: 13
 Attack: 2 claws (1d6), bite (2d8)
 Movement: 10' (Fly 50')
 Save: 13
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 2,400/10

SD—Blindsight (60'), vulnerable to sonic energy

Bat monsters are large, furry humanoids with bat wings that end in clawed hands. Fearful peasants might mistake them for small dragons when they fly by night. They dwell in tall, lonely mountains, swooping down by night towards human villages to steal livestock or people.

Bat monsters can attack without penalty even when they have been blinded, due to their use of echolocation. The shrieks they emit force creatures within 10' to pass a saving throw each round or be deafened for 1 turn.



Bear

	Black Bear	Brown Bear
	Medium Animal	Large Animal
HD:	3	6
AC:	12	13
Attacks:	2 claws (1d4), bite (1d6)	2 claws (1d6), bite (1d8)
Move:	30'	30'
Save:	15	14
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d3	1d6
XP/CL:	300/4	600/7

	Cave Bear	Polar Bear
	Large Animal	Large Animal
HD:	6	8
AC:	13	13
Attacks:	2 claws (1d8), bite (1d12)	2 claws (1d10), bite (1d12)
Move:	30'	30' (Swim 20')
Save:	14	13
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d2	1d6
XP/CL:	600/7	800/9

A victim that is hit by both of a bear's claw attacks is hugged (i.e. constricted) for extra damage.

The **black bear** is a forest-dwelling omnivore that is not usually dangerous unless an interloper threaten its cubs or food supply. Black bears have hair color that ranges from black to blond to cinnamon.

Brown bears are ill-tempered and territorial animals. The brown bear's statistics can be used for almost any big bear, including the grizzly.

Cave bears are omnivorous brutes that rarely bother peaceful creatures, but that aggressively defend its territory. They were also called short-nosed bears.

Polar bears are slightly larger than brown bears and are very willing to attack and eat humanoids. They are found at sea as often as on land.

Beastman

Type: Humanoid
Size: Medium
Hit Dice: 2+1
Armor Class: 12
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 2d6
XP/CL: 200/3



SA—*Surprise* (1-3 on 1d6)

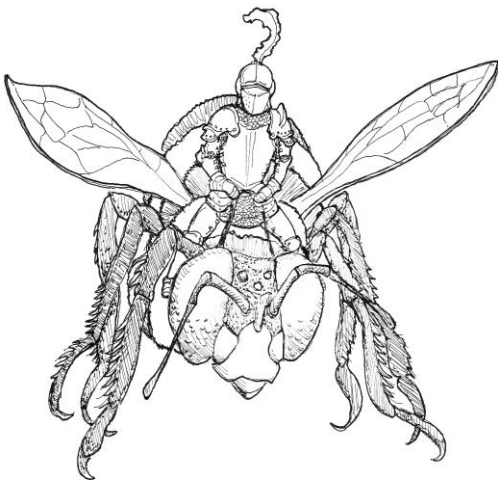
SD—*Surprised* (1 on 1d6)

Beastmen are humanoid creatures with animalistic heads. The most common varieties have the heads of goats, boars, big cats or wolves, but anything is possible.

Beaver, Giant

Type: Animal
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: Bite (1d6)
Movement: 20' (Swim 20')
Save: 15
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 200/4

Giant beavers are intelligent animals that can build very impressive dams of earth and wood.



Bee, Giant

Type: Vermin
Size: Medium
Hit Dice: 4
Armor Class: 14
Attack: Sting (1d4 + Poison III)
Movement: 30' (Fly 80')
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 400/5

Giant bees behave in the same way as their smaller kin. Giant bees are rarely aggressive, except when defending themselves or their hive.

Beetle, Giant

	Bombardier	Fire	Rhinoceros
	Medium Vermin	Small Vermin	Huge Vermin
HD:	1	1-1	12
AC:	16	16	18
ATK:	Bite (1d8)	Bite (1d8)	Gore (2d8), bite (2d6)
MV:	30'	30' (F30')	20' (F20')
SV:	16	16	11
INT:	Non-	Non-	Non-
AL:	Neutral (N)	Neutral (N)	Neutral (N)
NA:	3d4	3d4	1d6
XP/CL:	100/2	100/2	1,200/13

Giant bombardier beetles feed on carrion, gathering heaps of the stuff in which to build nests and lay eggs. When attacked or disturbed, the creature can release a 10' cone of acidic vapor once per round from the rear. Those within the cone suffer 2d6 acid damage and must pass a saving throw or be deafened and stunned from the sound for one minute.

Giant fire beetles are luminous nocturnal insects prized by miners. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal, illuminating a 10' radius. They are sometimes domesticated by dwarves for use as beasts of burden and as food animals. Many cannot stop raving about mama's beetle stew.

Giant rhinoceros beetles have gray-brown carapaces and wing-covers and large brown-black horns between their mandibles. They live in jungles and spend their days feeding on plants, fruit and berries. They can trample for 3d6 damage in place of attacking.

	Stag	Tiger
	Large Vermin	Medium Vermin
HD:	6	3
AC:	19	17
Attacks:	Horns (2d8)	Bite (2d6)
Move:	20' (F20')	60'
Save:	14	15
Int:	Non-	Non-
AL:	Neutral (N)	Neutral (N)
NA:	2d6	2d6
XP/CL:	600/7	150/3

Giant stag beetles are serious pests that devour crops. A single beetle can strip an entire farm bare in short order. Females have smaller mandibles, and thus inflict only 2d6 points of damage with their bite attacks.

Giant tiger beetle carapaces are usually dark brown with lighter brown striped or spotted patterns, but there are many variations. They are fast runners, relying on their speed to run down prey. Tiger beetles have the same visual acuity in all directions, and thus opponents do not gain a bonus when attacking them from behind.

Beetlor

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 18
Attack: 2 claws (2d6)
Movement: 20' (B 10')
Save: 13
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 800/9



SA—Surprise (1-3 on 1d6 by burrowing)

Beetlors are subterranean, predatory insect creatures. They have shiny orange carapaces, yellowish underbellies, and black tipped claws. A beetlor's claws are like steel, allowing them to burrow through solid stone.

Beetlors are intelligent beings, but they don't always act that way. They have a bizarre lust for frightening other creatures, and take delight in bursting out from behind cavern walls to terrorize and brutalize adventurers. They are the hired muscle of the underworld, serving such monsters as drow and mind blasters in such a capacity.

Looking into a beetlor's weird, multi-faceted eyes causes *confusion* (as the spell) in those who look at them.



Behir

Type: Monster
Size: Huge
Hit Dice: 9
Armor Class: 16
Attack: Bite (2d4 + swallow), coils (1d4 + constrict) or lightning (20'/7d6)
Movement: 40'
Save: 12
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 900/10

SD—Immunity (electricity, trip attacks)

The behir is a sinuous monster that can slither like a snake or use its dozen legs to move with considerable speed. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting. Behirs speak their own language.

A behir can spit a 20' long lightning bolt once every 10 rounds. This bolt of lightning deals 7d6 points of damage.

Belker

Type: Elemental (Air)
Size: Medium
Hit Dice: 7
Armor Class: 20
Attack: 2 claws (1d3), bite (1d4)
Movement: 30' (Fly 50')
Save: 13
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d3
XP/CL: 2,100/9



Belkers are creatures composed of smoke. A belker's winged shape makes it look distinctly demonic, though it is actually an elemental. Belkers are reclusive to the extreme, and attack any who intrude upon their solitude.

Most of the time a belker is solid, but it can assume smoke form at will. It can switch forms once per round. A belker in smoke form can fly at a speed of 50 feet.

A belker in smoke form can engulf opponents by moving over them. The target must succeed on a saving throw or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 2d6 points of damage per round. An affected creature can attempt another save each round to cough out the semi-vaporous menace.

Black Pudding

Type: Ooze
Size: Huge
Hit Dice: 10
Armor Class: 14
Attack: Touch (3d6 acid + engulf)
Movement: 20'
Save: 12
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (acid, cold, poison), resistance (weapons)

A black pudding secretes a digestive acid that dissolves organic material (item saving throw or destroyed) and metal (item saving throw at +2 or destroyed in 1 minute), but does not affect stone.

A black pudding that moves over a creature engulfs them and deals acid damage to them each round.

Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hp or less cannot be further split and dies if reduced to 0 hp.

There are other varieties of pudding. Brown puddings (11 HD) dwell in deserts. White puddings (9 HD) dwell in snowy regions and dissolve stone instead of metal. Dun puddings (8 HD) dwell in tropical jungles and only dissolve organic materials.

Blinding Beast

Type: Monster
Size: Small
Hit Dice: 4
Armor Class: 17
Attack: Bite (1d6 + swallow)
Movement: 20'
Save: 15; 11 vs. poison
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 400/5

These subterranean reptiles generate powerful beams of light from their eyes. They have grayish bodies with pink underbellies.

The blinding beast has a blinding gaze attack. Creatures that do not avoid its gaze are blinded for 3d6 rounds.



Blink Dog

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: Bite (1d6)
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Lawful (LG)
No. Appearing: 4d4
XP/CL: 400/5

The blink dog is an intelligent canine with limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Blink dogs hunt in packs, teleporting in a seemingly random fashion (per the *blink* spell) until they surround their prey.

Boar

	Boar	Giant Boar
	Medium Animal	Large Animal
HD:	3	7
AC:	16	15
Attacks:	Gore (1d8)	Gore (1d10)
Move:	40'	40'
Save:	15	13
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d8	1d6
XP/CL:	300/4	700/8

Boars are woodland beasts known for their ferocity. They can continue to fight for 1d6 rounds after they reach 0 hp. Boars are not carnivores, but they are bad tempered in the extreme.

Bodak

Type: Undead
Size: Medium
Hit Dice: 9
Armor Class: 15 [+1]
Attack: Slam (1d6)
Movement: 20'
Save: 12
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 4,500/12



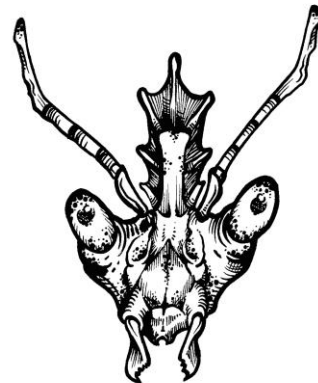
SD—Immunity (electricity, fire, poison), resistance (cold)

Bodaks are the remnants of humanoids that died in the netherworld. A bodak retains fleeting memories of its past life. They flee from sunlight.

A bodak has a death gaze with a range of 30'. Those who meet the monster's gaze must pass a saving throw or die. These victims rise as bodaks 24 hours later.

Bounder

Type: Monster
Size: Medium
Hit Dice: 6+1
Armor Class: 16
Attack: 4 claws (1d4), bite
(1d6 + Poison II)
Movement: 40'
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 1,800/8



SD—Immunity (mind effects), deflect missiles (4/round)

Bounders are a race of carnivorous insect people that inhabit arid grasslands. They live in burrows in large family groups. Bounders are not sociable with outsiders, but they especially hate elves. They speak Bounder.

Bounders are strong and agile. They can leap 20' upward and 50' forward, and can successfully deflect four ranged attacks per round (50% chance of success).

Brain Mole

Type: Monster
Size: Tiny
Hit Dice: ½ (1 hp)
Armor Class: 14
Attack: Bite (1d3)
Movement: 10' (Burrow 5')
Save: 17
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 150/2



SA—Surprise (1-3 on 1d6)

SP—mind thrust •••, repulsion •••

Brain moles are burrowing animals that use psionics overcome intelligent prey. Small, furry, and nearly blind, they are almost indistinguishable from normal moles. Brain moles hunger for mental energy, but they eat small insects when they cannot get it.

When suitable prey comes within range, a brain mole uses its mind leech ability. All victims within 30 feet must pass a save or suffer 1 point of Intelligence damage. A brain mole absorbs 4 points of intelligence before it is satiated and willingly ends the attack.

Bronze Bull

Type: Construct
Size: Large
Hit Dice: 15
Armor Class: 21
Attack: 2 slams (1d8)
Movement: 30'
Save: 9
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,500/16

Created by spell casters to be bodyguards, bronze bulls protect their masters with spells and stamina. They look like minotaurs composed of bronze and other lifeless materials. When it is fashioned, a bronze bull is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere unless commanded not to do so. A bronze bull is 9' tall and weighs 1,200 lb.

A bronze bull obeys its master's verbal commands to the best of its ability. The wearer of the amulet can call the bronze bull from any distance, and it will come as long as it is on the same plane. As long as a bronze bull and its amulet are on the same plane, the shield guardian can find the amulet wherever it may be.

If ordered to do so, a bronze bull moves swiftly to defend its master, blocking blows and disrupting foes, giving the master a +2 bonus to AC as long as the bronze bull is within 5 feet of him. As long as the bronze bull is within 100', the amulet wearer can transfer half of any hit point damage he sustains to the bronze bull.

A bronze bull can store one spell of 4th level or lower that is cast into it. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the bronze bull can store another.

If a bronze bull's amulet is destroyed, it ceases to function until a new one is created. If the wearer dies but the amulet is intact, the bronze bull carries out its last command and then waits for a new master.

Building a bronze bull requires a master armorer. The amulet is fashioned by a master jeweler, and its cost is included in the cost of the guardian. After the body is sculpted, the bronze bull is animated through a magical ritual that requires an alchemist. The total cost of creation is 65,000 gp.

Brownie

Type: Fey
Size: Tiny
Hit Dice: ½
Armor Class: 16
Attack: By weapon
Movement: 30'
Save: 17; 12 vs. spells
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 3d6
XP/CL: 150/2



SA—*Surprise* (1-3 on 1d6)

SP—*Confusion* •, *continual light* •, *dancing lights*, *dimension door* •, *mending*, *prestidigitation*, *protection from evil* •, *mirror image* •, *ventriloquism* •

A brownie is a timid, quiet creature that prefers to live in pastoral areas untouched by civilization. Their hair is brown, gray, or tawny. Most brownies prefer green or brightly colored clothing. They speak Common, Sylvan and Halfling. They may be distant relatives of pixies and halflings.

Brownie Characters

Brownies speak sylvan and common, as well bonus languages from a high intelligence score. They adjust their starting scores as follows: Dex +1, Con +1, Str -2. Brownies with Charisma of 11 or higher can cast the following spells, each once per day: *Dancing lights*, *mending* and *ventriloquism*. They surprise on a roll of 1-3 on 1d6. Brownies are limited to 9th level.

Bugbear

Type: Humanoid
Size: Medium
Hit Dice: 3+1
Armor Class: As armor +1
Attack: Slam (1d6) or by
weapon (+1 damage)
Movement: 20'
Save: 15
Intelligence: Low-Average
Alignment: Chaotic (CE)
No. Appearing: 4d6*
XP/CL: 150/3



SA—Surprise (1-3 on 1d6)

Bugbears are sneaky, cunning goblins with a penchant for terrorizing weaker creatures. They are large and hairy, with shaggy fur that ranges from brown to crimson and skin that ranges from light yellow to orange. They have broad heads and wide mouths filled with fangs. Bugbears can live to be 100 years.

Bugbear clans are composed of 1d4 x 10 warriors and additional non-combatants equal to 100% of the warriors. If there 20 or fewer warriors in a clan, they have a single 4 HD sub-chief (AC 19, +2 damage). Clans of more than 20 warriors are led by a 6 HD war chief (AC 20, +3 damage), who is assisted by a sub-chief.

The usual composition of a bugbear army is as follows:

- 30% Shield, spear
- 30% Buckler, morningstar, short bow
- 30% Leather, buckler, morningstar, 3 javelins
- 10% Scale, shield, glaive, short sword

Bugbear Player Characters

Bugbears speak Goblin plus bonus languages for high intelligence. They adjust ability scores as follows: Str +1, Dex +1, Int -1 and Cha -1. They are +3 to move silently, have an unarmored AC of 11 and +1 hit point at first level. Bugbears divide earned experience points by two.

Bulette

Type: Monster
Size: Large
Hit Dice: 9
Armor Class: 22
Attack: 2 claws (3d6), bite (6d6)
Movement: 40' (Burrow 10')
Save: 12
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 900/10

SA—Surprise (1-3 on 1d6, see below)

Bulettes are strange creatures with bullet-shaped bodies and four powerful, stubby legs that end in large claws. Their bodies are covered in large, silver, plate-like scales and they have a thick crest on its back that resembles a shark's dorsal fin.

Also known as "land sharks", bulettes live only to eat. The only creatures they refuse to eat are elves, though they find dwarves bitter. When a burrowing bulette senses movement on the surface, it breaks to the surface and begins its attack, surprising on a roll of 1-3.



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caecilian, giant caller in darkness
 camel cat catfish, giant catoblepas
 cave locust, giant celestial centaur
 centipede, giant chaos beast
 cheetah chimera choker chuul
 cloaker cockatrice colossus couatl
 crab, giant crabman crawling claw
 creepy crawler crocodile crysmal
 crystal people cyclopean cyclops

Caecilian, Giant

Type: Vermin
 Size: Huge
 Hit Dice: 6
 Armor Class: 14
 Attack: Bite (1d8 + swallow)
 Movement: 20' (Burrow 10')
 Save: 14
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 600 /7

Blindsight (60')

Giant caecilians are carnivorous, legless amphibians that resemble worms, but have bony skeletons and teeth. Giant caecilians are nearly blind, but they are very sensitive to sound and vibrations. When a giant caecilian swallows an opponent, it attempts to disengage from combat to return to its lair digest its meal.

Caller in Darkness

Type: Undead (Incorporeal)
 Size: Large
 Hit Dice: 11
 Armor Class: 14 [+1]
 Attack: 4 touch attacks (2d6)
 Movement: 30' (Fly 60')
 Save: 11
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 3,300/13



SP—cause fear, clairsentience, detect magic, ego whip, mind thrust, phantasmal killer ••, suggestion •••

A caller in darkness is composed of the minds of dozens of people that died together in terror. It seeks to draw others into its fear-wracked, hellish existence. Callers in darkness rarely speak, but when they do they speak in the Common tongue.

Any living, intelligent creature slain by a caller in darkness's touch is mentally absorbed into the monster's consciousness. The physical body of the victim remains intact. Stealing a victim's essence gives the caller 1d6 points of healing and a new screaming face appears within its cloud. A caller in darkness can also steal the essence of living, intelligent creatures within 30' that are paralyzed or sleeping or that are helpless due to having a mental ability score reduced to 0. The victim dies and the caller heals 1d6 hp.

Animals can sense the unnatural presence of a caller in darkness within 30', and must save or be frightened.

Callers in darkness are powerless in natural sunlight and flee from it. A caller caught in sunlight cannot attack.

Camel

Type: Animal
 Size: Large
 Hit Dice: 3
 Armor Class: 13
 Attack: Bite (1d4)
 Movement: 50'
 Save: 15
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 5d6
 XP/CL: 150/3

Camels are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7' tall at the shoulder, with its hump rising 1' higher.

The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier (+1 HD) and slower (speed 40') than its cousin from the desert.

The llamas and alpacas of the Andes Mountains are related to the camels, but are considerably smaller. The camelops is a prehistoric relative that is about twice the size of the camel (+2 HD).

Camels can carry up to 900 pounds, and can drag up to 4,500 pounds.

Cat

Type: Animal
Size: Tiny
Hit Dice: ½ (1 hp)
Armor Class: 14
Attack: Claws and bite (1)
Movement: 30' (Climb 20')
Save: 17
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 25/1

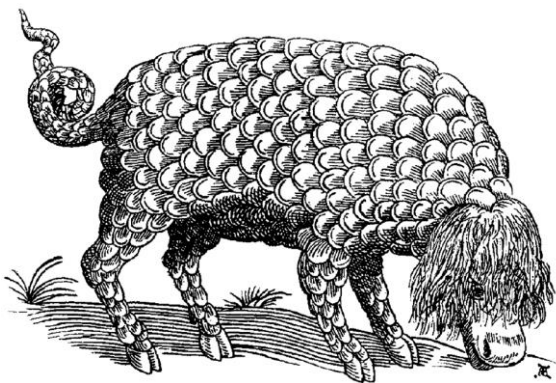


This is the common housecat.

Catfish, Giant

Type: Animal
Size: Large
Hit Dice: 8
Armor Class: 16
Attack: Bite (2d8), 2 fins (Poison*)
Movement: Swim 30'
Save: 13
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 800/9

Giant catfish fins are edged with a poison that causes a painful burning sensation for 2 minutes. The pain causes the affected character or creature to suffer a -1 penalty on all attack rolls and saving throws; further poisonings increase this penalty by a cumulative -1, to a maximum penalty of -5. Because of their size and body design, a giant catfish cannot target more than one of its attacks on any single creature; that is, it cannot bite and fin the same opponent, nor use both fins on one victim.



Catoblepas

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 12
Attack: Gore (1d6 + stun for 1d10 rounds)
Movement: 20'
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 3,000/9

SA—Death gaze

These monsters resemble giant scaly warthogs. They are so hideous that their appearance causes death to those who gaze upon them and fail a saving throw, even if they are on the Astral or Ethereal plane.

Cave Locust, Giant

Type: Vermin
Size: Small
Hit Dice: 2
Armor Class: 16
Attack: Bite (1d2) or kick (1d4) or spit (special)
Movement: 20' (Leap 60')
Save: 16
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 200/3

SD—Blindsight (60')

Giant cave locusts are pale, cricket-like creatures that live underground. They are eyeless, depending on their sound-sensitive antennae, vibration-sensitive feet and a variety of touch-sensitive "hairs" on their legs to sense the environment around them.

Giant cave locusts in a group shriek when disturbed, potentially attracting wandering monsters. They can leap up to 60' horizontally or 30' vertically. When possible, they leap into combat, gaining the benefit of charging.

Once per encounter, a locust can spray its digestive juices up to 10' away as a ranged attack. If the attack hits, the target must make a saving throw or be sickened for 3d6 rounds due to the stench.

Celestial

There are two celestial orders other than the Angels and Archons. They are called the Kherubim and Elohim. The Kherubim have bestial characteristics and are dedicated to aiding the helpless. The Elohim are graceful creatures dedicated to promoting freedom and happiness.

Avoral

Type: Outsider
Size: Medium
Hit Dice: 7
Armor Class: 20 [Silver]
Attack: 2 talons (2d6) or 2 wings (1d8)
Movement: 40' (Fly 90')
Save: 13; 9 vs. poison; MR 40%
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 1d4
XP/CL: 2,100/9

SD—Immunity (electricity), resistance (cold)

SP—Blur, command I, darkvision, detect evil, detect invisibility, dimension door, dispel magic, gust of wind, hold person, light, lightning bolt (7d6) •, magic missile, protection from evil II, tongues (always active), true seeing

Avorals have the heads of hawks and wings that end in clawed, humanoid hands. An avoral's bones are strong but hollow so even the largest weigh no more than 120 lb. An avoral is about 7 feet tall. Avorals see detail on objects up to 10 miles away and are said to be able to discern the color of a creature's eyes at 600 feet. Avorals speak Celestial and Draconic.

Once per day an avoral can create an aura of fear in a 20' radius (as the *fear* spell). They can also lay on hands, as a paladin, healing 14 hp per day.

Bralani

Type: Outsider
Size: Medium
Hit Dice: 6
Armor Class: 17 [+1]
Attack: By weapon (+4 damage)
Movement: 40' (Fly 80')
Save: 14; 10 vs. poison; MR 35%
Intelligence: High
Alignment: Lawful (CG)
No. Appearing: 1d4
XP/CL: 1,800/8

SD—Immunity (electricity), resistance (cold, fire)

SP—Blur, charm person, control weather, cure disease, cure serious wounds ••, gust of wind, heal (1/week, others only), lightning bolt (6d6) ••, mirror image, neutralize poison ••, tongues (always active), wind wall

Bralanis look like pale-skinned dwarves with wild, unruly black hair and red-rimmed eyes. In addition to their natural form, they can take the shape of a whirlwind (see below). They speak Celestial and Sylvan.

A bralani can shift between its humanoid and whirlwind forms once per round. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spells and weapons. In whirlwind form, it has AC 22, can fly, make slam attacks and whirlwind blast attacks and use spells.

When in whirlwind form, a bralani attacks with a blast of wind, dealing 3d6 points of damage in a line 20 feet long and 5 feet wide (save for half damage).

Once per day, a bralani can summon 1d4 other bralani with a 40% chance of success.

Ghaele

Type: Outsider
Size: Medium
Hit Dice: 10
Armor Class: 25 [+3]
Attack: By weapon (+7 damage) or light ray (300'/2d12)
Movement: 50' (Fly 150')
Save: 12; 8 vs. poison; MR 40%
Intelligence: High
Alignment: Lawful (CG)
No. Appearing: 1
XP/CL: 5,000/13

SA—Magic use (cleric, up to 7th level spells)

SD—Immunity (electricity), resistance (cold, fire)

SP—Chain lighting (10d6) •, charm monster, color spray, continual light, dancing lights, detect invisibility, dispel magic, ESP, hold monster, invisibility II, phantasmal force II, polymorph any object, prismatic spray •, telekinesis, teleport without error, tongues (always active), wall of force •

Ghaele elohim look like celestial elves. They are tall and graceful, with thin faces and large, expressive eyes. A ghaele can also take the form of an incorporeal globe of light, 5' in diameter. A ghaele is about 6' tall and weighs about 170 pounds. They speak Celestial and Sylvan.



In humanoid form, a ghaele has a gaze attack that slays Chaotic creatures of 5 HD or less. The gaze has a range 60' and a saving throw negates the effect. Even if the saving throw is successful, the creature is affected as though by a *fear* spell for 1 minute.

A ghaele can shift between its humanoid and light globe forms as it wishes. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spells, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, but it cannot cast spells or use its gaze attack. The light form is incorporeal.

A ghaele is always shrouded in a *protection from evil II* effect with a radius of 20'.

Leonai

Type: Outsider

Size: Medium

Hit Dice: 12

Armor Class: 23 [+3]

Attack: 2 claws (2d6), bite (1d8)

Movement: 60'

Save: 11; 7 vs. poison; MR 50%

Intelligence: High

Alignment: Lawful (NG)

No. Appearing: 1d6

XP/CL: 6,000/15

SD—Immunity (electricity, surprise), resistance (cold), deflect missiles as monk

SP—Continual light, cure critical wounds •••, cure disease •••, darkvision, detect evil, detect invisibility, dimension door, dispel magic, ESP, fireball • (12d6), heal •, hold

monster, magic missile, know alignment, neutralize poison •••, polymorph self, protection from evil II, tongues (always active), wall of force

Leonals are Kherubim with muscular human bodies and the heads of lions. Their bodies are covered with golden fur. They speak Celestial and feline.

Leonals are surrounded by a *protection from evil II* effect to a radius of 20'. They can deflect missiles as a monk.

A leonal can roar up to three times per day. Each roar releases a blast in a 60' cone that duplicates the effects of a *holy word* spell and deals an extra 2d6 points of sonic damage (save negates).

Centaur

Type: Monster

Size: Large

Hit Dice: 4

Armor Class: By armor +4

Attack: Kick (1d6) and by weapon

Movement: 50'

Save: 15

Intelligence: Average

Alignment: Neutral (N) or Lawful (CG)

No. Appearing: 2d10

XP/CL: 200/4

These boisterous bullies have the torso and head of a human attached to the body of a horse. Centaurs stand 7 feet tall and weigh about one ton. They are wild and unruly folk with a great love for intoxicating beverages. Centaurs speak their own language.

Centaur herds have noncombatants equal to 150% of the warriors. Herds of 10 or fewer warriors are commanded by chieftains with 6 HD.

The armament of a centaur army is as follows:

40%	Composite bow
20%	Spear
10%	Club
10%	Shield, longsword or spear
5%	Chainmail, light crossbow
5%	Breastplate, shield, longsword or morningstar
5%	Breastplate, pole axe
5%	Chainmail, greatsword



Centaur Player Characters

Centaurs speak Common and Centaur, as well as bonus languages for high intelligence. They adjust their ability scores as follows: Str +1, Con +1, and Wis -2. They increase their carrying capacity by 150%, can forgo a weapon attack for a hoof attack for 1d6 damage. They suffer a -4 to climb checks, but get a +2 bonus to save vs. grapple and overbearing attacks. Their armor costs twice as much as human armor.

Centipede, Giant

Type: Vermin
Size: Tiny
Hit Dice: ½
Armor Class: 11
Attack: Bite (1 + Poison II)
Movement: 50'
Save: 17
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 5d6
XP/CL: 50/1

Giant centipedes attack anything that resembles food, biting and injecting their poison.

Chaos Beast

Type: Aberration
Size: Medium
Hit Dice: 8
Armor Class: 16
Attack: 2 slams (1d4 + special)
Movement: 20'
Save: 13; MR 20%
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1
XP/CL: 800/9

SD—Immunity (petrification, transmutation)

These abominations have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always appears as a bundle of rubbery tentacles punctuated by hands, feet, claws and faces. Chaos beasts do not speak.

When a living creature is hit by a chaos beast, it must pass a saving throw or become a spongy, amorphous mass. An affected creature is unable to hold or use any item. Soft or misshapen feet and legs reduce speed to 10' per round. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items and attacks blindly.

Each round the victim spends in an amorphous state causes one point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast permanently.

A victim can regain its own shape for one minute by making a successful saving throw. Corporeal instability can only be removed with *restoration* or *heal*.

Cheetah

Type: Animal
Size: Medium
Hit Dice: 3
Armor Class: 15
Attack: 2 claws (1d2), bite (1d8)
Movement: 40' (Sprint 110')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 300/4

Cheetahs are swift feline predators of the plains. A cheetah is 3' to 5' long and weighs 110 to 130 pounds.

Once per hour, a cheetah can sprint. A cheetah that hits with a claw or bite attack can attempt a free trip attack.

Chimera

Type: Monster

Size: Large

Hit Dice: 9

Armor Class: 16

Attack: 2 claws (1d3), lion bite (2d6), snake bite (1d4 + Poison III), gore (1d4)

Movement: 20' (Fly 40')

Save: 12

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d4

XP/CL: 900/10



A chimera has three heads, those of a lion, a serpent and a goat. The creature also has the front body of a lion, the rear body of a goat and dragon wings. They can speak halting red dragon, but seldom do so except when toadying to other creatures.

Each of a chimera's heads can breathe a 30' cone of fire once per day for 3d8 points of damage.

Choker

Type: Aberration

Size: Small

Hit Dice: 3

Armor Class: 15

Attack: Tentacles (1d4 + constrict)

Movement: 20' (Climb 10')

Save: 15

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d6

XP/CL: 300/4



Chokers are halfling-sized creatures with rubbery skin, large white eyes and fang-filled mouths. Chokers speak their own hissing language.

The pads on a choker's long, tentacle-like fingers and toes are like the suction cups of an octopus and allow them to adhere to most surfaces. A victim struck by a choker's tentacles must pass a save or be choked (i.e. constriction).

Chuul

Type: Aberration

Size: Large

Hit Dice: 11

Armor Class: 20

Attack: 2 pincers (2d6 + constrict)

Movement: 30' (Swim 20')

Save: 11

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d6

XP/CL: 1,100/12



Illustration © Jeremy Mohler

SD—Immunity (poison)

Chuuls are a horrible mix of crustacean, insect, and serpent. They lurk submerged or partially submerged in water, awaiting intelligent prey to attack and devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in shallow water when they attack. Chuuls speak their own alien tongue.

A creature constricted by the chuul's pincers are pulled the next round to the creature's paralytic tentacles and must pass a save or be paralyzed for six rounds. While held in the tentacles, paralyzed or not, a victim suffers 1d8 points of damage each round.

Cloaker

Type: Aberration

Size: Large

Hit Dice: 6

Armor Class: 16

Attack: 2 tail slashes (1d6), bite (1d4)

Movement: 5' (Fly 40')

Save: 14

Intelligence: High

Alignment: Neutral (CN)

No. Appearing: 1d4

XP/CL: 1,800/8



These underworld thugs look a bit like flying manta rays with evil faces and bony tails. When resting or lying in wait, they are almost impossible to distinguish from black cloaks, the cloaker's ivory claws looking like bone clasps. Only when it unfurls does the horrific nature of the creature become apparent. They speak Cloaker.

A cloaker can emit a dangerous subsonic moan as an attack. By changing the frequency, the cloaker can cause one of four effects, to which they are immune.

1) Unnerves those within 60', giving them a -2 penalty to attack and damage. Creatures unnerved for 6 rounds are put into a trance and cannot attack or defend themselves

2) As *fear* spell, 30' radius

3) All in 30' cone are sickened for 1d4+1 round

4) As *hold person*, 30' radius, 5 rounds

A cloaker can engulf a medium or smaller creature in its body when it succeeds at a bite attack (save to resist). While engulfing, it deals 1d6 damage plus the victim's armor bonus each round. It can still make tail attacks against other targets while engulfing. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

A cloaker can manipulate shadows. This ability can be used to improve the cloaker's Armor Class by +1 or to create a *phantasmal force* composed of shadows.



Cockatrice

Type: Monster

Size: Small

Hit Dice: 5

Armor Class: 14

Attack: Bite (petrification)

Movement: 20' (Fly 50')

Save: 14

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1d8

XP/CL: 1,500/7

A cockatrice looks like a reptilian chicken, with long legs and a long, snaky neck. A male cockatrice has wattles and a comb like a rooster. Creatures bitten by a cockatrice must succeed on a saving throw or be petrified.

Colossus

Type: Construct

Size: Huge

Hit Dice: 20

Armor Class: 20 [+1]

Attack: 2 slams (3d6) or thrown object (3d6)

Movement: 40'

Save: 7

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 10,000/23

SD—Negative energy affinity, immunity (magic)

A colossus is constructed out of dozens of corpses and animated by a controlling spirit. The process involves stripping flesh from the corpses and melting it in vats. The skeletons must be cobbled together and then the flesh re-applied, along with sinew, muscle and skin.

All who see a colossus must save or become frightened. All creatures with a sense of smell that come within 300' must save or be sickened for 3d6 minutes.

A colossus may stomp on a foe in place of a normal attack. If successful, the stomp deals 6d6 damage and pins the victim until the colossus chooses to release him.

A colossus is immune to all magical effects except those that use negative energy, which heal damage at the rate of 1d6 hit points per spell level.

Couatl

Type: Outsider

Size: Large

Hit Dice: 9

Armor Class: 15

Attack: Bite (1d3 + Poison IV), coils (1d8 + constrict)

Movement: 20' (Fly 40')

Save: 12

Intelligence: High

Alignment: Lawful (LG) or Neutral (LN)

No. Appearing: 1d4

XP/CL: 4,500/12

SA—Magic use (cleric up to 4th level and magic-user up to 3rd level), telepathy 90'

SP—Intellect fortress •, mind blank •, mind thrust •, psionic blast •

A couatl is a winged, rainbow-scaled serpent 12' long, with a wingspan of 15'. Couatls speak Celestial with a comforting purr.

Couatls can assume the form of any small or medium humanoid, and can travel ethereally (per *ethereal jaunt*).

Crab, Giant

Type: Animal
Size: Medium
Hit Dice: 3
Armor Class: 18
Attack: 2 pincers (1d6 + constrict)
Movement: 20' (Swim 10')
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 3d4
XP/CL: 300/4

These giant varieties of crab have especially thick shells. They dwell near the roaring sea or in the murky seas of the underworld. Subterranean giant crabs sometimes have a dim, alien intelligence and gather in the darkness to click their pincers in obsequience to strange deities who look upon the world as a banquet. Others serve as living godlings to the crabmen (q.v.). Their shells are decorated with rich ornaments and they are feted on sacrificial victims captured by the crabmen.

Crabman

Type: Monster
Size: Medium
Hit Dice: 2
Armor Class: 15
Attack: 2 pincers (1d4)
Movement: 30' (Swim 20')
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d10*
XP/CL: 100/2

Crabmen are bipeds with a crab-like exoskeleton and a pincer at the end of each arm. They are tribal creatures and dwell near water, often in caves.

Crabmen organize themselves into consortiums of 1d6 x 10 warriors and a number of non-combatants equal to

the number of warriors. For every 20 warriors there is a leader with 4 HD. Tribes are led by king crabs with 6 HD.

Crabman Player Characters

Crabmen speak Crabman and bonus languages for high intelligence. They adjust their ability scores as follows: Str +1, Dex -1. They retain their swim movement rate. Crabmen have an unarmored AC of 15 and two pincer attacks per round that deal 1d4 points of damage, but cannot use armor, shields or weapons.

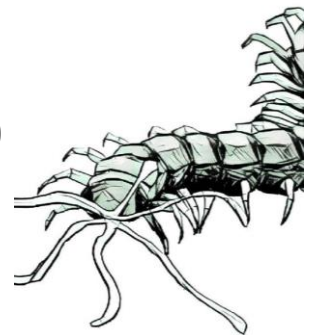
Crawling Claw

Type: Undead
Size: Tiny
Hit Dice: ½
Armor Class: 15
Attack: Strangle (1d3 + constrict)
Movement: 20'
Save: 17
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 50/1

Crawling claws are animated hands created by ancient rituals. Their attacks deal double damage against prone opponents. If they successfully attack a prone opponent, they deal double damage and constrict.

Creepy Crawler

Type: Monster
Size: Large
Hit Dice: 3+1
Armor Class: 13
Attack: Tentacles (Poison II)
or bite (1d3)
Movement: 30' (Climb 30')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 300/4



The creepy crawler looks like a giant grub with multifaceted eyes, many small legs and a head bearing long tendrils covered with poisonous filaments. If a creepy crawler manages to paralyze an opponent, they spend a round swallowing it whole if they are not faced with more attackers.

Crocodile (Giant Crocodile)

	Crocodile	Giant Crocodile
	Medium Animal	Large Animal
HD:	3	6
AC:	13	15
Attacks:	Bite (1d8 + constrict) or tail (2d6)	Bite (2d8 + constrict) or tail (3d6)
Move:	20' (Swim 30')	20' (Swim 30')
Save:	15	14
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d12	1d8
XP/CL:	300/4	600/7

Crocodiles are aggressive predators. They lie mostly submerged in water with only their eyes and nostrils showing, waiting for prey to come within reach. A crocodile that constricts with its bite attack drags its victim under water and attempt to pin it to the bottom until it suffocates. A crocodile can hold its breath for six minutes.

Crysmal

Type: Elemental (Earth)
 Size: Small
 Hit Dice: 6
 Armor Class: 20
 Attack: Sting (1d3)
 Movement: 30' (Burrow 20')
 Save: 14
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 1,800/8

SD—Immunity (cold, fire), resistance (electricity, piercing and slashing weapons)

SP—Confusion, dimension door •••, ego whip, mind blank •••, mind thrust, telekinesis

An elemental conglomerate of stone and crystal, a crysmal is primarily concerned with reproducing. Crysmals transform mundane minerals into juvenile crysmals. Gems are the perfect substance for this reproductive cycle. To make a single juvenile, a crysmal needs 200 to 250 gp worth of gems. Crysmals understand Earth Elemental, but cannot speak.

Crystal People

Type: Elemental (Earth)
 Size: Medium
 Hit Dice: 3
 Armor Class: 16
 Attack: By weapon
 Movement: 30'
 Save: 15
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d6*
 XP/CL: 300/4



SD—Immunity (electricity), resistance (acid)

The crystal people resemble humanoids composed entirely of crystal. Their bodies are faceted and gleam with a soft inner light that becomes more intense as their feelings become more intense. Crystal people are 5' to 6' tall and weigh as much as a human. They speak their own language and sometimes (35%) the Common tongue.

Crystal people have learned to use their faceted bodies in conjunction with light to temporarily blind their foes. On a failed saving throw a victim is blinded for 1d4 rounds. This ability counts as an attack as the crystal person must position its body to capture the light and direct it effectively against a foe.

Crystal People Player Characters

Crystal people can speak Common and their own tongue, plus bonus languages for high intelligence. They adjust their ability score as follows: Con +1, Wis -1. They have the special abilities listed above. Crystal people sorcerers can multi-class as fighters or thieves. Crystal people divide earned experience points by two.

Cyclopean

Type: Humanoid
 Size: Medium
 Hit Dice: 2
 Armor Class: As armor
 Attack: By weapon
 Movement: 30'
 Save: 16
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1d8*
 XP/CL: 200/3

Cyclopeans are tall, rugged humanoids with a single, large eye located in the center of their face. They have skin that ranges from the color of aged parchment to a rich, glossy umber. Their hair is usually worn long and shaggy, and is always blue-black in youth and adulthood, turning white as they age. The cyclopean's eye might be any color of the visible spectrum, with amber and blue being the most common colors, and mauve and mottled green/brown being the rarest. They speak their own language.

Most cyclopeans dwell in the mountains or on the fringes of civilization, making a living as trappers, hunters and bandits. They have a passion for fighting and a fatalist philosophy, and like to rush into battle with their military forks, which they can throw as spears.

No more than once per day, a cyclopean can peer into the future. The moment glimpsed is connected to their current endeavors or goals and can be described with as much or as little detail as the TK thinks appropriate. A cyclopean might, for example, glimpse himself or a friend opening a door and being struck dead by a trap, or looking behind a curtain and discovering a secret door. Perhaps the door or curtain is unique and the cyclopean can recognize it easily when they come to it, or perhaps not. Perhaps the cyclopean will never come across the possible future they have glimpsed. In general, this power acts as a free clue to something in the cyclopean's current adventure.

Unfortunately, whenever a cyclopean glimpses the future, they hasten their own demise. For the next 24 hours, the cyclopean suffers a -2 penalty to all saves.



Cyclopean tribes contain 2d4 x 20 warriors and non-combatants equal to 100% of the warriors. For every 20 warriors there is a sub-chief of 4 HD, most of them fighters. Tribes with 40 or fewer cyclopeans are commanded by 6 HD chiefs, while those with more than 40 cyclopeans have 5th to 8th level chiefs.

Cyclopean Player Characters

Cyclopeans can speak Common and Cyclopean, as well as bonus languages for high intelligence. They adjust their ability scores as follows: Str +1 and Wis -1. They have all the special abilities listed above. Cyclopean diviners can multi-class as clerics, fighters or thieves.

Cyclops

Type: Giant
Size: Huge
Hit Dice: 13
Armor Class: 15
Attack: Slam (3d10) or
boulder (100'/3d6)
Movement: 30'
Save: 10
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d8*
XP/CL: 3,900/15



Cyclopes are primordial, brutish giants notable for their single eye. They are 24' tall and dwell on rocky islands, herding sheep or cattle. The first of them were the titans Brontes, Steropes and Argos.

Because of their lack of depth perception, cyclopes are -2 to hit with ranged attacks, including boulder throwing.

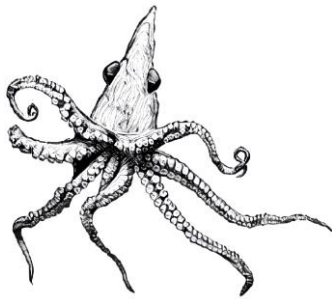
Despite their brutishness, cyclopes are especially skilled smiths and craftsmen. Unlike the crude products of the fire giants, the objects made by the cyclopes are infused with primordial power, having various magic powers. Unfortunately, they are too large to fashion armor and weapons for creatures smaller than Large size.



darkmantle deer, giant delver
demons demon prince demonic
knight dergenue derro destrachan
devils devil, arch- digester
dinosaurs displacer dog (jackal)
dolphin donkey doppelganger
dragolem dragons dragon horse
dragonne dragon turtle draug
dream larva drider dromite drow
dryad dwarf duergar

Darkmantle

Type: Aberration
Size: Small
Hit Dice: 1
Armor Class: 17
Attack: Slam (1d4 +
constrict)
Movement: 20' (Fly 30')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 2d8
XP/CL: 300/3

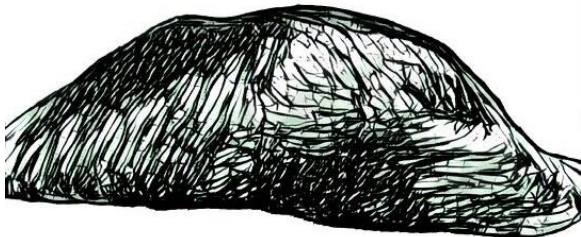


SA—Surprise (1-3 on 1d6 underground)

SP—Darkness •

The darkmantle is a weird creature that hangs from ceilings by way of its tentacles. This allows it to look like a stalactite or stalagmite. Its shell and skin resemble limestone, but a darkmantle can change its color to match almost any type of stone.

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent's head. Once attached, it tries to suffocate its prey. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.



Deer, Giant

Type: Animal
Size: Large
Hit Dice: 5
Armor Class: 16
Attack: 2 hooves (1d8), antlers (1d8)
Movement: 50'
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 500/6

The giant deer stands 6 feet at the shoulder and weighs 1,000 lbs. It has an impressive rack of antlers up to 8' wide. Giant deer are hunted for their meat as well as their tough hides. An intact hide is worth 50 gp.

Delver

Type: Aberration
Size: Huge
Hit Dice: 15
Armor Class: 21
Attack: 2 slams (1d8 + 2d6 acid)
Movement: 30' (Burrow 10')
Save: 9
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,500/16

SD—Immunity (acid)

These weird creatures gnaw their way through the solid stone of the Material and Elemental Earth Planes, nourishing themselves on the minerals within. They are mostly gentle, inoffensive creatures, but do not hesitate to kill their persecutors. Delvers have shells that look like molten rock. They are 15' long and 10' wide and weigh 6,000 pounds. They speak Earth Elemental.

A delver's corrosive slime deals 10d6 points of damage to stone creatures, 4d6 to metal and 2d6 to organic. Objects hit by the slime must pass an item saving throw or be destroyed (-4 penalty for metal, -8 for stone). A quart of water or vinegar washes off the slime.

A delver can alter its slime to soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone per *stone shape*.

Demons

Demons are chaotic evil outsiders from the Lower Planes who predate the creation of the cosmos. As the children of primordial chaos, they are highly destructive. Demons are the implacable foes of Law, Order and Creation, serving as relentless agents of entropy.

Most demons are immune to electricity and poison and they can communicate telepathically with sentient beings within 100'. Many can summon other demons. Unless otherwise noted, demons speak Common and Infernal.

Demon Possession

Some demons can possess sentient non-outsiders. Any demon that can only be struck by magic weapons is capable of possessing a sentient creature within 30'. The demon must select a single target, though the TK should require all players to roll a saving throw to keep the real target a secret. If the actual target fails the saving throw, they are possessed by the demon. All who succeed are immune to possession for 24 hours.

A possessed creature retains its own physical form and Armor Class, but attacks with the demon's attack bonus and all of the demon's powers that are possible given its new form (e.g. a poisonous bite no longer works). While possessed, the victim's alignment is Chaotic (CE).

Alu-Demon

Type: Outsider
Size: Medium
Hit Dice: 6
Armor Class: As armor +5 [+1]
Attack: 2 claws (1d3) or by weapon (+1 damage)
Movement: 30' (Fly 50')
Save: 14; MR 30%
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,800/8

SD—Immunity (electricity, poison)

SP—Charm person, desecrate, dimension door •, ESP, shapechange (only medium humanoids), suggestion, vampiric touch

An alu-demon is the offspring of a succubus and a human. They typically look like demonic humans, often with small horns, bestial legs and bat wings.

Babau

Type: Outsider
Size: Medium
Hit Dice: 7
Armor Class: 23
Attack: 2 claws (1d6), bite (1d6)
Movement: 30' (Fly 50')
Save: 13; MR 70%
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 2,100/9

SD—Immunity (electricity, poison), protective jelly

SP—Darkness II, detect invisibility, dispel magic, ego whip •, mental barrier •, mind blank •, psionic blast •, psychic crush •, teleport without error, though shield •

Babau are slimy, skeletal demons with black or dark gray skin and leering yellow eyes. A babau is 6' tall. Babaus can backstab as thieves for +2d6 damage. They are coated in a slimy red jelly. Any weapon that touches this goop must pass a saving throw or be ruined. A creature that touches a babau takes 1d8 points of acid damage (saving throw to halve damage).

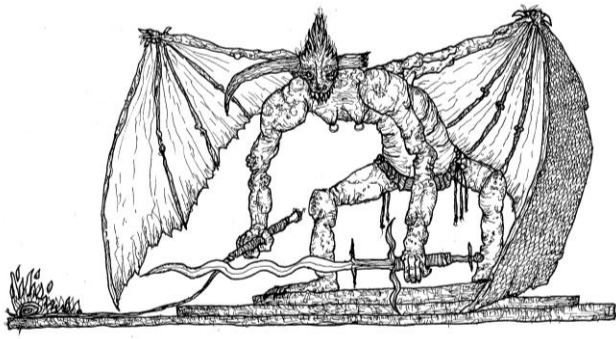
Once per day, a babau demon can attempt to summon another of its kind with a 40% chance of success.

Balor (Class VI Demon)

Type: Outsider
Size: Large
Hit Dice: 13
Armor Class: 18 [+3]
Attack: +1 vorpal longsword (3d6),
+1 flaming whip (1d8 + 1d6 fire)
Movement: 20' (Fly 40')
Save: 10; MR 65%
Intelligence: Super
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 6,500/16

SD—Immunity (electricity, fire and poison)

SP—Cause fear, comprehend languages, darkness II, detect invisibility, detect magic, dispel magic, ego whip •, mental barrier •, mind blank •, mind thrust •, psionic blast •, pyrotechnics, read magic, suggestion, symbol (fear, discord), telekinesis (600 lb.), teleport without error, thought shield •



Balors are large, frightening demons with dark red skin. They are 12' tall, weigh 4,500 lb and are wreathed in flames that inflict 6d6 points of damage to any creature that touches their body.

Balors wield +1 *vorpel* swords in the shape of lightning bolts and +1 *flaming whips* in combat. Those struck must pass a save or be constricted.

When killed, a balor explodes in a blinding flash of light that deals 10d6 points of damage to all within 100'. This flash destroys the balor's weapons.

Once per day, a balor demon can try to summon any other sort of demon with an 80% chance of success.

Bebilith

Type: Outsider
 Size: Huge
 Hit Dice: 12
 Armor Class: 21 [+1]
 Attack: 2 claws (2d4), bite (2d8 + Poison I) or web (30'/entangle)
 Movement: 40 (Climb 20)
 Save: 11; MR 50%
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 3,600/14

SD—Immunity (electricity, poison), telepathy 120'

SP—Darkness, plane shift, teleport w/o error, web ••••

Bebiliths are enormous spider-demons that hunt other demons on behalf of the demon princes. A bebilith is the size of a draught horse with legs spanning 14'. It weighs more than two tons. Bebiliths understand the Infernal tongue, but do not speak.

If a bebilith hits with both claw attacks, any armor worn by the adventurer must pass an item saving throw or be pulled apart and ruined.

Cambion

Type: Outsider
 Size: Medium
 Hit Dice: 8
 Armor Class: As armor +4
 Attack: 2 claws (1d4) or by weapon (+3 damage)
 Movement: 40'
 Save: 13; MR 20%
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 2,400/10

SD—Immune (electricity, poison), resistance (acid, cold, fire)

SP—Detect magic, ESP, fear, levitate, polymorph self

Cambions are the offspring of demons and humanoids. They are thoroughly wicked and appear as stocky, 7' tall humanoids with the typical demonic adornments. Like humanoids, they may have class levels.

Dretch

Type: Outsider
 Size: Small
 Hit Dice: 4
 Armor Class: 18
 Attack: 2 claws (1d4), bite (1d6)
 Movement: 20'
 Save: 15; MR 30%
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 2d8
 XP/CL: 1,200/6



SD—Immunity (electricity, poison), resistance (acid, cold, fire)

SP—Darkness II, scare, stinking cloud •, telekinesis (up to 50 lb.), teleport

A dretch is a stupid-looking demon that is 4' tall and weighs 60 lb. They have gray, sagging skin. Dretches flee at the first sign of adversity unless more powerful demons are there to intimidate them into fighting.

Once per day, a dretch can attempt to summon a Class I demon with a 5% chance of success.

Glabrezu (Class III Demon)

Type: Outsider
Size: Huge
Hit Dice: 10
Armor Class: 24 [+1]
Attack: 2 pincers (2d6 + constrict), 2 claws (1d3), bite (1d6)
Movement: 20'
Save: 12; MR 60%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 3,000/12



SD—Immunity (electricity, poison)

SP—Darkness, fear, levitate, mind blank •••, polymorph self, psychic crush •••, pyrotechnics, telekinesis (400 lb.), teleport without error

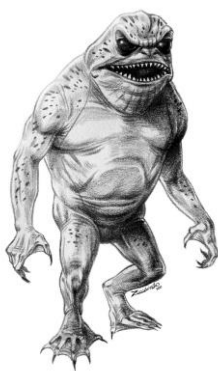
Glabrezu are tall, dog-faced demons with crimson skin and long horns on their heads. They have two arms jutting from their chests that end in pincers.

Once per month, a glabrezu can fulfill a wish for a mortal. The demon can use this ability to offer a mortal whatever he or she desires, but unless the wish is used to create pain and suffering in the world, the glabrezu demands a favor in return.

A glabrezu can attempt to summon a demon of Class I to IV with a 30% chance of success.

Hezrou (Class II Demon)

Type: Outsider
Size: Medium
Hit Dice: 9
Armor Class: 22
Attack: 2 claws (1d3), bite (3d6)
Movement: 20' (Swim 40')
Save: 12; MR 55%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 2,700/11



SD—Immunity (electricity, poison)

SP—Cause fear, darkness, detect invisibility, levitate, mind blank •, psychic crush •, telekinesis (300 lb.), teleport w/o error, thought shield •••

Hezrou look like bloated toads. They can walk upright or on all fours, but always fight standing up. A hezrou is 8' tall and weighs 750 lb.

A hezrou's skin secretes a toxic liquid when it fights. Any living creature (except other demons) within 10' must succeed on a saving throw or be sickened for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that do save are still fatigued for as long as they remain in the area. A *delay poison* or *neutralize poison* spell removes either condition.

Hezrou can attempt, once per day, to summon another hezrou with a 20% chance of success.



Marilith (Class V Demon)

Type: Outsider
Size: Large
Hit Dice: 7
Armor Class: 13 [+1]
Attack: 6 swords (2d10), tail (2d4 + constrict)
Movement: 40'
Save: 13; MR 80%
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 2,100/9

SD—Immunity (electricity, poison)

SP—Charm person, comprehend languages, darkness, levitate, mental barrier •, mind blank •, polymorph self, project image, psionic blast •, psychic crush •, pyrotechnics, teleport without error, thought shield •

Mariliths are six armed female demons with the lower body of a snake. In each hand they wield a sword. A

marilith is 9' tall and measures 20' from head to tail. They weigh 2 tons.

Mariliths love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon. There is a 5% chance per arm that it wields a random magic sword. Mariliths seldom rush headlong into battle, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the terrain, obstacles and any weakness in their opponents.

A marilith can attempt to summon a demon of Class I to VI, or a demon prince, with a 50% chance of success.

Nalfeshnee (Class IV Demon)

Type: Outsider

Size: Huge

Hit Dice: 11

Armor Class: 16 [+1]

Atk: 2 claws (1d4), bite (2d4)

Movement: 30' (Fly 40')

Save: 11; MR 65%

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d6

XP/CL: 3,300/13



SD—Immunity (electricity, poison)

SP—Cause fear, comprehend languages, darkness II, detect magic, dispel magic, ego whip •, levitate, mental barrier •, mind blank •, phantasmal force II, polymorph self, project image, psionic blast •, psychic crush •, symbol of discord, symbol of fear, telekinesis (500 lb.), teleport without error, thought shield •

Nalfeshnees are large demons with toothy maws, small horns and bat wings that, despite being too small allow them to fly. A nalfeshnee is 20' tall and weighs 4 tons.

Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60' radius. Any creature within this area must succeed on a save or be dazed for 1d10 rounds as visions of its worst fears assault it. The demon can take no other actions while this is happening. Other demons are immune to this ability.

Once per day, a nalfeshnee can attempt to summon demon of class I to VI with a 60% chance of success.

Quasit

Type: Outsider

Size: Tiny

Hit Dice: 3 [Regenerate]

Armor Class: 18

Attack: 2 claws (1d4 + Poison III), bite (1d4)

Movement: 20' (Fly 50')

Save: 15; MR 25%

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1

XP/CL: 900/5



SD—Immunity (electricity, poison)

SP—Cause fear (30' radius) •, commune (1/week), detect good, detect magic, invisibility (self)

A quasit stands 1½' tall and weighs 8 pounds. They are ugly, cowardly demons, with a thin body covered in blue or purple scales. Quasits speak Infernal. They can assume the form of a bat, giant centipede, toad or wolf.

Shadow Demon

Type: Outsider

Size: Medium

Hit Dice: 7 (Incorporeal)

Armor Class: 18 [+2]

Attack: 2 claws (1d6 + 1d6 cold), bite (1d8 + 1d6 cold)

Movement: 40' (Fly 40')

Save: 13; MR 35%

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d8

XP/CL: 2,100/9



SD—Loses special abilities in sunlight, immunity (cold, electricity, poison), telepathy 100'

SP—Cause fear, darkness II, magic jar •, shadow conjuration •, shadow evocation •, telekinesis, teleport w/o error

Shadow demons appear as winged humanoid shadows with clawed hands. They can blend into shadows, becoming invisible, but are powerless in sunlight. They are primarily used to possess mortals or by powerful demons to deliver messages.

Once per day, a shadow demon can summon another shadow demon with a 50% chance of success.

Succubus

Type: Outsider
Size: Medium
Hit Dice: 6
Armor Class: 11 [+1]
Attack: 2 claws (1d3)
Movement: 30' (Fly 50')
Save: 14; MR 70%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,800/8



SD—Immunity (electricity, poison)

SP—Charm person, clairsentience, confusion •••, darkness, change self, ESP, ethereal jaunt, suggestion, teleport without error, thought shield •••, tongues (always)

A succubus can take the form of a beautiful woman or man (or “incubus”). In their natural form, they are feminine demons with cruel eyes, small horns, fangs in their mouths and bat wings on their backs.

A succubus drains levels from a mortal it lures into an act of passion, or just by planting a kiss on the victim. If the target is unwilling to be kissed, the succubus must make a melee attack (ignoring armor). The succubus’s kiss or embrace drains one level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus.

Once per day, a succubus can summon a class IV or VI demon, or a demon prince, with a 40% chance of success.

Vrock (Class I Demon)

Type: Outsider
Size: Medium
Hit Dice: 8
Armor Class: 20
Attack: 2 claws (1d4), 2 talons (1d8), bite (1d6)
Movement: 30' (Fly 50')
Save: 13; MR 50%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d10
XP/CL: 2,400/10



SD—Immunity (electricity, poison)

SP—Darkness II, detect invisibility, telekinesis (200 lb.), teleport without error

A vrock is a vulture demon with white and black plumage, a long, snake-like neck and vicious talons on hands and feet. A vrock is 8' tall and weighs 500 lb.

Once per hour, a vrock can emit a piercing screech. All creatures except for other demons within 30' must succeed on a saving throw or be stunned for 1 round.

Once per day, a vrock can attempt to summon another of its kind with a 10% chance of success.

Demon Prince

Demon princes are powerful, unique demons who rule their lesser kin with fear and guile.

Like other demons, they are immune to electricity and poison and they can communicate telepathically with sentient beings within 100'. Many can summon other demons. Except where otherwise noted, they speak Common and Infernal.

Baphomet, Demon Prince of Minotaurs

Type: Outsider
Size: Large
Hit Dice: 18 (108 hp)
Armor Class: 25 [+2]
Attack: +3 *halberd* (2d6+11), bite (2d6), gore (2d6)
Movement: 50'
Save: 8; MR 75%
Intelligence: Super
Alignment: Chaotic (CE)
XP/CL: 9,000/21



SD—Immunity (electricity, poison)

SP—Darkness II, desecrate, detect good, detect invisibility, dispel magic, fear, firestorm •, maze •••, passwall, pyrotechnics, read magic, smite, shapechange •••, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 lbs.), tongues, unhallow, unholy aura, unholy word, wall of fire, wall of stone •••

Baphomet appears as a demonic minotaur with slaver jaws and massive black horns. He dwells in an iron fortress that is a maze of twisting corridors and rooms.

Baphomet’s magic halberd can catch and rend armor. Any character that takes damage from the halberd either loses his shield (if he has one) or his armor unless they pass an item saving throw.

The Hand of Fate

A challenge for 1st level characters

In a barren wasteland of white sand and black creosote rises the hand of an elder god, grasping for worshipers. A new high priest has taken possession of this temple with his cult of ne'er-do-wells, and the locals are none too glad.

The old temple is composed of reddish marble inside and out. The halls are dusty and dim and the air is cool and stale. One might hear the murmur of chanting or see weird shapes move in the shadows at the edge of torch light.

1. The old entry chamber, with an empty water trough, a small smithy set up in the corner and the remnants of an ancient cult displayed on the walls. The door is trapped so bells clang when it is opened.

2. Three **orcs** (4, 3, 2 hp) with spears (+1 attack, 1d8 damage) guard this room. If alerted by the bells in Room 1, two of them flank the door to ambush invaders (surprise 1-3 on 1d6). Each orc carries 3d6 sp.

3. A **fusillade of darts** (1d4 damage) shoots from the outer wall of the room. A rich tapestry (100 gp) hangs on the inner wall. It depicts the high priest and his war dogs.

4. This chapel holds a wooden idol of a demon. Two **war dogs** lie (3, 4 hp) at its feet. An altar holds red candles and a silver bowl (150 gp). Four **human cultists** (2 hp each) with daggers (+0 attack, 1d4 damage) are in deep in prayer.

5. Room contains chests of white robes, barrels of water and wine and a table on which are a dozen scrolls of liturgy. A **locked chest** holds a large book riddled with bookworms and three vials of unholy water.

6. A human **prisoner** (1 hp) is chained to the wall. He is crazed and is dangerous if released. A medium jacinth (5 gp) and flask of oil are hidden beneath straw in the corner of the room.

7. Two metal plates shaped like hands are set in the floor and spring up and crush anyone opening the secret door (1d8 damage) without first removing the trap. The room is a barracks for three **orcs** (4, 3, 3 hp) with light crossbows (+1 attack, 1d6 damage) and short swords (+1 attack, 1d6 damage). The room holds four spears, two suits of leather armor, three short swords and two shields emblazoned with the

"hands of fate". Each orc has 3d6 sp. A locked iron box holds three small beryls (20 gp each).

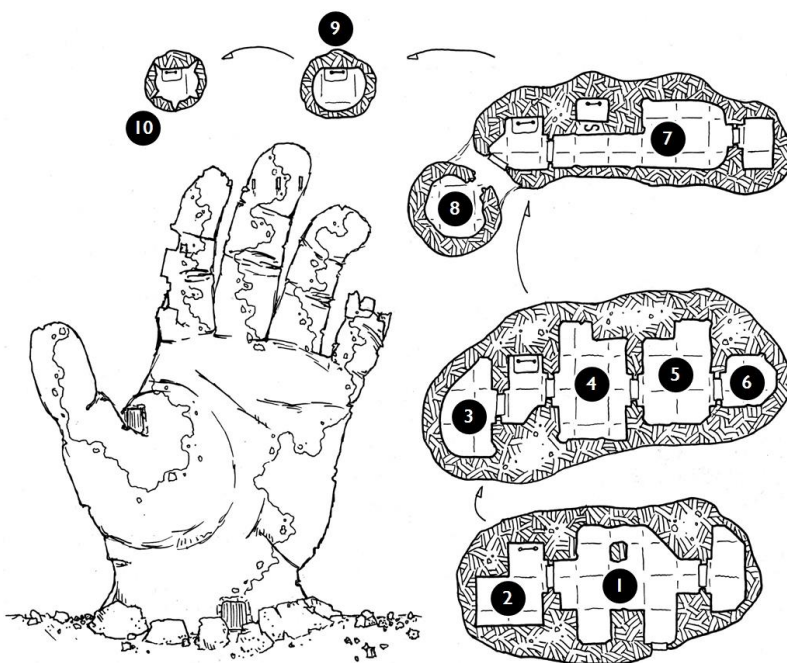
8. The Master's private shrine, with a small gold idol (500 gp) on a pedestal. The pedestal is trapped with poison gas that sickens for 1 hour that fills the room for 10 minutes.

9. The **Master** and his **bodyguard** are deep in discussion. They have a sack of 550 gp with which they plan to bribe the local orcs into causing trouble.

Master, Human Anti-Cleric: LVL 3 (12 hp) AC 15 ATK Quarterstaff +1 (1d6) MV 30' SV 15 AL CE XP 300 Str9 Int11 Wis13 Dex10 Con9 Cha11 SP—Conversion, healing, turn undead, +1 to save vs. magic, anti-cleric spells (3/1) EQ—Chainmail, black robes emblazoned with red hands, purse of 5 gp, *potion of healing*, spells prepared (*Command 1*, *hold person*, *inflict light wounds*, *protection from good*)

Bodyguard, Half-Orc Fighter: LVL 2 (11 hp); AC 17; ATK +1 *Longsword* +2 (1d8+1); MV 30'; SV 16; AL NE; XP 200; Str13 Int8 Wis9 Dex11 Con14 Cha7; SP—+1 morale bonus to warriors; EQ—Chainmail, shield, sack (15 gp, small jewel).

10. Four **skeletons** (5, 3, 3, 2 hp) appear to be chained to the walls, but are ready to attack (+1 attack, 1d4 damage). The room contains an iron lock box (trapped with a poisoned needle) that holds 180 sp, a small fire opal (1 gp) and a scroll case containing a treasure map.



Once every 1d4 rounds, Baphomet can spew a line of unholy water 50' long and 5' wide that deals 10d6 points of damage to Lawful outsiders.

Three times per day, Baphomet can summon one balor or nalfeshnee or 1d3 marilith demons. Once per day he can summon 20 minotaurs.

Jubilex, Demon Prince of Oozes

Type: Outsider
Size: Large
Hit Dice: 15 (90 hp)
Armor Class: 22 [+3]
Attack: Slam (2d6 + 2d6 acid + constrict)
Movement: 10'
Save: 9; MR 65%
Intelligence: Super
Alignment: Chaotic (CE)
XP/CL: 7,500/18



SD—Immunity (electricity, poison)

SP—Confusion •, darkness II, desecrate, detect good, dispel magic, ego whip •, fear, firestorm •, intellect fortress •, mental barrier •, mind blank •, mind thrust •, psionic blast •, psychic crush •, pyrotechnics, read magic, smite, suggestion, symbol (any), telekinesis, teleport w/o error (self + 50 lbs.), thought shield •, tongues, tower of iron will •, unhallow, unholy aura, unholy word, wall of fire

Jubilex is a bubbling mass of greenish-black ooze that crackles with energy. Two burning, red eyes appear deep within its form. Jubilex possesses an alien intellect that knows only hunger and conquest.

Jubilex is coated with acid that dissolves flesh on contact. Once every 1d6 rounds it can spit a line of acid 20' long and 5' wide that deals 1d6 points of hit point damage and 1d6 points of constitution damage per round. It can be scraped off in the first round of contact, but afterward must be burnt, frozen or cut away, inflicting damage on the victim. The slime is destroyed by extreme cold or heat, sunlight and cure disease. The slime dissolves wood and metal (saving throw to negate), but not stone.

Three times per day, Jubilex can summon a balor, 2 nalfeshnee or glabrezu or 1d6 hezrou. Once per day it can summon 20 HD of oozes.

Orcus, Demon Prince of Undead

Type: Outsider
Size: Large
Hit Dice: 20 (120 hp)
Armor Class: 26 [+3]
Attack: *Wand of Orcus* (2d8*) or 2 slams (2d8), tail (2d6 + Poison IV)
Movement: 40' (Fly 60')
Save: 7; MR 85%
Intelligence: Super
Alignment: Chaotic (CE)
XP/CL: 10,000/23

SD—Immunity (electricity, poison)

SP—Animate dead, charm monster, charm person, confusion •••, darkness II, desecrate, detect good, dispel magic, ego whip •••, fear, feeblemind •, intellect fortress •••, lightning bolt, mental barrier •••, mind blank •, mind thrust •••, psionic blast •••, psychic crush •, pyrotechnics, read magic, smite, suggestion, symbol (any), telekinesis (1200 lb.), teleport without error (self + 50 lbs.), thought shield •••, tongues, tower of iron will •, unhallow, unholy aura, unholy word, wall of fire

Orcus is among the most powerful monsters that adventurers can encounter, and they should pray that they do not. He appears as a massive, bloated humanoid with pallid skin and the head of a ram. He has the legs of a black goat, massive bat-wings sprouting from his back and a scorpion tail tipped with a lethal stinger.

