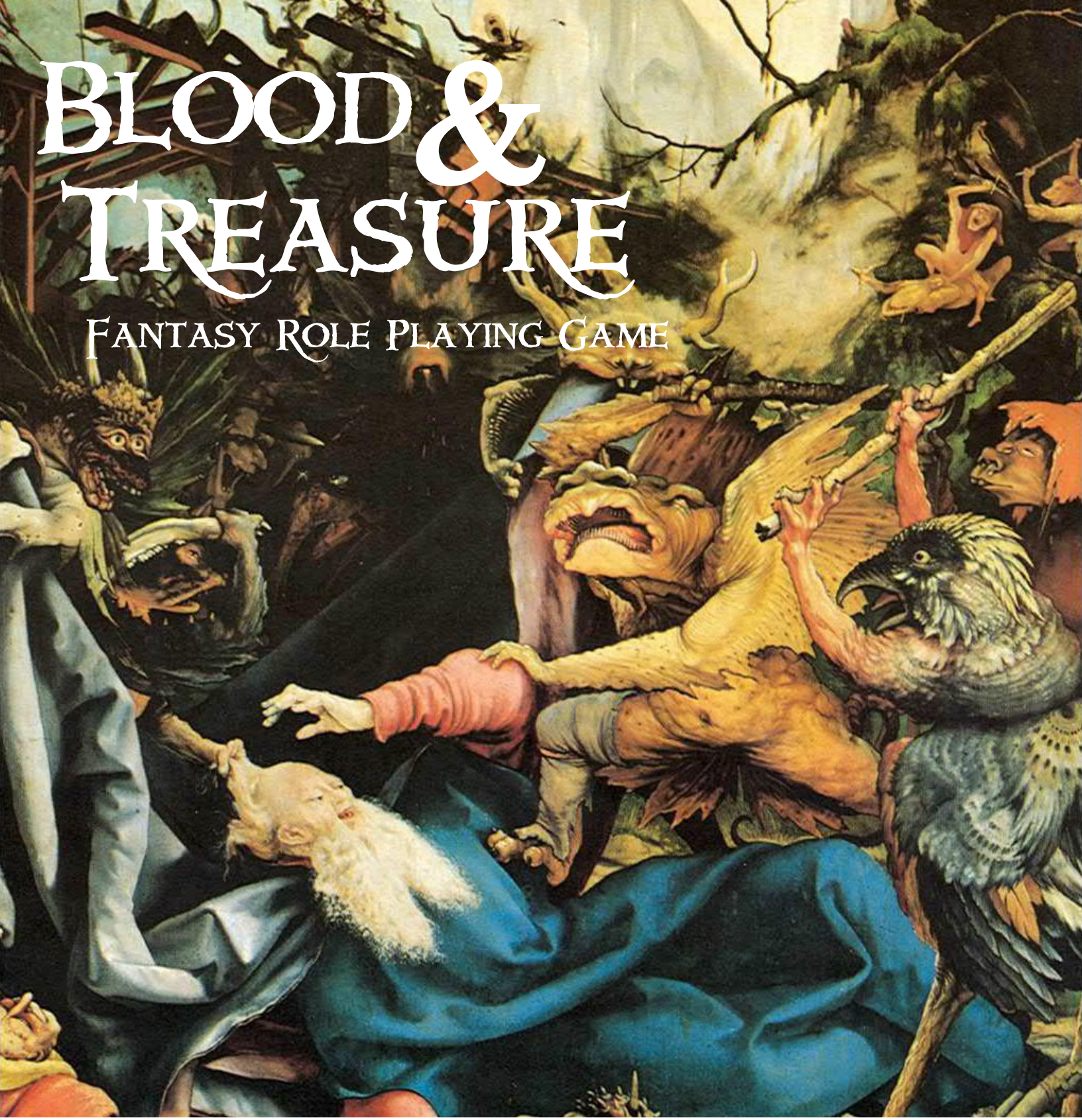




BLOOD & TREASURE

FANTASY ROLE PLAYING GAME

MONSTER TOME



BY JOHN M. STATER

BLOOD & TREASURE

FANTASY ROLE PLAYING GAME

MONSTER TOME

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MONSTER TERMS

For those who own the *Blood & Treasure* rules, this section of the book will be very familiar, as it appears therein. For those who do not own *Blood & Treasure* (Egad, man! Why not?), this section will come in rather handy towards understanding this book.

MONSTER STATISTICS

Monsters in *Blood & Treasure* are assigned a number of statistics to help Referees adjudicate not only combat with them, but encounters in general. Monsters are rated by their size, intelligence, physical power and by the many wondrous things they can do, from supernatural powers like flight or invisibility, to physical abilities like swallowing people whole.

MONSTER SIZE

A creature's size is defined as follows:

SIZE	LENGTH OR HEIGHT
Tiny	Up to 1 foot
Small	2 to 4 feet
Medium	5 to 9 feet
Large	10 to 21 feet
Huge	22 or more feet

Creatures have a tactical advantage (see Rules of Play: Combat) 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.

MONSTER TYPE

Monsters are given a general classification based on a number of shared characteristics. Some of these monster types provide different 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 and thought processes. Aberrations have darkvision to a range of 60 feet.

ANIMAL: 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.

CONSTRUCT: A construct is an animated object or 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 damage and 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*.

DRAGON: 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 effects and paralysis effects.

ELEMENTAL: Elementals are bizarre entities formed from the basic building blocks of the fantasy universe: Air, earth, fire and water. 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 usually either grotesque or beautiful) that are tied to nature. Fey creatures usually have supernatural powers and the ability to cast magic spells. The fey have darkvision to a range of 60 feet.

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

HUMANOID: 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.

MAGICAL BEAST: Magical beasts are animals drawn from folklore and fairy tales. They often have more intelligence than common beasts and almost always have wondrous powers at their disposal. Magical beasts have darkvision to a range of 60 feet.

MONSTROUS HUMANOID: Monstrous humanoids are humanoids with magical or supernatural powers or of especially monstrous appearance. Monstrous humanoids all have darkvision to a range of 60 feet.

OOZE: Oozes are protoplasmic beings that creep and slink along the ground, wall or ceiling. As mindless creatures, they are immune to all mind-affecting effects. Oozes are immune to poison, sleep effects, paralysis, polymorph and stunning attacks. Oozes eat and breathe, but they do not sleep.

OUTSIDER: 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.

PLANT: Plant monsters are plants with the ability to move (maybe even walk or crawl). Some are mindless, 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 by dark 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 damage and 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 feet.

MONSTER INTELLIGENCE

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

RATING	EQUIVALENT INTELLIGENCE SCORE
Non-Intelligent	0
Animal intelligence	1-2
Low intelligence	3-8
Average intelligence	9-12
High intelligence	13-18
Super intelligence	19+

MONSTER ORGANIZATION

Following the monster's intelligence rating is the common name for a group of the monsters and the number of monsters usually encountered. Thus, for goblins, organization is listed as "Gang (1d10)". That indicates that a group of goblins is usually called a gang, and that these gangs can be comprised of 1 to 10 goblins. Naturally, when designing or running an adventure, you can use as many or as few of a monster as you think a situation demands; these are mere suggestions.

OTHER STATS

Hit Dice (HD): This is the number of d6 the monster rolls for hit points (although sometimes a different dice type is indicated) and the monster's attack bonus. A monster with 6 Hit Dice, for example, would roll 6d6 for hit points and would attack with a +6 bonus to its attack roll. A monster with "0 HD" rolls 1d4 for hit points.

Movement (MV): This is the number of feet per round the monster can move at normal walking speed. Special forms of movement (burrow, climb, fly, swim) are listed after the base land speed.

Armor Class (AC): A monster's Armor Class is the number needed to hit it in combat. If the monster's Armor Class is derived from armor, the type of armor usually worn is listed after the number.

If the AC 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]. Lesser weapons cannot penetrate the monster's skin or hide, and thus cannot damage that monster. Especially heavy objects, however, can still crush one of these monsters.

Attacks (ATK): This is the number and type of attacks the monster can make each round on its turn, along with the damage they inflict.

Saves (SV): These are the monster's saving throw values. They work just as a character's saving throw values. If the monster has special saving throw bonuses, these are listed here as well.

XP Value (XP): This is the number of experience points earned by defeating the monster in combat. Defeating monsters is one of the most common (and dangerous) ways to gain XP. 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
Major	HD x 250	= HD + 2

Special powers are rated as follows:

MINOR SPECIAL ABILITIES: Ability Damage, Blindsight, Breath Weapon (up to 6 dice or 20 points of damage), Disease, Energy Resistance or Immunity, Flight, Magic Resistance (up to 50%), Major Attack (4 or more dice of damage), Multiple Attacks (3 or more), Paralysis, Poison, Regeneration, Rend, Spells (up to 5th level), Swallow Whole, Trample, Weapon Resistance, and Weapon Immunity (Silver).

MAJOR SPECIAL ABILITIES: Ability Drain, Breath Weapon (7 or more dice or more than 20 points of damage), Death Magic or Abilities, Incorporeal or Etherealness (Natural), Invisibility (Natural), Life Drain, Magic Resistance (51% or higher), Petrification, Spells (6th level or higher), and Weapon Immunity (+1, +2, or +3 Magic Weapons).

SPECIAL ATTACKS AND 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 around it without actually seeing them.

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 Reflex 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 Fortitude saving throw or be squeezed for automatic damage from the source of the constriction each round it remains in the monster's grasp. The victim can escape with an Escape Bonds task check or a grapple attack. While a monster uses an

appendage to constrict it cannot make other attacks with that appendage.

Disease: The monster can infect victims with a specific disease.

Energy Drain: The monster can drain the very 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.

Immune: A creature that is immune to an attack form is completely unaffected by that attack form (i.e. 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, cause wounds spells, chill touch, cure wounds spells, disrupt undead, enervation, forcecage, ghoul touch, harm, heal, 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 other effects. This is a protection beyond and in addition to saving throws. When a spell is directed against such a monster, percentile dice (d%) are rolled. If the result is equal to or lower than the monster's magic resistance number, the spell has no effect on the monster. If the spell does penetrate the monster's magic resistance, the monster can still attempt a saving throw to negate or reduce its effects.

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 Rules of Play: Poison.

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 can also be re-grown over the course of 24 hours.

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 claw 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. If a monster has weapon resistance against only a specific form of weapon, that type is noted in parentheses.

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. If the monster can cast spells as a certain level of spell caster, it must follow all of the normal rules for casting such spells.

Swallow Whole: A swallow whole 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.

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

Vulnerable: A monster that is vulnerable to a specific attack or energy suffers double damage when damaged by that attack or energy.

Weapon Immunity: A monster that has weapon immunity suffers no damage from mundane weapons, but can be harmed by either silver weapons or magic weapon of varying strengths. Naturally, a monster that can be damaged by silver weapons can also be damaged by magic weapons, and monsters that can be damaged by +1 magic weapons can be damaged by +2 or +3 weapons, and so on.

MAKING MONSTERS

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

RESKINNING

Reskinning simply means taking an existing monster and describing it in a different way. For example, goblins are fairly basic low-level foes, but to keep players on their toes you can simply use the goblin statistics and 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

A brand new monster can be born of inspiration or necessity. A monster born of inspiration usually begins as something you have seen in a film or read about in a book, or maybe just an idea that pops into your head. A monster born of necessity usually comes from a need in your dungeon for a monster with specific special abilities that doesn't already exist.

In either case, the process for creating this 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.

The two derived statistics of a monster are **saving throw** and the **experience point** reward for defeating it.

Just as saving throws for characters depend on their class and level, saving throws for monsters depends on their type and Hit Dice. TK's can feel free to ignore a monster's type when deciding which of their saving throws are "strong" or "weak"; just consider the following a guide.

MONSTER TYPE	STRONG SAVES	WEAK SAVES
Aberration	Will	Fortitude, Reflex
Animal	Fortitude, Reflex	Will
Construct	None	All
Dragon	All	None
Elemental (Air, Fire)	Reflex	Fortitude, Will
Elemental (Earth, Water)	Fortitude	Reflex, Will
Fey	Reflex, Will	Fortitude
Giant	Fortitude	Reflex, Will
Humanoid	*	*
Magical Beast	Fortitude, Reflex	Will
Monstrous Humanoid	Reflex	Fortitude, Will
Ooze	Fortitude	Reflex, Will
Outsider	All	None
Plant	Fortitude	Reflex, Will
Undead	Will	Fortitude, Reflex
Vermin	Fortitude	Reflex, Will

* Humanoids have one strong saving throw category and two weak saving throw categories. Fortitude is usually the strong category for humanoids.

“Strong” and “weak” saving throw values are as follows, based on the Hit Dice of the monster.

HIT DICE	STRONG SAVE	WEAK SAVE
0	13	16
1	12	15
2	12	15
3	12	14
4	11	14
5	11	13
6	10	12
7	10	12
8	9	11
9	9	11
10	8	10
11	8	10
12	7	9
13	7	9
14	6	8
15	6	8
16	5	7
17	5	7
18	4	6
19	4	6
20	3	5
21	3	5
22	3	4
23	3	4
24+	3	3

Monster saving throws can be further modified according to the monster’s size, speed and intelligence:

ABILITY	SAVING THROW MODIFICATION
SIZE	
- Tiny	-3 penalty on Fortitude saves
- Small	-1 penalty on Fortitude saves
- Large	+1 bonus on Fortitude saves
- Huge	+3 bonus on Fortitude saves
SPEED	
- 0 ft.	-3 penalty on Reflex saves
- 5 ft. to 10 ft.	-1 penalty on Reflex saves
- 50 ft. to 90 ft.	+1 bonus on Reflex saves
- 100 ft. or higher	+3 bonus on Reflex saves
INTELLIGENCE	
- Animal	-3 penalty on Will saves
- Low	-1 penalty on Will saves
- High	+1 bonus on Will saves
- Super	+3 bonus on Will saves

A monster can never have a saving throw value better than 3, regardless of how many Hit Dice it has or due to the above modifications.

MONSTER ENCOUNTERS

One of the TK’s most pressing tasks is designing monster encounters that challenge the adventurers. If encounters are always too weak or too strong, players become frustrated or bored and the game suffers. The following table gives an idea of the number of monsters, of different Challenge Levels, that make an appropriate encounter for groups of adventurers at different levels (or on different levels of dungeons).

ENCOUNTER LEVEL (EL)	NUMBER OF MONSTERS ENCOUNTERED				
	1 (1)	2 (1d4)	2-5 (1d4+1)	5-8 (1d4+4)	9-18 (1d8+11)
1	CL 3-4	CL 2	CL 1	CL 0	-
2	CL 4-5	CL 3	CL 2	CL 1	CL 0
3	CL 5-6	CL 4	CL 3	CL 2	CL 1
4	CL 6-7	CL 5	CL 4	CL 3	CL 2
5	CL 7-8	CL 6	CL 5	CL 4	CL 3
6	CL 8-10	CL 7	CL 6	CL 5	CL 4
7	CL 9-11	CL 8	CL 7	CL 6	CL 5
8	CL 10-12	CL 9	CL 8	CL 7	CL 6
9	CL 11-13	CL 10	CL 9	CL 8	CL 7
10	CL 12-14	CL 11	CL 10	CL 9	CL 8
11	CL 13-15	CL 12	CL 11	CL 10	CL 9
12	CL 14-17	CL 13	CL 12	CL 11	CL 10
13	CL 15-18	CL 14	CL 13	CL 12	CL 11
14	CL 16-19	CL 15	CL 14	CL 13	CL 12
15	CL 17-20	CL 16	CL 15	CL 14	CL 13
16	CL 18-21	CL 17	CL 16	CL 15	CL 14
17	CL 19-22	CL 18	CL 17	CL 16	CL 15
18	CL 20-24	CL 19	CL 18	CL 17	CL 16
19	CL 21-25	CL 20	CL 19	CL 18	CL 17
20	CL 22-27	CL 21	CL 20	CL 19	CL 18

This table can also be used, in reverse, to determine the Challenge Level of an encounter the for the purpose of generating a random treasure by finding the number of monsters in an encounter and cross-referencing their Challenge Level.

For example, a single ogre (CL 4) encounter would have an Encounter Level (EL) of 2, and thus might be guarding an EL 2 treasure. Ten ogres, on the other hand, would represent an EL 6 encounter, and should have a larger horde of treasure to plunder.

You might note that the table above assumes encounters with up to 18 monsters. While larger encounters than that can be run, more than 18 monsters often prove difficult to handle unless one is utilizing the mass combat rules (see Rules of Play: Mass Combat).

MONSTERS AS CHARACTERS

Rules to play several of the monsters as player (or non-player) characters is given in this chapter. In some cases, monsters that are particularly powerful are limited to a maximum class level they can attain as characters. Such monsters cannot advance past this level, the trade-off being their many special abilities and higher ability scores. Monsters that are not given a maximum level can advance as high in level as any other character race. A monster cannot multi-class unless it is noted in the text.

ACHIYALATOPA

6

Large Outsider, Lawful (NG), Low Intelligence; Flock (1d4)

The achiyalatopa is a large, flightless bird with thick legs and feathers that look like flint knives.

HD	5
AC	20
ATK	Bite (2d4) or burst of feathers (200'/1d8)
MV	30
SV	F10 R11 W12
XP	500 (CL 6)

These monsters from Zuni mythology are infused with elemental power. Immensely powerful, the earth trembles as they run. Achiyalatopa are native to the Elemental Plane of Earth, and can also be found roaming the grasslands and wastelands of the Material Plane.

Mildly intelligent, the achiyalatopa is a crude and brutish force for good in the world, though its bumbling and impetuous nature often causes as many problems as it solves.

SPECIAL ABILITIES

An achiyalatopa can throw its feathers, which are like flint knives, up to 200 feet away in great bursts from its wings. The feathers are devilishly sharp, and in fact can be used as flint knives (1d4 points of damage) if they are harvested from the bird.

Once per day, an achiyalatopa can call down a burst of heavenly lightning from a clear blue sky. The bolt strikes the bird and is then reflected from it to strike up to five targets. Each target must be within 10 feet of the monster. The lightning can deal a total of 5d6 points of damage, with the damage dice being divided by the Treasure Keeper among the targets of the lightning. A successful Reflex saving throw cuts the damage in half.

Once per day, an achiyalatopa can emit a low, undulating sound from its throat. This sound has the same effect as a *magic circle against evil*, with a duration of one minute.

Special Qualities: Immune to electricity, resistance to acid, magic resistance 10%

MONSTER ENCOUNTER

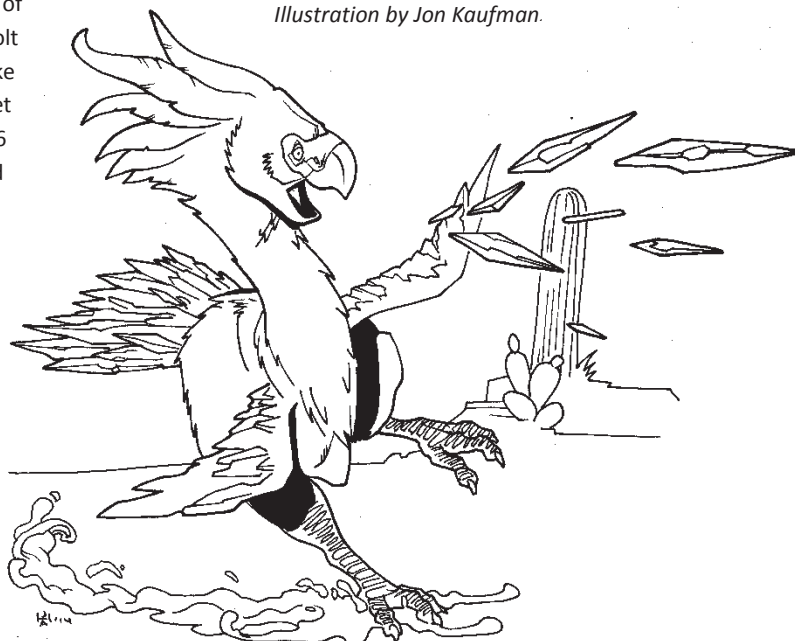
As adventurers are walking across a bleak landscape of grey, rocky hills and tiny streams, they hear a commotion. Looking to the north, they see an achiyalatopa running at them at full speed and calling in a distinctly aggressive warble. When it gets within 30 feet, it skids to a stop and takes a closer look at the adventurers. If they attack, it will defend itself.

Once it gets a closer look, it gives a snort of derision and come closer, slowly, head lowered suspiciously. If the adventurers continue to be peaceful, it calls out in a warbly voice and asks if they have seen another group of adventurers that looks exactly like them ... but different.

The monster is not crazy. The hills have a magical echo effect that creates doubles of humanoid who travel through the hills for more than 24 hours ... evil duplicates! The achiyalatopa patrols the area looking for these doubles in order to destroy them before they can escape the hills and cause any real trouble.

The achiyalatopa dwells in a cave on one of the higher hills, using it as a lookout post. Here, it keeps 700 gp in a variety of sacks and bags, a cleric scroll of *sound burst* and *water walk* and a *potion of blur* hidden inside an iron statue of a black bear; the head unscrews.

Illustration by Jon Kaufman.



ACTAEON

7

Medium Fey, Neutral (N), Average Intelligence; Pack (1d4)

The actaeon are fey guardians that look like muscular elves with the antlers and eyes of a stag. Actaeons stand about 7 to 8 feet in height, and weigh about 200 to 220 pounds. They are usually dressed as woodsmen. Actaeon always carry longbows, quivers of 20 arrows and short, curved swords.

HD	6
AC	15
ATK	Antlers (1d8) or by weapon
MV	40
SV	F12 R10 W10
XP	600 (CL 7)

The actaeon are based on the Greek myth of Actaeon, a famous hero of Thebes. A hunter, he was, like Achilles and Hercules, trained by Chiron. While it is unknown what the hunter did to offend Artemis, offend her he did. The goddess changed him into a stag and set his own hounds upon him.

The monsters called actaeon protect fey woodlands from intruders. They protect the Lawful fey there from evil and animals from over-hunting.

Actaeon rarely have contact with non-actaeon; they move silently and secretly, ambushing their enemies. Those who enjoy the protection of actaeons are often unaware that they are being protected. The only non-actaeon they regularly have contact with are rangers and druids.

SPECIAL ABILITIES

When at least 100 feet away from opponents, an actaeon can unleash a rain of arrows. Every creature within a 10-ft. diameter area suffers 1d8 points of damage (Reflex saving throw for half) from the arrows.

When an actaeon is closer than 100 feet to its opponents, it prefers the direct approach. An actaeon can shoot three arrows per round at its foes. Actaeons suffer no penalties when shooting arrows in a woodland setting due to

the presence of the trees, though other factors might disrupt them.

Actaeons have an aversion to hounds. When in the presence of dogs (not including wild dogs), an actaeon must pass a Will saving throw or be frightened for the remainder of the encounter or until they have successfully attacked a dog and inflicted damage.

The body and equipment of an actaeon turns into forest debris such as old branches, moss and dried vines after the creature is killed, so traces of actaeons are exceedingly rare.

Special Qualities: Magic resistance 30%

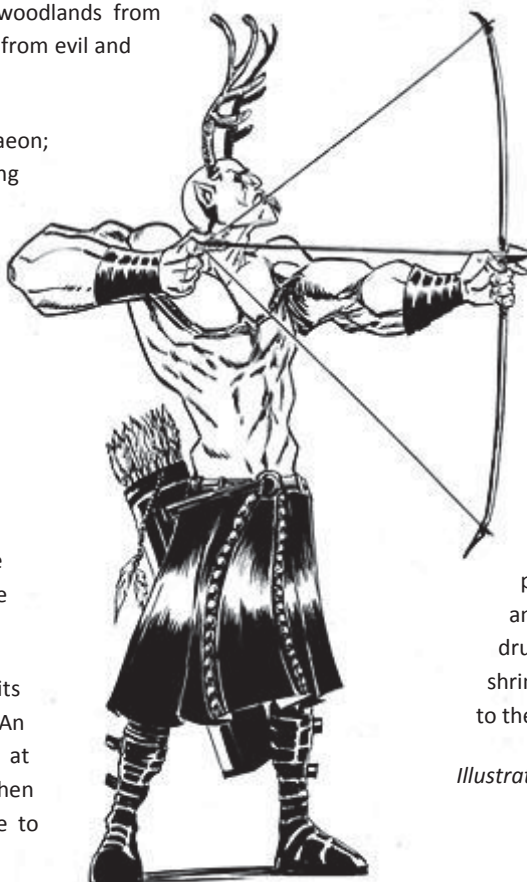
MONSTER ENCOUNTER

A wonderfully idyllic woodland plays host to a shrine dedicated to a goddess of the hunt. The shrine is a stone building about 15 feet square, with a steep, wooden roof. The building is surrounded by ferns, amaranths and asphodels.

Inside the shrine there is a hot spring, and here nymphs can be found bathing. At the center of the spring, there is a stone idol of the goddess, holding out her palm. Lines on the idol's palm actually form a crude treasure map, the lines representing rivers and the treasure being located where they meet. An arrow placed in the idol's palm will always point the way to the first river on the map.

A band of four actaeons lurks in the woods surrounding the shrine, protecting the holy nymphs, the idol and, ultimately, the treasure. Any non-druid or non-ranger that approaches the shrine without observing the proper rites to the goddess are attacked.

Illustration by Anthony Gregori



AMAZON, YELLOW

2

Medium Humanoid, Chaotic (NE), Average Intelligence; Coven (1d8)

Like most of their kin, yellow amazons are paragons of feminine strength and pulchritude. They are tall, well muscled, have saffron-colored skin and hair the color of embers.

HD	1+1
AC	12 (Leather Armor)
ATK	By weapon
MV	40
SV	F13 R15 W15
XP	100 (CL 2)

Yellow amazons delight in taunting and tormenting men, and using their frustrated passions against them. They are as sorcerous as they are warlike. The island homes of the yellow amazons look like giant castles erupting from the sea, bristling with weapons. Yellow amazons take into their employ female hobgoblins to serve as their rank-and-file soldiers.

The typical yellow amazon wears fitted leather armor – their sorcerous abilities allow no heavier armor than that if they are to cast their spells, though yellow amazons have been known to wear heavier armor when they enter mass combat. They always carry wooden staves or wands, as well as short swords or light maces and daggers.

Yellow amazon lairs contain 1d10 x 20 amazons and twice as many female hobgoblins. Yellow amazon communities are commanded by a witch-queen. If the tribe contains 100 or fewer amazons, the witch-queen is a 5th level fighter/sorcerer; tribes of more than 100 amazons have witch-queens of 6th level. Each witch-queen commands a personal coven of 1d6+2 third level fighter/sorcerers. For every ten yellow amazons in a tribe, there is one sub-commander with 3 HD.

SPECIAL ABILITIES

Yellow amazons are capable of channeling their natural magical power through staves and wands and other such wooden implements. They cannot channel their magic through metal (though they can channel spells while holding metal), nor can they cast spells without holding a wooden implement.

Spells: 1/day—cause fear, detect magic, touch of fatigue

YELLOW AMAZONS AS CHARACTERS

Yellow amazon characters may be exiles who were insufficiently dedicated to their tribe, or spies sent out into “man’s world” to prepare places for conquest or to bring treasure back to the tribe. Yellow amazon characters have the following abilities:

Modify starting ability scores as follows: Cha +1, Int -1

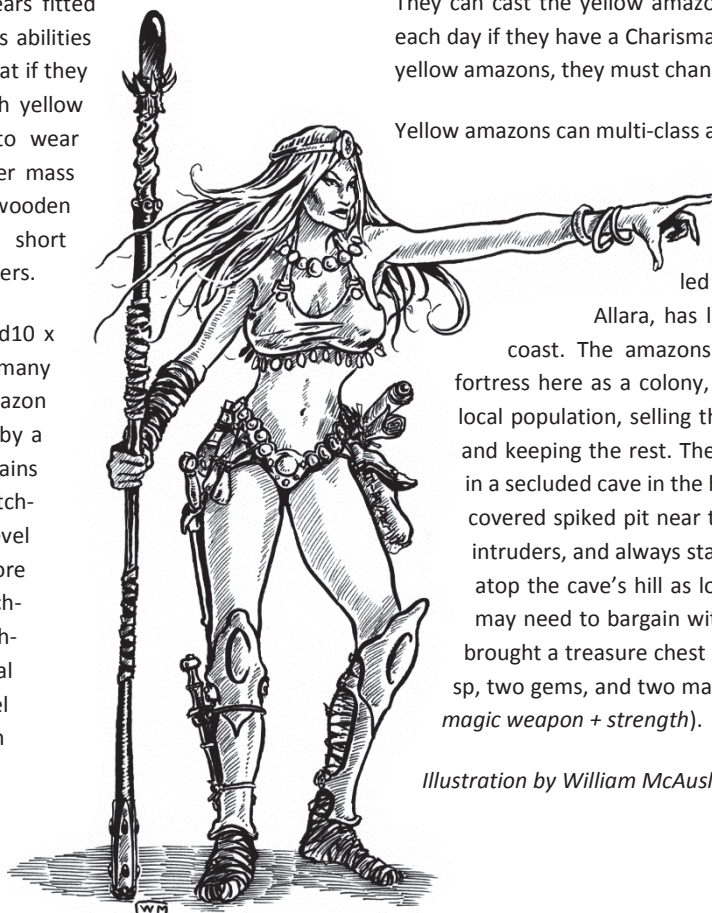
They can cast the yellow amazon’s normal compliment of spells each day if they have a Charisma score of 10 or higher. As with all yellow amazons, they must channel them through a wand or staff

Yellow amazons can multi-class as fighter/sorcerers

MONSTER ENCOUNTER

A band of 10 yellow amazons, led by a 3 HD sub-commander called Allara, has landed on an otherwise peaceful coast. The amazons are planning either to build a fortress here as a colony, or at a minimum to enslave the local population, selling those they neither want nor need and keeping the rest. The amazons are currently holed up in a secluded cave in the hills. They have built a 10-ft. deep covered spiked pit near the entrance as a way to capture intruders, and always station two amazons with longbows atop the cave’s hill as lookouts. The amazons know they may need to bargain with local humanoids, so they have brought a treasure chest (locked) containing 1,940 gp, 300 sp, two gems, and two magic-user scrolls (*resist energy and magic weapon + strength*).

Illustration by William McAusland



AMPUTATOR

Large Undead, Chaotic (CE), Low Intelligence; Gang (1d4)

An amputator is a manufactured undead monster formed from the body of a gorilla or other suitably large primate. These gorilla corpses are usually shaved and covered with mystic sigils and runes. The gorilla's hands are removed and replaced with metal pincers. Needless to say, amputators are rather horrifying.

HD	8
AC	14
ATK	2 pincers (2d4 + amputate)
MV	30
SV	F10 R11 W10
XP	2000 (CL 10)

Amputators are an advanced form of undead, created by the lords among necromancers. They are used as guardians by these lords of death, and can sometimes be found wandering in dungeons, their masters long since gone but their will to inflict pain eternal.