Orcus is never without his wand, a rod of black metal tipped with a ruby skull. The wand slays any living creature it strikes (save at a -5 penalty). It casts the following spells:



Animate dead ••, *darkness II* •••, *desecrate* •••, *fear* •••, *unhallow* •••, *unholy aura* ••, *unholy word* ••.

Orcus is surrounded by a 60' radius aura of fear. All who enter this aura must pass a save or be frightened.

Three times per day, Orcus can summon 1 balor, 1d3 nalfeshnees or 1d4 marilith demons. Once per day, he can summon 3d8 wights, 3d6 wraiths, 3d4 spectres or 2d4 vampires.

Demonic Knight

Type: Outsider
Size: Medium
Hit Dice: 9
Armor Class: 20 [+1]
Attack: +1 *longsword*
(1d8+3) or 2 slams
(1d6)
Movement: 30'
Save: 12
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1 + 1d4
shadows
XP/CL: 2,700/11



SP—Immunity (*illusions*)

SP—*Dispel magic* ••, *fireball* •, *symbol fear* •, *wall of ice* •

The demonic knight is rumored to be the creation of the demon prince Orcus. Though no link has been proven, it is known that three of the most powerful demonic knights make their home near Orcus's citadel. It is believed that there are nine demonic knights in all.

Demonic knights appear as demonic humanoids in black plate armor. They are armed with +1 *longswords*.

Creatures within sound of a demonic knight's voice must pass a saving throw or be frightened.

Three times per day, a demonic knight can exhale a 10' cone of negative energy. Creatures in the area of the cone must pass a saving throw or suffer 2d4 points of strength damage. Creatures reduced to a strength score of 0 are killed, rising as shadows in 2d4 rounds. The shadows are slaves to the demonic knight until it is destroyed.

Dergenue

Type: Elemental (Earth)
Size: Medium
Hit Dice: 2
Armor Class: 15
Attack: Slam (1d6)
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 200/3

SA—*Surprise* (1-3 on 1d6)

SD—Immunity (*acid, electricity, sonic*)

When dungeons and dark temples have bas-reliefs of women carved into their walls, adventurers should be aware that some of these decorations may be dergenue, a race of mischievous earth elementals. They hide in walls using their innate ability to phase through earth and stone, and attack by reaching out to grab at unwary passersby. They speak Earth Elemental with seductive, gravelly voices.

On a successful attack, a victim near a wall must pass a saving throw or be dragged into a wall to suffocate and die. *Transmute rock to mud* causes 1d8 points of damage per spell level to a dergenue.

If a dergenue steps out of a wall, she must remain in contact with earth or stone or lose 1 hp per round. Dergenue cannot cross a barrier of fire or water.

Derro

Type: Monster
Size: Small
Hit Dice: 3
Armor Class: As armor +5
Attack: By weapon
Movement: 20'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8*
XP/CL: 300/4



SP—*Audible glamor, darkness, daze* •, *sound burst* •

Derro are abominable humanoids about the size of a dwarf, with white skin, white hair and pupil-less black

eyes. They are afflicted by a form of racial madness which manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro can hold their murderous impulses in check for short periods of time in order to cooperate with other creatures, but rarely for more than a few weeks. No derro can recognize that he is out of his mind.

Derro despise light, suffering a -2 to penalty to hit and save when exposed to light and suffering 1d6 points of damage for every hour they are exposed to sunlight. They are immune to *confusion* and madness (beyond their innate madness). They cannot be restored to sanity.

Derro organize themselves into bands of 1d6 x 10 warriors plus a number of non-combatants equal to 30% of the warriors. For every 20 warriors, there is one fighter or fighter/sorcerer of 2nd to 5th level. Tribes are led by sorcerers or fighter/sorcerers of 6th to 9th level. The armament of a derro army is as follows:

- 45% Studded leather, buckler, billhook, dagger
- 30% Studded leather, repeating crossbow, dagger
- 25% Scale mail, footman's pick

Destrachan

Type: Aberration
Size: Large
Hit Dice: 8
Armor Class: 18
Attack: 2 claws (1d6)
Movement: 30'
Save: 13
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 800/9



SD—Blindsight (60'), immunity (sonic)

Destrachans look something like bipedal dinosaurs with large, toothless mouths and beady eyes. They are about 10' long and weigh 4,000 lb.

From its tubular mouth, a destrachan emits carefully focused harmonics, producing sonic energy so powerful that it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack. It can blast sonic energy in an 80' cone. It can also use this attack to affect any creatures or objects within a 30' radius. It can tune

the harmonics of this destructive power to affect only flesh, nerves, or different non-living materials.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage (save for half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack forces folk to make a saving throw or fall unconscious for 1d4 minutes.

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area have a chance of cracking, splintering or shattering: Glass 75%, wood 50%, stone 25% and metal 5%.

Devils

Devils are angels that rebelled against their Creator and, when defeated, were flung into Hell and imprisoned there. Their allegiance to evil twisted and changed them from beautiful celestials into ugly fiends.

Most devils are immune to fire and poison. All can see perfectly in darkness of any kind, including magical darkness. Some devils possess the ability to summon others of their kind. Most devils can communicate telepathically with sentient creatures within 100'. Devils speak Common and Infernal.

Devil Possession

Devils can possess mortal, sentient creatures in the same manner as demons, with the single difference being that the victim's alignment changes to Lawful Evil.

Barbed Devil

Type: Outsider
Size: Medium
Hit Dice: 8
Armor Class: 24 [+1]
Attack: 2 claws (2d8 + fear)
Movement: 30'
Save: 13; MR 35%
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1d10
XP/CL: 2,400/10

SD—Immunity (fire, poison)

SP—Hold person, scorching ray (2 rays), smite •, spectral force, teleport without error (self + 50 lb.)

Barbed devils are humanoid devils with green skin. They are covered in long, horn-like barbs. A barbed devil is 7' tall and weighs about 300 lb.

A creature hit by a barbed devil's claws must succeed on a save or be frightened.

A barbed devil can attempt to summon another barbed devil once per day with a 35% chance of success.



Bearded Devil

Type: Outsider

Size: Medium

Hit Dice: 6

Armor Class: 19 [Silver]

Attack: Glaive (1d10 + special) or 2 claws (1d6)

Movement: 40'

Save: 14; MR 45%

Intelligence: Low

Alignment: Chaotic (LE)

No. Appearing: 1d12

XP/CL: 1,800/8

SD—Immunity (fire, poison)

SP—Teleport without error (self + 50 lb.)

Bearded devils look like hunchbacked old men with long, bristly beards, bowed legs and saw-toothed glaives. A bearded devil is 6' tall and weighs 225 lb.

The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists *cure* spells. The continuing hit point loss can only be stopped by a *remove curse* or *heal* spell.

If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8 points of damage and must succeed on a saving throw or be infected with a disease.

A bearded devil can attempt to summon another bearded devil once per day with a 35% chance of success.

Bone Devil

Type: Outsider

Size: Large

Hit Dice: 9

Armor Class: 22 [+1]

Attack: 2 claws (1d4), bite (1d8), tail (3d4 + Poison II)

Movement: 40'

Save: 12; MR 40%

Intelligence: High

Alignment: Chaotic (LE)

No. Appearing: 1d10

XP/CL: 2,700/11

SD—Immunity (fire, poison)

SP—Dimensional anchor, fly, invisibility (self), spectral force, teleport w/o error (self +50 lb), wall of ice



Bone devils appear to be horned skeletons, though their bony frames are actually exoskeletons covered with pale yellow, rubbery skin.

Bone devils radiate a 5' radius fear aura. Creatures within the aura must succeed on a saving throw or be frightened. Other devils are immune to this aura.

A bone devil can attempt to summon another bone devil once per day with a 35% chance of success.

Chain Devil

Type: Outsider

Size: Medium

Hit Dice: 8 [Regenerate/Silver]

Armor Class: 19 [Silver]

Attack: 2 chains (2d4)

Movement: 30'

Save: 13; MR 35%

Intelligence: Low

Alignment: Chaotic (LE)

No. Appearing: 2d4

XP/CL: 2,400/10

SD—Immunity (cold, poison)

Chain devils are humanoid devils wrapped in chains. It is 6' tall and weighs about 300 pounds, chains included.

A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail a saving throw take a -2 penalty on attack rolls for 1d3 rounds from the shock and demoralization.

A chain devil can also control up to four chains within 20', making the chains attack or move as it wishes. A chain devil can increase the length of the chains by up to 15' and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a saving throw to break the devil's power over it.

Erinyes (Fury)

Type: Outsider

Size: Medium

Hit Dice: 7

Armor Class: 21 [+1]

Attack: +1 flaming longbow (100'/1d8 + 1d6 fire) or longsword (1d8) or rope (entangle)

Movement: 30' (Fly 50')

Save: 13; MR 30%

Intelligence: High

Alignment: Chaotic (LE)

No. Appearing: 1d12

XP/CL: 2,100/9

SD—Immunity (fire, poison)

SP—Charm monster, phantasmal force II, smite, teleport without error (self + 50 lb.), true seeing

Erinyes are female devils that look like comely women with crimson skin, smoldering eyes and vulture wings. An erinyes stands 6' tall and weighs 150 pounds. They prefer to engage in combat from a distance.

Each erinyes carries a stout rope some 50' long that entangles opponents of any size as an *animate rope* spell. An erinyes can hurl its rope 30' with no range penalty. Typically, it entangles a foe, lifts it into the air, and then drops it from a great height.

An erinyes can attempt to summon 1d4 bearded devils once per day with a 50% chance of success.



Hellcat

Type: Outsider

Size: Large

Hit Dice: 8

Armor Class: 20 [+1]

Attack: 2 claws (1d8 + rend), bite (2d8)

Movement: 40'

Save: 13; MR 20%

Intelligence: Average

Alignment: Chaotic (LE)

No. Appearing: 1d10

XP/CL: 2,400/10

SA—Telepathy 120'

SD—Immunity (fire, poison)

Hellcats appear as giant domestic cats that are invisible in light, but glow faintly in darkness. A hellcat measures about 9' long and weighs about 900 pounds.



Horned Devil

Type: Outsider

Size: Large

Hit Dice: 6 [Regenerate/Magic]

Armor Class: 26 [+2]

Attack: Flail (2d6 + stun) or 2 claws (2d8), bite (2d8), tail (2d6 + persistent wound)

Movement: 20' (Fly 50')

Save: 14; MR 50%

Intelligence: High

Alignment: Chaotic (LE)

No. Appearing: 1d10

XP/CL: 1,800/8

SD—Immunity (fire, poison)

SP—Dispel good, ego whip •••, fireball •••, lightning bolt •••, mental barrier •••, mind blank •, mind thrust •••, persistent illusion, protection from evil II, teleport w/o error (self + 50 lbs.), thought shield •••

Horned devils are tall humanoids with twisted, ugly fingers and long, black horns jutting from their skulls. A horned devil is 9' tall and weighs about 600 pounds.

A horned devil radiates a 5' radius aura of fear. A creature within the aura must succeed on a save or be frightened.

When a horned devil hits with its flail, the opponent must succeed on a saving throw or be stunned for 1d4 rounds. The damage a horned devil inflicts with its tail

attack causes a persistent wound. An injured creature loses 2 hit points each round. The wound does not heal naturally and resists healing spells. The hit point loss can be stopped only by a *remove curse* or *heal* spell.

A horned devil can attempt to summon another horned devil once per day with a 20% chance of success.



Ice Devil

Type: Outsider
 Size: Large
 Hit Dice: 11 [Regenerates/Magic]
 Armor Class: 25 [+1]
 Attack: 2 claws (2d6), bite (2d6), tail (3d6 + *slow*)
 Movement: 40'
 Save: 11; MR 55%
 Intelligence: Super
 Alignment: Chaotic (LE)
 No. Appearing: 1d10
 XP/CL: 3,300/13

SD—Immunity (cold, poison)

SP—Cone of cold, confusion •••, ego whip •••, fly, ice storm, mental barrier •••, mind blank •, persistent illusion, teleport without error (self +50 lb.), thought shield •••, unholy aura, wall of ice

Ice devils are tall, gaunt creatures that radiate physical and spiritual chill. They are 12' tall and weigh 700 lb.

An ice devil radiates a 10' radius fear aura. A creature within the aura must succeed on a save or be frightened.

A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a saving throw or be affected as though by a *slow* spell for 1d6 rounds.

An ice devil can attempt to summon another ice devil once per day with a 20% chance of success.

Imp

Type: Outsider
 Size: Tiny
 Hit Dice: 3
 Armor Class: 20 [Silver]
 Attack: Sting (1d4 + Poison II)
 Movement: 20' (Fly 50')
 Save: 15
 Intelligence: Average
 Alignment: Chaotic (LE)
 No. Appearing: 1
 XP/CL: 900/5

SD—Immunity (fire, poison)

SP—Commune with greater devil (1/week), detect good, detect magic, invisibility (self), suggestion •

Imps are tiny devils with red skin, grinning, fanged mouths and tiny red or black horns. They are craven, but not so timid as to pass up an opportunity for an ambush. In its natural form, an imp attacks with the wicked stinger on its tail. An imp can assume the form of a giant spider, raven, giant rat and boar at will.



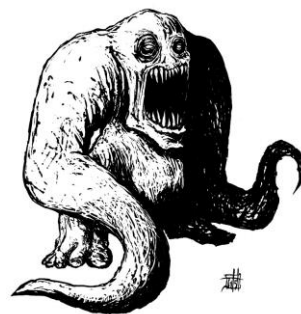
Lemure

Type: Outsider
 Size: Medium
 Hit Dice: 3
 Armor Class: 14 [Silver]
 Attack: 2 slams (1d4)
 Movement: 20'
 Save: 15
 Intelligence: Low
 Alignment: Chaotic (LE)
 No. Appearing: 2d8
 XP/CL: 300/4

SD—Immunity (charm, compulsion, fear, illusion)

Lemures are created from damned souls and look like humanoids with pale, sagging skin. A lemure is about 5' tall and weighs about 100 lb. They are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils.

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.



Pit Fiend

Type: Outsider

Size: Large

Hit Dice: 13 [Regenerate/Silver]

Armor Class: 28 [+2]

Attack: 2 claws (2d10), 2 wings (2d6), bite (4d6 + poison IV + disease), tail (2d8 + constrict)

Movement: 40' (Fly 60')

Save: 10; MR 65%

Intelligence: Super

Alignment: Chaotic (LE)

No. Appearing: 1

XP/CL: 6,500/16

SP—Immunity (fire, poison)

SP—Create undead, dispel magic, ego whip •, fireball, hold monster, intellect fortress •, invisibility, mental barrier •, meteor swarm •, persistent illusion, power word stun, protection from evil II, psionic blast •, psychic crush •, teleport without error (self + 50 pounds), thought shield •, unholy aura, unholy word •, wish • (others)

Pit fiends are the most powerful of the fallen angels. They are tall, scaly monstrosities with horned heads, large mouths filled with fangs, including two long tusks jutting from their lower jaw, and large bat wings. A pit fiend wraps its wings around itself like a grotesque cloak and is wreathed in flames. They are 12' tall and weigh 800 pounds. There are only 13 known pit fiends.

A pit fiend radiates a 20' radius aura of fear. A creature within the aura must succeed on a save or be frightened.

Once per day, a pit fiend can summon 1d4 erinyes, a horned devil or an ice devil with no chance of failure.



Devil, Arch-

The archdevils are the rulers of Hell. They exist in a terse, angry hierarchy and spend eternity plotting, scheming and sometimes in all-out war to usurp one another's positions. At the top of the hierarchy is Lucifer, and arrayed beneath him are the princes, dukes, marquises, presidents, ministers and generals.

Like all devils, archdevils are immune to fire and poison. All can see perfectly in darkness of any kind, including magical darkness. Some devils possess the ability to summon others of their kind. All can communicate telepathically with sentient creatures within 1 mile. They speak Common and Infernal.

Amon, Duke of Hell

Type: Outsider

Size: Large

Hit Dice: 21 (126 hp) [Regenerate/Holy]

Armor Class: 22 [+3]

Attack: +3 footman's mace (1d10+8) or bite (2d6)

Movement: 60'

Save: 7; MR 70%

Intelligence: Super

Alignment: Chaotic (LE)

XP/CL: 10,500/24

SD—Immunity (fire, poison)

SP—Animate dead, charm person, confusion •, create undead, desecrate, detect good, detect invisibility, dispel magic, ego whip •, fireball, hold person, intellect fortress •, invisibility II, mental barrier •, meteor swarm •, mind blank •, mind thrust •, polymorph self, produce flame, protection from evil II, psionic blast •, psychic crush •, pyrotechnics, spectral force, suggestion, symbol (any) •, teleport without error (self + 50 lbs.), thought shield •, tower of iron will •, unhallow, unholy aura, unholy word, wall of ice

Amon is a wolf-headed devil who commands the soldiery of the arch-devil Geryon from an iron citadel atop a basalt plateau in Hell. Amon's gaze extends 30 feet and forces victims to pass a saving throw or become frightened. He can control up to 20 HD of wolves, worgs, winter wolves and dire wolves up to a range of 1 mile. Once per day he can summon 20 HD of these creatures.

Three times per day, Amon can summon 1d8 bone devils, 1d4 lemures or bearded devils, or a single pit fiend.

Geryon, Prince of Hell

Type: Outsider

Size: Huge

Hit Dice: 22 (132 hp) [Regenerate/Holy]

Armor Class: 25 [+3]

Attack: 2 slams (2d8), tail sting (2d6 + Poison IV)

Movement: 20' (Fly 50')

Save: 7; MR 75%

Intelligence: Super

Alignment: Chaotic (LE)

XP/CL: 11,000/25

SD—Immunity (fire, poison)

SP—Animate dead, charm person, comprehend languages, confusion •, daylight, desecrate, detect good, detect invisibility, dispel magic, ego whip •, fireball, geas, hold person, intellect fortress •, invisibility II, mental barrier •, meteor swarm •, mind blank •, mind thrust •, polymorph self, produce flame, protection from evil II, psionic blast •, psychic crush •, pyrotechnics, raise dead, read magic, spectral force, suggestion, symbol •, teleport without error (self + 50 lbs.), thought shield •, tower of iron will •, unhallow, unholy aura, unholy word, wall of ice, wish (only for others)

Geryon appears as a massive, diabolical humanoid from the waist up and a giant constrictor snake from the waist down. He has bat wings and a barbed stinger on his tail.

Geryon has a gaze that extends 30'. Those he looks at must pass a save or be frightened.

Geryon carries a great horn that can be blown three times per week, summoning 5d4 minotaurs. Lawful creatures that touch the horn suffer 5d6 electricity damage. Three times per day, he can summon 1d3 bone devils or bearded devils, or 2 barbed devils or pit fiends.

Moloch, Prince of Hell

Type: Outsider

Size: Large

Hit Dice: 25 (175 hp) [Regenerate/Holy]

Armor Class: 24 [+3]

Attack: +3 *whip* (2d6+3 + 1d6 electricity) or 2 claws (1d8), bite (1d8)

Movement: 40'

Save: 7; MR 70%

Intelligence: Super

Alignment: Chaotic (LE)

XP/CL: 10,500/24



SP—Immunity (fire, poison)

SP—Animate dead, burning hands, charm person, comprehend languages, desecrate, detect good, detect invisibility, dispel magic, fireball, fire charm, flame strike •, fly, geas, hold person, invisibility II, meteor swarm •, polymorph self, produce flame, protection from evil II, pyrotechnics, raise dead, read magic, spectral force, suggestion, symbol •, teleport without error (self plus 50 pounds of objects only), unhallow, unholy aura, unholy word, wall of fire, wish • (for others only)

Moloch is a 14' tall devil with flaming red skin, icy-blue eyes and black horns. He wields a six-tailed whip.

Moloch can breathe a 30' cone of fear each round. The cone appears to be burning soot. Those struck must pass a saving throw or be frightened.

Three times per day, he can summon 1d4 horned devils or 1d2 pit fiends.

Devourer

Type: Undead
Size: Large
Hit Dice: 9
Armor Class: 18
Attack: 2 claws (1d6 + energy drain) or trap essence
Movement: 30'
Save: 12; MR 45%
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 4,500/12

SA—*Rebuke undead* (9th level cleric)

SP—*Confusion*, *ghoul touch*, *planar ally I*, *ray of enfeeblement*, *spectral hand*, *suggestion*, *true seeing* (see below for how they use them)

Devourers are cruel undead that stand 9' tall. They have drawn faces that expose their teeth, long, bony claws and exposed ribs. Devourers lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal, sadistic glee.

The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a melee attack and kills instantly if the target fails a saving throw. A slain creature's essence is trapped within the devourer's ribs, and a tiny figure appears there with that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold one essence at a time.

The trapped essence provides a devourer with enough power to use one of its spells for each Hit Die or level of the trapped creature. As this energy is expended, the trapped essence fades until it is gone completely. The trapped essence loses one level every time the devourer uses one of its spells. When the essence's Hit Dice are reduced to 0, the essence is destroyed. If an essence is freed, the restored creature must succeed on a saving throw for each lost level or lose it permanently.

Living creatures hit by a devourer's claw attack or *spectral hand* ability lose one level unless they pass a saving throw. At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4 levels.

The trapped essence provides a measure of magical protection to the devourer. If any of the following spells

are cast at the devourer and overcome its magic resistance, they affect the imprisoned essence instead: *Banishment*, *confusion*, *crushing despair*, *dispel evil*, *dominate person*, *ESP*, *fear*, *geas*, *holy word*, *hypnotism*, *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 might eliminate the trapped essence, depriving the devourer of its spells until it can consume another.

Digester

Type: Monster
Size: Medium
Hit Dice: 8
Armor Class: 17
Attack: 2 claws (1d8)
Movement: 60'
Save: 13
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 2,400/10

SD—*Immunity* (acid)



Digesters are sickening creatures with grey-brown scales, beady, black eyes and long, spoon-like tongues. Digesters can belch a 20' cone of acid that deals 4d8 points of damage or a 5' stream of acid that deals 8d8 points of damage (save for half damage).

Dinosaurs

The dinosaur category includes several saurian and reptilian horrors from the dawn of time. They are most often found in "Lost Worlds" or primitive dimensions.

	Brontosaurus	Deinonychus
	Huge Animal	Medium Animal
Hit Dice:	24	4
Armor Class:	14	17
Attack:	Stomp (3d6) or trample (2d10)	2 claws (1d4 + rend), bite (1d6)
Movement:	20'	60'
Save:	7	15
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d6	1d6
XP/CL:	2,400/25	400/5

	Elasmosaurus	Megaraptor
	Huge Animal	Large Animal
Hit Dice:	10	8
Armor Class:	13	17
Attack:	Bite (3d8)	2 claws (1d6 + rend), bite (1d8)
Movement:	20' (Swim 50')	60'
Save:	12	13
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d8	1d6
XP/CL:	1,000/11	800/9

	Pteranodon	Stegosaurus
	Large Animal	Large Animal
Hit Dice:	4	15
Armor Class:	15	17
Attack:	2 claws (1d4), bite (1d8)	Bite (1d8), tail (4d6)
Movement:	20' (Fly 40')	30'
Save:	15	9
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d6	1d8
XP/CL:	400/5	1,500/16

	Triceratops	Tyrannosaurus
	Huge Animal	Huge Animal
Hit Dice:	16	18
Armor Class:	18	14
Attack:	Gore (3d8) or trample (4d8)	Bite (3d8 + swallow)
Movement:	30'	40'
Save:	9	8
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d8	1d2
XP/CL:	1,600/17	1,800/19

Brontosaurus is a massive, long-necked herbivore. They are encountered in herds.

Deinonychus is a small, fast, clever killer. They run in packs and coordinate their attacks.

Elasmosaurus is an air breather, despite residing primarily in the water. Observers who see only its head or tail might easily mistake it for a giant snake.

Megaraptor is a large version of the deinonychus. It has the same appearance and habits of its smaller kin.

Pteranodons are the classic flying reptile. The males are about twice as large as the females, and have narrow hips and large crests.

Stegosaurus has large back-plates jutting from its spine, and a spiked tail. They are herbivores.

Triceratops is a horned dinosaur. When a triceratops charges, its gore attack deals 4d10 points of damage. The triceratops can trample opponents by moving over them.

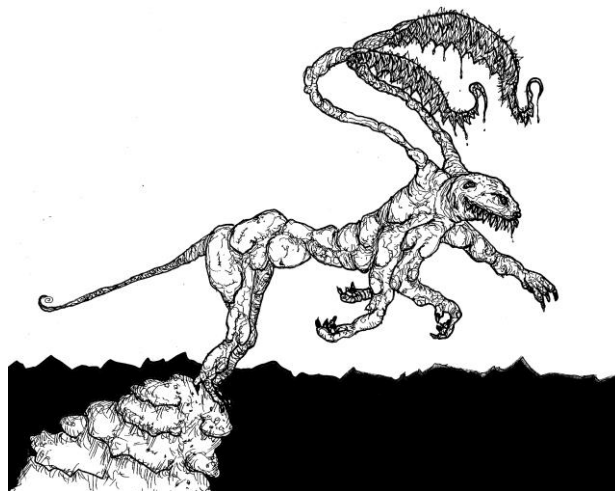
Tyrannosaurus rex is a swift runner despite its large size. That being said, it is more of a scavenger than a hunter, bullying predators away from their kills.

Displacer

Type: Monster
 Size: Medium
 Hit Dice: 6
 Armor Class: 18 (16 without *displacement*)
 Attack: 2 claws (1d6), 2 whips (special), bite (1d8)
 Movement: 50'
 Saving Throw: 14; 11 vs. magic
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 1d6
 XP/CL: 600/7

SD—Constant displacement effect

Displacers are blue-black, six-legged monsters with cruel looking tendrils projecting from their shoulders. The beast can strike with both of these tendrils each round. A creature struck by a one must pass a saving throw or be struck with *confusion* for 1d4 rounds.



Dog (Jackal)

Type: Animal
Size: Small
Hit Dice: 1
Armor Class: 15
Attack: Bite (1d4)
Movement: 40'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 50/1

The statistics presented here describe a canine of 20 to 50 pounds in weight, including most domestic dogs and such wild canines as coyotes and jackals.

Dolphin

Type: Animal
Size: Medium
Hit Dice: 2
Armor Class: 15
Attack: Slam (1d8)
Movement: Swim 80'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d20
XP/CL: 200/3



SD—Blindsight (120')

A typical dolphin is 4' to 6' long and weighs 110 to 160 pounds. The statistics presented here can also describe any small whale of similar size.

Donkey

Type: Animal
Size: Medium
Hit Dice: 2
Armor Class: 13
Attack: Bite (1d3)
Movement: 30'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 100/2

These long-eared creatures are surefooted and sturdy. The statistics presented here can also describe burros.

Doppelganger

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: Slam (1d12)
Movement: 30'
Save: 15; 12 vs. magic
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 400/5



SD—Immunity (sleep and charm)

SP—ESP

Doppelgangers are beings that can take on the shapes of those they encounter. In its natural form, they look like slender, frail humanoids with gangly limbs and half-formed features. The flesh is pale and hairless. Its bulging eyes are yellow with slit pupils.

A doppelganger can assume the shape of any small or medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed.

Doppelganger Player Characters

Doppelgangers speak Doppelganger, Common and bonus languages for high intelligence. They adjust their ability scores as follows: Str +1, Int +1 and Cha -2. They have the abilities described above except that they replace the shapechange ability with the ability to cast the *change self* spell three times per day. Doppelgangers divide earned experience points by four.



Dragolem

Type: Construct

Size: Large

Hit Dice: 8

Armor Class: 17 [+1]

Attack: 2 claws (1d6), bite (2d10) or breath weapon

Movement: 30' (Fly 60')

Save: 13

Intelligence: Non-

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 4,000/11

SD—Immunity (cold, poison, spells under 5th level)

SP—Detect invisibility •••

Dragolems are golems fashioned in the shape of dragons. These powerful constructs are used to guard valuable artifacts or vast treasures. A dragolem is unaffected by charm spells, *hold*, *sleep* or other mind altering spells, as well as poison, cold and fire. Dragolems are also immune to all spells lower than 5th level. They can breathe a poisonous cloud (20' x 20' x 20') three times per day. The poison is lethal (Poison IV).

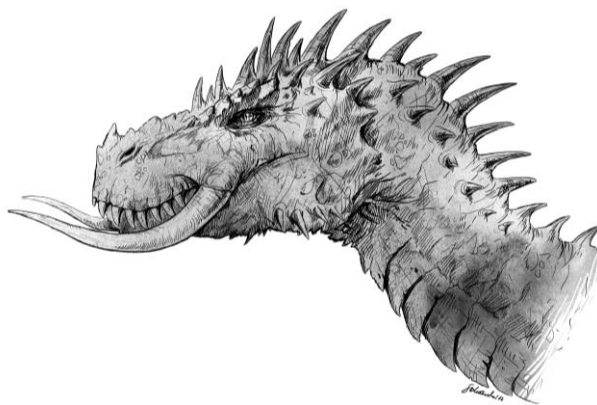
Dragons

Dragons are powerful reptilian creatures with bloodlines stretching back to primordial times. Although many reptilian horrors are classified as dragons, the monsters detailed here are known the "true dragons". They are divided into the Chaotic chromatic dragons (black, blue, green, red, white) and the Lawful metallic dragons.

Dragons speak Draconic, with different dialects for each color, but they also speak several other languages, including Elven, Common, Celestial (for Lawful dragons) and Infernal (for Chaotic dragons).

All true dragons become more powerful as they age. They range in length from several feet upon hatching to more than 100 feet after living many hundreds of years. The exact size varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material like precious metals. Some dragons have developed a taste for such fare. Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible.



Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to the age of great wyrm, hundreds of gems and coins may be imbedded in its hide.

Dragon Age Categories

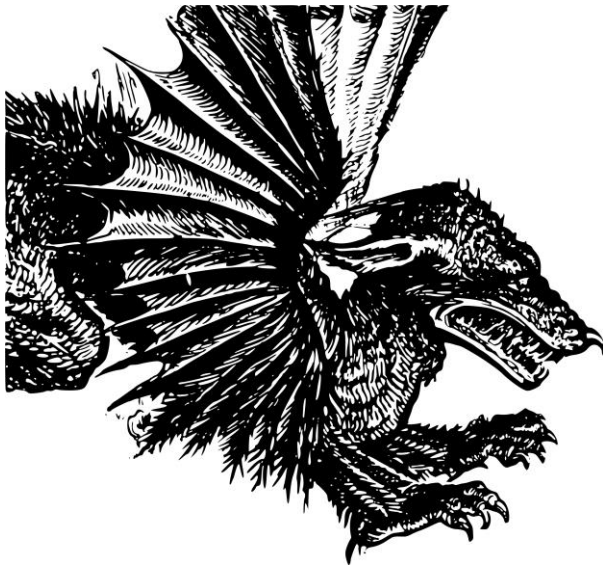
A dragon's hit points and some other factors are dependent upon its age. A dragon's age category can be determined by rolling 1d6.

d6	Age	Years	Size	hp/HD	Damage
1	Wyrmling	0-25	Small	1	-2
2	Young	26-100	Medium	2	-1
3	Adult	101-200	Medium	3	-
4	Old	201-400	Large	4	+1
5	Ancient	401-800	Large	5	+2
6	Wyrm	801+	Huge	6	+3

Dragon Breath Weapons

The range or area of effect of a dragon's breath weapon depends on the size and type of the dragon. Damage from a dragon's breath weapon is equal to the dragon's current hit point total. A saving throw is permitted to halve breath weapon damage.

Dragon Size	Line Length	Cone (Length x Base)
Small	40'	70' x 35'
Medium	60'	80' x 40'
Large	80'	90' x 45'
Huge	100'	100' x 50'



Dragon Special Abilities

All dragons *cause fear* and sense hidden and invisible creatures in a radius equal to 10' per age level.

1% of magic-using dragons are clerics of Tiamat, the goddess of Chaotic dragons, or Bahamoot, the god of Lawful dragons. Dragon clerics gain magic-use as clerics as well as magic-users (see below).

Black Dragon

Type: Dragon

Size: Medium

Hit Dice: 7

Armor Class: 17

Attack: 2 claws (1d6), bite (1d8)

Movement: 60' (Fly 100', Swim 60')

Save: 13

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d4

Sleeping: 50%

XP/CL: 2,100/9

SD—Water breathing, immunity (sleep), resistance (acid)

Black dragons, or knuckers, are sometimes known as skull dragons because of their skeletal faces. Adding to the skeletal impression is the gradual deterioration of the hide around the base of the horn and the cheekbones. This deterioration increases with age and does not harm the dragon. On hatching, a black dragon's scales are thin, small, and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in

the dim light and brackish light of the swamps and marshes they call home.

Black dragons are especially fond of coins, and have twice the normal number of coins in their hordes, but half the number of gemstones and art objects. Older dragons often capture and question humanoids about stockpiles of coins before killing them.

Black dragons breathe a line of acid. They have a 40% chance of speech, and speaking black dragons have a 5% chance of casting spells as a 1st level magic-user.

Blue Dragon

Type: Dragon

Size: Medium

Hit Dice: 9

Armor Class: 18

Attack: 2 claws (1d6), bite (1d8)

Movement: 40' (Fly 150', Burrow 20')

Save: 12

Intelligence: High

Alignment: Chaotic (LE)

No. Appearing: 1d4

Sleeping: 30%

XP/CL: 2,700/11

SD—Immunity (sleep), resistance (electricity)

A blue dragon's scales vary in color from iridescent azure to deep indigo, polished to a glossy finish by the blowing desert sands. The size of its scales increases little as the dragon ages, although they do become thicker and harder. Its hide tends to hum and crackle faintly with built-up static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone. Their vibrant color makes blue dragons easy to spot in desert surroundings, though they often burrow into the sand and expose only a small part of their head.

Blue dragons are most fond of gems, especially sapphires, and have double the normal number of gems in their treasure hordes.

Blue dragons breathe lines of electricity. They have a 70% chance of speech, and speaking dragons have a 15% chance of casting spells as a 2nd level magic-user.

Brass Dragon

Type: Dragon
Size: Medium
Hit Dice: 7
Armor Class: 17
Attack: 2 claws (1d6), bite (1d8)
Movement: 60' (Fly 150', Burrow 30')
Save: 13
Intelligence: High
Alignment: Lawful (CG)
No. Appearing: 1d4
Sleeping: 55%
XP/CL: 2,100/9

SD—Immunity (sleep), resistance (fire)

Brass dragons are desert dwelling dragons. At birth, a brass dragon's scales are a dull, mottled brown. As the dragon gets older, the scales become brassier until they reach a warm, burnished appearance. The grand headplates of a brass dragon are smooth and metallic, and it sports bladed chin horns that grow sharper with age. Wings and frills are mottled green toward the edges, darkening with age. As the dragon ages, its pupils fade until the eyes resemble molten metal orbs.

Brass dragons would rather talk than fight. If a creature tries to leave a brass dragon without conversing, the dragon might force compliance in a fit of pique, using a dose of sleep gas on the unwilling playmate. A creature put to sleep may wake to find itself pinned or buried to the neck in the sand until the dragon's thirst for small talk is slaked. When faced with real danger, younger brass dragons fly out of sight and then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat.

A brass dragon has two types of breath weapon, a cloud of *fear* (as the spell) and a cone of *sleep* (as the spell).

A brass dragon has a 35% chance of speech, and speaking dragons have a 10% chance to cast spells as a 2nd level magic-user.

Bronze Dragon

Type: Dragon
Size: Medium
Hit Dice: 9
Armor Class: 18
Attack: 2 claws (1d6), bite (1d8)
Movement: 40' (Fly 150', Swim 60')
Save: 12
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 1d4
Sleeping: 30%
XP/CL: 2,700/11

SD—Immunity (sleep), resistance (electricity)

Bronze dragons dwell in rocky highlands. A young bronze dragon's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood its color deepens slowly to a dark, rich bronze. Very old dragons develop a blue-black tint to the edges of their scales. Powerful swimmers, they have webbed feet and smooth, flat scales. As a dragon ages, its pupils fade until in the oldest the eyes resemble glowing green orbs.

Bronze dragons have two types of breath weapon, a line of lightning and a 30' cone of *repulsion* (as the spell).

A brass dragon has a 65% chance of speech, and speaking bronze dragons have a 50% chance to cast spells as a 4th level magic-user.



Copper Dragon

Type: Dragon
Size: Medium
Hit Dice: 8
Armor Class: 18
Attack: 2 claws (1d6), bite (1d8)
Movement: 40' (Fly 100')
Save: 13
Intelligence: High
Alignment: Lawful (CG)
No. Appearing: 1d4
Sleeping: 50%
XP/CL: 2,400/10

SD—Immunity (sleep), resistance (acid)

Copper dragons dwell in barren hills, valuing their solitude and cultivating the local wildlife as guards and spies. At birth, their scales have a ruddy brown color with a metallic tint. As they get older, the scales become finer and more coppery, assuming a soft, warm gloss by young adult age. Very old dragons' scales pick up a green tint. A copper dragon's pupils fade with age, and the eyes of great wyrms resemble glowing turquoise orbs.

A copper dragon appreciates wit and does not usually harm creatures that can relate a joke, humorous story, or riddle the dragon has not heard before. It quickly gets annoyed with anyone who does not laugh at its jokes or accept its tricks with good humor. It likes to taunt and annoy opponents into giving up or acting foolishly.

A copper dragon has two types of breath weapon, a line of acid and a cone of *slow* (as the spell).

A copper dragon has a 50% chance of speech, and speaking dragons have a 25% chance to cast spells as a 3rd level magic-user.



Force Dragon

Type: Dragon
Size: Medium
Hit Dice: 13
Armor Class: 23 [+2]
Attack: 2 claws (1d10), bite (2d6)
Movement: 60' (Fly 300')
Save: 10; MR 25%
Intelligence: Super
Alignment: Neutral (N)
No. Appearing: 1
Sleeping: 5%
XP/CL: 3,900/15

SD—Immunity (sleep, paralysis, force effects), surprise (1-3 on 1d6)

Force dragons have translucent scales and organs, giving them an improved chance to surprise opponents. They dwell on the Astral Plane, making lairs on large chunks of matter floating through that silvery plane, and staging raids on astral travelers for treasure.

Force dragons breathe a cone of force, which not only causes damage, but forces targets to pass a saving throw or be knocked prone.

Force dragons can always speak, and cast spells as 13th level magic-users.

Gold Dragon

Type: Dragon
Size: Medium
Hit Dice: 11
Armor Class: 19
Attack: 2 claws (1d6),
bite (1d8)
Movement: 60' (F200', S60')
Save: 11
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 1d4
Sleeping: 10%
XP/CL: 3,300/13

SD—Immunity (sleep), resistance (fire)

Gold dragons are the most noble of dragonkind. Upon hatching, a gold dragon's scales are dark yellow with golden flecks. The flecks get larger as the dragon matures until, as adults, the scales are completely golden. Gold dragons' faces are bewhiskered and sagacious; as they



age, their pupils fade until the eyes resemble pools of molten gold.

Gold dragons dwell beneath the waves, sometimes building castles of coral decorated with pearls. They can assume the form of any animal or humanoid of medium size or smaller.

A gold dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. The gas has the same effect as a *ray of enfeeblement*.

Gold dragons can always speak, and cast spells as 11th level magic-users.

Green Dragon

Type: Dragon

Size: Medium

Hit Dice: 8

Armor Class: 17

Attack: 2 claws (1d6), bite (1d8)

Movement: 40' (F150', S40')

Save: 13

Intelligence: High

Alignment: Chaotic (LE)

No. Appearing: 1d4

Sleeping: 40%

XP/CL: 2,400/10



SD—Water breathing, immunity (sleep), resistance (acid), surprise (1-3 on 1d6 in woodlands)

Green dragons are woodland dwellers. A young green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings.

Green dragons breathe a cone of corrosive gas which causes acid damage and forces metal items to pass an item saving throw or be ruined.

They have a 55% chance of speaking, and speaking dragons have a 10% chance to cast spells as 2nd level magic-users.

Prismatic (Rainbow) Dragon

Type: Dragon

Size: Medium

Hit Dice: 12

Armor Class: 21 [+1]

Attack: 2 claws (1d8), bite (1d10)

Movement: 60' (Fly 300')

Save: 11

Intelligence: Super

Alignment: Neutral (N)

No. Appearing: 1

Sleeping: 5%

XP/CL: 3,600/14

SD—Immunity (sleep, blindness and light)

Prismatic dragons dwell in lonely places, far from the crowd. They have iridescent scales that shift through all the colors in the rainbow and gleam even in darkness.

Prismatic dragons breathe a cone of light (per the *prismatic spray* spell). Prismatic dragons can always speak, and cast spell as 12th level magic-users.

Red Dragon

Type: Dragon

Size: Medium

Hit Dice: 10

Armor Class: 18

Attack: 2 claws (1d6), bite (1d8)

Movement: 40' (Fly 150')

Save: 12

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d4

Sleeping: 20%

XP/CL: 3,000/12

SD—Immunity (sleep), resistance (fire)

Red dragons are mountain dwelling monstrosities that prefer to dwell in volcanic regions. The small scales of a red wyrmling are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is better able to take care of itself. Toward the end of youth, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age.



The pupils of a red dragon fade as it ages; the oldest have eyes that resemble molten lava.

Red dragons breathe a cone of fire. They have an 85% chance of speech, and speaking red dragons have a 20% chance to cast spells as 5th level magic-users.

Silver Dragon

Type: Dragon
Size: Medium
Hit Dice: 10
Armor Class: 19
Attack: 2 claws (1d6), bite (1d8)
Movement: 40' (Fly 150')
Save: 12
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 1d4
XP/CL: 3,000/12

SA—Walk on clouds and fog

SD—Immunity (sleep), resistance (cold)

Silver dragons dwell high in the mountains amid the clouds. A young silver dragon's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible. Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. All silver dragons can assume the form of any animal or humanoid of medium size or less.

A silver dragon has two types of breath weapon, a cone of cold and a cloud of gas (Poison II).

Silver dragons have a 95% chance to speak, and speaking dragons have a 25% chance to cast spells as 6th level magic-users.

White Dragon

Type: Dragon
Size: Medium
Hit Dice: 6
Armor Class: 16
Attack: 2 claws (1d6), bite (1d8)
Movement: 60' (Fly 150')
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
Sleeping: 60%
XP/CL: 1,800/8

SA—Move on ice without penalty

SD—Immunity (sleep), resistance (cold)

White dragons dwell in snowy mountains or in glacial caves. The scales of a young white dragon glisten like mirrors. As the dragon ages, the sheen disappears, and by very old age, scales of pale blue and light gray are mixed in with the white. Their horns are like a goat's.

White dragons breathe a cone of cold. White dragons have a 25% chance of speaking. They do not cast spells.

Dragon Horse

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 19
Attack: 2 hooves (1d8)
Movement: 60' (Fly 120')
Save: 13; MR 25%
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 1d4
XP/CL: 2,400/10



SP—Know alignment

The name "dragon horse" is something of a misnomer, as these creatures have no relationship to dragons. Dragon horses are originally from the Elemental Plane of Air, but now reside more or less permanently on the Material Plane, though they visit the Plane of Air frequently.

Dragon horses are beautiful, graceful creatures, peaceful and reclusive. They spend nearly all their time aloft among the clouds, rarely deigning to set foot on solid ground. Dragon horses are solitary creatures, but a

mated pair often remains together to raise their young. They have no need or desire for material possessions and so keep no treasure. Dragon horses are highly prized as steeds, but they are notoriously difficult to train. They have a very free spirit and do not tolerate captivity, thus only juvenile dragon horses have any chance of being tamed as mounts. A captive foal can be raised only by a Lawful being and doing so requires 10 years. Dragon horses speak Silver Dragon and Air Elemental.

Once per 6 rounds, a dragon horse can create one of the following effects in a 30' cone: *Cone of cold* (8d6 cold), *fog cloud* or *gust of wind*.

A dragon horse can shift into the Ethereal Plane, Astral Plane, Elemental Plane of Air, or the Material Plane at will. This ability transports the dragon horse and up to two other creatures, provided they are on its back. It is otherwise similar to *plane shift*.

Dragon Turtle

Type: Dragon
Size: Huge
Hit Dice: 12
Armor Class: 20
Attack: 2 claws (2d6),
bite (4d6)
Movement: 20' (Swim 30')
Save: 11
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,600/14



SD—Immunity (sleep)

A dragon turtle's shell is the same color as the deep oceans the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 20' to 30' from snout to tail, with a shell from 15' to 25' in diameter, and can weigh 8,000 to 32,000 pounds. They speak Dragon Turtle.

A dragon turtle's breath weapon is a cloud of super-heated steam 20' high, 25' wide, and 50' long. It inflicts 12d6 points of fire damage and is effective both on the surface and underwater.

A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the

time. It has a 50% chance to capsize a vessel from 20' to 60' long and a 20% chance to capsize one over 60' long.

Dragonne

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 17
Attack: 2 claws (1d6), bite (4d6)
Movement: 50' (Fly 40')
Save: 13
Alignment: Neutral (N)
Intelligence: Low
No. Appearing: 1d4
XP/CL: 800/9

Dragonnes look like reptilian lions with golden scales and bushy manes. They are about 12' long and weigh about 700 pounds. Dragonnes dwell in blazing deserts and speak Blue Dragon (poorly).

Once every 1d4 rounds, a dragonne can emit a nerve shattering roar that forces all within 120' to pass a saving throw or become fatigued.



Draug

Type: Undead
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: Cutlass (1d6) or claws (1d4)
Movement: 30' (Swim 30')
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1 + crew*
XP/CL: 600/7

SD—Resistance (fire)

SP—Control weather •

Draugs are the vengeful spirits of sea captains who died at sea. They look like skeletal pirates and are usually armed with cutlasses. They still sail their ships, which are crewed by 4d6 skeletons, 3d6 zombies or 2d4 aquatic ghouls. Draugs have full control of their ships as long as they remain at the wheel.

Dream Larva

Type: Outsider

Size: Large

Hit Dice: 12 [Regenerate]

Armor Class: 20 [+2]

Attack: 4 claws (1d8), 4 pincers (1d8 + constrict), bite (1d6)

Movement: 40' (Fly 120')

Save: 11; MR 45%

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1

XP/CL: 6,000/15

SA—Summon a nightwalker once per day

SD—Immunity (sonic damage)

SP—Fly, haste, nightmare, prismatic spray

Dream larvae are humanoids with eight arms, four of which end in claws and four in pincers. They have pearly skin covered with thousands of black, engorged veins.

When a living creature first views a specific dream larva from a distance of 30' or less (or from a *scrying* effect), the subject sees the image of the most fearsome creature imaginable. This is not an illusion; the dream larva truly becomes, for just that instant, the subject's worst nightmare. If simultaneously viewed by dozens of different creatures, the dream larva appears differently to each one of them. Creatures immune to fear or mind-affecting affects (or warded by *protection from evil*) are immune to the power, but all others must pass a saving throw or die.

Victims caught by a pincer may be sent physically into a nightmare. Victims must make a saving throw or be pulled into the dream larva's body. The victim is cast into a shrieking maelstrom of dream where it can do nothing but look on in horror. The victim returns 2d4 rounds later having suffered 2d6 points of wisdom damage.

Drider

Type: Monster

Size: Large

Hit Dice: 6

Armor Class: 17

Attack: Bite (1d4 + Poison III) or by weapon

Movement: 30' (Climb 20')

Save: 14; MR 15%

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d2

XP/CL: 1,800/8

SA—Magic use (cleric or magic-user up to 3rd level)

SP—Clairsentience •, dancing lights •, darkness •, detect evil •, detect magic •, dispel magic •, faerie fire •, levitate •, suggestion •

Driders are underground spider centaurs who plot their revenge on everyone and everything. All were once high level drow anti-clerics or magic-users who were twisted by demonic energies that they tried, but failed, to control. They speak their own language as well as Elf.

Dromite

Type: Monster

Size: Small

Hit Dice: 1

Armor Class: As armor +4

Attack: By weapon

Movement: 20'

Save: 16

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d20*

XP/CL: 100/2

SD—Resistance (one energy type)

SP—Energy missile •

Dromites are humanoid insects that stand about 3 feet tall and weigh slightly more than 30 pounds. They have iridescent compound eyes. Dromites prefer to wear light clothing, and are sometimes content with just a sturdy harness. They speak their own language.

All dromites have an innate connection to one form of energy: Acid, cold, electricity, fire, or sonic. Their *energy missile* and energy resistance (see spells below) conform to this energy type.



Dromites are organized into hives of 40-400 warriors and non-combatants equal to 100% of the warriors. Hives have 4d6 giant bombardier beetles as guard animals. For every 40 warriors in a hive, there is one leader with 3 HD. Hives that have up to 200 warriors are led by 4th to 7th level sorcerers. Hives with more than 200 warriors are led by 5th to 8th level sorcerers.

The armament of a dromite army is as follows:

- 15% Leather, buckler, short sword, shortbow
- 30% Ringmail, buckler, short sword, light crossbow
- 35% Ringmail, buckler, short sword
- 20% Ring, shield, spear, short bow, giant beetle mount

Dromite Player Characters

Dromites speak Dromite and Common, as well as bonus languages for high intelligence. They adjust their ability scores as follows: Cha +1, Str -1 and Wis -1. They have the special abilities described above. Dromite sorcerers can multi-class as clerics, sorcerers or thieves.

Drow (Dark Elf)

Type: Humanoid
 Size: Medium
 Hit Dice: 2
 Armor Class: As armor
 Attack: By weapon
 Movement: 30'
 Save: 16; MR 50%
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1d8*
 XP/CL: 200/3

SD—Darkvision 120'

SP—Dancing lights •, darkness •, faerie fire •

Also known as dark elves, the drow are a depraved subterranean offshoot of elves, consigned to the underworld by the old gods after the drow turned to the worship of demons in a bid for not only greater power, but power without boundaries.

Drow have perfectly black skin, making them very difficult to spot in shadows. White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.



The drow coat their arrows with poison that causes sleep (i.e. Poison I). In bright light they suffer a -2 penalty to attacks and saving throws, and they may be blinded by the light if suddenly exposed to it.

The drow organize themselves into bands of 1d6 x 10 warriors and non-combatants equal in number to the warriors. For every 25 warriors there is one leader of 3rd to 6th level, usually a magic-user or fighter/magic-user if male, or an anti-cleric if female. Bands of 30 or fewer warriors are led by an anti-cleric of 5th to 8th level, while bands of 51 or more are led by an anti-cleric of 7th to 10th level. The usual composition of a drow army is as follows:

- 20% Leather armor, buckler, longsword, 3 javelins
- 20% Scale armor, buckler, light crossbow, short sword
- 20% Chainmail, buckler, longsword, hand crossbow
- 10% Chainmail, light crossbow, giant spider mount
- 15% Platemail, ranseur, longsword
- 10% Plate mail, footman's mace, dagger
- 5% Plate mail, longsword, giant lizard mount

Drow Player Characters

Drow speak Drow, Elven and Common, as well as bonus languages for high intelligence. They adjust their ability scores as follows: Dex +1 and Con -1. They have the special abilities described above, but replace the magic resistance with a +2 bonus to save vs. magic, 90% resistance to sleep and charm, immunity to the paralyzation of ghouls and they reduce the penalties for two-weapon fighting by 1. They can multi-class as elves. Drow divide earned experience points by two.

Dryad

Type: Fey
Size: Medium
Hit Dice: 2
Armor Class: 15
Attack: Dagger (1d4)
Movement: 30'
Save: 16
Intelligence: High
Alignment: Neutral (CN)
No. Appearing: 1d6
XP/CL: 200/3

SP—Charm person (save at -2) •••, entangle, sleep II •••, speak with plants, suggestion •, tree shape, tree stride •••

Dryads are fey creatures who dwell within trees. They are close cousins of nymphs. Dryads look like female elves with skin the color of tree bark and hair the color of leaves. Their hair changes color with the seasons. Dryads speak Elven and Sylvan.

Dryads are connected to their trees on a deep level, and suffer damage when their tree is damaged. If a dryad is taken more than 300 yards away from their tree, they sicken and die in 4d6 hours. Dryads can merge into their trees and remain within them for as long as they wish.

Dwarf

Type: Humanoid
Size: Small
Hit Dice: 1
Armor Class: As armor
Attack: By weapon
Movement: 20'
Save: 16; 13 vs. magic, poison
Intelligence: Average
Alignment: Lawful (LG)
No. Appearing: 1d20*
XP/CL: 50/1

Dwarves are pragmatic folk who dwell under hills and mountains. Their skin can be light or dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves favor earth tones in their clothing and prefer simple and functional garb. They average 4 feet tall and weigh as much as adult humans.

Dwarves live in clans of 100-400 warriors and non-combatants equal to 60% of the warriors. For every 40 dwarves, there is one dwarf fighter of 3rd to 6th level. The highest level fighter is usually the dwarf king. Dwarf

clans have a 25% chance of a 6th level cleric. Clans keep 2d6 brown bears as guard animals and pets.

Armaments of a dwarf army are as follows:

15%	Miner: Scale, buckler, footman's pick
5%	Gunner: Scale, musket, hand axe
15%	Archer: Scale, buckler, light crossbow, hand axe
20%	Bondman: Scale, shield, spear
10%	Hirdman: Chainmail, pole axe
10%	Arbalester: Chainmail, heavy crossbow, hand axe
15%	Hammerer: Chainmail, shield, war hammer
7%	Huscarl: Platemail, shield, battleaxe or war hammer
3%	Rider: Chainmail, shield, mace, mounted on giant goat or brown bear

Dwarf NPC's with class levels have a 10% chance per level of possessing a magic armor, shield or weapon.



Deep Dwarves (Red Dwarves)

Deep dwarves live far underground and are less friendly and leaner than other dwarves. Their skin sometimes has a reddish hue and their large eyes are a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on other dwarves to trade goods for them.

Deep dwarves have all the normal dwarf traits, except their saving throw bonuses against magic and poison increase to +3, their darkvision extends to 90' and they are blinded in bright light. Deep dwarf characters otherwise conform to the rules for normal dwarves, save that

they cannot take levels in spellcasting classes other than cleric, and are limited in that class to 6th level.

Dwarf, Gray (Duergar)

Type: Humanoid
Size: Small
Hit Dice: 1+1
Armor Class: As armor
Attack: By weapon
Movement: 20'
Save: 16; 12 vs. illusion, paralysis and poison
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1d20*
XP/CL: 100/2

SD—Darkvision 120', surprised (1 on 1d6), immunity (illusions, paralysis, poison)

SP—Enlarge person •, invisibility (self) •, mind thrust •, thought shield •

These wicked dwarves live in the deepest reaches of the underworld. Most are bald, and they dress in drab clothing designed to blend with stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time to do so.

In sunlight they suffer a -2 penalty to hit and roll saving throws, and might be blinded if suddenly exposed to it.

Duergar live in clans of 30-300 warriors and non-combatants equal to 25% of the warriors. For every 30 warriors, the duergar have a leader of 3rd to 6th level, usually a fighter or fighter/thief. Duergar clans are led by an earl of 5th to 8th level if it numbers 150 or fewer warriors, or a king of 7th to 10th level if larger.

Armaments of a duergar army are as follows:

- 15% Studded leather, hand axe
- 15% Chainmail, light crossbow, short sword
- 20% Chainmail, spear, short sword
- 30% Chainmail, shield, war hammer
- 10% Platemail, fauchard, short sword
- 10% Platemail, shield, heavy pick, short sword



Duergar usually (75%) have 20-50 slaves – dwarves, goblins, gnomes, halflings, kobolds and adventurers being the most likely victims of their cruelty.

Duergar Player Characters

Duergar speak Dwarf and Common as well as bonus languages for high intelligence. They adjust their ability scores as follows: Con +1 and Cha -1. They have the special abilities of dwarves, but are +4 to save vs. illusions and poison instead of +3 vs. magic and poison. Duergar thieves can multi-class as clerics and fighters, and duergar clerics can multi-class as fighters. Duergar divide earned experience points by two.



eagle eagle, giant elan elemental
elephant elf ethereal filcher
ethereal marauder ettercap ettin
eye of the dark eye of the deep

Eagle (Hawk)

Type: Animal
Size: Tiny
Hit Dice: ½
Armor Class: 14
Attack: 2 talons (1d4), bite (1d4)
Movement: 10' (Fly 80')
Save: 17
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 50/1

These birds of prey inhabit nearly every terrain and climate, though they prefer high, secluded nesting spots. A typical eagle is 3' long and has a wingspan of 7'. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Eagle, Giant

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 15
Attack: 2 claws (1d6), bite (1d8)
Movement: 10' (Fly 120')
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 400/5

A giant eagle stands 10' tall, has a wingspan of 20', and resembles its smaller cousins in nearly every way except size. It weighs about 500 lb. Giant eagles cannot speak, but they understand Sylvan.

A solitary eagle is encountered hunting or patrolling near its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert,

making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Giant eagle eggs are worth 400 gp on the open market, while chicks are worth 1,000 gp each.

Elan

Type: Aberration
Size: Medium
Hit Dice: 1
Armor Class: As armor
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d20*
XP/CL: 100/2



SP—Endure elements •, resistance •, shield •

Elans are energy beings encased in a corporeal form. All elans were once normal humanoids who, through meditation and the unlocking of their chakras, ascended to a higher state. Some sages believe that the unbodied (q.v.) are a higher form of the elan.

All elans appear to be identical, their only differences being between the males and females. They have azure skin and black hair, and when they use their powers a third eye opens on their forehead. They speak Common.

Elans live in brotherhoods of 20-200 warriors. For every 20 elan, there is a leader (sorcerer or fighter/sorcerer) of 3rd to 6th level. Brotherhoods are led by sorcerers or fighter/sorcerers of 5th to 8th level.

Elan brotherhoods are armed as follows:

- | | |
|-----|---|
| 10% | Quarterstaff, chakram (5) |
| 20% | Shield, longsword, javelins (2) |
| 20% | Longbow, short sword |
| 20% | Chainmail, buckler, spear, scimitar |
| 10% | Chainmail, buckler, battleaxe |
| 5% | Platemail, buckler, falchion |
| 10% | Shield, longsword, javelins (2), light warhorse |
| 5% | 3 elan with longbow and longsword, 1 driver with javelins (2), shield, riding an indricothere |

Elan Player Characters

Elans speak Common as well as bonus languages for high intelligence. They adjust their starting Wisdom by +1 and their starting Charisma by -1. They have the abilities

described above. Elan sorcerers can multi-class as clerics, fighters and thieves. Elans divide their earned experience points by two.

Elemental

Elementals are creatures that appear as animated bits of elemental substance or, in the case of fire, energy.

Air Elemental

	Small Elemental	Medium Elemental
HD:	4	8
AC:	17 [+1]	18 [+1]
Attacks:	Slam (1d6)	Slam (1d8)
Move:	Fly 90'	Fly 90'
Save:	15	13
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	1,200/6	2,400/10

	Large Elemental	Huge Elemental
HD:	12	16
AC:	20 [+1]	21 [+1]
Attacks:	Slam (1d10)	Slam (2d6)
Move:	Fly 90'	Fly 90'
Save:	11	9
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	3,600/14	4,800/18

Air elementals appear as tornadoes with eyes like glowing blue motes floating about within them.

An air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 30' wide at the base, 60' in diameter at the top, and 5' tall per hit dice. Creatures smaller than the whirlwind must pass a saving throw or be sucked in and whipped around, suffering automatic slam damage each round.



Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind with a grapple attack. Spell casters must pass a saving throw each round to cast a spell. The elemental can eject creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a cloud of debris with the effects of an *obscuring mist* spell. An elemental in whirlwind form cannot make slam attacks.

Earth Elemental

	Small Elemental	Medium Elemental
HD:	4	8
AC:	17 [+1]	18 [+1]
Attacks:	Slam (3d4)	Slam (3d6)
Move:	20'	20'
Save:	15	13
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	1,200/6	2,400/10

	Large Elemental	Huge Elemental
HD:	12	16
AC:	18 [+1]	18 [+1]
Attacks:	Slam (3d8)	1 slam (3d10)
Move:	20'	20'
Save:	11	9
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	3,600/14	4,800/18

Earth elementals look like humanoid mounds of stone and soil. They have large, powerful fists. Though an earth elemental moves slowly, it is a relentless opponent. It can travel through solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Fire Elemental

	Small Elemental	Medium Elemental
HD:	4	8
AC:	15 [+1]	16 [+1]
Attacks:	Slam (1d4+1d4 fire)	Slam (1d6+1d6 fire)
Move:	30'	30'
Save:	15	13
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	1,200/6	2,400/10

	Large Elemental	Huge Elemental
HD:	12	16
AC:	18 [+1]	19 [+1]
Attacks:	Slam 1d8+1d8 fire	Slam 1d10+1d10 fire
Move:	30'	30'
Save:	11	9
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	3,600/14	4,800/18

Immunity (fire), vulnerable to cold

A fire elemental looks like a roiling mass of flames. They cannot enter water or any other non-flammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Half of the damage from a fire elemental's slam attack is from fire. Those hit by a fire elemental's attack must succeed on a saving throw or catch on fire. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a saving throw.

Water Elemental

	Small Elemental	Medium Elemental
HD:	4	8
AC:	15 [+1]	16 [+1]
Attacks:	Slam (1d6)	Slam (1d8)
Move:	20' (Swim 50')	20' (Swim 50')
Save:	15	13
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	1,200/6	2,400/10

	Large Elemental	Huge Elemental
HD:	12	16
AC:	18 [+1]	19 [+1]
Attacks:	Slam (1d10)	Slam (2d6)
Move:	20' (Swim 50')	20' (Swim 50')
Save:	11	9
Int:	Low	Low
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	3,600/14	4,800/18

Water elementals look like moving columns of water. Water elementals cannot venture more than 180' from the body of water from which it was conjured. The elemental's body puts out torches, campfires, exposed lanterns and other open, non-magical flames if these are of large size or smaller. It can dispel magical fire it touches per *dispel magic*.

The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. The vortex effect works essentially like the whirlwind effect of air elementals.



Elephant (Olifaunt)

	Elephant	Olifaunt
	Huge Animal	Huge Animal
HD:	11	23
AC:	15	17
Attacks:	Slam (2d8), 2 stamps (2d6), or gore (2d10)	Slam (6d8), 2 stamps (6d6) or gore (6d10)
Move:	40'	50'
Save:	11	7
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d12	1d6
XP/CL:	1,100/12	2,300/24

Massive tropical herbivores, elephants are unpredictable creatures, but nevertheless are used as mounts or beasts of burden. This entry describes the African elephant. Indian elephants are slightly smaller (HD 10), but more readily trained. Elephants can trample creatures up to medium size, inflicting 2d10 points of damage. Olifaunts are larger, mythical versions of the elephant with four tusks. They can trample creatures up to large size for 8d10 points of damage.

Elf

Type: Humanoid
 Size: Medium
 Hit Dice: 1+1
 Armor Class: As armor
 Attack: By weapon
 Movement: 30'
 Save: 16; 90% resistance to sleep and charm
 Intelligence: Average
 Alignment: Lawful (CG)
 No. Appearing: 1d20*
 XP/CL: 100/2



SA—*Surprise* (1-3 on 1d6)

SD—*Immunity* (ghoul paralysis)

Elves are frolickers and hunters who live life to the fullest. They prefer colorful clothing beneath a green-gray cloak that blends with the colors of their forest home. In some campaigns, all elves are capable of casting spells as 1st level magic-users.

Elves live in bands of 30-300 warriors with non-combatants equal to 100% of the warriors. For every 50 elf warriors there is one fighter/mage of 3rd to 6th level.

For every 100, there is a 6th to 8th level fighter/mage. The highest level fighter/mage is the elf king or queen.

Elf bands have 4d6 hunting dogs and there is a 5% chance they are allied with 1d6 giant eagles.

Armaments of an elven army are as follows:

30%	Wayfarer: Leather, longbow, 3 darts, short sword
15%	Kerne: Leather, shield, spear, short sword
20%	Fennid: Chainmail, buckler, longsword, dagger
15%	Gallowglass: Chainmail, greatsword or pole axe, darts (3)
15%	Hobelar: Chainmail, lance, longsword, light warhorse
5%	Special unit, roll 1d6
1-2	<i>Wild elf with buckler, spear, short sword</i>
3-4	<i>Gray elf with platemail, shield, lance, longsword, light warhorse; 5% ride pegasi</i>
5-6	<i>Wood elf with ringmail, buckler, longbow, longsword</i>

Aquatic elves dwell underwater. They are amphibious, though they must submerge themselves once per day or become fatigued. Aquatic elves have webbed hands and feet. They prefer to fight with tridents, spears and nets. 50% of aquatic elf villages are allied with 3-6 dolphins. They have the same racial traits as normal elves, except that they modify their dexterity by +1 and intelligence by -1. They have a swim speed of 40 ft. per round. Aquatic elf fighters can multi-class as cleric, magic-user or thief. Aquatic elf warriors may be mounted on dolphins, and they have long-haired, kelp-chewing sea druids who self-mutilate and tattoo themselves with sea urchin spines.

Gray elves are purer of blood than most elves. They are taller and grander in appearance and have a reputation for being aloof and arrogant, even by elven standards. Gray elves have silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of indigo or purple. Gray elf characters have the same racial traits as normal elves, except they also modify their starting intelligence by +1. Gray elf NPC spell-casters increase the range of their spells by 150%. They ride palfreys, unicorns and pegasi into battle, and have silver warlocks and golden priestesses.

The barbaric, tribal **wild elves** dwell in primeval forests. Their hair color ranges from black to light brown, lightening to silvery white with age. They dress in animal skins and basic plant weaves. Wild elves have the same

traits as normal elves, except that they modify starting strength by +2 and intelligence by -1 and are +1 to hit with bow and spear. They've a 15% chance of knowing the Common tongue. 70% of wild elf warriors are mounted on stags. Their magicians are druids.

Wood elves dwell in isolation in woodlands. Their hair color ranges from yellow to a coppery red and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to blend in with their natural surroundings. Wood elves have the same racial traits as normal elves, except that they modify their starting strength by +1 and intelligence by -1, and they can speak to woodland mammals the way gnomes speak to burrowing mammals. Wood elves eschew mounts, but ride wild ponies when they must. Their druids are more savage than most, and their warriors silent.

Ethereal Filcher

Type: Aberration
Size: Medium
Hit Dice: 5
Armor Class: 17
Attack: Bite (1d4)
Movement: 40'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 500/6

SP—Detect magic, ethereal jaunt

Ethereal filchers are bizarre creatures with a penchant for stealing. They have stumpy bodies with two thin legs and four long arms with long, bony fingers. Ethereal filchers do not speak.

An ethereal filcher prowls about using its ability to *ethereal jaunt* to move unseen and through solid objects. Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. When badly wounded, a filcher flees rather than continuing the fight. They pick pockets with a 75% chance of success.

Ethereal Marauder

Type: Aberration
Size: Medium
Hit Dice: 2
Armor Class: 14
Attack: Bite (1d6)
Movement: 40'
Save: 16
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 200/3



SP—Ethereal jaunt

Ethereal marauders are squat beasts with violet skin. They stand on two legs that end in claws and have no fore-legs or arms. The forward half of the creature is taken up by a massive mouth with large teeth while the back half of the creature is a whipping tail.

Ettercap

Type: Monster
Size: Medium
Hit Dice: 5
Armor Class: 14
Attack: 2 claws (1d3), bite (1d8 + poison II)
Movement: 30' (Climb 30')
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d2
XP/CL: 500/6

SP—Web ••• ••• ••• ••

Ettercaps are weird spider creatures the size of ogres. They have gray skin, spider heads with mandibles and bandy legs and arms that end in claws. They speak their own bizarre, chittering language.

An ettercap can throw a *web* spell eight times per day, and can also use this ability to create sheets of sticky webbing from up to 60 square feet in area.

Ettin

Type: Giant
Size: Large
Hit Dice: 10
Armor Class: 18
Attack: 2 clubs (1d10) or
javelin (1d8)
Movement: 30'
Save: 12
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,000/11



SD—Surprised (1 on 1d6)

Ettins are vicious two-headed giants. An ettin never bathes if it can help it, which leaves it so grimy and dirty its skin resembles thick, gray hide. Ettins are 13' tall and weigh 5,200 pounds. They live 75 years.

Ettins speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a saving throw to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, they get a +2 on the check, and for someone who speaks all three a +4 bonus.

Rare ettins have three heads. The center head does not control the ettin's body, but does bring the ability to cast spells, having magic use (magic-user 3rd).

Eye of the Dark

Type: Aberration
Size: Medium
Hit Dice: 12
Armor Class: 16
Attack: Bite (2d6) or rays
Movement: Fly 10'
Save: 11
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 3,600/14



SD—Resistance (acid, cold, electricity, fire, sonic)

The eye of the dark, or begazer, is paranoid, hateful monster that wishes nothing more than to exterminate all life. Like the eye of the deep, it has a spherical head/body that contains a big eye and a large, toothy mouth. Unlike the eye of the deep, it has no arms. The

monster has seven eye stalks. Eyes of the dark speak their own language.