SPECIAL ABILITIES

When an amputator's pincer attack is a natural roll of '20', the target suffers double damage and must pass a Fortitude saving throw or have an arm twisted off. Naturally, the arm to be ripped off should be rolled randomly.

If the target is wearing armor, the armor first makes an item saving throw. If successful, the target's arm remains attached to their body. If the item saving throw fails, the armor is torn off the arm and the arm is now in danger of being torn off by another such attack.

When an adventurer's arm is torn off, they are left stunned for 1d6 rounds, wracked by unbelievable pain.

MONSTER ENCOUNTER

A dusty room is hidden behind a door that is itself hidden behind a pile of crumpled, metal armor. The room has a horde of treasure scattered all over the floor.

The room is trapped. If more than three people enter the room, the floor falls away as four separate trapdoors. Each trapdoor deposits one or two people into one of four cages sunk into the floor. These cages share bars, and one of these cages contains an amputator. You can randomly determine who falls where, and which cage contains the monster. The cages are 20 feet deep (so don't forget falling damage).

The treasure also falls into the cages, and consists of 180 pp, a leather belt set with an obsidian (100 gp), a silk cloak (120 gp), bronze bracers inlaid with platinum tracing (1,600 gp), a *druid scroll of warp wood* and a *potion of shield of faith* (+2).

Illustration by David Lewis Johnson



ASANBOSAM

Medium Undead, Chaotic (CE), Low Intelligence; Pack (1d6)

Asanbosams are ghouls from Ashanti folklore. They are covered in thick, black hair, bloodshot eyes, iron teeth and iron hooks for feet that allow them to hang from branches.

HD	3+1
AC	15
ATK	2 claws (1d6 + constrict) and bite (1d6)
MV	10
SV	F14 R15 W13
XP	300 (CL 4)

Asanbosams are often found in the vicinity of graveyards, or haunting well-traveled roads at night. The monsters hang upside down in the branches of trees, waiting for unsuspecting folks to walk beneath them. The asanbosam then drops on their prey.

SPECIAL ABILITIES

If an asanbosam hits a foe with a claw attack, it hooks them and inflicts automatic claw damage each round from constriction until pried off with a grapple attack or bend bars task check.

The monster's iron claws and teeth are capable of making sundering attacks against weapons.

Special Qualities: Surprise (3 in 6)

MONSTER ENCOUNTER

The party of adventurers comes across an ancient temple in the middle of a thick jungle, covered by a tangle of thick vines and tropical fungus. The temple, from the outside, presents a grand wall, 30 feet tall and 8 feet thick at the base. In this wall there is a gate composed of thick jungle hardwoods and decorated with beautiful scrollwork and mask-like grotesques.

Beyond this gate, there is a courtyard of bare earth with a pond of brackish water in which float several black lotus. Cracked pottery litters the courtyard. At the back of the courtyard, and built up against the wall, is the temple proper. The stone walls of the temple are more ornate than the outer wall. The door to the temple is composed of dark wood. Geometrical patterns have been hammered into the door with brass nails.

When people enter the temple proper, they see that it has a very high ceiling and that it is steeped in darkness – a thick darkness that refuses to yield to normal and magical light (radius of light is cut in half, duration of light spells also cut in half). The

temple is about 20 feet deep, and the back wall is carved into a great bas-relief idol of a jungle queen holding the heads of lions in her hands. The face of the bas-relief is marred and covered with what appears to be dried blood. The altar beneath the idol holds a golden cup filled with golden liquid (Poison II, but the poisoned person will have a prophetic dream).

Once people have entered the temple, things begin to happen. The courtyard is soon filled with zombies crawling from shallow graves. The zombies head for the temple, and pound on the door to be let in. Asanbosam hang from temple rafters; they are the servants of the vampire goddess worshipped here, and drop from the rafters onto the characters, attempting to awaken their goddess by smearing blood on her altar. If successful, the bas-relief glows crimson and steps from the wall, brandishing her stone sickle-swords and pulling the adventurers through the portal in the wall into a pocket dimension of horrors.

Illustration by Christopher Conklin



ASTARIONS

13

Aberrations, Chaotic (NE)

The cosmos hides many dangers, none greater than the Astarions, a race of star-shaped creatures that roam from planet to planet in search of slaves and sustenance. The Astarions have no concept of danger, and thus fear nothing. It is said they once attempted to conquer Hell itself, seeing its demons and devils as no more fearsome than a human peasant or king.

There are four types of Astarions – star mothers, starlings, star killers and star lords. When the Astarions enter a new dimension, the first to be seen is the star mother. Her brood, the starlings, soon appears and carries out their purpose of conquering the minds of the creatures that call the dimension home. Some of these starlings manage to alter the chemistry of their hosts, turning them into the dreaded star killers, and one of these star killers can further change into a dreaded star lord, who rules a dimension until it is drained of resources.

STAR MOTHER

Huge Aberration, Chaotic (NE), Average Intelligence; Solitary

HD	12
AC	18
ATK	2 slams (2d8 + poison II)
MV	20 (Climb 20)
SV	F6 R9 W7
XP	1200 (CL 13)

A star mother is a huge being that looks like a sea star, with black, coarse flesh and a pink underbelly. It is encountered splayed out in a cool cavern, its great bulging eye atop its body, its legs flexed that it might deposit hundreds of small, translucent eggs on the ground. These eggs hatch in a few days, producing starlings. Star mothers are powerful combatants due to their size and flexibility.

Star mothers can *planeshift* once per week, and use this ability to invade new domains. A star mother is surrounded by a 60-ft. radius aura that has the same effect as the *eyebite* spell.

Special Qualities: Magic resistance 25%

STARLING

Tiny Aberration, Chaotic (NE), Average Intelligence; Clutch (2d6)

HD	0
AC	14
ATK	Bite (1 + poison I)
MV	10 (Climb 10, Fly 40)
SV	F19 R16 W13
XP	50 (CL 1)

Starlings are tiny creatures that resemble transparent sea stars. They are quite sneaky and stealthy, and it is their purpose to leave their mother's nest and seek out sentient beings. Waiting until their victims sleep, the starling attaches itself to the target's spine. From this position, they use their powers to bend the person to their will, pressing them to visit the cave, gather other starlings, and distribute them among other folk, especially folk known to be powerful, influential or capable of entering places in secret (i.e. thieves and assassins).

Starlings have transparent flesh; treat this as a natural *improved invisibility* ability. Starlings rarely enter combat, preferring instead to sneak up on victims while they are sleeping. They then attach themselves to a spot just beneath the base of the neck that it easily hidden by clothing, and use their magical powers to dominate their victims (per *dominate person* as a 6th level spellcaster). The dominate ability requires contact with a target.

STAR KILLER

Medium Aberration, Chaotic (NE), Average Int.; Gang (1d8)

HD	4
AC	15
ATK	2 slams (1d4 + poison II) and bite (1d6)
MV	20 (Climb 20, Fly 50)
SV	F14 R14 W11
XP	400 (CL 5)

About 1 in 6 starlings can slowly change their host into a star killer. Star killers appear as seven-armed sea stars with coral flesh and large eyes in their center. These eyes are various colors, each corresponding to a different type of ray which the monster can use a limited number of times per day. Star killers are covered in chitin, and they are capable of flight.

Each star killer has a large, central eye that can, once per day, emit a ray 120 feet in range (Reflex save to avoid). The eye's color corresponds to the type of ray:

COLOR	RAY EFFECT
Golden-brown	Color Spray
Lurid Violet	Energy Missile (Cold)
Emerald Green	Hold Person
Icy Blue	Magic Missile (Single Missile)
Deep Maroon	Sleep (Single Target)
Vibrant Crimson	Slow

STAR LORD

Large Aberration, Chaotic (NE), High Intelligence; Solitary

HD	8
AC	16
ATK	2 slams (1d6 + poison II) and bite (1d8)
MV	20 (Climb 20, Fly 100)
SV	F10 R11 W8
XP	800 (CL 9)

One rare star killer is destined to grow to large size and add four new arms. Its flesh becomes a deep crimson, and its eye becomes multifaceted, allowing it to use a variety of rays. Star Lords are the rulers of their people, and gain mental control over any humanoid controlled by one of its brother starlings. Star lords command their slaves (whether controlled or merely cowed) to offer up all manner of resources, ceasing the raising of new crops or mining of new materials, and instead directing all effort towards the aggrandizement of the Astarions.

When the resources of a place are depleted, the Astarions move on, their star mother shifting into a new dimension while its children simply cease to be, drying into dust and blowing away.

A star lord's multifaceted central eye can fire off all the types of rays possessed by the star killers, using each ray once per day. They can also *levitate* and *fly* at will.

Special Qualities: Magic resistance 15%, levitation

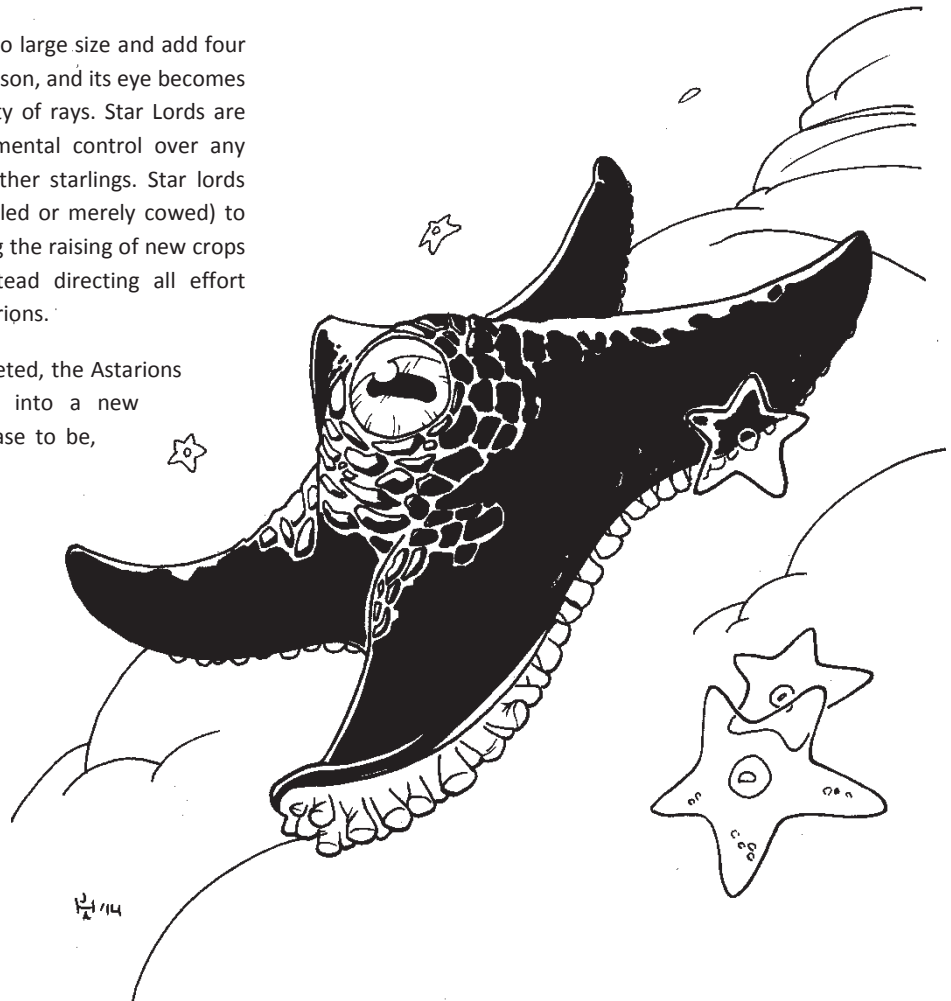
MONSTER ENCOUNTER

When a comet streaks across the sky in a small kingdom, the people are alarmed, believing it predicts a catastrophe. To this end, the bishop

and his retainers sally forth to find where it struck and cast protective spells. They are, unfortunately, only half successful in their endeavor. Having found the comet, they also found dozens of tiny starlings and a star mother resting in the crater. The starlings make short work of the clerics, and they return home the servants of the monsters.

Soon, the kingdom's powerful are under the control of the astarions, and they march to war! This is where the adventurers come into the picture, either being acosted by soldiers in the wilderness or returning home to find a village or town besieged, conquered or razed to the ground. Unless the run, they will find themselves sucked into the war and forced to undertake a dangerous quest into the heart of the enemy kingdom where the star mother and her legions await in the ancient dungeons beneath a royal citadel.

Illustration by Jon Kaufman



ASTRAL PSYCHIC (V'LYAR)

3

Medium Outsider, Neutral (N), Super Intelligence; Cluster (1d6)

The v'lyar are more commonly known as astral psychics by adventurers. They appear as tall, lanky humanoids with chalk white skin, bald, mushroom-shaped heads and large, amethyst eyes. Astral psychics are never more than semi-material, as they are composed as much of thought as matter.

HD	2
AC	12 [Silver]
ATK	Sword (1d8)
MV	30 (Fly 30)
SV	F12 R12 W9
XP	200 (CL 3)

Strange humanoid beings, the v'lyar dwell in great clouds of imagination that float through the Astral Plane, clouds formed of the disordered and half-forgotten notions that appear briefly in people's minds and then disappear before they can be fully formed. The v'lyar use these raw thought patterns and forge them into cities of glass and steel, cold, geometric and precise.

Astral psychics sometimes project themselves into the Material Plane to acquire items they cannot generate themselves. When encountered on the material plane, they are always armed with long, curved swords and wearing suits of mail so fine, that they almost appear to be composed of fabric.

SPECIAL ABILITIES

When encountered on the Material Plane, v'lyar are only semi-material, meaning they can only be struck by silver or magical weapons. If killed on the Material Plane, they are drive from that plane back to the Astral Plane, and must remain there for a full 24 hours before returning. On the Astral Plane, v'lyar can only be harmed by magical weapons.

As semi-material creatures, the astral psychics are technically ethereal, and can pass through matter at half normal speed.

Once per day, an astral psychic can send out a pulse of psychic static that forces all within 10 feet times their own intelligence score (i.e. 90 feet if a target has an intelligence of 9, or 180 feet if they have an intelligence of 18) to pass a Will saving throw or be stunned for 1d4 rounds plus their intelligence bonus.

Special Qualities: No need to breathe or eat, semi-ethereal

Spells: At will—detect thoughts (ESP); 3/day—mage hand, mirror image; 1/day—forceful hand, material projection*, telekinesis

* As astral projection, except it sends them into the material plane in a semi-material state

MONSTER ENCOUNTER

A dungeon chamber is serving as the temporary home base of a group of astral psychics that are exploring the dungeon, seeking out the *Crystal Lobes of K'tay*. The room is locked, and there is an invisible machine within, a *phased tunnel generator*, which can pierce the layers between the Material and Astral Planes to allow treasure to be sent through. Ether is released into the room when the machine is active, and attracts ethereal monsters (normal wandering monster chance). The machine looks like a blue disc, and a treasure of 50 pp and a *wand of magic missiles* (4 charges) has been placed on it for transfer.

Illustration by Anthony Gregori and David Lewis Johnson



ATOMIC JUGGERNAUT

11

Large Monstrous Humanoid, Neutral (N), Low Intelligence; Solitary

Should adventurers ever see a hulking form making its way across a wasteland, they may want to turn around and head in the other direction. Atomic juggernauts are ogre-like beings created in the wake of catastrophes that involve massive amounts of energy. They appear as large humanoids with brutish faces, greyish-green skin and hair, and bloodshot eyes.

HD	10
AC	18
ATK	2 fists (2d6)
MV	40 (Leap 120)
SV	F9 R8 W9
XP	1000 (CL 11)

Atomic juggernauts are solitary creatures. They are usually docile and require no food for sustenance. They are wasteland wanderers who above all else desire solitude and peace. If disturbed, annoyed or attacked, an atomic juggernaut flies into a rage that does not end until its enemies are vanquished.

Although prone to growling when enraged, they can speak simple words in the common tongue.

SPECIAL ABILITIES

While raging, an atomic juggernaut increases its number of Hit Dice by one Hit Dice per round, gaining additional hit points and modifying its attack bonus and saving throws as it gains these Hit Dice.

In combat, an atomic juggernaut can clap its massive hands together, causing a *sound burst* (as the spell). An atomic juggernaut can also *stomp* (as the spell) once every four rounds.

Special Qualities: Resistance to acid, cold, electricity, fire and sonic, immune to disease, regenerate (energy damage)

MONSTER ENCOUNTER

A vast ruin in a coppery desert winds through a valley composed of solidified dunes. The ruin consists of hundreds of white stone pillars, cornerstones, cracked pavement, and a nearly complete keep of the same white stone. The ruin is an ancient palace, half buried in the sand and mostly forgotten by civilized folk.

The great keep is still a viable fortification, though it needs some work. Its gates have been torn down, and a dwarf may note that this was done very recently. Within, the air is cooler. The floors are covered in dust and the corners hold statuary, some of it also recently smashed. An atomic juggernaut has found this keep, and has stolen inside to find solace and peace. He now rests in the royal chambers on the third level, having scattered most of the giant vermin and other monsters that once called this place home. He sits in a corner of the room, hands in head. The room is still mostly intact, though it will not remain so if combat occurs.

A large chest in the royal chamber is locked (needle; Poison III) and contains 1,600 gp in ancient coinage, a three fancy stones, ancient vestments of silk and linen (fancy, but outdated and ridden with tiny holes) and a *ring of protection +3*.

Illustration by Anthony Cournoyer



AZEBAN

2

Small Fey, Neutral (CN), High Intelligence; Pack (1d8)

Azebans look like large raccoons with intelligent eyes. They are believed to be born from the spirits of bold and rascally raccoons.

HD	1
AC	14
ATK	Bite (1d4)
MV	20 (Climb 20)
SV	F16 R13 W12
XP	100 (CL 2)

Azebans are extremely mischievous. Although not malevolent, they enjoy tricking animals and humanoids into doing services for them, especially supplying them with food. They are usually found in temperate woodlands, though they have been known to steal into villages at night or during the winter, seeking out magicians and elves who might take them in in exchange for being taught the spells they know.

Because of their love of pranks and their unserious nature, azebans and gnomes get along well, though more than a few azebans have overstayed their welcome with gnomes due to their appetites or when they proved to be the superior tricksters.

Azebans speak their own tongue, the language of animals, and gnome, elf and the sylvan tongue of the fey. Most also know a smattering of the common tongue.

SPECIAL ABILITIES

Special Qualities: Magic resistance 10%

Spells: 3/day—audible glamor, change self, mage hand, pyrotechnics, ventriloquism; 1/day—invisibility, phantasmal force

MONSTER ENCOUNTER

In a pleasant wood, about 8 miles away from the nearest village or city, there is a lodge. The lodge is constructed of logs and thatch, with moss packed in between the logs to keep it warmer in the winter and cooler in the summer. The lodge is fairly large, and sports a stone hearth, a loft containing sleeping furs, and enough seating on the ground floor for 10 people.

As adventurers pass through the woods, they catch sight of the lodge, and see a ribbon of smoke rising from the chimney. If they decide to investigate, they will enter to find four azebans in the lodge enjoying the fire and drinking cider.

The lodge is owned by an aristocrat who is currently away with his hunting party attempting to chase down a unicorn. A ranger might note that the ground outside the lodge is filled with horse and human tracks.

The azeban are not phased by the adventurers' trespass, and gladly invite the adventurers in to eat, drink and tell bawdy stories. When night approaches, the aristocrat will return, and the azeban will make sure they are nowhere to be found.

The adventurers might manage to avoid detection by heading down a conveniently placed trapdoor in the center of the room. This leads down into the cellar, where there is a supply of dried meats and herbs, preserved fruit and vegetables and two casks of cider. The cellar also holds a small door that has been nailed shut. Behind this door there is a small, narrow tunnel that leads into an ancient fey dungeon.

Illustration by Andrew Shields



BAKU (DREAM EATER)

Large Outsider, Lawful (NG), High Intelligence; Solitary

Bakus are astral creatures that devour dreams and nightmares. The baku is a very large creature, with a trunk and tusks like those of an elephant, the tail of an ox, the body of a tiger and the eyes of a rhinoceros (i.e. very poor eyesight). The creature's coat is multi-hued and spotted or striped, and it has a thick mane of curly hair, equally vibrant, on its neck and shoulders.

HD	10
AC	17 [+1]
ATK	2 claws (2d6) and gore (2d8)
MV	30
SV	F7 R8 W7
XP	1000 (CL 11)

When a baku feels a particularly strong vibration on the Astral Plane, it travels to the dreamer on the Material Plane and consumes their dream. Since baku are kindly creatures they prefer to feast on nightmares, making the nightmare disappear as they do so. Pleasant dreams are only consumed as a last resort, for the baku hate to rob people of them.

Baku are especially fond of, and protective of, children. When a child is tormented by nightmares that are inspired by the actions of an adult, a baku sometimes goes to battle for that child.

SPECIAL ABILITIES

A baku constantly projects a *magic circle against evil* around itself, they are capable of dispelling nightmares (including the spell *nightmare*) with a touch of their trunk.

Baku are capable of entering and traveling through the Astral and Ethereal Planes at will, and they suffer no combat penalties there.

Special Qualities: Magic resistance 25%

Spells: At will—astral projection, daze, ethereal jaunt, remove curse; 3/day—bless, sleep; 1/day—dream, deep slumber, teleport

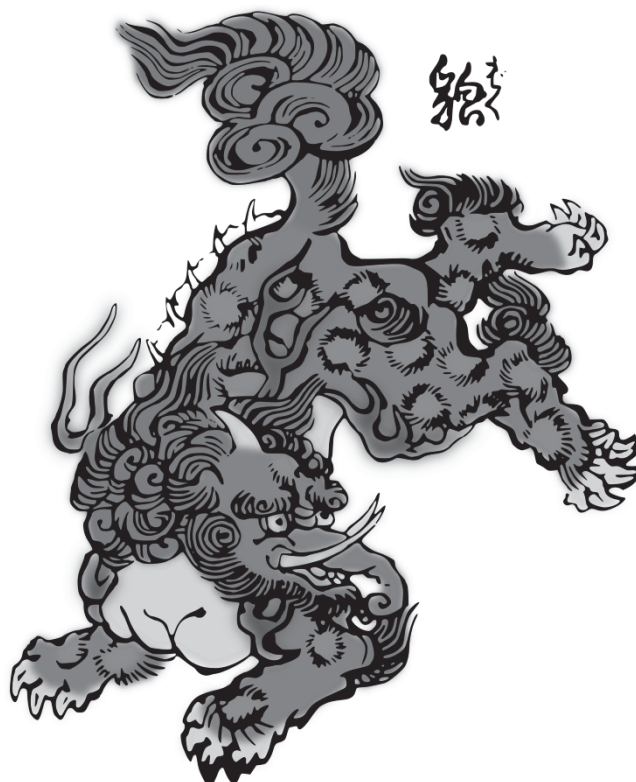
MONSTER ENCOUNTER

In a dark and foreboding castle, on a bleak and morose moor, a little girl is suffering from strange visitations. It happened one night that her nursemaid entered her room and discovered a terrible looking monster hovering over her bed. The monster disappeared when the nursemaid screamed, but her uncle, who rules the barony on her behalf, is gravely worried and has hired a band of adventurers to capture or kill the monster.

The truth of the matter is that the girl's uncle is a terrible man. He poisoned his brother and sister-in-law, and would have poisoned his niece but was foiled when her nursemaid intervened. His partner in crime, she was unable to bring herself to kill the child. The uncle, as the girl's guardian, rules in her stead, but wants the baronial seat to be his free and clear.

To that end, he has hired a local wizard to send nightmares to the child at night, in the hopes that she will sicken and die. The plan was working until a baku arrived to eat those nightmares. The wizard has no interest in tangling with a creature that can kill him, and while the nightmares have now stopped, the child still suffers and the baku is now determined to destroy the uncle. The wizard gave the uncle a magical charm (*amulet of protection against good*) to keep the monster at bay, but still it tries.

Adventurers who discover the truth and attempt to attack the uncle will discover that he is allied with a pernicious clan of ninja, and thus not without his own defenses.



BARBED WOMAN (HARIONAGO)

Medium Undead, Chaotic (CE), Average Intelligence; Snag (1d4)

These frightening ghouls appear as lovely women with extremely long hair. Their hair is tipped with barbs, and can be controlled by the harionago and used to attack and grapple opponents.

HD	5
AC	14
ATK	6 hair barbs (1d4 + paralysis) or fists (1d4 + paralysis)
MV	30
SV	F13 R13 W11
XP	500 (CL 6)

Barbed women usually attack young men. When a harionago encounters such a man, she laughs at him. If the young man laughs back, the barbed woman attacks. Otherwise, they leave the man alone. Barbed women always eat the people they kill.

SPECIAL ABILITIES

Barbed woman attack with their hair spikes or, if unable to employ them, their fists. Either attack forces a Fortitude saving throw to avoid paralysis (per a normal ghoul).

Once per day, barbed women can spin their hair whips about at rapid speed, creating the equivalent of a *blade barrier* with a 20-ft. diameter. The barbed woman can keep this up for 4 rounds.

MONSTER ENCOUNTER

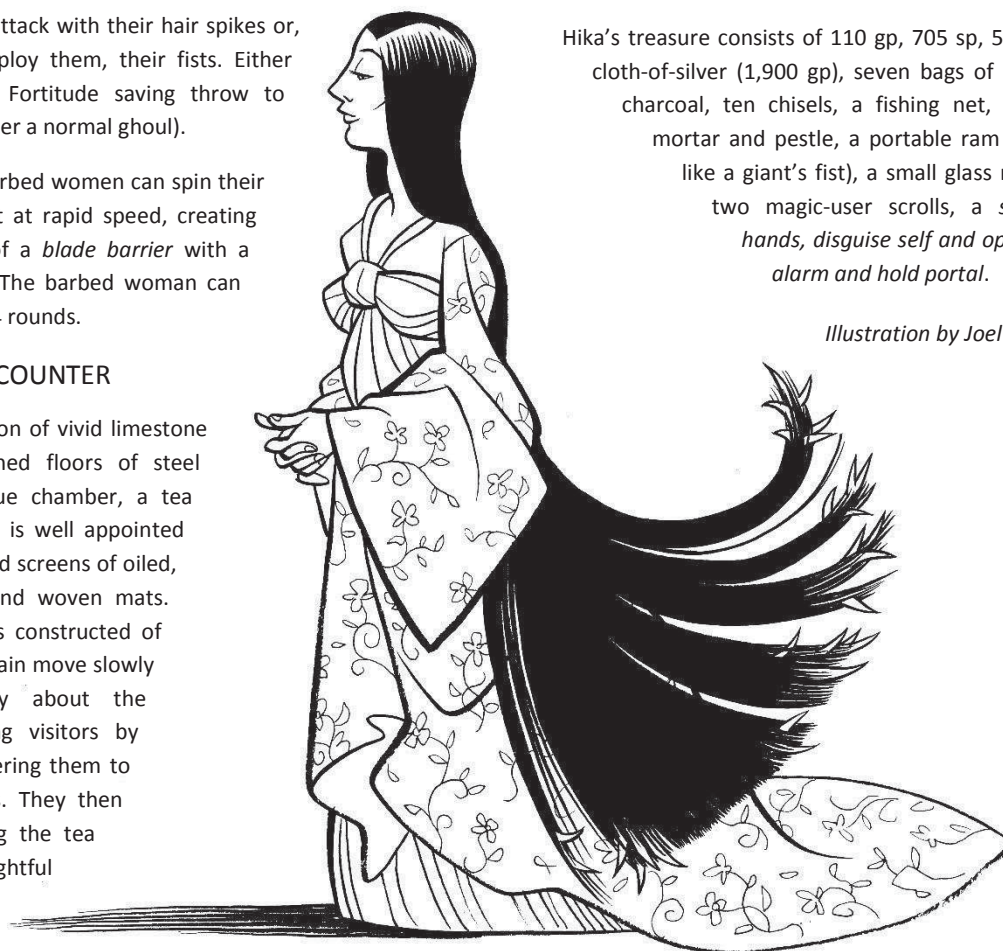
In a deep dungeon of vivid limestone walls and polished floors of steel there is a unique chamber, a tea room. The room is well appointed with furniture and screens of oiled, scented wood and woven mats. Four automatons constructed of wood and porcelain move slowly and deliberately about the room, welcoming visitors by bowing and ushering them to the woven mats. They then go about serving the tea and playing delightful tunes on lutes.

A screen of wood and jade-colored paper obscures the hostess, a woman (from the silhouette) who only gives a haughty laugh when spoken to. The paper of the screen, people may discover, is as hard as steel, and the screen cannot easily be slid out of the way. If people try, the porcelain automatons shed their outer shells and prove to be skeletons bound in iron (AC 17) and armed with poisoned daggers (Poison II). They immediately attack, along with their mistress, a harionago called Hika Yokomi.

Hika controls much of this dungeon level, ruling its inhabitants through a combination of fear and self-interest, for she is a canny trader. She mostly looks to trade for goods from adventurers, and if her tea ceremony is accepted, will permit the screen to be moved, hiding her barbed locks behind her, and attempt to trade her treasures for useful items from the surface world. If the adventurers seem to be in over their heads, she will attempt to enslave them instead, and sell them to the drow.

Hika's treasure consists of 110 gp, 705 sp, 5,000 cp, a bolt of cloth-of-silver (1,900 gp), seven bags of salt, four kegs of charcoal, ten chisels, a fishing net, five iron bars, a mortar and pestle, a portable ram (the ram shaped like a giant's fist), a small glass rod, a spade, and two magic-user scrolls, a *scroll of burning hands*, *disguise self* and *open* and a *scroll of alarm* and *hold portal*.

Illustration by Joel Priddy



BELLE DAME SANS MERCI

Medium Undead, Chaotic (CE), Average Intelligence; Solitary

A belle dame sans merci appears as a feminine skeleton wrapped in tight, black leather, sometimes studded with spikes, that has been padded to create the curvaceous feminine shape with a rare form of fungus that is cultivated by some death cults and wicked alchemists. The skeleton has onyx eyes.

HD	5
AC	15
ATK	2 flailing fists (1d6) or gaze (see below)
MV	30
SV	F13 R13 W11
XP	500 (CL 6)

Belle dames sans merci are kept as guardians in evil temples, secret cult shrines and dungeons. They can be created by Chaotic (Evil) clerics with the help of an alchemist or slightly sinister druid to handle the poisonous fungus.

SPECIAL ABILITIES

The belle dame sans merci can focus its withering gaze on any one target within 30 feet. They target must pass a Will saving throw or be affected per the spell *ray of enfeeblement*.

Once per day, a belle dame sans merci can breathe a 15-ft. cone of necromantic spores that play on a person's mind. Roll 1d4 and consult the table below to determine the effect:

D4	EFFECT
1	Frightened
2	Enraged (as the spell <i>rage</i>)
3	Confused (as the spell <i>confusion</i>)
4	Despair (as the spell <i>crushing despair</i>)

All creatures within the cone must pass a Fortitude saving throw vs. poison to avoid being affected by the spores. A creature that is affected may attempt a saving throw each round to overcome the effects. After 10 rounds, the effects end automatically.