Up to four of the creature's eyes can fire a magical ray once per round. Each eye ray has a range of 150 feet and requires a ranged attack to hit.

Eye Ray	Effect
Purple	<i>Dominates monster</i>
Gray	<i>Slow</i>
Black	<i>Finger of death</i>
Yellow	<i>Transmute flesh to stone</i>
Blue	3d6 cold damage
Green	Paralyzes for 1d6 rounds
Red	3d6 fire damage
White	<i>Fear</i>
Amber	<i>Grasping hand</i>

An eye of the dark's central eye can, once per round, dispel magic in a 30' cone.

Eye of the Deep

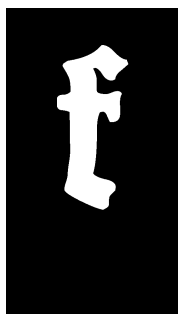
Type: Aberration
Size: Medium
Hit Dice: 10
Armor Class: 15
Attack: 2 claws (2d4 + constrict), bite (1d6)
Movement: 5' (Swim 20')
Save: 12
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,000/11

The eye of the deep is an aquatic relative of the eye of the dark. It has a spherical body that contains a large, toothy mouth. Two crab arms jut from the sides of this sphere, and two eye stalks jut from the top. An eye of the deep dies in 2d4 minutes if it leaves the water. Eyes of the deep speak their own language.

Each of the creature's eye stalks can produce a magical ray once per round or combine to produce a different effect. Each eye ray has a range of 150'.

Left	<i>Hold person</i>
Right	<i>Hold monster</i>
Both	<i>Phantasmal force</i>

An eye of the deep's central eye can, once per round, produce a 30' cone of stunning. Creatures in the area must succeed on a save or be stunned for 2d4 rounds.



flail snail folugub formians frog,
giant frog, killer frost worm

Flail Snail

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 18
Attack: 4 slams (1d8)
Movement: 10' (Climb 10')
Save: 15
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 400/5



SD—Immunity (fire, poison)

Flail snails are large carbon-based mollusks with brightly colored shells and four heads shaped like morningstars and as hard as steel. A flail snail's shell is worth 5,000 gp. When a spell is cast directly at a flail snail, the spell is warped by the creature's shell as follows (roll d10):

- 1-2 Spell misfires; caster stunned for 1d4 rounds
- 3-4 Spell misfires; creature nearest the flail snail is affected as though the spell was cast at them
- 5-7 Spell functions normally
- 8-9 Spell fails; nothing happens
- 10 Spell rebounds on caster

Folugub

Type: Aberration
Size: Medium
Hit Dice: 4
Armor Class: 18
Attack: Tongue (special), bite (1d4)
Movement: 40'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 200/4

Folugubs are large scarabs with iridescent carapaces. Their long tongues can liquefy gems and crystals. Magic gems receive a saving throw to avoid this fate. A folugub can scent crystal up to 90' away, and once it has the scent little deters it from its goal.

Formian

Formians have the heads and bodies of ants topped by humanoid torsos. Formians might exhibit any color or pattern of colors, but all the members of a hive have the same coloration and view ants of different hives as enemies. Formians are aggressive and territorial. They ignore most other creatures until they prove troublesome, and then snuff out their lives without feeling or regret. All formians within 50 miles of their queen are in constant communication with one another. If one is aware of a danger, all are aware.

	Worker	Queen
	Small Monster	Large Monster
HD:	1	10 [Regenerate]
AC:	17	18
Attacks:	Bite (1d4)	None
Move:	40'	5'
Save:	16	12
Int:	Low	Super
AL:	Neutral (LN)	Neutral (LN)
NA:	3d6	1
XP/CL:	100/2	400/5
	Soldier	Myrmarch
	Medium Monster	Large Monster
HD:	4	7 [Regenerate]
AC:	18	19
Attacks:	2 claws (1d6), bite (1d4), sting (2d4 + Poison II)	Bite (1d8), sting (2d6 + Poison II) or javelin (1d6)
Move:	40'	50'
Save:	15	13
Int:	Average	High
AL:	Neutral (LN)	Neutral (LN)
NA:	2d6	1d8
XP/CL:	2,100/9	3,000/12

Immunity (fire), vulnerable to cold

Worker formians are about 3' long and 2-1/2' tall. They weigh 60 pounds and have hands suitable for manual labor. Three workers together can repair an object as though using the spell *make whole*.



Soldiers are 5' long and 4-1/2' tall. They weigh 180 lb. and attack with a poison sting. Because of their hive mind, they are not easily surprised (1 in 6) and suffer no penalties due to being flanked or attacked from the rear.

Myrmarchs are the lieutenants of the queen. A myrmarch is about 7' long and 5½' high at the front. It weighs 1,500 lb. Its claws are capable of fine manipulation, like human hands. Each myrmarch wears a bronze helm to signify its position.

SP—Charm monster, clairsentience, detect evil, dominate monster •, ESP, teleport without error

Queens look like massive grubs that cannot move, such is their bulk and so atrophied are their legs. With their telepathic abilities, though, they can send instructions to and get reports from any formian within 10 miles. They are 10' long, 4' high and weigh 3,500 lb.

The queen does not fight. If necessary, a team of workers and myrmarchs or dominated slaves can haul her bulk to where she needs to go. This rarely happens; the queen is usually in her well-defended chambers.

SP—Calm emotions, charm monster, clairsentience, detect evil, divination, ESP, hold monster, shield, true seeing

Frog, Giant

Type: Animal
Size: Medium
Hit Dice: 2
Armor Class: 13
Attack: Bite (1d6 + swallow) or tongue (10'/entangle)
Movement: 30' (Swim 40', Leap 180')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 200/3



Giant frogs can swallow tiny and small opponents. All giant frogs can leap 30' high. Giant frogs can use their tongues to grab prey and haul them to the frog's mouth.

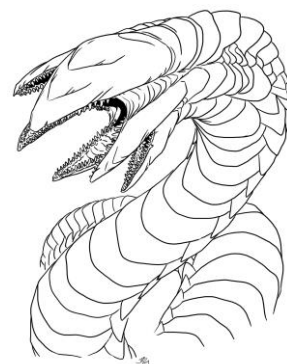
Frog, Killer

Type: Animal
Size: Small
Hit Dice: 2
Armor Class: 12
Attack: 2 claws (1d3), bite (1d4) or tongue (grapple)
Movement: 10' (Swim 20', Leap 150')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 200/3

Giant killer frogs are the product of mad breeding experiments by unwholesome wizards. They have claws and teeth, and attack relentlessly.

Frost Worm

Type: Monster
Size: Huge
Hit Dice: 14
Armor Class: 18
Attack: Bite (2d8 + 1d8 cold)
Movement: 30' (Burrow 10')
Save: 10
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 4,200/16



SD—Immunity (cold), vulnerable to fire

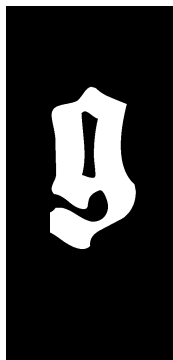
Frost worms are massive worms covered in horny carapaces the color of freshly fallen snow. A frost worm cannot burrow through stone, but can manage ice and frozen earth. When moving through such hard materials a worm leaves behind a tunnel that is 5' in diameter. A frost worm is about 40' long, 5' in diameter and weighs 8,000 pounds.

A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same damage each time one of their attacks hits.

A frost worm can emit a noise that forces its prey to stand motionless. This compulsion affects all creatures other than frost worms within a 100' radius. Creatures must succeed on a saving throw or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken, a victim is allowed another save.

A frost worm can breathe a 30' cone of cold once per hour. This breath weapon inflicts 15d6 points of cold damage (save for half). Opponents held motionless by the frost worm's trill get no saving throw.

When killed, a frost worm turns to ice and shatters in an explosion that deals 20d6 points of damage (half cold, half from shrapnel) to everything within 100 feet (saving throw for half damage).



gargoyle gelatinous cube genies
genius loci ghastr ghost ghouls
giants gibbering mouter girallon
gloom gnoll gnomes goblins
golems gorgon gorilla gray ooze
gray render grick griffon grig
grimlock groaning spirit grue
guardian, daimonic

Gargoyle (Kapoacanth)

Type: Monster

Size: Medium

Hit Dice: 4

Armor Class: 15 [+1]

Attack: 2 claws (1d4), bite
(1d6), horns (1d6)

Movement: 20' (Fly 40')

Save: 15

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 2d10

XP/CL: 1,200/6



SA—Freeze (surprise on roll of 1-3 on 1d6)

Gargoyles are grotesque, bat-winged humanoids with jutting fangs and small horns. Their skin is the color of stone and they are capable of holding so still that they appear to be statues. Gargoyles speak their own gurgling, growling language. Kapoacanth are aquatic gargoyles that replace the fly speed with a 60' swim speed.

Gelatinous Cube

Type: Ooze

Size: Large

Hit Dice: 4

Armor Class: 12

Attack: Slam (1d4 + 1d4 acid + special)

Movement: 20'

Save: 15

Intelligence: Non-

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 1,200/6

SA—Surprise (1-3 on 1d6)

SD—Immunity (cold, electricity, fear, paralysis, polymorph)

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10' high x 10' wide x 10' deep and weighs about 7 tons, though much larger specimens are not unknown. A gelatinous cube's acid does not harm metal or stone.

A gelatinous cube that moves over people engulfs them and deals 1d4 points of acid damage each round. Escaping a cube requires a character roll 1d20 under their strength. A cube secretes an anesthetizing slime. A target hit by a cube's melee attack or engulfed must save or lose the feeling in the limb for 3d6 rounds.

Gelatinous cubes are hard to see, even under ideal conditions. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Genie—Djinni

Type: Elemental (Air)

Size: Large

Hit Dice: 7+1

Armor Class: 15

Attack: 2 slams (1d6) or scimitar (2d6)

Movement: 20' (Fly 60')

Save: 13

Intelligence: Average

Alignment: Lawful (CG)

No. Appearing: 1

XP/CL: 2,100/9

SD—Immunity (electricity)

SP—Create food & water •••, create wine •••, creation II (vegetable matter is permanent) •••, gaseous form, invisibility (self), persistent illusion •••, polymorph self •

Djinn are the genies of the Elemental Plane of Air. Less wicked than the efreet, they are no less arrogant and their capacity for aiding people is limited by their distaste for doing so. Djinn speak Common and Air Elemental. They disdain physical combat, preferring to use their powers and aerial abilities against foes. A djinni overmatched in combat takes flight and becomes a whirlwind to harass those who follow.

A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds (as air elemental). They might also appear as tall men and women in white garb and as brass dragons.



1% of djinn are nobles called caliphs. A noble djinni can grant 3 wishes to any being (non-genies only) who captures it. Noble djinn perform no other services and, upon granting the third wish, are free of their servitude. Noble djinn have 10 Hit Dice and magic resistance 10%.

Genie—Efreeti

Type: Elemental (Fire)

Size: Large

Hit Dice: 10

Armor Class: 17

Attack: 2 slams (1d6+1d6 fire) or
falchion (2d6+1d6 fire)

Movement: 20' (Fly 40')

Save: 12

Intelligence: Average

Alignment: Chaotic (LE)

No. Appearing: 1

XP/CL: 3,000/12

SD—Immunity (fire), vulnerable to cold

SP—Detect magic, gaseous form, invisibility •••, permanent illusion •••, produce flame, pyrotechnics, wall of fire •••, wish (non-genies only) •••

Efreeti are the genies of the Elemental Plane of Fire. They are thoroughly wicked and corrupt and very dangerous folk to deal with. Efreet love to mislead, befuddle and confuse their foes. They do so for enjoyment as well as a battle tactic. They speak Common and Fire Elemental.

Twice per day, an efreeti can change a creature's size. This works like *enlarge person* or *reduce person*, except that the ability can also work on the efreeti. A save negates the effect. An efreeti can assume the form of any small to large humanoid or giant.

An efreeti's body deals 1d6 points of fire damage whenever it hits in melee or grapples.

1% of efreet are nobles called sultans, with 13 Hit Dice and 15% magic resistance. They are more arrogant than their lesser kin, and demand instant and complete obedience from all creatures.

Genie—Janni

Type: Elemental
Size: Medium
Hit Dice: 6
Armor Class: As armor +5
Attack: Slam (1d10) or by weapon (+2 damage)
Movement: 30' (Fly 70')
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d3
XP/CL: 1,800/8

SD—Elemental endurance, resistance (fire)

SP—Create food and water •, enlarge/reduce ••, ethereal jaunt (1 hour), invisibility •••

The jann are the weakest of the genies. They are formed of all four elements and therefore must spend most of their time on the Material Plane. Jann are physically strong and courageous and do not take kindly to insult or injury. They speak Common and Elemental (all four dialects), and they can speak with animals.

Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. After that, they suffer 1 point of damage each hour spent on the plane.

Groups of more than 20 jann are led by a sheik (8 HD).

Janni Player Characters

Jann speak Common and one dialect of Elemental as well as bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +1, Dex +1, Wis -2. They have the special abilities described above. Jann thieves can multi-class as clerics, fighters or magic-users. They divide earned experience points by four.

Genie—Maridi

Type: Elemental (Water)
Size: Large
Hit Dice: 12
Armor Class: 20
Attack: 2 slams (2d6) or trident (4d6)
Movement: 20' (Swim 60')
Save: 11; MR 25%
Intelligence: High
Alignment: Neutral (CN)
No. Appearing: 1
XP/CL: 3,600/14

SD—Immunity (cold)

SP—Control water, create water, fog cloud, gaseous form, invisibility ••, polymorph self ••, purify water ••, water breathing, water walk, wish (non-genies) (1/year)

Marid are recalcitrant and rebellious genies from the Elemental Plane of Water. The most powerful of the genies, they are said to possess the strength of the ocean's currents and have teeth made of pearl. A maridi stands 16' tall and weighs 2,500 lb. They speak Common, Genie and Water Elemental.

Marid are the most unpredictable and capricious of the genies, a quality that the other genies find to be both aggravating and embarrassing to the entire genie culture. Many marid become dancers, storytellers, performers, or other types of artists, and sometimes travel to the Material Plane in disguise to seek out new audiences.

As an attack, a maridi can release a jet of water in a 60' line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A saving throw reduces the damage by half and negates the blinding effect.

A maridi can transform into a vortex of swirling water once every 10 minutes. This ability functions identically to the whirlwind ability of djinn, save that it can only be used while the maridi is underwater. A maridi cannot leave a body of water while in vortex form.

Genie—Shaitani

Type: Elemental (Earth)
Size: Large
Hit Dice: 9
Armor Class: 19
Attack: 2 slams (1d10) or scimitar (3d6)
Movement: 20' (Burrow 60', Climb 20')
Save: 12
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 2,700/11

SD—Immunity (electricity)

SP—Change self •, detect good •, gaseous form •, invisibility •, limited wish (non-genies) •, meld into stone, move earth ••• •••, passwall •, stone shape •, stone tell •, transmute rock to mud •••, wall of stone •

Shaitan are boastful and proud genies from the Plane of Earth. They have flesh of metal, gems and stone. A shaitani stands 11' tall and weighs 5,000 lb. They speak Common, Genie and Earth Elemental with a low, deep voice that rattles the bones. 1% of shaitan are nobles called pashas. They have 18 Hit Dice and can cast *earthquake* once per day, as well as grant up to three wishes per day to non-genies only.

A shaitani may touch a single metal object of up to 10 pounds and transform it into any other metal for 1 day.

If a shaitani wins a bull rush attack by 5 or more and pushes its target into a stone barrier, the target must make a saving throw or be forced into the barrier as if the target had cast *meld into stone*. The victim may attempt one saving throw each hour to exit the stone.

Shaitan can travel through stone, dirt, crystal, or metal as though it was thin air.

Genius Loci

Type: Ooze
Size: Huge
Hit Dice: 12 [Regenerate]
Armor Class: 10
Attack: 5 slams (1d12 + constrict)
Movement: 5' (Burrow 5')
Save: 11
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1

XP/CL: 3,600/14

A genius loci is difficult to spot, since it looks like a section of normal landscape. A genius loci itself has no intelligence, but rather “emulates” the sentience of any creature it currently enslaves. Each genius loci can have only one enslaved creature at a time, though other creatures may also inhabit the surface of the genius loci. Any creature entering a genius loci who makes a successful saving throw realizes that something is amiss, though it is difficult to tell exactly what. Genius loci do not speak directly, though they may do so through their currently enslaved thrall.

Genius loci can attack any creature standing on its surface with animated parts of itself, delivering slam attacks. It also directs its enslaved thrall against those it attacks. If its slave is slain, it selects another of its foes as its next, newest slave. Once a genius loci animates a portion of itself to attack the boundaries of its form become clear, and the creature becomes open to attack.

Genius loci can attempt to enslave one creature each round. That creature may roll a saving throw to resist the attempt. Once it has a slave, a genius loci cannot enslave another until its current slave dies, is imprisoned, or is otherwise incapacitated. A slave is freed if the monster is slain. A genius loci forces its slave to remain with it, though it may send its slave off to temporarily visit nearby locations in order to draw in unsuspecting victims. In fact, the “purposes” of the genius loci are to some degree influenced by the current slave. The genius loci has no intelligence of its own; thus, its emulation of its slave’s intelligence sometimes transfers attitudes and goals. However, a slave can only go so far in influencing its master, and cannot knowingly attempt to free it from the genius loci that keeps it close.

Ghast

Type: Undead
Size: Medium
Hit Dice: 4
Armor Class: 17
Attack: 2 claws (1d4 + paralysis), bite (1d8)
Movement: 40'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 400/5

Ghosts look like ghouls, except they have the legs of goats. In addition to the abilities of ghouls, ghosts are surrounded by the stink of death and corruption. Living creatures within 10' must succeed on a saving throw or be fatigued for 1d10 minutes.

Ghost

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 6
Armor Class: 15 [Silver]
Attack: 1 hurled object
(30'/1d4)
Movement: Fly 30
Save: 14
Intelligence: Any
Alignment: Any
No. Appearing: 1d6
XP/CL: 1,800/8

SD—Rejuvenation

Ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves. They are ethereal creatures that resemble their corporeal forms in life, but often in an altered state that bears witness to the way they died. Their appearance is so shocking that those who see them must pass a saving throw or be aged 10 years.

A ghost can emit a frightful moan that forces all living creatures within a 30' area to succeed on a saving throw or be frightened. Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to *magic jar*, except that it does not require a receptacle. A ghost can also use *telekinesis* once every other round to throw objects (1d4 damage).

It is difficult to destroy a ghost with simple combat. The "destroyed" spirit rejuvenates itself in 2d4 days. Even the most powerful spells are only temporary solutions. As a rule, the only way to get rid of a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit.



Ghoul

Type: Undead
Size: Medium
Hit Dice: 2
Armor Class: 14
Attack: 2 claws (1d4 + paralysis), bite (1d6)
Movement: 20'
Save: 16
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 2d12
XP/CL: 200/3



Ghouls are humanoid undead that relish the taste of humanoid flesh, whether fresh or long dead. Victims hit by their claws must pass a saving throw or be paralyzed for 1d4+1 rounds. Elves are immune to this paralyzation.

Aquatic ghouls are called lacedons. They have a swim speed of 30' and fishy faces.

Giant

The races of giant-kind are rugged and often violent. Older than the humanoid races, they often view them as nuisances and invaders. Each type of giant has its own language, and the more intelligent giants speak Common.

Adult giants are accomplished rock throwers and receive a +1 bonus on attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds. A huge giant can hurl rocks of 60 to 80 pounds. Giants can also catch rocks of these sizes, requiring a successful saving throw to do so.

Cloud Giant

Type: Giant
Size: Huge
Hit Dice: 12
Armor Class: 17
Attack: Slam (1d10) or weapon (3d10)
or boulder (720'/4d6)
Movement: 40'
Save: 11
Intelligence: Average
Alignment: Chaotic (NE) or Lawful (NG)
No. Appearing: 1d10
XP/CL: 1,200/13



SA—Track by scent

SD—Surprised (1 on 1d6)

SP—Fog cloud •, levitate (self + 1 ton) •••, obscuring mist •••

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh 5,000 lb. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and wear elaborate jewelry to indicate their station. They also appreciate music, and most can play one or more instruments, harps being their favorite.

Cloud giants dwell in families of 1d4+5, plus an elder cloud giant with magic use (magic-user 3rd or cleric 4th). Most families keep 1d4+1 griffons or 2d4 spotted lions as pets and guard animals.

Fire Giant

Type: Giant

Size: Large

Hit Dice: 11

Armor Class: 16

Attack: Slam (1d8) or weapon
(2d8+2) or boulder
(600'/4d6)

Movement: 30'

Save: 11

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d6*

XP/CL: 1,100/12



SD—Immunity (fire)

Fire giants are stocky brutes with red or black skin and bright orange hair. An adult male is 12' tall, has a chest that measures 9' around, and weighs 7,000 lb. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and platemail of blackened steel.

When they can, fire giants heat their rocks in a nearby fire, geyser, or lava pool, so that they deal an extra 1d6 points of fire damage. They favor magic *flaming swords* in melee when they can get them. They are also fond of grabbing smaller opponents and tossing them into lava.

Fire giants dwell in clans of 1d20+10 warriors plus additional non-combatants equal to 35% of the males. Each clan is ruled by a king with max. hit points, who is assisted by a giant with the abilities of a 7th level cleric or sorcerer. A clan also includes 1d10+20 hell hounds, 1d10+10 trolls, 1d6+6 ettins and 1d2 young red dragons.

Frost Giant

Type: Giant

Size: Huge

Hit Dice: 10

Armor Class: 15

Attack: Slam (1d8) or weapon (2d8+1) or boulder
(600'/4d6)

Movement: 30'

Save: 12

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d8*

XP/CL: 1,000/11

SD—Immunity (cold)

A frost giant's hair can be light blue or dirty blond, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add mail shirts and metal helmets decorated with horns or feathers. An adult male is 15' tall and weighs 2,800 lb. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants can live to be 250 years old.

Frost giants live in clans of 1d20+10 males plus non-combatants equal to 35% of the males. Each clan is ruled by a jarl with maximum hit points, who is assisted by a giant with magic use (magic-user 4th or cleric 4th). A clan also includes 1d10+20 winter wolves, 1d10+10 ogres and 1d2 young white dragons.

Hill Giant

Type: Giant
Size: Large
Hit Dice: 8
Armor Class: 15
Attack: Slam (1d6) or weapon
(2d6) or boulder (600'/3d6)
Movement: 30'
Save: 13
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 2d6*
XP/CL: 800/9



Hill giants look like giant cavemen. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to add new hides as their old hides wear out. Adults are 10½ feet tall and weigh 1,100 lb. They live to be 200 years old.

Hill giants dwell in clans of 1d20+10 males plus additional non-combatants equal to 35% of the males. Each clan is ruled by a hill giant chief with maximum hit points. A clan also includes 1d10+20 dire wolves, 1d4 ogres and 1d12+10 orcs who act as servants and guards.

Stone Giant

Type: Giant
Size: Large
Hit Dice: 9
Armor Class: 20
Attack: Slam (1d6) or weapon
(2d6) or boulder
(900'/5d6)
Movement: 30'
Save: 12
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 2d6*
XP/CL: 900/10



Stone giants have pale to dark grey skin, thick brows, serious eyes and long arms and legs. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are 12' tall and weigh 1,500 lb. They live to be 800 years old.

Stone giants dwell in clans of 1d20+10 males plus additional non-combatants equal to 35% of the males. Each clan is ruled 1d3 stone giant elders. A clan also includes 1d4+2 cave bears. Stone giant elders can cast the following spells, each once per day: 1/day—*stone shape*, *stone tell* and either *transmute rock to mud* or the reverse. One in ten elders is a 3rd to 6th level sorcerer.

Storm Giant

Type: Giant
Size: Huge
Hit Dice: 15
Armor Class: 16
Attack: Slam (1d12) or weapon (3d12)
or boulder (900'/4d6)
Movement: 40' (Swim 40')
Save: 9
Intelligence: High
Alignment: Lawful (CG)
No. Appearing: 1d8
XP/CL: 1,500/16

SD—Immunity (electricity)

SP—Control weather

Storm giants are the largest giants, and possess powerful magical abilities. They dwell on mountain tops or in castles beneath the sea. Most have pale skin and black or red hair. Very rarely they have violet skin.



Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are 21' tall and weigh 12,000 lb. Storm giants can live to be 600 years old.

A storm giant's garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music and tilling their land or gathering food.

Storm giant clans consist of 1d3+1 males plus additional non-combatants equal to 35% of the males. They are led by storm giants with magic use (druid 5th or magic-user 5th). Families keep 1d2 rocs, 1d4+1 griffons or 2d4 sea lions as pets.

Gibbering Mouther

Type: Aberration
Size: Medium
Hit Dice: 4
Armor Class: 19
Attack: 6 bites (1), spit (30'/1d4 acid + blindness)
Movement: 10' (Swim 20')
Save: 15
Intelligence: Low
Alignment: Neutral (CN)
No. Appearing: 1
XP/CL: 400/5



SD—Immunity (back stabs, flanking attacks)

A gibbering mouther is a creature seemingly drawn from a lunatic's nightmares. It thirsts for bodily fluids and prefers the blood of sentient creatures. They are amorphous creatures that consist of a gray blob covered in human eyes and mouths. A mouther is 3 to 4' tall.

As soon as a mouther spots something edible, it begins gibbering. All creatures other than mouters within 60' must succeed on a save or be confused for 1d2 rounds.

A gibbering mouther attacks by shooting out strings of protoplasmic flesh that end in one or more eyes and a mouth that bites. A mouther can send out a total of six such members in any round. It also sends out a stream of spittle as a ranged attack. Those hit by the spittle must pass a saving throw or be blinded for 1d4 rounds.

At will, a mouther can cause stone and earth in a 5' radius to become a morass akin to quicksand.

Girallon

Type: Monster
Size: Large
Hit Dice: 7
Armor Class: 16
Attack: 4 claws (1d6 + rend), bite (1d8)
Movement: 40' (Climb 40')
Save: 13
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 700/8



Girallons are savage, magical cousins of the gorilla with four arms. An adult girallon is 8' tall, broad-chested, and covered in thick white fur. It weighs 800 lb. They are most often found in wasteland ruins.

Gloom

Type: Monster
Size: Medium
Hit Dice: 12
Armor Class: 19 [+1]
Attack: +1 *dagger* (2d4)
Movement: 30'
Save: 11; MR 40%
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 3,600/14

SA—*Blindsight, surprise (1-4 on d6)*

SP—*Shadow walk, true strike* •••

Glooms are humanoids with light-absorbing skin and featureless faces. Their skin is rubbery. They speak Gloom and Infernal. Their daggers become wooden, non-magical daggers in the hands of non-glooms.

Viewing the gloom's featureless face inspires terror. Creatures that see it must save or become frightened.

A gloom can backstab for an extra 2d6 points of damage. It is always perfectly silent.

Gnoll

Type: Humanoid
Size: Medium
Hit Dice: 2
Armor Class: As armor +1
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6*
XP/CL: 100/2

Gnolls are hyena-headed humanoids with dirty yellow or reddish-brown fur. They are nocturnal carnivores that prefer intelligent creatures for food because they scream more. They are lazy creatures who enslave others to do their work for them. A gnoll is 7½' tall and weighs 300 lb. They speak their own language. Gnolls live 40 years.

Gnolls organize into bands of 20-200 warriors and non-combatants equal to 300% of the warriors. Gnoll bands include 4d6 hyenas or 2d6 giant hyenas and, if they dwell underground, 1d4 trolls. They have 6d6 slaves (human, demi-human or goblin). For every 20 gnolls in a band there is a 4 HD sub-chief. Gnoll chiefs are 6 HD creatures, and are accompanied by a gnoll witch (see Characters: Adept) and a bodyguard of 2d6 warriors with 3 HD.

The composition of a gnoll war band is as follows:

10%	Leather, buckler, spear, morningstar, giant hyena
20%	Leather, halberd, short sword
30%	Leather, shield, battle axe
30%	Leather, short bow, falchion
10%	Studded leather, shield, morningstar

Gnoll Player Characters

Gnolls speak Gnoll and Common as well as bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +2, Con +1, Int -2, Cha -1. Gnolls have the special abilities described above. They have an unarmored AC of 11.



The Old Manor

A challenge for 3rd level characters

The locals have seen strange lights – pale and ghostly – in the old manor on the edge of town, where the old baron once held his terrible feasts and prayed to unwholesome gods. Worse yet, corpses have gone missing from the graveyard, and now people are disappearing from the streets at night. While some think the baron's ghost has returned, the real culprit is the enigmatic Doctor Morthos, a necromancer of ill repute.

The manor is dark and dusty, with cob webs in the corners. The wood floors creak and groan, the door hinges squeal, and strange winds make flames flicker and dance.

1. This wood-paneled entry and reception room are richly appointed with rugs, tapestries and fine furniture (1,500 gp). A leering raven overlooks the room. The raven is actually Morthos' familiar, an **imp** (10 hp) called Scabulos.

2. The glass walls of this conservatory are lavender and bend the entering light in strange ways. The plants here are all poisonous, and among them are two **assassin vines** (11, 10 hp). Buried in the soil of the pot is a sack of 200 gp and a *bird feather token*.

3. Portraits of Morthos' defeated rivals line the walls, painted in stark tones of brown and bilious green. Lights begin to die in this room (halving illumination each round), revealing glow-in-the-dark **symbols of fear**.

4. This patio contains a profane statue of a satyr and numerous stunted hawthorns and prickly plants. There is a 33% chance at night that it is visited by 1d4 **ghouls** (7 hp each), the servants of Morthos. One hears strange moans and whispers on the patio, and feels a distinct chill in the air.

5. The long oak table in this room is set with fine china (worth 600 gp) and a veritable feast of rotten food, crawled through by eleven rot grubs. The walls are papered in human skin and the covered silver platter on the table holds the animated head of the oracle Lianni, recently deceased. If revealed, she screams "Lenore!" and then falls silent.

6. This dainty bedchamber is now a shambles, as it is inhabited by an especially cross **ghost** (27 hp) of the handmaiden Chelsea. If she can be calmed, she is quite talkative. Chelsea is Chaotic Evil.

7. This bedroom contains a gilded bed (worth 1,800 gp) swathed in red velvet bedclothes (worth 150 gp) and a worm-eaten walnut desk stained with ink (and maybe blood) holding a variety of papers. A tapestry above the desk is a medium **animated object** (6 hp) that attacks intruders who rifle through it. Among the papers there is a *scroll of protection from lycanthropes* and a recipe for magic ink suitable for use in producing

scrolls. Lying on the bed without speaking the word "Lenore" causes one to pass through the bed and floor into Room 2 below.

8. This room has walls, ceilings and a floor of bare stone, stained with blood and acid. Six grotesque wax figures, **zombies** (5 hp each) are placed around the room.

9. This operating chamber holds a large vat of hot wax, a magic circle traced in silver and tables loaded with notes, vials and jars of chemicals and other paraphernalia. The secret chamber holds 10 flasks of acid, Morthos' grimoire and a *mutagen capsule*.

10. In the midst of this chamber there sits, on a chair with a pink velvet cushion the decrepit husk of Lenore (3 hp), who has the following psychic powers (1/day): *Charm person*, *hold person*, *fear* and *psychic crush*. She hates Morthos, but wants her youth back and relies on him to make good on his promise to her.

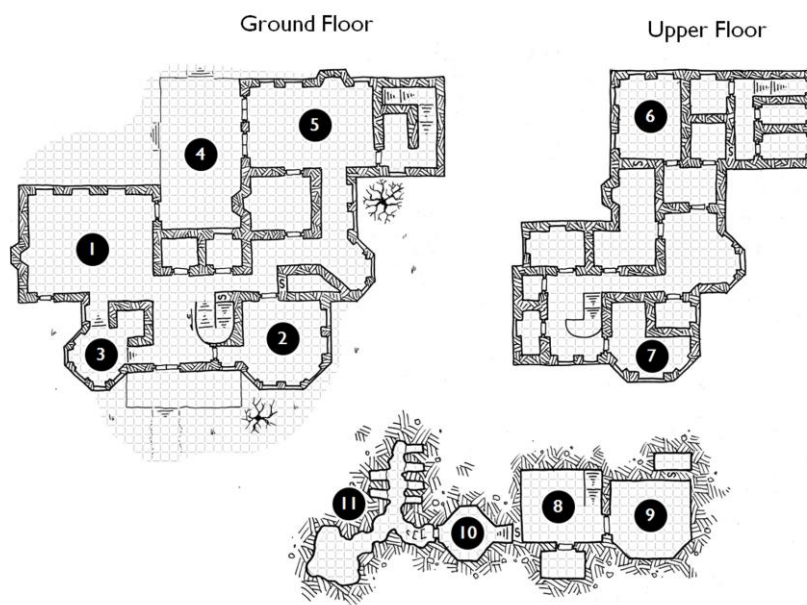
11. This chamber holds numerous bodies and two live prisoners, both terribly frightened. It also holds a locked chest that holds 8,000 cp, 3,500 sp, 2,200 gp, a *potion of gaseous form*, a *gem of seeing* and four medium pearls (5 gp each).

Doctor Morthos

Morthos may appear in any of the rooms as the TK deems fitting. If aware of intruders, he retires to Room 11.

Human Magic-User: LVL 7 (27 hp) AC 10 ATK Silver dagger +2 (1d4) MV 30 SV 12 AL NE XP 600 Str12 Int15 Wis14 Dex9 Con14 Cha11 SP—Magic spells (5/3/2/1), lore (soda water, distillation and sneezing powder) EQ—Black robes traced in silver thread (150 gp), black skullcap, silver dagger, pinch of sneezing powder, purse of 25 pp and 85 gp.

Spells: 1st level—*chill touch**, *daze*, *expeditious retreat**, *magic missile**, *read magic*, *shield**, *summon monster I**; 2nd level—*false life**, *ghoul touch**, *resist energy*, *touch of idiocy**; 3rd level—*dispel magic**, *gaseous form**, *vampiric touch*; 4th level—*animate dead**



Gnome (Svirfneblin)

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: As armor
Attack: By weapon
Movement: 20'
Save: 17; 15 vs. illusions
Intelligence: Average
Alignment: Lawful (NG)
No. Appearing: 1d20*
XP/CL: 50/1

SP—Audible glamer •, dancing lights •, prestidigitation •

Gnomes are small folk who dwell in the woods. Their skin ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. They wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.

Gnomes organize into bands of 100-400 warriors and non-combatants equal to 60% of the warriors. For every 20 gnome warriors in a band, there is a leader (usually a fighter or fighter/illusionist) of 3rd to 6th level. Gnome bands with 100 or fewer warriors are led by a king or queen of 5th to 8th level, while larger bands are led by a king or queen of 6th to 9th. Gnome bands keep 4d4 giant badgers or 2d4 giant wolverines as guard animals.

The usual composition of a gnome army is as follows:

- 30% Chainmail, buckler, short sword, 3 darts
- 30% Chainmail, buckler, light crossbow, short sword
- 15% Chainmail, shield, warhammer, 3 darts
- 10% Ringmail, repeating crossbow, short sword
- 15% Ringmail, buckler, short sword, sling

Wood Gnomes

Wood gnomes are the smallest gnomes, averaging 2' to 2½' in height. They have bark-colored or gray-green skin and eyes that can be brown or green as well as blue. They have an average life span of 500 years.

Wood gnome characters have the normal gnome traits except that they also have the innate ability to use *pass without trace* (self) and can communicate with woodland creatures instead of burrowing animals.

Svirfneblin

Type: Humanoid
Size: Small
Hit Dice: 3
Armor Class: As armor +7
Attack: By weapon
Movement: 20'
Save: 15; 11 vs. magic; MR 20%
Intelligence: Average
Alignment: Lawful (NG)
No. Appearing: 3d6
XP/CL: 300/4

SA—Darkvision 120'

SP—Blindness/deafness •, blur •, change self •, non-detection

Svirfneblin dwell deep beneath the earth. A svirfneblin has wiry muscles and rock-colored skin that ranges from granite to limestone. Only males are bald; females have stringy gray hair. The average svirfneblin lifespan is 250 years. Svirfneblin speak a dialect of Gnome.

Svirfneblin Player Characters

Svirfneblins speak Gnome plus bonus languages for high intelligence. They adjust their ability scores as follows: Con +1, Cha -1. They have the special abilities described above, but replace magic resistance with a +4 save vs. magic, and they can only cast the spells detailed above if their Wisdom is 11 or higher. Svirfneblin thieves can multi-class as clerics, fighters or magic-users. They divide earned experience points by two.



Goblin (Brain Goblin, Gremlin)

	Goblin	Brain Goblin
	Small Humanoid	Small Humanoid
Hit Dice:	1-1	1-1
Armor Class:	As armor	As armor
Attack:	By weapon	By weapon
Movement:	20'	20'
Save:	16	17
Intelligence:	Low	Average
Alignment:	Chaotic (CE)	Chaotic (NE)
No. App:	4d6*	1d6
XP/CL:	50/1	100/2

Goblins are wicked little humanoids with a penchant for theft and murder. A goblin stands 3 to 3½ feet tall and weighs 40 to 45 pounds. Its eyes are dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow to orange to a deep red.

Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They live 60 years.

Goblin tribes include 100-400 warriors, non-combatants equal to 150% of the warriors and 6d6 fearsome wolves. For every 40 goblins there is a sub-chief with 1 HD. Tribes are commanded by a 3 HD chief who has a bodyguard of 2d10 elite warriors with maximum hp.

The usual composition of a goblin army is as follows:

35%	Leather, buckler, morningstar, 3 darts
25%	Leather, buckler, short bow, short sword
15%	Leather, footman's flail
10%	Studded leather, spear
10%	Leather, short bow, dagger, worg mount
5%	Studded leather, horseman's mace, worg mount

Goblin Player Characters

Goblins speak goblin and common plus bonus languages for high intelligence. They adjust their starting ability scores as follows: Str -1, Dex +1, Cha -1. Goblins have the mining abilities of dwarves. Goblins receive a bonus +15% to earned experience points.

Gremlins

Gremlins are winged goblins. They have a fly speed of 60' and sometimes dwell with normal goblins or they form their own war bands of 10-20 gremlins armed with darts, dagger and short bows.



Brain Goblins

SP—Charm person •, mage armor •, mind thrust •

Brain goblins have innate psionic abilities. A blue goblin is smaller than a normal goblin, standing 3' tall and weighing 40 lb. They have azure skin, sparkling eyes and massive, throbbing craniums. They dress in black robes.

Golems

Golems are magically created automatons. Constructing a golem involves the employment of mighty magic and elemental spirits. The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator.

The cost to create a golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is similar to creating magic items. However, a golem's body includes costly material components that may require extra preparation. The golem's creator must hire a master artisan to help construct the golem.

Berserk Golems

When some golems (noted below) enter combat there is a cumulative 1% chance each round that the animating elemental spirit breaks free from the creator's control and the monster goes berserk. The berserk golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more death and destruction. The golem's creator, if within 60', can try to

regain control by speaking firmly and persuasively to the golem. He or she must make a saving throw to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset its berserk chance to 0%.

Amber Golem

Type: Construct
Size: Medium
Hit Dice: 10 (50 hp)
Armor Class: 14 [+1]
Attack: 2 claws (2d6), bite (2d10)
Movement: 50'
Save: 12
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 3,000/12

SD—Immunity (electricity; see below), detect invisible 60'

Amber golems are built to look like tigers. They track with 95% accuracy through any terrain type. Any magical attack against an amber golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would deal.

An amber golem's body must be sculpted from 2,000 gp worth of amber and 1,000 gp worth of rare oils and powders. Creating the body requires a master jeweler to assist the magic-user. A magic-user must be at least 10th level to create an amber golem and must possess an *amber golem manual*. The total cost is 16,500 gp.

Bone Golem

Type: Construct
Size: Medium
Hit Dice: 6 (30 hp)
Armor Class: 18 [+1]
Attack: 2 weapons (1d10)
Movement: 30'
Save: 14
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 1,800/8



Bone golems are four-armed constructs created from the skeletons of at least two humanoids. While they are made from skeletons, they are not undead.

Bone golems are subject to going berserk.

A bone golem's body must be created from two humanoid skeletons which are bound in 1,000 gp worth of copper, silver and gold wire. Creating the body requires a master engineer to assist the magic-user. A magic-user must be at least 10th level to create a bone golem and must possess a *bone golem manual*. The total cost is 14,000 gp.

Bronze Golem

Type: Construct
Size: Large
Hit Dice: 20 (100 hp)
Armor Class: 20 [+2]
Attack: Fist (4d6 + 2d6 fire)
Movement: 80'
Save: 7
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 6,000/22

SD—Immunity (magic; see below)

These golems resemble bronze statues. A bronze golem is 10' tall and weighs 4,500 pounds. They cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

The interior of a bronze golem is molten bronze. Creatures hit in combat suffer an additional 2d6 points of damage from the heat. If a bronze golem is hit in combat by a piercing weapon that deals 4 or more points of damage, molten metal spurts out, spraying the attacker for 1d6 damage and then sealing the hole.

Bronze golems are subject to going berserk.

A bronze golem's body is sculpted from 6,000 pounds of pure bronze, alloyed with rare tinctures and admixtures costing at least 12,000 gp. Assembling the body requires the help of a master armorer. A magic-user must be at least 18th level to make the golem and must possess a *bronze golem manual*. The total cost of construction is 100,000 gp.

Clay Golem

Type: Construct
Size: Large
Hit Dice: 11 (55 hp)
Armor Class: 20 [+1]
Attack: 2 slams (3d6 + special)
Movement: 20'
Save: 11
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 3,300/13



SD—Immunity (edged and piercing weapons, magic)

A clay golem cannot speak or make any noise. It walks and moves with a slow, clumsy gait. It weighs 600 lbs.

Clay golems are subject to going berserk each time they are commanded to perform an action, regardless of whether or not they are involved in combat.

After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day. The effect lasts 3 rounds and is otherwise the same as the spell.

Clay golems are immune to most spells, save as follows: *Disintegrate* prevents the golem moving for 1 minute, and *move earth* pushes the golem back 120'.

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds and treated with rare oils and powders worth 1,500 gp. Creating the body requires a master sculptor and master potter to assist the cleric. A cleric must be at least 11th level to create a clay golem and must possess a *clay golem manual*. The total cost is 21,500 gp.

Flesh Golem

Type: Construct
Size: Large
Hit Dice: 9 (45 hp)
Armor Class: 18 [+1]
Attack: 2 slams (2d8)
Movement: 40'
Save: 12
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 2,700/11



SD—Immunity (magic; see below)

A flesh golem is a ghoulish collection of stolen humanoid body parts stitched together into a composite form. No natural animal willingly tracks a flesh golem. It stands 8 feet tall and weighs 500 lb. A flesh golem cannot speak, although it can emit a roar or groan.

Flesh golems are subject to going berserk.

A flesh golem is immune to most spells, save as follows: Fire and cold spells *slow* the monster (as the spell), and electricity restores all lost damage.

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly. Assembly requires a minimum of six different bodies. Special unguents and bindings worth 500 gp are also required. Assembling the body requires the help of a physician. A magic-user must be at least 8th level to create a flesh golem and must possess a *flesh golem manual*. The construction costs 10,500 gp.

Iron Golem

Type: Construct
Size: Large
Hit Dice: 18 (80 hp)
Armor Class: 24 [+3]
Attack: Slam (4d10)
Movement: 10'
Save: 8
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 9,000/21

SD—Immunity (magic; see below)

An iron golem can be fashioned in any form, although it usually looks like an armored warrior of some sort. An iron golem is 12' tall and weighs 5,000 lb. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Each day, an iron golem can exhale a single cloud of poisonous gas (Poison IV), 10' in radius and 10' high.

An iron golem is immune to most spells, except as follows: Electricity spells *slow* them, and fire heals them instead of damaging them.



An iron golem's body is sculpted from 5,000 lb. of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires the help of a master armorer. A magic-user must be at least 16th level to make the golem and must possess an *iron golem manual*. The total cost of construction is 80,000 gp.

Stone Golem

Type: Construct
Size: Large
Hit Dice: 14 (60 hp)
Armor Class: 22 [+2]
Attack: Slam (3d8)
Movement: 20'
Save: 10
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 4,200/16



SD—Immunity (magic; see below)

A stone golem is 9' tall and weighs 2,000 lb. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

A stone golem can use a *slow* spell once every 2 rounds.

A stone golem is immune to most spells, save as follows: Fire spells and those which affect fire slow them (as the spell), and *transmute mud to rock* restores all damage.

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 lb. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires the help of a master

mason. A magic-user must be 14th level to craft a stone golem and must possess a *stone golem manual*. The total cost to construct a stone golem is 50,000 gp.

Wood Golem

Type: Construct
Size: Small
Hit Dice: 2 (10 hp)
Armor Class: 13
Attack: Slam (1d6)
Movement: 20'
Save: 16
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 100/2

SD—Vulnerable to fire

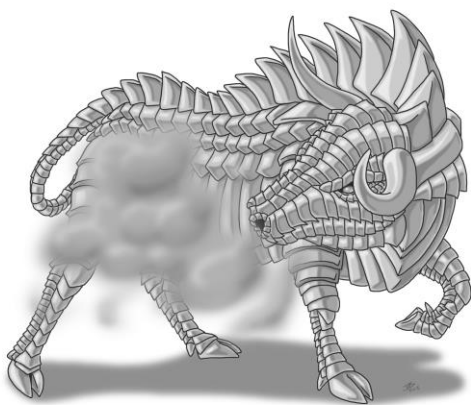
Wood golems are small constructs, about 4 feet in height, and are crudely made. Being made of wood makes wood golems vulnerable to fire-based attacks. They also move stiffly, suffering a -1 penalty to Initiative.

A wood golem's body is chiseled from a block of exotic, expensive wood (about 1,000 gp worth). Carving the body requires the help of a master woodcarver. The final activation of the golem requires wishing upon a falling star. A magic-user must be 9th level to craft a wood golem and must possess a *wood golem manual*. The total cost of construction is 10,000 gp.

Gorgon

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 18
Attack: Gore (2d6)
Movement: 30'
Save: 13
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 2,400/10

Gorgons are bizarre creatures shaped like bulls covered in bronze scales. Five times per day, a gorgon can breathe a 60' cone of gas that petrifies creatures even if they are ethereal or astral.



Some unholy nomads have been known to take up the worship of these creatures, fashioning golden idols to them and sacrificing virgins to them.

Gorilla (Gigantopithecus)

	Gorilla	Gigantopithecus
	Medium Animal	Large Animal
Hit Dice:	3	6
AC:	13	14
Attack:	Bite (1d4+1)	Bite (1d6+1)
Movement:	30'	30'
Save:	15	14
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d8	1d6
XP/CL:	150/3	300/6

Gorillas are herbivorous apes that dwell in jungles and wooded mountains and swamps. Males weigh 300-400 lb. while females weigh 150-200 lb and have 2 HD.

Gigantopithecus is a giant primate that lived thousands of years ago in steamy jungles. They stood up to 10' tall and weighed 1,200 lb.

Gray Ooze

Type: Ooze
 Size: Medium
 Hit Dice: 3
 Armor Class: 12
 Attack: Slam (1d8 + 1d8 acid)
 Movement: 10'
 Save: 15
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 1d4
 XP/CL: 900/5



SD—Immunity (cold, fire), resistance (weapons), surprise (1-4 on 1d6 in dungeons)

SP—Psychic crush •••

Gray oozes can grow to a diameter of up to 10' and a thickness of about 6". A typical specimen weighs 700 pounds. It looks like wet stone, and is thus hard to detect in dungeons. A gray ooze strikes like a snake, slamming opponents with its body.

Gray ooze secretes an acid that quickly dissolves organic material and metal, but not stone. Armor, clothing, and items made of wood or metal dissolve and become useless unless they pass an item saving throw.

Gray Render

Type: Monster
 Size: Large
 Hit Dice: 10
 Armor Class: 19
 Attack: 2 claws (1d6 + rend), bite (2d6)
 Movement: 30'
 Save: 12
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 1,000/11

Gray renders are shaggy, gray beasts with a powerful instinct for mothering. They stand 9' tall in spite of their hunched posture, are 4' wide and weigh 4,000 lbs.

A gray render reproduces by budding, but attempts to mother any creature that enters its territory. Whether accepted or not, the render always attempts to remain close to its adopted charges, watching over them and bringing a daily offering of food. It never willingly harms adopted creatures and retreats if they attack it.

A gray render can command the very stones of its home domain, bellowing out a haunting song that calls as many as 30 stones (sized well for throwing) or 15 small boulders. Boulders can be commanded to attack hostile creatures, each attacking as a small animated object.



Grick

Type: Aberration
 Size: Medium
 Hit Dice: 2
 Armor Class: 16 [+1]
 Attack: 4 tentacles (1d4), bite (1d3)
 Movement: 30' (Climb 20')
 Save: 16
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 1d4
 XP/CL: 200/3

SA—*Surprise* (1-3 on 1d6)

An adult grick is 8' long from the tips of its tentacles to the end of its body and weighs 200 lb. Its body coloration is dark, with a pale underbelly. It hunts in the suffocating tunnels of the underworld, for it is always hungry.

Griffon

Type: Monster
 Size: Large
 Hit Dice: 7
 Armor Class: 17
 Attack: 2 claws (1d4), bite (2d6)
 Movement: 30' (Fly 80')
 Save: 13
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 1d8
 XP/CL: 700/8

Griffons have the bodies of lions and the heads, wings and forelimbs of giant eagles. From nose to tail, an adult griffon can measure as much as 8' long. Neither males nor females have a mane. There is a pair of broad, golden wings on the

creature's back and span 25' or more. A griffon weighs about 500 pounds.

Griffon eggs are worth 700 gp apiece on the open market, while young are worth 1,750 gp.

Grig

Type: Fey
 Size: Tiny
 Hit Dice: ½
 Armor Class: 18
 Attack: Tiny sword (1d4) or tiny bow (1d4)
 Movement: 20' (Fly 40')
 Save: 17; MR 30%
 Intelligence: Low to Average
 Alignment: Neutral (N)
 No. Appearing: 2d6
 XP/CL: 50/1

SP—*Change self* •••, *entangle* •••, *invisibility* (self only) •••, *pyrotechnics* •••, *ventriloquism* •••

Grigs are tiny fey with the legs of grasshoppers. They can leap great distances. They have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1½' tall and weighs about 1 pound. Grigs speak Common and Sylvan.

One grig in each band carries a fiddle. All non-fey within 30 feet of the fiddle must save or be affected by *irresistible dance* for as long as the fiddler plays.



Grimlock

Type: Humanoid
Size: Medium
Hit Dice: 2
Armor Class: 15
Attack: Slam (1d6) or by weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d20*
XP/CL: 100/2

SD—Blindsight (40')

Grimlocks are blind humanoids with pallid skin and scraggly hair. Grimlocks are savages, with a taste for the flesh of other sentient creatures.

Their exceptional sense of smell and hearing allows them to fight and perform other tasks as well as if they could see. Beyond that range, they treat all targets as invisible. They are immune to gaze attacks and illusions.

Grimlocks dwell in tribes of 20-200 warriors plus non-combatants equal to 200% of the warriors. Tribes keep 3d6 giant bats as guard animals. For every 20 grimlocks, there is a sub-chief with 4 HD. Grimlock tribes are ruled by chieftains with 6 HD.

Grimlock Player Characters

Grimlocks speak Grimlock plus bonus languages for high intelligence. They adjust their starting scores as follows: Str +1, Con +1, Wis -1, Cha -1. They have the special abilities described above and have an unarmored AC of 12. They divide earned experience points by two.

Groaning Spirit (Banshee)

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 7
Armor Class: 17 [+1]
Attack: Strike (1d8 + 1 Strength drain)
Movement: 40' (Fly 40')
Save: 13; MR 50%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 2,100/9

SD—Immunity (cold, electricity)

The groaning spirit, or banshee, is the vengeful spirit of a female elf. They haunt desolate places, weeping over their own lost lives. Groaning spirits hate the living and seek to destroy whomever they meet.

A groaning spirit can sense all living creatures within 5 miles. Anyone viewing a groaning spirit must pass a saving throw or be frightened. Their touch has the same effect, but on the undead (other than other banshees).

Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30' of the banshee must make a successful saving throw or be affected per the *wail of the banshee* spell. Those that make their save still take 3d6 damage.

Both wild and domesticated animals can sense the unnatural presence of a groaning spirit at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so.

If a spell caster uses *dispel evil* against a banshee, which requires a melee attack, the banshee must succeed on a saving throw or be destroyed.

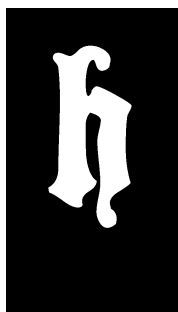
Grue

Type: Outsider
Size: Large
Hit Dice: 9
Armor Class: 17
Attack: Bite (2d6 + swallow)
Movement: 20'
Save: 12
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 2,700/11

SD—Immunity (cold), resistance (blunt and piercing weapons), vulnerable (light attacks), light sensitivity

SP—Darkness II

A grue is a nasty, large thing shaped like a half-filled water balloon. It has dark grey or green skin and a huge toothy maw. Inside its leathery skin, the grue is mostly gelatinous. Grues cannot coexist with light; if they are exposed to a light source, they instantly recede with the darkness. In the dark, however, they are dangerous.



hags halfling hangman tree harpy
 hecatonchiere hell hound
 hengyokai hippogriff
 hippopotamus hoary hunter
 hobgoblin homunculus horse
 howler human hydra hyena

Hag

Although the different hags are unique in appearance and mannerisms, they have many aspects in common. All take the form of crones whose bent, twisted bodies belie their fierce power and swiftness. Hags speak Troll and Common and some speak Sylvan.

Hags often form coveys. A covey consists of three hags, each of a different type. It can use powers beyond those of the individual members. A covey of hags is 80% likely to be guarded by 1d6 trolls (their sons) who do their bidding. These trolls are often disguised with a *veil* spell to appear less threatening when sent forth as spies. Such trolls might (60%) carry *hag eyes*.

A *hag eye* is a magic gem created by a covey from a precious stone. It appears to be nothing more than this, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Often, a *hag eye* is worn as a ring or brooch. Any of the three hags who created the *hag eye* can see through it whenever they wish. 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.

Hags in a covey gain the following additional spells, each usable three times per day—*animate dead*, *bestow curse*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana*, *veil*, and *vision*.

To use one of these spells, all three hags must be within 10 feet of one another and all must participate.



Annis Hag

Type: Monster

Size: Large

Hit Dice: 7

Armor Class: 20

Attack: 2 claws (2d6 + rend), bite (1d10)

Movement: 40'

Save: 13

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1 or 3

XP/CL: 2,100/9

SD—Immunity (*illusions*)

SP—*Change self* •••, *fog cloud* •••

Annis, or Black Annis, are midnight blue-skinned hags with a taste for human flesh, especially that of children. They live in caves, which they sometimes excavate themselves using their iron-hard claws. An annis uses *change self* to take the form of an exceptionally tall human, a fair giantess, or an ogress. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack. An annis stands 8' tall and weighs 325 lb.

Green Hag

Type: Monster
Size: Medium
Hit Dice: 9
Armor Class: 22
Attack: 2 claws (1d8) or touch (2d4 Str)
Movement: 30' (Swim 30')
Save: 12; MR 35%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1 or 3
XP/CL: 900/10

SP—Audible glamer, change self, dancing lights, invisibility, pass without trace, tongues, water breathing

Green hags, or Jenny Greenteeth, are found in desolate swamps and dark forests. They have green skin, hair and teeth. Green hags lurk just under the water, springing out when prey comes near.

A green hag can imitate the sounds of almost any animal found near its lair. It can also weaken a foe by touching instead of clawing them. The target must succeed on a save or take 2d4 points of strength damage.

Mountain Hag

Type: Monster
Size: Large
Hit Dice: 7
Armor Class: 15
Attack: 2 claws (1d6 + rend), bite 1d8
Movement: 30' (Climb 20')
Save: 13; MR 15%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1 or 3
XP/CL: 2,100/9

SD—Resistance to cold

SA—Surprise (1-3 on 1d6)

Mountain hags, or *yamauba*, are solitary, blue-skinned hags with hair that is long and white. They live near mountain passes where they can hunt for food. Mountain hags feast on all manner of flesh, but they prefer humans.

Mountain hags move by levitating over the ground, allowing them to move very silently. They never form coveys with other hags, though they sometimes nurse children who they plan one day to eat.

Sea Hag

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 14
Attack: 2 claws (1d10)
Movement: 30' (Swim 40')
Save: 15; MR 50%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1 or 3
XP/CL: 1,500/6

The sea hag is found in oceans and seas. They are pale-skinned crones in long, hooded robes or dresses.

The sight of a sea hag is so revolting that anyone other than another hag who sets eyes upon one must succeed on a saving throw or take 2d6 points of strength damage.

Three times per day, a sea hag can cast its gaze upon any single creature within 30 feet. The target must succeed on a saving throw or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. After three days, the affected creature must save or die.

Halfling

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: As armor
Attack: By weapon
Movement: 20'
Save: 17; 13 vs. magic and poison
Intelligence: Average
Alignment: Lawful (LG)
No. Appearing: 1d20*
XP/CL: 25/0

Halflings stand 3' tall and weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards and mustaches are rare. Halflings prefer comfortable, practical clothes. Unlike members of most races, they prefer comfort to shows of wealth. Halflings reach adulthood in their early twenties and generally live into the middle of their second century. They speak Halfling and Common.

Halflings dwell in moots of 30-300 warriors plus non-combatants equal to 700% of the number of warriors. For every 40 warriors, the moot has a constable of 2nd to 5th level, usually a fighter. Although moots are governed

by councils of elders, they are protected by sheriffs (fighters) of 3rd to 6th level. Sheriffs keep 4d6 dogs.

The armament of a halfling army is as follows:

- 30% Boyo: Padded, buckler, short sword
- 25% Slinger: Leather, sling, dagger
- 15% Yeoman: Studded leather, short bow, short sword
- 15% Billman: Chainmail, billhook, light pick
- 10% Outrider: Ring, buckler, spear, short sword, pony
- 5% Hound: Leather, short bow, short sword, riding dog

Tallfellow Halfling

Tallfellows are rare among halflings. They are 4' tall and weigh between 35 and 40 pounds. They speak Elven in addition to Common and Halfling. Tallfellow characters follow the same rules as normal halflings, except they have a 30' movement rate.

Deep Halflings

Deep halflings are shorter and stockier than the more common Lightfeet, being 2½' tall and weighing 30 to 35 pounds. They speak Dwarven fluently. Deep halflings have darkvision to a range of 60' and have the mining abilities of gnomes. Deep halfling characters follow the same rules as normal halfling characters, except they have a +1 bonus to their starting Constitution score.



Hangman Tree

Type: Plant
Size: Large
Hit Dice: 5
Armor Class: 16
Attack: 3 limbs (1d4 + constrict)
Movement: 0'
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 500/6

Hangman trees are horrible, semi-animate creatures that fertilize themselves with dead bodies. A hangman tree has four animated limbs that can wrap around the necks of living creatures that pass beneath.

These limbs are arranged evenly around the tree in most cases, and generally no more than one limb can attack any single creature at a time. The roots of this tree are also animated; they do not attack, but they do pull dead bodies below the surface of the ground for "digestion."

Harpy

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 13
Attack: 2 claws (1d4)
Movement: 20' (Fly 40')
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 2d6
XP/CL: 300/4

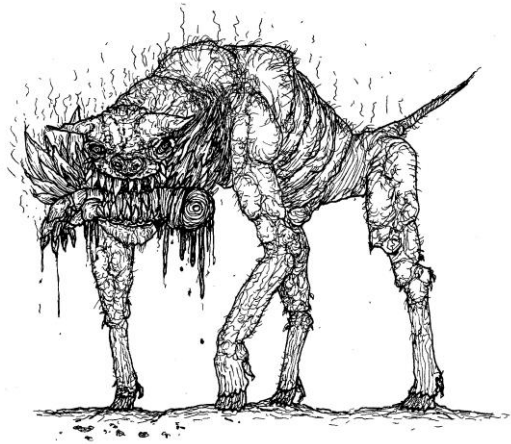


Harpies look like females with the wings and lower bodies of birds of prey. When a harpy sings, all creatures (other than harpies) within 300' must succeed on a saving throw or become captivated. A captivated victim walks toward the harpy, taking the most direct route available. A victim within 5' of 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.

Hecatonchiere

Type: Giant
Size: Huge
Hit Dice: 20
Armor Class: 18
Attack: 6 fists (4d6) or 6 boulders (100'/4d6)
Movement: 20'
Save: 7; MR 55%, 75% vs. cleric and druid spells
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 6,000/22

Hecatonchieres, or hundred-handed-ones, are titans with 100 arms and 50 heads. Their appearance is so bizarre and unsettling that any creature with fewer than 10 HD who sees a hecatonchiere must succeed at a save or automatically lose initiative in the first round of combat. Hecatonchiere despise the gods and their servants and focus their attacks on clerics, druids and paladins.



Hell Hound

Type: Outsider
Size: Medium
Hit Dice: 4
Armor Class: 16
Attack: Bite (1d10)
Movement: 30'
Save: 15
Intelligence: Low
Alignment: Chaotic (LE)
No. Appearing: 2d4
XP/CL: 400/5

SA—Surprise (1-3 on 1d6), detect invisible creatures 75%

SD—Surprised (1 on 1d6), immunity (fire)

Hell hounds are canine-shaped outsiders from the Lower Planes. They may appear as wolves or mastiffs, but whatever their form are surrounded by a crimson aura. A typical hell hound stands 4½' high at the shoulder and weighs 120 lb. Hell hounds understand Infernal.

Hell hounds carry the fires of Hell in their bellies. Their bites deal extra fire damage (see above), and three times per day a hell hound can belch forth a 10' cone of fire that deals 2d6 points of damage.

Hengeyokai

Type: Monster
Size: Varies
Hit Dice: 1 (or more)
Armor Class: 14
Attack: By weapon or as animal
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Varies
No. Appearing: 1d4
XP/CL: 100/2



Hengeyokai are monsters that can take human form to play tricks on human beings. They can also take a hybrid form of animal and human, often to good effect when attempting to shock their human victims. Some are malevolent, others merely mischievous.

Hengeyokai are tiny or small animals in their animal form. When in their animal form, they have the same attacks and special abilities as that animal. In hybrid form they retain the animal form's attacks. Hengeyokai can change their shape from animal to hybrid, or hybrid to human, or back three times per day. In animal and hybrid form, hengeyokai have darkvision to a range of 60 feet.

Hengeyokai in hybrid and human form have the following additional abilities, depending on their type:

Bakeneko (cat) are usually Chaotic. They are immune to poison and can cast *dancing lights* once per day. Bakeneko with 6 or more hit dice or levels can cast *animate dead*, turning corpses into zombies by leaping over them in cat or hybrid form.

Hebi (giant viper) is a cunning assassin, his human form being that of a gaunt man with piercing eyes. Their

unarmed attacks inflict people with Poison II, while their weapon attacks inflict people with Poison I.

Inugami (dog) are Lawful in alignment, the protectors of humanity from other hengeyokai. In human form, they take the shape of a warrior. They can cast *cure light wounds* once per day, and can *cure disease* once per week by licking a wound in dog or hybrid form.

Jorōgumo (giant spider) is a temptress, her human form being that of a willowy, elegant woman. She can cast *spider climb* and *web* each once per day.

Kitsune (fox), or fox maidens, appear as lovely women and use their powers to seduce men into being their bodyguards and servants. Kitsune can *charm person* once per day and, when they have an instrument, *fascinate* as a bard with as many levels as the kitsune has Hit Dice. For each additional level or Hit Dice a kitsune gains, they grow an additional tail in their fox form, up to a maximum of nine tails.

Mujina (badger) are Neutral, but they delight in scaring people. They can use *change self* once per day to give themselves a frightening appearance, and *cause fear* once per day to frighten those who are not shocked by their appearance. Like badgers, they are tenacious and ill-tempered when their tricks go awry.

Tanuki (raccoon dog) are pot-bellied tricksters, often drunk and usually in good spirits. They can *change self* once per day and utter a *suggestion* once per week to make fools of people.

Hengeyokai Player Characters

Hengeyokai speak common plus additional languages for high intelligence. Hengeyokai adjust ability scores as follows: Bakeneko and jorōgumo Dex +1 and Wis -1, kitsune and tanuki Cha +1 and Wis -1, and inugami and mujina Con +1 and Wis -1.

Hengeyokai have the special abilities described above. They can advance as druids, but not clerics and hengeyokai sorcerers can multi-class as fighters or thieves. They divide earned experience points by two.

Hippogriff

Type: Monster
Size: Large
Hit Dice: 3
Armor Class: 15
Attack: 2 kicks (1d4), bite (1d8)
Movement: 50' (Fly 90')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 2d8
XP/CL: 300/4



Hippogriffs are weird creatures with the fore-bodies and heads of giant eagles and the rear bodies of horses. A typical hippogriff is 9' long, has a 20' wingspan, and weighs 1,000 lbs. Voracious and omnivorous, they hunt humanoids as readily as any other meal. Their eggs are worth 300 gp apiece on the open market, while their young are worth 750 gp each.

Hippopotamus

	Normal	Giant
	Large Animal	Huge Animal
Hit Dice:	6	13
Armor Class:	14	18
Attack:	Bite (2d6)	Bite (3d6 + swallow whole)
Movement:	30' (Swim 30')	40' (Swim 40')
Save:	14	10
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	2d6	1d6
XP/CL:	300/6	1,300/14

Hippos dwell near rivers and lakes. They move in the water by walking on the bottom, surfacing occasionally to gulp air. A hippo can hold its breath for 8 minutes. A hippo that surfaces under a boat or ship less than 10 ft. long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 10 to 20 ft. long.

Giant hippos can capsize boats up to 20' long 95% of the time and boats from 21' to 40' long 50% of the time. In the water, they can suck medium and smaller creatures into their mouths as a grapple attack.

Hoary Hunter

Type: Fey
Size: Medium
Hit Dice: 15
Armor Class: 20 [+2]
Attack: +2 *frost longsword* 2d6 + 1d6 cold
Movement: 30'
Save: 9; MR 55%
Intelligence: Super
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 4,500/17

SD—Immunity (cold), vulnerable to fire

SP—Dimensional anchor •••, discern location, dispel magic •••, dominate monster •••, fog cloud, hold monster, mage's disjunction •, plane shift, true strike

Hoary hunters appear as tall men with pallid skin and long, white beards. They ride white stallions through the air, bringing with them chill winds.

A blow from the hunter's sword that would kill a foe can instead transport the victim bodily per a *soul bind* spell into a diamond in the sword's hilt.

When killed, the hoary hunter is transported back to the fairy realm and immediately resurrected.

Hoary Steed

Large Monster: HD 12; AC 20 [+1]; ATK 2 Hooves 2d6, Bite 3d8; Move 40' (Fly 90'); SV 11; INT Low; AL CE; XP 3,600/14; SP—Immune to cold, vulnerable to fire, magic resistance 20%, misty breath (as *obscuring mist*) Spells—*Astral projection, etherealness, protection from good II, wind walk*).

Hobgoblin

Type: Humanoid
Size: Medium
Hit Dice: 1+1
Armor Class: As armor +1
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 4d6*
XP/CL: 50/1



Hobgoblins are large cousins of goblins with hair color ranging from dark reddish-brown to dark gray and skin color ranging from dark yellow to red-orange. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins speak Goblin and Common. They hate elves and attack them in preference to other opponents. They live 80 years.

Hobgoblins organize themselves into tribes of 20-200 warriors plus non-combatants equal to 500% of the warriors. Tribes contain 4d6 worgs, and there is a 30% chance the tribe dwells with one of the following: 2d6 ogres, 1d6 trolls or 3d6 carnivorous apes.

For every 20 warriors in a tribe, there is one commander with 3+1 HD who wears banded mail and carries a scimitar. Tribes are led by a great goblin with 5+1 HD and a bodyguard of 3d6 hobyahs (see below) or 2d6 trowes (q.v.). Hobgoblin army composition can be determined randomly.