Spells: At will—protection from good

MONSTER ENCOUNTER

A room appears to be empty except for a circular cover in the floor in one corner of the room. The floor is scupulously clean. The cover is iron, heavily rusted and perforated by four small holes. It permits a dim, erratic light to flow through the holes.

The cover seals a circular shaft that descends 20 feet to catacombs. These catacombs hold the remains of a century's worth of evil cultists. The bodies are pickled in brine and then wrapped in black cloth. Each has its head sealed inside an iron mask guarded by a *glyph of warding* (2d6 acid) to damage an interloper and eat away the corpse's face to protect their identity. There are 30 corpses in the catacombs. The corpses are on stone shelves recessed into the walls.

One of these shelves holds the body of a high priest wearing a golden mask. If disturbed, the section of wall and the floor in front of it rotates, depositing characters in a 10-ft. square room. This room holds a shrine to the demi-goddess of burglars, a throne of dark wood studded with golden nails (50 gp worth). Upon this throne there sits a belle dame sans merci, wearing a mask depicting the face of the goddess, and holding a silver dagger (30 gp) in one hand and a golden crook (500 gp) in the other, the symbols of the goddess.

Illustration by Anthony Gregori and David Lewis Johnson



BHOOT

8

Medium Undead, Chaotic (NE), Average Intelligence; Pack (1d4)

A bhoot looks like a human in a long white robe. The monster looks haggard, but not dead. The robe is worn to hide their feet, which are turned backwards, and to hide the fact that they actually float about one foot above the ground.

HD	6
AC	16
ATK	2 claws (1d4 + constrict)
MV	30
SV	F12 R12 W10
XP	1500 (CL 8)

Bhoots come from Indian folklore. They are undead that are unable to cross over into the Land of the Dead, possibly because they suffered a violent death, had unfinished business on the Material Plane or because proper funeral rituals were not followed when they were buried. Bhoots haunt the land of living in corporeal form, feeding on the blood of the living.

Bhoots never cast shadows, and they speak in a nasally twang. These two clues are often enough to reveal that the person you are dealing with is not human.

Bhoots are often encountered near the place they dwelled while they were alive, or in dark places that allow them maximum opportunity to surprise their prey.

SPECIAL ABILITIES

A bhoot can *shapechange* three times per day into any form of animal or vermin (including vermin swarms) from tiny size to large size. When a bhoot is killed in any of these forms, it automatically resumes its normal shape.

A creature struck by the monster's claw attacks must pass a Fortitude save or be held and constricted. A bhoot attempts to bite a creature it is holding. The bite deals no physical damage, but does drain one level and appears to age the bhoot's victim, making them haggard and grey.

A creature that loses all of its levels to a bhoot's energy drain attacks rises as a bhoot 10 minutes later under the control of the bhoot that created it.

Bhoots fear water, iron, earth, soil and the smell of burnt turmeric. Iron and steel weapons inflict double damage on bhoots. The smell of burnt turmeric and the touch of earth and water force them to save or be frightened.

MONSTER ENCOUNTER

While adventurers explore a dungeon, one of them keeps seeing a woman in a white robe lurking in doorways, around corners, etc. Nobody else catches sight of this being, and the woman does nothing but stare into the eyes of the adventurer that sees her.

Eventually, the adventurers will reach an empty chamber in which they may rest. Here, at night, the bhoot sneaks into the room in the form of an insect and then resumes its normal form and attacks its chosen victim, draining a level or two if possible before changing shape again and fleeing.

Illustration by Andrew Shields



BIRD MAN

2

Medium Humanoid, Neutral (N), Average Intelligence; Flock (1d8)

Bird men are feathered oviparous humanoids that have either especially long arms that double as wings or separate arms and wings.

HD	1
AC	11 (buckler)
ATK	Scratch and peck (1d3) or by weapon
MV	30 (Fly 90)
SV	F13 R14 W16
XP	100 (CL 2)

Like birds, bird men have hollow bones, so they are very light weight and rarely wear armor or carry heavy weapons that would interfere with their ability to fly.

Bird men dwell in aeries, with mated pairs establishing nests that they occupy with their 1d6 chicks. A bird man village usually contains about 10 to 20 nests. Bird men accept no leaders.

SPECIAL ABILITIES

Bird men favor the use of the javelin, which they can wield to great effect in “dive bomb” attacks. These attacks inflict double damage when they hit, but are made at a -2 penalty to hit.

BIRD MEN AS CHARACTERS

Bird man characters have the following characteristics:

Being light weight, they suffer a -1 penalty to their starting constitution and strength, and their bird brains give them a -1 penalty to their starting intelligence score. A bird man’s starting strength, constitution and intelligence cannot be lower than 3.

A bird man’s eagle eyes and unique perspective gives him a +2 bonus to their starting wisdom score. A bird man’s starting wisdom score cannot be higher than 18.

Bird men can fly at a speed of 60. If they are encumbered or wearing metal armor, their fly speed is reduced to 30.

A bird man has a knack at finding secret doors.

MONSTER ENCOUNTER

At the base of a mountain range, adventurers find a slow moving river that flows into a large cave. The subterranean river flows through the cave and into a large cavern, where there are banks

on which small boats can land. The pace of the river quickens here, and the river turns into a waterfall that spills into a lake. If one disembarks in the aforementioned cave, they can find openings that overlook the lake, but no easy way to get down to the lake without climbing. The shores of the lake (which measures about 3 miles in diameter) are dotted with the glow of giant fireflies, and the lake’s surface with the tell-tale ripples of large, pale grey fish and eels. A tribe of 100 bird men dwells in caves overlooking the lake. They maintain a temple located behind the waterfall, wherein is located a great stone idol of their bird god, its eyes two fist-sized emeralds (5,000 gp each).

Illustration by Christopher Conklin



BLOT

8

Medium Aberration, Chaotic (CE), Average Intelligence; Solitary

Blots are composed of liquid shadow. They look like irregular black spheres, four feet in diameter, with large, red eyes and a large mouth full of sharp teeth. Hair-like tendrils hang from the bottoms of their bodies.

HD	5
AC	16 [+1]
ATK	Bite (2d8)
MV	Fly 40
SV	F12 R12 W10
XP	1500 (CL 8)

Blots may be remnants of the darkness that existed (if existed is the correct word) before Chaos. They are utterly wicked and contemptible, ill-tempered, always looking for a fight, seemingly incensed that anything exists and especially angry that anything that exists might be happy.

SPECIAL ABILITIES

When a blot closes its eyes and mouth, it is almost impossible to detect in darkness or in shadowy illumination. Blots can see perfectly well in areas of normal or even magical darkness.

Blots are capable of jumping from one shadow to another, as though using the *dimension door* spell.

Because they are composed of liquid shadow, blots can flow around people and objects, tainting them with negative energy. Victims of envelopment that succeed at a Fortitude saving throw suffer 1d8 points of damage, while victims that fail their save lose one level to energy drain. People and items that have been flowed over by a blot are drained of color for 1d4 days. Colorless people cannot heal naturally until their color returns.

Special Qualities: Surprise (5 in 6 in darkness), weapon resistance

MONSTER ENCOUNTER

You enter a circular chamber 15 ft in diameter with a floor shaped like a funnel. The ceiling ranges from about 5 feet high at the edges to 9 ft high near the center of the room. The center of the room is occupied by a 15-ft. deep pit that is 4 ft in diameter.

There are numerous holes, about 6 inches in diameter, in the walls of the circular chamber. When the door slams shuts and locks behind the first two or three people that enter the room, a

spear is stuck through each of the holes. Goblins brandish these spears from tunnels located behind the walls, and they are apparently intent on forcing people towards the center. The spears jut about 4 feet from the walls. There are twenty holes and twenty spears (and thus twenty goblins) in all.

The hidden goblins are not only jabbing at people with their spears, but also chanting. As people are moved towards the center of the room, a blot ascends from the pit and attacks. The blot is the goblin's god. His pit holds the following treasure: 700 gp and four jewels.

Illustration by Andrew Shields



CARCOLH

10

Large Aberration, Neutral (N), Animal Intelligence; Solitary

The carcolh is a giant mollusk covered in sticky slime. Around its beak-like mouth the creature has dozens of long tendrils, some of them as long as a mile! The beast dwells in a cave or chamber and unfurls its tendrils, extending them into the countryside or throughout a dungeon. When something approaches too close to a tendril, it is grabbed and squeezed and pulled back to the creature's waiting mouth.

HD	9
AC	15
ATK	1d6 tentacles (1d4 + constrict) or bite (2d6 + swallow whole)
MV	20
SV	F8 R9 W14
XP	900 (CL 10)

The carcolh is a folkloric monster that makes you wonder if our medieval ancestors actually played fantasy roleplaying games.

Most encounters with a carcolh are with its tentacles, and present a wonderful opportunity for a TK to introduce his dungeon to a party of adventurers the hard way ... by dragging them through a pre-assigned route that they will not have time to map, since they'll be trying to save a friend or themselves.

SPECIAL ABILITIES

In game terms, a carcolh's tentacles might be found anywhere in a dungeon or in hilly areas. 90% of random carcolh encounters are with a lone tentacle.

If a carcolh tentacle successfully attacks, it wraps around its victim quickly, constricting and dragging it back to the creature's mouth at a speed of 10 feet per round.

Carcolh tentacles have an Armor Class of 13 and can be severed by inflicting 20 points of damage. Damage to a carcolh's tentacles does not count towards the monster's hit point total.

Constricted creatures that reach the monster's mouth are attacked by the monster's bite attack at a +5 bonus to hit.

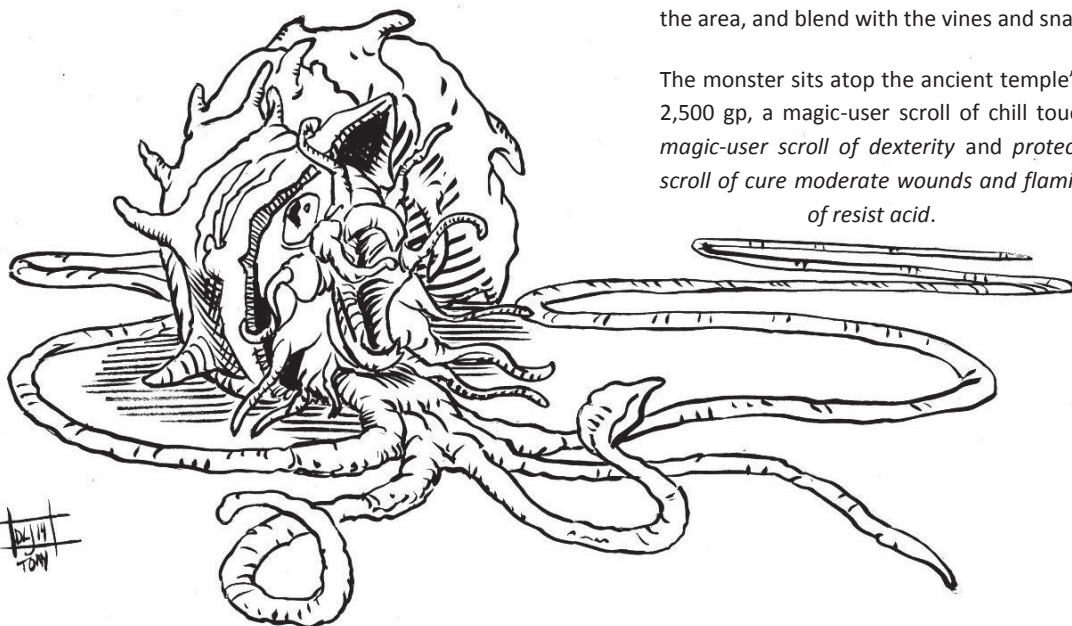
Special Qualities: Surprise (4 in 6)

MONSTER ENCOUNTER

Imagine a portion of a dungeon overgrown with weird, scarlet vines and crawling with small, inoffensive snakes. The area consists of a number of winding corridors and a few large chambers filled with bits of broken statuary and skeletons. One might surmise that there was once a temple here.

Apparently, the cult summoned a carcolh at some point, and it now occupies the ruins. It dwells in an out of the way chamber in this portion of the complex. Its tentacles are spread throughout the area, and blend with the vines and snakes.

The monster sits atop the ancient temple's treasury, which holds 2,500 gp, a magic-user scroll of chill touch and detect magic, a magic-user scroll of dexterity and protection from evil, a druid scroll of cure moderate wounds and flaming sphere and a potion of resist acid.



*Illustration by
David Lewis
Johnson and
Anthony Gregori*

CATERPILLAR MAN

7

Medium Monstrous Humanoid, Neutral (N), High Intelligence; Den (1d6)

The bizarre creatures look like fat, pale yellow caterpillars covered in swirls of blue and black. They have faces like rotund, sunken-eyed men and their stubby legs end in human hands.

HD	6
AC	12
ATK	Fists (1d4)
MV	15
SV	F12 R10 W9
XP	600 (CL 7)

Caterpillar men are obnoxious creatures that are very intelligent yet hopelessly addicted to the sounds of their own voices. They fancy themselves profound thinkers and spend most of their lives at rest, using their mind abilities to send other creatures to fetch them food and drink. They especially enjoy hallucinogenic mushrooms, and when encountered there is a 4 in 6 chance they are smoking or dining on these delicacies. While such mushrooms cause confusion and hallucinations in most creatures, they appear to relax caterpillar men and power their mental powers.

Caterpillar men are slavers, lurking in dungeons and enslaving whatever lesser humanoids and monsters they can to use as scavengers and guards. Their first priority is their own safety, and to this end they will not hesitate to kill adventurers that get too close. Beyond that, they use their powers to enslave members of the party that they think may be useful to them, or failing that, to turn the party against itself, either violently or just to keep them away from the caterpillar man's secret lair.

Most caterpillar men have double the normal amount of treasure. They are always encountered with 1d6 challenge level one monsters, 1d4 challenge level two monsters and 1d2 challenge level three monsters.

SPECIAL ABILITIES

Caterpillar men are powerful psychics (see below).

A caterpillar man's drug-induced reverie permits it to travel per *astral projection* in the form of pale skinned men with amethyst eyes called Astral Psychics (q.v.).

In their own bodies, the caterpillar men can be questioned via a *contact other plane* spell, but their answers are given as riddles. To understand a rhyming

caterpillar man, the questioner must roll 3d12 under his intelligence score.

Special Qualities: Magic resistance 15%

Psychic Powers: At will—aura sight, choke, clairtience, cloud minds, ESP, mesmerism; 3/day—channeling, dominate, mental barrier, mindlink, psychometry, telepathy; 1/day—catapsi, mindthrust, psychic crush.

MONSTER ENCOUNTER

In a subterranean cavern full of puffy fungal balls and hanging, phosphorescent fungal ropes dwells a caterpillar man and his ten goblin footmen. The caterpillar man sits on a stack of pillows atop a small tower of blue stone cut from the cavern walls, and the goblins, dressed in finery and curled wigs, attend his every need. Hidden in his little tower behind a secret door there is an *glyph of warding (fire)* and 60 gp, 200 sp, 1,600 cp, a rose quartz (40 gp), a fine cloth gown (200 gp), a *scroll of dancing lights* and a *potion of remove paralysis*.

Illustration by Charles Dodgson



CEILING CREEP

Medium Aberration, Chaotic (CE), Low Intelligence; Gang (1d6)

Ceiling creeps are forms of ooze that take a vague humanoid shape. Their bodies are gelatinous and are colored a yellowish-green that is unpleasant to look at.

HD	3
AC	14
ATK	Strike (20'/1d4 + constrict)
MV	20 (Climb 20)
SV	F14 R14 W13
XP	300 (CL 4)

Ceiling creeps adhere to ceilings, dropping their long, elastic arms down to grab their prey. Victims of ceiling creeps are hoisted to the ceiling and pressed into their oozy flesh to be suffocated.

SPECIAL ABILITIES

Creatures that are grappled by a ceiling creep are pulled towards it at a rate of 10 feet per round. Those that are pressed into the monster's flesh suffer 1d4 points of damage per round, per constriction, and might suffocate (see the rules for drowning).

Ceiling creeps that are struck with electricity become semi-solid. They lose their ability to adhere to surfaces, stretch their arms, and their weapon resistance. In addition, a semi-solid ceiling creep's AC becomes 12. This lasts for a number of rounds equal to the electricity damage inflicted on the ceiling creep.

Special Qualities: Weapon resistance (bludgeoning and piercing), resistance to cold and fire

MONSTER ENCOUNTER

The adventurers find a cavern with granite walls. The walls are slick with growths of slime and growths of fungus, including large patches of shriekers near the three entrances/exits to the cavern. The slime on the walls is not dangerous, though it is a yellow-green color that might make some adventurers suspect that it is the very dangerous green slime. If you are running a very high level game, you might want to rule that it is green slime and see how the mighty adventurers navigate it.

One of the exits is through a small slime pool that has gathered in a low portion of the cavern, a slime pool that hides three corpses of unlucky adventurers.

A second exit is up a steep slope about 12 feet above the ground. The third exit is at ground level.

The ceiling of the slime room is occupied by five ceiling creeps. The monsters are difficult to spot. They know to stay very still and they blend with the slime on the walls, so they surprise on a roll of 1-3 on 1d6. The slimy ground in the cavern makes combat difficult, with combatants that miss in combat or move more than five feet per round needing to pass a Reflex saving throw or slip and fall, suffering 1d4 points of damage. A second failed Reflex save means they slide into the slime pool.

Illustrated by Andrew Shields



CENTAUR, ELAND

5

Large Monstrous Humanoid, Neutral (N), Average Intelligence; Band (1d10)

Eland centaurs have the bodies of elands with human torsos. Their heads are topped by horns which they can use in combat.

HD	5
AC	16
ATK	Gore (2d4) or by weapon
MV	70
SV	F10 R10 W13
XP	250 (CL 5)

Eland centaurs are less hostile than their kin, but they do sometimes supplement their hunting by variously plundering or trading with neighboring humans. Eland centaurs are nomadic and non-territorial.

Eland centaurs are known for their speed, and they use it to best effect during combat. Eland centaurs will attempt to circle their prey, casting spears at them and keeping on the move until their foes seem weakened. At that point, they charge in to finish them off with their gore attacks.

Eland centaur bands number 1d10x10 individuals (30% males, 35% females, 35% young). Both genders are hunters, though females usually stop hunting when they have young to protect. Eland centaurs arm themselves with shields, spears and daggers.

SPECIAL ABILITIES

When an eland centaur charges and gores, it scores double damage with a successful attack.

MONSTER ENCOUNTER

Plunderers have come to the savannah! Two villages have already been struck and burned to the ground.

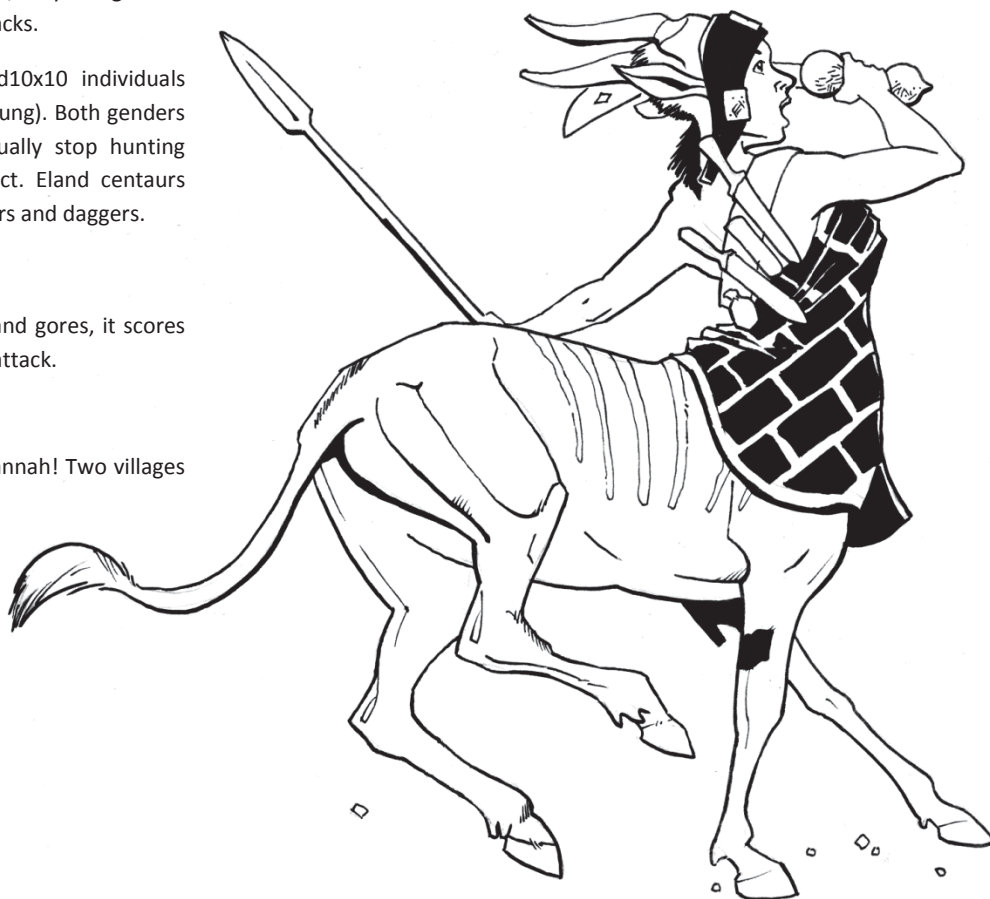
Adventurers may come across one of these razed villages. No people or animals were left alive, and all valuables have been looted. About the only evidence to be found are the hoofprints of elands.

These raids are almost bound to pit the adventurers against a

tribe of 30 eland centaurs. The centaurs are not responsible for the attacks, but in fact are attempting to track the culprits down and destroy them – they enjoyed a good trading relationship with the villages that were attacked, and fear what might become of them if the attacks are not avenged. On the other hand, they might well believe a band of adventurers are responsible for the attacks, especially if they are foreigners.

The true culprits are a band of fifteen astral psychics (q.v.). The psychics are searching for a warlock that has staged attacks on their settlement on the Astral Plane from this area.

Illustration by Jon Kaufman



CENTAUR, GIRAFFE

Large Monstrous Humanoid, Neutral (CN), Average Intelligence; Band (1d8)

Giraffe centaurs have the bodies of giraffes with human torsos. Their heads are topped by knobby horns that are mostly useless in combat. Their great height gives giraffe centaurs a somewhat superior attitude towards others.

HD	6
AC	16
ATK	2 kicks (1d8) or by weapon
MV	50
SV	F9 R9 W12
XP	300 (CL 6)

These man-beasts tower over most other beasts on the savannah. Giraffe centaurs are powerful hunters, roaming in nomadic bands and hunting beasts that are feared by humans and lesser centaurs. They carry shields and spears, which they can throw as javelins.

Giraffe centaurs rarely develop close bonds, instead dwelling loose bands dominated by the strongest males, who cultivate harems of females. For each band of giraffe centaur hunters, assume they each have 1d4 females “at home” with 50% of the females currently tending a young giraffe centaur.

Giraffe centaurs are as prone to violence as hippo-centaurs. They favor a drink made from fermented milk and the blood of their prey.

MONSTER ENCOUNTER

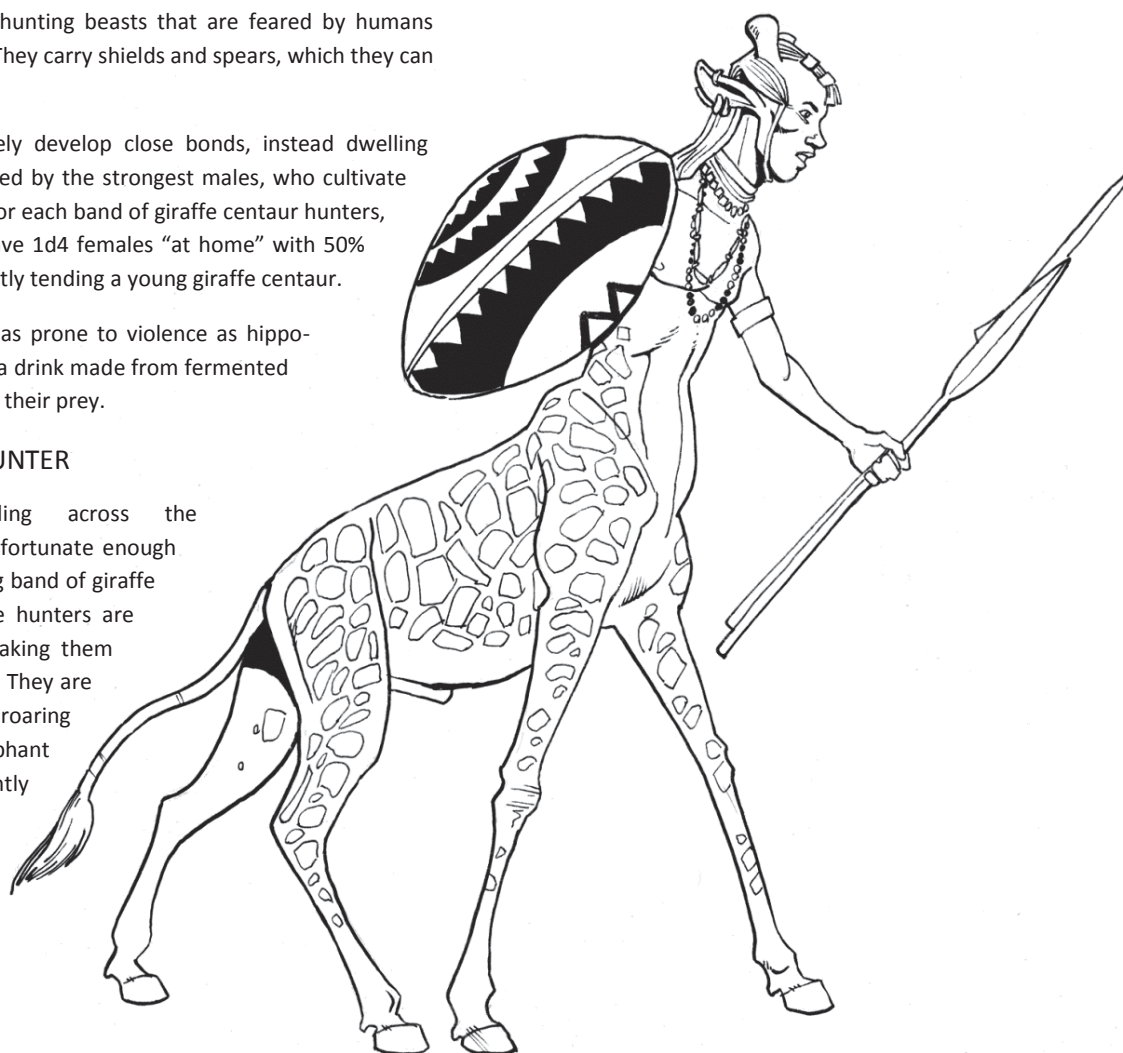
Adventurers traveling across the savannah may be unfortunate enough to encounter a roving band of giraffe centaur hunters. The hunters are rip-roaring drunk, making them especially dangerous. They are gathered around a roaring fire, roasting an elephant they have recently felled.

The centaur’s wives and children are keeping away from the fire and the celebration, for they fear what

their husbands have done, for the elephant they killed was a black elephant sacred to a cult that dwells in a nearby human fortress. The clerics and men-at-arms of that fortress are sure to come to call, and their husbands will be in no shape tomorrow morning to deal with the onslaught. The giraffe centaur women will offer what little money they have and their knowledge of the savannah in return for saving their foolish husbands from themselves.

Beware – if the males catch site of the adventurers tonight, there will probably be a fight!

Illustration by Jon Kaufman



CENTAUR, ZEBRA

3

Large Monstrous Humanoid, Neutral (N), Average Intelligence; Patrol (1d12)

Zebra centaurs have the bodies of zebras with human torsos. They are the most organized of the cenatur breeds.

HD	3
AC	16
ATK	2 hooves (1d6) or by weapon
MV	50
SV	F11 R11 W14
XP	150 (CL 3)

The zebra centaur lives in tribes of 1d10 x 20 individuals (30% male, 35% female, 35% young). Zebra centaurs are well-trained and drilled warriors, who are not only raiders and conquerors, but also herders of cattle. When zebra centaurs claim a territory, they make other tribes, humans, humanoids, etc. pay them tribute or make themselves scarce.

Zebra centaurs construct wide, circular villages. They build large barns for their animals, surrounding these barns with ramparts of packed earth and brambles. Surrounding these barns are the lean-tos that serve as the simple shelters of the centaurs, with a larger structure reserved for the king and his harem.

A zebra centaur king is usually a 5 HD monster (or 5th level fighter) who is always accompanied by his royal guard of 2d6 elite centaurs (4 HD). Warriors (elite or otherwise) are armed with shields, hand axes and javelins.

MONSTER ENCOUNTER

Situated on the veldt, in a lightly wooded area of thorn trees and tall grasses, there is a village of zebra centaurs. The village houses about 200 males, 250 females and 300 young. The village consists of about 30 hemispherical huts for the centaurs, and another 30 to 40 for their cattle. The huts are made from wood frames and woven grasses surrounded by a wooden palisade about six feet tall.

The Pit of Judgment is located in the center of the village, surrounded by a small picket of posts. One post is taller

than the others and whitewashed; this post represents the High God of the zebra centaurs. The pit itself is about 4 feet deep, the sides being so gradual that one can walk into it with no difficulty. The pit is used for trial by combat, manhood rituals and official challenges. Warriors that visit a zebra centaur village may well find them-selves in the Pit of Judgment, for the zebra centaur males are notoriously competitive, and take offense easily. They will either want to test the mettle of visitors, or will be offended by some seemingly innocent remark or action.

The village is commanded by King Ango (LN Centaur Barbarian 5).

Illustration by Jon Kaufman



CICATRIX (SCABROUS CADAVERS)

3

Medium Undead, Chaotic (CE), Low Intelligence; Peel (1d8)

Cicatrices are zombies that regenerate when they suffer damage from slashing and piercing weapons. This regeneration takes the form of thick scar tissue that covers their bodies.

HD	2 (12 hp)
AC	11
ATK	Slam (1d6)
MV	20
SV	F15 R15 W15
XP	200 (CL 3)

Cicatrix zombies are not only raised by magic-users and clerics using their dark, unwholesome powers, but also steeped in a concoction of bitter herbs, bodily humors (bile features prominently), and rare unguents to gain their powers. These ingredients must be placed in a copper cauldron, the zombie placed within, the cauldron sealed with wax and then left to steep in a cool place untouched by the sun for one month. This process not only gives them their regenerative abilities, but always generates zombies with maximum hit points.

Because of their unique abilities, cicatrix zombies are never encountered in any more than loincloths. They might be armed with anything, though it is not unknown for them to wield short blades that put them into the thick of combat.

SPECIAL ABILITIES

Cicatrices regenerate damage, growing thick scar tissue over their flesh when it is cut or pierced. This regeneration is 1d4 hit points for slashing attacks and 1d2 points for piercing attacks. For every 2 points of regeneration, the cicatrix increases its Armor Class by +1, to a maximum Armor Class of 18. For every three points of added Armor Class, the scabrous cadaver's movement rate is reduced by 5 points, to a minimum of 10.

MONSTER ENCOUNTER

A dungeon contains a long room with a high ceiling peaked at the center. The room has a permanent *darkness* spell cast upon it, so it swallows up light and even foils most darkvision. Down the center of the room are five fire pits, about five feet deep. They connect to tunnels under the floor, where servants could shovel combustibles into the fires to keep them hot. Atop the fire pits, and mostly obscuring their existence, are three massive bronze cauldrons, each four feet in diameter and about four to five feet

tall. Along the sides of the room there are ledges about three feet wide and four feet above the floor. On either end of the room there are stairs leading up to these ledges, four staircases in all, two on either side of the room. These ledges give access to four wooden doors bound in iron.

The doors are locked. Behind three of the doors are standing cicatrix zombies on orders to attack any intruders. The fourth hides a supply closet that now holds moldy food and body parts, broken glass (with maybe three vials that have not been broken), copper tubing and quite a bit of coal in barrels.

Each cicatrix guards the following treasure: (1) 200 gp and *scroll of command* in a soapstone box trapped with poison gas (10' cube, Poison III); (2) 1,400 sp in bags that rip when picked up; (3) three gems and a masterwork longbow.

Illustration by David Lewis Johnson and Anthony Gregori



CRABOMINATION

5

Large Aberration, Chaotic (CE), Low Intelligence; Horror (1d4)

Crabominations resemble giant crabs with pyramidal shells supported by masses of misshapen arms that end in crab claws. The shells are dotted with hundreds of tiny, black eyes. The creatures have an immense feeding tube located beneath their shells and hidden by the arms.

HD	5
AC	16
ATK	4 claws (2d6 + constrict)
MV	40 (Swim 30)
SV	F12 R13 W12
XP	500 (CL 6)

Crabominations are monsters of the underworld, dwelling in damp and dank caverns or shallow, underground seas. Although sentient, they appear to have no concept of civilization, striving only to feed their bellies and satisfy their murderous urges.

SPECIAL ABILITIES

A crabomination can see through any sort of darkness, including magical darkness.

Creatures that are constricted by a crabomination's claws for 1 whole round are passed up to the monster's feeding tube, through which it is swallowed whole.

Swallowed creatures are held in the beast's carapace for 3 rounds, long enough to eat away their skin, and are then disgorged from the monster covered in a weird, purple slime. This slime renders the unfortunate creature immune to acid, but also leaves them quite mad. They erupt in a berserk rage and attack any living being other than crabominations.

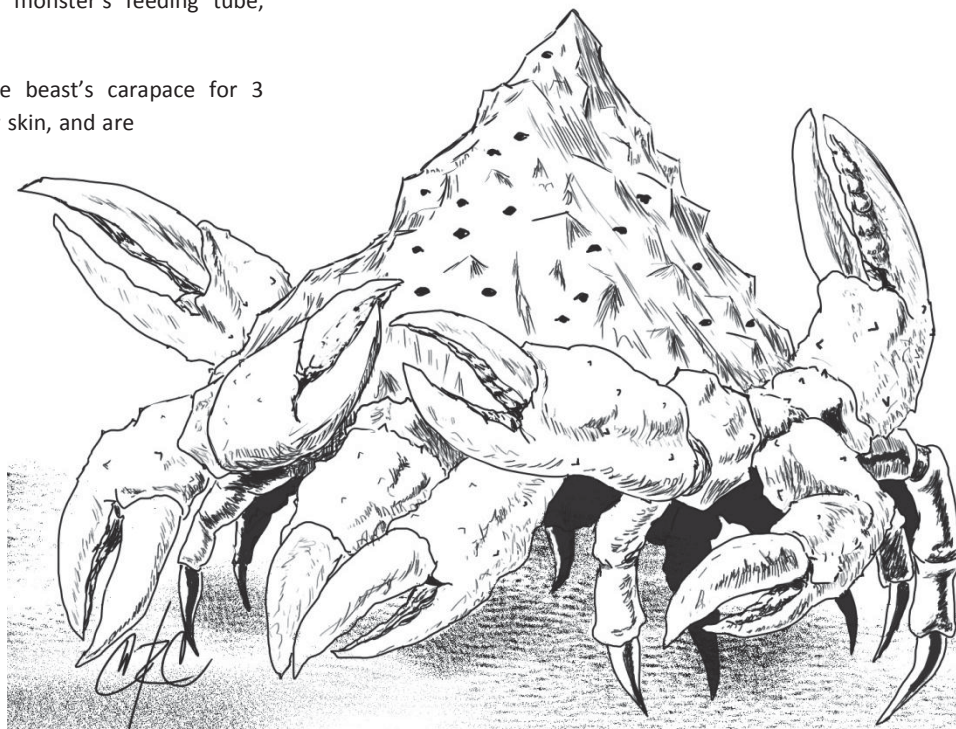
Treat these creatures as berserkers with their usual number of hit dice, but without any of the special abilities they possess that require conscious thought to activate.

MONSTER ENCOUNTER

In a series of limestone vaults beneath the savannah there lap on cthonic shores the remnants of an ancient sea, once kissed by the sun, now swaddled in shadow. The water is salty and warm, and this has led to hundreds of crystal pillars springing up from the depths. The main inhabitants of this sea are crabominations. While these monsters can be encountered anywhere in the vaults, but especially in the sea itself, they are thickest about a great conglomeration of crystal pillars that some adventurers have nicknamed the crystal cathedral. One can enter into these pillars, which form a sort of cavern where any light is reflected and refracted in a most lovely way. Here, at least four crabominations can be found huddled around an ancient statue of black bronze depicting a half-man, half-snail creature with eye stalks and thick, inhuman arms that clutch two bidents.

These bidents can be removed from the statue with a bend bars task check. When struck together, they cause the crystals to part, allowing access to a crystalline tunnel that leads deeper into the underworld.

Illustration by Christopher Conklin



CRYSTAL SKULL

Medium Undead, Chaotic (CE), High Intelligence; Solitary

A crystal skull looks like a skeleton composed of a crystalline substance as hard as steel. Their bones glow with a light as powerful as that produced by a lantern. Despite this cheery glow, crystal skulls are thoroughly wicked.

HD	13
AC	18 [+1]
ATK	2 claws (1d6) or spell
MV	30
SV	F9 R9 W6
XP	3250 (CL 15)

Crystal skulls possess many powerful spell abilities, though they are not undead in the manner of liches. They are created by exceptionally powerful magic-users from the bones of undead monsters like liches, essentially any undead with 8 or more HD that is not incorporeal and which has bones. These bones are ground down and worked into otherwise pure crystal, which is shaped into all the bones of a human skeleton. A *hold monster* spell is cast over these bones, along with *create undead*, *daylight*, all the spells that make up its spell-like abilities (see below) and, of course, a *permanence* spell.

Crystal skulls are too intelligent and powerful to serve as mere guardians. They are made by necromancers as master-pieces of their art, to show off in front of other necromancers.

SPECIAL ABILITIES

Crystal skulls have magic resistance 50% against magical darkness effects. If their light can be extinguished, they lose their spell-like abilities until they can re-establish their light.

Spells: At will—*dancing lights*, *hypnotic pattern*, *searing light*; 3/day—*prismatic spray*, *sunbeam*; 1/day—*prismatic sphere*, *sunburst*.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), magic resistance 30%, immune to fire, acid and electricity, vulnerable to sonic damage

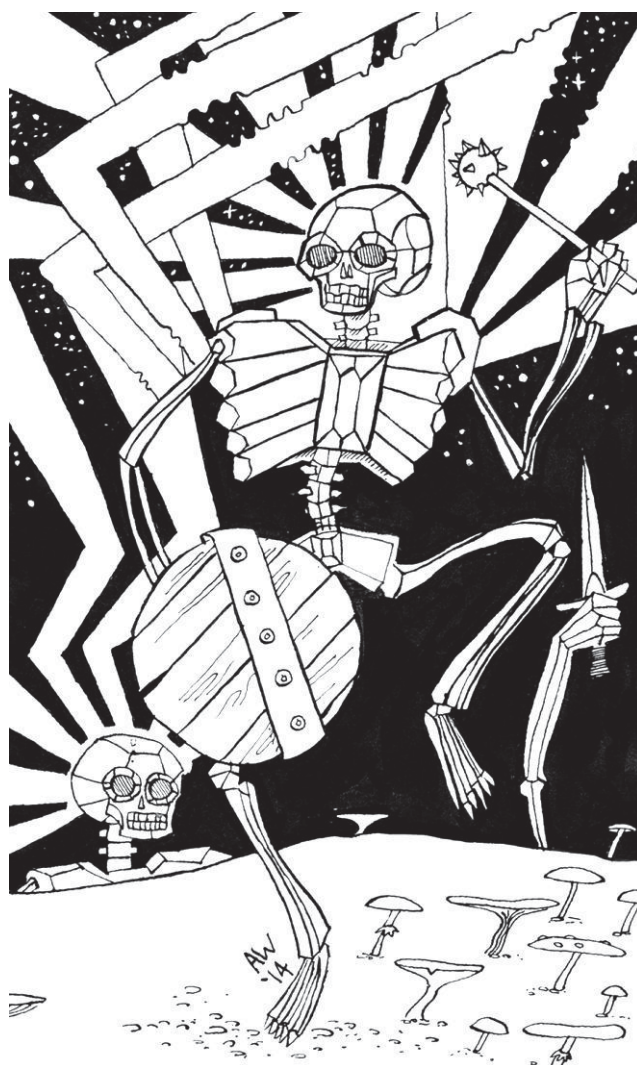
MONSTER ENCOUNTER

A cross-shaped dungeon chamber, about 100 feet wide and long and 30 feet high rests behind a crystalline door that can only be opened by hitting high C. The chamber is pitch black save for a

glowing skeleton in the middle of the chamber, sitting on a flamulated crystal throne. Light reveals treasure around the throne and four statues of knights with battleaxes at the intersections of the walls. The statues detect as magical, and are meant to fool adventurers into thinking they are guardians. The crystal skull will laugh if his treasure is touched, and attempt to hypnotize people before attacking.

The skull's treasure is 7,000 gp, *oil of magic weapon*, *potion of strength*, two *potions of healing*, a *ring of swimming*, a *potion of wisdom* and a *potion of reduce person*.

Illustrated by Andrew Walter



CUSTARD

Ooze Template



Custards are a bit thicker than the average ooze, which hampers them a bit, but also gives them a bit more punch and a few extra special abilities.

Custard is a template that can be added to most oozes. Custards have the following abilities/changes:

1. Custards are made of sterner stuff than normal oozes, so they gain one hit dice, and improve their armor class by 1. This makes them vulnerable to attacks by all sorts of weapons (i.e. they lose immunity to certain types of weapon, not including oozes that are only struck by silver or magic weapons).
2. Custards are not as flexible as most oozes. They can still move through cracks and small spaces, but reduce their movement by half when doing so.
3. When a custard loses half its current hit point total to fire damage, it liquefies somewhat and takes on the characteristics of a normal ooze of its type.
4. Custards have cold resistance.
5. Custards are too thick to divide or engulf, but they do cling. Whenever a creature is struck by a custard in combat and suffers damage, it must pass a Reflex saving throw or the ooze clings to the creature. This allows the ooze to inflict automatic acid damage each round (or whatever kind of damage the ooze normally inflicts) and the victim is entangled. The ooze can be cut away or the victim can free herself with a bend bars check, but some of the ooze remains clinging to the victim, and more importantly, begins to use their body heat to grow.

If the adventurer is wearing armor, it is assumed that the custard is clinging to the armor. In this case, the armor must make an item saving throw vs. acid each round. If successful, it holds up and the adventurer suffers no acid damage and does not begin to grow. If an item saving throw fails, the armor in that spot is ruined and the custard begins dealing damage and growing.

Each round that the ooze deals damage to the character, it grows by 1 HD. This process can be stopped in the following ways: The ooze can be scraped away with a blade, the ooze can be burned away with fire or the ooze can be defeated with *cure disease*.

If using a blade, the victim suffers 1d3 points of damage with each attempt, and the custard gets a saving throw to resist. When the custard fails a save, the scraping has been successful.

Fire damage works the same way, though the damage is 1d4 points of damage per round. If using a fire spell that deals more damage, impose a penalty to the ooze's save equal to -1 per 2 points of additional average damage (i.e. average torch damage is 2.5; average 5 dice fireball damage is (3.5 x 5) or 17.5; the custard would suffer a -7 penalty (rounding down) to its saving throw if its victim was exposed to the full fury of a 5 dice fireball).

BLACKBERRY CUSTARD (BLACK PUDDING)

Huge Ooze, Neutral (N), Non-Intelligent; Solitary

HD	11
AC	4
ATK	Slam (2d6 + 2d6 acid + cling)
MV	20 (Climb 20)
SV	F7 R10 W10
XP	1100 (CL 12)

The typical blackberry custard measures 15 feet across and 2 feet thick. It weighs about 22,000 pounds. The creature secretes a digestive acid that dissolves organic material (50 points of damage per round) and metal (20 points of damage per round), but does not affect stone. Any hit by the monster deals acid damage, and the target's armor and clothing dissolve and become useless immediately unless they succeed on an item saving throw. A metal or wooden weapon that strikes blackberry custard also dissolves unless it passes a saving throw. Blackberry custard that strikes a victim clings to it (see above).

There are other varieties of custard in existence. Chocolate custards (brown puddings) (12 HD) dwell in deserts. Vanilla custards (white puddings) (10 HD) dwell in snowy regions and dissolve stone instead of metal. Mocha custards (dun puddings) (9 HD) dwell in jungles and only dissolve organic materials.

Special Qualities: Immune to mind effects, resistance to cold

MONSTER ENCOUNTER

A dungeon kitchen here was used by kobolds. It holds a fire pit, bones, broken crockery, barrels of brackish water, dented copper implements, rusty knives, bushels of turnips and rotten fish and crustaceans. There is also a stone cabinet, and it holds a random custard that attacks when released.

DEMON DOLL

Tiny Construct, Chaotic (CE), Average Intelligence; Solitary

Demon dolls are small, ordinary looking dolls that have been possessed and animated by wicked souls. Most demon dolls are armed with daggers, which they hide in the folds of their clothing.

HD	1
AC	13
ATK	By weapon
MV	50
SV	F18 R14 W15
XP	100 (CL 2)

Demon dolls are notorious for preying on children or other creatures with low intelligence. They need not have anything but a normal, wholesome appearance, though most animals are unsettled and nervous around them.

SPECIAL ABILITIES

Because they look harmless, demon dolls surprise their victims on a roll of 1-3 on 1d6 unless a player specifically mentions that they are wary of the doll.

Demon dolls are capable of communicating telepathically with a single person within 1 mile of them. If the person responds in any way, the demon doll can establish a permanent telepathic link, through which they may attempt one *suggestion* (as the spell) each day with creatures of high intelligence (13+), two per day with creatures of average intelligence (9-12), and three per day with creatures of low intelligence (3-8).

Demon dolls are capable of masking their movements with a potent illusory effect. If they are being directly looked at, the person looking at them receives a +5 bonus on a Will save to realize that the doll has moved. Otherwise, the movement is ignored or rationalized away (i.e. I thought the doll was lying on the bed, but I suppose I must have been wrong). A demon doll cannot use this ability to attack, but it can use this ability to maneuver itself into position to backstab.

When a demon doll animates and attacks, humanoids must pass a Will saving throw or be

frightened for the duration of the encounter.

Demon dolls can backstab for double damage.

Special Qualities: Immune to electricity, resistance to acid and fire, magic resistance 15%

MONSTER ENCOUNTER

Expecting to find an evil archmage deep in study in her dungeon lair, a group of adventures sburst into her chamber and finds her dead, lying on a couch stained crimson in her gore.

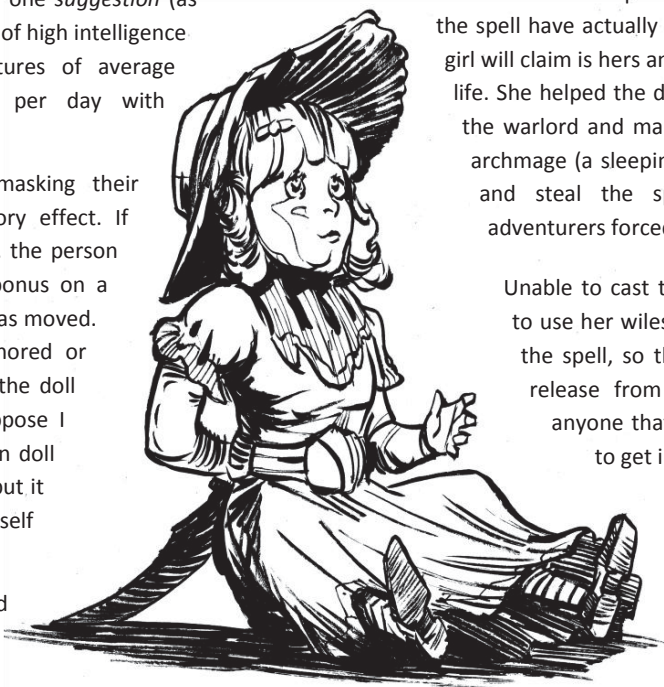
A candle burns on her table, her grimoire is opened wide and several pages (seven, in fact) are ripped out of the middle. These pages contained a *plane shift* spell. Other accoutrements of magic are spread around the room, and the grimoire contains many other spells (determine randomly).

Hiding behind the couch there is the magic-user's apprentice, a slim girl of about 16, who looks frightened. Her name is Alice. She holds in her arms a simple doll made of rags with a porcelain head and porcelain hands.

Alice will tell a tale of rival adventurers that broke into her mistress' study and killed her, stealing a spell she claims could summon a demon up from the depths of Hell. The pages of the spell have actually been hidden in the doll, which the girl will claim is hers and which she will hold onto for dear life. She helped the demon doll, which holds the soul of the warlord and mass murderer Vilak the Vile, kill the archmage (a sleeping draught and a knife in the back) and steal the spell, but the approach of the adventurers forced her to hide.

Unable to cast the spell herself, Alice will attempt to use her wiles to find a magic-user that can cast the spell, so that Vilak may reach Hell and seek release from his imprisonment. Vilak will kill anyone that suspects her or him, or attempts to get in their way.

Illustration by David Lewis Johnson and Anthony Gregori



DEMON - LILITU

Medium Outsider, Chaotic (CE), High Intelligence; Pair (1d2)

Lilitus are Mesopotamian demons of the night wind. They appear as beautiful women with clawed feet that they keep hidden beneath long skirts or dresses.

HD	5
AC	14 [Silver]
ATK	Bite (1d6 + energy drain)
MV	40
SV	F11 R11 W10
XP	1250 (CL 7)

Lilitus are seductive demons. They subsist on the blood of their victims, and their human features allow them to live among humans without immediately raising suspicion. Lilitus hunt in the guise of harlots, luring men into dark, lonely places and then attacking when the man's guard is down. Lilitu also prey on infants, pregnant women, the sick and the elderly.

SPECIAL ABILITIES

Lilitus are repelled by holy symbols in the same ways as vampires.

In combat, a lilitu uses her surprising strength (20) to grapple and hold a victim. She then rips out their throat with her bite attack, lapping up the blood with her long, sinuous tongue.

A victim that suffers maximum damage from the monster's bite attack must pass a Fortitude saving throw or lose one level.

As demons, lilitus are immune to electricity and poison, and can communicate telepathically with sentient beings within 100 feet.

A lilitu can attempt to summon another lilitu once per day with a 45% chance of success.

Special Qualities: Immune to poison and electricity, magic resistance 10%

Spells: At will—bane, charm person, darkness; 3/day—gust of wind, summon swarm; 1/day—cause disease, wind wall

MONSTER ENCOUNTER

On a balmy night in a large city, a dry, warm wind howls through the streets tossing about bits of garbage and rattling shop signs and shutters. The town guard is circumspect on this night, seeking shelter in doorways and keeping their lanterns thrust well ahead of them, for they feel in their bones that something dangerous is stalking the streets.

As adventurers make their way through the streets, they are apt to see movement in the shadows – sneak thieves, urchins and beggars most likely – seeking shelter from the wind. Most of the carousers are huddled inside inns or brothels tonight, but the adventurers may well catch site of a lone prostitute lurking in the entrance of an alley. She is an especially beautiful woman, with alluring eyes and a ready smile for a potential customer.

If she catches a man's eye, the lilitu uses her *charm person* ability to bring him closer, and whisper into his ear the delights in store for him if he ditches his friends and visits her room for the night. If he is amenable, she lures him deeper into the alley, to a red door that hides a small room. The door has a lock, and she is sure to throw the bolt upon entering with her victim.

The next morning, the fellow's friends will find the room completely empty save for his corpse.

Illustration by David Lewis Johnson and Anthony Gregori



DEMON, STORM

10

Large Outsider, Chaotic (CE), Average Intelligence; Peel (1d3)

Storm demons resemble large, blue-black crickets with glossy carapaces. They have six limbs, the bottom two serving as legs and providing them with an impressive jump.

HD	8
AC	19 [+1]
ATK	2 slams (1d6) and mandibles (1d6)
MV	30 (Fly 60)
SV	F8 R8 W9
XP	2000 (CL 10)

Like the insects they resemble, storm demons are a plague in the nether dimensions that they haunt and on the Material Plane when they can find a way into it. They are natural bullies that like to push weaker creatures around and make room for more of their own kind. Storm demons are gluttons who lay waste to an environment by their incessant consumption and the constant storms and floods that wrack any place they call home.

SPECIAL ABILITIES

A storm demon's jump carries them up to 50 feet. They are capable of jumping and attacking, treating attacks that follow their jumps as charge attacks.

The demon's four upper limbs are used for combat, the uppermost limbs for attacking, the lower two for generating lightning bolts (see below) or attacking with weapons, for the middle limbs end in something like humanoid hands.

Storm demons can generate *lightning bolts* by rubbing their hands together. They must rub their hands for at least one round, and then can release the lightning in the next round. The lightning bolt has a 100-ft range and does a number of dice of damage equal to the number of rounds the demon spends generating it, to a maximum of 10d6 points of damage.

When flying, a storm demon's wings disrupt the atmosphere, summoning fierce lightning storms in a mile radius.

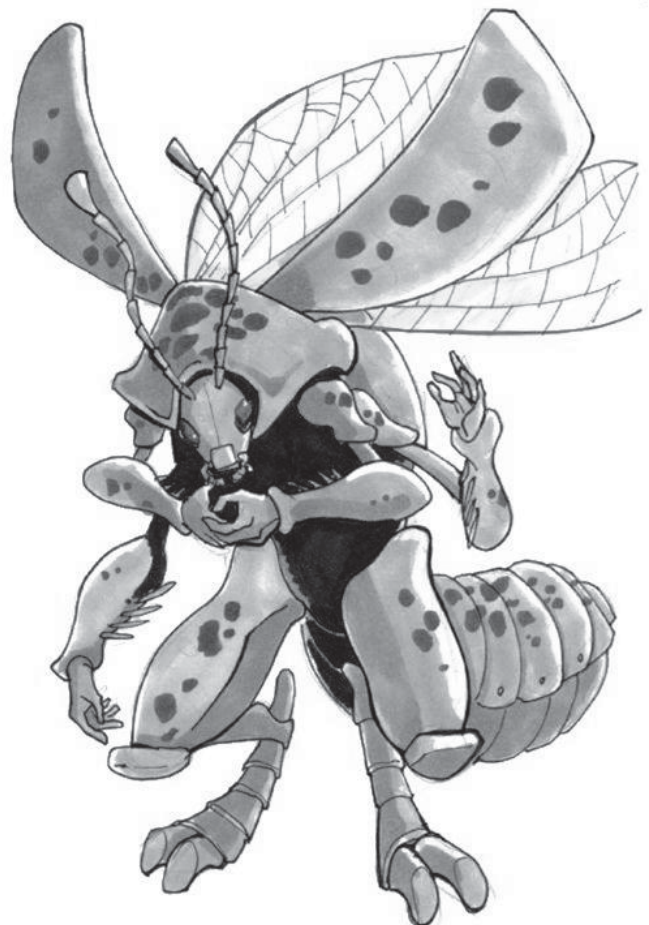
Once per day, a storm demon can attempt to summon another storm demon with a 10% chance of success.

Special Qualities: Immune to poison and electricity, resistance to cold, magic resistance 45%

MONSTER ENCOUNTER

The archimage Zimbides once constructed a fastness in the high mountains that overlook the three fertile valleys of Garja, Malooj and Pinfrick. The fastness now belongs to twin storm demons, Thraxa and Baljebes, who extort treasure and maidens from the valleys below. The maidens serve as their clerks, counselors, bodyguards and bandits, raised from infancy by midwives to a chaotic evil outlook. The twins are growing annoyed by one another, though, and factions are developing among their followers. It could be the perfect time to sack their stronghold and destroy the storm demons once and for all.

Illustration by Jon Kaufman



DHAMPIR

Medium Humanoid, Neutral (N), Average Intelligence; Party (1d6)

Dhampirs look like normal humans except for at least one facial feature that might be considered odd or bestial, such as pronounced teeth, or a larger-than-normal nose, eyes or ears.

HD	2+1
AC	16 (Chainmail, Buckler)
ATK	By weapon
MV	30
SV	F12 R15 W15
XP	100 (CL 2)

In Balkan folklore, male vampires are capable of producing children with human women. These children, called dhampirs, are uniquely capable of destroying vampires, and often become professional vampire hunters.

Dhampirs are equipped much as other people in their line of work, whether they be cobblers, innkeepers or vampire hunters.

SPECIAL ABILITIES

Dhampirs can detect vampires just by looking at them. Vampires cannot regenerate damage inflicted on them by dhampirs except through magical means, or by normal healing rules (i.e. one hit point per hit dice per day of rest). Dhampirs can kill vampires without resorting to stakes or burning, merely by reducing their hit point total to zero. For this reason alone, vampires have an especially burning hatred of dhampirs.

Dhampirs have soft, flexible bones that give them the ability to squeeze into tight spaces and wriggle out of most ropes and chains with ease. A dhampir can squeeze into a space as though a small creature with ease, and can make a Reflex saving throw and spend one minute squeezing through (but not into) a space normally accessible to a tiny creature. Dhampirs are skilled at escaping bonds.

Dhampir clerics enjoy a +1 bonus on turn undead checks, and gain a +1 bonus to attack undead.

MONSTER ENCOUNTER

While venturing through the woods, or perhaps a lonely mountain pass fringed by thick growths of pine, the adventurers come upon a gypsy campsite. The gypsy guards will almost certainly have seen them coming, unless the adventurers are invisible or trying to be especially sneaky. When the adventurers

arrive within sight of the camp, the guards will have crept up behind the adventurers, daggers drawn, prepared to kill.

The gypsy camp is quiet. It houses 30 gypsies in eight gypsy wagons. The camp is commanded by a chief called Aluin (5th level thief) and his two lieutenants, Garco (3rd level thief) and Sario (3rd level fighter). The camp also has a wise woman called Mena (4th level magic-user). Perhaps the most interesting person in the camp, though, is the dhampir Stiane (6th level ranger). Stiane was injured fighting the local vampire count, Lord Yorgo. He is now in hiding, recovering from his wounds, while his comrades languish in Yorgo's castle.

Yorgo has summoned wolves, who are searching for the dhampir. There is a 1 in 6 chance per hour that a pack of eight wolves appear near the camp. They will scent the dhampir, and Lord Yorgo will arrive no more than 1 hour later, with Stiane's former associates along as his vampire spawn.

Illustrated by Bradley K. McDevitt



DINOSAUR – CERATOPSIAN (HORNED FACES)



Animal, Neutral (N), Animal Intelligence; Herd (1d6)

Ceratopsians are herbivorous, beaked dinosaurs with lovely head fringes and horns. Ceratopsians lived during the Cretaceous Period, though their ancestral forms first emerged during the Jurassic. The earliest examples of this type, usually designated as protoceratopsians, lacked the horns of their later cousins, and thus do not have a gore attack.

	SMALL	MEDIUM
HD	2	4
AC	16 (12 back)	17 (13 back)
ATK	Gore (1d6) and bite (1d4)	Gore (1d8) and bite (1d6)
MV	30	30
SV	F13 R12 W18	F11 R11 W17
XP	200 (CL 3)	400 (CL 5)

	LARGE	HUGE
HD	8	16
AC	18 (14 back)	19 (15 back)
ATK	Gore (2d6) and bite (1d8) or trample	Gore (3d6) and bite (2d6) or trample
MV	30	30
SV	F8 R9 W14	F3 R6 W11
XP	800 (CL 9)	1500 (CL 16)

Famous ceratopsians include Centrosaurus (Pointed Lizard; Large, 20 feet long, 3 tons), Chasmosaurus (Cleft-Lizard; Large, 15 feet long, 2 tons), Diabloceratops (Devil Horned Face; Huge, 25 feet long, 2 tons), Medusaceratops (Medusa Horned Face; Large, 20 feet long, 2 tons), Mojoceratops (Mojo Horned Face; Large; 12 feet long, 2 tons), Nasutoceratops (Big-Nosed Horned Face; Large, 15 feet long, 2 tons), Pentaceratops (Five Horned Face; Large, 20 feet long, 3 tons), Styracosaurus (Spiked Lizard; Large, 18 feet long, 3 tons), Torosaurus (Pierced Lizard; Huge, 25 feet, 4 tons), Triceratops (Three-Horned; Huge, 30 feet long, 5 tons), and Xenaceratops (Alien Horned Face; Large, 20 feet long, 3 tons).

SPECIAL ABILITIES

A ceratopsian's fringe protects their neck and shoulders, and thus they have a higher Armor Class against frontal

attacks than against attacks from the side or rear.

A character struck by the ceratopsian's gore attack must pass a Reflex saving throw or be thrown a number of feet equal to the damage inflicted and land prone. For every ten feet the victim is thrown, he suffers 1d6 points of falling damage.