- 25% Lobber: Leather armor, longbow, dagger
- 20% Hobthrust: Studded leather, buckler, spear
- 30% Hobgoblin: Ringmail, buckler, scimitar, 3 javelins
- 15% Hobyah: Banded mail, glaive, short sword
- 10% Lubberkin: Scale mail, buckler, lance, heavy pick, longbow, worg in scale barding

Hobgoblin Player Characters

Hobgoblins speak Goblin, Common and bonus languages for high intelligence. They adjust their starting ability scores as follows: Con +1, Cha -1. Hobgoblins have the mining abilities of dwarves, their unarmored AC is 11, and they gain +1 hit point at 1st level. They can use worgs as mounts the way most humanoids use horses.

Homunculus

Type: Construct
 Size: Tiny
 Hit Dice: 2
 Armor Class: 13
 Attack: Bite (1d4 + Poison I)
 Movement: 20' (Fly 50')
 Save: 16
 Intelligence: Average
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 200/3

A homunculus is a miniature servant created by a magic-user. A homunculus's creator determines its precise features. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of one mile. A homunculus never travels willingly beyond this range. An attack that destroys a homunculus deals 3d6 points of damage to its master. If the creature's master is slain, the homunculus dies and melts into a pool of ichor.

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. After the body is sculpted, it is animated through a month-long magical ritual that requires an alchemist's laboratory. The process of creating a homunculus costs 1,000 gp.



Horse

	Draught	Heavy Warhorse
	Large Animal	Large Animal
Hit Dice:	2+1	3
Armor Class:	13	14
Attack:	2 kicks (1d6)	2 kicks (1d6)
Movement:	50'	50'
Save:	16	15
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d10	1d10
XP/CL:	100/2	150/3

	Riding	Light Warhorse
	Large Animal	Large Animal
Hit Dice:	2	2+1
Armor Class:	13	14
Attack:	2 kicks (1d4)	2 kicks (1d6)
Movement:	60'	60'
Save:	16	16
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d10	1d10
XP/CL:	100/2	100/2

Draught

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are ready for heavy work by age three. A heavy horse cannot fight while mounted.

Riding

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are ready for useful work by age two. A riding horse cannot fight when it is carrying a rider.

Heavy Warhorse

These animals are similar to heavy horses but are trained for war. A heavy warhorse can fight while carrying a rider.

Light Warhorse

These animals are similar to riding horses but are trained for war. They are not ready for warfare before age three. A light warhorse can fight while carrying a rider.

Howler

Type: Outsider

Size: Large

Hit Dice: 6

Armor Class: 17

Attack: Bite (2d8), 1d4 quills
(1d6)

Movement: 60'

Save: 14

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d10

XP/CL: 600/7



Howlers originate on planes where chaos holds sway. A howler is 8' long and weighs 2,000 lb. They look like a hybrid of panther and porcupine. Although surprisingly intelligent, they do not speak, but only howl.

A howler's neck bristles with long quills. While fighting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a saving throw or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks and saving throws per quill. Removing a quill deals an extra 1d6 points of damage.

Anyone within hearing range of a howler for a full hour must succeed on a saving throw or suffer 1 point of wisdom damage. The save must be repeated each hour.

Human

	Normal Human	Warrior
	Med. Humanoid	Med. Humanoid
Hit Dice:	½	1
Armor Class:	As armor	As armor
Attack:	By weapon	By weapon
Movement:	30'	30'
Save:	17	16
Intelligence:	Average	Average
No. App:	1d20*	1d20*
XP/CL:	25/0	50/1

Humans can be generated as non-player characters (NPCs), using classes and levels, or one can use these basic human types, the "normal" human standing in for all non-warrior types, including some nobles and most peasants. Humans are usually among the most numerous folk in any campaign world.

NPC humans with class levels have a 5% chance per level of having magic weapons in the following categories:

	Fighter*	Magic-User Sorcerer	Cleric Druid	Thief*
Armor	*		*	
Weapon	*			*
Potion	*	*	*	*
Scroll		*	*	*
Wand/Staff		*		
Ring		*		*
Wondrous		*	*	*

* Fighter includes barbarian, duelist, paladin and ranger, while thief includes assassin, bard and monk (except no armor)

Humans live in villages of 1d20 x 20 warriors plus non-combatants equal to 10 times that number. For every 20 warriors, there is one 2 HD sergeant, and for every 100 warriors there is one 3 HD lieutenant. Humans might be governed by a normal human (or council of them) or a high level NPC, but their military is led by a fighter of 4th to 7th level if there are 200 or fewer men-at-arms or by a 6th to 9th level fighter if more than 200.

The composition of a human army can vary:

Iron Age Army

30%	Skirmisher: Buckler, 3 javelins, short sword
60%	Heavy Foot: Banded, shield, spear, javelin, short sword
10%	Cavalry: Chainmail, buckler, lance, longsword, warhorse

Medieval Armies

30%	Archer: Leather, buckler, short bow, short sword
10%	Longbowman: Ringmail, shield, longbow, short sword
40%	Footman: Chainmail, shield, spear, dagger
10%	Serjeant: Chainmail, buckler, light lance, horseman's mace, light warhorse
10%	Knight: Platemail, buckler, light lance, longsword, heavy warhorse

Renaissance Armies

20%	Musketeer: Padded, musket, long sword
20%	Pikeman: Breastplate, pike, short sword
40%	Halberdier: Breastplate, halberd, short sword
10%	Pistolier: Breastplate, pistols (2), scimitar, light warhorse
10%	Cuirassier: Platemail, heavy lance, scimitar, hvy warhorse

Aristocrat

Type: Humanoid
Size: Medium
Hit Dice: 3
Armor Class: As armor
Attack: By weapon
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 150/3



Aristocrats are mounted warriors in chainmail or platemail, with shield, lance, horseman's flail or mace and longsword. They are accompanied by a squire (2 HD), who is armed and armored in the same manner as his master, and 1d6+4 mounted men-at-arms.

Bandit

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 3d6*
XP/CL: 50/1



Bandits are gangs of thieves, outlaws, highwaymen, and robbers who waylay people in the wilderness.

Bandit arms and armor are as follows:

- 40% Leather armor, shield, spear
- 20% Leather armor, short bow, dagger
- 20% Studded leather armor, shield, spear
- 20% Chainmail, shield, spear, short sword

Bandit bands number 1d10 x 20. Bandits are mounted on light warhorses 50% of the time.

Bandits are organized around a leader, a fighter or thief of 6th to 9th level who is assisted by a lieutenant of 5th to 6th level. Leaders wear chainmail and carry shield and longsword, and ride heavy warhorses in barding.

Each gang with 100 or more bandits has a 25% chance of having an 8th level anti-cleric (or anti-social druid) and a

50% chance of being allied with a 10th to 11th level magic-user or sorcerer. They have one prisoner for every 10 bandits in the camp.

Berserker

Type: Humanoid
Size: Medium
Hit Dice: 1+1
Armor Class: 12 (shield)
Attack: By weapon
Movement: 40'
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 3d6*
XP/CL: 100/2



SD—Immunity (fear; see below)

Berserkers are humans that worship Chaotic gods of war and destruction who promise salvation through death in combat. Berserkers enter combat armed with shields and axes. Once they are damaged in combat, they fly into a berserk rage and can attack twice per turn. Whether enraged or not, they are immune to fear.

Berserkers organize into clans of 1d10 x 10 berserkers under the command of a fighter or barbarian of 8th to 9th level. He is assisted by a lieutenant of 5th to 6th level for every 20 berserkers. There is a 15% chance that the leaders are wereboars, wererats or werewolves. There is a 25% chance that the berserkers are accompanied by an anti-cleric of 8th level.

Brigand

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 3d6*
XP/CL: 50/1



Brigands are mercenaries who are between wars, or who are supplementing their income with robbery and plunder. Brigand armies are equipped as follows:

- 50% Studded leather, shield, spear

25%	Chainmail, shield, lance, horseman's mace, light warhorse
15%	Ringmail, buckler, short sword, light crossbow
10%	Ringmail, buckler, short sword, longbow

Brigands form in bands of 1d10 x 30. They are commanded by a fighter of 6th to 9th level who is assisted by a lieutenant of 5th to 6th level. Brigand leaders wear chainmail and carry shield and longsword, and ride heavy warhorses in barding.

Each band with 200 or more brigands has a 25% chance of having an 8th level cleric or druid and a 50% chance of being allied with a 10th to 11th level magic-user or sorcerer. Brigands have one prisoner per 20 brigands.

Hermit

Type: Humanoid
Size: Medium
Hit Dice: 3
Armor Class: As armor
Attack: By weapon
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Any
No. Appearing: 1
XP/CL: 300/4



SA—*Magic use (cleric or druid spells, up to 3rd level)*

Hermits are priests who have left civilization to live alone in the wilderness in caves or atop stone pillars. Lawful hermits can turn undead as a 3rd level cleric. Chaotic hermits can rebuke undead as a 3rd level cleric. Neutral hermits leave no tracks and can speak with animals. There is a 5% chance that the hermit is mad.

Magician

Type: Humanoid
Size: Medium
Hit Dice: 2
Armor Class: 10
Attack: By weapon
Movement: 30'
Save: 16; 15 vs. magic
Intelligence: Average to High
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 200/3



SA—*Magic use (magic-user spells, up to 3rd level)*

While TK's might want to roll up a full magic-user or sorcerer NPC to fill this roll, the magician can be used to save time. Magicians wear no armor, and they carry a staff and dagger. For every 2 extra hit dice a magician has, they can cast one additional level of spells.

Nomad

Type: Humanoid
Size: Medium
Hit Dice: 1+1
Armor Class: As armor
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 3d6*
XP/CL: 50/1



Nomads are rugged humans that dwell on grassy steppes or on the fringes of deserts. They are traders as well as raiders, raising cattle, horses, goats and sheep, and are often hired as mercenaries by neighboring lords.

Nomad bands are composed of 1d10 x 30 warriors and additional non-combatants equal to 300% of the warriors. Nomads keep 3-4 light warhorses per warrior.

Nomads are organized around a leader, a fighter of 6th to 9th level, who is assisted by a lieutenant of 5th to 6th level. 10% of bands are commanded by a cleric of 8th to 10th level. These nomads are called dervishes. They are religious zealots who fight at +2 to hit against heretics and non-believers.

Each tribe with 200 or more nomads has a 25% chance of having the services of an 8th level cleric or druid and a 50% chance of being allied with a 10th to 11th level magic-user or sorcerer. Nomads hold one prisoner per 25 nomad warriors.

Desert nomad leaders wear chainmail and carry shield and scimitar. Desert nomads arm themselves as follows:

50%	Padded armor, shield, spear, light warhorse
30%	Leather armor, shield, spear, light warhorse
20%	Padded armor, shortbow, dagger, light warhorse

Steppe nomad leaders wear chainmail and carry shield and scimitar. Steppe nomads arm themselves as follows:

50%	Padded armor, composite bow, dagger, light warhorse
20%	Padded armor, shield, spear, light warhorse
20%	Leather armor, composite bow, scimitar, light warhorse
10%	Leather armor, shield, spear, light warhorse

When encountered, there is a 5% chance that the nomads have gathered into a horde, in which case there is 1d4+1 nomad bands gathered together under a great leader of 9th - 12th level. Desert hordes are commanded by a sheikh, while steppe hordes are commanded by a khan. The leader is accompanied by 4d6 bodyguards and his religious advisor, a cleric or druid of 6th to 9th level.

Pirate

Type: Humanoid

Size: Medium

Hit Dice: 1

Armor Class: 11 (buckler)

Attack: By weapon

Movement: 30'

Save: 16

Intelligence: Average

Alignment: Chaotic (CE) or Neutral (N)

No. Appearing: See below

XP/CL: 50/1

Pirates are the bandits of the sea, men and women who serve no master but themselves (and their captain of the moment, if they know what's good for them).

A pirate fleet contains 1d4 ships (though it could contain more) with the number of pirates dependent on the types of vessels in the fleet. Each ship is commanded by a captain of 5th to 8th level, a duelist, fighter or thief.

If there are multiple ships in the fleet, one of those captains is the "admiral of the fleet" and his or her level is equal to 1d4 + 4 + 1 per ship in the fleet.

Leader types might wear up to chainmail, though most prefer to wear no more than a padded doublet (AC +1). Leaders carry scimitars or hand axes. The pirate crew is armed as follows:

60%	Padded armor, cutlass or hand axe
30%	Leather armor, light crossbow, dagger
10%	Chainmail, heavy crossbow, dagger

There is a 15% chance per ship of the pirates having an anti-cleric or druid of 4th to 7th level and a 10% chance per ship in the fleet of the fleet containing a magic-user or sorcerer of 3rd to 6th level. Pirates hold one prisoner per 10 pirates.

Pirates live in a limited democracy, with each pirate who signs on to service in a fleet agreeing to a pirate code and sharing in the treasure collected. A pirate's share depends on their rank within the fleet:

Rank	Shares
Admiral	10
Captain	5
Master	3
Boatswain, gunner, quartermaster, carpenter, mate, healer	2
Other officers	1.5
Seamen	1

Trader

Type: Humanoid

Size: Medium

Hit Dice: 2

Armor Class: As armor

Attack: By weapon

Movement: 30'

Save: 16

Intelligence: Average

Alignment: Neutral (N)

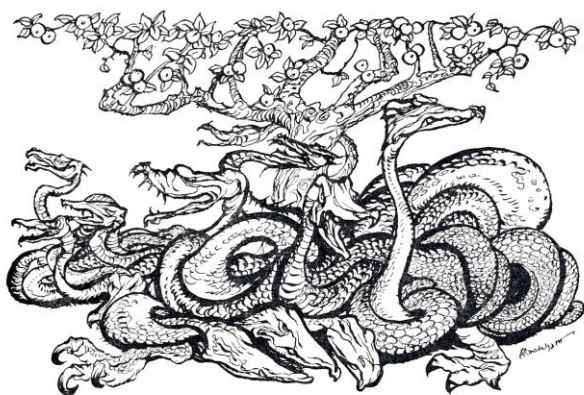
No. Appearing: 3d6

XP/CL: 100/2



Traders are bold men and women who venture into the wilderness to trade goods. Most traders started life as warriors, and retired from the dangers of war to engage in the dangers of trade. Traders form small caravans. Each trader wears leather armor and carries a short sword or hand axe.

50%	1d4 pack mules, 2d10 gp worth of goods/mule
35%	1d4 camels, 4d10 gp worth of goods/camel
15%	Wagon, pulled by 2 draft horses, 10d20 gp worth of goods



Hydra

Type: Monster

Size: Huge

Hit Dice: 7 (5 to 12)

Armor Class: 15

Attack: 7 bites (1d10)

Movement: 20' (Swim 20')

Save: 13

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 700/8

SD—Regenerate heads

Hydras are reptilian monsters with multiple heads. The basic hydra has seven heads, but they can have anywhere from five to twelve. A hydra has one Hit Dice per head. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is 20' long and weighs 4,000 pounds.

A hydra can be killed either by severing all the heads or by slaying its body. To sever a head, an opponent must make a successful sunder attack with a slashing weapon. Each of a hydra's heads has 1d8 hit points. Losing a head deals damage to the monster equal to half the head's full normal hit points. Each time a head is severed, two new heads spring from the stump the next round.

A hydra cannot have more than twice its original number of heads. To prevent a severed head from growing back into two heads, fire or acid damage must be dealt to the stump before the new heads appear. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared.

Cryohydras are purplish reptiles that can breathe 20' jets of frost. All heads can breathe frost 3 times per day.

Each jet inflicts 3d6 points of cold damage. Cryohydras are immune to cold.

Pyrohydras are reddish reptiles that can breathe 20' long jets of fire. All heads can breathe fire three times per day. Each jet inflicts 3d6 points of fire damage. Pyrohydras are immune to fire, but cold can be used to kill their neck stumps in its place.

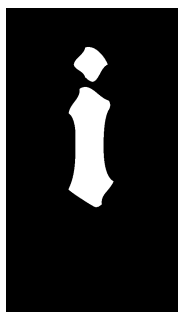
Hyena

	Hyena	Giant Hyena
	Medium Animal	Large Animal
Hit Dice:	2	4
Armor Class:	14	14
Attack:	Bite (1d6)	Bite (1d8)
Movement:	50'	50'
Save:	16	15
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d12	1d6
XP/CL:	100/2	200/4

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3' long and weighs about 120 pounds.

Giant hyenas behave as their smaller kin. They are sometimes used as mounts by gnolls.





ice giant iceman inevitable intellect
devourer invisible stalker iron cobra

Ice Giant

Type: Elemental (Water)
Size: Huge
Hit Dice: 20 [Regenerate]
Armor Class: 25 [+2]
Attack: 2 fists (3d6 + Con drain)
Movement: 40'
Save: 7; MR 75%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 10,000/23



SD—Immunity (cold), vulnerable to fire

SP—Cone of cold, desecrate, dispel magic, dominate monster, haste •••, hold person, invisibility II, meteor swarm •••, summon adult white dragon •••, unholy aura, unholy word, wall of ice

Ice giants are animated glaciers with a roughly humanoid shape. Some believe they calved from great Ymir himself, and they are often objects of veneration by frost giants and their ilk.

An ice giant is always surrounded by bitterly cold snow and chill winds to a radius of 1,000'. This cold deals 1d6 points of damage per round to unprotected creatures. Ice giants can communicate telepathically up to 1 mile away.

A hit from an ice giant's melee attack induces numbing cold. The opponent must succeed at a saving throw or be affected as though by a *slow* spell for 10 rounds.

Three times per day, an ice giant can breathe a 300' cone of cold that deals 12d6 points of cold damage.

Iceman

Type: Elemental (Water)
Size: Large
Hit Dice: 8
Armor Class: 17
Attack: 2 slams (1d8 + 1d6 cold)
Movement: 20' (Swim 60')
Save: 13
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 2,400/10

SD—Immunity (cold), resistance (slashing and piercing weapons), vulnerable (fire)

Icemen are humanoids composed of ice. They are 10' tall and weigh 500 lbs. Icemen speak air elemental and water elemental, though they rarely speak.

A burrowing iceman can pass through ice and snow as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing iceman flings them back 30', stunning the creature for 1 round unless it succeeds on a saving throw.

Icemen can move over icy ground without difficulty.

When an iceman deals cold damage to a creature, that creature must succeed on a saving throw or be "crippled" due to the numbing of the extremities.

Inevitable

Inevitables are constructs whose sole aim is to enforce the will of the Lords of Law. Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle.

Inevitables' forms vary, but all are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow gold. Inevitables speak Celestial, Infernal and their target's native tongue.



Kolyarut

Type: Construct
 Size: Medium
 Hit Dice: 13 [Regenerate]
 Armor Class: 23 [+1]
 Attack: Strike (5d6 + *vampire touch*) or +2 *longsword*
 Movement: 30'
 Save: 10; MR 5%
 Intelligence: Average
 Alignment: Neutral (LN)
 No. Appearing: 1
 XP/CL: 3,900/15

SP—Change self, detect lie, enervate, fear, geas (1/week), hold person, hold monster •, invisibility, locate creature, mark of justice •, suggestion

Kolyaruts are clockwork humanoids clad in banded armor and great helms, and carrying +2 *longswords*. As they move and think one hears the sound of gears clicking and whirling. Most have ornate bodies that look as though they are composed of bronze and brass. They mete out punishment to creatures that break bargains and oaths.

A kolyarut can fire an *enervation* ray (as the spell) at targets within 200 feet.

Marut

Type: Construct
 Size: Large
 Hit Dice: 15 [Regenerate]
 Armor Class: 26 [+1]
 Attack: 2 slams (2d6 + 3d6 sonic or electricity)
 Movement: 40'
 Save: 9; MR 10%
 Intelligence: Average
 Alignment: Neutral (LN)
 No. Appearing: 1
 XP/CL: 4,500/17

SP—Air walk, chain lightning •, circle of death •, command II, dimension door, dispel magic, earthquake (1/week), fear, geas (1/week), inflict light wounds, locate creature, mark of justice •, plane shift (1/week), true seeing, wall of force •

Maruts are clockwork juggernauts created to confront those who would try to deny the death itself. A marut's left fist delivers a thunderclap when it strikes, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds. Its right fist delivers a shock for an extra 3d6 points of electricity damage and the flash of lightning causes the target to be blinded for 2d6 rounds (save negates this effect).

Zeলেখut

Type: Construct
 Size: Large
 Hit Dice: 8 [Regenerate]
 Armor Class: 20 [+1]
 Attack: Chain (2d6 + 1d6 electricity), kick (2d6)
 Movement: 50' (Fly 60')
 Save: 13; MR 10%
 Intelligence: Average
 Alignment: Neutral (LN)
 No. Appearing: 1
 XP/CL: 2,400/10

SP—Clairsentience, dimensional anchor, dispel magic, fear, geas (1/week), hold monster •••, hold person, locate creature, mark of justice •, true seeing

Zeলেখuts look like clockwork centaurs composed of hepatizon (black bronze). They are charged with hunting down those who would deny justice, especially those who flee to escape punishment. Expert trackers, they use natural skill and magic to find fugitives.

Intellect Devourer

Type: Aberration
Size: Tiny
Hit Dice: 6
Armor Class: 16
Attack: 4 claws (1d4)
Movement: 40'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 1,800/8



SP—Cure moderate wounds (self) •••, ego whip •••, invisibility, mind blank, psychic crush •, reduce person, shield •••, thought shield •••

Intellect devourers are small creatures that look like brains with four clawed legs. They understand Common but must be in possession of a body to speak. An intellect devourer in possession of a body also knows all of the languages known by that victim.

When an intellect devourer overcomes a victim, it consumes the brain and enters the skull to merge with them. This takes one round. After consuming its victim's brain, the devourer can animate the body for up to seven days. The intellect devourer retains its hit points, saving throw values and spell abilities, but assumes the physical qualities and ability scores of the victim. As long as it occupies the body, it knows very basic information about the victim's identity and personality, but no specific memories or knowledge.

The devourer can exit the body at any time, bursting from the victim's skull and resuming its normal form.

Invisible Stalker

Type: Elemental (Air)
Size: Large
Hit Dice: 8
Armor Class: 17
Attack: 2 slams (2d6)
Movement: 30' (Fly 30')
Save: 13
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 2,400/10



SD—Natural invisibility

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve magic-users and sorcerers, who summon them to perform specific tasks. A summoned invisible stalker undertakes whatever the summoner commands. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Stalkers track targets unerringly.

Invisible stalkers have an amorphous form. A *detect invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor. An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it. This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to *invisibility purge*.

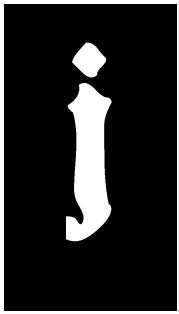
Iron Cobra

Type: Construct
Size: Small
Hit Dice: 1
Armor Class: 18
Attack: Bite (1d4 + Poison IV)
Movement: 40'
Save: 16; 10 vs. magic
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 500/4

SD—Resistance (weapons)

Iron cobras are metal snakes given a semblance of life with magic. They are typically used as treasure guardians or assassins. When ordered to find a target within 1 mile, they do so unerringly. While they can be equipped with any poison their creator desires, they are usually equipped with lethal poison. The iron cobra holds enough poison for five poisonous bites.

To construct an iron cobra, a magic-user must be at least 5th level and he must have an *iron cobra manual* and the assistance of a master armorer. The total cost is 1,000 gp.



jackalwere jellyfish, giant
juggernaut

Jackalwere

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 15 [Silver]
Attack: Bite (1d8)
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 400/5

A jackalwere is an evil spirit with the body of a jackal. It can also assume the shape of a sly male or female human. Jackalweres can cause sleep by looking deeply into a human's eyes, assuming the victim fails a saving throw.

Jellyfish, Giant

Type: Vermin
Size: Large
Hit Dice: 3
Armor Class: 12
Attack: Tentacles (1d6 + grapple + Poison III)
Movement: 0' (Swim 10')
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 300/4

A giant jellyfish's body averages 8' or more in diameter, while its tentacles trailing beneath it underwater can reach lengths of around 50' or more. A giant jellyfish can jet backward once per round at a speed equal to four times its swim speed. It must move in a straight line.

Juggernaut

Type: Giant
Size: Medium
Hit Dice: 3
Armor Class: As armor +1
Attack: By weapon
Movement: 30'
Save: 15; 13 vs. cold, fire or electricity
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 300/4

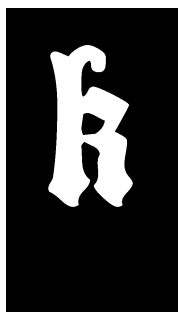
SP—Stomp •

Juggernauts are humanoids with the blood of giants flowing through their veins. They are muscular, 7 to 8' tall and weigh 250 to 400 lb. Males are taller and heavier than females. They speak Common, Hill Giant and Ogre.

Juggernauts are able to use weapons sized for creatures larger than normal humans, these weapons doing +1 points of damage per hit. Juggernauts count as large creatures in combat. Most juggernauts arm themselves with greatswords or pole axes and heavy crossbows.

Juggernaut Player Characters

Juggernauts speak Hill Giant and Common, in addition to bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +1 (max. 19), Con +1 (max. 19) and Dex -1. They have the special abilities described above. They divide earned XP by two.



kith-yin kobold kraken Krenshar

Kith-Yin

Type: Monster

Size: Medium

Hit Dice: 4

Armor Class: As armor +1

Attack: Silver sword (1d6+1)

Movement: 30'

Save: 15

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d8

XP/CL: 1,200/6

SP—Confusion •, ego whip •, ESP •••, intellect fortress •, mental barrier •, mind blank •, mind thrust •, plane shift (with three other kith-yin) (1/week), psionic blast •, psychic crush •, thought shield •

The kith-yin are emaciated humanoids that inhabit the Astral Plane. Descendants of ancient elves who ventured into the Astral Plane long ago, they resemble their kin only slightly, with bony faces and long, pointed ears.

The kith-yin live on swift, magical vessels that ply the Astral Plane looking for prey in the manner of pirates. They are in fact sometimes called "astral pirates".

Kith-yin have a natural capability for magic. Their crews are led by a fighter/sorcerer (or warlock) of 5th to 7th level. This captain is assisted by a fighter/sorcerer (or warlock) of 2nd to 5th level.

Kith-Zan

The kith-zan are close relations of the kith-yin and their worst enemies. Where the kith-yin are violent psychopathic pirates, the kith-zan are cold, logical warriors dedicated to imposing order on chaos.



The kith-zan have a natural resistance to magic (18%), and are capable of dealing damage to creatures only capable of being hit by magic. They can sunder magic items with their hands and suffer only half damage from falling. Leaders among them are usually monks.

Kobold

Type: Humanoid

Size: Tiny

Hit Dice: ½

Armor Class: As armor +1

Attack: By weapon

Movement: 20'

Save: 17

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 4d6*

XP/CL: 25/0



Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rust to black. They have glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2' to 2½' tall and weighs 35 to 45 pounds. Kobolds speak their own language with voices that sound like that of a yapping dog. They are blinded in sunlight. Kobolds hate gnomes and attack them in preference to others. They live 200 years.

Kobolds organize themselves into tribes of 100-400 warriors plus additional non-combatants equal to 50%

of the warriors. For every 40 warriors in a tribe, there is an additional sub-chief with 1 HD. Tribes are led by chiefs with 2 HD and 2d6 bodyguards with 1+1 HD each. Tribes keep 2d4 giant weasels as guard animals and pets.

The usual composition of a kobold army is as follows:

40%	Leather armor, spear
25%	3 javelins, hammer, flask of acid
20%	Leather armor and buckler, footman's pick, dart
10%	Studded leather and shield, morningstar, dart
5%	Leather armor, buckler, footman's pick, light crossbow, giant weasel

Kobold Player Characters

Kobolds speak Kobold and Common in addition to any bonus languages for high intelligence. They adjust their starting ability scores as follows: Dex +1 and Str -1. Kobolds have darkvision to a range of 120', the mining abilities of gnomes and have a +2 bonus to find and remove traps.

Kraken

Type: Monster

Size: Huge

Hit Dice: 20

Armor Class: 19

Attack: 8 tentacles (2d6 + constrict), bite (4d6)

Movement: Swim 20'

Save: 7

Intelligence: Super

Alignment: Chaotic (NE)

No. Appearing: 1

XP/CL: 6,000/22

SA—Ink cloud

SP—Control weather •, control winds •, dominate animal •, resist energy •

Krakens are gargantuan cephalopods with magic powers. Six of the beast's tentacles are shorter arms about 30' long, while the other two are nearly 60' long and covered with barbs. Its beak-like mouth is located where the tentacles meet the lower portion of its body.

Krakens strike their opponents with their barbed tentacles and then drag victims into their huge jaws. An opponent can make sunder attacks against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 15 hit points. A kraken withdraws from

combat if it loses four tentacles. A kraken regrows them in 1d10+10 days.

A kraken can emit a cloud of jet-black ink in an 80' spread once per minute in addition to attacking. The cloud provides total concealment for the kraken, which normally uses it to escape a fight that is going badly. Treat the ink as being in darkness.

Krenshar

Type: Monster

Size: Medium

Hit Dice: 2

Armor Class: 15

Attack: 2 claws (1d4),
bite (1d6)

Movement: 40'

Save: 16

Intelligence: Low

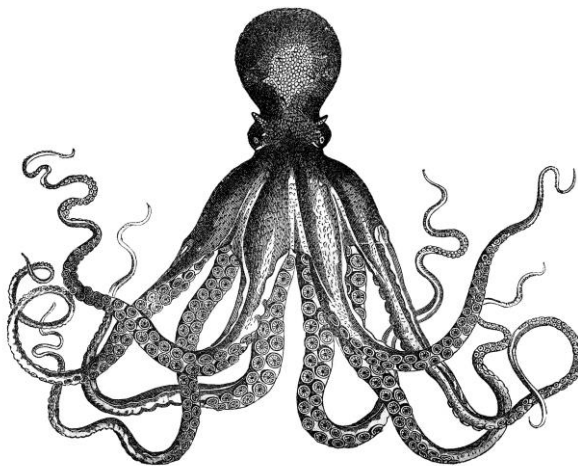
Alignment: Neutral (N)

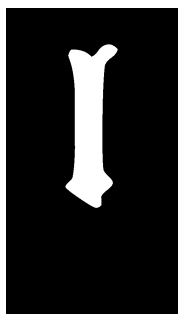
No. Appearing: 1d10

XP/CL: 200/3



Krenshars are a magical breed of lion with extremely flexible skin on their heads. They can pull the skin back from the head, revealing the musculature and bony structures of its skull. Combining this ability with a loud screech produces an unsettling effect (per *scare* spell).





lamia lammasu leech, giant leopard
leprechaun leucrota lich lich, demi-
lillend lions living statues lizard
lizards, giant lizardman locathah
lurker above/trapper lycanthropes



Lamia

Type: Monster
Size: Medium
Hit Dice: 9
Armor Class: 18
Attack: 2 claws (1d4 + 1 Wis drain)
Movement: 60'
Save: 12
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 2,700/11

SA—*Surprise* (1-3 on 1d6)

SP—*Charm monster* •••, *change self*, *mirror image* •••, *sleep II* •, *spectral force* •••, *suggestion* •••, *ventriloquism*

Lamias are creatures that look like centaurs with the upper bodies of beautiful women and the lower bodies of scaled lionesses. They haunt ruins in wastelands, using their powers to trick travelers into entering to rest for the night and then devouring them as they sleep.

Greater lamias have the lower body of a serpent rather than scaled lioness. These lamias have 11 HD and lose their claw attacks, attacking instead with a weapon and a tail slap for 1d4 points of damage. Greater lamias have magic use as a 3rd level magic-user and 35% magic resistance against cleric spells.

Lammasu

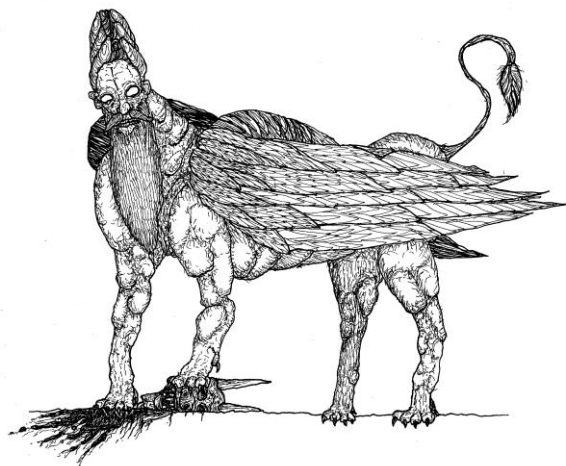
Type: Outsider
Size: Large
Hit Dice: 6
Armor Class: 14
Attack: 2 claws (1d6)
Movement: 30' (Fly 60')
Save: 14
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 2d4
XP/CL: 1,800/8

SA—*Magic use* (cleric spells, up to 3rd level)

SP—*Dimension door*, *invisibility II* (self), *protection from evil II* (always active)

Lammasu are mystic agents of Law that look like lions with the faces of bearded, serene human males or stately human females. A typical lammasu is 8 feet long and weighs 500 lbs. Lammasus speak Celestial and Common.

Lammasu have a friendly rivalry with the shedu. Lammasu are the more aggressive of the two, more often striking out at evil. Their leader is the wise messenger of the Lawful powers, Papsukkal, who keeps a palace in heaven with his consort Amasagnul. Papsukkal is a 20 HD lammasu with the ability to cast cleric spells of up to 9th level. He can only be hit by +3 or better weapons.



Leech, Giant

Type: Vermin
Size: Medium
Hit Dice: 2
Armor Class: 12
Attack: Bite (1d4 + blood drain)
Movement: 10' (Swim 20')
Save: 16
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 200/3

Giant leeches lurk beneath the water, attacking anything living that moves past them.

Leopard

Type: Animal
Size: Medium
Hit Dice: 3
Armor Class: 15
Attack: 2 claws (1d3 + rend), bite (1d6)
Movement: 40' (Climb 20')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 300/4

These jungle cats are 4' long and weigh 120 pounds. They hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

Leprechaun

Type: Fey
Size: Small
Hit Dice: ½
Armor Class: 14
Attack: Hammer (1d4)
Movement: 40'
Save: 17; MR 80%
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d20
XP/CL: 150/2



SD—Immunity (surprise)

SP—Dancing lights, invisibility (self), permanent illusion, polymorph any object, ventriloquism

Leprechauns are fey cobblers that measure 2' tall. They favor brightly colored clothes, particularly greens and reds. Leprechauns are a jovial people, enjoying fine food and drink; some leprechauns also enjoy a good smoke from a long-stemmed pipe. They are a tricky folk and enjoy jokes and pranks, although they do not appreciate being the victims of tricks. Leprechauns have a 75% chance to pick pockets. They speak Sylvan and Common.

Leucrota

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 15
Attack: Bite (2d8), kick (1d6)
Movement: 40'
Save: 14; 10 vs. disease and poison
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 600/7



The leucrota has a badger's head and a lion's body, but with cloven hooves instead of claws. Its toothy mouth stretches from ear to ear and delivers a deadly bite. A leucrota can mimic any sound that it has ever heard, including the voice of human beings. It tracks as a ranger.

Lich

Type: Undead
Size: Medium
Hit Dice: 10
Armor Class: 17 [+1]
Attack: Strike (paralysis)
Movement: 30'
Save: 12
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 3,000/12



SA—Magic use (magic-user spells, up to 9th level)

SP—Immunity (cold, electricity, polymorph, mind attacks)

A lich is an undead magic-user or sorcerer who has used its magical powers to unnaturally extend its life. A lich looks like a skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of light burn in the empty sockets.

Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD that look upon a lich must succeed on a saving throw or be frightened. Any living creature hit by a lich's strike attack must pass a saving throw or be paralyzed permanently.

Lich, Demi

Type: Undead
Size: Tiny
Hit Dice: 14
Armor Class: 25 [+4]
Attack: Special
Movement: Fly 180'
Save: 10; 8 vs. magic
Intelligence: Super
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 7,000/17



SD—Immunity (magic, cold, electricity, polymorph and mind-affecting effects)

SP—Astral projection, create undead, death knell, dispel magic, enervation, planar ally III ••, harm, summon monster I through IX, telekinesis, weird

A demilich is the crumbling remains of a lich that has grown so ancient even its foul magic could no longer hold it together. The monster appears as a skull sitting on a pile of bones and dust. The skull's teeth have been replaced by a number of priceless jewels.

If the demilich is touched, it animates and attacks by uttering a 20' cone of sonic death (save or die). After it has used this attack, a demilich can *trap the souls* (per the spell of the same name) of up to eight creatures in its gemstone teeth. This range has a 300' range.

A gemstone gleams when it holds a soul, it gleams. The soulless body collapses and turns to dust. The demilich devours the soul over 24 hours. At the end of that time, the soul is absorbed and the victim forever lost. The soul can be released by crushing the gem, after which it is free to seek the afterlife or be returned to its body by the use of *resurrection*, *true resurrection*, *clone* or *miracle*. A target protected by a *negative energy protection* spell is not immune to this power, but is +5 to save.

Demiliches are immune to all magical effects, except *shatter* affects it as if it was a crystalline creature, but deals half the normal damage, *dispel evil* deals 2d4 points of damage and *holy word* affects it normally.

Lillend

Type: Outsider
Size: Large
Hit Dice: 7+7
Armor Class: 17 [+1]
Attack: Tail (2d6 + constrict) and by weapon
Movement: 20' (Fly 40', Swim 70')
Save: 13; MR 30%
Intelligence: High
Alignment: Neutral (CN) or Lawful (CG)
No. Appearing: 1d4
XP/CL: 2,100/9



SA—Magic use (magic-user spells, up to 3rd level)

SD—Immunity (fire, poison, musical effects, enchantment spells, positive and negative energy)

SP—Charm person •, darkness, hallucinatory terrain •••, irresistible dance •, knock, light, polymorph self, speak with animals, speak with plants, transport via plants

Lillends are spirits of inspiration and art. They look like beautiful fey women with the lower bodies of serpents covered in rainbow scales. Colorful, feathered wings sprout from a lillend's shoulders. A typical lillend's coils are 20' long. They speak Celestial and Common.

Lion (Spotted Lion)

	Lion	Spotted Lion
	Large Animal	Large Animal
Hit Dice:	5+1	6+1
AC:	15	16
Attack:	2 claws (1d4 + rend), bite (1d10)	2 claws (1d4 + rend), bite (1d12)
MV:	30'	30'
Save:	14	14
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d10	1d8
XP/CL:	500/6	600/7

Male African lions are 5' to 8' long and weigh 330 to 550 pounds. Females are slightly smaller. Spotted lions are larger than modern lions.

Living Statue

	Crystal	Iron	Stone
	Medium Construct	Medium Construct	Medium Construct
HD:	3	4	5
AC:	16	18	16
ATK:	2 fists (1d6)	2 fists (1d8)	2 fists (1d8)
MV:	30'	10'	20'
SV:	15	15	14
INT:	Non-	Non-	Non-
AL:	Neutral (N)	Neutral (N)	Neutral (N)
NO:	1d6	1d4	1d3
XP/CL:	300/4	400/5	500/6

Living statues are statues given a semblance of life. They are true automatons, unlike golems, which are animated by elemental spirits. While this means that living statues have no chance of going “berserk,” it also means that they may only perform simple tasks. They make effective guards for tombs, treasure rooms, and similar places.

Living statues can be crafted to resemble any sort of living creature, but most are made to look like humans.

Living **crystal statues** have no special powers, unlike those made of iron or stone, unless knocking someone's teeth out counts as a special power.

If a living **iron statue** is struck by a non-magical metal weapon, the weapon may become stuck in the monster if the weapon's wielder fails a save. A lodged weapon cannot be removed until the statue is destroyed.

A living **stone statue** can also attack with two sprays of molten rock from its fingers. The range of the spray is 5 feet, and it deals 1d8 points of fire damage. Living stone statues are immune to fire.

Lizard

Type: Animal
 Size: Tiny
 Hit Dice: ½ (1 hp)
 Armor Class: 14
 Attack: Bite (1d2)
 Movement: 20' (Climb 20')
 Save: 17
 Intelligence: Animal
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 25/0

The statistics presented here describe small, non-venomous lizards.

Lizard, Giant

	Draco	Gecko	Monitor
	Medium Animal	Medium Animal	Medium Animal
HD:	4	3	3
AC:	15	15	15
ATK:	Bite (1d10)	Bite (1d8)	Bite (1d8)
MV:	40' (Cl 70')	40' (Cl 40')	30' (Swim 30')
SV:	15	15	15
INT:	Animal	Animal	Animal
AL:	Neutral (N)	Neutral (N)	Neutral (N)
NO:	1d4	1d6	1d4
XP/CL:	200/4	150/3	150/3

	Horned	Tuatara
	Large Animal	Large Animal
HD:	5	6
AC:	18	16
ATK:	Bite (2d6) or tongue (20' / grapple)	2 claws (1d4), bite (2d6)
MV:	40'	40'
SV:	14	14
INT:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NO:	1d3	1d2
XP/CL:	250/5	300/6

Giant draco lizards are fierce predators able to extend their ribs and connected skin to form a sort of wing, allowing them to fly for short distances (no more than three rounds, and ascending is impossible).

Giant gecko lizards range from 4' to 6' in length, and are generally green in color, though grey or white versions can be found underground. They are carnivores, typically attacking weaker prey from above.

Giant horned chameleons average 8' to 10' in length. They are typically green, but can change color to blend into their surroundings, allowing them to surprise prey on a roll of 1-3 on 1d6. Giant horned chameleons have very long tongues, able to spring out up to 20' forward. The sticky muscular ball on the end grabs on to the chameleon's prey, and the chameleon then drags the prey to its mouth at a rate of 5' per round, doing bite damage automatically on the following round (and all subsequent rounds, until the chameleon is killed or fails a morale check, or until the prey is dead). The horns are used only in mating rituals, not in combat.

Giant monitor lizard stats can be used to represent all carnivorous lizards measuring from 3' to 5' long.

Giant tuataras are 10' to 12' long and heavily built. They are predators with a powerful shearing bite. Giant tuataras are more resistant to cold than most lizards, and are thus sometimes found hunting deep underground.

Lizardman

Type: Humanoid

Size: Medium

Hit Dice: 2+1

Armor Class: 13 + shield

Attack: Bite (1d6) or by
weapon

Movement: 20' (Swim 30')

Save: 16

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d10*

XP/CL: 100/2



Lizardmen are reptilian humanoids with the heads of lizards. They are cold-blooded and mostly dwell in marshes. A lizardman is 6' to 7' tall with green, gray, or brown scales. Its tail is used for balance and is 3' to 4' long. A lizardman weighs 200 to 250 pounds. They speak their own language.

Lizardmen dwell in swamps have a swim speed of 20' per round. They can hold their breath for up to 12 rounds. Lizardmen who dwell in mountains or woods replace this with a 20' climb speed, and those who dwell in deserts replace it with a 10' burrow speed.

Lizardmen dwell in small tribes of 10-40 warriors, plus non-combatants equal to 100% of the warriors. For every 20 warriors, the tribe includes a sub-chief with 3 HD and is commanded by a chief with 5 HD. There is a 10% chance that a band of lizardmen has 1d6 crocodiles, 1d3 giant lizards, 1d2 giant constrictor snakes or one triceratops as a guard animal.

The usual composition of a lizardman army is as follows:

- | | |
|-----|----------------------------------|
| 30% | Buckler, club, 3 javelins |
| 20% | Shortbow, dagger |
| 20% | Shield, spear, 5 darts |
| 10% | Pike, dagger |
| 20% | Leather armor, shield, battleaxe |

Variant Lizardmen Abilities

To liven up a lizardman encounter, you might give them one of the following variant abilities (d6):

- 1 Poisonous bite (Poison III)
- 2 Bone-crushing bite (1d6 + constrict)
- 3 Chameleon (surprise on 1-3 on 1d6)
- 4 Skin flaps (glide distance twice height of jump)
- 5 Whiptail (tail attack for 1d3 damage)
- 6 Giants (+1 HD)

Lizardman Player Characters

Lizardmen speak Lizardman and bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +1, Con +1, Int -1. They swim at a rate of 30', have an unarmored AC of 13 and +1 hit point at first level. They divide earned experience points by two.

Locathah

Type: Humanoid

Size: Medium

Hit Dice: 2+1

Armor Class: 13

Attack: By weapon

Movement: 10' (Swim 60')

Save: 16

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d20*

XP/CL: 100/2



Locathah are humanoid fish folk. They stand 5' tall and weigh 175 lb. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathah speak their own language. They lack teeth, claws, and other natural weapons, so are not especially dangerous if unarmed.

Locathah gather in tribes of 30-300 warriors and non-combatants equal to 100% of the warriors. For every 20 locathah there is a sub-chief with 3 HD. Tribes are ruled by a chieftain with 5 HD who is accompanied by 2d4 bodyguards with 3 HD and wearing shellycoat armor and carrying shield and trident. Locathah tribes keep 2d6 giant barracudas as guard animals.

The usual composition of locathah armies is as follows:

20%	Dagger, net
45%	Spear, light crossbow
15%	Shagreen armor, spear
15%	Shellycoat armor, shield, trident
5%	Shagreen armor, shield, spear, giant eel mount

Shagreen armor is the undersea equivalent of leather, armor and is base AC 11. Shellycoat consists of shells woven onto a backing of shagreen and resembles scale mail. Shellycoat armor is base AC 12.

Locathah Player Characters

Locathah speak Locathah, Common and bonus languages for high intelligence. They adjust their starting ability scores as follows: Dex +1, Int +1 and Wis +1. Locathah increase their land movement rate to 20', reduce their swim speed to 50' and have an unarmored AC of 12. They divide earned experience points by four.

Lurker Above / Trapper

Type: Aberration
Size: Huge
Hit Dice: 10
Armor Class: 15
Attack: Buffet (1d10 + constrict)
Movement: 10' (Fly 40')
Save: 12
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,000/11

SD—Resistance (bludgeoning weapons)

The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. They look like manta rays with flesh that approximates stone. The lurker clings to a ceiling, using a camouflage ability to hide and waits for prey to walk beneath it. It then drops on their foe and engulfs them. Attacks that hit an engulfing lurker deal half their damage to the monster and half to the creature enveloped by the monster.

Trappers are relatives of the lurker above. Unlike lurkers, trappers mimic the floor of a building, dungeon or other structure. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom.

Lycanthrope

Lycanthropes are people who can turn into animals or a hybrid form that is a mix of its humanoid and animal. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws.

Any humanoid that loses 50% or more of their hit points to a lycanthrope in combat must succeed on a saving throw vs. disease or contract lycanthropy.

When a character contracts lycanthropy, no symptoms appear until the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, becoming an NPC. The character remains in animal form and with the lycanthrope's alignment until the next dawn.

An afflicted character who eats a sprig of belladonna (wolfsbane) within 1 hour of an attack can attempt one saving throw vs. disease to shake off the affliction. The belladonna must be reasonably fresh, and it must also be saved against as a lethal poison.

A *cure disease* or *heal* spell cast by a cleric of 12th level or higher cures lycanthropy provided the character receives the spell within three days of the lycanthrope's attack. The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon.

Werebear

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 18 [Silver]
Attack: 2 claws (1d8), bite (1d8) or by weapon
Movement: 30'
Save: 14
Intelligence: Average
Alignment: Lawful (NG) or Neutral (N)
No. Appearing: 1d4 + 1d4 brown bears
XP/CL: 600/7



Werebears in humanoid form are stout, well-muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace.

Wereboar

Type: Monster
Size: Medium
Hit Dice: 4+1
Armor Class: 16 [Silver]
Attack: Gore (1d6) or by weapon
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Neutral (CN) or Chaotic (CE)
No. Appearing: 1d4 + 1d4 boars
XP/CL: 400/5

A wereboar in human form is a stocky, muscular individual of average height. They are ill-tempered and stubborn, and pick fights for the sheer love of fighting.

Wererat

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 13 [Silver]
Attack: Bite (1d6) or by weapon
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 5d6 + 2d6 giant rats
XP/CL: 300/4

SA—Surprise (1-3 on 1d6)

A wererat in humanoid form tends to be short, thin and wiry. They have shifty eyes, and their noses twitch when excited. They can control rats as does a vampire.

Wererats can be found in every human city, as well as many dungeons. They gather in small rat cults in the sewers or cellars, and in human form ply the trade of thieves, spies, assassins, innkeepers and traders.

Weretiger

Type: Monster
Size: Large
Hit Dice: 5
Armor Class: 17 [Silver]
Attack: 2 claws (1d8), bite (2d6)
Movement: 30'
Save: 14
Intelligence: Average
Alignment: Neutral (N)

No. Appearing: 1d2
XP/CL: 500/6

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile. They sometimes govern over tribes of nomads with a terrible cunning and an iron fist. When their time to change shape comes, they head out into the wilderness to “commune with nature”, getting as far away as possible to avoid infecting any of their own people with lycanthropy. When they do infect one of their own, they either take them as a mate or drive them away.

Werevipers

Type: Monster
Size: Medium
Hit Dice: 7
Armor Class: 15 [Silver]
Attack: Bite (1d6 + Poison IV) or by weapon
Movement: 30' (Climb 20', Swim 20')
Save: 13
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d6
XP/CL: 3,500/10

Werevipers live in thick, wet woodlands or barren deserts. Those who dwell in woodlands take the shape of giant cobras in animal form, while desert werevipers resemble rattlesnakes. In human form, they are gaunt, with seductive eyes and inexpressive faces. Many use their immunity to poison to take up the role of assassins.

Werewolf

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 15 [Silver]
Attack: 2 claws (1d4), bite (1d6)
Movement: 40'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4+1 plus 1d4+2 wolves
XP/CL: 400/5



Werewolves betray no sign of their lycanthropy in human form, other than in some of their mannerisms, such as a tendency to growl in their throat when annoyed and territoriality over their possessions.

Werewolves may be found anywhere, but they prefer to live in the wild, sometimes with packs of wolves, or sometimes as unfriendly hermits, depending on how deeply they have given into their animal nature.

Lynx, Giant

Type: Monster

Size: Medium

Hit Dice: 2

Armor Class: 13

Attack: 2 claws (1d3 + rend), bite (1d4)

Movement: 30'

Save: 16

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 200/3

These large felines dwell in mountains and highlands. They are quite intelligent and given to holding long conversations with travelers to pass the time of day. They might be convinced to lead people through dangerous mountains for a fee.



magmin mammoth manta ray
manticore medusa mephits
mercane merfolk mimic mind
blaster minotaur mohrg monkey
mudman mugwump mule mummy
mummy, jade mushroom man

Magmin

Type: Elemental (Fire)

Size: Small

Hit Dice: 2

Armor Class: 17 [+1]

Attack: Strike (1d8 + combustion*)

Movement: 30'

Save: 16

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1d10

XP/CL: 600/4

SD—Immunity (fire), vulnerable to cold

Magmins are small, humanoid beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames. A typical magmin is 4' tall and weighs 400 pounds.

Anyone within 20' of a magmin suffers 1 point of damage per round from the intense heat. Anyone a magmin strikes must succeed on a save or take an extra 1d6 points of fire damage as clothes ignite or armor becomes searing hot. Magmins ignite inflammable materials with a touch.



Mammoth

Type: Animal
Size: Huge
Hit Dice: 12
Armor Class: 14
Attack: Slam (2d10), 2 stamps (2d8) or gore (2d12)
Movement: 40'
Save: 11
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 1,200/13

Mammoths are huge, shaggy cousins of elephants, larger and more feral, with great, curving tusks. They might be trained as mounts by snow-barbarians. Mammoths can trample enemies up to medium size, inflicting 2d10 points of damage (save for half damage).

Manta Ray

Type: Animal
Size: Large
Hit Dice: 4
Armor Class: 12
Attack: Ram (1d6)
Movement: Swim 30'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 200/4

These fish are not aggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

Manticore

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 16
Attack: 2 claws (1d8), bite (1d6) or 6 spikes (180'/1d6)
Movement: 30'
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 600/7



Manticores have the bodies of red lions and human heads that have mouths filled with three rows of sharp teeth. Beyond that, manticores vary in appearance, with a 50% of them having bat-like wings (fly rate of 50') and all of them having one of the following types of tails:

d4	Manticore Tail
1	Scorpion (1d6 damage + Poison III)
2	Serpent (1d4 damage + Poison IV)
3-4	Spiked (fire up to 6 spikes per round, 24 per day, with 180' range and 1d8 points of damage)

A typical manticore is about 10' long and weighs about 1,000 lb. Manticores speak Common.

Medusa

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 12
Attack: Snakes (1d4 + Poison IV) or by weapon
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 2,000/7



Medusas are female monsters possessed of a harsh beauty, with snakes growing from their heads in place of hair. A medusa is indistinguishable from a normal human at distances greater than 30' (or closer, if its face is concealed). The creature wears garments that enhance its body while hiding its face behind a hood or veil.

A medusa's gaze turns people to stone. This power extends to the Astral and Ethereal planes. Medusas are sometimes mounted on gorgons.

Mephitis

Type: Elemental
Size: Small
Hit Dice: 3 [Regenerate*]
Armor Class: 16 [+1]
Attack: 2 claws (1d4)
Movement: 30' (Fly 60')
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d12
XP/CL: 900/5



Mephitis are small, winged, elemental imps. All mephitis have a breath weapon usable twice per day and one or more spells. A mephitis can regenerate damage, but only in its native element. Once per day, a mephitis can attempt to summon another mephitis of the same variety with a 25% chance of success.

Air mephitis breathe a 10' cone of grit that deals 1d4 points of damage (save or blinded for 1d4 rounds). They can cast *blur* once per hour and *gust of wind* once per day. They regenerate when exposed to moving air.

Dust mephitis breathe a 10' cone of dust that deals 1d8 points of damage. They can cast *blur* once per hour and *wind wall* once per day. They regenerate in dusty environments.

Earth mephitis breathe a 10' cone of rock shards that deals 1d8 points of damage. They can cast *soften earth and stone* once per hour and *enlarge person (self)* once per day. They regenerate underground or when buried.

Fire mephitis breathe a 10' cone of fire that inflicts 1d8 points of damage. They can cast *scorching ray* once per hour and *heat metal* once per day. They regenerate when touching fire.

Ice mephitis breathe a 10' cone of ice shards that deals 1d8 points of damage. They can cast *energy missile (cold)* once per hour and *chill metal* once per day. They regenerate when touching ice.

Magma mephitis breathe a 10' cone of magma that deals 1d8 points of damage. They can cast *pyrotechnics* once per hour. They can use *pyrotechnics* once per day. Once per hour a magma mephitis can assume the form of a pool

of magma. In this form it can move at a speed of 10' per round and can only be harmed by +1 or better weapons. They regenerate when touching magma or lava.

Ooze mephitis breathe a 10' cone of caustic liquid that deals 1d8 points of damage. They can cast *acid arrow* once per hour and *stinking cloud* once per day. They regenerate in a wet or muddy environment.

Salt mephitis breathe a 10' cone of salt crystals that deals 1d8 points of damage. They can cast *glitterdust* once per hour. Once per day they can draw the moisture from a 20-ft. radius area. Living creatures in range suffer 2d8 points of damage (double for plant creatures and water creatures). They regenerate in arid places.

Steam mephitis breathe a 10' cone of steam that deals 1d8 points of damage. They can cast *blur* once per hour. Once per day they can cause a boiling rain to fall in a 20 square foot area, inflicting 2d6 points of damage to all within the area. They regenerate in hot, humid places.

Water mephitis breathe a 10' cone of caustic liquid that deals 1d8 points of damage. They can cast *acid arrow* once per hour and *stinking cloud* once per day. They regenerate in water.

Mercane

Type: Outsider
Size: Large
Hit Dice: 7
Armor Class: 15
Attack: Falchion (1d10)
Movement: 30'
Save: 13; MR 40%
Intelligence: Super
Alignment: Neutral (N)
No. Appearing: 1d4 + 3d6 bodyguards
XP/CL: 2,100/9

SP—*Dimension door* •••, *invisibility* •••, *plane shift* •, *secret chest* •

Mercanes are extra-planar merchants of bizarre, one-of-a-kind items. They are humanoid beings with pale to deep azure skin. Mercanes speak Abyssal, Celestial, Draconic, Infernal and at least two other languages. They can communicate telepathically with any sentient creature within 100'. Mercanes are always accompanied by bodyguards (1st level fighters, platemail and halberds). They dress in noble outfits and always show off as much jewelry as possible.

Merfolk

Type: Humanoid
Size: Medium
Hit Dice: 1+1
Armor Class: As armor +2
Attack: By weapon
Movement: 5' (Swim 50')
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d20*
XP/CL: 100/2



Merfolk have humanoid upper bodies and the lower bodies of fish. A merfolk is about 8' long from the top of the head to the end of the tail and weighs about 400 pounds. Merfolk speak Common and Merfolk. They favor heavy crossbows that fire bolts fashioned from blowfish spines, with an underwater range increment of 30'.

Merfolk organize themselves into bands of 1d10 x 20 warriors plus additional non-combatants equal to 50% of the warriors. For every 20 warriors there is a 2nd to 5th level sub-chief (usually a fighter).

The tribe is led by a 5th to 8th level chief with a bodyguard of 2d8 2nd level merfolk fighters. Most tribes have 3d6 dolphins as pets and guard animals.

Merfolk warriors are equipped as follows:

- | | |
|-----|---|
| 30% | Leather, heavy crossbow, dagger |
| 30% | Leather, trident, dagger |
| 20% | Leather, spear, dagger |
| 10% | Leather, grappling hook, dagger |
| 10% | Shellycoat armor, spear, dagger, porpoise |

Mimic

Type: Aberration
Size: Large
Hit Dice: 7
Armor Class: 15
Attack: 2 slams (1d8)
Movement: 10'
Save: 13
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 700/8

SD—Immunity (acid)



A mimic can have almost any dimensions, but is rarely more than 10' long. Nobody has ever seen them in their true form. A typical mimic weighs 4,500 lb. A mimic can assume the general shape of any object that fills roughly a 5' x 5' x 6' area, such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size. A mimic's body is hard and has a rough texture, no matter what appearance it might present.

A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. The adhesive can only be removed by alcohol, but the substance also breaks down 5 rounds after the creature dies. A grappled creature suffers slam damage automatically each round.



Mind Blaster (Thelid)

Type: Aberration
Size: Medium
Hit Dice: 8
Armor Class: 15
Attack: 4 tentacles (1d6 + special) or by weapon
Movement: 30'
Save: 13; MR 85%
Intelligence: Super
Alignment: Chaotic (LE)
No. Appearing: 1d4
XP/CL: 2,400/10

SP—Astral projection, charm monster, ESP, levitate, mental barrier, mind blank •••, mind thrust, suggestion, thought shield

Mind blasters are a deep-dwelling, chthonic race of ancient and very evil beings. They have a cephalopod head upon a tall humanoid body coated in protective

slime. This race considers all other intelligent races as a source of slave labor food, for the mind blasters consume brains. They communicate telepathically to a range of 100' and speak an alien tongue.

Mind blasters attack with their face-tentacles. If a tentacle hits and the victim fails a saving throw, the tentacle begins worming its way to the victim's brain. In 1d4 rounds, the brain is yanked out and the victim killed.

Once per day, a mind blaster can emit a powerful mental blast in a 60' cone. The effect is as follows:

Target Int	Effect
3-4	Save or die
5-7	Save or comatose for 1d6 days
8-12	Save or stunned for 1d6 turns
13-15	Save vs. <i>confusion</i>
16-17	Save vs. <i>feeblemind</i>
18	Save vs. madness, permanent
19+	Save vs. madness, lasts for 1d6 days

Minotaur

Type: Monster

Size: Large

Hit Dice: 6

Armor Class: 14

Attack: Battleaxe (2d6), gore (1d6), bite (1d6)

Movement: 30'

Save: 14

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d8

XP/CL: 600/7

SA—*Surprise* (1-3 on 1d6)

SD—*Immunity* (mazes)

Minotaurs look like ogres with the heads of bulls. They stand 8' tall and weigh 700 lb. Minotaurs speak their own guttural tongue, but mostly bellow and snort.

A minotaur begins a battle by charging at an opponent to gore them, dealing +2d6 damage from the charge.

Minotaurs are immune to *maze* spells and getting lost, and they track enemies unerringly. They are never subject to backstab attacks.



Minotaur Player Characters

Minotaurs speak Minotaur plus bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +2 (max. 19), Con +2, Int -2, Cha -2. They never get lost in mazes and dungeons. Minotaur PC's can make a gore attack for 1d6 damage in place of a weapon attack. They have an unarmored AC of 12 and +2 hit points at 1st level. Because they are large creatures, their armor costs 150% normal. Minotaurs divide earned experience points by four.

Mohrg

Type: Undead

Size: Medium

Hit Dice: 14

Armor Class: 21

Attack: Slam (1d8), tongue
(paralysis 1d4 minutes)

Movement: 30'

Save: 10

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d4 + 2d6
zombies

XP/CL: 1,400/15



Mohrgs are the animated corpses of mass murderers who died without atoning for their crimes. They look like bony corpses with long, slaving tongues. A mohrg lashes out with its tongue in combat. An opponent struck by the tongue must succeed on a saving throw or become paralyzed for 1d4 minutes. Creatures killed by a mohrg rise in 1d4 days as zombies under the mohrg's control.

Monkey

	Tiny	Small
Hit Dice:	½	1
AC:	14	14
Attack:	Bite (1d3)	Bite (1d4)
MV:	30' (Climb 30')	40' (Climb 40')
Save:	17	16
Intelligence:	Animal	Animal
Alignment:	Neutral (N)	Neutral (N)
No. App:	1d4 x 10	1d4 x 5
XP/CL:	25/0	50/1

These statistics are for arboreal monkeys. The tiny category includes capuchin, tamarin, spider monkeys, and marmosets. Small monkeys include bakantans (proboscis monkeys), howler monkeys and macaques.

Baboons have their own entry in this book (q.v.), and mandrills can use the same stats.

Mudman

Type: Elemental (Earth+Water)
 Size: Medium
 Hit Dice: 2
 Armor Class: 12
 Attack: 2 slams (1d4) or mud bomb (see below)
 Movement: 10'
 Save: 16
 Intelligence: Low
 Alignment: Neutral (N)
 No. Appearing: 1d12
 XP/CL: 200/3

SD—Weapon resistance

Mudmen are elemental thugs that can appear as pools of mud or as hulking humanoids composed of thick mud.

Once per minute, a mudman can hurl itself at medium or smaller creatures within 10' in an attempt to engulf it. This requires a grapple attack. If the mudman succeeds, it flows over its opponent, covering the creature with its muddy body. The victim is blinded and must either hold its breath or suffocate until it breaks the hold. Each round the mudman maintains its hold it deals 1d6 points of damage as it crushes its victims.

A mudman can also hurl globs of its muddy body up to 20'. If they hit, the mud solidifies, crippling the victim. If a crippled victim is hit by a glob, it is held immobile until the mud is washed away or the target breaks free by rolling 1d20 under its strength score. The dried mud

crumbles to dust in 15 minutes, or can be removed in 2 rounds if washed away.

Mudmen are particularly susceptible to *dispel magic*. If subjected to this spell, the mudman takes 1d6 points of damage per caster level (saving throw for half damage). *Transmute mud to rock* deals 1d6 points of damage per caster level to any mudmen caught in the area of effect.

Mugwump

Type: Humanoid
 Size: Medium
 Hit Dice: 2
 Armor Class: As armor +2
 Attack: By weapon
 Movement: 20' (Swim 40')
 Save: 16
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d10*
 XP/CL: 200/3



SA—Surprise (1-3 on 1d6 in wetlands and woodlands)

Mugwumps are bipedal toad-men, normally about 4' tall, but with some growing as large as 6'. They can leap as far as 30' to attack, treating this as a charge. Their skin color changes to match their surroundings, hence their bonus to surprise. They must wet their bodies once per day or they become fatigued.

Mugwumps organize in clans of 2d4x10 warriors and non-combatants equal to 100% of the warriors. For every 20 warriors, there is one mugwump sub-chief with 3 HD. If a clan has more than 40 warriors, it is commanded by a chief with 4 HD. Otherwise, one of the sub-chiefs commands the clan.

A mugwump army is armed as follows:

35%	Short bow, spear
20%	Buckler, short sword, 3 javelins
15%	Crossbow, dagger
15%	Leather armor, buckler, spear, short sword
10%	Leather armor, footman's mace
5%	Leather armor, shield, spear, giant snail mount

Mugwump Player Characters

Mugwumps speak Mugwump and Common as well as bonus languages for high intelligence. They adjust their starting ability scores as follows: Con +1 and Cha -1. They can swim, jump and surprise as described above,

have an unarmored AC of 12 and become fatigued when they cannot properly wet their skin at least once per day. They divide earned experience points by two.

Mule

Type: Animal
Size: Large
Hit Dice: 2+1
Armor Class: 13
Attack: 2 hooves (1d4)
Movement: 30'
Save: 16; 13 vs. mind effects
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 100/2

Mules are sterile crossbreeds of donkeys and horses. They are known for being stubborn.

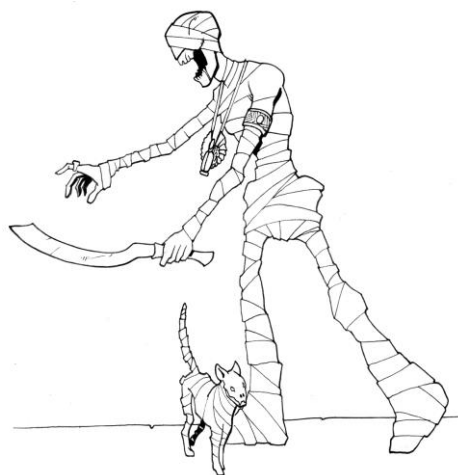
Mummy

Type: Undead
Size: Medium
Hit Dice: 5+1
Armor Class: 17
Attack: Slam (1d8 + mummy rot)
Movement: 20'
Save: 14
Intelligence: Low to Average
Alignment: Chaotic (CE)
No. Appearing: 1d12
XP/CL: 500/6

SD—Vulnerable to fire

Mummies are corpses animated through the auspices of dark desert gods best forgotten. Mummies can speak Common in an ancient dialect, but seldom bother to do so. At the mere sight of a mummy, one must succeed on a saving throw or be stunned with fear for 1d4 rounds.

Creatures hit by a mummy must pass a save vs. magic or be infected with mummy rot, a supernatural form of leprosy. The disease begins to rot flesh immediately, doing 1d6 points of constitution damage each day.



Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any healing spell on a creature afflicted with mummy rot must succeed on a saving throw, or the spell has no effect on the afflicted.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse*, after which a saving throw is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Some mummies were powerful clerics in life, and retain their ability to cast all or a portion of their spells.

Mummy, Jade

Type: Undead
Size: Medium
Hit Dice: 6 [Regenerate]
Armor Class: 18
Attack: Slam (1d8 + poison*)
Movement: 20'
Save: 14
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1d10
XP/CL: 600/7



Jade mummies are found in cultures inspired by China. They are mummified humans who are steeped in mercury and clad in suits made of jade (worth 200 gp, but dangerous due to mercury contamination). At the

mere sight of a jade mummy, one must succeed on a saving throw or be paralyzed with fear for 1d4 rounds.

A jade mummy's touch is poisonous, inflicting 1 point of wisdom damage. Once per day, they can exhale a cloud of mercury vapor that forces folk to pass a saving throw or be struck mad (as madness Condition).

Mushroom Man

Type: Monster

Size: Small

Hit Dice: 3

Armor Class: 14

Attack: Slam (1d4) or by weapon

Movement: 30'

Save: 15

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1d8

XP/CL: 300/4

SD—Resistance (fire)

Standing 4' tall, mushroom men resemble humanoid mushrooms with some manner of arms and legs. They are found underground or in wetlands and rain forests.

Mushroom men are initially created by magic. Once given life through magic they reproduce by way of spores. When a mushroom-man dies, it releases 1d6 spores which, within 1d4 rounds, grow into mushroom men of 1 HD lower than the parent. 1 HD mushroom-men do not produce spores upon death. The spores have 2 hit points before becoming fully formed mushroom men.



nagas neanderthal neh-thalggu
neothelid nighthag nightmare
nightshades nixie nymph

Naga

All nagas have long, snake-like bodies covered with glistening scales, and more or less human faces. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

Dark Naga

Type: Aberration

Size: Large

Hit Dice: 9

Armor Class: 14

Attack: Sting (2d4 + Poison II), bite (1d3)

Movement: 40'

Save: 12; 10 vs. enchantments

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d4

XP/CL: 2,700/11

SA—Magic use (magic-user spells, up to 4th level)

SD—Immunity (poison, mind reading),

SP—ESP

Dark nagas have black scales and wicked, ugly faces. They are smaller than other nagas, and quite wily. Dark nagas speak Naga and Infernal.

Dark nagas have a 15% chance of presiding over cults of assassins and thieves. Their shrines are in dark and dangerous alleys and cellars. Cults consist of one high priest, a 5th level anti-cleric, 1d6 2nd level assassins, 2d6 1st level thieves and 3d6 warriors.

Guardian Naga

Type: Aberration

Size: Large

Hit Dice: 11

Armor Class: 18

Attack: Bite (2d8 + Poison IV) or spit (30'/Poison IV)

Movement: 40'

Save: 11

Intelligence: High

Alignment: Lawful (LG)

No. Appearing: 1d4

XP/CL: 5,500/14

SA—Magic use (magic-user spells, up to 5th level)

Guardian nagas are the most powerful and wise of the nagas. They have golden scales and handsome faces. They speak Naga and Celestial.

Guardian nagas have a 20% chance of presiding over cults of paladins and monks. Their shrines are in royal palaces or tall mountains. Cults consist of one high priest, a 6th level cleric, 1d6 3rd level paladins, 1d8 2nd level monks and 3d6 warriors.

Ha-Naga

Type: Aberration

Size: Huge

Hit Dice: 15

Armor Class: 20 [+1]

Attack: Coil whip (2d8 + constrict), sting (1d8 + Poison IV), bite (2d8)

Movement: 30' (Fly 60')

Save: 9; 7 vs. enchantments

Intelligence: Super

Alignment: Chaotic (CE)

No. Appearing: 1d4

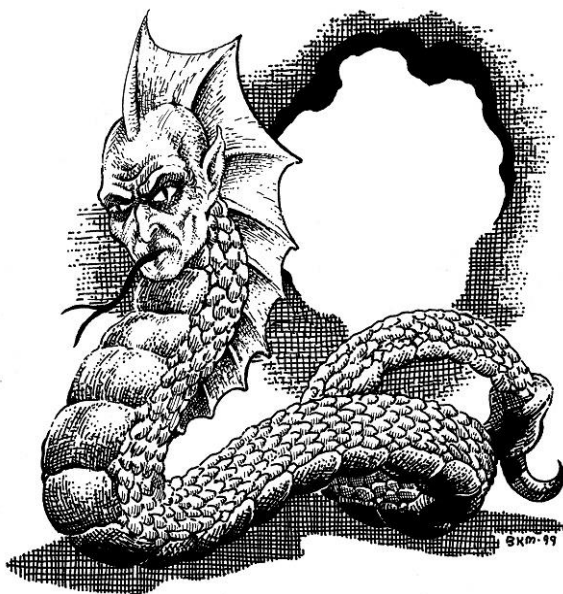
XP/CL: 7,500/18

SA—Surprise (1-3 on 1d6), magic use (magic-user spells, up to 8th level)

SD—Immunity (poison, mind reading)

Ha-nagas are colossal monsters with scales that can shift color, allowing them to blend into their surroundings. A ha-naga's gaze acts as the spell *charm monster*.

Ha-nagas have a 30% chance of presiding over cults of Chaotic ninjas and ronin. Their shrines are hidden in mountainous areas or jungles and are protected by cunning traps. Cults consist of one high priest, a 7th level anti-cleric, 1d6 3rd level ninjas, 2d6 2nd level ronin and 3d6 warriors.



Spirit Naga

Type: Aberration

Size: Large

Hit Dice: 9

Armor Class: 16

Attack: Bite (2d6 + Poison IV)

Movement: 40'

Save: 12

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d4

XP/CL: 4,500/12

SA—Magic use (magic-user spells, up to 4th level)

Spirit nagas have white skin and scales and long, white hair. Their gaze works as the *charm person* spell, with a 30' range. They speak Naga.

Spirit nagas have a 15% chance of presiding over cults of necromancers. Their shrines are located in graveyards, often disguised as crypts. Cults consist of one high priest, a 5th level death priest, 1d6 2nd level necromancers, 2d6 1st level apprentices and 3d6 warriors.

Water Naga

Type: Aberration

Size: Large

Hit Dice: 7

Armor Class: 15

Attack: Bite (2d6 + Poison IV)

Movement: 30' (Swim 50')

Save: 13

Intelligence: Average

Alignment: Neutral (N)

No. Appearing: 1d4

XP/CL: 3,500/10

SA—Magic use (magic-user spells, up to 4th level)

Water nagas have silver-blue scales and sharp faces. They speak both Common and Naga.

Water nagas have a 10% chance of presiding over cults of druids. Their shrines are located near lakes, pools and sometimes near the seashore.. Cults consist of one high priest, a 3rd level druid, 1d6 2nd level rangers, 2d6 1st level mariners and 3d6 warriors.

Neanderthal

Type: Humanoid
Size: Medium
Hit Dice: 2
Armor Class: 12
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d12*
XP/CL: 100/2

Neanderthals are human beings. Some assume them to be stupid, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. This is not the case. While Neanderthals often live a primitive lifestyle, they are as intelligent as other humans. Neanderthals fight using spears and clubs. Their lairs are sometimes (50%) guarded by carnivorous apes. Neanderthals revere cave bears and hunt them for rites of passage and religious ceremonies.

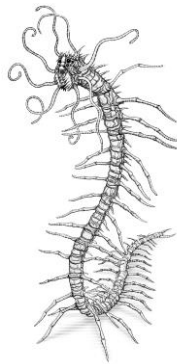
Neanderthals organize into clans of 1d10 x 20 warriors and additional non-combatants equal to 150% of the warriors. For every 20 warriors, there is an additional sub-chief with 3 HD. Clans are commanded by chiefs with 4 HD, and keep 3d6 dogs as hunting companions and guard animals.

Neanderthal Player Characters

Neanderthals speak Neanderthal plus bonus languages for high intelligence. They adjust their starting ability scores as follows: Con +1 and Cha -1. They have a +3 bonus to task checks involving survival and may dual-class as do humans.

Neh-Thalggu (Brain Collector)

Type: Aberration
Size: Large
Hit Dice: 10
Armor Class: 18
Attack: Bite (2d6) + spell
Movement: 60'
Save: 12
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,000/11



SA—Magic use (see below), telepathy 120'

SP—Dimension door, plane shift

Neh-thalggus look like centipedes covered in spiny chitin, with tentacles flanking their heads. They are naturally incorporeal and speak in sign language using their tentacles, as well as telepathically.

When a neh-thalggu kills a humanoid, it extracts the brain and swallows it, storing the brain in a special sac behind its head. A neh-thalggu can store up to 12 brains. Each brain that it stores gives it the ability to cast one magic-user spells of level 1 to 3, determined randomly.

Neothelid

Type: Aberration
Size: Huge
Hit Dice: 25
Armor Class: 23
Attack: 4 tentacles (2d8)
Movement: 20'
Save: 7; MR 45%
Intelligence: Super
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 7,500/27

SP—Charm person, clairvoyance, ESP, levitate, mind thrust •••, poison, psychic crush, suggestion, telekinesis, teleport, water walk

A neothelid is a gigantic worm scores of feet long and weighing tens of thousands of pounds. They are mutated forms of the mind blaster, arising once every generation or so. Although they can understand Common and Mind Blaster, they rarely communicate in a meaningful way.

A neothelid can breathe a 50' cone of acid up to three times per day. This acid deals 14d10 points of damage (saving throw for half damage). A neothelid that hits a creature with two tentacles during the same attack can make a free grapple attack. If it succeeds, it automatically deals tentacle damage and can swallow the foe whole.

Neothelids are feared and despised by the mind blasters. Neothelids are as intelligent as mind blasters, and they are much more powerful, making them veritable engines of hate and destruction. Mind blasters do their best to point them at their enemies, but they know very well that they are not safe from these monsters. Most mind blasters attempt to drive their neothelids even deeper underground, perhaps to the very borders of Hell.



Night Hag

Type: Outsider
 Size: Medium
 Hit Dice: 8
 Armor Class: 20 [+1]
 Attack: Bite (2d6 + disease)
 Movement: 20'
 Save: 13; MR 65%
 Intelligence: Average
 Alignment: Chaotic (CE)
 No. Appearing: 1d3
 XP/CL: 2,400/10

SD—Immunity (fire, cold, charm, sleep, fear)

SP—Detect evil, detect magic, etherealness (only with a heartstone), magic missile, ray of enfeeblement, sleep

A night hag is an ebon-skinned crone who dresses in rags, though they can take the form of any small or medium humanoid. They speak Common and Infernal.

Night hags can visit the dreams of individuals by using a special periapt known as a *heartstone* to become ethereal and then hover over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

All night hags carry a *heartstone*, which can instantly cure any disease contracted by the holder. In addition, a *heartstone* provides a +2 bonus on all saving throws. A night hag that loses this charm can no longer use etherealness until it can manufacture another (which

takes one month). Creatures other than the hag can benefit from the *heartstone's* powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow etherealness to a bearer that is not a night hag. If sold, an intact *heartstone* brings 1,800 gp.

Nightmare

Type: Outsider
 Size: Large
 Hit Dice: 6
 Armor Class: 21
 Attack: 2 hooves (1d8 + 1d4 fire), bite (1d8)
 Movement: 40' (Fly 90')
 Save: 14
 Intelligence: High
 Alignment: Chaotic (CE)
 No. Appearing: 1
 XP/CL: 1,800/8

SP—Astral projection, etherealness

A nightmare is a black warhorse with bat wings and flaming hooves. A blow from a nightmare's hooves sets combustible materials aflame. A nightmare can snort a 15' cone of hot, sulfurous smoke that chokes and blinds opponents that fail a saving throw.

Nightshades

Nightshades are powerful undead composed of equal parts darkness and entropy. They are natives of the Negative Energy Plane, perhaps pieces of that plane given sentience and animation, for night-shades, whatever their form, have never known life. When a nightshade is encountered outside of the negative energy plane, their sole aim is the annihilation of everything and everyone they can reach.

Nightshades can read and understand all languages and communicate using telepathy.

If a nightshade is exposed to daylight, it takes a -4 penalty on all attack rolls and saving throws until it can return to darkness.

All nightshades give off a 20' radius aura of desecration (as the *desecrate* spell).

Nightcrawler

Type: Undead

Size: Huge

Hit Dice: 25

Armor Class: 26 [Silver]

Attack: Bite (4d6 + swallow), sting (2d10 + Poison IV)

Movement: 30' (Burrow 60')

Save: 7

Intelligence: Super

Alignment: Chaotic (NE)

No. Appearing: 1

XP/CL: 12,500/28

SD—Immunity (cold)

SP—Cause disease, cone of cold •••, confusion •••, darkness II, detect invisibility, detect magic, dispel magic, finger of death •, haste, hold monster •••, invisibility, plane shift •, smite

A nightcrawler is a massive creature similar to a purple worm, though black in color. It measures 7' in diameter, is 100' long and weighs 55,000 lb. Victims swallowed by a nightcrawler are drained of one level each round.

Nightwalker

Type: Undead

Size: Huge

Hit Dice: 21

Armor Class: 25 [Silver]

Attack: 2 slams (2d8)

Movement: 40' (Fly 20')

Save: 7

Intelligence: Super

Alignment: Chaotic (NE)

No. Appearing: 1

XP/CL: 6,300/23

SD—Immunity (cold)

SP—Cause disease, cone of cold •, confusion •••, darkness II, detect invisibility, detect magic, dispel magic, finger of death •, haste, hold monster •••, invisibility •••, plane shift •, smite

Nightwalkers are humanoids that haunt the darkness. They are 20' tall and weigh 12,000 lb. A night-walker can destroy any item (even magic, but not artifacts) by picking it up and crushing it in its hands. This requires a disarm attack, and magic items receive a save.

A creature that meets the nightwalker's gaze must save or be paralyzed with fear for 1d8 rounds.



Nightwing

Type: Undead

Size: Huge

Hit Dice: 17

Armor Class: 24 [Silver]

Attack: Bite (2d8 + magic drain)

Movement: 20' (Fly 60')

Save: 8

Intelligence: Super

Alignment: Chaotic (NE)

No. Appearing: 1

XP/CL: 5,100/19

SD—Immunity (cold)

SP—Cause disease, cone of cold •, confusion •••, darkness II, detect invisibility, detect magic, dispel magic, finger of death •, haste, hold monster •••, invisibility •••, planeshift •, smite

Nightwings are bat-like monsters that hunt on the wing. They have a wingspan of 40' and weigh 4,000 lbs. Nightwings can weaken magic armor, weapons and shields with a successful sunder attack. The item must succeed on a save or lose 1 point of its magic bonus. Casting *dispel evil* upon the item reverses the effect of the magic drain, if one within one day of the attack.

Nixie

Type: Fey
Size: Small
Hit Dice: 1
Armor Class: 13
Attack: By weapon
Movement: 20' (Swim 30')
Save: 16; MR 25%
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 100/2

SP—Charm person (-10 penalty to save if victim in water)

Nixies are attractive fey creatures that dwell in fresh water. A nixie stands 4 feet tall and weighs 45 lbs. Nixies speak Sylvan and Common.

Nixies arm themselves with daggers and darts. They charm humans to lure them beneath the waves to be enslaved for one year, during which they can breathe underwater without difficulty.

Nixies live in groups of 1d8 x 10. Nixie lairs are protected by 1d10 x 10 fierce fish, such as muskies, pike or gars. The female children of nixies are nixies, while the male children of female nixies are called grims or fossergrims, and have the characteristics of aquatic elves.



Nymph

Type: Fey
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: Dagger (1d4)
Movement: 30' (Swim 20')
Save: 14; MR 50%
Intelligence: High
Alignment: Lawful (NG or CG)
No. Appearing: 1d6
XP/CL: 1,800/8

SA—Magic use (druid spells, up to 4th level)

SP—Dimension door •

Nymphs are female fey of astounding beauty. The progeny of the gods, they represent the beauty and mystery of nature. They speak Sylvan and Common.

A creature that looks upon a nymph's beauty is blinded if they fail a saving throw. A nymph can suppress this blinding beauty.

As a gaze attack, a wrathful nymph can stun a creature within 30' with nothing more than a sidelong glance. The target creature must succeed on a saving throw or be stunned for 2d4 rounds.



ochre jelly octopus ogre ogre mage
ophidian orc otyugh owl, giant
owlbear

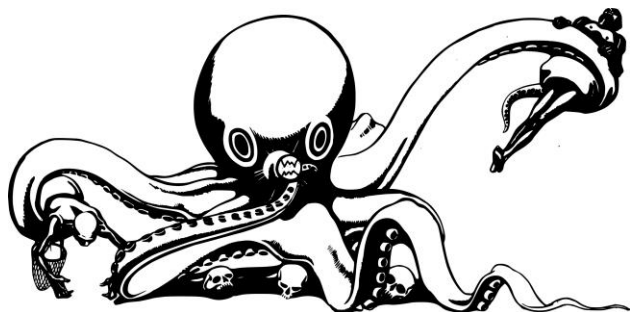
Ochre Jelly

Type: Ooze
Size: Large
Hit Dice: 5
Armor Class: 12
Attack: Slam (2d4 + 1d4 acid + engulf)
Movement: 10' (Climb 10')
Save: 14
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d3
XP/CL: 500/6

An ochre jelly can grow to a diameter of 15' and a thickness of 6", but can compress its body to fit into cracks as small as 1". A typical jelly weighs 5,600 pounds.

An ochre jelly secretes an acid that dissolves only flesh. When it moves over a person, it engulfs them and deals damage each round.

Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hp.



Octopus (Giant Octopus)

	Octopus	Giant Octopus
	Small Animal	Large Animal
HD:	2	4
AC:	11	13
Attacks:	Arms (grapple), bite (1d3)	8 arms (1d4 + constrict), bite (2d6)
Move:	10' (Swim 20')	10' (Swim 40')
Save:	16	15
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1	1d4
XP/CL:	200/3	400/5

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they try to escape. An octopus can emit a cloud of jet-black ink 10' high by 10' wide by 10' long once per minute. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured. An octopus can jet straight backward once per round at a speed of 200'.

Giant Octopuses are aggressive and territorial hunters, with arms reaching 10' or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

An opponent can attack a tentacle with a sunder attack, using the monster's saving throw to negate the attack. Severing a tentacle deals 5 points of damage to the monster. A giant octopus withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

A giant octopus can emit a cloud of jet-black ink 20' x 20' x 20' once per minute. It provides total concealment, which the octopus normally uses to escape a losing fight.

A giant octopus can jet backward once per round at a speed of 200' in a straight line.

Ogre

Type: Giant
Size: Large
Hit Dice: 4
Armor Class: 15
Attack: Slam (1d6) or by
weapon (+2 damage)
Movement: 40'
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 3d6
XP/CL: 200/4



Ogres are brutish humanoids that stand 10' tall and weigh 650 lb. Their skin colors are highly variable, ranging from lemon yellow to bright blue and everything in between. Their clothing consists of poorly cured furs and hides, which add to their naturally foul odor. They speak their own language and maybe Common. They live to be 100.

Ogre Player Characters

Ogres speak Ogre and bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +2 (max. 19), Con +2, Int -2, Cha -2. They have an unarmored AC of 12 and +2 hit points at first level. Because of their size, their armor costs 150% normal. Ogres divide earned experience points by two.

Half-Ogre Player Characters

Half-ogres speak Ogre, Common and bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +1, Con +1, Int -1, Cha -1, and can wield large weapons as though they were medium weapons. They may dual-class as do humans.

Ogre Mage (Oni)

Type: Giant
Size: Large
Hit Dice: 5 [Regenerate]
Armor Class: 15
Attack: Slam (1d8) or by
weapon
Movement: 40' (Fly 40')
Save: 14; 12 vs. magic
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 1,500/7



SP—Charm person •, cone of cold •, darkness, invisibility, polymorph self (humanoid form only), sleep •

The ogre mage is a more intelligent and dangerous variety of ogre. An ogre mage's skin varies in color from light green to light blue, and its hair is black or very dark brown. They favor loose clothing and lightweight armor. Ogre mages speak ogre and common. They can assume the form of any small, medium or large humanoid or giant, at will. Ogre magi have a 6% chance to be mounted on manticores.

Ophidian

	Lesser	Greater
	Medium Monster	Medium Monster
HD:	3	7
AC:	15	16
Attacks:	By weapon	Bite (1d3 + special) and by weapon
Move:	30'	30'
Save:	15	13
Int:	Average	High
AL:	Chaotic (LE)	Chaotic (LE)
NA:	1d10	1d6
XP/CL:	300/4	2,100/9

Ophidians are an ancient race of snake-beings, with scaly humanoid arms and heads. Lesser ophidians have legs, while greater have the lower bodies of serpents.

The snake men are denizens of deserts and jungles, and are often found in forgotten cities or temples from the days when they ruled the world.

Anyone bitten by an ophidian and failing a saving throw vs. poison produces ophidian children and dies in 1d4 weeks. It is in this manner that ophidians reproduce. The "pregnancy" can be ended with *cure disease*.

Greater Ophidians

SA—Magic use (anti-cleric or magic-user spells, up to 5th level), telepathy 300'

SD—Immune (poison), magic resistance 25%

SP—Confusion •••, intellect fortress •••, mind blank •, mind thrust •••, tower of iron will •

The greater ophidians dwell in jungle temples or underground lairs, working their schemes through the lesser ophidians, kobolds, lizard men and troglodytes. They maintain spies in human kingdoms to foment trouble and weakness.



Greater ophidians always keep slaves, usually 2d6 per greater ophidian. These slaves might be human, demi-human or humanoid. Their homes are guarded by lesser ophidians (5 lesser per 1 greater), as well as giant vipers and giant constrictors, which obey their telepathic commands.

Lesser Ophidian

SD—Immunity (poison)

Lesser ophidians look more human than their sires and are incapable of reproducing. Since they can often pass for human, they are used as spies, assassins and saboteurs in human lands. They can learn to cast spells as anti-clerics or magic-users (usually up to 3rd level spells in either class), and most can deal +1d6 points of damage with a backstab attack.

Opinicus

Type: Outsider

Size: Large

Hit Dice: 8+1

Armor Class: 16

Attack: 2 claws (1d8 +
rend)

Movement: 50' (Fly 100')

Save: 13; MR 20%

Intelligence: High

Alignment: Lawful (CG)

No. Appearing: 1d4

XP/CL: 2,400/10



SP—Cleric (up to 4th level spells)

The opinicus is a more intelligent variety of griffon that hails from the upper planes. They have the body of a lion, head of an ape, the wings of an eagle and the tail of a camel. While benevolent, they do enjoy japes and pranks, and value freedom above all else.

An opinicus can cast up to 4th level cleric spells, and they can turn undead as 7th level clerics. Once per day, they

can cause their bodies to glow as brightly as daylight for up to 1 hour.

Orc

Type: Humanoid

Size: Medium

Hit Dice: 1

Armor Class: As armor

Attack: By weapon

Movement: 30'

Save: 16

Intelligence: Low

Alignment: Chaotic (CE)

No. Appearing: 1d20*

XP/CL: 50/1



Orcs are crude, pig-headed humanoids related to goblins. An orc's hair is black. They have lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6' tall and weighs about 210 lb. Orcs speak their own language and might know Goblin and Ogre. Orcs are blinded in bright sunlight. They live 50 years.

Orcs are organized into tribes of 1d6 x 50 warriors plus non-combatants equal to 150% of the warriors. The tribe has one additional 2 HD sub-chief for every 30 warriors and is led by a 3 HD chief who keeps a personal bodyguard of 5d6 2 HD warriors. There is a 50% chance that a family of 1d4 ogres dwells with the orcs.

Orc armies are ill-disciplined and often self-destructive, with each unit striving to outdo the others and not above treachery to secure the greatest glory.

Armament for an orc army is as follows:

- 40% Yobbo: Scale mail, shield, falchion, dagger
- 30% Archer: Leather, light crossbow, 10 bolts, hand axe
- 10% Scourge: Studded leather, footman's flail, hand axe
- 10% Blackguard: Chainmail, shield, pole axe, handaxe
- 10% Worg Rider: Studded leather, buckler, scimitar, worg

Orc Player Characters

Orcs speak Orc, Common, and bonus languages for high intelligence. They adjust their starting ability scores as follows: Con +1, Cha -1. They have the mining abilities of dwarves and a +1 bonus to save vs. ingested poisons.

Ostrich, Giant

Type: Animal
Size: Large
Hit Dice: 3
Armor Class: 12
Attack: Bite (1d6)
Movement: 50'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 3d10
XP/CL: 150/3



Giant ostriches are sturdy enough to be ridden as mounts, and might be for sale in exotic lands or large cities. They are native to savannahs, and stand 12' tall.

Giant ostrich eggs are worth 150 gp apiece on the open market, while chicks are worth 300 gp each. A giant ostrich can carry up to 250 lb. without being encumbered, and up to a maximum of 600 lb.

Otyugh

Type: Aberration
Size: Large
Hit Dice: 6
Armor Class: 17
Attack: 2 tentacles (1d6 + constrict), bite (1d4 + disease)
Movement: 20'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 600/7



Otyughs are blobby creatures standing on four stubby legs. They have three tentacles sticking from their sides and a large mouth. Otyughs live in sewage or foul, brackish swamps. A typical otyugh has a body 8' in diameter and weighs 500 pounds. Despite their rather horrid appearance, otyughs are good natured when their stomachs are full. They can communicate telepathically up to a range of 10'.

About 1% of otyughs are more intelligent most (high intelligence) and can use the following spells, each once per day: *Charm person*, *ego whip*, *ESP* and *grease*. Their telepathy has a range of 60'.

Owl, Giant

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 15
Attack: 2 claws (1d6), bite (1d8)
Movement: 10' (Fly 70')
Save: 15
Intelligence: Average
Alignment: Lawful (NG)
No. Appearing: 1d6
XP/CL: 400/5

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with Lawful creatures. A typical giant owl stands about 9' tall, has a wingspan of up to 20' and resembles its smaller cousins in nearly every way except size. Giant owls speak Common and Sylvan. A giant owl can see 5 times as far as a human in dim light.

Giant owl eggs are worth 400 gp apiece on the open market, while chicks are worth 1,000 gp each. A giant owl can carry up to 300 lb. without being encumbered, and up to a maximum of 900 lb.

Owlbear

Type: Monster
Size: Large
Hit Dice: 5
Armor Class: 15
Attack: 2 claws (1d6), bite (1d8)
Movement: 30'
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 500/6



Owlbears have the bodies of bears and the heads of owls. They range in color from brown-black to yellowish brown, their beaks a dull ivory color. A full-grown male can stand 8' tall and weigh 1,500 lb. Adventurers who have survived encounters with them often speak of the bestial madness they glimpsed in their red-rimmed eyes.



pegasus peryton phaethon phane
phantom fungus phantom stalker
phase spider phasm piercer
piranha, giant pixie polyhedroids
pony porcupine, giant praying
mantis, giant protean
pseudodragon purple worm

Pegasus

Type: Monster
Size: Large
Hit Dice: 2+2
Armor Class: 14
Attack: 2 kicks (1d6), bite (1d3)
Movement: 60' (Fly 120')
Save: 16
Intelligence: Average
Alignment: Lawful (CG)
No. Appearing: 1d12
XP/CL: 200/3

SP—Detect good and detect evil (60' radius)

A pegasus is a winged horse that sometimes serves the cause of Law. Though prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A pegasus is 6' high at the shoulder, weighs 1,500 lb, and has a wingspan of 20'. Pegasi cannot speak, but they understand common. A pegasus can carry a load as a light horse.



Peryton

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 13 [+1]
Attack: Antlers (2d8)
Movement: 20' (Fly 90')
Save: 15
Intelligence: Low
Alignment: Chaotic (NE)
No. Appearing: 1d12
XP/CL: 1,200/6



Perytons have the body of a giant eagle and the head of a stag with sharp teeth. They cast the shadow of a human. Perytons eat the hearts of their victims and lair in high mountain aeries or cliffs overlooking the sea.

Phaethon

Type: Elemental (Fire)
Size: Huge
Hit Dice: 20 [Regenerate/Cold]
Armor Class: 25 [+2]
Attack: 8 slams (2d6 + 2d6 fire)
Movement: Fly 60'
Save: 7
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 6,000/22

SD—Blindsight to 500', immunity (paralysis, poison, polymorph, petrification, sleep, life drain, ability drain, ability damage and mind effects), resistance (cold, fire)

SP—Fireball •••, fire storm •, delayed blast fireball •, flame strike •, nondetection (always active), scrying •, true seeing •••, wall of fire •••

Phaethons are energy creatures plucked from the hearts of blazing suns. They appear as blazing blue spheres ringed by tentacles of white fire. They communicate telepathically to a range of 1,000 feet.

The mere touching of a phaethon deals 2d6 points of fire damage. A foe that is successfully overrun by it is treated engulfed and suffers 2d6 fire damage each round until they escape the monster. They can summon 1d6 large fire elementals per day, which appear to leap from them like shooting stars, landing up to 60' away.

Phane

Type: Outsider

Size: Large

Hit Dice: 12 [Regenerate*]

Armor Class: 20 [+1]

Attack: Slam (2d6 + temporal stasis)

Movement: 40' (Fly 60')

Save: 11; MR 35%

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1

XP/CL: 3,600/14

SA—Null time field, time regression, immunity (sonic)

SP—Detect good, detect magic, haste •••, invisibility (self), slow •••, teleport without error •••, time stop •, tongues •••, trap the soul •, unholy aura •

Phanes are the masters of time, who dance between dimensions and serve strange elder things that seek man's destruction. They are humanoid creatures with pebbly skin and lithesome frames that are shrouded in heavy robes. Phanes seem to float above the ground.

Phanes regenerate damage, except from holy weapons and weapons forged in the future.

Phanes can make a ranged temporal blast attack against any creature within 100'. If it succeeds, the subject is targeted by a spasm of space-time flux, dealing 10d6 points of damage as every molecule in their body vibrates at the speed of light for just a moment.

The attack of a phane forces people to pass a saving throw or be affected by a *temporal stasis* spell. For every round of apparent time experienced by the phane, it automatically absorbs the "future" from any creature it has successfully encapsulated in static time, no matter the number of victims. To the victim, no time passes at all, but each apparent round experienced by the phane ages the victim 1d6 years, at the same time healing the phane of 2d6 points of damage. Victims killed in this manner automatically fall out of static time as desiccated husks that disintegrate to a fine dust with even the lightest touch. Victims who are released prior to death suffer the physical effects of aging.

Once per day, a phane can summon a duplicate of one its foes stolen from a parallel alternate past. The stolen time duplicate has the same stats and possessions as the original, but is two levels lower. The duplicate, despite having most of the knowledge of the original, serves the

phane loyally like any summoned creature. If the past time duplicate is slain, the original is not harmed.

Phanes continually generate a 30' radius field of null time. All creatures and objects in the field except the phane must make a saving throw each round to take any action. On a failed save, subjects are stuck in a static time stream until the next round, at which time they can try another saving throw to get an action. While a subject is stuck in a static time stream induced by a null time field, the phane can use its touch on the subject, though in all other ways the subject is invulnerable to attacks and damage as if in *temporal stasis*.

Phantom Fungus

Type: Plant

Size: Medium

Hit Dice: 2

Armor Class: 14

Attack: Bite (1d6)

Movement: 20'

Save: 16

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 600/4

This creature looks like a greenish-brown mass with a cluster of nodules atop the main mass and four stumpy legs to support it. The cluster of nodules serves as the monster's sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth.

A phantom fungus is naturally invisible while it is alive, making it a feared predator to subterranean inhabitants.

The creature's *invisibility II* effect is constant, allowing a phantom fungus to remain invisible even when attacking. This ability is not subject to the *invisibility purge* spell. It becomes visible 1 minute after it is killed.

Phantom Stalker

Type: Elemental (Fire)
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: 2 claws (1d4 + 1d6 fire)
Movement: 30' (Fly 60')
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 1,800/8



SD—Immunity (fire)

SP—Polymorph self •

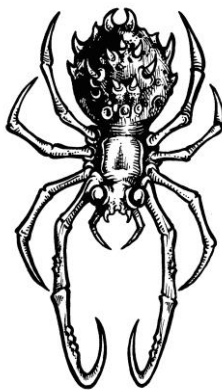
Phantom stalkers are native to the Elemental Plane of Fire. In their true form they appear as a column of fire, but a fire phantom can also take on the form of an androgynous human with smoldering red skin. Phantom stalkers are summoned to the Material Plane by spell casters. They speak Common and Fire Elemental.

If the summoner of a phantom stalker is slain, the stalker can find the slayer unerringly. It makes every attempt to find and destroy the slayer of their summoner.

Phantom stalkers are healed by magical fire. When reduced to 0 hp, it explodes in a fiery blast (6d6 *fireball*).

Phase Spider

Type: Monster
Size: Large
Hit Dice: 5
Armor Class: 14
Attack: Bite (1d6 + Poison IV)
Movement: 40' (Climb 20')
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 2,500/8



Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane. A phase spider's body is 8' long. It weighs about 700 pounds. Phase spiders cannot speak.

A phase spider can shift from the Ethereal Plane to the Material Plane and back again in one round per the *ethereal jaunt* spell.

If asked about the future, a phase spider can speak in a riddle that, if solved, works as *augury* for 24 hours.

Phasm

Type: Aberration
Size: Medium
Hit Dice: 8
Armor Class: 17
Attack: Slam (1d6)
Movement: 30'
Save: 13
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 800/9



SD—Immunity (poison, sleep, paralysis, polymorph, stunning attacks, flanking, sneak attacks)

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is 5' in diameter and 2' high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze, and can attack with a pseudopod. It weighs about 400 lb.

A phasm can assume the form of any large or smaller creature. It can remain in this form until it chooses to assume a new one or return to its natural form.

Piercer

Type: Aberration
Size: Medium
Hit Dice: 4
Armor Class: 16
Attack: Drop (4d6)
Movement: 5' (Climb 5')
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 400/5



Piercers are weird monsters with shells that resemble stalactites. They cling to cavern ceilings with their stumpy tentacles and attempt to drop on their prey, piercing them with their shells. After falling (and

hopefully feeding), they crawl slowly back to the ceiling in order to attack again.

Piranha, Giant

Type: Animal
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: Bite (1d6)
Movement: Swim 50'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 200/4

Giant piranhas average 5' in length at adulthood. They are aggressive carnivores that are able to sense blood in the water just as sharks do, and once they smell or taste blood in the water, they are relentless.

Pixie

Type: Fey
Size: Small
Hit Dice: 1
Armor Class: 14
Attack: Sword (1d4) or bow (60'/1d6 or special)
Movement: 20' (Fly 40')
Save: 16; MR 25%
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 4d6
XP/CL: 300/3

SP—Confusion •, detect evil •, dispel magic •, entangle •, invisibility II, permanent illusion •; 10% of pixies can cast irresistible dance •

Pixies are gnome-sized folk with pointed ears and dragonfly wings. They wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands 2½' tall and weighs 30 pounds. Pixies speak Sylvan and Common.

Pixies are naturally invisible, but can become visible at will. They sometimes employ arrows that deal no damage, but instead erase memory or put a creature to sleep. An opponent struck by a memory loss arrow must succeed on a saving throw or lose their memories. The subject retains skills, languages and class abilities but forgets everything else until he or she receives a *heal*,

limited wish, *wish*, or *miracle* spell. Any opponent struck by a sleep arrow must save or fall fast asleep.

Pixie Player Characters

Pixies speak Common, Sylvan and bonus languages for high intelligence. They adjust their starting ability scores as follows: Str -1, Dex +1. They can fly at a rate of 60', can turn invisible for a total of 10 minutes per day, enjoy a +2 bonus to save vs. magic, and if their charisma score is 11 or higher, can cast the following spells, each once per day: *Dancing lights*, *detect evil* and *ESP*. Pixie magic-users can multi-class as fighters or thieves. They divide earned experience points by two.

Polyhedroid

The mechanisms that regulate the clockwork movement of the cosmos are unseen, but they do exist. Sages and theologians may argue and fight over who designed them and put them into motion, they rarely worry over who maintains them. When the cosmos needs an upgrade such as a new moon, who builds it, puts it in place and sets it off on its merry way? It is the polyhedroids, organic constructs that are the custodians of the cosmos.

The polyhedroids are creatures of absolute law and order. Every polyhedroid has a place in the scheme of things and every polyhedroid wants nothing more than to perform the task it has been assigned. They oppose chaos because it is an opposing force, not because of any love or comprehension of virtue, and since they see all living and non-living things as mere gears of the cosmos, they have no compunction about using these gears as they see fit to maintain cosmic order.

Spheroid

Type: Outsider
Size: Small
Hit Dice: 1
Armor Class: 13
Attack: Tentacle (1d4)
Movement: 20'
Save: 16
Intelligence: Low
Alignment: Neutral (LN)
No. Appearing: 1d12
XP/CL: 100/2

SA—Telepathy 100'



SD—Immunity (enchantment and illusion spells), surprised (1 on 1d6), resistance (electricity)

SP—Levitate

Spheroids are the least of the polyhedroids. They have a single eye, which can seemingly travel around the surface of their body as they like, and a small mouth that always sits at the bottom of the sphere. Spheroids move about on a single tentacle that ends in three “fingers”. Once given a task, a spheroid works at that task until it is complete and then become idle, waiting for a new order from a more complex polyhedroid.

Tetrahedroid

Type: Outsider
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: 3 tentacles (1d6)
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 1d8
XP/CL: 400/5

SA—Telepathy 100'

SD—Immunity (enchantment and illusion spells), resistance (acid, electricity)

SP—Levitate, mage hand

Tetrahedroids are the engineers of the polyhedroids. They look like triangular pyramids turned on their points. From each of their four vertices, they sprout a tentacle. On three of their four faces, they bear a single large eye. On the fourth face, that which points up, they have a mouth. They are capable of balancing and moving on a single tentacle and attacking with the other three. Tetrahedroids often work alone or in small groups on major tasks or command a work crew of four spheroids.

Hexahedroid

Type: Outsider
Size: Medium
Hit Dice: 6
Armor Class: 17
Attack: 4 tentacles (1d8 + constrict)
Movement: 40'
Save: 14
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 1d6
XP/CL: 600/7

SA—Telepathy 100'

SD—Immunity (enchantment and illusion spells), resistance (acid, cold, electricity)

SP—Levitate, mage hand, magic missile •, shield •

Hexahedroids are employed to command work details of spheroids and tetrahedroids or to fight in polyhedroid armies when the cosmic order is threatened. They appear as cubes turned on their points, with eight tentacles sprouting from their vertices. Three of their faces bear great eyes, while the other three bear mouths. Hexahedroids attack with four tentacles and can cast one spell per round, even while attacking. Hexahedroids command crews of six tetrahedroids.

Octahedroid

Type: Outsider
Size: Large
Hit Dice: 8
Armor Class: 19 [+1]
Attack: 2 or 4 tentacles (2d6 + constrict)
Movement: 60' (Fly 180')
Save: 13
Intelligence: High
Alignment: Neutral (LN)
No. Appearing: 1d4
XP/CL: 2,400/10

SA—Telepathy 100'

SD—Immunity (enchantment and illusion spells), resistance (acid, cold, electricity, fire)

SP—Command I •••, confusion •, detect invisibility •••, detect lies (always active), detect magic •••, ego whip •, intellect fortress •, interposing hand •, levitate, mage hand, magic missile •••, mental barrier •, mind blank •, mind thrust •, protection from evil*, psionic blast •, psychic crush •, shield •••, telekinesis, thought shield •, tower of iron will •, wall of force •

Octahedroids are governors among the polyhedroids. They appear as octahedrons lying on their horizontal axis. Octahedroids have six tentacles sprouting from their vertices. Those that ring their center are used for movement, while the two on the ends are used for attack and manipulation, though technically they could use two of their central tentacles for attack if need be. They have four eyes and four mouths and are capable of casting two spells per round, even while attacking. Each octahedroid has a bodyguard of 8 hexahedroids.

Dodecahedroid

Type: Outsider

Size: Large

Hit Dice: 12

Armor Class: 21 [+2]

Attack: 10 tentacles (2d6 + constrict)

Movement: 90' (Fly 270')

Save: 11; MR 20%

Intelligence: High

Alignment: Neutral (LN)

No. Appearing: 1d2

XP/CL: 3,600/14

SA—Telepathy 1,000'

SD—Immunity (enchantment, illusion, surprise), resistance (acid, cold, electricity, fire, sonic)

SP—Command I, detect invisibility (always active), detect lies (always active), detect magic, dimension door •••, dispel magic •, ESP, force cage •, forceful hand •, interposing hand •, levitate, mage hand, magic missile •••, protection from evil (always active), shield •••, telekinesis, teleport •, wall of force •••

Dodecahedroids are lords among the polyhedroids. They appear as dodecahedrons (i.e. 12-sided dice) sprouting 20 tentacles from their vertices. They have 6 eyes and 6 mouths spaced around their bodies. They can cast three

spells per round even while attacking with their tentacles. Each commands a council of 12 octahedroids.

Icosahedroid

Type: Outsider

Size: Huge

Hit Dice: 20

Armor Class: 23 [+3]

Attack: 10 tentacles (3d6 + constrict)

Movement: 120' (Fly 360')

Save: 7; MR 80%

Intelligence: Super

Alignment: Neutral (LN)

No. Appearing: 1

XP/CL: 10,000/23

SA—Telepathy 10,000'

SD—Immunity (enchantment, illusion), resistance (acid, cold, electricity, fire, negative energy, sonic)

SP—Clenched fist •, command I, confusion •, crushing hand •, detect invisibility (always active), detect lies (always active), detect magic, dimension door, dispel magic •••, ego whip •, ESP (always active), force cage •, forceful hand •, grasping hand •, intellect fortress •, interposing hand •, levitate, mage hand, magic missile •••, mental barrier •, mind blank •, mind thrust •, planeshift •••, protection from evil (always active), psionic blast •, psychic crush •, shield •••, telekinesis, teleport /o error •••, thought shield •, tower of iron will •, wall of force •••

Icosahedroids are kings among the polyhedroids. They appear as icosahedrons (i.e. 20-sided dice) sprouting 12 tentacles from their vertices. They have 20 faces, each consisting of an oblong eye and a mouth. They can cast four spells per round and still attack with their tentacles. Each icosahedroid rules a kingdom of 20 dodecahedroids, 240 octahedroids, thousands of hexahedroids, millions of tetrahedroids and millionards of spheroids.

Pony

Type: Animal
Size: Medium
Hit Dice: 2
Armor Class: 13
Attack: Kick (1d3)
Movement: 40'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d20
XP/CL: 100/2

The statistics presented here describe a small horse, under 5' tall at the shoulder. Ponies cannot fight while carrying a rider.



Porcupine, Giant

Type: Animal
Size: Small
Hit Dice: 1
Armor Class: 14
Attack: 1d6 quills (1), bite (1d3)
Movement: 30'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 100/2

The giant porcupine ranges in size from 3' to 4' in height and can weigh up to 80 pounds. When the porcupine is relaxed their hair and quills lie flat and point toward the rear of its body. When threatened, it draws up the skin of the back to expose quills facing all directions. If it bites an opponent, 1d4 quills break off from its body and lodge in the opponent. An unarmed attack against a giant

porcupine causes 1d4 quills to break off and lodge in the attacker.

When the giant porcupine strikes with its tail, it dislodges 1d6 quills that automatically break off and lodge in the opponent's flesh. A lodged quill imposes a -1 penalty to attacks, saves, and checks. Each 1 minute thereafter, the quill moves deeper into the opponent's flesh, dealing one additional point of damage.

Removing a quill takes 1 round and deals 1 additional point of damage. If the quill has been embedded for more than 10 rounds, a Strength check or dagger (1d2 damage) is needed to remove the quill.

Praying Mantis, Giant

Type: Vermin
Size: Large
Hit Dice: 4
Armor Class: 15
Attack: 2 claws (1d4), bite (1d6)
Movement: 20' (Fly 40')
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 400/5

Giant praying mantises dwell in temperate woodlands. These patient carnivores remain completely still as they wait for prey to come near.

Protean

Type: Aberration
Size: Large
Hit Dice: 22
Armor Class: 25 [+2]
Attack: 5 slams (2d8)
Movement: 50'
Save: 7
Intelligence: Super
Alignment: Neutral (CN)
No. Appearing: 1
XP/CL: 6,600/24



SD—Immunity (poison)

SP—Dimension door, ESP, ethereal jaunt, knock, nondetection, plane shift, suggestion

Proteans are highly mutable creatures of chaos. They have no set form and so can assume the shape of any

combination of physical creatures at the same time. In fact, a protean's form changes constantly, and it must make a saving throw each round to maintain a certain shape.

Whatever the creature's present form, it retains all its own special qualities and gains the advantage of up to four special attacks or qualities from the forms it mimics (not including spells or supernatural abilities). The assumed form can be no smaller than a flea and no larger than 200' in its largest dimension. Incorporeal traits can also be assumed. No matter its form, the protean can never make more than five attacks per round. It may substitute a melee attack form for one of its slam attacks.

If a protean hits with two or more slam attacks in the same round, it partly destabilizes its foe's physical form, dealing an additional 2d6 points of damage as well as 2 points of constitution damage. If the victim is reduced to 0 points of constitution, its dead body becomes a clear fluid that drains away unless somehow preserved.

Pseudodragon

Type: Dragon

Size: Tiny

Hit Dice: 2

Armor Class: 18

Attack: Bite (1d3), sting (1d3 + Poison*)

Movement: 10' (Fly 60')

Save: 16; MR 35%

Intelligence: Average

Alignment: Lawful (NG)

No. Appearing: 1

XP/CL: 600/4

SA—Surprise (3 in 6 in woodlands), telepathy 100'

SD—Immunity (sleep, paralysis)

A pseudodragon is 1' long with a 2' long tail and weighs 7 pounds. It has green scales that help it blend in with woodland foliage, for the pseudodragon dwells only in the deepest, loneliest woods.

A pseudodragon attacks as a 6 HD monster with its tail sting. The sting's poison causes its victim to lapse into a coma for 1d6 days, during which time they appear to be dead to all but the most skilled healers.

Purple Worm

Type: Monster

Size: Huge

Hit Dice: 15

Armor Class: 14

Attack: Bite (2d12 + swallow), sting (2d4 + Poison IV)

Movement: 20' (Burrow 20', Swim 10')

Save: 9

Intelligence: Non-

Alignment: Neutral (N)

No. Appearing: 1d4

XP/CL: 7,500/18

Purple worms are massive worms with dark purple flesh, mouths filled with jagged, plate-like teeth and tails that end in poisonous stingers. The body of a purple worm is 5 feet in diameter and 80 feet long, weighing 20 tons. They are capable of burrowing through solid rock, and are responsible for many of the underworld's tunnels.





rakshasa ram, giant rat rat, giant
ratling raven ravid razor boar
remorhaz retriever rhinoceros roc
rock baboon roper rot grub rust
monster

Rakshasa

Type: Outsider
Size: Medium
Hit Dice: 7
Armor Class: 24 [+1]
Attack: 2 claws (1d4),
bite (1d6)
Movement: 40'
Save: 13
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1d4
XP/CL: 2,100/9



SA—Magic use (magic-user spells, up to 3rd level)

*SD—Immunity (spells 7th level and lower), killed instantly
by blessed crossbow bolt*

SP—Change self, ESP

Rakshasas are ogres from Indian folklore. They have fearsome fangs, broad, hairy shoulders and reversed hands on which their palms where the backs of the hands should be. They speak Common and Infernal.

A rakshasa can assume any humanoid form. In humanoid form, a rakshasa loses its claw and bite attacks so it equips itself with weapons and armor instead. It reverts to its natural form when killed.

Ravana is an arch devil and the prince of the rakshasa. He dwells in Hell in a palace of weeping marble that is surrounded by a moat of tears in which dwell the souls of damned merfolk. The merfolk are bound in heavy chains such that only their faces poke out from the water. He is attended in his palace by dark naga and 13 rakshasa of the most powerful sort.

Ram, Giant

Type: Animal
Size: Large
Hit Dice: 4
Armor Class: 14
Attack: Butt (2d6)
Movement: 40'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d3
XP/CL: 200/4

This giant, feral ram is nearly 12' long. Its coat is whitish-brown and its horns are dark brown. Giant rams can grow to a length of 10 feet and weigh as much as 1,000 pounds. Their attacks can bypass a troll's regeneration.

Rast

Type: Outsider
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: 4 claws (1d4) or
bite (2d6 + blood
drain)
Movement: 5' (Fly 50')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 1,200/6



SD—Immunity (fire)

Rasts are weird predators from the Elemental Plane of Fire. A rast has a body about the size of a large dog's, with a head almost as large as the body. It weighs about 200 pounds. A rast has anywhere from 10 to 15 legs, though it can only use four at any given time to attack.

A rast's gaze paralyzes those who fail a saving throw for 1d6 rounds. The gaze has a range of 30'.

Rat, Giant

	Giant	Monstrous
	Small Animal	Medium Animal
HD:	1	3
AC:	13	13
Attacks:	Bite (1d3 + disease)	Bite (1d6 + disease)
Move:	30' (Climb 20')	40' (Climb 20')
Save:	16	15
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	6d6	1d6
XP/CL:	100/2	300/4

Giant rats live and thrive almost everywhere. Monstrous rats are the size of wolves and might be found in giant castles, fire swamps and dark, dangerous woods.

Ratling

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: 10
Attack: Bite (1d3 + disease)
or by weapon
Movement: 40' (Climb 20')
Save: 17
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 4d6*
XP/CL: 50/1



Ratlings are 4' tall humanoid rodents. They attack in large packs. Damage from a ratling's bite has a 15% chance of infecting the target with disease.

Ratlings organize into tribes of 2d10 x 20 warriors plus six times as many non-combatants. For every 40 warriors there is an additional sub-chief with 1 HD and the abilities of a 1st level thief. Ratling tribes with 200 or fewer warriors are led by 2nd to 5th level thieves or fighter/thieves, and those with more than 200 warriors are led by 3rd to 6th level thieves or fighter/thieves.

Ratling tribes also keep 4d6 giant rats as guard animals.

Armies of ratlings have the following composition:

30%	Cur: Spear
20%	Archer: Short bow, dagger
10%	Piebald: Leather armor, rapier and dagger
10%	Piper: Ratling with 10 giant rats
10%	Rider: Ring mail, buckler, spear, monstrous rat

10%	Sewerjack: Padded armor, dagger (poison III)
5%	Acolyte: Chainmail, buckler, footman's mace
5%	Rotter: Thick robes; Touch carries mummy rot

Ratling Player Characters

Ratlings can Ratling and Common plus bonus languages for high intelligence. They adjust their starting ability scores as follows: Dex +1, Cha -1. Ratlings can climb at a speed of 20' and only fail climb walls checks 5% of the time. Ratling thieves can multi-class as clerics, fighters or magic-users.

Raven (Giant Raven)

	Raven	Giant Raven
	Tiny Animal	Large Monster
HD:	½ (1 hp)	3
AC:	12	15
Attacks:	Talons (1)	2 talons (1d3)
Move:	5' (Fly 90')	10' (Fly 40')
Save:	17	15
Int:	Animal	Low
AL:	Neutral (N)	Chaotic (NE)
NA:	3d6	1d6
XP/CL:	50/1	300/4

These glossy black birds are 2' long and have wingspans of 4'. The giant variety has an 8' wingspan and a much more sinister mind.

Ravid

Type: Outsider
Size: Medium
Hit Dice: 3
Armor Class: 22
Attack: Tail (1d6 + positive energy), claw (1d4 + positive energy)
Movement: 20' (Fly 60')
Save: 15
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 300/4



SD—Immunity (electricity)

Ravids are bizarre entities coursing with positive energy. They that make their way to the Material Plane wander about aimlessly, followed by the objects to which they have given life. They look like bluish-white serpents with

glistening scales and bearded dragon heads. They have a single clawed leg sprouting just behind their heads. A ravid is 7' long and weighs 75 pounds.

A living creature hit by a ravid's attacks feel an unpleasant tingle. Undead foes (including incorporeal ones) suffer 2d10 points of damage. Once per round, a random object within 20 feet of a ravid animates. These objects defend the ravid to the best of their ability.

Razor Boar

Type: Monster
Size: Large
Hit Dice: 15 [Regenerate]
Armor Class: 23
Attack: 2 stomps (1d4), tusks (1d8)
Movement: 50'
Save: 9; MR 65%
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 4,500/17

This enormous boar has a black-bristled hide marked by hundreds of old scars. Its eyes are wild and bloodshot, and its tusks are more than three feet long, gleaming like polished ivory and sharper than most swords.

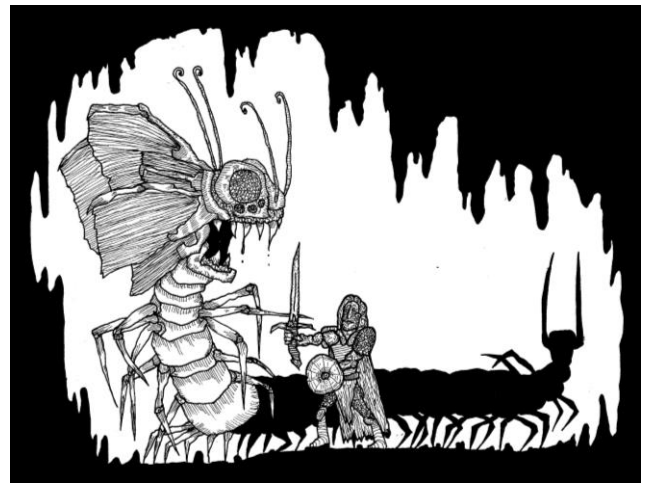
On a successful attack roll of natural '20' against an opponent, the razor boar's tusk slash severs the opponents head (if it has one) from its body.

Remorhaz

Type: Monster
Size: Huge
Hit Dice: 10
Armor Class: 15
Attack: Bite (6d6 + swallow)
Movement: 30' (Burrow 20')
Save: 12; MR 75%
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (fire)

A remorhaz looks like a whitish-blue centipede with a head like an insectoid lion. It pulses with a reddish glow from the heat its body produces. The creature is 20' long, with a body 5' wide. It weighs 10,000 lb.



An enraged remorhaz generates heat so intense that anything touching its body takes 5d6 points of fire damage. This heat can melt or char weapons; any weapon that strikes a remorhaz must pass an item saving throw or melt.

Retriever

Type: Construct
Size: Large
Hit Dice: 10 [Regenerate]
Armor Class: 20
Attack: 4 claws (3d6), bite (1d8), eye ray*
Movement: 50' (Climb 20')
Save: 12
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (electricity, poison)

Retrievers look like mechanical spiders. Their eight eyes are made of faceted crystal and can shoot magic rays. A retriever has a body the size of an ox, with legs spanning more than 14'. It weighs about 6,500 lb.

Retrievers were created by the demon princes as a means of recovering lost or desired objects, runaways and enemies. Retrievers can find their targets unerringly, even if they move from plane to plane. When ordered to find an item or a creature, a retriever does so unerringly, as though guided by magic.

A retriever's eyes can produce four different magical rays with a range of 100'. Each round, it can fire one magic ray. A particular ray is usable only once per hour. The four eye rays are:

Fire Ray: Deals 12d6 points of fire damage to the target (saving throw for half damage).

Freeze Ray: Deals 12d6 points of cold damage to the target (saving throw for half damage).

Electricity Ray: Deals 12d6 points of electricity damage to the target (saving throw for half damage).

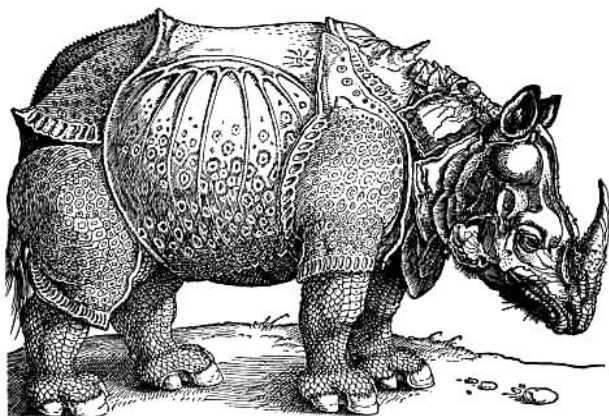
Petrification Ray: The target must succeed on a saving throw or turn to stone permanently.

Rhinoceros (Indricothere)

	Rhinoceros	Indricothere
	Large Animal	Huge Animal
HD:	8	14
AC:	16	15
Attacks:	Horn (2d8)	2 kicks (4d6)
Move:	30'	30'
Save:	13	10
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d12	1d4
XP/CL:	400/8	1,400/15

The rhinoceros is infamous for its bad temper and willingness to charge intruders. The statistics presented here are based on the African black rhino, which is 6' to 14' long, 3' to 6' tall at the shoulder and weighs 6,000 lb.

The indricothere was a prehistoric member of the family. It stood 18' tall and weighed 15 tons. Indricotheres did not have horns on their noses, and would have fought by stomping their enemies into the dust.



Roc

Type: Animal
Size: Huge
Hit Dice: 12
Armor Class: 18
Attack: 2 talons (1d8), bite (2d10)
Movement: 20' (Fly 160')
Save: 11
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 1,200/13

Rocs are enormous birds. A roc's plumage is either dark brown or golden from head to tail. They are 30' long, with 80' wingspans. A roc weighs 8,000 lbs.

Rock Baboon

Type: Monster
Size: Medium
Hit Dice: 2
Armor Class: 14
Attack: Bite (1d3), club (1d4)
Movement: 40'
Save: 16
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 100/2

Rock baboons are large, aggressive, intelligent baboons with a cruel streak. They measure 4' to 5' tall and weigh 200 to 250 lb. Rock baboons are omnivorous, but prefer meat. They prefer to attack from ambushes.

Roper

Type: Aberration
Size: Large
Hit Dice: 10
Armor Class: 20
Attack: 6 strands
(50'/drag + 2d8 Str),
bite (3d6)
Movement: 10'
Save: 12; MR 80%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d3
XP/CL: 3,000/12



SA—Surprise (1-3 on 1d6 in stony, rocky areas)

SD—Immunity (electricity), vulnerable to fire

A roper stands 9' tall and tapers from 3 or 4' in diameter at the base to 1' across at the top. It weighs 2,200 lb. A roper's coloration and temperature change to match the features of the surrounding cave. Ropers speak their own tongue, which is mostly a collection of growls and trills.

A roper hunts by standing very still and imitating a stalactite. When prey comes within reach, it lashes out with its strands. If a roper hits with a strand it latches onto the opponent's body. This deals no damage but drags the stuck opponent 10' closer each subsequent round unless that creature breaks free with a grapple attack. A strand has 10 hit points and can be attacked by making a successful sunder attack. Severing a strand deals no damage to a roper.

A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a saving throw or take 2d8 points of strength damage. A creature hit by a strand is dragged to the roper's mouth. A roper bites these victims with a +2 bonus to hit.

Rot Grub

Type: Vermin

Size: Tiny

Hit Dice: ½ (1 hp)

Armor Class: 10

Attack: Burrow (see below)

Movement: 1'

Save: 17

Intelligence: Non-

Alignment: Neutral (N)

No. Appearing: 4d6

XP/CL: 50/1

Rot grubs are found anywhere flesh is left to rot. They are horrid things about an inch long. Any flesh touching them is at great risk, for they bite in and burrow deeply. For a period of 1d3 rounds, rot grubs can be killed by burning (1d4 points of damage is inflicted on the victim per rot grub). Casting *cure disease* kills all the rot grubs in a person's body. After the 1d3 rounds elapse, the grubs have burrowed too deeply to be affected by spells or fire and the victim dies within one more round.

Rust Monster

Type: Monster

Size: Medium

Hit Dice: 5

Armor Class: 18

Attack: 2 antennae (rust)
or bite (1d3)

Movement: 40'

Save: 14

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1d2

XP/CL: 500/6



Rust monsters are creatures that resemble rust red beetles with antennae reminiscent of those of a moth. The typical rust monster measures 5' long and 3' high and weighs 200 pounds.

A rust monster can scent a metal object 90' away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature targets the largest metal object available. It prefers ferrous metals over precious metals but devours any metal if given the opportunity.

A rust monster that touches metal with its antennae causes the metal to corrode rapidly, becoming useless. The antennae can destroy 10 cubic feet of metal.

Magic armor and weapons, and other magic items made of metal, must succeed on an item save or be dissolved. A metal weapon that deals damage to a rust monster corrodes immediately. Wood, stone and other non-metal weapons are unaffected.



sahuagin salamanders sandman
satyr scorpion, giant scorpion man
sea lion sea serpent sea horse, giant
shadow shadow mastiff shambling
mound shamshir shape of fire shark
shedu shedu, greater shocker lizard
shrew, giant shrieker sidhe siren
sirrush skeleton skeleton warrior
skum skunk, giant slithering tracker
slug, giant smilodar snake spectre
sphinxes spider, giant spider eater
sprite squid squird stalker stirge
stunjelly swarms sylph

Sahuagin

Type: Monster

Size: Medium

Hit Dice: 2

Armor Class: 16

Attack: Talon (1d4) or by weapon

Movement: 40' (Swim 70')

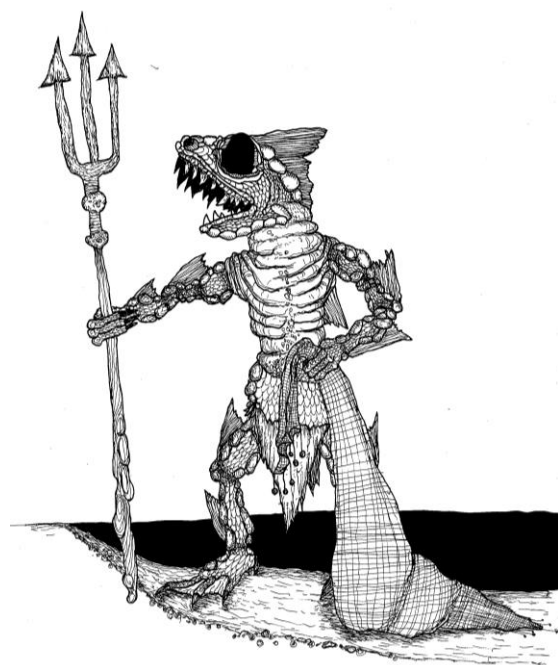
Save: 16; 18 vs. sonic attacks

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d20*

XP/CL: 200/3



Sahuagins are aquatic humanoids with thick scales and large, toothy mouths. Most have green skin, darker along the back and lighter on the belly, with dark stripes, bands, or spots. An adult male sahuagin stands 6' tall and weighs 200 lb.

Sahuagins are the natural enemy of aquatic elves. Wars between them are prolonged and bloody, and sometimes interfere with shipping and maritime trade. Sahuagins have an only slightly less vehement hatred for tritons.

Sahuagins speak their own language. Most also speak Common and Aquatic Elven. They also communicate telepathically with sharks up to 150' away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy."

Once per day, a sahuagin that takes damage in combat can fly into a murderous frenzy in the following round, clawing and biting madly until either it or its opponent is dead and gaining an additional bite attack each round. A sahuagin cannot end its frenzy voluntarily.

A sahuagin fully immersed in fresh water must succeed on a saving throw or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Abrupt exposure to bright light blinds sahuagins for one round. On subsequent rounds, they are dazzled while operating in bright light.

Sahuagin can survive out of the water for 6 hours.

Sahuagin organize themselves into tribes of 10-100 warriors plus additional non-combatants equal to 400% of the warriors. For every 40 warriors there is a sub-commander with 3 HD, for every 200 sahuagin in the tribe there is a four-armed mutant, and for every 100 sahuagin in the tribe there is a malenti (see below). Tribes have a 3rd to 6th level commander of the warriors, and are led by a priest-queen (a 4th to 7th level cleric) and her attendants, 2d6 adepts of 1st to 3rd level. Tribes keep 6d6 medium sharks as guard animals and pets, and consider them holy animals. A sahuagin army is armed and armored as follows:

35%	Heavy crossbow, dagger
35%	Trident, net, dagger
20%	Spear and dagger
10%	Crab armor (+ AC), lance, dagger, lg. shark mount

There is a 5% chance that a tribe is actually a town of up to 1,000 sahuagin, or a city of up to 10,000.

Sahuagin Mutants and Malenti

About one in two hundred sahuagin is a mutant with four arms. Such creatures can make four claw or weapon attacks each round in addition to biting.

If a community of aquatic elves is located within 100 miles of a sahuagin community, 1% are born looking like aquatic elves. These “malenti” have a swim speed of 40 feet per round, can remain out of water for 12 hours and are sensitive to freshwater and light. They have the same stats as sahuagin, without the natural attacks.

Salamander

	Lesser	Greater	Noble
	Medium	Medium	Large
	Outsider	Outsider	Outsider
HD:	2	7	12
AC:	12	17 [+1]	20 [+2]
Attacks:	Spear (1d8 + 1d4 fire)	Spear (1d8 + 1d6 fire), tail (2d6 + 1d6 fire + constrict)	Pike (1d10 + 1d6 fire), tail (2d8 + 1d6 fire + constrict)
Move:	30'	30'	40'
Save:	16	13	11
Int:	Average	High	High
AL:	Chaotic (CE)	Chaotic (CE)	Chaotic (CE)
NA:	3d6	1d6	1
XP/CL:	200/3	2,100/9	3,600/14

SD—Immunity (fire, sleep, hold and charm), vulnerable (cold)

Salamanders are reptilian creatures with red scales, devilishly handsome faces and serpentine bodies. Salamanders speak Fire Elemental and Common. Most folk of the Plane of Elemental Fire consider them braggarts and strutting dandies, with a bloated sense of self-confidence. The efreet find them to be insufferable, and the azer despise them.

Noble salamanders are not vulnerable to cold and they have magic resistance 15%. They can cast the following spells: *Burning hands* ••, *dispel magic* •, *fireball* •••, *flaming sphere* •••, *summon monster VII* •, *wall fire* •••

Sandman

Type: Elemental (Earth)
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: Slam (1d6 + sleep)
Movement: 20' (Burrow 20')
Save: 15
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d6
XP/CL: 400/5



SD—Resistance (all weapons)

Sandmen are vaguely humanoid creatures composed of sand. They can assume the form of a pile of sand, blending in perfectly with barren surroundings or ancient tombs. In this form, treat the sandman as if it were a small earth elemental. The sandman retains its sleep aura and weapon resistance ability when in sand form, but loses its sleep attack.

A sandman radiates a 20' radius aura that puts creatures to sleep. Any creature in the area must succeed on a saving throw or fall asleep. A creature that saves is immune to that sandman's sleep aura for 24 hrs.

A creature struck by a sandman's slam attack must succeed on a saving throw or immediately fall asleep.

Satyr

Type: Fey
Size: Medium
Hit Dice: 5
Armor Class: 15
Attack: Butt (1d6) and by weapon
Movement: 40'
Save: 14
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d8
XP/CL: 500/6



SD—Surprised (1 on 1d6)

Satyrs look like bearded elfen males with goat horns and legs. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf. Satyrs speak Sylvan and Common.

Satyrs can play a variety of magical tunes on their pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within 60' (except other satyrs) must succeed on a saving throw or be affected by *charm person*, *sleep*, or *fear* (satyr's choice). In the hands of other beings, these pipes have no special powers.

Satyr Player Characters

Satyrs speak Common and Sylvan plus bonus languages for high intelligence. They modify their starting ability scores as follows: Dex +1, Cha +1, Int -1 and Wis -1. They have the abilities described above, including a head butt attack in place of a weapon attack, though they never start the game with magic pipes. They divide earned experience points by two.

Scorpion, Giant

Type: Vermin
Size: Large
Hit Dice: 5
Armor Class: 16
Attack: 2 claws (1d6 + constrict), sting (1d6 + Poison III)
Movement: 50'
Save: 14
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 500/6



Giant scorpions are likely to attack any creature that approaches and they charge into combat when they can.

Scorpion Man (Aqrabuamelu)

Type: Monster
Size: Large
Hit Dice: 12
Armor Class: 16
Attack: Lance (2d6), sting (1d8), 2 claws (1d6)
Movement: 40'
Save: 11; MR 55%
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 2d6 + 4d6 giant scorpions
XP/CL: 3,600/14

SD—Resistance (fire)

SP—Mirror image ••, spectral force •



From the waist up, a scorpion man is a four-armed humanoid covered with black armor. From the waist down it is an enormous scorpion. One pair of arms ends in vicious claws, while the other pair ends in humanoid hands. A scorpion man has waxy, gray skin, and its eyes are entirely black. They speak their own language.

Sea Lion

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 15
Attack: 2 claws (1d6 + rend), bite (2d6)
Movement: 10' (Swim 40')
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 2d6
XP/CL: 600/7



Sea lions look like lions with the rear bodies of fish. A sea lion is 12' long and weighs 800 pounds. A sea lion can hold its breath for up to 15 minutes.

Sea Serpent

Type: Monster
Size: Huge
Hit Dice: 9
Armor Class: 15
Attack: Bite (2d8 + swallow) or tail (2d8)
Movement: 10' (Swim 60')
Save: 12
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 900/10

A sea serpent has a snakelike body from 30' to 200' long. Other features may vary with the individual creature; some sea serpents have slender fins like those of an eel, while others have completely smooth bodies.

Part of the reason that so few sea serpents have ever been spotted is that they can make their forms indistinct and thereby blend into the lapping waves. A sea serpent can blur its outline for a number of rounds equal to its Hit Dice. This distortion grants the sea serpent one-half concealment (+4 to AC). A *detect invisibility* spell does not counteract this effect, but a *true seeing* spell does.

Sea Horse, Giant

Type: Animal
Size: Large
Hit Dice: 4
Armor Class: 12
Attack: Bite (1d6)
Movement: 5' (Swim 60')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 400/5

Giant sea horses can be tamed and ridden as mounts underwater.



Shadow

	Shadow	Greater Shadow
	Medium Undead (Incorporeal)	Medium Undead (Incorporeal)
HD:	2+1	9+1
AC:	13 [+1]	14 [+1]
Attacks:	Strike (1 Str)	Strike (1d4 Str)
Move:	Fly 30'	Fly 40'
Save:	16	12
Int:	Low	Average
AL:	Chaotic (CE)	Chaotic (CE)
NA:	2d10	1d6
XP/CL:	600/4	2,700/11

Shadows are incorporeal spirits. They are hard to see in dark areas, but stand out in well-lit places. Shadows cannot speak intelligibly. A shadow's strength damage lasts for 1 hour. A creature reduced to 0 strength by a shadow dies and rises as a shadow under its killer's control in 1d4 rounds.

Shadow Mastiff

Type: Outsider
Size: Medium
Hit Dice: 4
Armor Class: 14
Attack: Bite (1d8)
Movement: 50'
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 3d6
XP/CL: 400/5



This creature has the body of a large dog, with a black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2' high at the shoulder and weighs 200 lbs. Shadow mastiffs cannot speak, but they understand Common.

When a shadow mastiff howls or barks, all creatures, except Chaotic outsiders, within 300' must succeed on a saving throw or become frightened for 2d4 rounds.