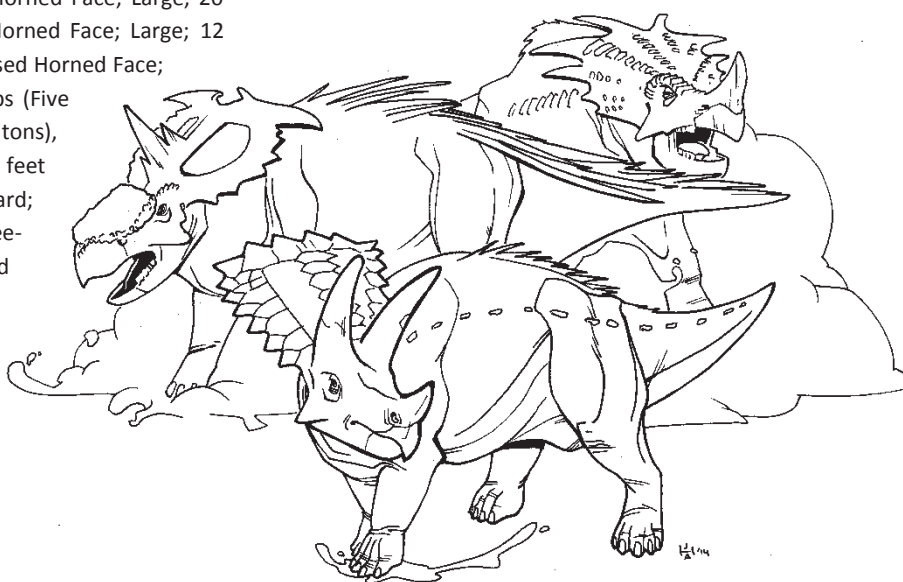
MONSTER ENCOUNTER

As the adventurers make their way down a narrow canyon, they are dismayed to discover that a herd of ceratopsians (choose whichever size is most appropriate for the difficulty of encounter you wish) got there first. The ceratopsians are spooked by the appearance of potential predators, and they are now backed against a wall. This makes the situation very dangerous.

On the wall of the canyon behind the dinosaurs there is a portal, cut unevenly into the stone and decorated with weird glyphs (a scholarly character might recognize them as the pictograms of the ancient ophidian language). The glyphs identify this as the entrance to the tomb of one of their ancient empresses.

Are the adventurer willing to risk a fight with the dinosaurs to get to the tomb, or will they turn around and let the beasts pass, or perhaps scale the sheer, 40 feet walls of the canyon?

Illustration by Jon Kaufman



DINOSAUR – ICTHYOSAURS (FISH LIZARDS)



Animal, Neutral (N), Animal Intelligence; School (1d6)

The ichthyosaurs were aquatic reptiles (but not technically dinosaurs) that resembled dolphins. They originated during the Mesozoic era and survived into the Early Cretaceous. Ichthyosaurs averaged 7 to 13 feet in length and weighed from 370 to 2,000 lb., with some species being smaller, and a few quite a bit larger. Some ichthyosaurs could swim as fast as 25 mph.

	MEDIUM	LARGE
HD	6	11
AC	13	17
ATK	Bite (1d8 + swallow whole)	Bite (1d10 + swallow whole)
MV	0 (Swim 90)	0 (Swim 90)
SV	F10 R9 W15	F7 R7 W13
XP	600 (CL 7)	1100 (CL 12)

	HUGE
HD	20
AC	13
ATK	Bite (2d6 + swallow whole)
MV	0 (Swim 90)
SV	F3 R3 W8
XP	2000 (CL 21)

Some of the more interesting species were Eurhinosaurus (Large, 13 feet long, had a swordfish-like nose), Ichthyosaurus (Medium, 6 feet long), Ophthalmosaurus (Large, 13 feet long, 2,000 lb.), Shastasaurus (Huge, 69 feet long), Shonisaurus (Huge, 49 feet long), Stenopterygius (Medium, 8 feet long, 370 lb.), and Temnodontosaurus (Huge, 40 feet long).

MONSTER ENCOUNTER

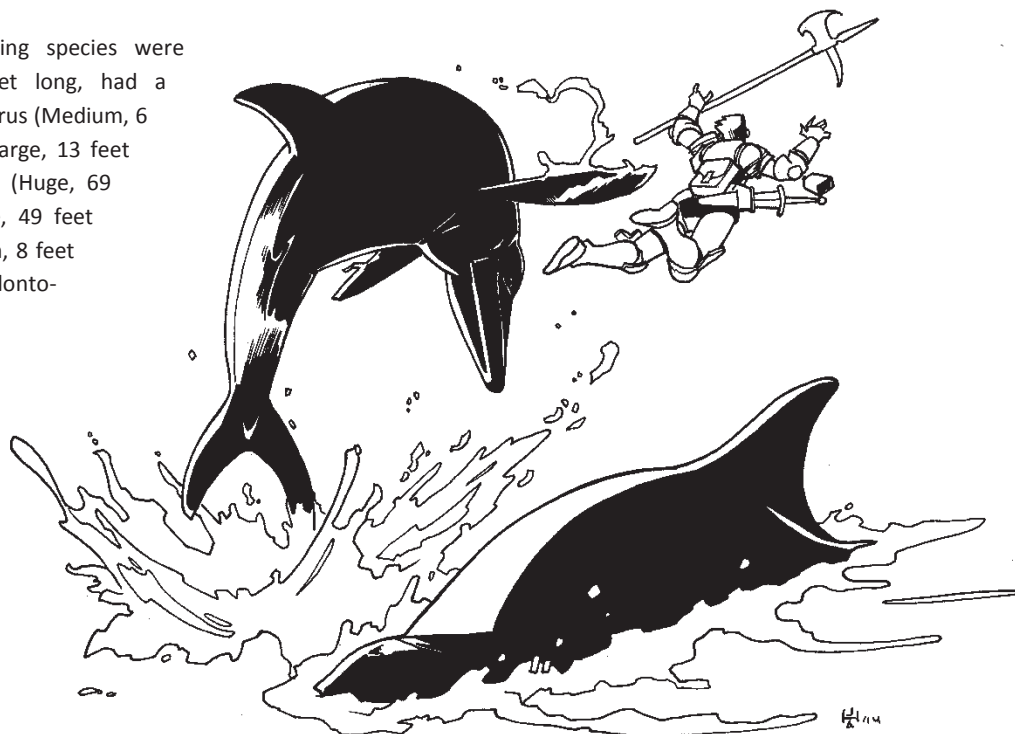
Imagine if you will a submerged dome of ancient Atlantis, the dome topped by a golden statue of Poseidon, a +2 trident of shark slaying in his brawny hands (and only removable by one who is pure of heart

(i.e. good in alignment) and capable of breathing water).

The dome is constructed of orange glass, and it is very thick and tough (i.e. the character's cannot break it). The building under the dome is constructed of white marble streaked with blue-green, with pillars in bas-relief. A pod of shastasauruses dwells in the area, and is commonly found hunting in the area of the dome, which seems to attract sea life.

One who can take the trident can use it to draw a portal on the dome. This portal appears to lead into the dome, but actually carries one to a pocket dimension where Atlantean refugees escaped their cataclysm and rebuilt their wonderous civilization. They have no intention, though, of allowing knowledge of their city to get out, and will not allow visitors to leave. Instead, they are thrown into the gladiatorial arena or used as galley slaves.

Illustration by Jon Kaufman



DINOSAUR – MOSASAURS (RIVER LIZARDS)



Animal, Neutral (N), Animal Intelligence; School (1d6)

Mosasaurs are large marine reptiles first discovered in Germany. During the Cretaceous period, when the ichthyosaurs and plesiosaurs were dying out, the mosasaurs became the dominant marine predators on the planet. Mosasaurs were powerful swimmers, and lived in warm, shallow seas. They breathed air, and gave birth to live young. Mosasaurs had a body shape not unlike modern monitor lizards, but were more streamlined for swimming. They propelled themselves with webbed feet.

	LARGE	HUGE
HD	7	15
AC	15	16
ATK	Bite (2d6)	Bite (2d8)
MV	0 (Swim 60)	0 (Swim 60)
SV	F9 R9 W15	F3 R5 W11
XP	350 (CL 7)	750 (CL 15)

Some mosasaurs include Hainosaurus (Huge, 40 feet long), Mosasaurus (Huge, 60 feet long), Platecarpus (Large, 14 feet long), and Tylosaurus (Huge, 50 feet long).

MONSTER ENCOUNTER

A lone limestone islet commands the entrance to the lands of Vastos, a deep channel fed by the River Yoleen. The channel is abutted by steep chalk cliffs quite covered by squawking parrots, and topped by tangled woods.

Upon the islet is constructed the castle of Zabos, a storm giant of terrible wrath who has declared the pleasant lands of Vastos, once wracked by war, to be off limits to outsiders. The ruins therein offer rich pickings, if only one can get past the storm giant and his pets, a trio of mighty mosasaurs.

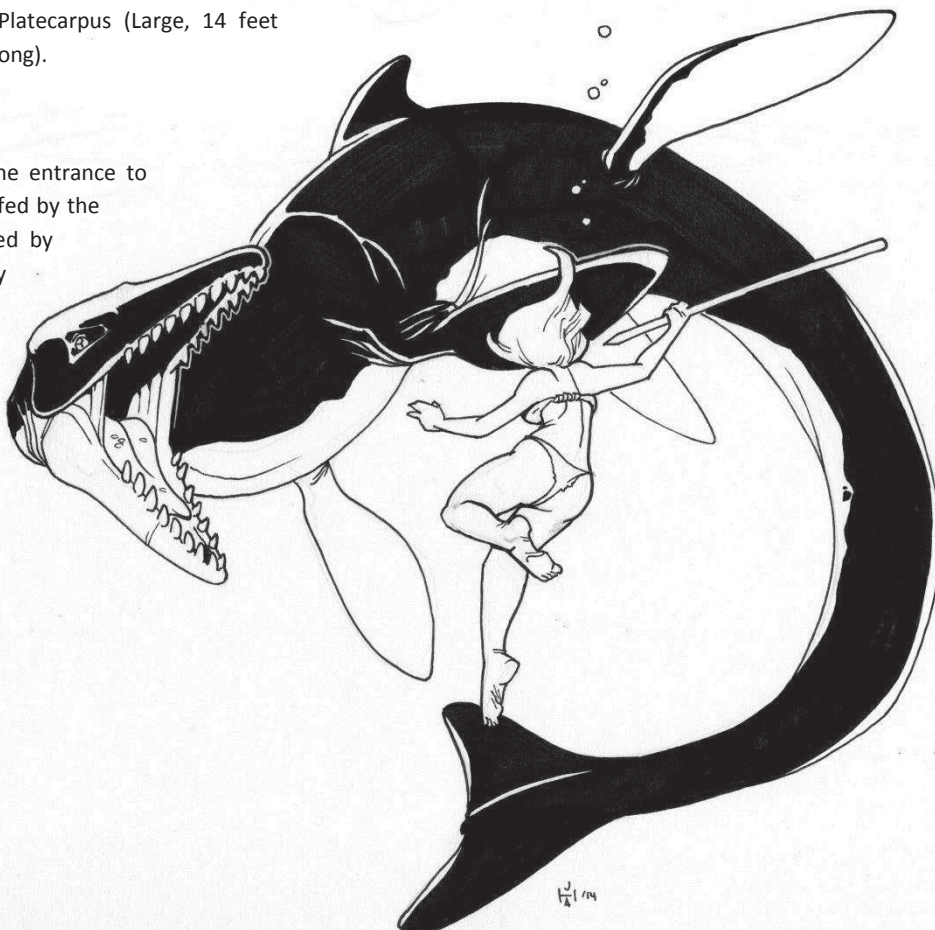
The castle is constructed of weathered, yellowed limestone blocks, and it is both formidable and beautiful, with bulbous domes and sweeping walls. The

battlements are manned by a company of jinn archers, the adopted sons of Zabos and his wife, the sylph Astamone.

The mosasaurs sometimes sleep in a little cove that gives access to the castle's front gates. During the day, they hunt and patrol in the channel, menacing any vessels that enter unless dissuaded to do so by the calls of Zabos, who ever vigilantly sits atop in his tallest tower in his throne, overlooking his domain.

Zabos keeps a mighty treasure in his vaults, including 12,000 gp, seven fancy stones, six gems, nine jewels, art objects worth in excess of 20,000 gp, a +3 *longsword* (sheds light), a *wand of charisma* (6 charges), a *cleric scroll of air walk* and a *magic-user scroll of resilient sphere and wall of fire*.

Illustration by Jon Kaufman



DINOSAUR – ORNITHOPODS (BIRD FEET)



Animal, Neutral (N), Animal Intelligence; Herd (3d6)

Ornithopods are bipedal herbivores. The earliest ornithopods were fast running grazers, filling the same niche as antelopes. In time, they became very large, reaching their apex in the duck-billed hadrosaurs of the Cretaceous.

	MEDIUM	LARGE	HUGE
HD	4	7	14
AC	14	13	13
ATK	Bite (1d6)	Bite (1d8) and tail (2d6)	Bite (2d6) and tail (3d6)
MV	60	50	40
SV	F11 R10 W17	F9 R9 W15	F3 R6 W12
XP	200 (CL 4)	350 (CL 7)	700 (CL 14)

Among the ornithopods were Charonosaurus (Huge, 33 feet long, 7.5 tons), Edmontosaurus (Huge, 40 feet, 4.4 tons), Hadrosaurus (Huge, 30 feet long, 7 tons), Hypsilophodon (Medium, 7 feet long, 44 lb.), Iguanodon (Huge, 33 feet long, 3.5 tons), Saurolophus (Huge, 32 feet long, 2 tons), Shantungosaurus (Huge, 50 feet long, 10 tons), and Talenkauen (Large, 13 feet long).

MONSTER ENCOUNTER

Beyond the channel ruled by the storm giant Zabos and his airy wife is the delta of the River Yoleen. The mud flats are pocked by dozens of stone ruins, some memorial in nature and having the appearance of great heads with overlong chins and large, meditative eyes. Others seem to have once been used for storage or as boat sheds.

The river here is almost choked by mud, reeds and giant fig trees. Beneath these canopies, hundreds of ornithopods of various species can be found grazing and swatting at the giant

dragonflies that sometimes pester them. A pack of theropods hunts in the area.

Down one channel, an especially large herd of twelve iguanadons grazes around the remains of the pirate galley *Ill-Met*, lost two decades ago when its captain, Red-Eyed Randa, decided to challenge Zabos and claim the treasures of Vastos. Her remains, and those of her crew, are not to be found, and the galley will almost certainly never again be seaworthy, but its hold does contain the pirate's treasure (6,000 gp, two fancy stones, four gems, a *necklace of fireballs III*, and a *wand of detect secret doors* with four charges) and her curse. Those who steal from it must pass a Will save or forever more suffer a -2 penalty to Reflex saving throws to avoid traps.

Illustration by Jon Kaufman



DINOSAUR - PACHYCEPHALOSAURS (THICK HEADS)

*

Animal, Neutral (N), Animal Intelligence; Herd (3d6)

Pachycephalosaurs are technically ornithopods, but they are different enough from the other ornithopods to rate their own monster entry. These dinosaurs have thick skulls, some domed and several inches thick, others flat or wedge-shaped. It is believed that these animals attacked with head butts.

	MEDIUM	LARGE	HUGE
HD	3	6	12
AC	12	13	14
ATK	Head butt (1d8)	Head butt (2d6)	Head butt (3d6)
MV	30	30	30
SV	F12 R12 W17	F9 R10 W15	F4 R7 W12
XP	300 (CL 4)	600 (CL 7)	1200 (CL 13)

This type of dinosaur includes Dracorex (Large, 10 feet long), Pachycephalosaurus (Large, 15 feet long, 990 lb.), Stegoceras (Medium, 7 feet long, 80 lb.), and Stygimoloch (8 feet long, 100 lb.), which would be a great candidate to which to add the fiendish template.

SPECIAL ABILITIES

Pachycephalosaurs deal double damage when they charge and smack into something with their craniums. Creatures struck must pass a Fortitude save or be knocked prone.

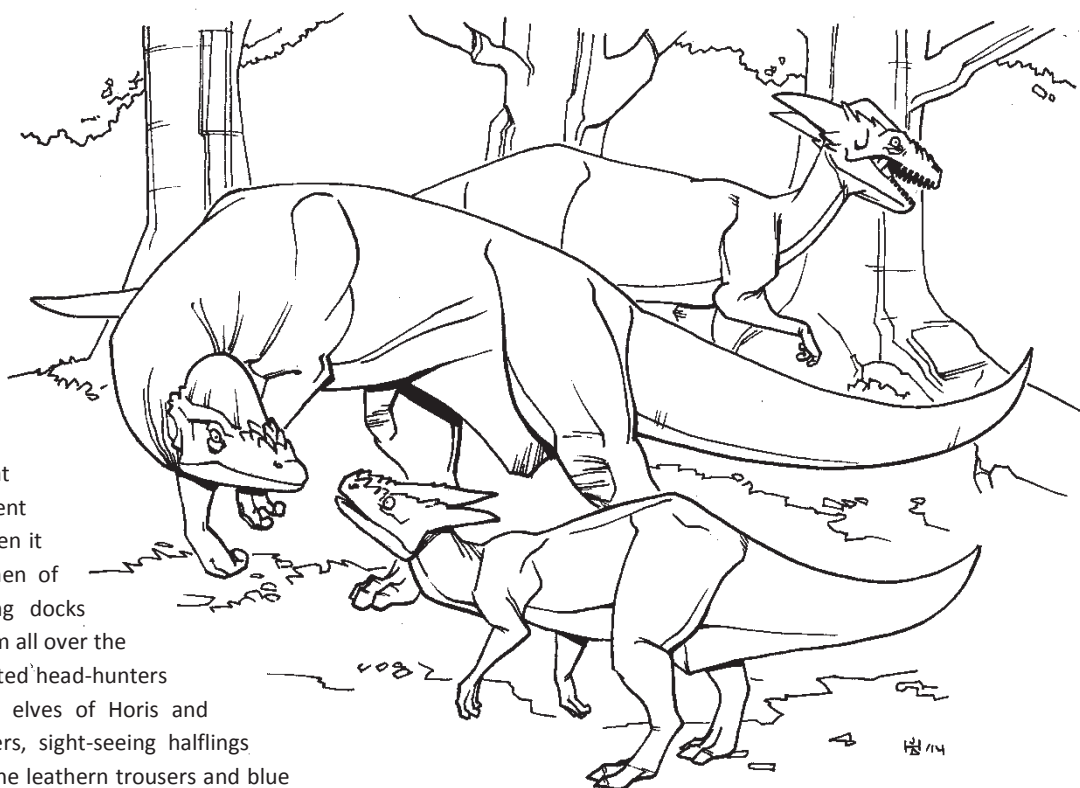
MONSTER ENCOUNTER

Beyond the Yoleen river delta one finds the tangled ruins of the great port of Vastos, which went by the name Yaluvan when it was inhabited by the men of Vastos. Then, its shining docks were thick with ships from all over the region – the gaudily painted head-hunters of Korak, the grey-eyed elves of Horis and their trained giant spiders, sight-seeing halflings from the hinterlands in the leathern trousers and blue

fezes, and merchants from every province and district of Vastos, all thronging the streets and buying and selling every commodity imaginable (and few only scarcely imagined).

The buildings are now, alas, toppled, the streets littered with rubble and rubbish and overgrown with ferns and choking vines. Flowers bloom everywhere in the spring, making the air sickly sweet with their perfume. The large purple flowers and resulting maroon fruits of one vine are especially favored by the herds of pachycephalosaurs that roam the streets, the new masters of Yaluvan, who replace the calls of men and women with their throaty braying. Beyond an especially large courtyard filled with these maroon fruits, and thus eight or nine grazing pachys, is the manse of the Golden Magician, the court mage of Yaluvan. The vaults beneath his manse are trapped and guarded by summoned elementals, but hold wondrous treasures to those who dare to invade the sanctity of the magician's tomb.

Illustration by Jon Kaufman



DINOSAUR – PLESIOSAURS (NEARLY LIZARDS)



Animal, Neutral (N), Animal Intelligence; School (1d6)

Plesiosaurs are marine reptiles that first appeared in the Triassic, became common in the Jurassic and died out in the Cretaceous. Plesiosaurs look like the terrestrial sauropods, but with four large flippers instead of legs. Some had long necks and small heads, while others short necks and large heads. The earliest plesiosaurs still had functional legs, but all plesiosaurs are believed to have been able to move on land, albeit slowly.

	MEDIUM	LARGE	HUGE
HD	5	10	20
AC	14	13	12
ATK	Bite (2d6)	Bite (2d8)	Bite (2d10)
MV	20 (Swim 50)	20 (Swim 50)	10 (Swim 50)
SV	F11 R10 W16	F5 R7 W13	F3 R3 W8
XP	250 (CL 5)	500 (CL 10)	1000 (CL 20)

The stats above depict the long-necked plesiosaurs. Short-necked plesiosaurs are faster (+20 movement), less maneuverable (-2 AC) and have a more damaging bite attack (+3 damage).

The better known are the Elasmosaurus (Huge, 46 feet long, 2.2 tons, long-neck), Kronosaurus (Huge, 30 feet long, short-neck), Plesiosaurus (Large, 15 feet long, long-neck), Thalassiodracon (Medium, 6 feet long, long-neck), and the Thalassomedon (Huge, 39 feet long, long-neck).

MONSTER ENCOUNTER

While the Yoleen River ultimately flows down from the snowy peaks of the Zybar Mountains, it more immediately flows in Zabos' channel from a great, shallow lake beyond the canton of the orange cave amazons and their pterosaurs (q.v.).

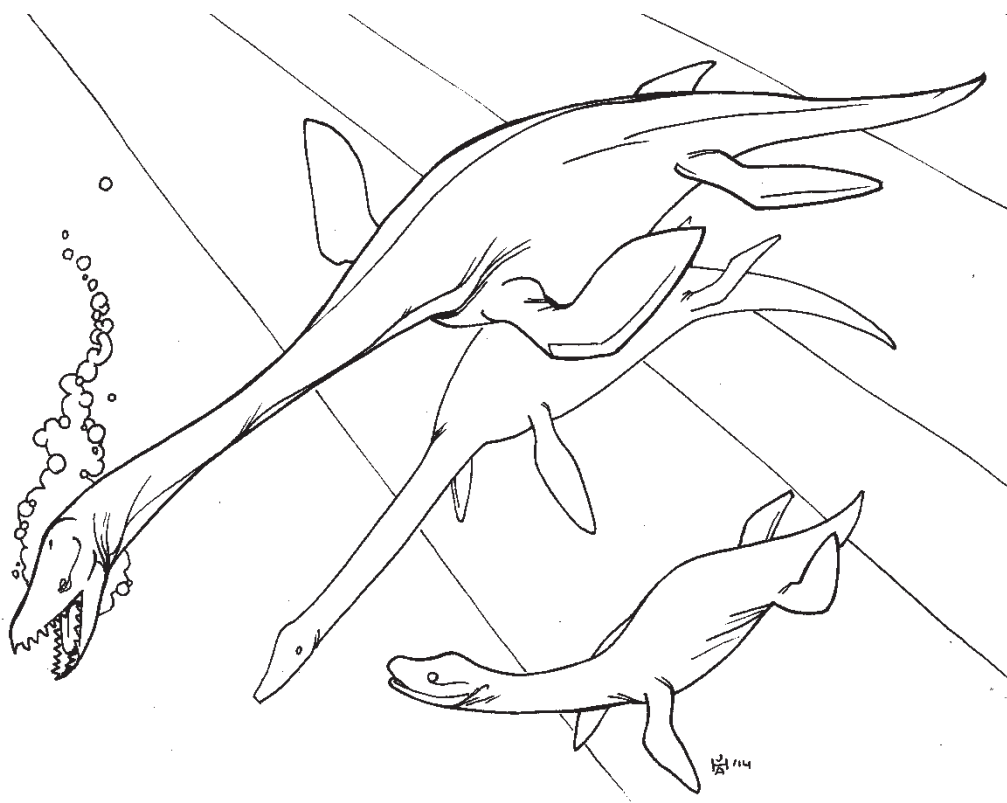
This lake is remarkably deep, and holds sahuagin ruins, the plundering of the tomb of the sahuagin lich Uthash-lan being the ultimate cause of the

destruction that struck Vastos, as the lich used his wily magic to turn brother against brother and throw the old empire into a costly and terrible civil war.

The lich still resides in his tomb beneath the waves of the lake, which is mostly populated by a school of fifty plesiosaurs. The waters of the lake are mildly salty, the lake being the remnants of an ancient sea, and they offer a fertile hunting ground for the plesiosaurus and thalassiodracons that dwell here.

The shores of the lake are populated by the ruined mansions of the elite of Yaluvan, who summered here in the highlands on the lake, where the air was cooler and cleaner. Doubtlessly there are secrets and treasures to be uncovered in these ruins.

Illustration by Jon Kaufman



DINOSAUR - PTEROSAURS (WINGED LIZARDS)



Animal, Neutral (N), Animal Intelligence; Flock (1d10)

Pterosaurs are not technically dinosaurs, but they're close enough for me. Pterosaurs are flying reptiles, their wings formed of membranes of skin and muscle stretching from ankle to finger.

	SMALL	MEDIUM	LARGE
HD	2	5	10
AC	15	17	17
ATK	2 claws (1d3) and bite (1d8)	2 claws (1d4) and bite (2d6)	2 claws (1d6) and bite (3d6)
MV	20 (Fly 60)	20 (Fly 60)	20 (Fly 60)
SV	F13 R11 W17	F11 R10 W16	F11 R10 W16
XP	200 (CL 3)	500 (CL 6)	1000 (CL 10)

Early pterosaurs had long tails and teeth, while later models reduced their tails and some had no teeth at all and more bird-like beaks. Some pterosaurs had fancy crests on their heads. Pterosaurs were quadrupeds when they weren't flying. The pterosaurs flew in the skies of the Jurassic and Cretaceous.

Famous pterosaurs include Pterodactyl (Small, 5-foot wingspan), Pteranodon (Medium, 20-foot wingspan, 200 lb.), and Quetzalcoatlus (Large, 33 feet long, 35-foot wingspan, 500 lb.).

MONSTER ENCOUNTER

Beyond the immediate neighborhood of the ruins of Yaluvan, the chalk cliffs that abut the channel come together to form a canyon through which the Yoleen River flows from the uplands of Vastos.

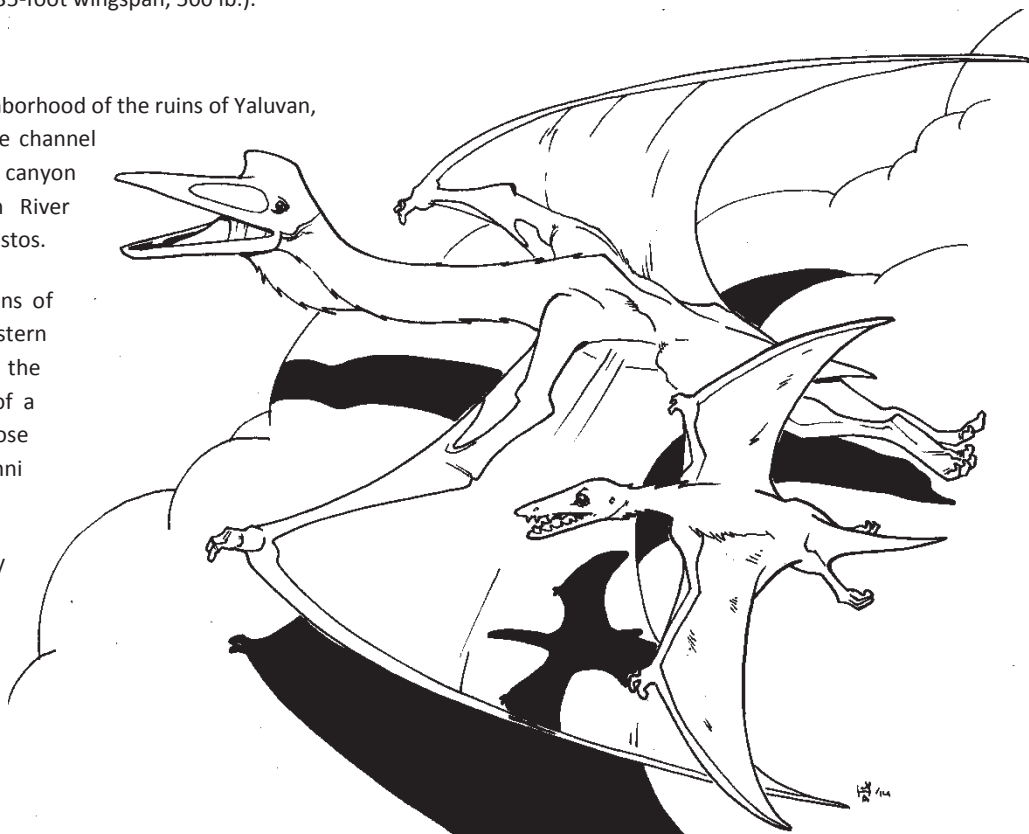
Caves dot the upper portions of this canyon, and on the eastern side of the canyon form the partially subterranean lair of a tribe of cave-amazons, whose orange skin betray their janni heritage.

The fifty amazons mostly dwell in their caves, hunting in the lands atop the cliffs and within the canyon with the help of their tame quetzalcoatlus. The queen and her court decorate themselves with the

brilliant plumage of the great flyers.

Travelers through the canyon can expect a fierce reception from the cave amazons, with a flight of 8 to 10 of them always being on patrol. They will swoop down from the sky and throw a few warning javelins. If the intruders do not turn back, they will attack for real, trying to keep out of the way of the intruders' own weapons, and only bringing their beloved beasts into the fray if they absolutely have to. If the patrol is fought with for more than a few rounds, the call goes out for a full-scale attack. Hopefully, adventurers will find a way to parlay with the amazons, for while they are quite territorial, they are not entirely unreasonable, and might be looking for temporary suitors and supplies from the outside world in exchange for hospitality and maybe even guides into the lands of Vastos.

Illustration by Jon Kaufman



DINOSAUR - SAUROPODS (LIZARD-FOOTED)

*

Animal, Neutral (N), Animal Intelligence; Herd (1d8)

Sauropods are large quadrupeds with long necks, long tails, small heads and thick legs. Sauropods were among the largest animals to have ever lived on Earth.

	HUGE	COLOSSAL
HD	13	25
AC	13	13
ATK	Stomp (3d10) and tail (3d6) or trample	Stomp (4d10) and tail (4d6) or trample
MV	20	20
SV	F4 R7 W12	F3 R3 W6
XP	1300 (CL 14)	2500 (CL 26)

Sauropods lived from the Jurassic to the Late Cretaceous. Sauropods were herbivores, and some had armor or bony osteoderms covering portions of their bodies (+2 AC) and others had small clubs on their tails. All sauropods were huge, but they could range in size from 20 feet in length to 115 feet in length. For our purposes, we will class the truly huge sauropods as colossal.

Famous sauropods include Europasaurus (Huge, 20 feet long), Brachiosaurus (Colossal, 85 feet long, 40 tons), Brontosaurus (Colossal, 75 feet long, 18 tons), Supersaurus (Colossal, 110 feet long, 35 tons), Diplodocus (Colossal, 108 feet long, 20 tons), and Argentinasaurus (Colossal, 115 feet long, 100 tons).

MONSTER ENCOUNTER

Beyond the shores of the Lich Lake, are the seemingly endless woodlands of Vastos. Once many towns and farming villages where carved from these woods, but they have now all been reclaimed. The woods are now the stomping grounds of sauropods, ornithopods and therapods, with a few pterosaurs winging their way through the blue, cloudy skies for good measure.