In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment.

Shambling Mound

Type: Plant
Size: Large
Hit Dice: 8
Armor Class: 19
Attack: 2 slams (2d8 + constrict)
Movement: 20' (Swim 20')
Save: 13
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 800/9



SD—Immunity (electricity), resistance (fire)

Shambling mounds appear to be heaps of rotting vegetation, but are actually intelligent, carnivorous plants. A shambler is 6' tall, 8' wide and weighs 2 tons.

Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1 additional hit point per Hit Dice. It loses these points at the rate of 1 per hour.

Shamshir

Type: Monster
Size: Medium
Hit Dice: 3
Armor Class: 15
Attack: 4 weapons or bite
(1d3 + Poison III)
Movement: 40' (Climb 30')
Save: 15
Intelligence: Average
Alignment: Neutral (LN)
No. Appearing: 1d8
XP/CL: 300/4



The shamshir are a strange humanoid snake people with pale scales speckled with blue and gray and long hair that ranges from gray to blue to green, humanoid faces with poison sacs on their necks.

Shamshir can replace one weapon attack each round with a poisonous bite. Because they are so quick, they rarely wear armor. They arm themselves with composite longbows and scimitars. Those who use bucklers lose an attack but gain the normal bonus to their AC.

Shamshir tribes are ruled by princes called shatyas. Shatyas have 1d4+4 levels of monk, fighter or duelist. Shatyas are advised by druids of level 1d4.

Shape of Fire

Type: Undead (Incorporeal)
Size: Large
Hit Dice: 10
Armor Class: 20 [+1]
Attack: Strike (2d6 + blazing fire)
Movement: Fly 60'
Save: 8; MR 75%
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 5,000/13

SD—Immunity (fire)

SP—Fire storm •••, incendiary cloud •••

A shape of fire is the undead remains of a powerful spell caster that was burned at the stake. They look like fire that has taken a vaguely humanoid shape. A 10' radius heat aura surrounds a shape of fire. All fire creatures in the area (including the shape of fire) are treated as if having the regenerate ability. Creatures subject to fire damage suffer 2d6 points of fire damage each round they remain within the heat aura.

Living creatures that take damage from a shape of fire's attack ignite; white-hot, lambent flames cascade over their bodies, and they must succeed at a saving throw or permanently lose 1d4 hit points. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 1d6 more hit points each round. If the opponent is slain in this way, only blackened ash remains of the victim. Drained hit points never heal naturally and cannot be magically restored; they are gone for good.

Shark

	Medium Shark	Large Shark
	Medium Animal	Large Animal
HD:	3	7
AC:	15	15
Attacks:	Bite (1d6)	Bite (1d8)
Move:	Swim 60'	Swim 60'
Save:	15	13
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d10	1d8
XP/CL:	300/4	700/8
	Huge Shark	Megalodon
	Huge Animal	Huge Animal
HD:	10	18
AC:	15	17
Attacks:	Bite (2d6)	Bite (3d6 + swallow)
Move:	Swim 60'	Swim 60'
Save:	12	8
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d6	1d4
XP/CL:	1,000/11	1,800/19

Sharks are fearsome predators. The smell of blood sends them into frenzy, making them immune to fear.

Medium sharks include leopard sharks, mako sharks and reef sharks. Large sharks include lemon sharks, bull

sharks, blue sharks and tiger sharks. Huge sharks include the great hammerhead shark and great white shark.

Megalodons are prehistoric sharks that measure more than 25' in length and weigh 10 tons.

Shedu

Type: Monster
Size: Large
Hit Dice: 9
Armor Class: 16
Attack: 2 kicks (2d6)
Movement: 30' (Fly 60')
Save: 12; MR 25%
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 1d8
XP/CL: 2,700/11

SA—*Magic use (cleric spells, up to 3rd level), telepathy 100'*

SP—*Astral projection (self), confusion •, ego whip •, ethereal jaunt (self), intellect fortress •, mental barrier •, mind blank •, mind thrust •, psionic blast •, psychic crush •, thought shield •, tower of iron will •*

Shedu roam the Material Plane seeking out evil and destroying it. They aid good creatures in need and never knowingly associate with evil ones. Shedus have the body of a chestnut-colored horse, brown-feathered wings, and the head and face of a bearded man. A shedu is 8' long and weighs 500 lb. Shedus speak Celestial and Common.



Shedu, Greater

Type: Monster
Size: Large
Hit Dice: 14
Armor Class: 18 [+1]
Attack: 2 kicks (3d6)
Movement: 40' (Fly 80')
Save: 10; MR 45%
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 1d2
XP/CL: 7,000/17

SA—*Magic use (cleric spells, up to 5th level)*

SP—*Astral projection (self), confusion •, ego whip •, ethereal jaunt, intellect fortress •, mental barrier •, mind blank •, mind thrust •, psionic blast •, psychic crush •, thought shield •, tower of iron will •*

Greater shedus are 10' long and weigh 700 pounds. They are otherwise like the shedu.

Shocker Lizard

Type: Monster
Size: Small
Hit Dice: 2
Armor Class: 16
Attack: Bite (1d4)
Movement: 40' (Climb 20', Swim 20')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 200/3

SD—*Immunity (electricity)*

A shocker lizard looks like a monitor lizard with a blue hide, turning into a pale gray on its underbelly. A shocker lizard is 1' tall at the shoulder and weighs 25 lb.

Once per round, a shocker lizard can deliver a shock to a single opponent within 5'. This attack deals 2d8 points of electricity damage. Whenever two or more shocker lizards are within 20' of each other, they can work together to create a more powerful shock. This effect has a 20' radius centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each contributing lizard, to a maximum of 12d8.

Shocker lizards detect electricity within 100 feet.

Expedition into the Mysterious

A challenge for 5th level characters

The dungeon described below is one of many that might be found during the course of a game, entered through some mysterious cave or unsuspectingly turning up beneath the floor boards of an old inn. This particular dungeon is heavier on traps than most, so be sure to bring a thief. The floors, ceilings and walls are composed of grey stone and are very damp and chilly, while the natural caverns are composed of multicolored limestone.

1. Five dead adventures, their bodies picked over, are slumped over in these alcoves. Two magic mouths in the first two alcoves announce when characters enter "The Mysteries of this Place are not to be Explored! TURN BACK! ONLY DEATH AWAITS!"

2. This was a mess hall, and the mess is still on the table - crockery, goblets, empty bottles. The table is a hungry **mimic** (35 hp).

3. The chambers of the wizard Zaxon, now deceased. Contains a statue of the magic-user. Book shelves contain many leather-bound tomes with 1d8 random 3rd level spells, one trapped with a sepia snake sigil. A **phase spider** (24 hp) lives in the corner and hides 1,000 gp, a medium ruby and a treasure map on the Ethereal Plane.

4. The dungeon's old kitchen, in a terrible mess. Five **ghouls** rummage for food (8 hp each).

5. One pool is filled with acid covered with illusion of wine, another with green slime covered with illusion of pure water and the last is a large **water elemental** (42 hp) with a silver key (Room 11) and a chest of 6,500 gp.

6. Spartan chamber of the warrior Lojak, now deceased. A rack holds many weapons, including a +1 **halberd**. The curtain is valuable (200 gp). The fighting area is a **spiked pit trap** (5d6 + Poison III).

7. The pillar in this room is covered with mystic runes. If read they activate two mirrors in the alcoves, permitting four **xills** (20 hp each) to walk through and drag people back to their own weird dimension. They wield 16 silver short swords.

8. This supply room has all sorts of non-edible items (anything worth less than 5 gp on the equipment list). A **portcullis trap** slams down two minutes after the door is closed.

9. This temple to dark gods has white alabaster walls, three silver fonts (50 gp each) on the wall and purple velvet carpets (500 gp) on the daises. The north door teleports people into Room 13 unless one knocks 3 times. The temple hosts 10 **berserkers** (5 hp) and a **high priestess** (see 12).

10. These barracks may contain 10 **berserkers** and their personal belongings (clothes, etc.) The place has extra shields, spears, etc.

11. The former throne room of Zaxon and Lojak, the twin terrors who built this complex. The curtains are silk (450 gp each) and the

floor is a **trapper** (33 hp). If silver keys are turned in the base of each throne (see Rooms 5 and 14). They slide out of the way, revealing 6,000 sp, 2,000 gp and two velvet capes (150 gp each).

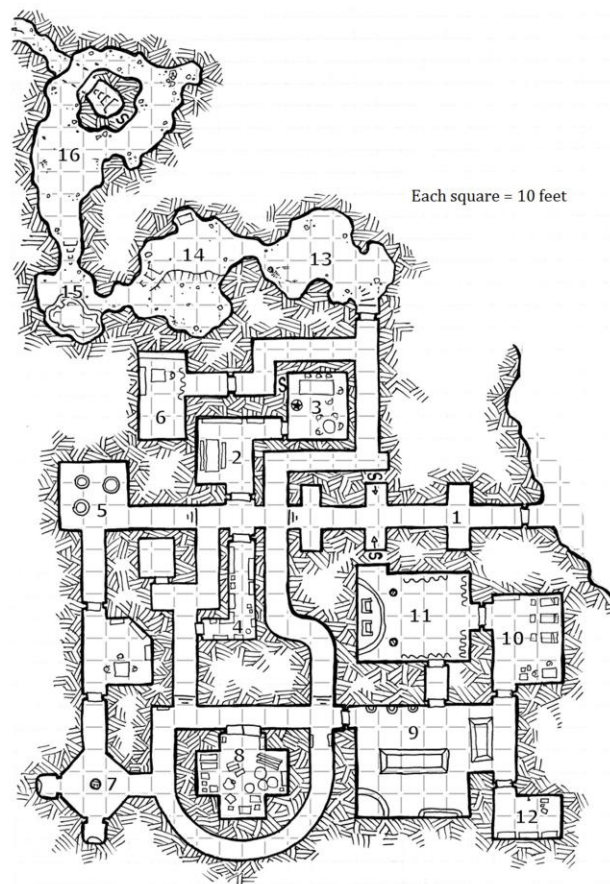
12. The high priestess **Elisandra** (7th level anti-cleric, 25 hp) dwells here. Her treasure (8,000 cp, 5,000 sp, 1,800 gp and a *wand of divination* (4 charges) is in a chest that, when opened without kissing the latch, summons three **shadow mastiffs** (15 hp each).

13. The walls of this cavern are covered with **irradiated slime** (affect is as mummy rot if one is in room for more than 1 hour). If ingested, acts as the *mutagen capsules* in the Rulebook.

14. The upper portion of this room is home to three **shriekers** (7 hp each). The lower portion is a 6 hit dice **gray ooze** (18 hp) which hides a silver key (see Room 11).

15. The pool in this room is pure and safe to drink, but three **violet fungi** (8 hp each) grow on the banks of the pool. On the bottom is a sack containing 820 gp and a medium tourmaline (100 gp).

16. This cave holds the den of the **red wyrm** Arvamogg (60 hp, +3 damage), who killed the twins and conquered the dungeon. Ten **kobolds** (2 hp each) attend him, each armed with a spear and poisoned dart (Poison I). The dragon's horde consists of 13,000 sp, 20,000 gp, 4 small bloostones, 1 medium jasper, 1 large garnet and a small diamond, a platinum spider-web necklace (1,000 gp), *leather armor +1*, a *phylactery of faithfulness*, a *scroll of protection from metal* and a *wand of detect magic* (3 charges).



Shrew, Giant

Type: Animal
Size: Medium
Hit Dice: 1
Armor Class: 16
Attack: 2 bites (1d6)
Movement: 60'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 50/1 or 500/4 if venomous

Giant shrews resemble giant rats, but are up to 6' long and darker in color. They have a very fast metabolic rate and must eat almost constantly. Giant shrews are omnivorous and aggressively defend their nests and the territory around them. They move so swiftly that they bite twice per round. A few giant shrews (no more than 5%) have a venomous bite (Poison IV).



Shrieker

Type: Plant
Size: Medium
Hit Dice: 2
Armor Class: 12
Attack: None
Movement: 0'
Save: 16
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 2d4
XP/CL: 100/2

A shrieker is a stationary fungus that emits a loud noise when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi to whose poison they are immune. They come in many shades of

purple. Movement or a light source within 10' of a shrieker causes it to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it (i.e. wandering monsters). Creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

Sidhe

Type: Fey
Size: Medium
Hit Dice: 10 [Regenerate]
Armor Class: 20 [+1]
Attack: 2 silver swords (1d8+3)
Movement: 40'
Save: 12; MR 50%
Intelligence: Super
Alignment: Any
No. Appearing: 1
XP/CL: 3,000/12

SD—Immunity (poison, disease)

SP—Change self, dispel magic, displacement, ESP, freedom, heal •, invisibility II, knock, speak with plants, spell turning, teleport w/o error, true seeing, water breathing

The sidhe are the progenitors of the fey. They appear as tall, beautiful elves with brilliant eyes and shimmering hair. Sidhe speak Elf, Celestial, Common, Draconic, Dwarf, Giant and Sylvan.

A sidhe can manifest two silver weapons from their life essence and attack with both each round. If a sidhe's weapon is sundered, the sidhe loses one Hit Dice.

All creatures within 30' who meet the gaze of a sidhe are charmed (per *charm monster*).



Siren

Type: Fey
Size: Medium
Hit Dice: 4
Armor Class: 13
Attack: 2 claws (1d4 + Poison I)
Movement: 30' (Swim 30')
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 400/5

Sirens are dangerous fey who appear as beautiful female humanoids. They dwell in sea caves and prey on sailors. Sirens are known for their songs, which force those who hear them to pass a saving throw or be charmed (per *charm person*). Females gain a +5 bonus to this saving throw. A siren's claws carry a poison that causes sleep. Once a victim is asleep, the siren tears them to shreds and devours their heart.

Sirens can assume the form of a mermaid, increasing their swim speed to 50' per round, or they can take the form of a harpy, gaining a fly speed of 40' per round.

Sirrush

Type: Dragon
Size: Large
Hit Dice: 10 [Regenerate]
Armor Class: 25 [+1]
Attack: 4 claws (1d8), bite (2d8)
Movement: 50'
Save: 12; MR 35%
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 3,000/12

SD—Blindsight 300', resistance (acid, cold, electricity, fire, sonic)

The sirrush has a reddish dragon body, the hind legs of an eagle, the forelegs of a lion, a long neck, a horn on its nose and a snake's tongue. They are splendid-looking creatures who revel in their own magnificence. Sirush speak Sylvan and Draconic.

Every 1d4 rounds, a sirrush can let loose a 60' cone of sonic energy that stuns for 1d4 rounds.

The king of the sirrush is called Bashmu, and he is a formidable power of Neutrality in the cosmos, much as Tiamat and Bahamut represent Chaos and Law.

Skeleton

Type: Undead
Size: Medium
Hit Dice: 1
Armor Class: 13
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 3d10
XP/CL: 100/2



SD—Immunity (illusions, mind effects), resistance (slashing and piercing weapons)

Skeletons are the animated bones of animals, humanoids or giants. Skeletons can follow simple commands, but they are incapable of original thought.

Skeleton Warrior

Type: Undead
Size: Medium
Hit Dice: 9
Armor Class: 18
Attack: +1 longsword
(1d8+1)
Movement: 30'
Save: 12; MR 85%
Intelligence: High
Alignment: Chaotic (NE)
No. Appearing: 1
XP/CL: 2,700/11



SD—Immunity (turn undead), resistance (slashing and piercing weapons)

The skeleton warrior is a lich-like undead that was a warlord in life. Legend says that they were forced into their undead state by a demon prince who trapped each of their souls in a golden circlet. A skeleton warrior's only purpose is to regain the circlet containing its soul.

Skeleton warriors are shrouded in an aura of fear (30' radius). Creatures with less than 5 HD must save or be frightened. A skeleton warrior can track and find the possessor of its circlet unerringly.

Skum

Type: Monster
Size: Medium
Hit Dice: 2
Armor Class: 13
Attack: 2 claws (1d6 + rend), bite (2d6)
Movement: 20' (Swim 40')
Save: 16
Intelligence: Low
Alignment: Chaotic (LE)
No. Appearing: 2d6
XP/CL: 200/3

Skum are slimy, brutish humanoids that often serve aboleths (q.v.). A skum is about the same height and weight as a human. Skum speak their own language. They are aquatic, but can survive indefinitely on land.

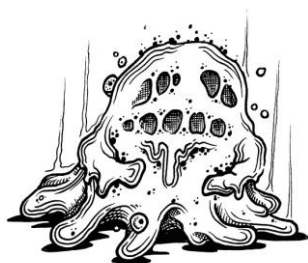
Skunk, Giant

Type: Animal
Size: Medium
Hit Dice: 5
Armor Class: 14
Attack: Bite (1d6)
Movement: 20'
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 500/6

A giant skunk is 5' long including their 2' long tail. If it is not left alone, a giant skunk rises onto its forelegs and sprays its musk in a 10' cone. Creatures struck must pass a saving throw or be sickened.

Slithering Tracker

Type: Ooze
Size: Small
Hit Dice: 5
Armor Class: 15
Attack: Strike (paralysis + engulf)
Movement: 30' (Climb 30')
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 500/6



SA—Surprise (1-3 on 1d6)

SD—Resistance (weapons)

The slithering tracker looks like a transparent proto-plasm with more personality than the average ooze. Unfortunately, it survives by devouring living creatures, including adventurers. A typical slithering tracker is 3' tall and wide, though it can take any form.

A slithering tracker secretes an anesthetizing slime. A target hit by its slam attack must succeed on a saving throw or be paralyzed for 1d4 hours. An opponent attacking a slithering tracker unarmed or with natural weapons is subjected to its paralyzing attack each time one of its attacks hit. A slithering tracker can engulf a paralyzed foe up to medium size. For each 5 minutes that an opponent is engulfed, they suffer 1 point of damage to constitution.



Slug, Giant

Type: Vermin
Size: Huge
Hit Dice: 9
Armor Class: 12
Attack: Bite (1d12) or spit (60'/4d6 acid)
Movement: 20' (Burrow 10')
Save: 12
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 900/10

SD—Immunity (bludgeoning weapons)

Giant slugs are found in moist or wet environments. A typical giant slug is 20' long but can grow to twice that length. Twice per day, a giant slug can spit a line of acid at an opponent within 60'. A giant slug is highly susceptible to salt and takes 1d6 points of damage per pound of salt it contacts.

Smilodar

Type: Humanoid
Size: Medium
Hit Dice: 2+1
Armor Class: 12
Attack: Bite (1d4) and by weapons
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 5d6*
XP/CL: 200/3

The smilodar are smilodon-headed humanoids with tawny fur. They dwell on steppes and have a deep hatred for gnolls, attacking them on sight. Smilodars stand 7' tall. They speak their own language and that of lions.

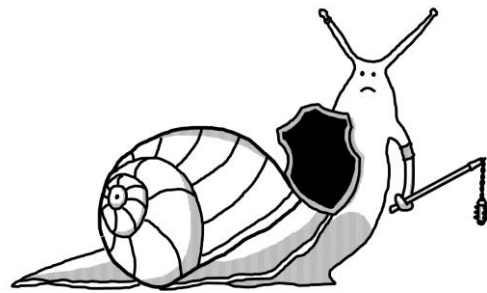
In combat, smilodars can leap up to 15' from their smilodon mounts to attack (treat this as a charge). Smilodars can attack with spear and clawed gauntlet each round with no penalty to hit.

Smilodars live in prides of 1d4 x 20 warriors plus additional non-combatants equal to 50% of the warriors, plus 1d10+10 smilodons. For every 20 warriors, there is an additional female huntress with 3 HD. Prides are led by 1d2 alpha males with 5 HD. Alpha males are always mounted on smilodons. Smilodar warriors traditionally wield spears and throwing axes.

Snail Man

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 16
Attack: By weapon
Movement: 20'
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 200/4

Snail people dwell underground and underwater. They are slow and deliberate in thought and action, but once committed never falter. They are capable smiths.



Snake, Constrictor

	Normal	Giant
	Medium Animal	Huge Animal
HD:	3	11
AC:	15	15
Attacks:	Bite (1d4 + constrict)	Bite (2d6 + constrict)
Move:	20' (Cl 20', Sw 20')	20' (Cl 20', Sw 20')
Save:	15	11
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	300/4	1,100/12

Constrictor snakes are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict. Constrictor snakes hunt by grabbing prey with their mouths and then wrapping their body around it and squeezing, crushing and suffocating the prey.

Snake, Venomous

	Normal	Giant
	Small Animal	Large Animal
HD:	1	6
AC:	17	15
Attacks:	Bite (1 + Poison IV)	Bite (1d6+ Poison IV)
Move:	20' (Cl 20', Sw 20')	20' (Cl 20', Sw 20')
Save:	16	14
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	500/3	3,000/9

These creatures vary in size. Most are not particularly aggressive, but lash out with a bite before retreating. Vipers surprise opponents on a roll of 1 to 5 on 1d6. Giant vipers are more aggressive than their smaller kin.

Spectre

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 7
Armor Class: 18 [Silver]
Attack: Strike (1d8 + 2 levels energy drain)
Movement: 40' (Fly 70')
Save: 13
Intelligence: High
Alignment: Chaotic (LE)
No. Appearing: 1d8
XP/CL: 2,100/9

SD—Powerless in sunlight

A spectre is an undead spirit that looks much as it did in life. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized. Living creatures hit by a spectre's attack lose two levels. Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. Newly risen spectres do not retain the abilities they had in life.

Spectres are powerless in natural sunlight and flee from it. A spectre caught in sunlight cannot attack.

Sphinx

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass. A typical sphinx is 10' long and weighs 800 pounds. Sphinxes speak their own language.

Androsphinx

Type: Monster
Size: Large
Hit Dice: 12
Armor Class: 21
Attack: 2 claws (2d6 + rend)
Movement: 40' (Fly 70')
Save: 11
Intelligence: High
Alignment: Lawful (LG)
No. Appearing: 1
XP/CL: 1,200/13



Androsphinxes have the heads of handsome human males, sometimes with slightly leonine features. They are

always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

Three times per day an androsphinx can let loose a mighty roar. The first time it does this all creatures within 500' must succeed on a saving throw or flee the area as quickly as possible.

If the sphinx roars a second time during the same encounter, all creatures within 250' must succeed on a saving throw or be paralyzed for 1d4 rounds, and all those within 90' are deafened for 1 minute (no save).

If it roars a third time during the same encounter, all those within 250' must succeed on a saving throw or take 2d4 points of strength damage for 2d4 rounds. In addition, any medium or smaller creature within 90' must succeed on a saving throw or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it all stone and crystalline objects within 90' must save or be cracked. Other androsphinxes are immune to these effects.

Criosphinx

Type: Monster
Size: Large
Hit Dice: 10
Armor Class: 19
Attack: 2 claws (1d8 + rend), gore (3d6)
Movement: 30' (Fly 60')
Save: 12
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 1,000/11

Criosphinxes have the heads of rams. They are always male. Neither good nor evil, they possess a mighty lust for gynosphinxes, who find them repulsive.

Gynosphinx

Type: Monster
Size: Large
Hit Dice: 8
Armor Class: 20
Attack: 2 claws (1d8 + rend)
Movement: 40' (Fly 60')
Save: 13
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 800/9

SP—*Clairsentience, comprehend languages •, detect invisibility, detect magic, dispel magic •, legend lore •, locate object •, read magic, remove curse •*

Gynosphinxes are the female counterparts to the male androsphinxes. They have the heads of human females. In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

Once per week a gynosphinx can create a *symbol of death, symbol of fear, symbol of insanity, symbol of pain, symbol of persuasion, symbol of sleep* or a *symbol of stunning*, except each symbol remains for a up to 1 week.

Hieracosphinx

Type: Monster
Size: Large
Hit Dice: 9
Armor Class: 18
Attack: 2 claws (1d6 + rend), bite (1d10)
Movement: 20' (Fly 90')
Save: 12
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 900/10

These hawk-headed sphinxes are the least intelligent of the species. Despite their lack of intelligence, they can make short work of even the most dangerous opponents with their claws. They are cunning enough to dive at their enemies from above.

Spider, Giant

Type: Vermin
Size: Medium
Hit Dice: 2
Armor Class: 14
Attack: Bite (1d6 + Poison II)
Movement: 30' (Climb 20')
Save: 16
Intelligence: Animal or higher
Alignment: Neutral (N)
No. Appearing: 1d12
XP/CL: 200/3

Giant spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Giant spiders come in two general types, hunters and web-spinners. Hunters rove about, while web-spinners 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. A hunting spider has a land movement rate 10' faster than the figures given above.

Both types of spiders often wait in their webs or in trees and 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 of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50', and is effective against targets up to one size category larger than the spider.

Web-spinners often create sheets of sticky webbing from 5' to 60' square, depending on the size of the spider. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures have a 1 in 6 chance to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack.



Spider Eater

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 14
Attack: Sting (1d6 + Poison II), bite (1d8)
Movement: 30' (Fly 60')
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 400/5

SA—*Free action*

Spider eaters are large, winged insects with eight tiny eyes and large claws on their legs. A spider eater is 10'

long and 4' high, and has a wingspan of 20' and weighs 4,000 pounds.

A spider eater's poison causes paralysis for 1d8+5 weeks. Female spider eaters lay their eggs inside paralyzed creatures of large or huge size. The young emerge six weeks later, devouring the host from inside.

Spider eaters operate under a continuous *free action* effect (as the spell).

Spider eater eggs are worth 400 gp apiece on the open market and young are worth 1,000 gp each. A pack load for a spider eater is up to 600 lb., while a draught load is 920 lbs.

Sprite

Type: Fey

Size: Small

Hit Dice: 1

Armor Class: 13

Attack: Sword (1d4) or bow (60'/1d4 + sleep 1d6 hours)

Movement: 20' (Fly 40')

Save: 16

Intelligence: Average

Alignment: Lawful (NG)

No. Appearing: 1d20*

XP/CL: 100/2

SP—Detect evil (150' range), detect good (150' range), invisibility (self), speak with animals (always active)

Sprites are small, graceful fairies with butterfly wings and sparkling eyes. They are capricious creatures, but detest evil and attack it on sight. Sprites are immortal. They cannot age or die of natural causes. They stand 2' tall. Sprites speak Common, Elven and Sylvan.

Sprites coat the tips of their arrows with an ointment that forces those struck to pass a saving throw or fall asleep for 1d6 hours.

Sprites dwell in bands of 1d10 x 10 individuals, and in these numbers they can be incredibly dangerous.

Squid (Giant Squid)

	Normal	Giant
	Medium Animal	Huge Animal
HD:	3	6
AC:	16	16
Attacks:	Arms (grapple), bite (1d6)	10 arms (1d8 + constrict), bite (2d8)
Move:	10' (Swim 30')	10' (Swim 30')
Save:	15	14
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d12	1d6
XP/CL:	300/6	600/7

These free-swimming mollusks are fairly aggressive, and are more feared than sharks in some places. A squid can emit a cloud of jet-black ink 10' high by 10' wide by 10' long once per minute. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured. A squid can jet backward once per round at a speed of 240' per round.

Giant Squid (*Haploteuthis ferox*)

These voracious creatures can have bodies more than 20' long and attack almost anything they meet. An opponent can attack a giant squid's tentacles with a sunder attack as if they were weapons. They save using the giant squid's saving throw. Sundering one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days. A giant squid can emit a cloud of jet-black ink 20' high by 20' wide by 20' long once per minute. A giant squid can jet backward once per round at a speed of 320' per round.

Squird

Type: Aberration

Size: Large

Hit Dice: 5

Armor Class: 15

Attack: 4 tentacles (1d4 + paralysis), bite (1d6)

Movement: Fly 30'

Save: 14

Intelligence: Average

Alignment: Chaotic (CE)

No. Appearing: 1d10

XP/CL: 500/6



SD—Resistance (electricity)

The squird is an odd creature that looks like a grayish-pink, lumpy, tentacled brain that levitates about 4' to 5' above the ground. The squird's tentacles are covered in a psychoactive chemical slime that allows them to paralyze living creatures that fail a saving throw for 1d4+1 rounds. The creature has a cluster of tiny blue eyes that surround the beak through which it feeds.

Stalker

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor +2
Attack: By weapon
Movement: 40'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 100/2



SA—Surprise (1-3 on 1d6)

Stalkers are humanoid felines of the northern woods, canny hunters and trappers that dwell in tight-knit, semi-nomadic prides. Contact with the stalkers is rare, and most trade exclusively with wood elves and other fey.

Stalkers have very short coats, usually dark grey, and long, pointed ears. They are sometimes mistaken for elves, a mistake they do not care for. They have brilliant eyes and sharp teeth. They dress simply.

Stalkers add +2 to task checks that involve stealth, hunting and tracking. They have a fair knowledge of medicinal herbs, adding +1 to task checks made to find them and granting a +1 bonus to saving throws vs. poison and disease when they apply them.

Most prides consist of 1d2 males, with the rest of the pride consisting of females and young.

Prides of stalkers are armed and armored as follows:

- 50% Leather, dagger, javelins (3)
- 25% Padded, dagger, darts (3)
- 15% Leather, longsword, longbow
- 10% Studded leather, longsword, longbow
- 5% Studded leather, buckler, spear, dagger

Stalker Player Characters

Stalkers speak Stalker, Common and bonus languages for high intelligence. They adjust their starting ability scores as follows: Dex +1, Int -1. They have a +2 bonus to hide in shadows, move silently and track. Their thieves can multi-class as druids, fighters or magic-users, and their rangers can multi-class as druids.

Stirge

Type: Monster
Size: Tiny
Hit Dice: 1
Armor Class: 13
Attack: Proboscis (blood drain)
Movement: 10' (Fly 40')
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 5d6
XP/CL: 100/2



A stirge looks like a cross between a bat and mosquito. Its coloration ranges from rust to ochre, with a dirty yellow belly. Its proboscis is pink at the tip, fading to gray at its base. A stirge's body is 1' long, with a wingspan of 2'. It weighs 1 lb.

If a stirge hits with a proboscis attack, it uses its pincers to latch onto the opponent's body. An attached stirge drains blood. Once it has dealt 4 points of constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, it detaches and seeks a new target.

Stunjelly

Type: Ooze
Size: Large
Hit Dice: 4
Armor Class: 12
Attack: Slam (1d8 + engulf)
Movement: 10'
Save: 15
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 400/5

The stunjelly is a distant relative of the gelatinous cube. It is grey and mildly translucent and can adhere to a section of wall about 10' by 10' in size. Stunjellies smell of vinegar, and this smell can be detected at a range of 5'. A stunjelly can attack from 5' away using a pseudopod. The jelly secretes a paralyzing slime that can be overcome with a saving throw. Once they paralyze a creature, they pull it within them and engulf them. A stunjelly's acid does not harm metal or stone, but dissolves organic materials.

Svart

Type: Humanoid
Size: Small
Hit Dice: ½
Armor Class: As armor +1
Attack: By weapon
Movement: 20'
Save: 17
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d20*
XP/CL: 50/1



SP—Phantasmal Force •

Svarts are gnomes with blue-black skin, wide, toothy grins and leering yellow eyes. As wicked as the gnomes are homely and pleasant, they haunt wild places, tormenting and killing for pleasure. They use their ability to create illusions to trick people into ambushes. Svarts speak their own tongue, Gnome and Common.

Svart Organization

Svarts organize into bands of 100-400 warriors and non-combatants equal to 300% of the warriors. For every 30 svart warriors in a band, there is a leader (usually a thief

or illusionist/thief) of 3rd to 6th level. Svart bands with 300 or fewer warriors are led by a boss of 5th to 8th level, while larger bands are led by a king or queen of 6th to 9th. Svart bands keep 4d4 giant weasels or 2d4 dire wolves as guard animals.

The usual composition of a svart army is as follows:

20%	Short bow, dagger
25%	Buckler, dagger, net
20%	Leather, buckler, short sword
15%	Studded leather, morningstar
15%	Studded leather, footman's mace
5%	Chainmail, buckler, hand axe, dagger

Swarm

Swarms are dense masses of tiny creatures. A swarm has a single pool of Hit Dice and hit points, a single speed, and a single Armor Class. It makes its saving throws as though it were a single creature.

Any creature covered by a swarm must make a saving throw each round or be distracted; suffering a -2 penalty to all attacks and saving throws. Distracted spell casters must roll under their Wisdom on 1d20 to maintain their concentration and cast a spell.

A swarm consists of 300 small or 1,000 tiny creatures. A swarm covers a 10' x 10' area. In order to attack, a swarm moves over its opponents. Swarms are extremely difficult to fight with physical attacks, being immune to weapon attacks. They have a few vulnerabilities:

- A lit torch deals 1d3 points of fire damage per hit.
- A weapon with a special ability such as flaming or frost deals its full energy damage with each hit even if the weapon's normal damage can't affect the swarm.
- A lit lantern can be used as a thrown weapon against a swarm, dealing 1d4 points of fire damage.
- A spell that does damage to an area rather than a single target does full damage to a swarm.

	Bats	Centipedes
	Tiny Animal	Tiny Vermin
HD:	3	3
AC:	16	18
Attacks:	Swarm (1d6)	Swarm (2d6 + Poison II)
Move:	5' (Fly 40')	20' (Climb 20')
Save:	15	15
Int:	Animal	Non-
AL:	Neutral (N)	Neutral (N)
NA:	1d20	1d12
XP/CL:	300/4	300/4

A **bat swarm** is never found aboveground in daylight. A bat swarm seeks to surround and attack any warm-blooded prey it encounters. Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round, until the bleeding is stopped. Multiple wounds do not result in cumulative bleeding loss.

A **centipede swarm** seeks to surround and attack its prey with vicious bites.

	Hellwasps	Locusts
	Tiny Monster	Tiny Vermin
HD:	6	3
AC:	19 [+1]	18
Attacks:	Swarm (3d6 + Poison II)	Swarm (2d6)
Move:	5' (Fly 40')	20' (Climb 20')
Save:	14	15
Int:	Low	Non-
AL:	Chaotic (CE)	Neutral (N)
NA:	1d8	1d12
XP/CL:	1,800/8	300/4

A **hellwasp** resembles a normal wasp with a gleaming black carapace marked with ruby stripes. Its compound eyes are iridescent green. In swarms, they possess a hive mind with low intelligence.

A hellwasp swarm can enter the body of a helpless or dead creature by crawling through its orifices. Attacks against the host deal half of their damage to the swarm. If a swarm inhabits a dead body, it can animate and control it, transforming it into a zombie. If a swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions. The hellwasps quickly consume a living victim, dealing 2d6 points of Con damage per hour they inhabit a body.

A *remove disease* or *heal* spell cast on an inhabited victim forces the swarm to abandon its host.

Hellwasps are resistant to fire.

A **locust swarm** is a cloud of thousands of winged vermin that devours any plant material in its path.

	Rats	Spiders
	Tiny Animal	Tiny Vermin
HD:	4	2
AC:	14	17
Attacks:	Swarm (1d6 + disease)	Swarm (1d6 + Poison II)
Move:	20' (Climb 20')	20' (Climb 20')
Save:	15	16
Int:	Animal	Non-
AL:	Neutral (N)	Neutral (N)
NA:	1d12	1d12
XP/CL:	400/5	200/3

A **rat swarm** seeks to surround and attack any warm-blooded prey it encounters. Those that suffer damage from a rat swarm must pass a saving throw or be infected with disease.

A **spider swarm** seeks to surround and attack any living prey it encounters.

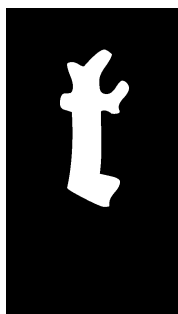
Sylph

Type: Fey
Size: Medium
Hit Dice: 3
Armor Class: 10
Attack: Dagger (1d4)
Movement: 30' (Fly 90')
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 300/4

SA—*Magic use (druid spells, up to 4th level)*

SP—*Summon medium air elemental (1/week), gust of wind, invisibility (self)*

Sylphs are gentle fey of the air and close kin to nymphs. They appear as slight women the size of an elf, with pale skin, luminous eyes and white hair that always flows as if being blown by a breeze. They can move through the air as easily as they please and tend to avoid contact with non-fey. Sylphs do not breathe, so they are immune to poisonous vapors and drowning.



tarrasque tendriculos thessalhydra
thoqqua thorciasid thought eater
thylacine tick, giant tiefling tiger
titan Titanothera toad, giant toad,
ice tojanida treant triton
troglodyte troll trow turtle

Tarrasque

Type: Monster

Size: Huge

Hit Dice: 50 [Regenerate]

Armor Class: 22

Attack: 2 claws (2d6), tail
(4d6), bite (6d6 + sever
limb), gore (2d6)

Movement: 20'

Save: 7

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 25,000 (CL 53)



SD—Immunity (fire, disease, energy drain, poison, psionics)

The tarrasque is a draconic creature with four to six legs, a spiked carapace and a scaly tail that ends in a stinging barb. It is 70' long and 50' tall and weighs 130 tons.

The sight of a tarrasque forces creatures with fewer than 4 HD to save or be paralyzed with fright. More powerful creatures must pass a saving throw or be frightened.

Once per minute, the tarrasque can move at a speed of 150' per round.

The tarrasque's carapace deflects rays, lines, cones and *magic missiles*. There is a 30% chance of reflecting these attacks back at the caster.

The bite of the tarrasque severs a creature's limb when it rolls a natural '20' for its attack roll.

The tarrasque regenerates even if it fails a save against *disintegrate* or a death effect. It can be slain only by reducing it to 0 hit points and using *wish* or *miracle* to keep it dead. If the tarrasque loses a limb or body part it regrows in 1d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Tendriculos

Type: Plant

Size: Huge

Hit Dice: 9 [Regenerate]

Armor Class: 16

Attack: 2 tendrils (1d6), bite (2d10 + swallow)

Movement: 20'

Save: 12

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 900/10

A tendriculos looks like a mass of plant-life. It can rear up to a height of 15' and weighs 3,500 lb. Animals and other plant creatures are unnerved by the presence of a tendriculos, so they avoid it and any place it has been within the last 24 hours. Creatures swallowed by a tendriculos must make a saving throw or be paralyzed for 3d6 rounds by its digestive juices.

Thessalhydra

Type: Monster

Size: Huge

Hit Dice: 12

Armor Class: 19

Attack: 8 bites (1d6), maw (1d20 + Poison III + swallow),
tail (1d12 + constrict) or spit (90'/12d6 acid)

Movement: 30'

Save: 11

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1

XP/CL: 3,600/14

The thessalhydra is a reptilian monster with four stumpy legs and a multitude of heads surrounding a central maw filled with gnashing teeth. Its body is reddish-gold and scaled. A serpentine tail extends from its body and ends in a pincer-like claw. A typical thessalhydra weighs 15,000 lb. A thessalhydra deals 1d6 points of acid damage with a bite. Once per day, it can spit a 90' line of acid (3d6 damage).

Thoqqua

Type: Outsider
Size: Medium
Hit Dice: 3
Armor Class: 18
Attack: Bite (1d6 + 2d6 fire)
Movement: 30' (Burrow 10')
Save: 15
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d2
XP/CL: 300/4



SD—Immunity (fire), vulnerable to cold

A thoqqua is a worm-like creature covered in bony plates that look like pig iron. A thoqqua is about 1' in diameter and 4' to 5' long. It weighs 200 lb.

Touching a thoqqua deals 2d6 points of fire damage. When a thoqqua hits with its attack, the opponent must succeed on a saving throw or catch fire.

Thorciasid

Type: Monster
Size: Medium
Hit Dice: 14 [Regenerate]
Armor Class: 25 [+1]
Attack: 2 claws (1d4 Str + 1d4 Dex drain), 2 antennae (1 level energy drain)
Movement: 50'
Save: 10; MR 35%
Intelligence: Super
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 7,000/17



SD—Resistance (fire)

These creatures look like praying mantis centaurs, with insect heads and lower bodies and chitin-covered torsos. Their chitin is black with yellow patterns on the arms, legs, thorax and face. They speak Thorciasid.

A thorciasid can eject a 60' stream of noxious goo that hardens on contact, potentially fixing a subject in place and hindering its movement and actions. This requires a ranged attack that ignores armor. The victim must roll 1d20 under her strength score to break out.

Thought Eater

Type: Aberration
Size: Small
Hit Dice: 3
Armor Class: 11
Attack: Strike (1 Wis damage)
Movement: 40'
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1d3
XP/CL: 300/4

SP—Daze, moment of prescience, thought shield •••

Thought eaters look like emaciated ant eaters with translucent flesh and glowing bones. A thought eater can shift at will between the Material and Ethereal Planes. They can spend a maximum of 10 continuous rounds on the Material Plane before its wispy flesh finally dissipates and it falls dead. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Thylacine

Type: Animal
Size: Medium
Hit Dice: 2
Armor Class: 12
Attack: Bite (1d6)
Movement: 30'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 100/2



SD—Surprised (1 in 6)

Also known as the Lemurian wolf or ekaru, thylacines are carnivorous marsupials with a body shaped like a wolf's. Thylacines are found in all climates, but prefer forested hills. A thylacine's most dangerous attribute is its large powerful jaw that can be over-extended for a disproportionately large bite. They hunt at night in packs. When agitated, a thylacine rears up on its hind legs and secretes a musky odor before leaping on the intended victim. Although they have a poor sense of smell, their eyesight is very sharp. Their keen pack hunting instincts see them employed as guards in certain noble or wizard gardens.

Tick, Giant

Type: Vermin
Size: Small
Hit Dice: 3
Armor Class: 16
Attack: Bite (1d4 + blood drain + disease)
Movement: 10'
Save: 15
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 3d4
XP/CL: 300/4

Giant ticks are 3' long. They attack by dropping on their prey from above and stabbing with a hollow mouth tube. If subjected to fire or immersed in water, a giant tick detaches from its victim.

If a giant tick hits with a bite attack, it latches onto the opponent's body. A giant tick drains blood in any round when it begins its turn attached to a victim. Once it has dealt 8 points of constitution damage, it detaches and crawls off to digest the meal. If its victim dies before the giant tick's appetite has been sated, the giant tick detaches and seeks a new target.

Tiefling

Type: Humanoid
Size: Medium
Hit Dice: 4
Armor Class: As armor
Attack: By weapon
Movement: 40'
Save: 15; 13 vs. electricity, fire and poison
Intelligence: Average
Alignment: Chaotic (any) or Neutral (any)
No. Appearing: 1d8
XP/CL: 400/5



SD—Resistance (cold)

SP—Darkness •

Tieflings are humanoids descended from fiends. Some are indistinguishable from humans, while others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same (except identical twins, of course).

Tiefling Player Characters

Tieflings speak Infernal and Common in addition to bonus languages for high intelligence. They adjust their starting ability scores as follows: Cha +1, Wis -1. They have the special abilities described above, plus get a +2 bonus to move silently. Tiefling thieves can multi-class as clerics, fighters or magic-users.

Tiger (Smilodon)

	Tiger	Smilodon
	Large Animal	Large Animal
HD:	6	9
AC:	14	17
Attacks:	2 claws (1d8 + rend), bite (2d6)	2 claws (1d10 + rend), bite (2d8)
Move:	40'	40'
Save:	14	12
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d2	1d2
XP/CL:	600/7	900/10

These great cats stand more than 3' tall at the shoulder and are 9' long. They weigh 500 pounds. Smilodons, which are not actually related to tigers, grow to be over 12' long and can weigh up to 900 pounds.

Titan

Type: Outsider
Size: Huge
Hit Dice: 21
Armor Class: 20 [+1]
Attack: 2 slams (1d12) or weapon (3d12)
Movement: 40'
Save: 7; MR 60%
Intelligence: Super
Alignment: Any
No. Appearing: 1d3
XP/CL: 10,500/24



SA—Magic use (cleric spells up to 7th level, magic-user spells up to 7th level)

SD—Immunity (mind effects)

SP—Confusion •••, ego whip •••, mind thrust •••, psychic crush •

Titans are humanoid creatures that look like perfect human specimens or, rarely, like hideous monsters. A

titan is 25' tall and weighs 7 tons. They speak many languages. Titans are terribly arrogant, and demand to be treated as gods by humanoids and giants.

Titanotheres

Type: Animal
Size: Huge
Hit Dice: 12
Armor Class: 15
Attack: Gore (2d6) or trample (3d8)
Movement: 40'
Save: 11
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1d8
XP/CL: 1,200/13

Titanotheres are huge prehistoric animals that look like rhinos with large, forked horns. Adults are 10' tall and 13' long. Like rhinos, they are herd animals. Males aggressively defend the herd, while females only enter combat if the males are defeated or the attackers are numerous. If a single titanotheres is encountered, it is a rogue male and is prone to violence.

Toad, Giant

	Normal	Poisonous
	Medium Animal	Medium Animal
HD:	3	2
AC:	14	13
Attacks:	Bite (1d8) or tongue (15'/entangle)	Bite (1d6 + Poison III) or tongue (15'/entangle)
Move:	10' (Sw 20', Leap 40')	10' (Sw 20', Leap 40')
Save:	15	16
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	3d10	2d10
XP/CL:	300/4	200/3

Giant toads are about the size and weight of a human. They are predators, willing to attack creatures as large as men. Giant toads can attack at the end of a leap, which is in addition to the toad's normal move.

Giant poisonous toads bite with lethal poison, and their skin is also poisonous to the touch. They are about the size of a large dog, and can also attack at the end of a hop. These toads are sometimes brightly colored.

Toad, Ice

Type: Monster
Size: Medium
Hit Dice: 5
Armor Class: 14
Attack: Bite (2d6)
Movement: 20' (Leap 40')
Save: 14
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 500/6

SD—Resistance (cold)

Ice toads are as intelligent as men, and use their long claws to carve structures and tunnels in the ice. They use tools, but not weapons, for their teeth are quite deadly. An ice toad can radiate intense, damaging cold once every other round, causing 2d6 points of damage in a 10 ft. radius. They can also leap to attack, as giant toads do.

Tojanida

Type: Outsider
Size: Medium
Hit Dice: 7
Armor Class: 20
Attack: 2 claws (1d6), bite (3d6)
Movement: 10' (Swim 90')
Save: 13
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 2,100/9

SD—All-around vision, immunity (acid, cold)

Tojanida are bizarre creatures that resemble turtles with blue-green shells. Inside the shell is a fleshy body with seven stalks. Four stalks have paddles for locomotion, two are tipped with claws and one bears a head. Eight vents in the shell allow the tojanida to thrust its stalks out in any configuration. Tojanidas speak Water Elemental and can be quite loquacious about food.

Once per minute, a tojanida can emit a 30' x 30' x 30' cloud of ink that acts as *fog cloud*. Out of water, the ink emerges in a 30' stream, which a tojanida can squirt into an opponent's eyes (save or blinded for 1 round).

Tortoise Man

Type: Humanoid
Size: Small
Hit Dice: 2+2
Armor Class: 20
Attack: Claws (1d4) or by
 weapon
Movement: 20'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d12*
XP/CL: 100/2



Tortoise men are wise and resolute, with especially thick hide on their back, beak-like mouths and stout claws on their hands that help them burrow and mine. Tortoise men have the mining abilities of dwarves. They are usually armed with heavy, bludgeoning weapons. They speak their own language and Common, and might also know lizardman and troglodyte. Tortoise men can sniff out water up to 1 mile away.

Tortoise men live in colonies of 30-300 warriors, plus non-combatants equal to 150% of this number. They dwell in fortified burrows in deserts and dry highlands, their tunnels often leading to veins of minerals or gems. Many tortoise men are expert jewelers due to their patience and attention to detail. Their colonies are led by the eldest member, who is usually an adept. For every 15 tortoise man warriors, there is one 3rd level fighter to serve as sergeant, and for every three sergeants there is one fighter of level 1d4+3 to serve as a captain.

Armaments of a tortoise man army are as follows:

- 30% Light crossbow, dagger, throwing hammer
- 35% Footman's flail, dagger, darts (3)
- 25% Shield, horseman's mace, dagger
- 10% Light lance, horseman's mace, giant lizard

Tortoise Man Player Characters

Tortoise men speak Tortoise Man and Common in addition to their bonus languages for high intelligence. They adjust their ability scores as follows: Con +1 and Dex -1. They have a natural AC of 18, but will not wear additional armor. They can sense water as above. Tortoise men can dual-class as do humans.

Treant

Type: Plant
Size: Huge
Hit Dice: 8
Armor Class: 18
Attack: 2 slams (2d8)
Movement: 30'
Save: 13
Intelligence: Average
Alignment: Lawful (CG)
No. Appearing: 2d10
XP/CL: 800/9



SD—Surprised (1 on 1d6), resistance (bludgeoning and piercing weapons), vulnerable to fire

Treants are tree men. Their leaves are deep green in the spring and summer. In the fall and winter they change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree and a motionless treant is nearly indistinguishable from a normal tree. A treant is 30' tall, 2' in diameter and weighs 4,500 lb. They speak Treant, Common and Sylvan. Most can manage a smattering of other tongues—at least enough to say "Get away from my trees!"

Treants deal double damage to stone structures.

A treant can animate trees within 180' at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it has a movement rate of 10' and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is killed or is out of range. They have the same vulnerability to fire as a treant.

Triton

Type: Outsider
Size: Medium
Hit Dice: 6
Armor Class: 15
Attack: By weapon
Movement: 20' (Swim 40')
Save: 14; MR 85%
Intelligence: High
Alignment: Lawful (NG)
No. Appearing: 3d6*
XP/CL: 1,800/8



SA—Magic use (magic-user spells, up to 2nd level)

SP—Summon nature's ally IV •

Tritons are related to merfolk, but their fish tails are split, approximating two legs. A triton has silvery skin that fades into silver-blue scales on the lower half of its body. Its hair is deep blue or blue-green. Tritons speak their own language.

The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. When encountered outside their lair, they are 90% likely to be mounted on friendly hippocampi or giant sea horses.

Tritons with additional hit dice increase their magic use. 6 HD tritons can cast up to 3rd level magic-user spells, while 7 HD tritons can cast up to 4th level spells.

Troglodyte (Greater Troglodyte)

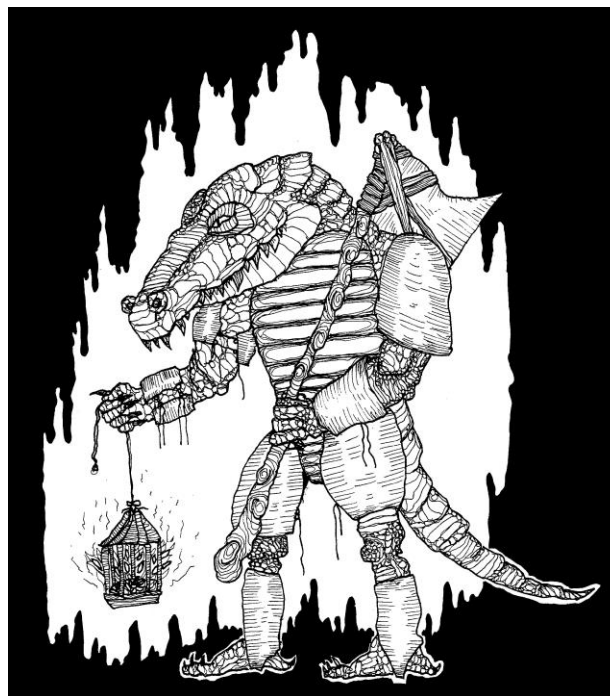
	Troglodyte	Greater Troglodyte
	Medium Humanoid	Large Humanoid
HD:	2	4
AC:	15	As armor +5
Attacks:	2 claws (1d3), bite (1d4) or weapon	2 claws (1d4), bite (1d6) or weapon
Move:	40'	40'
Save:	16	15
Int:	Low	Average
AL:	Chaotic (CE)	Chaotic (CE)
NA:	1d12*	1d8*
XP/CL:	200/3	400/5

A troglodyte is a hunched, primitive reptilian humanoid that stands 5' tall and weighs 150 pounds. Troglodytes speak their own language.

When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical terribly offensive to the nose. All non-troglodytes within 30' of a troglodyte must succeed on a saving throw or be fatigued for 10 rounds.

Troglodytes organize themselves into tribes of 2d6 x 10 warriors plus additional non-combatants equal to 20% of the warriors. For every 20 warriors in a tribe there is an additional sub-chief with 3 HD. Tribes are led by chiefs with 5 HD. Troglodyte tribes keep 1d10+2 monitor lizards as guard animals and pets.

40%	No armor or weapons
30%	Hand axe, javelins (3)
20%	Shield, spear, dagger
10%	Shield, battleaxe, hand axe



Greater Troglodytes

Greater troglodytes are larger and more intelligent than their kin, being bred by dragons as shock troops and guards. Because of their larger size, they often rule over troglodyte tribes, protected by loyal bodyguards of 2d6 troglodytes with 2+1 HD. Otherwise, they form into small warrior clans of 1d6x5 greater troglodytes plus young equal to 50% of the adults. Young greater troglodytes fight as though they were normal troglodytes. The leader of a warrior clan has 6 HD. In any clan, 2d6 of the greater troglodytes, including the chief, are mounted on giant monitor lizards or some other giant reptilian.

50%	Chainmail shirt, shield, battleaxe
20%	Platemail, greatsword
20%	Platemail, shield, battleaxe
10%	Platemail, halberd

Troglodyte Player Characters

Troglodytes can speak Troglodyte in addition to bonus languages for high intelligence. They adjust their starting ability scores as follows: Con +2, Dex -1 and Int -1. They have darkvision to a range of 90' and an unarmored AC of 12, as well as the ability to emit the terrible smell described above. They divide earned XP by four.

Troll

Type: Giant
Size: Large
Hit Dice: 6+3 [Regen./Acid, Fire]
Armor Class: 16
Attack: 2 claws (1d6 + rend), bite (1d10)
Movement: 30'
Save: 14
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 600/7

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is greenish-black or iron gray. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag on the ground. A typical troll is 9' tall and weighs 500 lb. Females are larger than males. Trolls speak their own language.

Scrag (Marine Troll)

These cousins of the troll dwell in any sort of water. They have a land movement rate of 20' and a swim rate of 40'. They regenerate only if mostly immersed in water.

Troll Player Characters

Trolls speak Troll and Common in addition to bonus languages for high intelligence. They adjust their starting ability scores as follows: Str +2 (max. 20), Con +2 (max. 20), Int -2 and Cha -2. They the special abilities described above, plus an unarmored AC of 12 and a bite attack for 1d6 points of damage. They can take levels as fighters or thieves, but divide earned experience points by eight. A troll's armor costs 150% of normal.

Trow

Type: Humanoid
Size: Medium
Hit Dice: 3 [Regenerate/Acid, Fire]
Armor Class: As armor +1
Attack: 2 claws (1d3 + paralysis) or by weapon
Movement: 30'
Save: 15
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d12
XP/CL: 300/4

A trow appears to be a large hobgoblin at first glance, but is actually a wicked hybrid of troll, hobgoblin and ghoul. Trows have an affinity for the company of hobgoblins and are occasionally employed as bodyguards to hobgoblin kings. They have the paralyzing attack of ghouls, and regenerate as trolls.

Turtle, Giant

	Sea Turtle	Snapping Turtle
	Large Animal	Large Animal
HD:	15	10
AC:	16	17
Attacks:	Bite (3d6)	Bite (6d6)
Move:	10' (Swim 30')	15' (Swim 20')
Save:	9	12
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d6	1d6
XP/CL:	1,500/16	1,000/11

Giant sea turtles do not hunt humans, but they are aggressive in their own territory and are large enough (15' diameter shell) to capsize small ships.

Giant snapping turtles have a shell with a diameter in feet equal to the creature's hit dice. Their incredibly thick shells make them almost invulnerable to attacks that are not targeted at the head or limbs.





udoroot umbral blot unbodied
unicorn uvuudaum

Udoroot

Type: Plant
Size: Huge
Hit Dice: 6
Armor Class: 11
Attack: None
Movement: 0'
Save: 14
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 600/7

SP—Body adjustment •••, confusion, magic missile, mental barrier •••, mind thrust, phantasmal force, summon monster II •••

Udoroots are large psionic plants. They are composed of a massive, subterranean root from which six flowered stalks grow. The plant can sense through these flowers, "seeing" all foes within 60'.

Udoroots cast their spells through their flowers. An udoroot can cast two spells each round. Each stalk has AC 15 and 2d6 hit points. The udoroot takes no damage from damage inflicted on its stalks; one must excavate the root and destroy it. Stalks grow back in one month.

Umbral Blot (Blackball)

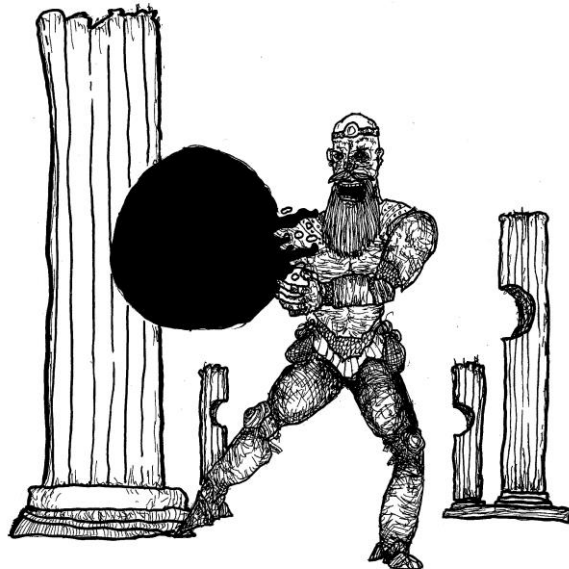
Type: Construct
Size: Medium
Hit Dice: 20 [Regenerate]
Armor Class: 10
Attack: Touch (*disintegrate*)
Movement: Fly 10'
Save: 7
Intelligence: Non-
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 10,000/23

SD—Blindsight 60', resistance (acid, cold, electricity, fire, sonic), immune to disintegration

Umbral blots appear as circular voids, like sentient, mobile black holes. Any material object that comes into contact with an umbral blot is disintegrated if it fails a saving throw. Those who make a successful save still take 5d6 points of damage from the attack.

An umbral blot can fold space, allowing it to use *ethereal jaunt*, *dimension door*, *teleport without error*, or *plane shift* at will.

Normally an umbral blot insulates itself from the air that surrounds it. Otherwise it would perpetually be at the center of a howling wind-storm. If it chooses, it can suspend this insulation, causing a sudden rush of wind to pour toward it from all directions. This vortex sucks all the air from a 30' x 30' x 30' area in a single round, creating a sudden influx of air in its direction. All flying or floating creatures within 30' of the umbral blot who fail a saving throw are swept along with the wind into contact with the blackball. Nonflying creatures within 10' who fail a saving throw are pulled into contact with the umbral blot.



Unbodied

Type: Aberration (Incorporeal)
Size: Small
Hit Dice: 4
Armor Class: 13 [Silver]
Attack: Strike (1d6)
Movement: Fly 30'
Save: 15
Intelligence: High
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 1,200/6



SA—*Magic use (magic-user spells, up to 2nd level)*

SP—*Mind blank, telekinesis*

The unbodieds are disembodied, glowing brains that fly. They communicate via telepathy. An unbodied can assume the likeness of any small, medium or large creature. Its abilities do not change, but it appears to be that creature, relying on its wits to deflect suspicion. Unbodieds may be the mature forms of elan (q.v.)

Unbodied Player Characters

Unbodieds speak Common and the common tongue used on the Astral Plane, plus bonus languages for high intelligence. They adjust their starting ability scores as follows: Int +2, Wis +2 and Cha -2. They have no strength score due to their having no musculature. Unlike normal unbodieds, they are not incorporeal but can cast *ethereal jaunt* once per day. Unbodieds can only advance as sorcerers, and divide earned experience points by two.



Unicorn

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 18
Attack: 2 kicks (1d6), horn (1d12)
Movement: 60'
Save: 15; 12 vs. magic
Intelligence: Average
Alignment: Lawful (CG)
No. Appearing: 1d4
XP/CL: 400/5

SD—*Surprised (1 on 1d6), immunity (poison, charm)*

SP—*Detect evil (120'), neutralize poison •, dimension door (self and rider) •*

Unicorns look like slim horses with the legs of goats and horns on their heads. A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard. A typical adult unicorn is 8' long, 5' high at the shoulder, and weighs 1,200 pounds. Unicorns speak Sylvan and Common.

Unicorns normally fight only in defense. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 *magic weapon*, though its power fades if removed from the unicorn.

There is a 1% chance that an encountered unicorn is ridden by a female human paladin (4th to 8th level) or a female elf fighter/magic-user (3rd to 7th level).

Uvuudaum

Type: Outsider
Size: Large
Hit Dice: 19 [Regenerate/Cold, Fire, Holy]
Armor Class: 25 [+1]
Attack: Head spike (5d6 + 1 Wis drain)
Movement: 80' (Climb 40')
Save: 7; MR 70%
Intelligence: Super
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 9,500/22

SD—*Blindsight 500', resistance (electricity)*

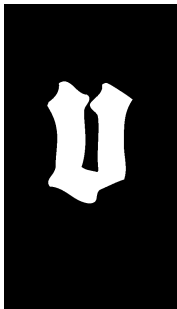
SP—*Chain lightning •••, cone of cold •••, confusion, dimension door, disintegrate •••, dispel magic, displacement, dominate person •••, haste, invisibility, lightning*

bolt, magic missile, mage armor, plane shift •••, prismatic spray •••, scrying •••, shield, stoneskin, teleport without error •••, time stop •, true strike, wall of force •••, web

Uvuudaum are creatures of elder evil. Their appearance is horrific and bizarre. Their bodies are like crab-walking giant humanoids. From their neck sprouts a large tentacle that ends in a spike of glossy, black metal. They can speak telepathically to a range of 500'.

Uvuudaum are surrounded by a 30' radius aura of confusion. Potential victims can make a saving throw to resist. Those affected by the aura can make a new save every 4 rounds to throw off the effect.

Creatures hit by the head spike are drained of one point of wisdom. Each time the uvuudaum drains a point of wisdom, it heals 1d8 points of damage. The wisdom drain can be avoided with a saving throw.



vampire vampire tree vargouille
vermurge violet fungus

Vampire

Type: Undead

Size: Medium

Hit Dice: 8 [Regenerate/Holy]

Armor Class: 18 [+1]

Attack: Slam (1d10 + 2 levels energy drain)

Movement: 30' (Fly 40')

Save: 13

Intelligence: High

Alignment: Chaotic (CE)

No. Appearing: 1d6

XP/CL: 2,400/10

SD—Resistance (cold, electricity)

Vampires are undead that appear as they did in life, although their features are often hardened and feral, with the predatory look of wolves. Like lichs, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires

can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use an attack, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a saving throw or fall instantly under the vampire's influence as though by dominate person. The ability has a range of 30'.

Living creatures hit by a vampire's slam attack lose two levels. A vampire can use this attack once per round.

A vampire can suck blood from a living victim with its fangs by making a successful grapple attack. If successful, it bites and drains blood each round the grapple is maintained. When it drains blood, it heals 1d6 hit points.

A humanoid or monster slain by a vampire's blood drain or energy drain rises as a vampire (see below) 1d4 days after burial. This new vampire is under the control of the vampire who created it until that vampire is killed.

Once per day, a vampire can call forth a rat or bat swarm, or a pack of 2d6 wolves. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Vampires regenerate 1d6 hit points per round while in their coffins.

A vampire can assume the shape of a bat, giant bat, wolf or dire wolf. This ability is similar to a *polymorph* spell. In its alternate form, the vampire loses its slam attack and ability to dominate, but it gains the natural weapons and special attacks of its new form. It can remain in that form until the next sunrise.

A vampire can assume *gaseous form* at will, and can remain in this form indefinitely. In gaseous form, a vampire has a fly speed of 20 feet. A vampire can climb sheer surfaces like a spider.

Vampires have a number of weaknesses:

Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire, they merely keep it at bay. A recoiling vampire must stay at least 5' away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter.



Vampires cannot cross running water, although they can be carried over it while in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Reducing a vampire's hit points to 0 renders it comatose for 1 hour (at which point it regains consciousness with 1 hit point) but does not destroy it. Only certain special attacks can slay vampires:

Direct sunlight disorients it the first round and destroys it the next.

Immersion in running water destroys it in 3 rounds.

A wooden stake driven through a vampire's heart slays the monster but it returns to life if the stake is removed.

Beheading the creature and fillings its mouth with holy wafers (or their equivalent) slays it.

Fire destroys a vampire if its body is burnt to ashes.

Vampire Tree

Type: Plant
 Size: Large
 Hit Dice: 4
 Armor Class: 13
 Attack: 4 branches (1d6 + constrict)
 Movement: 0'
 Save: 15
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 1d10
 XP/CL: 400/5

The vampire tree grows on battlefields or other scenes of carnage, where large quantities of human blood have been shed on the ground and then sucked up by the roots of nearby trees. These trees wait motionless, appearing as normal trees, until some unsuspecting person passing beneath is snatched up by their branches and murdered. The trees then feast upon their victim's blood.

Vargouille

Type: Outsider
 Size: Small
 Hit Dice: 1+1
 Armor Class: 12
 Attack: Bite (1d4 + Poison*)
 Movement: Fly 30'
 Save: 16
 Intelligence: Low
 Alignment: Chaotic (NE)
 No. Appearing: 1d20
 XP/CL: 300/3

A vargouille looks like a severed human head with tendrils in place of hair and bat wings in place of ears. A vargouille is 18 inches high, with a wingspan of 4 feet. It weighs 10 pounds. Vargouilles speak Infernal.

A vargouille's poison forces people to make a saving throw or be unable to heal the monster's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet who hear the shriek and can see the creature must succeed on a saving throw or be paralyzed with fear for 2d4 rounds or until the monster attacks them. A vargouille can kiss a paralyzed target. A kissed opponent must succeed on a save or begin to transform into a vargouille in 24 hours.



Over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours, the ears grow into leathery wings, tentacles sprout on the chin and scalp and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes intelligence and charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight. To reverse the transformation requires casting *cure disease* on the victim.

Vermiurge

Type: Aberration
 Size: Large
 Hit Dice: 20 [Regenerate]
 Armor Class: 25 [+2]
 Attack: Sting (1d8 + Poison IV), 4 pincers (1d8), bite (2d6 + Poison IV)
 Movement: 50' (Fly 90')
 Save: 7; MR 40%
 Intelligence: High
 Alignment: Neutral (N)
 No. Appearing: 1
 XP/CL: 10,000/23

SD—Immunity (mind effects)

Vermiurge are the progenitors of all vermin, and are sometimes worshipped as living gods by intelligent insects or primitive humanoid tribes. They appear as giant, winged vermin with glistening white chitin.

A vermiurge is always surrounded by a cloud of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and centipedes in a radius of 10 feet. Creatures in the cloud suffer 3d6 points of damage each round (saving throw for half). This cloud of vermin also acts as an *obscuring mist* spell in terms of making the vermiurge more difficult to hit.

Violet Fungus

Type: Plant
 Size: Medium
 Hit Dice: 3
 Armor Class: 13
 Attack: 4 tentacles (1d6 + 1d6 Con)
 Movement: 5'
 Save: 15
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 1d4
 XP/CL: 300/4

Violet fungi resemble shriekers and are often found among them. A violet fungus's poisonous touch causes flesh to rot away to the bone. An immediate *cure disease* or *neutralize poison* spell stops the loss of Constitution.



The Forbidden Pyramid

A challenge for 9th level characters

In ancient days, when foul creatures still walked 'tween heaven and earth and tormented mankind, a cabal of early wizards invoked dark secrets to lock one of these monsters in a deep well. It was sealed, and over the top of the well a pyramid was erected to keep it sealed. That pyramid now stands in a stark wasteland of white sands wracked with broiling winds, breached by insect monsters who seek the release of that which is trapped within, but unable to free him. Adventurers may find the place an irresistible target for looting, but in its depths they will find much more than they bargained for.

A. Three **hellwasp swarms** (24, 23, 20 hp) crawl from the walls when this room is entered. A water trough is actually green slime disguised with a *phantasmal force*. An ivory idol of a king stomping on a beetle (2,500 gp) is on the east wall.