When these woods were inhabited by men, the druids of the woods were hermits who dwells in houses set high in the

boughs of the trees. They descended on ropes to wander and give succor to those in need, but otherwise kept to themselves. Like their fellows, they are now gone, but their old houses, at least those that have not fallen from the tree tops due to age and rot, still remain.

One of these houses still had a good many druidic potions within in, and in due course of time the crockeries holding these magical liquids toppled and poured their contents onto the high leaves. When a particularly large brontosaurus grazed on these leaves, it received the benefits of three spells, namely *longstrider*, *magic fang* and *protection from fire*. The luky adventurers will come upon this beast, slightly crazed due to the triple magics in its system. Good luck to them!

Illustration by Jon Kaufman



DINOSAUR - SPHENACODONTS (WEDGE TOOTH)



Animal, Neutral (N), Animal Intelligence; Pack (1d6)

Sphenacodonts are not dinosaurs, but “mammal-like reptiles” that ruled the Permian. As such, they are swamp dwellers. The most prominent had sail-like find running down their back, the dimetrodon being the most famous of these.

	MEDIUM	LARGE	HUGE
HD	4	7	14
AC	14	14	14
ATK	Bite (1d8)	Bite (2d6)	Bite (3d6)
MV	30	30	30
SV	F11 R11 W17	F9 R10 W15	F3 R6 W11
XP	200 (CL 4)	350 (CL 7)	700 (CL 14)

Dimetrodon (Large, 15 feet long, 550 lb.) is the most famous of these creatures, but adventurers might also be unlucky enough to run into Secodontosaurus (Medium, 7 feet long) and Sphenacodon (Large, 10 feet long).

MONSTER ENCOUNTER

The Lich Lake is not only fed by the Yoleen River, but also by the smaller, slower-moving River Gaz. The Gaz is flanked by reedy marshlands and a few ancient pillars of volcanic stone, weathered into great lumps upon which reptiles often sun themselves.

The marshes of the Gaz are populated by numerous sphenacodonts, including dimetrodons. These monsters hunt anything that comes their way. They are notoriously stupid and bull-headed, and turn down almost no form of prey.

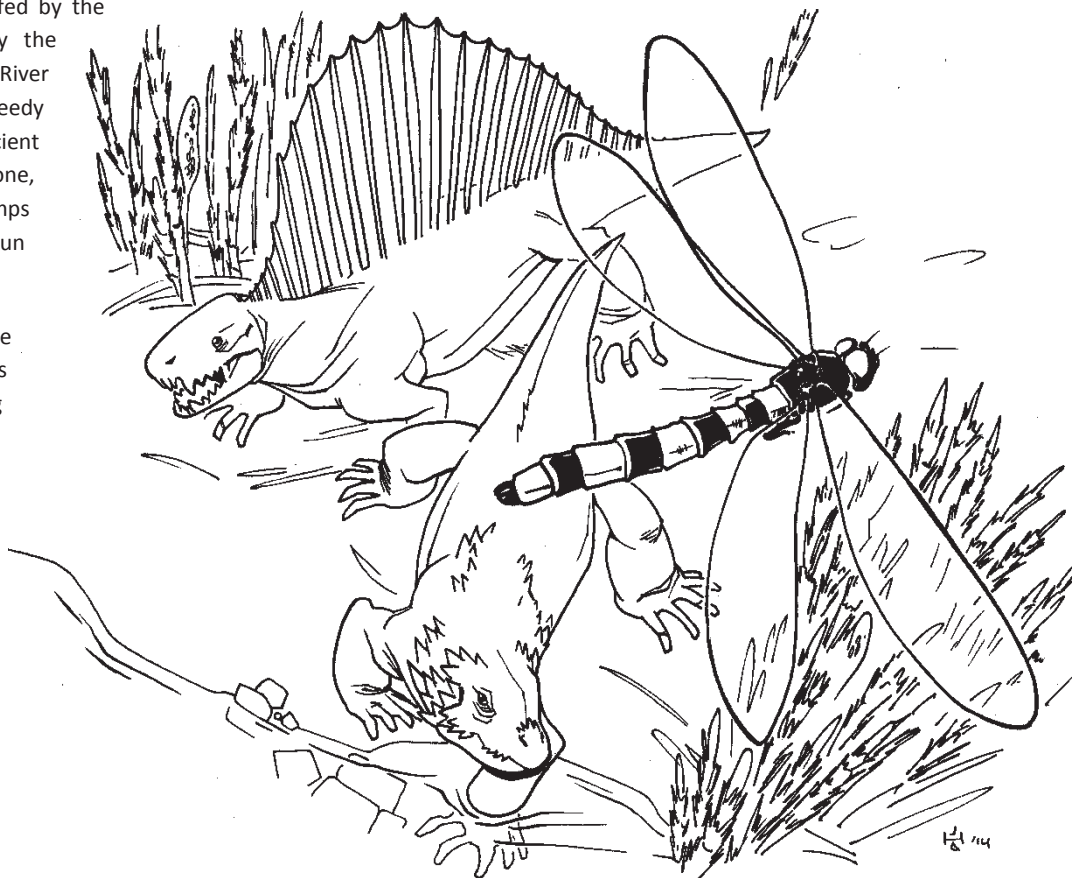
One particular band is currently sunning themselves around the body of an ancient

machinery of war, an iron golem.

The golem is lying face down in the marsh, and is quite rusty. If fire is applied to the monster, it will re-animate, stand, and offer to carry its healers into the hills to the ancient fortress of its former master, the wizard Zazinfraz the Blue. The fortress is constructed in the foothills of the Zybar Mountains, and contains the remnants of the wizard’s laboratory, factory (with its glass walls looking out over a wooded valley – breathtaking) and library. If only he had not left numerous flesh golems and a stone golem animated by the heart of a vampire to guard the place, it would truly be a paradise to archaeologists and magic-users alike.

Unfortunately, getting close enough to the iron golem to inspect it could be difficult, for the five dimetrodons surrounding it are certainly going to attack any that get close enough.

Illustration by Jon Kaufman



DINOSAUR - THERAPODS (BEAST FEET)



Animal, Neutral (N), Animal Intelligence; Pair (1d2)

Therapods are the dinosaurs that delight Treasurer Keepers and make the players think twice before entering weird, misty jungle valleys. They are bipedal predators with small forelegs and mouths filled with sharp teeth.

	MEDIUM	LARGE	HUGE
HD	5	9	18
AC	16	15	15
ATK	2 claws (1d8 + rend) and bite (1d8)	Bite (3d8 + constrict)	Bite (4d8 + constrict)
MV	50	40	40
SV	F11 R10 W16	F8 R9 W14	F3 R4 W9
XP	500 (CL 6)	900 (CL 10)	1800 (CL 19)

Although some were herbivores, omnivores and insectivores, the carnivores are the focus of this monster entry. Therapods would eventually evolve into birds. While most are presumed to be scavengers, some are known to have been predators, and in a fantasy adventure game it pays to treat all of them as predators. Therapods lived from the Jurassic to the Cretaceous period.

The most famous of the therapods are the Allosaurus (Huge, 32 feet long, 2.5 tons), Deinonychus (Large, 11 feet long, 160 lb.), Gigantosaurus (Huge, 40 feet long, 7 to 15 tons), Megalosaurus (Huge, 20 feet long, 1,500 lb.), Ornithomimus (Large, 12 feet long, 370 lb.), Spinosaurus (Huge, 40 feet long, 7.7 tons, semi-aquatic), Tyrannosaurus rex (Huge, 40 feet long, 13 feet tall, 7.5 tons), and Velociraptor (Medium, 7 feet long, 33 lb.)

SPECIAL ABILITIES

When a therapod bites its prey, it grabs the victim in its jaws (if it is at least two size categories larger than them), shaking and chewing for automatic damage in subsequent rounds (treat as constrict). Victims with shells, bone frills, or spines can halve the horrendous tearing damage with a successful Fortitude save.

MONSTER ENCOUNTER

The hill giant Morkus was always too smart for his fellows. Leaving their clanhold in the foothills of the Zybar Mountains, he ventured into the woodlands below and sharpened his skills as a hunter, trapper and, ultimately, dinosaur trainer. Woe be to those that cross his path without paying tribute, for while he will seem to smile and go his own way, he will soon put a pair of deinonychus on their trail. Morkus will follow about one day behind his beasts.

Morkus dwells in a wooden fort he constructed in the woods atop a small hill that overlooks a clear stream. Numerous cages and corrals are built around the shack, and smaller dinosaurs can often be found there. He keeps a pterodactyl on his shoulder in the manner of a parrot, feeding it tender morsels he keeps in a leather sack. Morkus has a treasure of 800 gp, 5,000 sp, 20,000 cp, three gems, *oil of invisibility* and a +2 *poleaxe* he always keeps on his own person. He has collected this treasure from various ruins in the area, and might be willing to lead people to them if it appears likely he will be defeated in combat.

Illustration by Jon Kaufman



DINOSAUR – THERAPSID (ARCHED SKULLS)



Animal, Neutral (N), Animal Intelligence; Pair (1d2)

Therapsids are a strange group of animals from the Permian period that evolved from the sphenacodonts and have characteristics common to both reptilians and mammals. Some therapsids survived into the Early Cretaceous. Therapsids have heads reminiscent of reptiles like crocodiles, but their legs are placed under their bodies, unlike reptiles, and some are believed to have been covered in fur. They tended to have powerful jaws and large, sabre-like teeth or tusks for puncturing and tearing.

	MEDIUM	LARGE	HUGE
HD	4	8	15
AC	13	13	13
ATK	Bite (1d8 + bleed)	Bite (2d6 + bleed)	Bite (3d6 + bleed)
MV	30	30	30
SV	F11 R11 W17	F8 R9 W14	F3 R6 W11
XP	400 (CL 5)	800 (CL 9)	1500 (CL 16)

The therapsids include Biarmosuchus (Medium, 5 feet long), Cotylorhynchus (Large, 20 feet long, 2 tons, with a very small head and barrel-chested body), Estemmenosuchus (Large, 10 feet long), Inostrancevia (Large, 12 feet long), Lycosuchus (Small, 4 feet in length), and Pristerognathus (Medium, 5 feet long).

SPECIAL ABILITIES

The sabre-like teeth of most therapsids are designed to slash and puncture flesh. Creatures that suffer damage from the monster's bite attack must pass a Reflex saving throw or have their bodies slashed or punctured, and fight for the rest of the battle as though they were fatigued until their wounds are bound or they receive magical healing. Creatures wearing armor can opt instead to attempt an item saving throw for their armor. If this fails, the armor is torn open, reducing its protection by half. A second failed save ruins the armor completely.

MONSTER ENCOUNTER

In the highlands of Vastos, there are many ruins, but none so grand as those of the Grand Imperial Academy. Set in the loamy, rolling plain that has become thick with ferns and palms, the ruins of the academy remain imposing, and largely intact. In their day, both sides in the civil war desired to possess it,

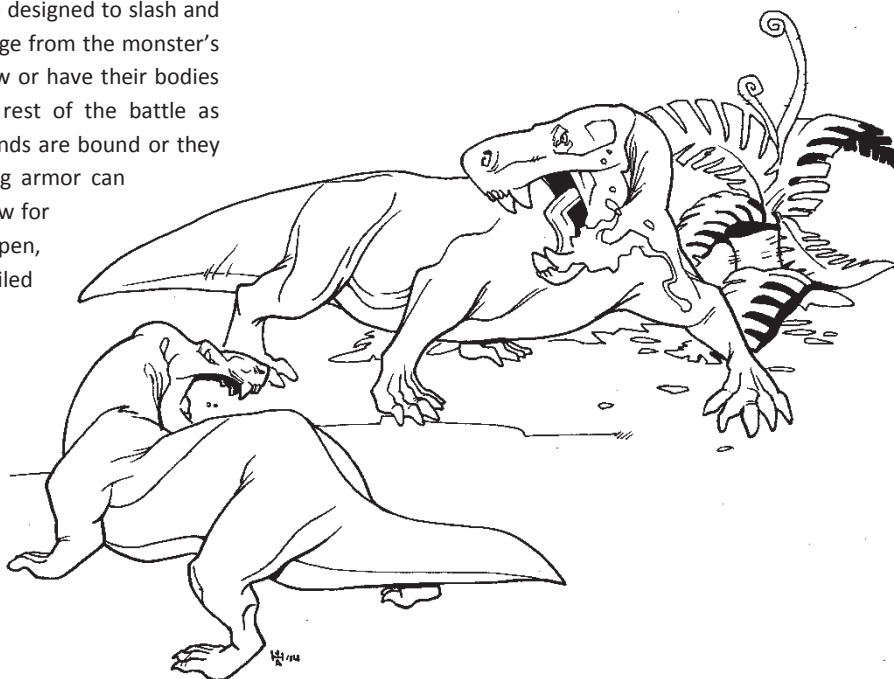
and both sides spared it the worst they could offer.

Within these halls of marble and oiled wood, the great thinkers of Vastos did their great thinking. Plots for explorations of unknowable places were hatched, the stars were chronicled and studied, and a myriad of beasts were dissected and preserved. Many of these specimens can still be found in the place, though the libraries have been sacked.

The oddest thing in the ruin is the so-called Gate of Knowledge, a portal into the past accidentally left open. The gate is a construction of grey star metal that produces a soft, rhythmic murmur. Within the gate all is wavy and distorted; one thinks they can see a strangely wooded marsh, and they can distinctly smell the rot of vegetation and feel hot, moist winds blow from the gate onto their faces.

Every so often, observers have a chance to see the inhabitants of this place, the therapsids, in person. Just as adventurers can smell the rot of earth through the portal, the predatory therapsids can scent prey, and they boldly stride through the portal to attack.

Illustration by Jon Kaufman



DINOSAUR – THYREOPHERANS (SHIELD BEARERS)



Animal, Neutral (N), Animal Intelligence; Herd (1d8)

Thyreopherans are quadruped dinosaurs with armor and spiked or clubbed tails. Spiked tails are called “thagomizers” – I mention that because it is an awesome word. Two of the suborders of this type are the Ankylosauria and Stegosauria.

	LARGE	HUGE
HD	8	15
AC	17 (15)	17 (15)
ATK	Bite (1d6) and tail (3d6) or trample	Bite (1d8) and tail (4d6) or trample
MV	20	20
SV	F8 R9 W14	F3 R6 W11
XP	800 (CL 9)	1500 (CL 16)

Ankylosauria represent the beasts covered in bony armor. Stegosauria keep their bony plates along their backs, and thus have a slightly lower Armor Class (see above).

Both types of thyreopherans were herbivores that lived during the Jurassic and Cretaceous, most likely dwelling in light woodlands and scrub grasslands.

Notable ankylosaurs include Acanthopholis (Spiny Scales; Large, 18 feet long, 840 lb.), Nodosaurus (Knobbed Lizard; Large, 20 feet long), Panoplosaurus (Completely Armored Lizard; Huge, 25 feet long, 4 tons), Polacanthus (Prickle; Large, 16 feet long), Sauropelta (Lizard Shield; Large, 17 feet long, 3,300 lb.), Euoplocephalus (Well-Armed Head; Huge, 20 feet long, 2 tons) and Ankylosaurus (Fused Lizard; Huge, 30 feet long, 7 tons).

Notable stegosaurs include the Kentrosaurus (Large, 18 feet long), and Stegosaurus (Covered Lizard; Huge, 30 ft long, 5 tons).

SPECIAL ABILITIES

Victims hit by a thyreopheran’s tail must pass a Fortitude saving throw or be knocked prone.

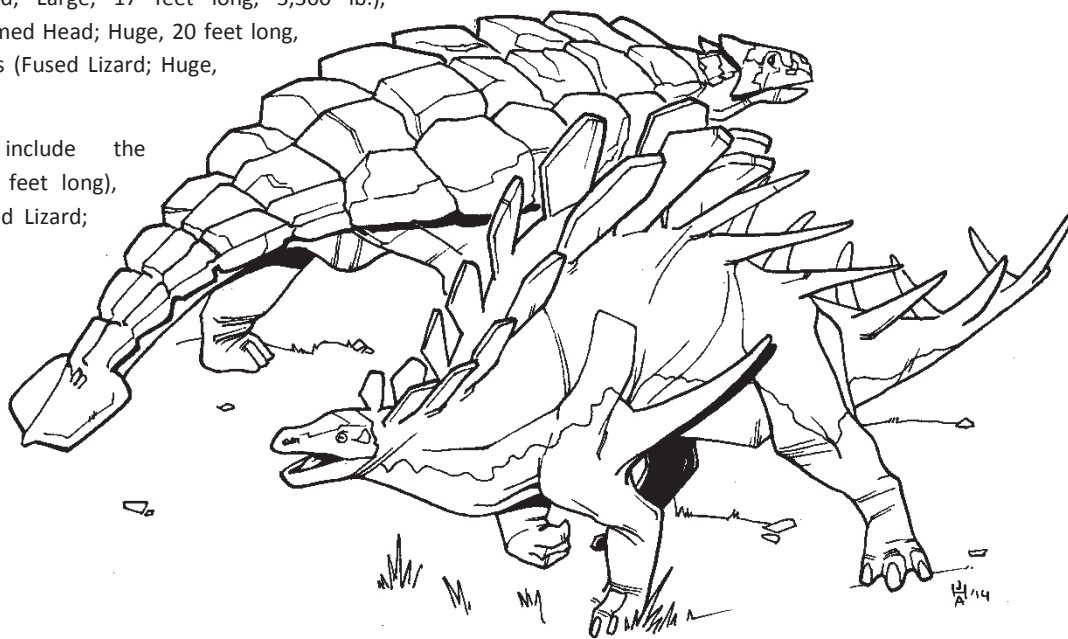
MONSTER ENCOUNTER

A herd of thyreopheran dinosaurs (pick whichever size is most appropriate for the level of encounter you desire) are grazing on tough grasses around an earthen mound. The grasses seem to be driving them a bit loco and making them very aggressive. The beasts will attack any creature that approaches within 50 feet of them, and of course will respond to any ranged attacks.

The earthen mound hides the remains of a strange vehicle, one what was designed for travel through the Astral Plane. The strange chemistries of the ship are the cause of the dinosaurs’ aggressive behavior, and it is possible gasses within the vessel will have the same effect on other creatures that breath them (Fortitude save or behave aggressively).

The star vehicle can hold six medium-sized creatures easily. It is in complete disrepair. A breach in its astral drive has filled the vessel with unstable magical energy. Any use of magic, arcane or divine, inside the vessel causes a portal to open to another world.

Illustration by Jon Kaufman



DRAGON, CHROMATIC



Dragon

Players of fantasy games are no doubt acquainted with the concept of color-coded dragons. Those colors are only the tip of the iceberg, though. Nature is wondrous in its variety, and the chromatic dragons have many variations.

BLACK DRAGONS

The black dragons are associated with acid and dwelling in marshes and swamps. The variations on the black dragon are really just shades of grey.

ARSENIC DRAGON

Medium Dragon, Chaotic (CE), High Intelligence; Solitary

HD	6
AC	17
ATK	2 claws (1d4) and bite (3d6 + poison)
MV	20 (Fly 50)
SV	F10 R9 W9
XP	600 (CL 7)

The arsenic dragon is small and serpentine, with small, clawed legs that allow it to scamper and climb. Frills run along its sides that allow it to glide at a speed of 50 for a distance equal to 3 x the height at which it begins its flight. Arsenic dragons dwell in dark, dank woodlands and wooded swamps.

Arsenic dragons can always speak, and are in fact very talkative. They never cast spells because they are immune to magic. They dwell in small places, being able to curl up into a surprising small ball (3-ft in diameter), and they stash their treasure throughout their territory in tiny parcels wrapped in animal skins.

An arsenic dragon's bite is poisonous, forcing folk to pass a Fortitude saving throw or suffer one of the following effects:

SAVE FAILURE	EFFECT
1-3 points	Sleep for 1d4 turns
4-6 points	Paralyzed for 1d4 rounds
7+ points	Suffer normal breath weapon damage

Special Qualities: Resistance to acid, immune to sleep and charm, immune to magic

BISTRE DRAGON

Huge Dragon, Chaotic (NE), Average Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d4) and bite (3d6)
MV	15 (Swim 60)
SV	F7 R9 W9
XP	800 (CL 9)

These massive dragons dwell in rivers and occupy a niche similar to whales. They are quite graceful when swimming, but are lumbering brutes on land. One often finds them floating on their backs in a river, seemingly immune to the current, snoozing or daydreaming. Bistre dragons are sagacious and have acerbic personalities; they are not as thoroughly evil as black dragons, but have a general disdain for others that is only overcome by their need to dominate them intellectually.

A bistre dragon's acidic spit does not affect flesh, but corrodes, tarnishes and rusts all forms of metal as per the touch of a rust monster. Creatures that are spat at must pass a Reflex saving throw or one piece of metal equipment they carry (chosen by the TK) must pass an item saving throw or disintegrate.

Bistre dragons have a 90% chance of speech, and speaking bistre dragons have a 25% chance to cast the following spells: 3/day—*reduce person* (old or older); 1/day—*dispel magic* (great wyrm), *detect thoughts* (ancient or older).

Special Qualities: Resistance to acid, immune to sleep and charm, immune to magic

CHARCOAL DRAGON

Large Dragon, Chaotic (NE), Average Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d4) and bite (3d6)
MV	20 (Burrow 10, Fly 60)
SV	F9 R10 W10
XP	700 (CL 8)

These dragons despise life. They dwell alone on desolate moors, rarely interacting with other dragons and often turning chance meetings into fights to the death. They dwell in smoking burrows.

Charcoal dragons are surrounded by a miasma of fumes that burn the eyes and throat, and they can vomit up an acidic tar that sticks to flesh, clothes, etc. and deals 1d6 points of damage per round until it can be scraped away (one can do nothing else, and must pass a bend bars task check to rid themselves of it).

Charcoal dragons have a 45% chance of speech, and speaking dragons have a 5% chance of being able to cast the following spells: 3/day—*darkness* (juvenile or older), *stinking cloud* (ancient or older); 1/day—*pass through growth* (old or older).

Special Qualities: Resistance to acid, immune to sleep and charm

LIVER DRAGON

Huge Dragon, Chaotic (LE), Average Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d4) and bite (3d6)
MV	30 (Fly 60)
SV	F7 R9 W9
XP	800 (CL 9)

Liver dragons are tall beasts that are reminiscent of reptilian, winged giraffes. They are quick runners, with narrow heads, downward curving horns and large eyes that never seem to close.

Liver dragons despise pretense and have a puritanical love of severity and honesty. They can see through all illusions. Their breath weapon is a cone of black energy that strips people of their lies and pretenses. Those struck are incapable of lying and deceiving in any way for 24 hours. They must also pass a Will saving throw or have their appearance altered to represent their inner selves (it up to the player and TK how this works out). This change in appearance is permanent unless one can be *polymorphed* or otherwise magically altered back to normal.

Liver dragons have a 45% chance of speech, and speaking dragons have a 5% chance of being able to cast the following spells: 3/day—*detect lie* (juvenile or older), *blacklight* (ancient or older); 1/day—*locate object* (old or older).

Special Qualities: Resistance to acid, immune to sleep and charm

ONYX DRAGON

Large Dragon, Chaotic (CE), Low Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d4) and bite (3d6)
MV	20 (Fly 60)
SV	F9 R10 W11
XP	700 (CL 8)

Onyx dragons have glistening black scales, short, thick necks, faces reminiscent of pit bulls, and a double pair of horns, one curving upward, the other downward. They are stocky, with long, powerful tails that they use in combat to knock their opponents off balance. Onyx dragons are lazy, both physically and mentally, but no less arrogant for it. They consider themselves the most intelligent of creatures, when in fact their ignorance is monumental. When forced into discourse, they prattle on about this and that, vomiting streams of jargon and referencing obscure texts but never really proving anything.

Each round in melee combat, those who fail to hit the dragon must pass a Fortitude saving throw or be knocked off balance, suffering a 2 point penalty to AC until their next turn.

The acidic breath of an onyx dragon seeps into one's bloodstream and affects the mind. Those hit by the breath must pass a Fortitude saving throw or suffer one of the following hallucinogenic effects:

SAVE FAILURE	EFFECT
1-3 points	<i>Confusion</i> (as the spell) for 1d6 turns
4-6 points	<i>Waking nightmare</i> (as the spell)
7+ points	<i>Phantasmal killer</i> (as the spell)

Onyx dragons have a 65% chance of speech, and those with speech can also use telepathy to a range of 120 feet. Speaking dragons have a 15% chance to cast the following spells: 3/day—*charm person* (old or older); 1/day—*hold person* (great wyrm), *touch of idiocy* (ancient or older).

Special Qualities: Resistance to acid, immune to sleep and charm

TAUPE DRAGON

Medium Dragon, Chaotic (CE), Average Intelligence; Solitary

HD	6
AC	17
ATK	2 claws (1d4 + 1d4 acid) and bite (3d6 + 1d6 acid)
MV	30 (Fly 60)
SV	F9 R9 W9
XP	600 (CL 7)

Taupe dragons are quick and persistent dragons. They ooze acid from their teeth, claws and scales and are a blight on any landscape. Taupe dragons are territorial, marking their territory by rubbing their acidic bodies against trees and eating away the bark. Pools they visit frequently are often mildly acidic. Taupe dragons are more obsessed with treasure than most black dragons, using the precious metals as bedding, for precious metals are immune to their acidic bodies.

Victims of the dragon's claw and bite attacks may make a Fortitude saving throw to avoid the extra acid damage. Touching a taupe dragon's body causes 1d4 points of acid damage, and normal weapons used against a taupe dragon might be eaten away (item saving throw or ruined after a successful attack).

Each time a victim suffers acid damage from a taupe dragon, their armor must also pass an item saving throw or be ruined.

Taupe dragons have a 25% chance of speech, and speaking dragons have a 5% chance of being able to cast the following spells: 3/day—*acid splash* (juvenile or older), *acid arrow* (ancient or older); 1/day—*energy missile*, *acid* (old or older).

Special Qualities: Resistance to acid, immune to sleep and charm, immune to magic

BLUE DRAGONS

Blue dragons haunt arid wastelands, and are associated with electricity and thunderstorms.

AZURE DRAGON

Medium Dragon, Chaotic (LE), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d6) and bite (3d8)
MV	40 (Fly 150, Burrow 20)
SV	F9 R9 W8
XP	2,250 (CL 11)

An azure dragon's sense of self-worth is as majestic as the color of its scales. Azure dragons are mesa dwellers; haughty and self-satisfied. They control the weather over their domains, alternately keeping it dry as dust to discourage large interlopers from approaching and then, when fools dare tread on their domain, causing downpours that turn into flash floods.

Azure dragons are medium-sized dragons, with lofty, white horns that curl and nearly meet above its head. Azure dragons are always capable of speech (usually a throaty, superior baritone) and magic, and they always use spells.

Azure dragons have a 100% chance of speech, and speaking dragons have a 100% chance to cast the following spells: 3/day—*control weather*, *call lightning* (old or older); 1/day—*lightning bolt* (ancient or older).

Special Qualities: Resistance to electricity, immune to sleep and charm

CERULEAN DRAGON

Medium Dragon, Chaotic (LN), High Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d6) and bite (3d6)
MV	40 (Fly 150)
SV	F9 R9 W8
XP	2,000 (CL 11)

Cerulean dragons are small for blue dragons, with tiny scales and over-sized wings. They are gregarious and vivacious, and the least wicked of the blue dragons, though they are as self-centered as any other wyrm, and prefer to be the center of attention.

Electricity runs up and down their scales (touching them inflicts 1d4 points of damage) and their bodies give off an electric hum. Cerulean dragons are capable of controlling electro-magnetic forces around their body (treat as a *telekinesis* spell that only works on iron objects). Most cerulean dragons keep dozens of steel blades around their lairs, whipping them into a *blade barrier* when intruders approach. The blade barrier has a radius of 20 feet and inflicts 8d6 points of damage to anyone who passes through the barrier.

Cerulean dragons have a 65% chance of speech, and speaking dragons have a 15% chance to cast the following spells: 3/day—*obscuring mist* (old or older); 1/day—*lightning bolt* (great wyrm), *gust of wind* (ancient or older).

Special Qualities: Immune to electricity, immune to sleep and charm

GLAUCUS DRAGON

Small Dragon, Chaotic (NE), High Intelligence; Solitary

HD	8
AC	18
ATK	2 claws (1d6) and bite (3d6)
MV	40 (Fly 180)
SV	F10 R9 W8
XP	2,250 (CL 10)

Small, wiry and suspicious, the glaucus dragon likes to toy with its prey. It always acts as though it is incapable of speech and magic use, and always pretends to be sleeping when first encountered.

Glaucus dragons breathe a heady gas as thick as pea soup that forces those that inhale it to pass a Fortitude saving throw or be affected by the *slow* spell and age 1d10 years per round. The cloud covers an area measuring 20-feet in radius. This aging can be reversed with a potion consisting of the offending dragon's blood mixed with blueberries and stirred with electrified copper – an unforgettable scent indeed!

Glaucus dragons have a 65% chance of speech, and speaking dragons have a 15% chance to cast the following spells: 3/day—*obscuring mist* (old or older); 1/day—*stinking cloud* (great wyrm), *fog cloud* (ancient or older).

Special Qualities: Resistance to electricity, immune to sleep and charm, magic resistance 10%

INDIGO DRAGON

Large Dragon, Chaotic (LE), High Intelligence; Solitary

HD	10
AC	17
ATK	2 claws (1d6) and bite (4d6)
MV	20
SV	F7 R8 W7
XP	2,500 (CL 12)

Indigo dragons are large and lazy, almost floppy if that's possible for a reptile. They have small, useless wings on their shoulders, terrific maws filled with sharp teeth and two elephantine tusks that jut out of their mouths. Indigo dragons are gluttonous and boorish. They have only a 45% chance to speak, and when they can speak they rarely have anything interesting to say.

Indigo dragons radiate an aura of static electricity down the spines on their back. This electricity arcs to any creature within 10 feet, inflicting 2d6 damage per round on characters without metal armor and an additional 1d6 damage for characters in

metal armor and/or wielding a metal weapon (i.e. 4d6 total for a character in metal armor wielding a metal weapon).

Indigo dragons are encountered in their lairs 80% of the time and are asleep about 70% of the time.

Indigo dragons have a 45% chance of speech, and speaking dragons have a 15% chance to cast the following spells: 3/day—*touch of fatigue* (old or older); 1/day—*mirror image* (great wyrm), *hypnotism* (ancient or older).

Special Qualities: Immune to electricity, immune to sleep and charm

SAPPHIRE DRAGON

Medium Dragon, Chaotic (LE), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d6) and bite (2d8)
MV	40 (Fly 150, Burrow 30)
SV	F9 R9 W8
XP	2250 (CL 11)

Sapphire dragons have brilliant, polished scales that look like little teardrop shaped sapphires. They live deep underground and are notoriously fastidious and picky about their surroundings. All sapphire dragons can assume human shape as they wish, usually taking the form of tall, stately men or women with blue-black hair and sapphire blue eyes. They enjoy attention and worship, and thus cultivate little cults of beautiful men and women.