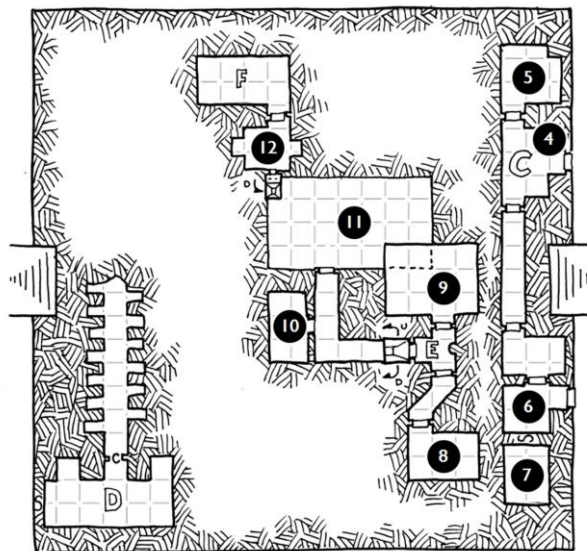
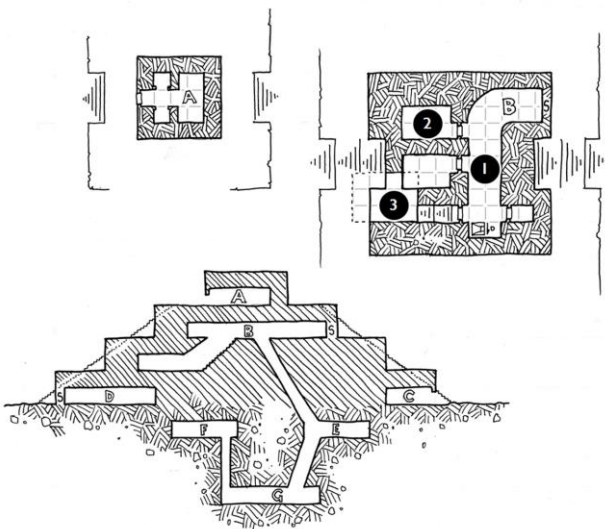
1. Four **giant stag beetles** (21 hp each) wander about this hall.

2. A pedestal holds three **large diamonds** (2,500 gp each). One holds the soul of an ancient wizard (per *magic jar*). He will possess on PC and attempt to escape with as much treasure as possible.

3. This tomb holds the mummified bodies of ten dwarves, the architects of the pyramid. Each holds a strip of papyrus that, together, describe the secret doors in the pyramid. On sarcophagus is trapped with **poison gas** (IV) that fills the room.

4. Six **dergenuue** (11, 8, 7, 4 hp) on the west wall beckon people towards an illusory vision of paradise; those who take their hands are pulled into the wall. The room holds 4 gold vases (300 gp each) and an *invisible* chest holds 4,200 sp, 2,300 gp, a +1 *dagger* and a platinum skull ring set with bloodstone eyes (1,500 gp).

5. A **silver chime** (50 gp), when played, implants a magic tone in a random PC. When the three magic tones (see Room 6 and 7) are hummed by PC's, the seal in Room 11 is broken.



6. **Sand** pours from holes in the ceiling. After 1 round people must roll under their Strength on d20 to move; after 2 rounds they must roll under their Strength on d% to move; after 3 rounds they cannot move; after 4 rounds they begin to suffocate. A **gold chime** (500 gp) holding the second magic tone (see Room 5) is here.

7. Pieces of a puzzle statue litter the floor. If pieced together, they turn into a **Class V demon** (43 hp). A **platinum chime** (5,000 gp) here holds the third magic tone (see Room 5).

D. Each alcove behind the concealed door holds a crystal idol of a forgotten god. When smashed, they grant a *bless* spell. The **greater shadow** (29 hp) of a thief killed by the black wind (see below) lurks here. Below a loose stone are 4,500 gp and a gold ewer (500 gp).

8. A grotesque bas-relief of a gorgon on the east wall vomits a black wind of **negative energy** (lose 1 Con per round); the wind can be warded away with silver.

9. Seven **mummies** (21 hp each) in samite and gold headdresses (100 gp each) guard this chamber from intruders. They respond to noise outside this room.

10. The desiccated body of one of the ancient wizards lies here where he collapsed. Touching the dead body conjures visions of damnation and removes one random memorized spell from a spellcaster.

11. A **worm that walks** (49 hp) awaits intruders here, using a weird enchantment to make them sing the magic tones that open the seal and release the **vermiurge** (78 hp) trapped below.

12. Ten **living stone statues** (18 hp each) in the likeness of lion-headed warriors guard a kingly trove: 30,000 cp, 24,000 sp, 6,500 gp, 10 medium tourmalines (100 gp each), 3 small emeralds (100 gp each), a medium sapphire (500 gp), a *spear +4*, *staff of healing*, *ring of animal friendship* and *potion of reduce (self)*.



walking slime wasp, giant weasel
 whale wight will-o'-wisp wind
 walker winter wolf wolf wolverine
 worg worm that walks wraith
 wyvern

Walking Slime

Type: Aberration
 Size: Medium
 Hit Dice: 2
 Armor Class: 11
 Attack: Slam (1d6 + turn into slime)
 Movement: 20'
 Save: 16
 Intelligence: Low
 Alignment: Chaotic (CE)
 No. Appearing: 1d10
 XP/CL: 600/4

SD—Immunity (acid, electricity)

These vaguely humanoid monsters slop their way through underground passages in search of living flesh to consume. They attack by smacking prey with their oozing fists, attempting to engulf them and turn them into walking slimes as well. On a natural attack roll of 20 or higher, the victim must make a saving throw or transform into a walking slime in 1d6 rounds.

Wasp, Giant

Type: Vermin
 Size: Large
 Hit Dice: 3
 Armor Class: 15
 Attack: Sting (1d6 + Poison II)
 Movement: 20' (Fly 60')
 Save: 15
 Intelligence: Non-
 Alignment: Neutral (N)
 No. Appearing: 3d10
 XP/CL: 300/4

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their young.



Weasel

	Weasel	Giant Weasel
	Tiny Animal	Medium Animal
HD:	½	3
AC:	14	16
Attacks:	Bite (1d4 + constrict)	Bite (1d6 + constrict + blood drain)
Move:	20' (Climb 20')	40' (Climb 20')
Save:	17	15
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	50/1	300/4

These mammals are aggressive predators but usually confine themselves to small prey. The statistics above can also apply to ferrets.

If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. A giant weasel that attaches also drains blood.

Whale

	Narwhal	Orca
	Huge Animal	Huge Animal
HD:	6	9
AC:	14	16
Attacks:	Tusk (2d12)	Bite (3d6)
Move:	Swim 50'	Swim 70'
Save:	14	12
Int:	Animal	Low
AL:	Neutral (N)	Neutral (N)
NA:	1d6	2d6
XP/CL:	600/9	900/10

	Sperm Whale	Basilosaurus
	Huge Animal	Huge Animal
HD:	36	23
AC:	16	14
Attacks:	Bite (10d10), slam (5d6)	Bite (6d6), slam (4d6)
Move:	Swim 50'	Swim 70'
Save:	7	7
Int:	Low	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1d4	1d4
XP/CL:	3,600/37	2,300/24

The prehistoric, predatory whale **basilosaurus** has teeth like a shark and a voracious appetite.

Narwhals are aquatic mammals that resemble large dolphins with a tusk protruding straight forward from the mouth. The tusk is helical in shape, and they are sometimes sold as "unicorn horns", though they have no magical value. They are found in cold seas.

Orcas are about 30' long. They eat fish, squid, seals and other whales.

Sperm whales can be 60' long. They prey on giant squid. They emit an invisible, focused beam of sound 5' wide and 50' long underwater. This blast disorients target creatures, leaving them stunned for 1d4 rounds. A sperm whale can emit as many such blasts of sound as it desires, once per round, instead of biting.

Wight

Type: Undead
Size: Medium
Hit Dice: 4
Armor Class: 15
Attack: Slam (1d4 + 1 level energy drain)
Movement: 30'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 2d12
XP/CL: 1,200/6

A wight's appearance is a weird and twisted reflection of the form it had in life. Living creatures hit by a wight's slam attack lose one level. Any humanoid slain in this way by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.



Will-o'-Wisp

Type: Aberration
Size: Small
Hit Dice: 9
Armor Class: 28
Attack: Shock (10'/2d6 electricity)
Movement: Fly 50'
Save: 12
Intelligence: High
Alignment: Chaotic (CE)
No. Appearing: 1d3
XP/CL: 2,700/11

SD—Immunity (magic), natural invisibility

Will-o'-wisps look like lights that can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. Will-o'-wisps speak Common. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

A will-o'-wisp is immune all spells but *magic missile* and *maze*. A frightened will-o'-wisp can extinguish its glow, becoming effectively invisible.

Wind Walker

Type: Elemental (Air)
Size: Large
Hit Dice: 6
Armor Class: 13 [+1]
Attack: Windblast (3d6)
Movement: Fly 70'
Save: 14
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 3d6
XP/CL: 1,800/8

SD—Immunity (magic – see below)

SP—ESP (300')*

Wind walkers are creatures from the Elemental Plane of Air. They are summoned to the Material Plane by magic-users or clerics who employ them as guards. A wind walker's natural form is that of a roaring, whistling column of wind about 12' tall.

A wind walker attacks using the air surrounding it, transforming it into a forceful blast that deals 2d6 points of damage to all creatures within 10'.

A wind walker is immune to all spells or spell-like abilities except mind-affecting ones. A summoned wind walker is affected normally by magical barriers that restrict or inhibit summoned creatures.

Control weather slays a wind walker if it fails a saving throw. A *haste* spell deals 1d4 points of damage per caster level. In addition, it increases the damage the wind walker deals with its wind blast attack by +1d6 for one round. An *ice storm* spell deals no damage to a wind walker, but affects it as the *fear* spell. A *slow* spell deals 1d6 points of damage per caster level to a wind walker.

Winter Wolf

Type: Monster
Size: Large
Hit Dice: 6
Armor Class: 15
Attack: Bite (1d8 + 1d6 cold)
Movement: 50'
Save: 14
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d8
XP/CL: 1,800/8

SA—Surprise (3 in 6 in snow)

SD—Immune cold, vulnerable fire

Winter wolves are massive wolves with white coats. A winter wolf grows 8' long and stands 4-1/2' tall at the shoulder. It weighs 450 pounds. Winter wolves speak Frost Giant.

Winter wolves can breathe a 15' cone of frost three times per day. This cone deals 4d6 points of cold damage.

Wolf

	Wolf	Dire Wolf
	Medium Animal	Large Animal
HD:	3	4
AC:	13	14
Attacks:	Bite (1d6 + trip)	Bite (1d8 + trip)
Move:	50'	50'
Save:	15	15
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	2d6	2d6
XP/CL:	300/4	400/5

Wolves are pack hunters known for their persistence and cunning. A wolf that hits an opponent with a bite attack can attempt to trip the opponent as a free attack.

Wolverine

	Wolverine	Giant Wolverine
	Small Animal	Medium Animal
HD:	3	5
AC:	14	16
Attacks:	2 claws (1d4), bite (1d6)	2 claws (1d6), bite (1d8)
Move:	30' (Burrow 10')	30' (Burrow 10')
Save:	15	14
Int:	Animal	Animal
AL:	Neutral (N)	Neutral (N)
NA:	1	1
XP/CL:	300/4	500/6

Wolverines are similar to badgers, but larger, stronger and even more aggressive.

Wolverines that suffer damage go into a berserk rage and deal +1d6 points of damage with each successful hit until their foes are good and dead.

Worg

Type: Monster
Size: Medium
Hit Dice: 4
Armor Class: 14
Attack: Bite (1d8 + trip)
Movement: 50'
Save: 15
Intelligence: Low
Alignment: Chaotic (NE)
No. Appearing: 2d6
XP/CL: 400/5



A typical worg has gray or black fur, grows to 5' long and stands 3' tall at the shoulder. It weighs 300 pounds. More intelligent than wolves, worgs speak their own language and sometimes Common and Goblin.

A worg that hits with a bite attack can attempt a free trip attack on the same target.

Worm That Walks

Type: Aberration
Size: Medium
Hit Dice: 11
Armor Class: 20
Attack: Staff (1d6)
Movement: 30'
Save: 11; MR 35%
Intelligence: Super
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 3,300/13



SA—Disincorporation

SP—Animal growth (vermin) •, animal messenger (vermin) •, animal shapes (vermin) •, animal trance (vermin) •, creeping doom •, giant vermin •, summon swarm (vermin) •, summon vermin (as summon nature's ally, except it summons 10 HD of vermin per level) •, insect plague •

A worm that walks is a colony of wriggling vermin that forms itself into a vaguely humanoid shape and disguises itself with a hooded robe.

A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 3d6 points of damage per round.

A victim who spends a full round can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim is embraced it suffers 2d6 damage.

If gravely threatened, a worm that walks can disincorporate into a pile of vermin that slither away. So long as any of the component vermin survive, they can breed and create a new body. Disincorporation is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. However, disincorporation almost assures that at least one vermin (if not dozens) will survive and provide for the worm that walk's continued existence.

Wraith

Type: Undead
(Incorporeal)
Size: Medium
Hit Dice: 5
Armor Class: 17 [Silver]
Attack: Strike (1d6 + 1 level energy drain)
Movement: 30' (Fly 60')
Save: 14
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 2d8
XP/CL: 1,500/7



Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith appears wearing armor and carrying weapons. This does not affect the creature's Armor Class or attacks, but only reflects the shape it had in life.

Living creatures hit by a wraith's attack must succeed on a saving throw or suffer 1 level of drain.

Wraiths are utterly powerless in natural sunlight and flees from it with all due haste.

Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

1 in 100 wraiths is a wraith king, with 8 HD and mounted on a nightmare.

Wyvern

Type: Dragon
Size: Huge
Hit Dice: 7
Armor Class: 17
Attack: Bite (2d8), sting
(1d6 + Poison IV)
Movement: 20' (Fly 60')
Save: 13
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 3,500/10



A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail and no arms. A wyvern is 15' long and dark brown to gray in color. Its wingspan is 20'. It weighs one ton. Wyverns speak their own language, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.



xaoc xeph xill xorn

Xaoc

Xaocs are creatures born of primordial chaos. They look like rubbery, humanoid toads with large heads that bear wide, toothy grins, bulging eyes that gleam with raw power and clawed hands and feet.

Xaocs obey no master that cannot cow them with its sheer power, and even then they often forget what they were ordered to do and wander off to commit some other act of mischief. The rarely seen lords of the xaoc, Maldeb the Lord of Madness and Phromatem the Lord of Change are feared by them and are obeyed even when they are not around to impose their will.

Achromatic Xaoc

Type: Outsider
Size: Large
Hit Dice: 10
Armor Class: 20 [+2]
Attack: 2 claws (1d8 +
1d6 electricity), bite
(2d6)
Movement: 50' (Fly 50')
Save: 12; MR 60%
Intelligence: High
Alignment: Neutral (CN)
No. Appearing: 1d3
XP/CL: 5,000/13



SD—Immunity (mind control, hold spells, polymorph), resistance (acid, cold, fire, electricity)

SP—Charm monster •, confusion •••, detect evil, detect good, detect magic, dimension door, dispel magic •••, dream •, hold person •, mental barrier •••, mind thrust •••, phantasmal force •, plane shift •, protection from evil/good, psionic blast •, suggestion •, teleport •

Achromatic xaocs are quick and powerful. They are cunning planners who seek to undermine Law and Order anywhere they find it, primarily by manipulating mortals and bribing them with all sorts of outlandish promises.

Achromatic xaocs have stark white skin that quivers and crawls, sending chills down the spines of those who see it. Their eyes are black orbs that seem to peer into a person's soul. They can transform their arms into 10' long tentacles that whip or grapple. Their mouths are filled with crackling blue energy, and electricity dances along their claws.

Achromatic xaocs can spit lightning three times per day. The lightning has a range of 100' and deals 6d6 points of damage to anything within 5' of the bolt. A saving throw halves the damage.

Once per day, an achromatic xaoc can summon 1d6 rubinous xaoc, 1d4 cerulean xaoc or 1 achromatic xaoc with a 50% chance of success.

Aurelian Xaoc

Type: Outsider
Size: Medium
Hit Dice: 9
Armor Class: 19 [+2]
Attack: 2 claws (1d8), bite (2d6)
Movement: 60' (Fly 60')
Save: 12; MR 50%
Intelligence: High
Alignment: Neutral (CN)
No. Appearing: 1d3
XP/CL: 4,500/12

SD—Immunity (electricity, negative energy, mind control and hold spells)

SP—Alter self •••, confusion •••, creation I •••, detect evil, detect good, detect magic, dimension door, dispel magic •••, ego whip •, enlarge person •, hold monster •, hold person •••, intellect fortress •, mental barrier •, mind blank •, mind thrust •, plane shift •, protection from evil, protection from good, psionic blast •, psychic crush •, rage •, suggestion •, teleport •, thought shield •, tower of iron will •, transmute mud to rock and back •

Aurelian xaocs are loners who venture into other planes of reality to disrupt the status quo. They are golden-skinned, with russet eyes and claws surrounded by an aura not unlike the aurora borealis. Aurelian xaocs can assume almost any humanoid form.

The gleaming skin of aurelian xaocs gives off a 10' radius prismatic aura. Those who enter it must pass a save or suffer 1d4 points of strength damage (one time only).

Once per day, it can summon 1d6 rubinous xaoc or 1d4 cerulean xaoc with 40% chance of success

Cerulean Xaoc

Type: Outsider
Size: Medium
Hit Dice: 7
Armor Class: 18 [+1]
Attack: 2 claws (1d6 + 1d4 cold), bite (1d6) or tongue (10'/1d4 + constrict + Poison II)
Movement: 40' (Swim 30')
Save: 13; MR 30%
Intelligence: Average
Alignment: Neutral (CN)
No. Appearing: 1d6
XP/CL: 2,100/9

SD—Immunity (cold)

SP—Confusion •, detect evil, detect good, detect magic, dimension door •, hold person •, protection from evil, protection from good

Cerulean xaocs are 8' tall with sparkling blue skin covered in white nodules. They have wriggling white tentacles on their chins, white eyes that glow with otherworldly menace, razor sharp fangs and pot bellies.

Cerulean xaocs rarely move unless inspired to violence or mischief. They are often found sitting on bits of matter floating in the Astral Plane, pondering their next move.

Cerulean xaocs are surrounded by a 15' radius frigid aura. All those in this aura must pass a saving throw each round or suffer 1d4 points of cold damage.

Cerulean xaocs can attack with their 10' long tongues, constricting their victims for 1d4 points of damage per round and affecting them with a paralyzing poison.

Once per day, a cerulean xaoc can summon 1d3 other cerulean xaocs with 30% chance of success.

Lustrous Xaoc

Type: Outsider
Size: Large
Hit Dice: 11
Armor Class: 22 [+3]
Attack: 2 claws (2d6), bite (3d6) or 2 tentacles (2d6 + swallow)
Movement: 60' (Fly 60')
Save: 11; MR 70%
Intelligence: Super
Alignment: Neutral (CN)
No. Appearing: 1d2
XP/CL: 5,500/14

SD—Immunity (mind effects, hold spells, polymorph), resistance (acid, cold, electricity, fire, sonic)

SP—Bolts of bedevilment •, bestow curse •, color spray •••, confusion, detect evil, detect good, detect magic, dimension door, dispel magic, ego whip •, feeblemind •, hypnotic pattern •, invisibility •••, mental barrier •••, message, mind blank •, nondetection •••, plane shift •, prismatic wall •, protection from evil/good, psionic blast •, symbol of insanity •, suggestion •, teleport •, thought shield •

Lustrous xaocs are the most powerful of their kind, with silvery skin that glistens and rolls and eyes that swirl in deep prismatic pools. They have wide mouths and thin

lips that are always moving, as though they are constantly whispering to unseen things. Their arms and legs end in talons, but also bear bone barbs that help them hold their prey.

Lustrous xaocs are agents of madness, who drive powerful people into the depths of insanity, toppling order from the top.

They can belch forth four tentacles from their mouths that extend up to 20' and can grab victims and pull them into the monster's mouth to be swallowed, their bellies expanding to accommodate creatures up to medium size.

Once per day, a lustrous xaoc can emit a powerful croak that does 6d6 points of sonic damage to all within 30'. All who suffer damage must pass a saving throw or suffer from *confusion* for 1d6 rounds.

Once per day, a lustrous xaoc can summon 1d6 rubinous xaoc, 1d4 cerulean xaoc or 1 aurelian, viridian or achromatic xaoc with 60% chance of success.

Rubinous Xaoc

Type: Outsider

Size: Medium

Hit Dice: 6

Armor Class: 17

Attack: 2 claws (1d4 + 1d4 fire + Poison*), bite (1d6)

Movement: 40'

Save: 14; MR 20%

Intelligence: Low

Alignment: Neutral (CN)

No. Appearing: 1d6

XP/CL: 1,800/8

SD—Immunity (fire), vulnerable to cold

SP—Blur •, burning hands •, detect evil, detect good, detect magic

Rubinous xaocs are the smallest xaoc, with glistening scarlet skin that steams and pops. They are also the lankiest xaocs, with hunched backs and elongated arms and legs that end in webbed hands and feet tipped with searing hot talons. Their eyes are wide and golden, their mouths broad and filled with long, needle-like fangs. The primordial fire of Muspelheim burns in their veins, and drive them to almost constant violence.

A rubinous xaoc's poison inflicts 1d4 points of constitution damage per day. A victim reduced to 0 constitution bursts into flames and emerges as a rubinous xaoc one round later.

Rubinous xaoc can breathe fire once per day. This breath emerges as a 30' cone and deals 6d6 points of fire damage. A save cuts this damage in half.

Once per day, a rubinous xaoc can summon 1d3 other rubinous xaoc with 30% chance of success.

Viridian Xaoc

Type: Outsider

Size: Large

Hit Dice: 8

Armor Class: 19 [+1]

Attack: 2 claws (1d6 + 1d6 acid), bite (1d8)

Movement: 40' (Climb 30')

Save: 13; MR 40%

Intelligence: High

Alignment: Neutral (CN)

No. Appearing: 1d4

XP/CL: 2,400/10

SD—Immunity (acid)

SP—Confusion •••, death fog •, detect evil, detect good, detect magic, dimension door •••, dispel magic •, hold person •, hypnotic pattern •, mind blank, protection from evil, protection from good, ray of exhaustion •, thought shield

Viridian xaocs have deep jade flesh that reflects light in strange, mesmerizing patterns. Their eyes are narrow and a sulfurous yellow. From their pores a bilious, acidic vapor seeps, surrounding them in a 10' diameter miasma. Their slavering jaws drip acid, and their hands and feet leave small holes in whatever they touch. Viridians are more intelligent than rubinous and cerulean xaocs. They are leaders among their kind, bullying lesser xaocs and toadying to the more powerful.

Viridian xaocs are shrouded in an *acid fog*. Once per day they can vomit up a 10' cone of acid that inflicts 1d6 points of damage. A saving throw is required to halve that damage, and if failed, the acid sticks to the victim, inflicting 1d6 points of damage per round until it is neutralized with holy water or a *remove curse* spell.

Once per day, a viridian xaoc can summon 1d4 rubinous xaoc or 1d3 cerulean xaoc or another viridian xaoc with 30% chance of success.

Xeph

Type: Humanoid
Size: Medium
Hit Dice: 1
Armor Class: As armor +1
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d20*
XP/CL: 100/2



Xeph are crimson-furred humanoids with pointed ears and leonine features. They speak their own language and Common. Three times per day, a xeph can *haste* (as the spell) for 3 rounds.

Xeph organize themselves into bands of 2d6 x 10 warriors plus additional non-combatants equal to 10 times the warriors. For every 20 warriors in a band there is a bashi of 3rd to 6th level. Bands are led by a shaazdeh of 4th to 9th level (usually a duelist or sorcerer).

Xeph Player Characters

Xeph speak Xeph and Common plus bonus languages for high intelligence. They adjust their starting ability scores as follows: Str -1 and Dex +1. They have the special abilities as described above, but can only cast *haste* once per day. Xeph duelists can multi-class as clerics, sorcerers and thieves.

Xill

Type: Outsider
Size: Medium
Hit Dice: 5
Armor Class: 19
Attack: 4 claws (1d4) or by weapon
Movement: 40'
Save: 14; MR 70%
Intelligence: Average
Alignment: Chaotic (LE)
No. Appearing: 1d6
XP/CL: 1,500/7

Xill are extra-dimensional brutes with crimson carapaces and four arms. A xill stands 4 to 5' tall and weighs 100 lb. Xills speak Xill and sometimes (25%) Infernal.

Xill slip between the folds of space to attack enemies. They can cross from the Ethereal Plane in place of

moving, but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents are -4 to attack in the first round and -10 to attack in the second round. A xill can make this shift with a willing or helpless creature.

Xill that grapple an opponent can bite them on the next round for 1d4 points of damage and force them to save or be paralyzed for 1 hour.

As an attack, a xill can lay eggs inside a paralyzed creature. The young emerge in 90 days, devouring the host from inside. *Remove disease* rids a victim of the egg.



Xorn

Type: Outsider
Size: Medium
Hit Dice: 7
Armor Class: 21
Attack: 3 claws (1d4), bite (4d6)
Movement: 20' (Burrow 20')
Save: 13
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 2,100/9

SD—All-around vision, immunity (cold, fire), resistance (electricity, bludgeoning weapons)

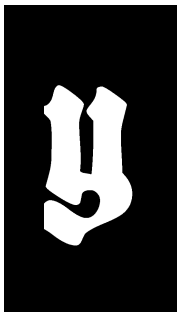
Xorns are barrel-shaped creatures from the Elemental Plane of Earth. They have thick, brown, bony carapaces with large mouths on the top of their bodies and three long clawed arms. They are 5' tall and wide and weigh 600 lb. Xorns speak Earth Elemental.

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest

meat. They are indifferent to other creatures, with the exception of people carrying a significant amount of precious metals or minerals, which xorns eat. They can smell this “food” up to 20’ away.

A xorn can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. The 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’, stunning the creature for 1 round unless it succeeds on a save.

A xorn’s symmetrically placed eyes allow it to look in any direction, so they cannot be flanked or backstabbed.



yeth hound yeti yrthak

Yeth Hound

Type: Outsider
Size: Medium
Hit Dice: 3
Armor Class: 19 [Silver]
Attack: Bite (1d8 + trip)
Movement: 40’ (Fly 70’)
Save: 15
Intelligence: Low
Alignment: Chaotic (NE)
No. Appearing: 1d12
XP/CL: 300/4

Yeth hounds are black hounds with demonic features. A yeth hound stands 5’ tall at the shoulder and weighs 400 lb. They cannot speak, but understand Infernal. Yeth hounds hunt only at night. They fear the sun and never venture out in daylight. When a yeth hound howls or barks, all creatures except other Chaotic outsiders within 300’ must succeed on a save or become frightened.

Yeti

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 14
Attack: 2 claws (1d6 + constrict)
Movement: 40’
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d6
XP/CL: 400/5

SD—Resistance (cold)

Yetis are large, hulking humanoids covered in white, shaggy fur. Their hands end in filthy claws, and their heads are large and sport a large round mouth filled with fangs. Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh. The typical yeti stands 9’ tall and weighs 600 or more pounds. Yetis speak Rakshasa.

Creatures within 30’ that meet the yeti’s gaze must save or be paralyzed with fear for 3 rounds.

Yrthak

Type: Monster
Size: Huge
Hit Dice: 12
Armor Class: 18
Attack: 2 claws (1d6), bite (2d8) or sonic lance (6d6)
Movement: 20’ (Fly 60’)
Save: 11
Intelligence: Low
Alignment: Neutral (N)
No. Appearing: 1d4
XP/CL: 1,200/13



SD—Blindsight 120’, immunity (gaze attacks, illusions), vulnerable to sonic damage

Yrthaks look like eyeless, legless dragons. An yrthak senses sound and movement by means of a special organ on its long tongue. It emits focused beams of sound from the protrusion on its head. It is yellowish-green in color; the wings and fin are more yellow and the head and body

are greener. An yrthak is 20' long, with a wingspan of 40' and it weighs 5,000 pounds.

An yrthak can sense all foes within 120'. Beyond that range it is considered blind. An yrthak whose sense of hearing is impaired is also effectively blinded.

Three times per day, an yrthak can focus sonic energy in 60' long ray. This deals 6d6 points of damage. The monster can direct this ray at stone to create an explosion. This attack deals 2d6 points of damage to all within 10' of the effect's center.



zombie zwunker

Zombie

Type: Undead
Size: Medium
Hit Dice: 2
Armor Class: 11
Attack: Slam (1d8)
Movement: 20'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 3d10
XP/CL: 200/3

SD—Resistance (bludgeoning weapons)

Zombies are corpses reanimated with black magic. They lack intelligence, so instructions given to a newly created zombie must be very simple. They can either move or attack each round, but not both, and they cannot run.



Zwunker

Type: Humanoid
Size: Small
Hit Dice: 1
Armor Class: As armor +1
Attack: By weapon
Movement: 20'
Save: 16; MR 10%*
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 2d12
XP/CL: 100/2



SP—Control wind •

Zwunkers are distant cousins of the dwarves. They have black skin, long manes of gold hair and faceted eyes that resemble yellow diamonds. Zwunkers live in caves overlooking the sea. They are skilled sailors and love nothing more than to feel the wind whipping through their manes. Zwunkers make elaborate leather armor (always black) and carry steel rods for weapons. Their hair can be shaved and melted down into the equivalent of 5 gp, though no zwunker would willingly do this save to avert his death or that of a loved one.

Zwunkers are resistant to magic, and their presence actually absorbs magical energy. Their magic resistance applies to all magical effects within 30' of them. Any spell their resistance turns aside is absorbed by them, nourishing them as though they had eaten a full meal.

Zwunker Player Characters

Zwunkers speak Dwarf and Common, plus bonus languages for high intelligence. They adjust their abilities as follows: Str +1, Wis -1. They get a +1 bonus to AC and in place of their magic resistance gain a +4 bonus to save vs. magic, and all allies gain a +1 bonus to save vs. magic if within 10'. Any day spent in the presence of magic permits them to consume only half rations of normal food. Zwunkers cannot become bards, magic-users or sorcerers, but zwunker thieves can multi-class as fighters.



Monster Templates

Templates are a quick and easy way of modifying monsters. They should only be considered as guidelines, of course, and one can make most monster modifications on the fly without using a template. Templates can be useful, though, as shorthand, so that when one refers to a “fiendish” monster, they always know that they’re talking about a monster with the blood of demons or devils flowing through its veins, and they know that it will have certain characteristics common to all fiendish creatures.

Using Templates

A template’s description provides a set of instructions for altering an existing creature, known as the “base creature”. The changes that a template might cause to each line of a creature’s statistics are discussed below. If a template does not cause a change to a certain statistic, that entry is missing from the template description.

Remember, if a monster’s HD changes, its saving throw values and XP value also change.

Beastman Template

Hybrids of human and animal are a mainstay of fantasy fiction. This template can be applied to any sort of animal or monster to turn it into an anthropomorphic beast.

Beastmen have a humanoid body with the head of an animal or monster. The precise look is up to the TK – whether or not they retain feathers or fur, or whether a squid-man’s arms are more like tentacles, and so on.

Beastmen share the following characteristics:

- Beastmen are monsters with a minimum of low intelligence, though their intelligence can be higher
- Beastmen are either the same size as the animal or at least small size

- Beastmen retain the attacks they had as animals or monsters, but can also attack with weapons

Hawk Man

Medium Monster; HD 1; AC 14; ATK Bite 1d4 or Weapon; MV 30’ (F40’), SV 16; INT Average; AL Neutral (N); NA 1d20; XP 100/2; Special—None

Owlbear Man

Medium Monster; HD 2; AC 15; ATK 2 Claws 1d4 and Bite 1d4 or Weapon; MV 30’; SV 16; INT Average; AL Neutral (N); NA 1d8; XP 200/3; Special—None

Rust Monster Man

Medium Monster; HD 2; AC 18; ATK Bite 1d3 or Antenna (rust) or 2 Weapons; MV 30’; SV 16; INT Average; AL Neutral (N); NA 1d6; XP 200/3; Special—Rust

Shark Man

Medium Monster; HD 2; AC 15; ATK Bite 1d4 or Weapon; MV 30’ (S40’); SV 16; INT Average; AL Neutral (N); NA 1d8; XP 200/3; Special—Breath water

Celestial Template

Celestial creatures dwell on the upper planes, the realms of Law. Although they resemble beings found on the Material Plane, they are more regal and beautiful. Celestial creatures often come in metallic colors such as silver, gold, or platinum.

Celestial creatures share the following characteristics:

- Celestial animals and vermin are monsters; other creatures retain their normal type
- Celestial creatures have a minimum of Low intelligence, although they can have much intelligence
- Celestial creatures are always Lawful
- Celestial creatures with 4 or more HD are only hit by silver or magic weapons, and all celestial creatures have resistance to electricity and magic resistance 10%
- Celestial creatures enjoy a +2 bonus to hit and damage against Chaotic creatures

Celestial Badger

Small Monster; HD 1; AC 15; ATK 2 Claws 1d3 and Bite 1d3; MV 30'; SV 16; INT Low; AL Lawful (LG); NA 1d6; XP 300/3; Special—Resistance to electricity, MR 10%, +2 to attack and damage Chaotics

Celestial Bear

Medium Monster; HD 3; AC 13; ATK 2 Claws 1d4 and Bite 1d6; MV 40'; SV 15; INT Low; AL Lawful (CG); NA 1d4; XP 900/5; Special—Resistance to electricity, MR 10%, +2 to hit and damage Chaotics

Celestial Brain Mole (“Holy Moley”)

Tiny Monster; HD 1; AC 16; ATK 1 Bite 1d3; MV 10' (B5'); SV 16; INT Low; AL Lawful (NG); NA 1d6; XP 300/3; Special—Resistance to electricity, MR 10%, +2 to attack and damage Chaotics, surprise (3 in 6); Spells—*mind thrust* •••, *repulsion* •••

Celestial Warhorse

Large Monster; HD 4; AC 14 [Silver]; ATK 2 Hooves 1d6 and bite 1d4; MV 50'; SV 15 INT Low; AL Lawful (LG); NA 1d6; XP 1,200/6; Special—Resistance to electricity, MR 10%, +2 to hit and damage Chaotics

Draconic Template

Dragons are exceptionally magical creatures, capable of breeding with nearly anything. Draconic creatures are more formidable than their non-draconic kin, and their appearance betrays their nature: Scales, elongated snouts, reptilian eyes and exaggerated teeth and claws. Sometimes they even have wings!

Draconic creatures share the following characteristics:

- The base creature’s type is changed to dragon
- At the Treasure Keeper’s option, draconic creatures gain wings and a fly speed equal to their land speed
- Armor Class improves by 2
- If the draconic creature does not already have claw and bite attacks, it gains 2 claw attacks and 1 bite attack with the following damage:

Size	Bite	Claw
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8

- Draconic creatures gain a breath weapon that deals 6d6 points of damage. A successful saving throw reduces damage by half. The exact type of breath weapon depends on the dragon parent:

Dragon Type	Breath Weapon
Black	60-foot line of acid
Blue	60-foot line of lightning
Green	30-foot cone of corrosive (acid) gas
Red	30-foot cone of fire
White	30-foot cone of cold
Brass	60-foot line of fire
Bronze	60-foot line of lightning
Copper	60-foot line of acid
Gold	30-foot cone of fire
Silver	30-foot cone of cold

- Draconic creatures are immune to sleep and paralysis

Draconic Dolphin (Draco-Dolphin)

Medium Dragon; HD 2; AC 17; ATK 2 Claws 1d4 and Bite 1d6; MV 0' (S80'); SV 16; INT Animal; AL Neutral (N); NA 1d8; XP 600/4; Special—Breath 60' line of lightning, immune sleep and paralysis, resistance to acid

Draconic Ogre (Dragon Ogre)

Large Dragon; HD 4; AC 18; ATK 2 Claws 1d6 and bite 1d8 or Weapon and Bite 1d8; MV 40' (F80'); SV 15; INT Low; AL Chaotic (CE); NA 1d4; XP 400/5; Special—Breath 60' line of acid, immune to sleep and paralysis



Elemental Template

Elemental creatures may be adapted to dwell on elemental planes, or may simply dwell in extreme environments on the material plane. They come in four varieties: Air, earth, fire or water creatures.

Elemental creatures share the following characteristics:

- Elemental animals and vermin become monsters; other creatures retain their normal type
- The attacks of an elemental creature inflict an additional 1d6 points of energy damage, as follows: Air creatures deal electricity (lightning) or sonic (thunder) damage, Earth creatures deal acid damage, Fire creatures deal fire damage and Water creatures deal cold damage.

Elemental creatures might also have one or more additional powers:

- Most elemental creatures have resistance to the energy damage they can inflict; i.e. Air creatures have resistance to electricity damage; fire creatures to fire.

- Air creatures have a fly speed equal to twice their land speed and do not need to breathe. If the base creature already has a fly speed, double it

- Earth creatures have a burrow speed equal to their base land speed and have a +4 saving throw against bull rush and trip attacks. If the base creature already has a burrow speed, double it

- Water creatures have a swim speed equal to twice their base land speed and can breathe water. If the base creature already has a swim speed, double it.

Air Creatures

d6	Power
1	Body is composed of gas, gains resistance to all non-magical weapons and can take <i>gaseous form</i> at will
2	Can spit a 100' long line of lightning 3 times per day, inflicting 3d6 points of damage
3	Always protected by a <i>wall of wind</i>
4	Surrounded by a constant wind, which it can turn into a whirlwind 3/day for 1 minute each time; the whirlwind works as the air elemental power
5	Can breathe a <i>gust of wind</i> 3/day
6	All creatures within 5' suffer 1 point of electricity damage per round from intense heat

Earth Creatures

d6	Power
1	All creatures that come in contact with the monster's skin suffer 1d4 points of acid damage; weapons that touch it must pass an item saving throw or be destroyed
2	Can breathe a 20' cone of acid 3 times per day, inflicting 3d6 points of damage
3	Can control rocks (per the <i>animate object</i> spell), animating 3 rocks up to boulder size per day
4	Can move through rock and stone as easily as it moves through air, as do earth elementals
5	Body is composed of stone; the effect is like that of <i>stoneskin</i>
6	Can <i>stomp</i> 3/day

Fire Creatures

d6	Power
1	Can breathe a 20' cone of fire 3 times per day, inflicting 3d6 points of damage
2	All creatures within 15' suffer 1 point of fire damage per round from intense heat
3	Can use <i>heat metal</i> 3/day
4	Can surround itself in an <i>incendiary cloud</i> once per day

- 5 Body is composed of magma; touch deals 2d6 points of damage and it can melt down and move like an ooze
- 6 All within 5' suffer 1d6 points of damage per round (save for half damage)

Water Creatures

d6	Power
1	Use <i>chill metal</i> 3/day
2	All creatures within 15' suffer 1 point of cold damage per round (save to negate)
3	Body is composed of ice; touch deals 2d6 points of damage and resistance to piercing and slashing weapons
4	Can breathe a 20' cone of cold 3 times per day, inflicting 3d6 points of damage
5	Can spit a powerful stream of water 100' long that inflicts 3d6 points of damage and knocks the target prone (save for halve damage and to avoid being knocked prone)
6	Body is composed of water; it can move through small cracks and suffers half damage from non-magical weapons



Flame Nymph (Elemental Fire Nymph)

Medium Fey; HD 6; AC 17; ATK Dagger 1d4 + 1d6 fire; MV 30' (S20'); SV 14; INT High; AL N (CN); NA 1d6; XP 1,800/8; Special—MR 50%, magic use (druid 4th); Spells—*Dimension door*, *heat metal* •••, *incendiary cloud* •

Hydropus (Elemental Water Octopus)

Small Monster; HD 2; AC 16; ATK Arms grapple + 1d6 cold and Bite 1d8 + 1d6 cold; MV 20' (S40'); SV 16; INT Animal; AL Neutral (N); NA 1d6; XP 200/3; Special—Resist cold

Jade Cobra (Elemental Earth Viper)

Small Monster; HD 1; AC 17; ATK Bite 1 + 1d6 acid + Poison IV; MV 20' (B20', C20', S20'); SV 16; INT Animal; AL N (N); NA 1; XP 500/4; Special—Resistance to acid, +4 to save vs. bull rush attacks, *stoneskin*

Lightning Bird (Elemental Air Eagle)

Small Monster; HD 1; AC 14; ATK 2 Talons 1d4 + 1d6 electricity and Bite 1d4 + 1d6 electricity; MV 10' (Fly 80'); SV 16; INT Animal; AL Neutral (N); NA 1d6; XP 300/3; Special—Resist electricity, need not breath

Rock Ape (Elemental Earth Giant Ape)

Large Monster; HD 5; AC 15; ATK 2 Claws 1d8 + 1d6 acid + rend and Bite 1d8 + 1d6 acid; MV 30' (B30', C20'); SV 14; INT Animal; AL Neutral (N); NA 1d4; XP 500/6; Special—Resistance to acid, +4 vs. bull rush and trip

Fiendish Template

Fiendish creatures dwell on the lower planes, the realms of evil, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

- Fiendish animals and vermin become monsters; other creatures retain their normal type
- Fiendish creatures have a minimum of Low intelligence, although can have much higher intelligence
- Fiendish creatures are always Chaotic in alignment
- Fiendish creatures with 4 or more HD can only be damaged by silver or magic weapons, and all have resistance to fire and magic resistance 10%
- Fiendish creatures are +2 to hit and damage against Lawful creatures

Fiendish Shark

Large Monster; HD 7; AC 15 [S]; ATK Bite 1d8; MV 0' (S60'); SV 13; INT Low; AL Chaotic (CE); NA 1d6; XP 700/8; Special—Resistance to fire, MR 10%, +2 to hit and damage Lawfuls

Fiendish Viper

Small Monster; HD 1; AC 17; ATK Bite 1 + Poison IV; MV 20' (C20', S20'); SV 16; INT Low; AL Chaotic (NE); NA 1d6; XP

500/4; Special—Resistance to fire, magic resistance 10%, +2 to hit and damage Lawfuls

Fiendish Wereboar (Devil Pig)

Medium Monster; HD 4; AC 18 [S]; ATK 2 Claws 1d4 and Gore 1d6 or Axe 1d8 and Gore 1d6; MV 30'; SV 15; INT Average; AL Chaotic (CE); NA 1d2; XP 1,200/6; Special—Resistance to fire, MR 10%, +2 to hit and damage Lawfuls

Fiendish Wolf

Medium Monster; HD 2; AC 14; ATK Bite 1d6 + trip; MV 50'; SV 16; INT Low; AL Chaotic (CE); NA 1d8; XP 600/4; Special—Resistance to fire, MR 10%, +2 to hit and damage Lawfuls

Giant Template

Giant animals are a staple of adventure fiction, especially in terms of lost valleys filled with prehistoric life, but this template can be used for making a giant version any type of creature.

The changes to the base creature depend on the number of size increases made to the monster, with each size change doubling the monster's size:

No. of Size Increases	Effects
One Increase	+2 HD, +1 damage step
Two Increases	+4 HD, +2 damage step, +10' move
Three Increases	+8 HD, +2 AC, +3 damage step, +10' move
Four Increases	+12 HD, +2 AC, +4 damage step, +20' move

Each increase in size changes the monster's size category to the next highest category (i.e. tiny to small, small to medium, medium to large, large to huge unless they are already huge, in which case they remain huge). An increase in Hit Dice also changes a creature's saving throw values and increases their experience point value.

Damage dice go in the following steps:

1 → 1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 1d10 → 2d6 → 3d6 → 4d6 → 5d6, etc.

If you desire a common nomenclature for giant-sized monsters, you can use the following:

Monsters that increase by one size category are "giant".

Monsters that increase by two sizes are called "gigantic".



Monsters that increase by three sizes are "colossal".

Monsters that increase by four sizes are "gargantuan".

Gigantic Monitor Lizard

Huge Animal; HD 7; AC 15; ATK Bite 2d6; MV 40' (S40'); SV 13; INT Animal; AL Neutral (N); NA 1d6; XP 350/7; Special—Note

Colossal Carnivorous Ape

Huge Monster; HD 12; AC 16; ATK 2 Claws 1d10 + rend, Bite 3d6; MV 40' (C30'); SV 11; INT Animal; AL Neutral (N); NA 1; XP 1,200/13; Special—Surprise (1-3 on 1d6)

Colossal Gargoyle (Living Idol)

Huge Monster; HD 12; AC 17 [+1]; ATK 2 Claws 1d10, Bite 2d6 and Horns 2d6; MV 30' (F40'); SV 11; INT Low; AL Chaotic (CE); NA 1d4; XP 3,600/14; Special—Freeze

Colossal Hill Giant (Mountain Giant)

Huge Giant; HD 16; AC 17; ATK Club 2d6 or Boulder 5d6; MV 40'; SV 9; INT Low; AL Chaotic (CE); NA 1d4; XP 800/16 Special—None

Gargantuan Creepy Crawler

Huge Monster; HD 15+1; AC 15; ATK Tentacles Poison II or Bite 1d10; MV 50' (C50'); INT Animal; AL Neutral (N); NA 1d6; SV 9; XP 1,500/16; Special—None

Gargantuan Pteranodon

Huge Monster; HD 16; AC 17; ATK 2 Claws 2d6 and Bite 4d6; MV 40' (F60'); SV 9; INT Animal; AL Neutral (N); NA 1; XP 1,600/17; Special—None

Gargantuan Treant (Giant Redwood)

Huge Plant; HD 20; AC 20; ATK 2 slams 6d8; MV 50'; SV 7; INT Average; AL Lawful (CG); NA 1d4; XP 2,000/21
Special—Surprised (1 in 6), resistance (bludgeoning and piercing weapons), vulnerable (fire)

Gargantuan Troll

Huge Giant; HD 18; AC 16; ATK 2 Claws 3d6 + rend and Bite 5d6; MV 50'; SV 8; INT Low; AL Chaotic (CE); NA 1d2; XP 5,400/20; Special—Regenerate (acid, fire)

Half-Celestial Template

Half-celestials are the children of angels or celestials and mortals. They are always comely and delightful to the senses, often having golden skin, sparkling eyes and angelic wings, and they are surrounded by auras of light.

Half-celestials share the following characteristics:

- Half-celestials are outsiders
- A half-celestial usually has feathered wings and can fly at twice the base creature's land speed. If the base creature already has a fly speed, retain that fly speed
- Armor Class improves by 1
- Half-celestials can only be hit by +1 or better weapons. They have a +2 bonus to save vs. poison, are immune to disease, have resistance to acid, cold and electricity and magic resistance 30%
- Half-celestials have special abilities which can be rolled randomly or chosen by the TK. One ability per two Hit Dice for a half-celestial is probably about right

d%	Special Ability
01-03	Increase weapon immunity by +1
04-07	Aura of light, 30-foot radius
08-11	Aura of fear, 20-foot radius
12-15	Deal double damage against Chaotic creatures
16-19	Immunity to electricity
20-23	Immunity to negative energy / energy drain
24-27	Immunity to paralysis and petrification
28-31	Increase magic resistance by +5%
32-33	Lay on hands, as paladin (level equal to Hit Dice)
34-37	<i>Protection from evil</i> aura, 10 ft. radius
38-43	Telepathy (100-foot range) and <i>tongues</i> ability
44-49	Turn undead as a Lawful cleric (level equal to Hit Dice)

50-59	Magic use (cleric, up to 1st level spells)
60-69	Magic use (cleric, up to 2nd level spells)
70-79	Magic use (cleric, up to 3rd level spells)
80-84	Magic use (cleric, up to 4th level spells)
85-89	Magic use (cleric, up to 5th level spells)
90-94	Magic use (cleric, up to 6th level spells)
95-97	Magic use (cleric, up to 7th level spells)
98-99	Magic use (cleric, up to 8th level spells)
100	Magic use (cleric, up to 9th level spells)

Celestial Dragon (Half-Celestial Gold Dragon)

Huge Outsider; HD 15; AC 19 [+1]; ATK Bite 1d8+4 and 2 Claws 1d6+4; MV 60' (F200', S60'); SV 9; INT High; AL Lawful (LG); NA 1; XP 7,500/18; Special—Aura of light (30' radius), aura of protection from evil 10' radius, breath weapon (50' cone of fire or weakening gas), turn undead, lay on hands, immune to disease, MR 30%, resist acid, cold, fire and electricity, cast spells as 11th level magic-user; Spells—*Bless* •••, *calm emotions*, *detect gems* •••, *foresight* •, *geas* •, *imbue with spell ability* •, *protection from energy* •••, *sunburst* •)

Light Elf (Half-Celestial Elf)

Medium Outsider; HD 1; AC 16 [+1]; ATK Weapon; MV 30' (F60'); SV 16 (14 vs. poison); INT Average; AL Lawful (CG); NA 1d10; XP 300/3; Special—Elf abilities, aura of light (30' radius), immune to disease, MT 30%, resistance to acid, cold and electricity

Half-Fiend Template

Half-fiends are the children of evil outsiders and mortals. No matter its form, a half-fiend is always frightening, with such features as scaled skin, horns, glowing red eyes, bat wings, a fetid odor, or some other sign that it is tainted with evil.

- Half-fiends are outsiders
- A half-fiend usually has bat-like wings and can fly at twice the base creature's land speed. If the base creature already has a fly speed, retain that fly speed
- Armor Class improves by 1
- Half-fiends can only be hit by +1 or better weapons. They have immunity to poison, resistance to acid, cold, electricity and fire and magic resistance 30%

- Half-fiends have 2 claw and 1 bite attack, with damage as follows: Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8 and Huge 1d10.

- Half-fiends have special abilities which can be rolled randomly or chosen by the TK. A special ability per two Hit Dice for a half-fiend is probably about right

d%	Special Ability
01-03	Increase weapon immunity by +1
04-07	Aura of darkness, 30-foot radius
08-11	Aura of fear, 30-foot radius
12-15	Claw attack causes disease (save to negate)
16-19	Deal double damage against Lawful creatures
20-23	Immunity to fire
24-27	Increase magic resistance by +5%
28-31	Poisonous bite (poison type IV)
32-33	Protection from good aura, 10 ft. radius
34-37	Rebuke undead as a cleric (level equal to Hit Dice)
38-43	Tail attack (1d4 damage + poison II)
44-49	Telepathy (100-foot range) and tongues ability
50-59	Magic use (anti-cleric, up to 1st level spells)
60-69	Magic use (anti-cleric, up to 2nd level spells)
70-79	Magic use (anti-cleric, up to 3rd level spells)
80-84	Magic use (anti-cleric, up to 4th level spells)
85-89	Magic use (anti-cleric, up to 5th level spells)
90-94	Magic use (anti-cleric, up to 6th level spells)
95-97	Magic use (anti-cleric, up to 7th level spells)
98-99	Magic use (anti-cleric, up to 8th level spells)
100	Magic use (anti-cleric, up to 9th level spells)

Infernal Dragon (Half-Fiend Red Dragon)

Large Outsider; HD 10; AC 19 [+1]; ATK 2 Claws 1d6 + disease and Bite 1d8 + poison IV; MV 40' (F150'); SV 12; INT High; AL Chaotic (LE); NA 1; XP 5,000/13; Special—Breath 30' cone of fire, immune to poison, resistance to acid, cold, electricity and fire, MR 30%, telepathy 100', tongues, cast spells as 5th level magic-user (20% chance); Spells—*Discern location* •, *find the path* •, *suggestion* ••, *tongues* (always active), *unholy word* •

Heldeofel (Half-Fiend Orc)

Medium Outsider; HD 1; AC 14 [+1]; ATK 2 Claws 1d4, Bite 1d6 or Weapon and Bite 1d6; MV 30' (F60'); SV 16; INT Low; AL Chaotic (CE); NA 1d10; XP 300/3; Special—Aura of fear (30'), immune to poison, MR 30%, resistance to acid, cold, electricity, fire

Hybrid Monster Template

Perhaps the crowning achievement of the mad wizard, more impressive than making golems or forging magical swords or even paying off student loans, is the creation of bizarre hybrid monsters that can bedevil adventurers long after the wizard has passed on. The owlbear is perhaps the most famous hybrid, but there are others.

Manufacturing a hybrid monster for a Treasure Keeper involves picking two monsters and combining them using the guidelines below. For player character magic-users, the process is described below.

Hybrid monsters are a combination of two monsters. Their stats are combined as follows:

- A hybrid monster's type is the same as one (or both) of the monsters to be combined. If the monsters being combined are both animals, the hybrid is a monster. Just use your best judgment
- The hybrid monster's Hit Dice is the average of the two monsters, but shouldn't be more than two Hit Dice less than the higher Hit Dice monster
- Use the higher of the two monster's Armor Classes
- The hybrid monster has a combination of the attacks of the two combined monsters, unless the physical form of the hybrid no longer supports one of those attacks. Where two monsters have the same attack forms, use the higher damage of the two combined monsters
- The hybrid monster retains the movement types of the combined monsters, defaulting to the faster rate
- The hybrid monster retains all the special abilities and attacks of the two combined monsters, though the TK has the final say on this

Magic-Users Creating Hybrid Monsters

Ninth level magic-users can create magical hybrid creatures. This is something of an obsession with many of them, who are keen to leave their mark on the world around them. To create a hybrid, a magic-user needs a cauldron or vat, a laboratory (cost 5,000 gp), two base creatures and knowledge of the *polymorph other*, *teleport* and *permanency* spells.

Through a complex set up, the magic-user manages to move the creatures from cages, through the ether, and into a vat of chemicals, where they are combined. The

magic-user has a base 33% chance of success, plus 1% per magic-user level, and minus 1% per combined Hit Dice of the creatures being combined. If the creatures are of different types, there is a -5% modification to the roll. Undead and constructs cannot be hybridized, and hybridizations involving humanoids suffer an additional -15% chance of success.

If the operation fails, the result is gruesome but inert. If sentient entities were involved in a failed experiment, the magic-user's alignment changes to Chaotic. There is a 1% chance that the failed experiment actually turns into a rampaging chaos beast.

If the operation succeeds, there is only a 15% chance that the resulting creature can breed true. If so, another creature, with the same chance of breeding, must be created by the magic-user. The hybrid monster grows to maturity in 10+1d20 days. If the monster is sentient, there is a 50% chance that it is insane.

Baalrukh (Balor + Roc)

Huge Outsider; HD 16; AC 18 [+3]; ATK +1 *vorpallongsword* (3d6), +1 *flaming whip* (1d8 + 1d6 fire), 2 talons (4d6) and bite (4d6); MV 20' (Fly 120'); SV 9; INT Super; AL Chaotic (CE); NA 1d4; XP 8,000/19; Special—MR 65%, immunity (electricity, fire, poison), explode, summon demon; Spells—*Cause fear*, *comprehend languages*, *darkness II*, *detect invisibility*, *detect magic*, *dispel magic*, *ego whip* •, *mental barrier* •, *mind blank* •, *mind thrust* •, *psionic blast* •, *pyrotechnics*, *read magic*, *suggestion*, *symbol (fear, discord)*, *telekinesis (600 lb.)*, *teleport without error*, *thought shield* •

Death Giant (Cloud Giant + Wight)

Large Giant; HD 8; AC 17; ATK Slam 1d10 + energy drain or Weapon 3d10 or boulder (720'/4d6); MV 40'; SV 13; INT Average; AL Chaotic (CE); NA 1d6; XP 2,400/10; Special—Track by scent, surprised (1 on d6); Spells—*Fog cloud* •, *levitate (self + 1 ton)* •••, *obscuring mist* •••

Dracolisk (Basilisk + Black Dragon)

Medium Dragon; HD 6; AC 17; ATK 2 Claws 1d8 and Bite 1d10; MV 60' (F100', S60'); SV 14; INT Average; AL Chaotic (CE); NA 1d4; XP 1,800/8; Special—Acid breath, petrification gaze, resistance to acid, water breathing

Gorgimera (Chimera + Gorgon)

Large Monster; HD 8; AC 18; ATK 2 Claws 1d3, Bite 2d6, Bite 1d4 + Poison III and Gore 2d6; MV 30' (F40'); SV 13;

INT Low; AL Chaotic (CE); NA 1d4; XP 2,400/10; Special—Petrification breath 5/day, fire breath 3/day

Hobhound (Hobgoblin + Worg)

Medium Monster; HD 3+1; AC 14; ATK Bite 1d8 + trip; MV 40'; SV 15; INT Low; AL Chaotic (NE); NA 3d6; XP 300/4; Special—None

Horned Giant (Hill Giant + Minotaur)

Large Monster; HD 7; AC 15; ATK Bite 1d6, Gore 1d6 and Weapon 2d6 or Boulder 3d6; MV 30'; SV 13 (11 vs. *maze*); INT Low; AL Chaotic (CE); NA 1d6; XP 700/8

Ogre Jelly (Ogre + Ochre Jelly)

Large Monster; HD 4; AC 15; ATK Slam 1d6 + 1d4 acid or Weapon +2; MV 40' (C10'); SV 15 (13 vs. mind effects); INT Low; AL Chaotic (NE); NA 1d4; XP 400/5; Special—Resistance to weapons

Rock Giant (Stone Giant + Earth Elemental)

Large Monster; HD 10; AC 20; ATK Slam 3d8 or Boulder 5d6; MV 30'; SV 12; INT Low; AL Neutral (N); NA 1d4; XP 1,000/11 Special—Walk through stone

Spectral Dragon (Spectre + White Dragon)

Medium Undead; HD 6; AC 18 [S]; ATK 2 Claws 1d8 + 2 levels energy drain and Bite 1d8; MV 60' (F150'); SV 14; INT Average; AL Chaotic (NE); NA 1; XP 1,800/8; Special—Immune to sleep, resistance to cold, incorporeal, powerless in sunlight, breath weapon (bone-chilling cold)

Swamp Giant (Hill Giant + Snapping Turtle)

Large Giant; HD 9; AC 17; ATK Bite 6d6 or Weapon 2d6; MV 30' (S20'); SV 12; INT Low; AL Neutral (CN); NA 1d10; XP 900/10; Special—None

Tentacled Terror (Roper + Troll)

Large Aberration; HD 8 (Regenerate/Acid, Fire); AC 20; ATK 6 tentacles 50'/drag + 2d8 Str and Bite 3d6; MV 30'; SV 13; INT Low; AL Chaotic (CE); NA 1d4; XP 2,400/10; Special—Surprise (1-3 on 1d6 in rocky areas), immune (electricity), vulnerable (fire)

Ympe (Goblin + Imp)

Small Monster; HD 1+1; AC armor +10; ATK Sting 1d4 and Weapon; MV 20' (Fly 50'); SV 16, 14 vs. poison; INT Average; AL Chaotic (NE); NA 1d8; XP 100/2; Special—Resistance (fire); Spells—*detect good* •, *invisibility (self)* •

Lycanthrope Template

Although the word lycanthrope translates as “wolf man”, it is used in fantasy gaming to refer to any human that can assume the form of an animal. In its natural form, a lycanthrope looks like any other members of its kind. In beast form, a lycanthrope resembles a powerful version of the normal animal or animal-like monster, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropes share the following characteristics:

- Lycanthropes have the monster type
- The lycanthrope’s Hit Dice are equal to the animal plus the humanoid
- Lycanthropes use the animal form’s movement rates in animal and hybrid form, and the humanoid’s type when in humanoid form
- Lycanthropes improve their Armor Class by 2
- Lycanthropes fight with weapons in humanoid form, their natural attacks in animal form, and both weapons and natural attacks in their hybrid form.
- Lycanthropes are only be harmed by silver or magic weapons
- Lycanthropes can communicate with creatures of their animal, monster or vermin type



Dwarf Were-Beetle (Tiger Beetle)

Small Monster; HD 4; AC 17 [S]; ATK Bite 2d6 or Weapon and Bite; MV 20' or 60'; INT Average; AL Neutral (N); SV 15; 12 vs. poison and magic; NA 1d6; XP 400/5; Special—Curse of lycanthropy, dwarf abilities

Elf Were-Unicorn

Medium Monster; HD 5+1; AC 18 [S]; ATK 2 Kicks 1d6 and Horn 1d6 or Weapon and Horn; MV 40' or 60'; INT Average; AL Neutral (CN); SV 14; NA 1d4; XP 500/6; Special—Curse of lycanthropy, immune (charm and poison), 90% resistance to sleep, immune to ghoul paralysis, surprise on 1-3, surprised on 1, unicorn spells

Gnome Were-Badger

Small Monster; HD 1; AC 15 [S]; ATK Bite 1d3 or Weapon and Bite; MV 20' or 30'; INT Average; AL Neutral (N); SV 16; NA 1d6; XP 100/2; Special—Curse of lycanthropy, gnome abilities, rage for +1d6 damage

Goblin Were-Weasel

Small Monster; HD 3; AC 15 [S]; ATK 2 Claws 1d3 and Bite 1d4 + blood drain or Weapon and Bite; MV 20' or 30'; SV 15; INT Average; AL Chaotic (CE); NA 1d8; XP 300/4; Special—Curse of lycanthropy

Human Were-Bat (Giant)

Medium Monster; HD 5; AC 17 [S]; ATK 2 Claws 1d4 and Bite 1d6 or Weapon and Bite; MV 30' (F40'); INT Average; AL Chaotic (NE); SV 14; NA 1d6; XP 500/6; Special—Curse of lycanthropy

Human Were-Jaguar

Medium Monster; HD 4; AC 15 [S]; ATK 2 Claws 1d3 + rend and Bite 1d6; MV 40' (C20'); INT Average; AL Chaotic (CE); SV 15; NA 1d4; XP 400/5; Special—Curse of lycanthropy

Sahuagin Were-Shark

Medium Monster; HD 5; AC 18 [S]; ATK 2 Claws 1d4 + rend and Bite 1d6 or Weapon and Bite; MV 30' (S60'); SV 14; INT Average; AL Chaotic (LE); NA 1d6; XP 500/6; Special—Curse of lycanthropy, frenzy 1/day

Paragon Template

Paragon creatures are perfect, perhaps divine, versions of normal creatures.

Paragons have the following shared characteristics:

- Paragon animals and vermin change their type to monster and they have a minimum of low intelligence
- Paragon creatures have one extra Hit Dice and the maximum possible hit points
- Paragon creatures double their movement rates
- Paragon creatures gain a +4 bonus to Armor Class
- Paragon creatures deal maximum damage
- Paragon creatures can use the following spells 3 times per day each: *Dispel magic*, *haste* and *detect invisibility*
- Paragon creatures can only be hit by +1 or better weapons, have magic resistance 50% and can regenerate

Calydonian Boar (Giant Boar)

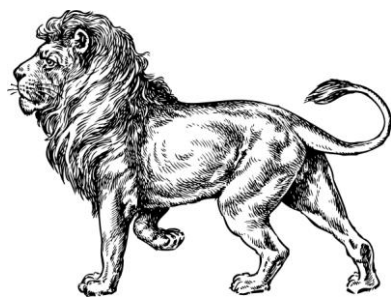
Large Monster; HD 8 (48 hp); AC 19 [+1]; ATK Gore 10; MV 80'; SV 13; INT Low; AL Neutral (N); NA 1; XP 2,400/10; Special—Fight after death, magic resistance 50%, regenerate, spells (see above)

Ceryneian Hind (Giant Deer)

Large Monster; HD 6 (36 hp); AC 20 [+1]; ATK 2 Hooves 8 and Antlers 8; MV 100'; SV 14; INT Low; AL Neutral (N); NA 1; XP 1,800/8; Special—Magic resistance 50%, regenerate, spells (see above)

Nemean Lion (Paragon Lion)

Large Monster, HD 6 (36 hp); AC 19 [+1]; ATK 2 Claws 6 + rend and Bite 8; MV 80'; SV 14; INT Low; AL Neutral (N); NA 1; XP 1,800/8; Special—Magic resistance 50%, regenerate, spells (see above)



Psionic Template

Psionic creatures do not look different from standard examples of their kind, but they harbor psychic powers.

Psionic creatures share the following characteristics:

- Psionic animals and vermin change their type to monster. Other creatures retain their normal type
- Psionic creatures improve their intelligence by one category (i.e. from animal to low, low to average, or average to high), or, if they have an intelligence score, increase it by 3 points
- Psionic creatures possess the following spells, based on their number of Hit Dice. Note that a psionic creature has the spells listed for its Hit Dice plus all the spells listed for creatures with less Hit Dice

HD	Spells
1–2	3/day— <i>ESP</i> , <i>precognition</i> ; 1/day— <i>detect magic</i> , <i>shield</i>
3–4	3/day— <i>empty mind</i> , <i>mind thrust</i> ; 1/day— <i>pyrotechnics</i>
5–6	1/day— <i>body adjustment</i> , <i>brain lock</i>
7–8	1/day— <i>antipathy</i> , <i>psionic blast</i>
9–10	3/day— <i>intellect fortress</i> ; 1/day— <i>psychic crush</i>
11–12	1/day— <i>dominate person</i>
13–14	1/day— <i>chain lightning</i> , <i>tower of iron will</i>
15–16	3/day— <i>teleport</i>
17–18	1/day— <i>fission</i>
19–20	1/day— <i>ultrablast</i>

Psionic Chimera

Large Monster; HD 9; AC 19; ATK 2 Bites 1d10, Horns 1d8 and 2 Claws 1d6; MV 30' (F50'); SV 12; INT Average; AL Chaotic (CE); NA 1; XP 2,700/11; Special—Breath 30' cone of fire; Spells—*Antipathy* •, *body adjustment* •, *brain lock* •, *detect magic* •, *empty mind* •••, *ESP* •••, *intellect fortress* •••, *mind thrust* •••, *precognition* •••, *psionic blast* •, *psychic crush* •, *pyrotechnics* •, *shield* •

Psionic Duergar

Small Humanoid; HD 1; AC 17; ATK Weapon; MV 20'; SV 16; INT High; AL Chaotic (LE); NA 1d6; XP 100/2; Spells—*Detect magic* •, *ESP* •••, *precognition* •••, *shield* •

Weird Template

Weird creatures are inspired by the weird horror and fantasy stories of authors like Clark Ashton Smith and H. P. Lovecraft. They come from alien dimensions, or are mortal creatures changed by alien energies.

Weird creatures have the following characteristics:

- The base creature's type changes to aberration
- They are Chaotic in alignment
- They are all slightly mad, making it impossible to read their minds. They also have a piercing, unearthly gaze that inflicts 1 point of wisdom damage to those who look into their eyes and fail a saving throw
- They have an unnatural appearance, with grey or pallid flesh, slime covering their bodies, double-jointed, gangly or morbidly obese, a carnal funk or ordure about them. This appearance is not obvious at first (though animals are uncomfortable around them and will not approach within 10 feet) but becomes more pronounced as one loses their sanity (i.e. lose points of wisdom)
- They are uncomfortable in the daylight, and prefer to be underground or indoors
- They regenerate, can only be hit by silver or magic weapons and have magic resistance 50%
- When destroyed in flesh, they either melt away, leaving no evidence of their existence, or they transform into chaos beasts and continue the fight a bit longer
- If they have at least low intelligence, they can cast the following spells, based on their HD:

HD	Spells (1/day each)
1-3	<i>Bestow curse, blur, hypnotism</i>
4-5	<i>Dimension door, enthrall, summon monster II*, unhallow</i>
6	<i>Insanity, summon monster IV*, teleport</i>
7	<i>Summon monster VI*, teleport without error</i>
8	<i>Etherealness</i>
9	<i>Weird</i>
10+	<i>Astral projection</i>

*Weird creatures only summon Chaotic aberrations, usually as follows:

Level	Summon ...
II	1 darkmantle
IV	1d4 darkmantle, 1d2 ethereal marauder, 1 choker, grick or thought eater
VI	1d6 ethereal marauder, 1d4 chokers, gricks or thought eaters, 1d2 gibbering moutherers or walking slimes, 1 squird

Weird Black Pudding

Medium Aberration; HD 10; AC 14 [Silver]; ATK Touch 3d6 acid + engulf; MV 20'; SV 12; MR 50%; INT Non; AL Chaotic (NE); NA 1; XP 3,000/12; Special—Immune (acid, cold, poison), resistance (weapon), regenerate, madness, gaze, unnatural appearance, uncomfortable in light; Spells—*Astral projection, bestow curse, blur, dimension door, enthrall, etherealness, hypnotism, insanity, summon monster II, summon monster IV, summon monster VI, teleport, teleport without error, unhallow, weird*

Weird Ghast

Medium Aberration; HD 4; AC 17 [Silver]; ATK 2 Claws 1d4 + paralysis, Bite 1d8; MV 40'; SV 15; MR 50%; INT Average; AL Chaotic (CE); NA 1d6; XP 1,200/6; Special—Regenerate, madness, gaze, stink, unnatural appearance, dislike light; Spells—*Bestow curse •, blur •, hypnotism •, dimension door •, enthrall •, summon monster II •, unhallow •*

Weird Giant Crab

Medium Aberration; HD 3; AC 18 [Silver]; ATK 2 Pincers 1d6; MV 20' (Swim 10'); SV 15; MR 50%; INT Non-; AL Chaotic (CE); NA 3d4; XP 900/5; Special—Regenerate, madness, gaze, unnatural appearance, uncomfortable in light; Spells—*Bestow curse •, blur •, hypnotism •*

Weird Giant Rat

Medium Aberration; HD 1; AC 13 [Silver]; ATK Bite 1d3 + disease; MV 30' (C20'); SV 16; MR 50%; INT Animal; AL Chaotic (NE); NA 6d6; XP 300/3; Special—Regenerate, madness, gaze, unnatural appearance, uncomfortable in light; Spells—*bestow curse •, blur •, hypnotism •*

Encounter Tables

When designing dungeons and wilderness encounters, these lists of monsters may come in handy.