Their breath is a sapphire ray that can be directed at a single victim. The ray causes all of the victim's synapses to fire, stunning them for 1d6 rounds and leaving them with a pounding headache for the next 24 hours. While suffering from the headache, spellcasters have a 10% chance of their spells failing to work.

Sapphire dragons can always communicate telepathically and cast spells, though they sometimes are incapable of physical speech. Indigo dragons can cast the following spells: 3/day—*detect thoughts*, *sleep* (old or older); 1/day—*feeblemind* (great wyrm), *confusion* (ancient or older).

Special Qualities: Resistance to electricity, immune to sleep and charm, magic resistance 15%

ULTRAMARINE DRAGON

Large Dragon, Chaotic (LE), High Intelligence; Solitary

HD	10
AC	17
ATK	2 claws (1d6) and bite (3d8)
MV	40 (Fly 150)
SV	F7 R8 W7
XP	2500 (CL 12)

Ultramarine dragons are large, powerful specimens of dragonhood, with deep blue scales that gleam in the light and absolutely sparkle in the moonlight. They have large, knowing eyes and long, overlapping fangs. Ultramarine dragons are imperious and overbearing, and are especially vulnerable to flattery. They are also uncommonly fond of intoxicating beverages, and have been known to keep especially skilled bartenders in their lairs mixing wondrous concoctions.

An ultramarine dragon spits chain lightning. Chain lightning strikes one target initially, then arcs to up to ten other targets who cannot be more than 10 feet apart from one another. Damage is normal on the first target and half normal on all others. Saving throws to halve damage are permitted. If multiple targets fail this saving throw, their minds are switched by the mystic lightning.

Ultramarine dragons have a 65% chance of speech, and speaking dragons have a 15% chance to cast the following spells: 3/day—*stomp* (old or older); 1/day—*shockwave* (great wyrn), *shatter* (ancient or older).

Special Qualities: Resistance to electricity, immune to sleep and charm

GREEN DRAGONS

Green dragons are known for their caustic breath and for dwelling in woodlands.

BERYL DRAGON

Large Dragon, Neutral (N), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d6) and bite (2d10)
MV	40 (Fly 120)
SV	F8 R9 W8
XP	2250 (CL 11)

Beryl dragons are large, overbearing know-it-alls. More neutral than evil, they are always capable of speech, though rarely capable of interesting speech. Beryl dragons are sages (per the rules for sages) with a pedantic, superior attitude. They stock their lairs with scrolls and books and sometimes resort to chaining humanoid sages to the walls as a sort of living reference source. Beryl dragons are severely near-sighted, making escaping their attention at long distance an easier task.

The gas exhaled by a beryl dragon is vivid green and covers a diameter of 30 feet. Creatures within the gas must pass a Will save or lose their memories for 24 hours. During this time, their effective class level and hit points are reduced by one half (i.e. they retain some of their skill, but not all of it).

Beryl dragons are always magic users, with the following spells: At will—*detect magic*, *detect thoughts* (ESP); 1/day—*legend lore*, *sleep*. Beryl dragons can communicate telepathically up to a range of 100 feet.

Special Qualities: Resistance to acid, immune to sleep and charm

CELADON DRAGON

Medium Dragon, Chaotic (NE), High Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d8) and bite (2d10)
MV	40 (Fly 80, Climb 30)
SV	F9, R9, W8
XP	2,000 (CL 10)

These medium-sized beasts dwell in the tree tops. They have sinuous bodies, like constrictor snakes, with stubby legs that are tipped with long claws for climbing trees. Celadon dragons have two rows of spines on their backs that are connected by a thin membrane. When held close to their bodies, they nearly disappear, but when unfurled they look like sails, and allow the beast to glide and fly. Celadon dragons are ill-tempered brutes that kill as much for the fun of it as for practical reasons.

Celadon dragons always speak, but they never cast spells. Their poisonous cloud breath (50-ft diameter) causes half normal breath damage and robs people of 1d4 points of strength, dexterity and constitution as it sears their lungs. While the hit point damage from a celadon dragon's breath cannot be reduced with a saving throw, the ability score damage can be negated with a successful Fortitude save. Lost ability score points are regained at the normal rate. Points not regained after one week are lost permanently.

Special Qualities: Resistance to acid, immune to sleep and charm

CHARTREUSE DRAGON

Large Dragon, Chaotic (CE), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d6) and bite (2d10)
MV	40 (Fly 150)
SV	F8 R9 W8
XP	1750 (CL 9)

Chartreuse dragons are large brutes, with tortoise-shaped bodies (no shell) and wicked senses of humor. Chartreuse dragons enjoy luxury and decadence; the heady scent of exotic perfumes, rare delicacies, soft silk cushions, etc. Their eyes, large and golden, can hypnotize and command humanoids (as *charm monster*), and people enslaved are used by the dragons to construct wooden palaces in hard-to-find places.

Their breath is an acidic fog that covers a 60-ft. diameter area and deals 1d6 points of damage per round to everything in the cloud. Affected items must pass item saving throws each round or they are ruined. Magical items are unaffected by this acid. A chartreuse dragon's acid breath has reduced more than a few adventurers to Frazetta-esque nudity!

A chartreuse dragon has an 85% chance of speech, but only a 5% chance chance to cast the following spells: 3/day—*suggestion* (adult or older), *dominate person* (ancient or older); 1/day—*plant growth* (old or older), *command plants* (great wyrm), as their lazy minds are rarely up to the intense focus needed to bend reality.

Special Qualities: Resistance to acid, immune to sleep and charm

HARLEQUIN DRAGON

Medium Dragon, Chaotic (CE), Average Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d6) and bite (2d8)
MV	40 (Fly 150)
SV	F 10, R 10, W 10
XP	1,750 (CL 9)

Harlequin dragons are small, feral looking beasts that dwell in mountain caves overlooking tracts of woodland. Harlequin dragons always look like they're grinning, but this is just a trick of their anatomy, for they are morose and moody things.

Harlequin dragons have the normal chance to speak for green dragons, but no chance to cast spells in the normal sense. All harlequin dragons, however, are capable of summoning the local

wildlife (say, 1d3+3 wolves or 1d3 brown bears) once per day and they can command and speak with plants. Their poisonous breath covers the same area as a green dragon's but causes *hideous laughter* (as the spell) instead of damage.

Special Qualities: Immune to sleep, charm and poison

MOSS DRAGON

Medium Dragon, Chaotic (NE), Average Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d6) and bite (2d10)
MV	40 (Fly 100, Swim 60)
SV	F10 R10 W10
XP	2250 (CL 11)

The moss dragon is a small green dragon with a serious inferiority complex. A bully, it lurks near rivers and streams, its grey scales mottled with green looking like a moss-covered boulder, and then jumps out at travelers demanding their lunch money. They dwell in burrows dug into river banks. The entrance to the burrow is always submerged, while the main dwelling cave is above the water table (well, most of the time).

Moss dragons breathe a pale green vapor that condenses on the skin (or armor) as green slime. The cloud is 30-ft in diameter. All within must pass a Reflex saving throw or be struck by a green slime (with all the fun that that entails). Moss dragons only have a 25% chance of speaking, and speaking dragons have a 10% chance to cast the following spells: 3/day—*suggestion* (adult or older), *dominate person* (ancient or older); 1/day—*plant growth* (old or older), *command plants* (great wyrm).

Special Qualities: Resistance to acid, water breathing, camouflage (surprise 3 in 6), immune to sleep and charm

VIRIDIAN DRAGON

Medium Dragon, Chaotic (NE), High Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d6) and bite (2d8)
MV	30 (Fly 120)
SV	F9 R9 W8
XP	2000 (CL 10)

These medium-sized green dragons live among rocky places in small caves, curling their snake-like bodies into a coil. They are extremely greedy and paranoid, though not entirely evil. Some even become boon companions of similarly greedy people

provided the dragon always gets the first choice and largest share of discovered treasure. Viridian dragons bury their treasure in multiple locations around their lair and cannot be forced to divulge its location by anything less than a *wish* (and a saving throw applies here to force the truth out of them).

A viridian dragon's breath is like a powerful drug. It makes people who fail a Will saving throw immune to fear and besets them with powerful, frightening hallucinations (per the *nightmare* spell, only while awake). These effects last for 2d6 hours and are then followed by withdrawal symptoms for 1d6 days minus a victim's constitution bonus. Withdrawals include chills, nausea and an aching neck and shoulders.

Viridian dragons have a 55% chance of speaking, and speaking dragons have a 10% chance to cast the following spells: 3/day—*suggestion* (adult or older), *dominate person* (ancient or older); 1/day—*plant growth* (old or older), *command plants* (great wyrm).

Special Qualities: Resistance to acid, immune to sleep and charm

RED DRAGONS

Red dragons are the most powerful of the evil dragons, known for their ferocity and love of killing. They usually dwell in mountains and are known for their fiery breath weapons.

CARNELIAN DRAGON

Large Dragon, Chaotic (CE), High Intelligence; Solitary

HD	10
AC	17
ATK	2 claws (1d8) and bite (3d10)
MV	20 (Fly 60)
SV	F7 R8 W7
XP	1000 (CL 11)

Carnelian dragons are psionic relatives of the red dragon. The carnelian dragon has scales like brilliant, sparkling carnelians that present a very bumpy appearance. Carnelian dragons are always intelligent, but never capable of physical speech. They communicate telepathically in a screeching voice that raises the hairs on the nape of the neck.

A carnelian dragon can produce a psychic pulse that disrupts the synapses of the brain. All within 30 feet of the dragon when it emits its pulse must pass a Will saving throw or be affected. For the next six rounds, the person must pass a Will saving throw whenever they want to perform an action other than running away or dodging blows (but without the benefit of a shield, which

requires active thinking). Any other act, such as attacking, spell casting, talking, tap dancing, playing checkers, requires a successful Will saving throw.

Carnelian dragons have a 100% chance of speech, and speaking dragons have a 50% chance to cast the following spells: 3/day—*detect thoughts* (old or older); 1/day—*legend lore* (great wyrm), *suggestion* (ancient or older).

Special Qualities: Resistance to fire, immune to sleep and charm

CRIMSON DRAGON

Huge Dragon, Chaotic (CE), Low Intelligence; Solitary

HD	11
AC	17
ATK	2 claws (1d8) and bite (3d10)
MV	20 (Fly 40)
SV	F6 R8 W9
XP	1100 (CL 12)

The crimson dragon is a large, ponderous beast with a short snout and heavy eyes. It is a hefty cousin to the red dragon. Crimson dragons never speak and are relatively stupid. They relish the infliction of distress and pain, and they are as often on the move as they are in their lairs.

A crimson dragon can breathe a blast of scorching wind that destroys water (i.e. reduces all water stores by half), withers plant life (11d6 damage to plant creatures) and sucks the moisture from other living creatures (6d6 points of damage to non-plant creatures of flesh and blood).

Special Qualities: Immune to sleep and charm, resistance to fire

FLORID DRAGON

Large Dragon, Chaotic (CE), High Intelligence; Solitary

HD	10
AC	17
ATK	2 claws (1d8) and bite (2d10)
MV	25 (Fly 60)
SV	F7 R8 W7
XP	1100 (CL 12)

The florid dragon is an ill-tempered brute. They have shiny scales, and smaller, saw-like teeth in their mouths.

A florid dragon radiates a wave of punishing heat from its body. The heat causes 1d6 points of damage per round to creatures within 10-ft of the dragon, 1d4 points to creatures from 10 to 20 feet away from the dragon and 1 point of damage per round to

creatures within 20 to 40 feet of the dragon. Wearing metal armor increases this damage to 1d8/1d6/1d4 respectively. The florid dragon can maintain this heat for 10 minutes total per day.

Florid dragons have a 75% chance of speech, and speaking dragons have a 20% chance to cast the following spells: 3/day—*suggestion* (old or older); 1/day—*discern location* (great wyrm), *find the path* (ancient or older).

Special Qualities: Immune to sleep and charm, resistance to fire

GINGER DRAGON

Medium Dragon, Chaotic (NE), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d8+1) and bite (3d10)
MV	30 (Fly 60)
SV	F9 R9 W8
XP	900 (CL 10)

The ginger dragon is a smaller, less wicked cousin of the red dragon. Lonely and somewhat sensitive, its evil nature usually manifests in flashes of murderous rage when rejected or criticized. When not murderously angry, though, it is a welcoming companion. Their claws are overly long and razor sharp.

Where the florid dragon radiates intense heat, the ginger dragon absorbs heat, making the area around him very cool, and thus his warm presence (think of him as a radiator with a 5-ft radius range) all the more pleasant. Within 100 feet of the dragon, the air is absolutely frigid, and people unprotected from the cold suffer 1d6 points of damage per turn from the frost. Within 1 mile of the dragon, things are notably cold, though not damaging.

Ginger dragons have a 100% chance of speech, and speaking dragons have a 20% chance to cast the following spells: 3/day—*suggestion* (old or older); 1/day—*discern location* (great wyrm), *find the path* (ancient or older).

Special Qualities: Resistance to fire, immune to sleep and charm

SANGUINE DRAGON

Medium Dragon, Chaotic (LE), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d8) and bite (3d10)
MV	25 (Fly 60)
SV	F9 R9 W8
XP	2250 (CL 11)

These infernal cousins of the red dragon are ever in league with the dark powers of Hell, acting as their messengers and assassins in the world of mortals. They are small for red dragons and possessed of black, branching antlers that are lovely to behold if they aren't gouging out your eye or plucking out your liver.

Sanguine dragons breathe a 30-ft. cone of hellfire, which numbs the soul and robs one of their common decency. Those hit must pass a Will save or be drained of one level. Those drained of a level must pass a second Will save or have their alignment move one step towards Chaotic Evil for the span of one month.

Sanguine dragons have a 100% chance of speech, and speaking dragons have a 100% chance to cast the following spells: 3/day—*hold person* (old or older); 1/day—*divine power* (great wyrm), *deeper darkness* (ancient or older).

Special Qualities: Immune to fire, immune to sleep and charm

VERMILION DRAGON

Large Dragon, Neutral (N), High Intelligence; Solitary

HD	11
AC	17
ATK	2 claws (1d8) and bite (3d10)
MV	25 (Fly 60)
SV	F7 R8 W7
XP	1100 (CL 12)

The noble vermillion dragon replaces the fury of the red dragon with a sense of superiority and mild disdain for lesser creatures. They are as close as a red dragon can get to benevolence, and officially have a Neutral alignment with obnoxious tendencies.

A vermillion dragon's cone of fire causes full damage on Neutral creatures, 150% normal damage on Chaotic (Evil) creatures and half damage on Lawful (Good) creatures. Lawful creatures struck by the breath also have all curses and diseases removed from their person and any drained level has a 50% chance of being restored if drained in the last year.

Vermilion dragons have a 100% chance of speech, and speaking dragons have a 20% chance to cast the following spells: 3/day—*suggestion* (old or older); 1/day—*discern location* (great wyrm), *find the path* (ancient or older).

Special Qualities: Immune to fire, immune to sleep and charm

WHITE DRAGONS

The smallest and least intelligent of the chromatic dragons, the white dragons dwell in cold, snowy places and magnify their frigid environments with their cold hearts and freezing breath.

Illustration by Kieran Yanner

ACHROMATIC DRAGON

Medium Dragon, Chaotic (CE), Low Intelligence; Solitary

HD	5
AC	17
ATK	2 claws (1d4), gore (2d4) and bite (2d8)
MV	20 (Fly 80)
SV	F11 R11 W12
XP	500 (CL 6)

The small, feral cousins of the white dragon are covered in hides reminiscent of that of a rhinoceros, with swept back antlers on its head and cruel, gnashing teeth in its long snout. Achromatic dragons hunt in the manner of crocodiles, lurking beneath the snow and then lunging out at victims.

Achromatic dragons never speak or use spells, but they are capable of breathing a swirling vortex of snow that acts as a large air elemental's whirlwind ability and inflicts 1d6 points of cold damage each round for ten rounds.

Special Qualities: Resistance to cold, immune to sleep and charm

CINEREOUS DRAGON

Medium Dragon, Chaotic (NE), High Intelligence; Solitary

HD	5
AC	17
ATK	2 claws (1d4), bite (2d8), gore (1d6) and tail (1d4)
MV	20 (Fly 80)
SV	F11 R11 W10
XP	500 (CL 6)

Also called the ashen dragon, the cinereous dragon is a small cousin of the white dragon with an especially vicious streak. A cinereous dragon has an ash gray hide, black eyes, a purple tongue and mouth and hundreds of jagged teeth. Atop its head are two black horns, and a cluster of black spikes tips its thick tail.

Cinereous dragons have no breath weapon. Their presence seems to steal all the warmth and kindness from the area. All creatures within 20 feet of the beast must make a Will save each round or



suffer 1d6 points of cold damage. All creatures within 50 feet of the beast must pass a Will saving throw any time they wish to do something unselfish or kind - i.e. a cleric using a *cure* spell on someone other than themselves.

Cinereous dragons have a 65% chance of speech, and speaking dragons have a 15% chance to cast the following spells: 3/day—*bestow curse* (old or older); 1/day—*cause serious wounds* (great wurm), *cause light wounds* (ancient or older).

Special Qualities: Immune to sleep and charm, immune to cold

GHASTLY DRAGON

Large Dragon, Chaotic (CE), Average Intelligence; Solitary

HD	6
AC	17
ATK	2 claws (1d4) and bite (2d8)
MV	20 (Fly 60)
SV	F9 R10 W10
XP	600 (CL 7)

Ghastly dragons are unwholesome cousins of the white dragon. They have scales the color of dead human flesh, with purple and grey blotches reminiscent of decay. Ghastly dragons have stubby

spikes that run from their heads to their tails and bloated bodies that waddle about on four stubby legs.

The ghastly dragon dwells on abandoned battlefields in the frozen north, where man has spilled the blood of man. It feeds on corpses, like a raven, and can whip up the echoes of the spiritual agony of men who have died in battle. These echoes appear as swirling maelstroms of screaming spirits that cover an area 60 ft. in diameter around the dragon and force people within the maelstrom to pass a Will saving throw (once) or suffer 1d6 points of wisdom damage.

Ghastly dragons have a 15% chance of speech, and speaking dragons have a 15% chance to cast the following spells: 3/day—*cause fear* (old or older); 1/day—*animate dead* (great wyrm), *phantasmal force* (ancient or older).

Special Qualities: Immune to disease, poison, sleep and charm, resistance to cold

ISABELLINE DRAGON

Large Dragon, Chaotic (LE), High Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d4) and bite (2d8)
MV	30 (Fly 80)
SV	F9 R10 W9
XP	700 (CL 8)

Isabelline dragons are large and regal white dragons. They have dull white, delicate scales and a long, swan-like neck. Isabelline dragons have petite heads, large, sapphire eyes and swirling horns reminiscent of alicorns.

Isabelline dragons dwell in vaults beneath snowy mountains. They are capable, while holding their breath, of passing through solid earth as easily as air, giving them an effective burrowing speed equal to their flying speed for up to 5 rounds. Their palaces are wondrous and luxurious, with all of the dragon's riches being spent on creature comforts and art. They have one-tenth the normal coins in their horde and triple the art objects.

In place of a breath weapon (how crude and vulgar!) they can sap the color from themselves and their surroundings (but not living creatures) in a 300-ft. diameter. Everything becomes stark white, granting the dragon the equivalent of *improved invisibility* and forcing those who linger in this area for more than 3 rounds to pass a Fortitude saving throw or suffer from the equivalent of snow blindness (lasts for 1d3 hours).

Isabelline dragons have a 100% chance of speech, and speaking dragons have a 45% chance to cast the following spells: 3/day—*charm person* (old or older); 1/day—*suggestion* (great wyrm), *charm monster* (ancient or older).

Special Qualities: Immune to sleep and charm, resistance to cold

IVORY DRAGON

Large Dragon, Chaotic (NE), High Intelligence; Solitary

HD	6
AC	17
ATK	2 claws (1d8) and bite (3d8)
MV	30 (Fly 60)
SV	F9 R10 W9
XP	600 (CL 7)

Ivory dragons dwell in cold woodlands in icy caves obscured by the boughs of pine trees. It is said they even smell like pine, making detecting them difficult even for creatures with a powerful sense of smell. They have ivory colored scales of varying sizes, with two ridges of bony, fan-shaped protrusions running down their backs (in the style of a stegosaurus), long necks, small, quick heads (they enjoy a +1 bonus to initiative rolls) and whip-like tails. Two long, ivory tusks jut out of their mouths, giving them a powerful bite attack.

Ivory dragons are collectors, eschewing money for collections of books, armor, weapons, jewels, hourglasses or some other such nonsense. Their ill-temper often drive them to scatter treasures of coins atop tall, forbidding mountains just to keep them from the hands of folk who do value such objects.

An ivory dragon's breath weapon is a cone, like that of a normal white dragon, but instead of cold damage it has a *hold monster* effect (Will negates) that lasts 1 hour. While held, a creature's skin takes on an ivory sheen, making them look like a statue.

Ivory dragons have a 20% chance of speech, but never cast spells.

Special Qualities: Resistance to cold, immune to sleep and charm

PEARL DRAGON

Large Dragon, Neutral (N), High Intelligence; Solitary

HD	7
AC	17
ATK	Bite (3d6)
MV	20 (Fly 100)
SV	F7 R8 W7
XP	700 (CL 8)

Pearl dragons are aquatic cousins of the white dragon. They dwell in arctic oceans, swimming with the monsters of the deep and surfacing only to torment humanoids and demand tribute from them. Pearl dragons have bodies like elasmosauruses, with sleek heads. Their hemispherical scales gleam like pearls and their eyes shine with malevolence.

Pearl dragons never speak, but can communicate telepathically up to 1 mile. They can also use this telepathy to summon a pod of 1d6 orcas with a 50% chance of success once per day. Pearl dragons can use the following spells as psychic powers: 3/day—*detect thoughts* (old or older); 1/day—*psionic blast* (great wyrn), *ego whip* (ancient or older).

In place of a breath weapon, a pearl dragon can implant a phobia inside a person's mind. People fighting a pearl dragon must pass a Will save or suffer from one of the following fears:

D6	PHOBIA
1	Fear of boats or ships
2	Fear of pain
3	Fear of open spaces
4	Fear of wind
5	Fear of water
6	Fear of magic

The phobia lasts for 1 hour, with a 1% chance of it becoming permanent. When presented with the phobia, a character must pass a Will saving throw or go into a panic attack, losing their turn, breathing heavily and attempting to flee from the source of the phobia. If they cannot flee, they become catatonic until the phobia disappears from their mind.

Special Qualities: Immune to cold, sleep and charm



Illustration by Roderic Waibel

DRAGON BONES

Medium Undead, Chaotic (LE), Low Intelligence; Gang (1d6)

Dragon bones are skeletons that grow from chromatic dragon teeth that have been planted in the ground. The skeletons rise fully armed and armored, with scale mail (the color approximates the color of the dragon to whom the teeth belonged), shield and longsword or battle axe.

HD	6
AC	16
ATK	2 claws (1d4) or by weapon (1d8)
MV	30
SV	F12 R12 W11
XP	600 (CL 7)

Dragon bones are loyal to the person that planted them in the ground, provided that person says the proper words when he or she does the planting. The words are as follows:

"Child of the dragon, I, [insert name here], sew you in the ground that you may smite my enemies when you arise."

If these words are spoken, the dragon bones is under the command of the planter. If not, the dragon bones can do as it pleases when it rises from the ground, and killing pleases it.

SPECIAL ABILITIES

Dragon bones are immune to the energy type or poison breathed by their draconic "parent".

Once per day, a dragon bones can cause its claws to exude the energy of its parent dragon (i.e. an aura of cold, a tongue of flame, drip acid or poison, etc.). This energy persists for 1d4 rounds, and deals an additional 1d6 points of energy damage on successful attacks while it is present.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), immune to energy (see above), magic resistance 5%

MONSTER ENCOUNTER

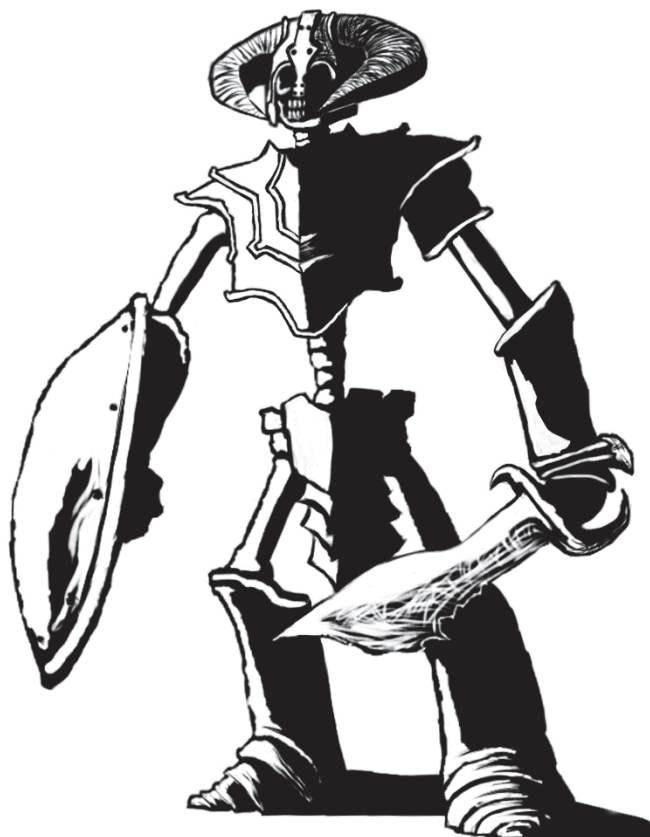
A small tunnel underground leads into a massive cavern. The cavern holds a weird underground garden kept alive by a small, purple sun that hangs close to the ceiling. Rows of strange, stunted plants grow here, along with some sinuous trees. As adventurers enter the place, an odd gardener appears from behind one of the trees and shushes them if they begin to speak.

As they watch, he sews a row of four green dragon bones and, walking away a small distance, watch them sprout.

At this point, he will entertain questions, revealing if he must that he is the exiled archdruid Fergus, who now lives as a hermit under the earth. He will ask the adventurers to regail him with their exploits, and, if he judges they have gathered a worthy treasure, will order his dragon bones to attack.

Fergus is an 11th level druid. His treasure, hidden in a small cave that overlooks the gardens, consists of 6,700 gp, a tiger's eye (9 gp), a corundum (600 gp), and a set of crystalline dice (600 gp).

Illustration by Jeremy Hart



DRAKKAR (DRAGON MAN)

Medium Monstrous Humanoid, Neutral (N), Average Intelligence; Patrol (1d8)

Dragon men are lizardmen with dragon blood in their veins. They are slightly larger than lizardmen, and have hides in the common dragon colors – red, white, blue, black and green.

HD	1+1
AC	18 (scale mail and shield)
ATK	Bite (1d4 + 1d4 energy) or by weapon
MV	40
SV	F15 R13 W13
XP	100 (CL 2)

Dragon men are more intelligent and civilized than their lizardmen kin. They dwell in settlements composed of bronze domes surrounded by gardens of colored stones and hardy succulents.

Dragon man warriors typically arm themselves with axes, spears, knives and bows. They wear the heaviest armor they can find.

Dragon man villages house 1d10 x 15 dragon men. For every ten dragon men, there is one sub-chief with 2+1 HD. Villages are ruled by chiefs with 3+1 HD. Villages with 80 or more dragon men are ruled by warlocks (see *Blood & Treasure*, Chapter 2, variant sorcerer class) of 2nd to 5th level.

SPECIAL ABILITIES

The bite of a dragon man carries with it 1d4 points of energy damage, the type of energy being based on the dragon type they resemble. Dragon men have resistance to the same energy type.

Special Qualities: Resistance to energy (one type)

MONSTER ENCOUNTER

In a green highland, there dwells a tribe of one hundred green drakkars, reputedly descended from the green dragon Jau'azet that dwells deeper in the mountains.

The drakkars have constructed their village atop the tallest hill in a 3-mile radius area. The hill has been cleared of trees, with wooden stakes being set in the three rings on the sides of the hill. These rings are pierced by gates kept always under guard by two drakkar; the rings are on alternating sides of the hills, forcing a large body of warriors to snake their way up the hill under fire from the drakkars at the top of the hill.

The village itself is surrounded by a wooden palisade 15 feet tall with four wooden towers. A ledge allows the drakkar to look over the wall and shoot crossbow bolts without exposing themselves to much danger. The palisade has a single gate that can be bolstered by thick logs, requiring a break down doors task check at a -10 penalty to open.

Within the palisade there are a number of longhouses, where the drakkar dwell with other members of their brood; children are kept in their own longhouse under the watchful eye of two or three elder females.

The chief lives as the others live, with his brood. He is notable for his necklace of dragon teeth and his beaded leather hood. The chief keeps the tribal treasure in a locked wooden chest. It contains 2,230 gp, 7,600 sp, 14,000 cp, nine gems, a pewter diadem worth 50 gp, and two magic-user scrolls, a *scroll of unseen servant* and *scroll of protection from normal missiles*.

Illustration by Eric Lofgren



DRAKEN

Medium Humanoid, Chaotic (CE), Average Intelligence; Pack (1d6)

Drakens are a form of kobold with skin as black and as shiny as obsidian. Their feet and hands are tipped with cruel talons, they have small horns on their heads, their mouths are full of sharp teeth, and they have thick, pointed tails. Drakens have a variable number of heads, from one to three.

HD	2
AC	14
ATK	2 claws (1d6 + rend) and bite (1d4)
MV	30
SV	F12 R15 W12
XP	200 (CL 3)

Drakens, as mentioned above, may have multiple heads. Use the following table to determine how many heads a draken has:

D6	HEADS
1-3	One
4-5	Two
6	Three

Drakens make their lairs in groves of fruit trees, and consider the fruit on those trees to be as valuable as any other treasure they hold, for they can only draw sustenance from these trees. Subterranean drakens might have the same relationship with water from a spring or pool, or from edible fungal growths.

Drakens dwell in clans of 1d6 x 10 (50% male, 40% female, 10% young), making their lairs in caves or abandoned manors or strongholds. They rarely wear armor or wield weapons, preferring to use their bite and claw attacks to bloody their opponents.

SPECIAL ABILITIES

For every addition head a draken has, it gains one additional Hit Dice. A three-headed draken is capable of casting spells as a 3rd level druid (see below).

When defending their fruit, a draken gains a tactical advantage against its foes.

When a draken eats one of its own fruits, it gains the benefit of regeneration for 1d6 rounds. A draken can do this once per day.

Spells: A three-headed draken usually prepares the following druid spells: 1/day—cure minor wounds, elemental weapon, entangle, flare, resistance, soften earth and stone, virtue

MONSTER ENCOUNTER

Travelers through an enchanted wood come across a path of coral-colored stone. This path leads to a pretty garden surrounded by a wrought iron fence.