Monsters by Environment

This first section lists the monsters in this book by the environments they most likely inhabit. Each list includes the monster's name (of course), its Challenge Level (CL), the "official" number encountered and a value called the Threat Level (TL). The threat level cross-references the monster's challenge level with the number likely to be encountered. After all, a single kobold may not be very dangerous to 3rd level characters, but 20 kobolds are.

Keep in mind, though, that the number of monsters encountered is completely up to the Treasure Keeper – the ranges given are merely a suggestion.

Any Environment

Name	Type	# App	CL	TL
Aasimar	Humanoid	1	4	2
Amazon, Blue	Humanoid	1d20	2	5
Amazon, Green	Humanoid	1d20	2	5
Amazon, Red	Humanoid	1d20	2	5
Animated Object-Huge	Construct	1	8	4
Animated Object-Large	Construct	1	4	2
Animated Object-Medium	Construct	1	2	1
Animated Object-Small	Construct	1	1	1
Automaton	Construct	1d10	2	3
Beastman	Humanoid	2d6	3	5
Bronze Bull	Construct	1	16	8
Cat	Animal	1d10	1	1
Centipede, Giant	Vermin	5d6	1	7
Colossus	Construct	1	23	10
Demon - Cambion	Outsider	1	10	4
Demon - Succubus	Outsider	1	8	3
Demonic Knight	Outsider	1	11	5
Donkey	Animal	1	2	1
Eagle (Hawk)	Animal	1d2	1	1
Elan	Aberration	1d20	2	5
Genie-Janni	Elemental	1d3	8	4
Genius Loci	Ooze	1	14	6
Ghast	Undead	1d6	5	4
Ghost	Undead	1d6	8	7
Ghoul	Undead	2d12	3	10
Goblin	Humanoid	4d6	1	4

Golem, Amber	Construct	1d4	12	8
Golem, Bone	Construct	1d4	8	5
Golem, Bronze	Construct	1d4	22	14
Golem, Clay	Construct	1d4	13	8
Golem, Flesh	Construct	1d4	11	7
Golem, Iron	Construct	1d4	21	13
Golem, Stone	Construct	1d4	16	10
Golem, Wood	Construct	1d4	2	1
Hengeyokai	Monster	1d4	2	1
Homunculus	Construct	1	3	1
Horse, Draught	Animal	1d10	2	3
Horse, Heavy Warhorse	Animal	1d10	3	4
Horse, Light Warhorse	Animal	1d10	2	3
Horse, Riding	Animal	1d10	2	3
Human Magician	Humanoid	1d6	3	3
Human Aristocrat	Humanoid	2d6	3	5
Human Bandit	Humanoid	3d6	1	3
Human Berserker	Humanoid	3d6	2	5
Human Brigand	Humanoid	3d6	1	3
Human Hermit	Humanoid	1	4	2
Human Warrior	Humanoid	1d20	1	3
Human, Normal	Humanoid	1d20	1	1
Raven	Animal	3d6	1	4
Raven, Giant	Animal	1d6	4	4
Tiefling	Humanoid	1d8	5	6
Titan	Outsider	1d3	24	12
Vampire	Undead	1d6	10	9
Wight	Undead	2d12	6	20
Wolf	Animal	2d6	4	7
Wolf, Dire	Animal	2d6	5	9
Worg	Monster	2d6	5	9
Wraith	Undead	2d8	7	16

Aquatic – Fresh Water

Name	Type	# App	CL	TL
Aboleth	Aberration	1d4	10	6
Catfish, Giant	Animal	1d2	9	4
Chuul	Aberration	1d6	12	11
Crocodile	Animal	1d12	4	7
Crocodile, Giant	Animal	1d8	7	8
Draug	Undead	1	7	3
Eye of the Deep	Aberration	1d6	11	10
Gargoyle (Kapoacanth)	Monster	2d10	6	17
Groaning Spirit (Banshee)	Undead	1	9	4
Hippopotamus	Animal	2d6	6	11

Hippopotamus, Giant	Animal	1d6	14	12
Human Pirate	Humanoid	Special	1	5
Leech, Giant	Vermin	2d6	3	5
Naga, Water	Aberration	1d4	10	6
Nixie	Fey	2d6	2	4
Pirhana, Giant	Animal	3d6	4	11

Aquatic – Salt Water

Name	Type	# App	CL	TL
Aboleth	Aberration	1d4	10	6
Barracuda, Giant	Animal	2d4	6	8
Chuul	Aberration	1d6	12	11
Crab, Giant	Animal	3d4	4	7
Crabman	Monster	1d10	2	3
Crocodile	Animal	1d12	4	7
Crocodile, Giant	Animal	1d8	7	8
Dinosaur - Elasmosaurus	Animal	1d8	11	12
Dolphin	Animal	1d20	3	8
Draco-Dolphin	Dragon	1d8	4	5
Dragon Turtle	Dragon	1	14	6
Dragon, Gold	Dragon	1d4	13	8
Draug	Undead	1	7	3
Eye of the Deep	Aberration	1d6	11	10
Gargoyle (Kapoacanth)	Monster	2d10	6	17
Giant, Storm	Giant	1d8	16	18
Hag, Sea	Monster	1 or 3	6	2
Harpy	Monster	2d6	4	7
Human Pirate	Humanoid	Special	1	5
Jellyfish, Giant	Vermin	2d6	4	7
Kraken	Monster	1	22	10
Locathah	Humanoid	1d20	2	5
Manta Ray	Animal	1d6	4	4
Merfolk	Humanoid	1d20	2	5
Octopus	Animal	1	3	1
Octopus, Giant	Animal	1d4	5	3
Sahuagin	Monster	2d6	3	5
Sahuagin Wereshark	Monster	1d6	6	5
Sea Horse, Giant	Animal	1d12	5	8
Sea Lion	Monster	2d6	7	12
Sea Serpent	Monster	1	10	5
Shark - Megalodon	Animal	1d4	19	12
Shark Man (Beastman Template)	Monster	1d8	3	3
Shark, Huge	Animal	1d6	11	10
Shark, Large	Animal	1d8	8	9

Shark, Medium	Animal	1d10	4	6
Siren	Fey	1d6	5	4
Snail Man	Monster	1d12	4	7
Squid	Animal	1d12	4	7
Squid, Giant	Animal	1d6	7	6
Triton	Outsider	3d6	8	21
Turtle, Giant, Sea	Animal	1d6	16	14
Whale-Basilosaurus	Animal	1d4	24	15
Whale-Narwhal	Animal	1d6	7	6
Whale-Orca	Animal	2d6	10	18
Whale-Sperm	Animal	1d4	37	23
Zwunker	Humanoid	2d12	2	6

Cold

Name	Type	# App	CL	TL
Bear, Polar	Animal	1d6	9	8
Dragon, White	Dragon	1d4	8	5
Ettin	Giant	1d4	11	7
Frost Worm	Monster	1	16	7
Giant, Frost	Giant	1d8	11	12
Hoary Hunter	Fey	1	17	8
Hoary Steed (Hoary Hunter)	Monster	1	14	6
Lycanthrope - Werewolf	Monster	1d4	5	3
Mammoth	Animal	1d10	13	18
Ogre	Giant	3d6	4	11
Remorhaz	Monster	1	12	5
Toad, Ice	Monster	1d4	6	4
White Pudding	Ooze	1	11	5
Winter Wolf	Monster	1d8	8	9
Yeti	Monster	1d6	5	4

Grasslands

Name	Type	# App	CL	TL
Ankheg	Monster	1d6	4	4
Ant, Giant	Vermin	2d6	4	7
Antikythere, Bronze	Construct	1d8	3	3
Antikythere, Gold	Construct	1d8	7	8
Antikythere, Silver	Construct	1d8	5	6
Assassin Vine	Plant	1d4	5	3
Axe Beak	Animal	1d6	4	4
Baboon	Animal	1d8	2	2
Bee, Giant	Vermin	1d10	5	7
Beetle, Giant Stag	Vermin	2d6	7	12
Beetle, Giant Tiger	Vermin	2d6	3	5
Behir	Monster	1d2	10	6

Blink Dog	Monster	4d4	5	13	Snake, Viper - Giant	Animal	1	9	3
Bounder	Monster	2d6	8	14	Snake, Viper - Normal	Animal	1	4	1
Brain Mole	Monster	1d4	2	2	Sprite	Fey	1d20	2	5
Bulette	Monster	1d2	10	6	Swarm - Bats	Animal	1d20	4	11
Camel	Animal	5d6	3	13	Swarm - Locusts	Vermin	1d12	4	7
Centaur	Monster	2d10	4	11	Sylph	Fey	1d6	4	4
Cheetah	Animal	1d4	4	3	Thylacine	Animal	1d6	2	2
Dog (Jackal)	Animal	1d12	1	2	Tiger	Animal	1d2	7	3
Dromite	Monster	1d20	2	5	Tiger - Smilodon	Animal	1d2	10	6
Elephant	Animal	1d12	12	20	Titanotheres	Animal	1d8	13	15
Formian Myrmarch	Monster	1d8	9	10	Udoroot	Plant	1	7	3
Formian Queen	Monster	1	12	7	Vampire Tree	Plant	1d10	5	7
Formian Soldier	Monster	2d6	5	9	Wasp, Giant	Vermin	3d10	4	17
Formian Worker	Monster	3d6	2	5	Xeph	Humanoid	1d20	2	5
Gnoll	Humanoid	1d6	2	2	Highlands/Mountains				
Gnome	Humanoid	1d20	1	4	Name	Type	# App	CL	TL
Gnome Were-Badger	Monster	1d6	2	2	Ant, Giant	Vermin	2d6	4	7
Halfling	Humanoid	1d20	1	1	Antikythere, Bronze	Construct	1d8	3	3
Hippopotamus	Animal	2d6	6	11	Antikythere, Gold	Construct	1d8	7	8
Hippopotamus, Giant	Animal	1d6	14	12	Antikythere, Silver	Construct	1d8	5	6
Human Nomad	Humanoid	3d6	1	3	Arrowhawk	Monster	1d6	8	7
Human Trader	Humanoid	3d6	2	5	Athach	Giant	1d6	15	13
Hyena	Animal	1d12	2	3	Bat Monster	Monster	1	10	4
Hyena, Giant	Animal	1d6	4	4	Bat, Giant	Animal	1d8	5	6
Indricotheres (Rhinoceros)	Animal	1d4	15	11	Chimera	Monster	1d4	10	6
Jackalwere	Monster	1d6	5	4	Mountain Giant	Giant	1d4	16	10
Krenshar	Monster	1d10	3	4	Cyclopean	Humanoid	1d8	3	3
Leprechaun	Fey	1d20	2	7	Cyclops	Giant	1d8	15	17
Leucrota	Monster	1d6	7	6	Dragon Horse	Monster	1d4	10	6
Lion	Animal	1d10	6	8	Dragon, Bronze	Dragon	1d4	11	7
Lion, Spotted	Animal	1d8	7	8	Dragon, Copper	Dragon	1d4	10	6
Lizard	Animal	1	1	0	Dragon, Red	Dragon	1d4	12	8
Lycanthrope - Weretiger	Monster	1d2	6	2	Dragon, Silver	Dragon	1d4	12	8
Lycanthrope - Werewolf	Monster	1d4	5	3	Dwarf	Humanoid	1d20	1	3
Mammoth	Animal	1d10	13	18	Dwarf Were-Beetle	Monster	1d6	5	4
Mule	Animal	1d6	2	2	Eagle, Giant	Monster	1d12	5	8
Olifaunt (Elephant)	Animal	1d6	24	21	Ettin	Giant	1d4	11	7
Ostrich, Giant	Animal	3d10	3	12	Gargantuan Pteranodon	Monster	1	17	8
Pony	Animal	1d20	2	5	Gargantuan Troll	Giant	1d2	20	9
Rhinoceros	Animal	1d12	8	13	Giant, Cloud	Giant	1d10	13	18
Rock Baboon	Monster	1d8	2	2	Giant, Fire	Giant	1d6	12	11
Shedu	Monster	1d8	11	12	Giant, Frost	Giant	1d8	11	12
Shedu, Greater	Monster	1d2	17	11	Giant, Hill	Giant	2d6	9	16
Sirrush	Dragon	1d8	12	14	Giant, Stone	Giant	2d6	10	18
Smilodard	Humanoid	5d6	3	13					

Giant, Storm	Giant	1d8	16	18	Dragonne	Monster	1d10	9	12
Gorgimera	Monster	1d4	10	6	Girallon	Monster	1d8	8	9
Gremlin (Goblin)	Humanoid	4d6	2	7	Gnoll	Humanoid	1d6	2	2
Griffon	Monster	1d8	8	9	Human Nomad	Humanoid	3d6	1	3
Hag, Mountain	Monster	1 or 3	9	4	Lamia	Monster	1d4	11	7
Harpy	Monster	2d6	4	7	Lamia, Greater (Lamia)	Monster	1d4	13	8
Hawk Man	Monster	1d20	2	5	Lizard	Animal	1	1	0
Hippogriff	Monster	2d8	4	9	Lizard, Giant - Horned	Animal	1d3	5	3
Hobgoblin	Humanoid	4d6	1	4	Lycanthrope - Wereviper	Monster	1d6	10	9
Hobhound	Monster	3d6	5	13	Mule	Animal	1d6	2	2
Horned Giant	Monster	1d6	8	7	Mummy	Undead	1d12	6	10
Jackalwere	Monster	1d6	5	4	Ogre	Giant	3d6	4	11
Juggernaut	Giant	1d12	4	7	Ogre Mage	Giant	1d6	7	6
Lycanthrope - Werewolf	Monster	1d4	5	3	Scorpion Man	Monster	2d6	14	25
Lynx, Giant	Monster	1	3	1	Scorpion, Giant	Vermin	1d12	6	10
Manticore	Monster	1d4	7	4	Shedu	Monster	1d8	11	12
Mule	Animal	1d6	2	2	Shedu, Greater	Monster	1d2	17	11
Neanderthal	Humanoid	1d12	2	3	Snake, Viper - Giant	Animal	1	9	3
Ogre	Giant	3d6	4	11	Snake, Viper - Normal	Animal	1	4	1
Ogre Mage	Giant	1d6	7	6	Sphinx, Crio-	Monster	1	11	5
Orc	Humanoid	3d6	1	3	Sphinx, Gyno-	Monster	1d4	9	6
Pegasus	Monster	1d12	3	5	Sphinx, Hieraco-	Monster	1d6	10	9
Peryton	Monster	1d12	6	10	Spinx, Andro-	Monster	1	13	6
Ram, Giant	Animal	1d3	4	2	Swarm – Bats	Animal	1d20	4	11
Roc	Animal	1d10	13	18	Tortoise Man	Humanoid	1d12	2	3
Rock Giant	Monster	1d4	11	7					
Sylph	Fey	1d6	4	4					
Tortoise Man	Humanoid	1d12	2	3					
Wyvern	Dragon	1d6	10	9					
Yeti	Monster	1d6	5	4					
Yrthak	Monster	1d4	13	8					

Wastelands

Name	Type	# App	CL	TL
Basilisk	Monster	1d6	8	7
Bat Monster	Monster	1	10	4
Bat, Giant	Animal	1d8	5	6
Blink Dog	Monster	4d4	5	13
Bounder	Monster	2d6	8	14
Brown Pudding	Ooze	1	13	6
Camel	Animal	5d6	3	13
Dog (Jackal)	Animal	1d12	1	2
Dragon, Blue	Dragon	1d4	11	7
Dragon, Brass	Dragon	1d4	9	6
Dragon, Prismatic	Dragon	1	14	6

Wetlands

Name	Type	# App	CL	TL
Ant, Giant	Vermin	2d6	4	7
Antikythere, Bronze	Construct	1d8	3	3
Antikythere, Gold	Construct	1d8	7	8
Antikythere, Silver	Construct	1d8	5	6
Assassin Vine	Plant	1d4	5	3
Bat Monster	Monster	1	10	4
Bat, Giant	Animal	1d8	5	6
Beaver, Giant	Animal	3d6	4	11
Bee, Giant	Vermin	1d10	5	7
Beetle, Giant Bombardier	Vermin	3d4	2	3
Catoblepas	Monster	1d2	9	3
Crocodile	Animal	1d12	4	7
Crocodile, Giant	Animal	1d8	7	8
Dracolisk	Dragon	1d4	8	5
Dragon, Black	Dragon	1d4	9	6
Frog, Giant	Animal	2d6	3	5
Frog, Killer	Animal	3d6	3	8

Gorilla	Animal	1d8	3	3	Badger, Giant	Animal	1d4	4	3
Gorilla - Gigantopithecus	Animal	1d6	6	5	Bafana	Monster	1d20	2	5
Hag, Annis	Monster	1 or 3	9	4	Bat Monster	Monster	1	10	4
Hag, Green	Monster	1 or 3	10	5	Bat, Giant	Animal	1d8	5	6
Hangman Tree	Plant	1	6	3	Bear, Black	Animal	1d3	4	2
Hydra	Monster	1	8	4	Bear, Brown	Animal	1d6	7	6
Leech, Giant	Vermin	2d6	3	5	Bear, Cave	Animal	1d2	7	3
Lizard	Animal	1	1	0	Beaver, Giant	Animal	3d6	4	11
Lizardman	Humanoid	1d10	2	3	Bee, Giant	Vermin	1d10	5	7
Mugwump	Humanoid	1d10	3	4	Beetle, Giant Bombardier	Vermin	3d4	2	3
Mushroom Man	Monster	1d8	4	5	Beetle, Giant Rhinoceros	Vermin	1d6	13	11
Ogre	Giant	3d6	4	11	Boar	Animal	1d8	4	5
Ogre Mage	Giant	1d6	7	6	Boar, Giant	Animal	1d6	8	7
Ophidian, Greater	Monster	1d6	9	8	Brownie	Fey	3d6	2	7
Ophidian, Lesser	Monster	1d10	4	6	Bugbear	Humanoid	4d6	3	11
Otyugh	Aberration	1d4	7	4	Centaur	Monster	2d10	4	11
Shambling Mound	Plant	1	9	4	Colossal Carnivorous Ape	Monster	1	13	6
Slug, Giant	Vermin	1	10	5	Deer, Giant	Animal	1d12	6	10
Snake, Constrictor - Giant	Animal	1	12	6	Dinosaur - Brontosaurus	Animal	1d6	25	22
Snake, Constrictor - Normal	Animal	1	4	2	Dinosaur - Deinonychus	Animal	1d6	5	4
Snake, Viper - Giant	Animal	1	9	3	Dinosaur - Megaraptor	Animal	1d6	9	8
Snake, Viper - Normal	Animal	1	4	1	Dinosaur - Pteranodon	Animal	1d6	5	4
Stirge	Monster	5d6	2	9	Dinosaur - Stegosaurus	Animal	1d8	16	18
Swamp Giant	Giant	1d10	10	14	Dinosaur - Triceratops	Animal	1d8	17	19
Swarm - Bats	Animal	1d20	4	11	Dinosaur - Tyrannosaurus	Animal	1d2	19	9
Tendriculos	Plant	1	10	5	Displacer	Monster	1d6	7	6
Tick, Giant	Vermin	3d4	4	7	Dragon, Green	Dragon	1d4	10	6
Toad, Giant	Animal	3d10	4	17	Dryad	Fey	1d6	3	3
Toad, Giant Poisonous	Animal	2d10	3	8	Dun Pudding	Ooze	1	10	4
Turtle, Giant, Snapping	Animal	1d6	11	10	Elephant	Animal	1d12	12	20
Vampire Tree	Plant	1d10	5	7	Elf	Humanoid	1d20	2	5
Wasp, Giant	Vermin	3d10	4	17	Elf Were-Unicorn	Monster	1d4	6	4
Will-o'-Wisp	Aberration	1d3	11	6	Ettercap	Monster	1d2	6	3

Woodlands

Name	Type	# App	CL	TL
Ant, Giant	Vermin	2d6	4	7
Antikythere, Bronze	Construct	1d8	3	3
Antikythere, Gold	Construct	1d8	7	8
Antikythere, Silver	Construct	1d8	5	6
Ape, Carnivorous	Animal	1d8	5	6
Ape, Giant	Animal	1d4	10	6
Aranea	Monster	1d6	5	4
Assassin Vine	Plant	1d4	5	3
Badger	Animal	1d6	2	2

Gargantuan Treant	Plant	1d4	21	13
Gigantic Monitor Lizard	Animal	1d6	7	6
Gorilla	Animal	1d8	3	3
Gorilla - Gigantopithecus	Animal	1d6	6	5
Gray Render	Monster	1	11	5
Grig	Fey	2d6	1	3
Hag, Green	Monster	1 or 3	10	5
Hangman Tree	Plant	1	6	3
Human Trader	Humanoid	3d6	2	5
Human Were-Jaguar	Monster	1d4	5	3
Leopard	Animal	1d4	4	3
Leprechaun	Fey	1d20	2	7

Lizard	Animal	1	1	0	Swarm – Spiders	Vermin	1d12	3	5
Lizard, Giant – Draco	Animal	1d4	4	3	Sylph	Fey	1d6	4	4
Lizard, Giant – Gecko	Animal	1d6	3	3	Tendriculos	Plant	1	10	5
Lizard, Giant – Monitor	Animal	1d4	3	2	Thylacine	Animal	1d6	2	2
Lizard, Giant – Tuatara	Animal	1d20	6	16	Treant	Plant	2d10	9	25
Lycanthrope – Werebear	Monster	1d4	7	4	Unicorn	Monster	1d4	5	3
Lycanthrope – Wereboar	Monster	1d4	5	3	Vampire Tree	Plant	1d10	5	7
Lycanthrope – Weretiger	Monster	1d2	6	2	Wasp, Giant	Vermin	3d10	4	17
Lycanthrope – Wereviper	Monster	1d6	10	9	Weasel	Animal	1	1	0
Lycanthrope – Werewolf	Monster	1d4	5	3	Weasel, Giant	Animal	1	4	2
Mammoth	Animal	1d10	13	18	Will-o'-Wisp	Aberration	1d3	11	6
Monkey	Animal	1d4x10	1	3	Wolverine	Animal	1	4	2
Monkey	Animal	1d4x5	1	3	Wolverine, Giant	Animal	1	6	3
Mule	Animal	1d6	2	2	Wyvern	Dragon	1d6	10	9
Nymph	Fey	1d6	8	7	Underworld				
Ogre	Giant	3d6	4	11					
Ogre Mage	Giant	1d6	7	6					
Olifaunt (Elephant)	Animal	1d6	24	21					
Ophidian, Greater	Monster	1d6	9	8					
Ophidian, Lesser	Monster	1d10	4	6					
Owl, Giant	Monster	1d6	5	4					
Owlbear	Monster	1d6	6	5					
Owlbear Man	Monster	1d8	3	3					
Pixie	Fey	4d6	3	11					
Porcupine, Giant	Animal	1d6	2	2					
Praying Mantis, Giant	Vermin	1	5	2					
Pseudodragon	Dragon	1	4	1					
Rakshasa	Outsider	1d4	9	6					
Razor Boar	Monster	1	17	8					
Satyr	Fey	1d8	6	7					
Shamshir	Monster	1d8	4	5					
Shrew, Giant	Animal	1d8	1	1					
Shrew, Giant - Venomous	Animal	1d8	4	5					
Sidhe	Fey	1	12	5					
Skunk, Giant	Animal	1d4	6	4					
Snake, Constrictor – Giant	Animal	1	12	6					
Snake, Constrictor	Animal	1	4	2					
Snake, Viper - Giant	Animal	1	9	3					
Snake, Viper - Normal	Animal	1	4	1					
Spider Eater	Monster	1	5	2					
Spider, Giant	Vermin	1d12	3	5					
Sprite	Fey	1d20	2	5					
Stalker	Humanoid	1d10	2	3					
Svart	Humanoid	1d20	1	4					
Swarm – Bats	Animal	1d20	4	11					
					Name	Type	# App	CL	TL
					Aboleth	Aberration	1d4	10	6
					Allip	Undead	1	6	2
					Almesith	Monster	1d4	9	6
					Amphisbaena	Dragon	1	10	4
					Ant, Giant	Vermin	2d6	4	7
					Antikythere, Bronze	Construct	1d8	3	3
					Antikythere, Gold	Construct	1d8	7	8
					Antikythere, Silver	Construct	1d8	5	6
					Azer	Outsider	1d12	3	5
					Basilisk	Monster	1d6	8	7
					Bat Monster	Monster	1	10	4
					Bat, Giant	Animal	1d8	5	6
					Beetle, Giant Fire	Vermin	3d4	2	3
					Beetlor	Monster	1d4	9	6
					Black Pudding	Ooze	1	12	5
					Blinding Beast	Monster	1d4	5	3
					Bodak	Undead	1	12	5
					Bugbear	Humanoid	4d6	3	11
					Caecilian, Giant	Vermin	1	7	3
					Caller in Darkness	Undead	1	13	6
					Cave Locust, Giant	Vermin	3d6	3	8
					Centipede, Giant	Vermin	5d6	1	7
					Chaos Beast	Aberration	1	9	4
					Chimera	Monster	1d4	10	6
					Choker	Aberration	1d6	4	4
					Chuul	Aberration	1d6	12	11
					Cloaker	Aberration	1d4	8	5
					Cockatrice	Monster	1d8	7	8

Colossal Gargoyle	Monster	1d4	14	9	Goblin	Humanoid	4d6	1	4
Crab, Giant	Animal	3d4	4	7	Goblin Wereweasel	Monster	1d8	4	5
Crabman	Monster	1d10	2	3	Goblin, Blue	Humanoid	1d6	2	2
Crawling Claw	Undead	1	1	0	Golem, Amber	Construct	1d4	12	8
Creepy Crawler	Monster	1d6	4	4	Golem, Bone	Construct	1d4	8	5
Crysmal	Elemental-Earth	1d6	8	7	Golem, Bronze	Construct	1d4	22	14
Crystal People	Elemental-Earth	1d6	4	4	Golem, Clay	Construct	1d4	13	8
Darkmantle	Aberration	2d8	3	7	Golem, Flesh	Construct	1d4	11	7
Delver	Aberration	1	16	8	Golem, Iron	Construct	1d4	21	13
Dergenue	Elemental-Earth	1d6	3	3	Golem, Stone	Construct	1d4	16	10
Derro	Monster	1d8	4	5	Golem, Wood	Construct	1d4	2	1
Destrachan	Aberration	1d6	9	8	Gorgimera	Monster	1d4	10	6
Digester	Monster	1d6	10	9	Gorgon	Monster	1d4	10	6
Doppelganger	Monster	1d6	5	4	Gray Ooze	Ooze	1d4	5	3
Dracolisk	Dragon	1d4	8	5	Gremlin (Goblin)	Humanoid	4d6	2	7
Dragon Ogre	Dragon	1d4	5	3	Grick	Aberration	1d4	3	2
Dragolem	Construct	1	11	4	Grimlock	Humanoid	1d20	2	5
Drider	Monster	1d2	8	3	Groaning Spirit	Undead	1	9	4
Drow (Dark Elf)	Humanoid	1d8	3	3	Grue	Outsider	1	11	5
Dwarf	Humanoid	1d20	1	3	Hecatonchiere	Giant	1	22	10
Dwarf-Duergar	Humanoid	1d20	2	5	Hobgoblin	Humanoid	4d6	1	4
Ethereal Filcher	Aberration	1	6	3	Hobhound	Monster	3d6	5	13
Ethereal Marauder	Aberration	1	3	1	Homunculus	Construct	1	3	1
Ettercap	Monster	1d2	6	3	Horned Giant	Monster	1d6	8	7
Eye of the Dark	Aberration	1	14	6	Human Werebat	Monster	1d6	6	5
Flail Snail	Monster	1	5	2	Hydra	Monster	1	8	4
Folugub	Aberration	1d2	4	2	Intellect Devourer	Aberration	1d4	8	5
Formian Myrmarch	Monster	1d8	9	10	Iron Cobra	Construct	1	4	1
Formian Queen	Monster	1	12	7	Juggernaut	Giant	1d12	4	7
Formian Soldier	Monster	2d6	5	9	Kobold	Humanoid	4d6	1	2
Formian Worker	Monster	3d6	2	5	Leech, Giant	Vermin	2d6	3	5
Frost Worm	Monster	1	16	7	Lich	Undead	1	12	5
Garg. Creepy Crawler	Monster	1d6	16	14	Lich, Demi-	Undead	1	17	7
Gargoyle (Kapoacanth)	Monster	2d10	6	17	Living Statue, Crystal	Construct	1d6	4	4
Gelatinous Cube	Ooze	1	6	2	Living Statue, Iron	Construct	1d4	5	3
Genie-Janni	Elemental	1d3	8	4	Living Statue, Stone	Construct	1d3	6	3
Ghast	Undead	1d6	5	4	Lizard	Animal	1	1	0
Ghost	Undead	1d6	8	7	Lurker Above	Aberration	1	11	5
Ghoul	Undead	2d12	3	10	Lycanthrope-Wererat	Monster	5d6	4	18
Giant, Fire	Giant	1d6	12	11	Manticore	Monster	1d4	7	4
Giant, Stone	Giant	2d6	10	18	Medusa	Monster	1d4	7	4
Gibbering Mouther	Aberration	1	5	2	Mimic	Aberration	1	8	4
Girallon	Monster	1d8	8	9	Mind Blaster (Thelid)	Aberration	1d4	10	6
Gloom	Monster	1	14	6	Minotaur	Monster	1d8	7	8
Gnoll	Humanoid	1d6	2	2	Mohrg	Undead	1d4	15	9

Mummy	Undead	1d12	6	10	Snail Man	Monster	1d12	4	7
Mummy, Jade	Undead	1d10	7	10	Spectral Dragon	Undead	1	8	3
Mushroom Man	Monster	1d8	4	5	Spectre	Undead	1d8	9	10
Naga, Dark	Aberration	1d4	11	7	Sphinx, Crio-	Monster	1	11	5
Naga, Guardian	Aberration	1d4	14	9	Sphinx, Gyno-	Monster	1d4	9	6
Naga, Ha-	Aberration	1d4	18	11	Sphinx, Hieraco-	Monster	1d6	10	9
Naga, Spirit	Aberration	1d4	12	8	Spider Eater	Monster	1	5	2
Naga, Water	Aberration	1d4	10	6	Spider, Giant	Vermin	1d12	3	5
Neh-Thalgggu	Aberration	1	11	5	Spinx, Andro-	Monster	1	13	6
Neothelid	Aberration	1	27	13	Squird	Aberration	1d10	6	8
Ochre Jelly	Ooze	1d3	6	3	Stirge	Monster	5d6	2	9
Ogre	Giant	3d6	4	11	Stunjelly	Ooze	1	5	2
Ogre Jelly	Monster	1d4	5	3	Svart	Humanoid	1d20	1	4
Ogre Mage	Giant	1d6	7	6	Svirfneblin (Gnome)	Humanoid	1d6	4	4
Ophidian, Greater	Monster	1d6	9	8	Swarm – Bats	Animal	1d20	4	11
Ophidian, Lesser	Monster	1d10	4	6	Swarm – Centipedes	Vermin	1d12	4	7
Orc	Humanoid	3d6	1	3	Swarm – Rats	Animal	1d12	5	8
Otyugh	Aberration	1d4	7	4	Swarm – Spiders	Vermin	1d12	3	5
Owlbear	Monster	1d6	6	5	Tentacled Terror	Aberration	1d4	10	6
Phantom Fungus	Plant	1	4	1	Thessalhydra	Monster	1	14	6
Phase Spider	Monster	1d6	8	7	Tiefling	Humanoid	1d8	5	6
Phasm	Aberration	1d6	9	8	Titan	Outsider	1d3	24	12
Piercer	Aberration	2d6	5	9	Trapper	Aberration	1	11	5
Psionic Chimera	Monster	1	11	5	Troglodyte	Humanoid	1d12	3	5
Psionic Duergar	Humanoid	1d8	2	2	Troglodyte, Greater	Humanoid	1d8	5	6
Purple Worm	Monster	1d4	18	11	Troll (Scrag)	Giant	1d6	7	6
Rakshasa	Outsider	1d4	9	6	Trow	Humanoid	1d12	4	7
Rat, Giant	Animal	6d6	2	11	Vampire	Undead	1d6	10	9
Rat, Monstrous	Animal	1d6	4	4	Vermiurge	Aberration	1	23	10
Ratling	Humanoid	4d6	1	5	Violet Fungus	Plant	1d4	4	3
Remorhaz	Monster	1	12	5	Walking Slime	Aberration	1d10	4	6
Rock Giant	Monster	1d4	11	7	Weird Black Pudding	Aberration	1	12	5
Roper	Aberration	1d3	12	6	Weird Ghast	Aberration	1d6	6	5
Rot Grub	Vermin	4d6	1	4	Weird Giant Crab	Aberration	1d6	5	4
Rust Monster	Monster	1d2	6	3	Weird Giant Rat	Aberration	6d6	3	16
Rust Monster Man	Monster	1d6	3	3	Wight	Undead	2d12	6	20
Shambling Mound	Plant	1	9	4	Will-o'-Wisp	Aberration	1d3	11	6
Shape of Fire	Undead	1	13	5	Winter Wolf	Monster	1d8	8	9
Shocker Lizard	Monster	1d12	3	5	Worg	Monster	2d6	5	9
Shrieker	Plant	2d4	2	3	Worm That Walks	Aberration	1	13	6
Skeleton	Undead	3d10	2	8	Wraith	Undead	2d8	7	16
Skeleton Warrior	Undead	1	11	5	Ympe	Monster	1d8	2	2
Skum	Monster	2d6	3	5	Zombie	Undead	3d10	3	12
Slithering Tracker	Ooze	1	6	3					
Slug, Giant	Vermin	1	10	5					

Astral Plane

Name	Type	# App	CL	TL
Aerial Servant	Elemental-Air	1	18	8
Angel - Astral Deva	Outsider	1d3	15	8
Angel - Planetar	Outsider	1	17	7
Angel - Solar	Outsider	1	25	11
Devourer	Undead	1	12	5
Dragon Horse	Monster	1d4	10	6
Dragon, Force	Dragon	1	15	7
Dream Larva	Outsider	1	15	6
Elan	Aberration	1d20	2	5
Hoary Hunter	Fey	1	17	8
Kith-Yin	Monster	1d8	6	7
Kith-Zan (Kith-Yin)	Monster	1d8	6	7
Lich, Demi-	Undead	1	17	7
Mercane	Outsider	1d4	9	6
Mind Blaster (Thelid)	Aberration	1d4	10	6
Night Hag	Outsider	1d3	10	5
Nightmare	Outsider	1	8	3
Phane	Outsider	1	14	6
Protean	Aberration	1	24	11
Shedu	Monster	1d8	11	12
Shedu. Greater	Monster	1d2	17	11
Thorciasid	Monster	1d6	17	15
Titan	Outsider	1d3	24	12
Umbral Blot	Construct	1	23	10
Unbodied	Aberration	1d6	6	5
Uvuudaum	Outsider	1d6	22	19
Vampire	Undead	1d6	10	9
Xaoc, Achromatic	Outsider	1d3	13	7
Xaoc, Aurelian	Outsider	1d3	12	6
Xaoc, Cerulean	Outsider	1d6	9	8
Xaoc, Lustrous	Outsider	1d2	14	6
Xaoc, Rubinous	Outsider	1d6	8	7
Xaoc, Viridian	Outsider	1d4	10	6

Ethereal Plane

Name	Type	# App	CL	TL
Aerial Servant	Elemental-Air	1	18	8
Allip	Undead	1	6	2
Anaxim	Construct	1	19	8
Archon, Lantern	Outsider	3d6	3	8
Caller in Darkness	Undead	1	13	6
Couatl	Outsider	1d4	12	8
Demon - Shadow Demon	Outsider	1d8	9	10

Demon - Succubus	Outsider	1	8	3
Devourer	Undead	1	12	5
Dragon Horse	Monster	1d4	10	6
Elan	Aberration	1d20	2	5
Ethereal Filcher	Aberration	1	6	3
Ethereal Marauder	Aberration	1	3	1
Genie-Janni	Elemental	1d3	8	4
Ghost	Undead	1d6	8	7
Groaning Spirit	Undead	1	9	4
Phase Spider	Monster	1d6	8	7
Protean	Aberration	1	24	11
Shape of Fire	Undead	1	13	5
Shedu	Monster	1d8	11	12
Shedu. Greater	Monster	1d2	17	11
Spectre	Undead	1d8	9	10
Thought Eater	Aberration	1d3	4	2
Titan	Outsider	1d3	24	12
Vampire	Undead	1d6	10	9
Wraith	Undead	2d8	7	16
Xill	Outsider	1d6	7	6

Elemental Air Plane

Name	Type	# App	CL	TL
Aerial Servant	Elemental	1	18	8
Arrowhawk	Monster	1d6	8	7
Belker	Elemental	1d3	9	5
Dragon Horse	Monster	1d4	10	6
Elemental, Air-Huge	Elemental	1	18	8
Elemental, Air-Large	Elemental	1	14	6
Elemental, Air-Medium	Elemental	1	10	4
Elemental, Air-Small	Elemental	1	6	2
Genie-Djinni	Elemental	1	9	4
Invisible Stalker	Elemental	1	10	4
Lightning Bird	Monster	1d6	3	3
Mephit	Outsider	1d12	5	8
Sylph	Fey	1d6	4	4
Titan	Outsider	1d3	24	12
Wind Walker	Elemental	3d6	8	21

Elemental Earth Plane

Name	Type	# App	CL	TL
Azer	Outsider	1d12	3	5
Crysmal	Elemental	1d6	8	7
Crystal People	Elemental	1d6	4	4
Dergenue	Elemental	1d6	3	3

Elemental, Earth-Huge	Elemental	1	18	8
Elemental, Earth-Lg	Elemental	1	14	6
Elemental, Earth-Med	Elemental	1	10	4
Elemental, Earth-Small	Elemental	1	6	2
Genie-Shaitani	Elemental	1	11	5
Jade Cobra	Monster	1	4	1
Mephit	Outsider	1d12	5	8
Mudman	Elemental	1d12	3	5
Rock Ape	Monster	1d4	6	4
Rock Giant	Monster	1d4	11	7
Sandman	Elemental	1d6	5	4
Thoqqua	Outsider	1d2	4	2
Titan	Outsider	1d3	24	12
Xorn	Outsider	1d4	9	6

Elemental Fire Plane

Name	Type	# App	CL	TL
Azer	Outsider	1d12	3	5
Elemental, Fire-Huge	Elemental	1	18	8
Elemental, Fire-Large	Elemental	1	14	6
Elemental, Fire-Medium	Elemental	1	10	4
Elemental, Fire-Small	Elemental	1	6	2
Flame Nymph	Fey	1d6	8	7
Genie-Efreeti	Elemental	1	12	5
Magmin	Elemental	1d10	4	6
Mephit	Outsider	1d12	5	8
Phaethon	Elemental	1	22	10
Phantom Stalker	Elemental	1d2	8	3
Rast	Outsider	1d6	6	5
Salamander, Greater	Outsider	1d6	9	8
Salamander, Lesser	Outsider	3d6	3	8
Salamander, Noble	Outsider	1	14	6
Thoqqua	Outsider	1d2	4	2
Titan	Outsider	1d3	24	12

Elemental Water Plane

Name	Type	#APP	CL	TL
Elemental, Water-Huge	Elemental	1	18	8
Elemental, Water-Large	Elemental	1	14	6
Elemental, Water-Med	Elemental	1	10	4
Elemental, Water-Small	Elemental	1	6	2
Genie-Maridi	Elemental	1	14	6
Hydropus	Monster	1d6	3	3
Ice Giant	Elemental	1	23	10
Iceman	Elemental	1d8	10	11

Mephit	Outsider	1d12	5	8
Titan	Outsider	1d3	24	12
Tojanida	Outsider	1d4	9	6
Triton	Outsider	3d6	8	21

Negative Energy Plane

Name	Type	#APP	CL	TL
Allip	Undead	1	6	2
Bodak	Undead	1	12	5
Caller in Darkness	Undead	1	13	6
Crawling Claw	Undead	1	1	0
Death Giant	Giant	1d6	10	9
Devourer	Undead	1	12	5
Draug	Undead	1	7	3
Ghast	Undead	1d6	5	4
Ghost	Undead	1d6	8	7
Ghoul	Undead	2d12	3	10
Groaning Spirit (Banshee)	Undead	1	9	4
Lich	Undead	1	12	5
Lich, Demi-	Undead	1	17	7
Mohrg	Undead	1d4	15	9
Mummy	Undead	1d12	6	10
Mummy, Jade	Undead	1d10	7	10
Nightcrawler (Nightshade)	Undead	1	28	13
Nightwalker (Nightshade)	Undead	1	23	11
Nightwing (Nightshade)	Undead	1	19	9
Shadow	Undead	2d10	4	11
Shadow, Greater	Undead	1d6	11	10
Skeleton	Undead	3d10	2	8
Skeleton Warrior	Undead	1	11	5
Spectre	Undead	1d8	9	10
Umbral Blot	Construct	1	23	10
Wight	Undead	2d12	6	20
Wraith	Undead	2d8	7	16

Positive Energy Plane

Name	Type	# App	CL	TL
Ravid	Outsider	1	4	2

Shadow Plane

Name	Type	#APP	CL	TL
Shadow	Undead	2d10	4	11
Shadow Mastiff	Outsider	3d6	5	13
Shadow, Greater	Undead	1d6	11	10
Titan	Outsider	1d3	24	12

Upper Planes of Law

Name	Type	# App	CL	TL
Anaxim	Construct	1	19	8
Angel - Astral Deva	Outsider	1d3	15	8
Angel - Planetar	Outsider	1	17	7
Angel - Solar	Outsider	1	25	11
Archon, Hound	Outsider	1d6	8	7
Archon, Lantern	Outsider	3d6	3	8
Archon, Trumpet	Outsider	1d3	15	8
Celestial - Avoral	Outsider	1d4	9	6
Celestial - Bralani	Outsider	1d4	8	5
Celestial - Ghaele	Outsider	1	13	5
Celestial - Leonal	Outsider	1d6	15	13
Celestial Badger	Monster	1d6	3	3
Celestial Bear	Monster	1d4	5	3
Celestial Brain Mole	Monster	1d6	3	3
Celestial Dragon	Outsider	1	18	8
Celestial Warhorse	Monster	1d6	6	5
Couatl	Outsider	1d4	12	8
Kolyarut (Inevitable)	Construct	1	15	7
Lammasu	Outsider	2d4	8	10
Light Elf	Outsider	1d10	3	4
Lillend	Outsider	1d4	9	6
Marut (Inevitable)	Construct	1	17	8
Opinicus	Outsider	1d4	10	6
Polyhedroid - Dodecahedroid	Outsider	1d2	14	6
Polyhedroid - Hexahedroid	Outsider	1d6	7	6
Polyhedroid - Icosahedroid	Outsider	1	23	10
Polyhedroid - Octahedroid	Outsider	1d4	10	6
Polyhedroid - Spheroid	Outsider	1d12	2	3
Polyhedroid - Tetrahedroid	Outsider	1d8	5	6
Titan	Outsider	1d3	24	12
Zelekhut (Inevitable)	Construct	1	10	4

Lower Planes of Chaos

Name	Type	# App	CL	TL
Achaierai	Outsider	1d8	8	9
Archdevil Amon	Outsider	1	24	11
Archdevil Geryon	Outsider	1	25	11
Archdevil Moloch	Outsider	1	24	11
Baalrukh	Monster	1d4	19	12
Barghest	Outsider	1d6	8	7
Demon - Alu-Demon	Outsider	1	8	3
Demon - Babau	Outsider	1d6	9	8
Demon - Balor, Class VI	Outsider	1d6	16	14
Demon - Bebelith	Outsider	1	14	6
Demon - Cambion	Outsider	1	10	4
Demon - Dretch	Outsider	2d8	6	14
Demon - Glabrezu, Class III	Outsider	1d6	12	11
Demon - Hezrou, Class II	Outsider	1d6	11	10
Demon - Marilith, Class V	Outsider	1d6	9	8
Demon - Nalfeshnee, Class IV	Outsider	1d6	13	11
Demon - Quasit	Outsider	1	5	2
Demon - Shadow Demon	Outsider	1d8	9	10
Demon - Succubus	Outsider	1	8	3
Demon - Vrock, Class I	Outsider	1d10	10	14
Demon Prince Baphomet	Outsider	1	21	9
Demon Prince Jubilex	Outsider	1	18	8
Demon Prince Orcus	Outsider	1	23	10
Demonic Knight	Outsider	1	11	5
Devil - Barbed Devil	Outsider	1d10	10	14
Devil - Bearded Devil	Outsider	1d12	8	13
Devil - Bone Devil	Outsider	1d10	11	15
Devil - Chain Devil	Outsider	2d4	10	13
Devil - Erinyes	Outsider	1d12	9	15
Devil - Hellcat	Outsider	1d10	10	14
Devil - Horned Devil	Outsider	1d10	8	11
Devil - Ice Devil	Outsider	1d10	13	18
Devil - Imp	Outsider	1	5	2
Devil - Lemure	Outsider	2d8	4	9
Devil - Pit Fiend	Outsider	1	16	7
Devil Pig	Monster	1d2	6	2
Fiendish Shark	Monster	1d6	8	7
Fiendish Viper	Monster	1d6	4	4
Fiendish Wolf	Monster	1d8	4	5
Grue	Outsider	1	11	5
Heldeofel	Outsider	1d10	3	4
Hell Dragon	Outsider	1	13	5
Hell Hound	Outsider	2d4	5	6

Hoary Hunter	Fey	1	17	8
Howler	Outsider	1d10	7	10
Night Hag	Outsider	1d3	10	5
Nightmare	Outsider	1	8	3
Retriever	Construct	1	12	5
Shadow Mastiff	Outsider	3d6	5	13
Swarm - Hellwasps	Monster	1d8	8	9
Titan	Outsider	1d3	24	12
Vargouille	Outsider	1d20	3	8
Yeth Hound	Outsider	1d12	4	7

Level One Monsters

Name	Type
Animated Object-Small	Construct
Cat	Animal
Centipede, Giant	Vermin
Crawling Claw	Undead
Dog (Jackal)	Animal
Dwarf	Humanoid
Eagle (Hawk)	Animal
Gnome	Humanoid
Goblin	Humanoid
Grig	Fey
Halfling	Humanoid
Hobgoblin	Humanoid
Human Bandit	Humanoid
Human Brigand	Humanoid
Human Nomad	Humanoid
Human Pirate	Humanoid
Human Warrior	Humanoid
Human, Normal	Humanoid
Kobold	Humanoid
Lizard	Animal
Monkey	Animal
Monkey	Animal
Orc	Humanoid
Ratling	Humanoid
Raven	Animal
Rot Grub	Vermin
Shrew, Giant	Animal
Svart	Humanoid
Weasel	Animal

Level Two Monsters

Name	Type
Amazon, Blue	Humanoid
Amazon, Green	Humanoid
Amazon, Red	Humanoid
Animated Object-Medium	Construct
Automaton	Construct
Baboon	Animal
Badger	Animal
Bafana	Monster
Beetle, Giant Bombardier	Vermin
Beetle, Giant Fire	Vermin
Brain Mole	Monster
Brownie	Fey
Crabman	Monster
Donkey	Animal
Dromite	Monster
Dwarf-Duergar	Humanoid
Elan	Aberration
Elf	Humanoid
Formian Worker (Formian)	Monster
Gnoll	Humanoid
Gnome Were-Badger (Lycanthrope Template)	Monster
Goblin, Blue	Humanoid
Golem, Wood	Construct
Gremlin (Goblin)	Humanoid
Grimlock	Humanoid
Hawk Man (Beastman Template)	Monster
Hengeyokai	Monster
Horse, Draught	Animal
Horse, Light Warhorse	Animal
Horse, Riding	Animal
Human Berserker	Humanoid
Human Trader	Humanoid
Hyena	Animal
Leprechaun	Fey
Lizardman	Humanoid
Locathah	Humanoid
Merfolk	Humanoid
Mule	Animal
Neanderthal	Humanoid
Nixie	Fey
Polyhedroid - Spheroid	Outsider
Pony	Animal
Porcupine, Giant	Animal

Psionic Duergar (Psionic Template)	Humanoid	Krenshar	Monster
Rat, Giant	Animal	Leech, Giant	Vermin
Rock Baboon	Monster	Lightning Bird (Elemental Template)	Monster
Shrieker	Plant	Lizard, Giant - Gecko	Animal
Skeleton	Undead	Lizard, Giant - Monitor	Animal
Sprite	Fey	Lynx, Giant	Monster
Stalker	Humanoid	Mudman	Elemental-Earth
Stirge	Monster	Mugwump	Humanoid
Thylacine	Animal	Octopus	Animal
Tortoise Man	Humanoid	Ostrich, Giant	Animal
Xeph	Humanoid	Owlbear Man (Beastman Template)	Monster
Ympe (Hybrid Template)	Monster	Pegasus	Monster
Zwunker	Humanoid	Pixie	Fey

Level Three Monsters

Name	Type
Antikythere, Bronze	Construct
Archon, Lantern	Outsider
Azer	Outsider
Beastman	Humanoid
Beetle, Giant Tiger	Vermin
Bugbear	Humanoid
Camel	Animal
Cave Locust, Giant	Vermin
Celestial Badger (Celestial Template)	Monster
Celestial Brain Mole (Celestial Template)	Monster
Cyclopean	Humanoid
Darkmantle	Aberration
Dergenue	Elemental-Earth
Dolphin	Animal
Drow (Dark Elf)	Humanoid
Dryad	Fey
Ethereal Marauder	Aberration
Frog, Giant	Animal
Frog, Killer	Animal
Ghoul	Undead
Gorilla	Animal
Grick	Aberration
Light Elf (Half-Celestial)	Outsider
Heldeofel (Half-Fiend Template)	Outsider
Homunculus	Construct
Horse, Heavy Warhorse	Animal
Human Magician	Humanoid
Human Aristocrat	Humanoid
Hydropus (Elemental Template)	Monster

Rust Monster Man (Beastman Template)	Monster
Sahuagin	Monster
Salamander, Lesser	Outsider
Shark Man (Beastman Template)	Monster
Shocker Lizard	Monster
Skum	Monster
Smilodar	Humanoid
Spider, Giant	Vermin
Swarm - Spiders	Vermin
Toad, Giant Poisonous	Animal
Troglodyte	Humanoid
Vargouille	Outsider
Weird Giant Rat (Weird Template)	Aberration
Zombie	Undead

Level Four Monsters

Name	Type
Aasimar	Humanoid
Animated Object-Large	Construct
Ankheg	Monster
Ant, Giant	Vermin
Axe Beak	Animal
Badger, Giant	Animal
Bear, Black	Animal
Beaver, Giant	Animal
Boar	Animal
Centaur	Monster
Cheetah	Animal
Choker	Aberration
Crab, Giant	Animal
Creepy Crawler	Monster
Crocodile	Animal

Crystal People	Elemental-Earth	Thoqqua	Outsider
Derro	Monster	Thought Eater	Aberration
Devil - Lemure	Outsider	Tick, Giant	Vermin
Draco-Dolphin (Draconic Template)	Dragon	Toad, Giant	Animal
Fiendish Viper (Fiendish Template)	Monster	Trow	Humanoid
Fiendish Wolf (Fiendish Template)	Monster	Violet Fungus	Plant
Folugub	Aberration	Walking Slime	Aberration
Goblin Wereweasel (Lycanthrope Template)	Monster	Wasp, Giant	Vermin
Harpy	Monster	Weasel, Giant	Animal
Hippogriff	Monster	Wolf	Animal
Human Hermit	Humanoid	Wolverine	Animal
Hyena, Giant	Animal	Yeth Hound	Outsider
Iron Cobra	Construct		
Jade Cobra (Elemental Template)	Monster		
Jellyfish, Giant	Vermin		
Juggernaut	Giant		
Leopard	Animal		
Living Statue, Crystal	Construct		
Lizard, Giant - Draco	Animal		
Lycanthrope - Wererat	Monster		
Magmin	Elemental-Fire		
Manta Ray	Animal		
Mushroom Man	Monster		
Ogre	Giant		
Ophidian, Lesser	Monster		
Phantom Fungus	Plant		
Pirhana, Giant	Animal		
Pseudodragon	Dragon		
Ram, Giant	Animal		
Rat, Monstrous	Animal		
Raven, Giant	Animal		
Ravid	Outsider		
Shadow	Undead		
Shamshir	Monster		
Shark, Medium	Animal		
Shrew, Giant - Venomous	Animal		
Snail Man	Monster		
Snake, Constrictor - Normal	Animal		
Snake, Viper - Normal	Animal		
Squid	Animal		
Svirfneblin (Gnome)	Humanoid		
Swarm - Bats	Animal		
Swarm - Centipedes	Vermin		
Swarm - Locusts	Vermin		
Sylph	Fey		

Name	Type
Antikythere, Silver	Construct
Ape, Carnivorous	Animal
Aranea	Monster
Assassin Vine	Plant
Bat, Giant	Animal
Bee, Giant	Vermin
Blinding Beast	Monster
Blink Dog	Monster
Celestial Bear (Celestial Template)	Monster
Demon - Quasit	Outsider
Devil - Imp	Outsider
Dinosaur - Deinonychus	Animal
Dinosaur - Pteranodon	Animal
Doppelganger	Monster
Dragon Ogre (Draconic Template)	Dragon
Dwarf Were-Beetle (Lycanthrope Template)	Monster
Eagle, Giant	Monster
Flail Snail	Monster
Formian Soldier (Formian)	Monster
Ghast	Undead
Gibbering Mouther	Aberration
Gray Ooze	Ooze
Hell Hound	Outsider
Hobhound (Hybrid Template)	Monster
Human Were-Jaguar (Lycanthrope Template)	Monster
Jackalwere	Monster
Living Statue, Iron	Construct
Lizard, Giant - Horned	Animal
Lycanthrope - Wereboar	Monster
Lycanthrope - Werewolf	Monster

Mephit	Outsider	Kith-Yin	Monster
Octopus, Giant	Animal	Kith-Zan (Kith-Yin)	Monster
Ogre Jelly (Hybrid Template)	Monster	Lion	Animal
Owl, Giant	Monster	Living Statue, Stone	Construct
Piercer	Aberration	Lizard, Giant - Tuatara	Animal
Polyhedroid - Tetrahedroid	Outsider	Lycanthrope - Weretiger	Monster
Praying Mantis, Giant	Vermin	Mummy	Undead
Sandman	Elemental-Earth	Ochre Jelly	Ooze
Sea Horse, Giant	Animal	Owlbear	Monster
Shadow Mastiff	Outsider	Peryton	Monster
Siren	Fey	Rast	Outsider
Spider Eater	Monster	Rock Ape (Elemental Template)	Monster
Stunjelly	Ooze	Rust Monster	Monster
Swarm - Rats	Animal	Sahuagin Wereshark (Lycanthrope Template)	Monster
Tiefling	Humanoid	Satyr	Fey
Troglodyte, Greater	Humanoid	Scorpion, Giant	Vermin
Unicorn	Monster	Skunk, Giant	Animal
Vampire Tree	Plant	Slithering Tracker	Ooze
Weird Giant Crab (Weird Template)	Aberration	Squid	Aberration
Wolf, Dire	Animal	Toad, Ice	Monster
Worg	Monster	Unbodied	Aberration
Yeti	Monster	Weird Ghost (Weird Template)	Aberration

Level Six Monsters

Name	Type
Allip	Undead
Barracuda, Giant	Animal
Celestial Warhorse (Celestial Template)	Monster
Deer, Giant	Animal
Demon - Dretch	Outsider
Devil Pig (Fiendish Template)	Monster
Elemental, Air-Small	Elemental-Air
Elemental, Earth-Small	Elemental-Earth
Elemental, Fire-Small	Elemental-Fire
Elemental, Water-Small	Elemental-Water
Elf Were-Unicorn (Lycanthrope Template)	Monster
Ethereal Filcher	Aberration
Ettercap	Monster
Gargoyle (Kapoacinth)	Monster
Gelatinous Cube	Ooze
Gorilla - Gigantopithecus	Animal
Hag, Sea	Monster
Hangman Tree	Plant
Hippopotamus	Animal
Human Werebat (Lycanthrope Template)	Monster

Level Seven Monsters

Name	Type
Antikythere, Gold	Construct
Bear, Brown	Animal
Bear, Cave	Animal
Beetle, Giant Stag	Vermin
Caecilian, Giant	Vermin
Cockatrice	Monster
Crocodile, Giant	Animal
Displacer	Monster
Draug	Undead
Gigantic Monitor Lizard (Giant Template)	Animal
Howler	Outsider
Leucrota	Monster
Lion, Spotted	Animal
Lycanthrope - Werebear	Monster
Manticore	Monster
Medusa	Monster
Minotaur	Monster
Mummy, Jade	Undead

Ogre Mage	Giant	Nemean Lion (Paragon Template)	Monster
Otyugh	Aberration	Nightmare	Outsider
Polyhedroid - Hexahedroid	Outsider	Nymph	Fey
Sea Lion	Monster	Phantom Stalker	Elemental-Fire
Squid, Giant	Animal	Phase Spider	Monster
Tiger	Animal	Rhinoceros	Animal
Troll (Scrag)	Giant	Shark, Large	Animal
Udoroot	Plant	Spectral Dragon (Hybrid Template)	Undead
Whale-Narwhal	Animal	Swarm - Hellwasps	Monster
Wraith	Undead	Triton	Outsider
Xill	Outsider	Wind Walker	Elemental-Air

Level Eight Monsters

Name	Type
Achaierai	Outsider
Animated Object-Huge	Construct
Archon, Hound	Outsider
Arrowhawk	Monster
Barghest	Outsider
Basilisk	Monster
Boar, Giant	Animal
Bounder	Monster
Celestial - Bralani	Outsider
Ceryneian Hind (Paragon Template)	Monster
Cloaker	Aberration
Crysmal	Elemental-Earth
Demon - Alu-Demon	Outsider
Demon - Succubus	Outsider
Devil - Bearded Devil	Outsider
Devil - Horned Devil	Outsider
Dracolisk (Hybrid Template)	Dragon
Dragon, White	Dragon
Drider	Monster
Fiendish Shark (Fiendish Template)	Monster
Flame Nymph (Elemental Template)	Fey
Genie-Janni	Elemental
Ghost	Undead
Girallon	Monster
Golem, Bone	Construct
Griffon	Monster
Horned Giant (Hybrid Template)	Monster
Hydra	Monster
Intellect Devourer	Aberration
Lammasu	Outsider
Mimic	Aberration

Level Nine Monsters

Name	Type
Almesith	Monster
Bear, Polar	Animal
Beetlor	Monster
Belker	Elemental-Air
Catfish, Giant	Animal
Catoblepas	Monster
Celestial - Avoral	Outsider
Chaos Beast	Aberration
Demon - Babau	Outsider
Demon - Marilith, Class V	Outsider
Demon - Shadow Demon	Outsider
Destrachan	Aberration
Devil - Erinyes	Outsider
Dinosaur - Megaraptor	Animal
Dragon, Black	Dragon
Dragon, Brass	Dragon
Dragonne	Monster
Formian Myrmarch (Formian)	Monster
Genie-Djinni	Elemental-Air
Giant, Hill	Giant
Groaning Spirit (Banshee)	Undead
Hag, Annis	Monster
Hag, Mountain	Monster
Lillend	Outsider
Mercane	Outsider
Ophidian, Greater	Monster
Phasm	Aberration
Rakshasa	Outsider
Salamander, Greater	Outsider

Shambling Mound	Plant	Polyhedroid - Octahedroid	Outsider
Snake, Viper - Giant	Animal	Sea Serpent	Monster
Spectre	Undead	Slug, Giant	Vermin
Sphinx, Gyno-	Monster	Sphinx, Hieraco-	Monster
Tojanida	Outsider	Swamp Giant (Hybrid Template)	Giant
Treant	Plant	Tendriculos	Plant
Xaoc, Cerulean	Outsider	Tentacled Terror (Hybrid Template)	Aberration
Xorn	Outsider	Tiger - Smilodon	Animal

Level Ten Monsters

Name	Type
Aboleth	Aberration
Amphisbaena	Dragon
Ape, Giant	Animal
Bat Monster	Monster
Behir	Monster
Bulette	Monster
Calydonian Boar (Paragon Template)	Monster
Chimera	Monster
Death Giant (Hybrid Template)	Giant
Demon - Cambion	Outsider
Demon - Vrock, Class I	Outsider
Devil - Barbed Devil	Outsider
Devil - Chain Devil	Outsider
Devil - Hellcat	Outsider
Digester	Monster
Dragon Horse	Monster
Dragon, Copper	Dragon
Dragon, Green	Dragon
Dun Pudding (see Black Pudding)	Ooze
Elemental, Air-Medium	Elemental-Air
Elemental, Earth-Medium	Elemental-Earth
Elemental, Fire-Medium	Elemental-Fire
Elemental, Water-Medium	Elemental-Water
Giant, Stone	Giant
Gorgimera (Hybrid Template)	Monster
Gorgon	Monster
Hag, Green	Monster
Iceman	Elemental-Water
Invisible Stalker	Elemental-Air
Lycanthrope - Wereviper	Monster
Mind Blaster (Thelid)	Aberration
Naga, Water	Aberration
Night Hag	Outsider
Opinicus	Outsider

Vampire	Undead
Whale-Orca	Animal
Wyvern	Dragon
Xaoc, Viridian	Outsider
Zelekhut (Inevitable)	Construct

Level Eleven Monsters

Name	Type
Demon - Hezrou, Class II	Outsider
Demonic Knight	Outsider
Devil - Bone Devil	Outsider
Dinosaur - Elasmosaurus	Animal
Dragolem	Construct
Dragon, Blue	Dragon
Dragon, Bronze	Dragon
Ettin	Giant
Eye of the Deep	Aberration
Genie-Shaitani	Elemental-Earth
Giant, Frost	Giant
Golem, Flesh	Construct
Gray Render	Monster
Grue	Outsider
Lamia	Monster
Lurker Above / Trapper	Aberration
Naga, Dark	Aberration
Neh-Thalggu (Brain Collector)	Aberration
Psionic Chimera (Psionic Template)	Monster
Rock Giant (Hybrid Template)	Monster
Shadow, Greater	Undead
Shark, Huge	Animal
Shedu	Monster
Skeleton Warrior	Undead
Sphinx, Crio-	Monster
Turtle, Giant, Snapping	Animal
White Pudding (see Black Pudding)	Ooze
Will-o'-Wisp	Aberration

Level Twelve Monsters

Name	Type
Black Pudding	Ooze
Bodak	Undead
Chuul	Aberration
Couatl	Outsider
Demon - Glabrezu, Class III	Outsider
Devourer	Undead
Dragon, Red	Dragon
Dragon, Silver	Dragon
Elephant	Animal
Formian Queen (Formian)	Monster
Genie-Efreeti	Elemental-Fire
Giant, Fire	Giant
Golem, Amber	Construct
Lich	Undead
Naga, Spirit	Aberration
Remorhaz	Monster
Retriever	Construct
Roper	Aberration
Sidhe	Fey
Sirrush	Dragon
Snake, Constrictor - Giant	Animal
Weird Black Pudding (Weird Template)	Aberration
Xaoc, Aurelian	Outsider

Level Thirteen Monsters

Name	Type	CL
Angel - Astral Deva	Outsider	15
Angel - Planetary	Outsider	17
Archon, Trumpet	Outsider	15
Athach	Giant	15
Beetle, Giant Rhinoceros	Vermin	13
Bronze Bull	Construct	16
Brown Pudding (see Black Pudding)	Ooze	13
Caller in Darkness	Undead	13
Celestial - Ghaele	Outsider	13
Celestial - Leonal	Outsider	15
Col. Carnivorous Ape (Giant Template)	Monster	13
Colossal Gargoyle (Giant Template)	Monster	14
Cyclops	Giant	15
Delver	Aberration	16
Demon – Balor, Class VI	Outsider	16
Demon – Bebelith	Outsider	14

Demon – Nalfeshnee, Class IV	Outsider	13
Devil - Ice Devil	Outsider	13
Devil - Pit Fiend	Outsider	16
Dinosaur – Stegosaurus	Animal	16
Dinosaur – Triceratops	Animal	17
Dragon Turtle	Dragon	14
Dragon, Force	Dragon	15
Dragon, Gold	Dragon	13
Dragon, Prismatic	Dragon	14
Dream Larva	Outsider	15
Elemental, Air-Large	Elemental-Air	14
Elemental, Earth-Large	Elemental-Earth	14
Elemental, Fire-Large	Elemental-Fire	14
Elemental, Water-Large	Elemental-Water	14
Eye of the Dark	Aberration	14
Frost Worm	Monster	16
Gargantuan Creepy Crawler (Giant)	Monster	16
Gargantuan Pteranodon (Giant)	Monster	17
Genie-Maridi	Elemental-Water	14
Genius Loci	Ooze	14
Giant, Cloud	Giant	13
Giant, Storm	Giant	16
Gloom	Monster	14
Golem, Clay	Construct	13
Golem, Stone	Construct	16
Hell Dragon (Half-Fiend Template)	Outsider	13
Hippopotamus, Giant	Animal	14
Hoary Hunter	Fey	17
Indricothere (Rhinoceros)	Animal	15
Kolyarut (Inevitable)	Construct	15
Lamia, Greater (Lamia)	Monster	13
Lich, Demi-	Undead	17
Mammoth	Animal	13
Marut (Inevitable)	Construct	17
Mohrg	Undead	15
Mountain Giant (Giant Template)	Giant	16
Naga, Guardian	Aberration	14
Phane	Outsider	14
Polyhedroid - Dodecahedroid	Outsider	14
Razor Boar	Monster	17
Roc	Animal	13
Salamander, Noble	Outsider	14
Scorpion Man (Aqrabamelu)	Monster	14
Shape of Fire	Undead	13
Shedu. Greater	Monster	17

Spinx, Andro-	Monster	13	Protean	Aberration	24
Thessalhydra	Monster	14	Purple Worm	Monster	18
Thorciasid	Monster	17	Shark - Megalodon	Animal	19
Titanothera	Animal	13	Tarrasque	Monster	53
Turtle, Giant, Sea	Animal	16	Titan	Outsider	24
Worm That Walks	Aberration	13	Umbral Blot	Construct	23
Xaoc, Achromatic	Outsider	13	Uvuudaum	Outsider	22
Xaoc, Lustrous	Outsider	14	Vermiurge	Aberration	23
Yrthak	Monster	13	Whale-Basilosaurus	Animal	24
			Whale-Sperm	Animal	37

Epic Level Monsters

Name	Type	CL
Aerial Servant	Elemental-Air	18
Anaxim	Construct	19
Angel - Solar	Outsider	25
Baalrukh (Hybrid Template)	Monster	19
Celestial Dragon (Half-Celestial)	Outsider	18
Colossus	Construct	23
Demon Prince - Baphomet	Outsider	21
Demon Prince - Jubilex	Outsider	18
Demon Prince - Orcus	Outsider	23
Devil, arch - Amon, Duke of Hell	Outsider	24
Devil, arch - Geryon, Prince of Hell	Outsider	25
Devil, arch - Moloch, Prince of Hell	Outsider	24
Dinosaur - Brontosaurus	Animal	25
Dinosaur - Tyrannosaurus	Animal	19
Elemental, Air-Huge	Elemental-Air	18
Elemental, Earth-Huge	Elemental-Earth	18
Elemental, Fire-Huge	Elemental-Fire	18
Elemental, Water-Huge	Elemental-Water	18
Gargantuan Treant (Giant Template)	Plant	21
Gargantuan Troll (Giant Template)	Giant	20
Golem, Bronze	Construct	22
Golem, Iron	Construct	21
Hecatonchiere	Giant	22
Ice Giant	Elemental-Water	23
Kraken	Monster	22
Naga, Ha-	Aberration	18
Neothelid	Aberration	27
Nightcrawler (Nightshade)	Undead	28
Nightwalker (Nightshade)	Undead	23
Nightwing (Nightshade)	Undead	19
Olifaunt (Elephant)	Animal	24
Phaethon	Elemental-Fire	22
Polyhedroid - Icosahedroid	Outsider	23



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