Within this garden there is a grove of lemon trees and a well. The well permits entrance into the dungeon of an old stronghold, long since toppled. The grove is home to five draken, one of them a three-headed draken. The dungeon is now home to several would-be halfling lemon thieves.

Illustration by Henry Justice Ford



DWARF - BARBEGAZI

2

Small Humanoid, Lawful (NG), Average Intelligence; Gang (1d10)

A barbegazi appears as a dwarf covered with downy, white fur. They have enormous, long feet, the better for walking through the snow or even skiing down it when the spirit takes them. They have large fists and flinty eyes that ignore the glare of the noonday sun on the snow that covers their mountain homes.

HD	1
AC	12
ATK	By weapon (+1 cold damage)
MV	20
SV	F14 R15 W15
XP	100 (CL 2)

A creature from the folklore of the Swiss, the barbegazi dwell in large, extended families (1d20 x 3 individuals, 55% male, 35% female, 10% young) in the high mountains. Like other dwarves, the barbegazi dwell in underground fortifications, usually tunneling into the sides of mountains. Unlike other dwarves, they spend as much time outside as underground, traveling through the thick snow using their long feet as skis or snowshoes.

Barbegazi are only active in the winter months, collecting wild herbs, fishing in icy streams and culling weak animals unlikely to survive the winter. They also keep great herds of mountain sheep, using them for meat and wool. Barbegazi do not have the normal dwarf's lust for gold and gemstones, but they do mine for more practical metals and stone.

In the summer months, they drowse away in their underground homes, doing only light work and tending their mountain sheep.

The barbegazi are kind people, warning travelers about impending avalanches and helping shepherds find their lost sheep. Outside their homes, they are encountered in bands traveling from one community to another. These bands are armed with clubs and darts. They are not slowed by the snow, and can reach high speeds when skiing downhill.

Each band of barbegazi is led by a sturdy lord and lady, the lord being a 3 HD monster (10% chance of being a 3rd to 6th level fighter) and his lady being a 2 HD monster that can cast spells as a 2nd level adept (with a 10% chance of being a 3rd to 6th level sorcerer). While common barbegazi arm themselves with clubs and darts, about 20% of a tribe is warriors wearing studded leather armor and carrying battle axes and short bows.

SPECIAL ABILITIES

Attacks from the barbegazi inflict an additional point of cold damage with each successful attack they make, whether by their fists or by carried weapons.

Special Qualities: Immune to cold

MONSTER ENCOUNTER

A clan of 50 barbegazi have a small stronghold atop a snowy mountain, about 40 feet above the tree line. The stronghold is a series of caverns, expanded by the barbegazi. A heavy door has been affixed to the entrance to the caverns. The entry room contains a large fire pit to allow the barbegazi to thaw out the door when it has become frozen over. This room also contains three brown bears, the pets of the dwarves.

Sometimes they permit it to freeze to make it more secure. Beyond the entry chamber are many halls and chambers, including an armory, a hospice, dwelling chambers for families, dormitories for unwed young men (the young ladies live with their families), a meeting chamber and a small temple dedicated to the spirits of snow and ice.

Illustration by Christopher Conklin



EDIMMU

Medium Undead, Chaotic (CE), Average Intelligence; Pack (1d6)

The edimmu is a Sumerian monster; an invisible, insubstantial undead wind spirit that sucks the life from human beings.

HD	3
AC	18 [silver]
ATK	Brush (0 + 1d4 Dex + energy damage)
MV	Fly 40
SV	F14 R14 W12
XP	750 (CL 5)

Edimmu are especially dangerous because they are invisible. One might discern their presence by feeling a warm wind brushing across their bodies. In a warm, windy environment, of course, this would hardly be noticed. In other environments, this is a tell-tale sign that an edimmu is present.

Edimmu might serve the special servants of the demon prince of evil air elementals, Pazuzu.

SPECIAL ABILITIES

Edimmu are naturally invisible, gaining all the benefits of invisibility and being able to remain invisible while attacking.

The first time a creature is successfully struck by an edimmu they feel as though something has brushed against them or poked or scratched them. The monster's touch causes light-headedness and numbness in the extremities, and inflicts 1d4 points of dexterity damage. A creature whose dexterity is reduced to 3 falls prone and cannot stand without assistance. An edimmu's attack cannot reduce a victim's dexterity below 3.

In addition, creatures touched by an edimmu must pass a Fortitude saving throw or suffer one level of energy damage. Creatures reduced to 0 levels or Hit Dice die, and their spirits rise as edimmu 1d4 days later.

Special Qualities: Incorporeal, natural invisibility, vulnerable to sonic energy

MONSTER ENCOUNTER

In a dungeon there is a shrine to Pazuzu, the demon god of the desert wind. The temple is about 30 feet long and 20 feet wide. Down the center of the room are metal grates, about 10 feet wide. Under these grates are ever-smoldering coals, that keep the room at about 120-degrees. The side walls are covered with

bas-reliefs of distorted demons with wide open mouths. Through these mouths, hot, howling winds blow across the room.

The grates lead up to a 5-ft. idol of Pazuzu at the end of the room. The idol is constructed of brass, is worth about 2,500 gp, and weighs about one ton.

The shrine is guarded by four ekimmu, which emerge from the howling demon sface when blasphemers enter the shrine. A true worshipper should remove the grates and walk upon the smoldering coals to the altar, kiss its feet, and then walk back. Folk who do not practice this ritual are attacked.

One of the demon faces does not emit wind. If one reaches inside it they may find a small leather sack containing 10 pp and a small *wand of charm person* with 4 charges.

Illustration by S. Trent Troop



ELECTRIC HEAD

Tiny Construct, Neutral (N), Non-Intelligent; League (1d8)

Electric heads are strange constructs manufactured by magic-users and used by them as guardians. An electric head is a bronze sculpture of a head. Most are modeled after the magic-user who made them, or a great figure of history. Electric heads cut a bizarre figure floating around a magic-user's study, firing lightning from their foreheads and making people sorry they broke in.

HD	2
AC	15
ATK	Touch (2d6 electricity) or bolt (60'/2d6 electricity)
MV	Fly 50
SV	F18 R14 W15
XP	200 (CL 3)

The manufacture of an electric head requires a bronze sculpture made by a master smith. A large gemstone, worth at least 500 gp, must be placed inside the head and wrapped in golden wire that connects it to the bronze. The entire object must then be enchanted by the magic-user with *animate object*, *detect thoughts*, *lightning bolt*, *levitate* and *permanency*, while the magic-user is in contact with the electric head, permitting his own psyche to be impressed on the gemstone within the electric head.

SPECIAL ABILITIES

Electric heads can levitate and fly at will.

Electric heads are capable of discharging, once per round, a 60-ft-long lightning bolt from their brows. The touch of the monster conducts this same electricity. When an electric head makes a touch attack, it ignores any AC bonus derived from metal armor.

Some magic-users add *magic mouths* to their electric heads, allowing them to laugh maniacally or say demoralizing things while they zap their foes.

Special Qualities: Immune to electricity, resistance to cold, vulnerable to sonic energy

MONSTER ENCOUNTER

In a cramped study with a high, vaulted ceiling and many busts on a shelf, a dungeon

wizard kept his many volumes on magic and cookery (because every one needs a hobby). The wizard long ago passed from the material plane, but the electric head he left to guard the library remains and doesn't mind setting the place on fire in the process of defending it. Naturally, it hides on the shelves above with the other busts; unless the adventurers have some knowledge of it, it is likely it will surprise them and get the first attack.



ELOKO

Small Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d6)

Eloko are small goblins with hair that looks like grass sprouting from all over their bodies, piercing yellow eyes, large snouts, mouths that can open impossibly wide, long claws and gentle, child-like voices.

HD	3
AC	15
ATK	2 claws (1d4) and bite (1d6 + swallow whole)
MV	30
SV	F15 R12 W12
XP	300 (CL 4)

The eloko is a monster drawn from Central African folklore. The eloko dwell in the deepest woodlands. They are vicious in the extreme and eat only humans, demi-humans and humanoids. Eloko often live in hollow trees or small caves. They dress in simple clothes of hides and leaves.

SPECIAL ABILITIES

The sight of an eloko causes fear (as the spell *cause fear*).

Eloko are capable of opening their mouths incredibly wide. They can swallow small and medium creatures whole. A swallowed victim finds themselves in a fetal position within the monster and completely incapable of moving. An eloko that has swallowed a humanoid has its movement reduced to 10 and its armor class reduced to 12.

The sound of an eloko's magic bell acts as a *suggestion* spell so powerful that the victim can even be driven to harm itself.

MONSTER ENCOUNTER

A narrow path through a rank, horrid wood is blocked by a great idol of granite. The idol depicts a rotund man sitting cross-legged. The man has the head of a boar, with real ivory tusks (worth 200 gp each) and

two ruby eyes (worth 500 gp each).

When one approaches the idol, a bell sounds, and a voice issues forth demanding obeisance to the great god of the wood, Timboko, and an offering of wealth and food.

The bell is the magic bell of an eloko, and those who hear it must pass a Will saving throw or happily engage in the worship of Timboko. The eloko will not be satisfied until it extorts about 100 gp and a week's worth of iron rations from adventurers. He then rings the bell again and commands them to turn back from the sacred, hidden lands of Timboko. The eloko will wait about ten minutes before sneaking out from behind the idol to gather whatever wealth it managed to trick out of the adventurers.

The eloko lives in a hollowed out tree and a small burrow located about 100 yards behind the idol. Here, it keeps a treasure of 600 gp, a bronze amulet (10 gp), an electrum armlet (120 gp), and a fine leather sword scabbard worth about 80 gp.

Illustration by Joel Priddy



EXQUISITE CORPSE

12

Medium Construct, Chaotic (CE), Average Intelligence; Solitary

An exquisite corpse is perhaps the highest expression of the golem-maker's art, as it is composed not of bits of humanoids, but of bits of monstrous humanoids that retain their special abilities after being patched together.

HD	10 (50 hp)
AC	16
ATK	Varies (see below)
MV	30
SV	F10 R10 W10
XP	2500 (CL 12)

The process for making an exquisite corpse is much the same as for creating a flesh golem, save it requires about twice the expense and the various bits must be anointed with *oil of gentle repose* when they are harvested. When the creature is stitched together, the following spells must be cast over the monster: *Intelligence*, *lightning bolt*, *animate dead* and *permanency*.

SPECIAL ABILITIES

As with flesh golems, exquisite corpses must be controlled and might go berserk (see flesh golem, *Treasure Keeper's Tome*).

An exquisite corpse never includes bits from more than three monstrous humanoids. The following monstrous humanoids give an exquisite corpse natural attacks and some special abilities, depending on which parts of the monster are used:

BAFANA	5% chance to <i>summon swarm</i> (as spell)
BAT MONSTER	Fly speed, echolocation and vulnerability
BEETLOR	Gaze attack
BOUNDER	Leap, deflect missiles
CENTAUR	Speed
CRABMAN	Armor class, swim speed, water breathing
CYCLOPEAN	Peer into future
DERRO	Light vulnerability, immunities, spells
DOPPELGANGER	Mimic ability (imperfect), detect thoughts
DRIDER	Speed, magic resistance
DROMITE	Energy missile and resistance
ETTERCAP	Climb speed, web
GARGOYLE	Freeze and surprise
HAG	Magic resistance and spells
HARPY	Fly speed, captivate
LYCANTHROPE	Weapon resistance (non-silver, non-magic)
MEDUSA	Gaze attack
MINOTAUR	Charge, immune to mazes, immune to backstab
OPHIDIAN	Magic resistance and immunity
SAHUAGIN	Swim speed, water breathing, frenzy
SCORPIONFOLK	Magic resistance, resistance to fire
YETI	Generate cold, immune to cold, vulnerable to fire

MONSTER ENCOUNTER

A chamber in a dungeon is being used as a laboratory by a magic-user. The laboratory is about 30 feet long and 20 feet wide, with a vaulted ceiling. On either end of the room there are crude generators, with electricity arcing between them. There are two work tables, three copper vats (holding left over monster parts) and an adjustable metal table in the middle of the room. Atop the table there is a humanoid figure underneath a linen sheet.

The humanoid figure is the body of the magic-user. He was unable to control his creation, and was killed by her. She is now lurking in the shadows behind one of the electrical generators. Creatures in metal armor that fight beneath the electrical arc have a 1 in 6 chance per round of suffering 2d6 points of electricity damage.

Illustration by Anthony Gregori



FIRE FREAK

Medium Undead, Chaotic (CE), Average Intelligence; Conflagration (1d4)

Fire freaks are the animated remains of pyromaniacs that died in the fires they themselves set. They appear as charred, hairless corpses, their skin cracked and blistered, their smiles broad and unsettling, their eyes like lit matches. The smell of charred flesh emanates from them.

HD	4
AC	13
ATK	Slam (1d6)
MV	30
SV	F14 R14 W11
XP	300 (CL 4)

Fire freaks lurk in dungeons, desperately awaiting the arrival of fuels (including living beings). The fire freak attempts to draw people close to its body so that it can use its *fireball* spell, lighting as much material ablaze as possible so that it can marvel at the beauty of the flames.

Fire freaks have absolutely no sense of self preservation – they just want to set the world (and the adventurers) on fire.

SPECIAL ABILITIES

The smell of fire freaks frightens normal animals that fail a Will saving throw. Even those who pass their saving throw are anxious distressed at the presence of the monster.

Fire freaks retain their unnatural love of fire beyond death. When they have caused a large conflagration with their spell-like abilities, they must pass a Will save each round or be fascinated (per the bard ability) by the fire, marveling at its beauty.

Special Qualities: Immune to fire

Spells: 3/day—burning hands, heat metal, pyrotechnics; 1/day—fireball (3d6 damage; centered on self)

MONSTER ENCOUNTER

A band of adventurers might enter a large cavern that plays host to a bubbling tar pit, if the acrid fumes do not dissuade them from entering. At the rear of the cavern, the floor slopes down into a muddy mess, and further along (if one can make it through the 2-ft. deep mud) one comes to the banks of a wide river.

The cavern proper contains a great deal of old timber, oily rags, frayed rope – items one would expect to see in the workshop of a

shipwright. The kobolds of the caverns once used this cavern for exactly that purpose, building small craft they would launch on the river and sail to the subterranean lake beyond. The kobold pirate/traders were once the scourge of the underworld, until their fleet was consumed by horror that slept on the bottom of the lake and was awakened by a fiery battle.

Since the passing of the kobold fleet, this chamber has become the home of a fire freak. The place offers up so many possibilities to the monster, who will attempt to lead people into its lair, and then ignite itself, turning the cavern into a holocaust.

Illustration by Andrew Shields



FLY MAN

Medium Monstrous Humanoid, Chaotic (NE), Average Intelligence; Gang (1d8)

Fly men look like humanoids with the heads of flies. They dress in piecemeal armor and carry whatever arms and armor they can lay their filthy hands on. Fly men are as intelligent as human beings, but they retain all of the fly's most loathsome habits.

HD	4
AC	14
ATK	By weapon
MV	30
SV	F14 R11 W11
XP	400 (CL 5)

Fly men were spawned in Hell, but escaped into the Material Plane when a careless adventurer forgot to close the screen door. Their fiendish origins give them a leg up on most evil humanoids, and while they do not gather in large numbers it is not uncommon for them to have large followings of goblins, orcs or other humanoids of similar power.

Fly men feast on carrion, but they are not mere opportunists. Fly men enjoy killing prey. They then take their victims' corpses and leave them in a safe place in a dungeon or cave to "season" before returning to sup on them. If fly men are in a dungeon, the Treasure Keeper should make allowances for their grisly pantries.

SPECIAL ABILITIES

Fly men can vomit on their opponents once every four rounds. This vomit is expelled in a 5-ft. cone and inflicts 1d6 points of acid damage (Reflex save for half).

Fly men are uncommonly filthy, and thus are surrounded by a wretched funk. All creatures within 10 feet of a fly man must pass a Fortitude saving throw. A failure leaves the victim sickened for 1d4 rounds.

Due to the disgusting nature of a fly man's weapons, any creature that suffers damage from a weapon wielded by a fly man must pass a Fortitude save (once per battle) or suffer from the effects of the *cause disease* spell.

Special Qualities: Immune to disease

MONSTER ENCOUNTER

If adventurers manage to enter a cavern of rotting carcasses, they must either have lost their sense of smell or their minds. The mid-sized cavern has walls slick with molds and slimes (including a patch of green slime) and the floor is littered with corpses. The corpses include various monster and humanoid types. There are probably thirty in all, some spread out, others heaped in piles. Noisy, biting flies buzz around the bodies, and maggots can be seen crawling through mushy flesh. One large corpse of an ogre hosts a swarm of rot grubs.

The room is used as a breeding place by a band of ten fly men. The fly men also hide their treasure in an iron box underneath one of the heaps of corpses. It contains 300 gp, and five gems. The leader of the fly men has a *potion of remove fear* and he wields a +1 *longsword*.

Illustration by Ndege Diamond



FLYING HEAD (KANONTSISTONTIE)

10

Huge Aberration, Neutral (N), High Intelligence; Solitary

Kanontsistontie are giant, flying heads that appear to be constructed of bronze. They have unmoving faces and apparently sightless eyes, though they see all. Their mouths are agape and one can discern powerful energies within.

HD	10
AC	18 [+1]
ATK	Slam (2d6) or breath weapon
MV	Fly 40
SV	F7 R10 W7
XP	2500 (CL 12)

The ultimate purpose of these entities is unknown and often seems contradictory from day to day. They primarily seek sustenance in the form of grain, cowing lesser creatures and threatening them with destruction if they fail to pay tribute.

The kanontsistontie have an alien intelligence, coming from strange dimensions unknown to mankind. While they are highly intelligent, the monsters can be tricked, for they are unfamiliar with the ways and methods of human beings.

SPECIAL ABILITIES

Kanontsistontie have a breath weapon they can use once every three rounds, but no more than three times per day. The breath weapon is a 60-ft. cone of pure energy that deals 10d6 points of damage (Reflex save for half damage).

An object deposited in a kanontsistontie's mouth lingers for a single round and then disappears in a cascade of colored motes of light. Living creatures are transported into the "belly of the beast" and suffer 3d6 points of damage. If they survive this damage, they suffer another 1d6 points of energy damage per day as they are slowly processed and digested within the interior of the monster's head.

Special Qualities: Magic resistance 15%, regenerate

MONSTER ENCOUNTER

Travelers along a wide stretch of white beach may be accosted by a band of 20 orcs in leather armor. The orcs are riding horses and they wield clubs. Three of the horses are dragging sledges loaded with sacks of grain. The orcs serve a flying head, bringing it grain and victims from the farms and fishing villages along the coast. The orcs will

seek to capture the adventurers with nets from horseback and deliver them to the ruins of a temple located on a promontory jutting from the coast.

The temple's courtyard is currently the home of the flying head. The temple catacombs can be reached via a narrow staircase behind a secret door behind the cracked altar in the inner sanctum. They hold an ancient repository of royal and ecclesiastical documents, including detailed plans of the King of Vark's castle and his subterranean treasure vault!

The interior of the flying head contains a treasure of 1,400 gp, a bolt of fine silk worth 400 gp, a brass circlet worth 200 gp, and a cherry staff inlaid with gold worth 800 gp.

Illustration by David Lewis Johnson and Anthony Gregori



FLYING MONKEY

2

Medium Magical Beast, Neutral (N), Low Intelligence; Flock (1d6)

Flying monkeys look like large monkeys with feathered wings attached to their shoulders. Though they never wear armor, they are usually clothed, and have a preference for wearing fezes (because they are so cool).

HD	2
AC	13
ATK	2 fists (1d3 + grapple) and bite (1d4)
MV	30 (Climb 20, Fly 30)
SV	F12 R12 W16
XP	100 (CL 2)

Introduced in the Oz stories by L. Frank Baum, you cannot deny the genius of these monsters. As in the stories, flying monkeys tend to fall in with wizards and warlords, serving as their guards and spies. They are not particularly violent, but they are easily cowed and thus serve their master loyally.

SPECIAL ABILITIES

If both of a flying monkey's fist attacks are successful, the monkey automatically grapples its prey and can fly away with it, gaining 10 feet of altitude per round. If a victim manages to inflict damage on a flying monkey while being carried, the flying

monkey instantly drops them.

MONSTER ENCOUNTER

When the hag of the northlands was killed by a band of bold and reckless adventurers, her castle and all within it, including the adventurers, was encased in several inches of ice. A band of her soldiers, twenty flying monkeys, returned to their home to find it frozen and their former master killed.

The monkeys are now patrolling the countryside looking for a group that can undo the curse and release their comrades. A likely band will be parlayed with. If they refuse or do not seem up to the task, the monkeys will act as bandits, using the frozen castle as their base of operations. They might also seek employment from a high level adventurer.

The frozen castle contains the party of 8th level adventurers, about 100 flying monkeys and the corpse of the witch, as well as the witch's treasure of 130 pp, 2,840 gp, 8,900 sp, 13,000 cp, eight gems, two jewels, and a silk cloak (40 gp).

Illustration by W.W. Denslow



FORLORN GREY

9

Large Elemental (Air), Chaotic (NE), Average Intelligence; Solitary

Sometimes that grey mist in a corridor or tunnel is just a bit of water vapor. Sometimes, though, it's a monster that has been nicknamed "the forlorn grey".

HD	7
AC	16 [+1]
ATK	3 tendrils (1d3 + see below)
MV	Fly 30
SV	F11 R10 W12
XP	1750 (CL 9)

The forlorn grey appears as a grey fog about 20 feet long and 10 feet wide. It is clammy and chilly to the touch, and an astute observer might notice that it does not leave a damp residue on people who walk through it.

SPECIAL ABILITIES

A forlorn grey usually allows a group to get within it, and then moves along with them. It obscures vision, so most folks think that they are just moving through a very long patch of fog. Each round that a person spends in the forlorn grey, their minds are attacked by the strange monster. An adventurer must pass a Will save each round, or lose a bit of their zest for living, not to mention suffer 1 level of energy damage. The TK should prepare several strips of paper outlining the apathy that has befallen a character who fails a saving throw. Some examples might be:

"You realize you don't really want to be in this stupid dungeon."

"Treasure isn't everything."

"That serving wench really wasn't all that attractive."

"It occurs to you that you don't really have any friends."

Once a creature within the forlorn grey reaches 0-level, they take on a dull appearance, their eyes turning grey and losing their spark of life. They become 0-level monsters at this point, normal humanoids of their type that are apt to wander aimlessly for the rest of their lives, begging for scraps and avoiding the company of others. They can be restored to vigor with a *wish* or *restoration* spell, and can otherwise be used as torchbearers by their former friends - they don't care one way or the other about it.

Fighting the mist is difficult. It can only be struck for full damage by magical edged weapons, and silver edged weapons deal half damage to the creature. Bludgeoning and piercing weapons deal

no damage to a forlorn grey, magical or otherwise. If actively fought, the forlorn grey manifests tendrils of super-chilled mist with which it can make feeble physical attacks that, on a natural attack roll of '20', snake down people's throats (or through their noses), dealing double damage and forcing the victim to pass a Fortitude save or be stunned for 1d3 rounds. The creature can manifest three such tendrils.

MONSTER ENCOUNTER

A dungeon passage comes to a fork. To the right is a 20-ft. long passage filled with greenish mist; the left holds a similar passage holding a grey mist. Through the green mist, one can see a brass key hanging on a hook on the fall wall. Through the grey mist, one might note a bronze lock set into the wall. Naturally, one must grab the key to unlock the lock. When the key is turned in the lock, the floor descends to a lower level of the dungeon.

The green mist is caustic (1d6 points of acid damage per round) and poisonous (save vs. Poison III each round). The grey mist is a forlorn grey. If the forlorn grey is not destroyed in the passageway, it will follow to the next level of the dungeon.

Illustration by Anthony Gregori and David Lewis Johnson



FOX FAIRY

Small Fey, Neutral (CN), Average Intelligence; Skulk (1d8)

Fox fairies look like a combination of fox and halfling. They stand three to four feet in height, and are covered in fur with a pattern very much like that of a red fox. Fox fairies dress in the simple clothing of a hunter, and carry the weapons of hunters.

HD	0
AC	14
ATK	By weapon
MV	50
SV	F13 R15 W15
XP	100 (CL 2)

Fox fairies dwell in forested areas near human settlements. They are quick and agile and capable of quickly taking in a situation and then acting decisively.

Fox fairies are known for their wicked senses of humor and generally sunny dispositions. They enjoy cavorting with human and demi-human children, and those adults that still know what it means to be a child. As sunny as they can be with the good and lawful at heart, they are spiteful towards chaos and evil. When fox fairies gather for a hunt, they hunt the wicked.

Fox fairies wear light armor (usually leather or ring mail), and they wield short swords or hand axes and short bows.

Fox fairies are usually encountered in groups of 1d8, but some dens hold twice as many fox fairies. If ten or more fox fairies are encountered, they are led by a fox fairy with the abilities of a 3rd level fighter/thief.

SPECIAL ABILITIES

Fox fairies are quick; they can attack three times every two rounds (i.e. they attack once in odd numbered rounds and twice in even numbered rounds).

A fox fairy's keen senses give them a knack at finding secret doors. They are only surprised on a roll of 1 on 1d8.

Special Qualities: Surprise (3 in 6)

Spells: 1/day—daylight

FOX FAIRIES AS CHARACTERS

Fox fairy characters modify their starting ability scores as follows: Dex +1, Wis +1, Int -2. They have darkvision to a range of 60 feet,

a knack at finding secret doors and moving silently and are only surprised on a roll of 1 on 1d8. Fox fairies speak Sylvan and might also know Common, Elven, Gnome or Halfling. They can advance to 8th level, and may multi-class as fighter/thieves.

MONSTER ENCOUNTER

A den of twelve fox fairies is under assault by the Wicked Warlord of the Woeful Woods. The fox fairies have an escape hatch, and have sent two of their number to find help. Adventurers in the area might find the adventurers, and if they do will promise many favors if they come back and help relieve the siege.

The siege is being undertaken by ten orc footmen and twenty goblin archers who have surrounded the den. If any are left alive or escape, they return to their master and let him know what happened. The wicked warlord is actually a malicious elven fighter/magic-user named Korbin.

Illustration by Anthony Gregori and David Lewis Johnson



FULL-THROATED SCREAMER

Small Undead, Chaotic (CE), Average Intelligence; Solitary

Possibly the oddest of the manufactured undead, the full-throated screamer appears as three preserved heads encased in crystal spheres. The spheres float separately, but always stay within 5 feet of each other.

HD	6
AC	16
ATK	Slam (1d4 + 1d4 cold) or scream (see below)
MV	Fly 30
SV	F13 R12 W10
XP	600 (CL 7)

The heads used to create a full-throated screamer must have belonged to a fishwife, politician and braggart in life. They must be harvested from freshly dead bodies, and then teleported into the pre-prepared crystal spheres. Before teleporting, each head has a wax seal stamped with a rune (per a scroll of *animate dead*) placed on its tongue. Once the heads are inside their spheres, one must cast the following spells over them: *Telepathic bond*, *fly*, *sound burst* and *permanency*.

SPECIAL ABILITIES

The heads can slam into people or, once per day per sphere, issue a terrible scream that affects all within 30 feet. Those within range of the scream must pass a Will saving throw or their lowest mental ability score (intelligence, wisdom or charisma) suffers 1d6 points of damage. If this score is reduced to half of normal, the victim becomes either a mindless berserker (wisdom; per *rage*), babbling fool (intelligence; per *feeblemind*) or madcap dancer (charisma; per *irresistible dance*).

The heads can also, once per day, spin around so rapidly that they create a sonic pulse. Treat this as a *sound burst* spell that affects all creatures within 30 feet.

Special Qualities: Magic resistance 15%

MONSTER ENCOUNTER

Imagine a dungeon chamber shaped like an inverted cone, seven feet in diameter on the floor and fifteen feet in diameter at the ceiling, which is twelve feet high. The walls are constructed of rough masonry, and are stepped. The walls hold thirteen small cubby holes, each holding a small wooden box. In the center of the room there is a 30-ft. deep well. Ten feet down the well there is a secret door, and it is through this door that adventurers can enter the room.

The room is guarded by a full-throated screamer and a trap. The screamer attacks when people enter. If defeated, the small boxes can be opened. Each one contains a precious stone, and with each box opened, the value of the stone increases as follows: 10 gp, 20 gp, 50 gp, 100 gp, 200 gp, 300 gp, 500 gp, 750 gp, 1,000 gp, 1,500 gp, 2,500 gp, 5,000 gp and 10,000 gp.

As each box is opened, though, the water level in the well rises (assume the secret door closes after the room is entered). The first box brings the water level up to the floor of the room. Each additional box raises the water level one foot – when all are opened, there will be no air left to breathe in the room. More importantly, the adventurers will have to swim through the flooded chamber and well and open the secret door to escape the room. The water will actually recede one foot each day, but that would require the adventurers stay wet and cold (one point of constitution damage per day, no recovery until warm and dry) and have enough food to last until the waters have receded completely.

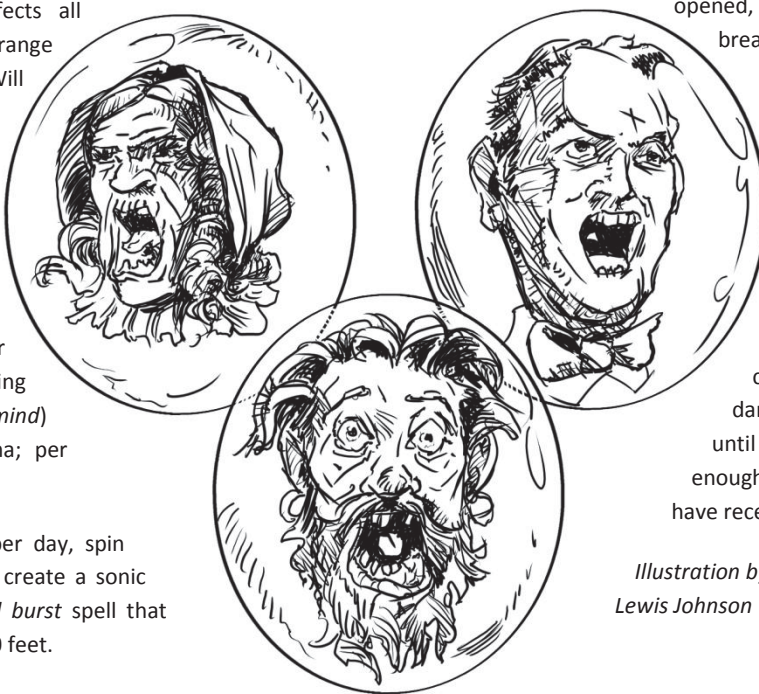


Illustration by Anthony Gregori and David Lewis Johnson

GEMINI

5

Medium Outsider, Chaotic (LE), Average Intelligence; Pair (2)

Gemini are outsiders with graceful, humanoid forms and cold, calculating eyes. They always appear in pairs. One geminus is white on the left side and black on the right, while the other geminus is black on the left side and white on the right.

HD	4
AC	13 [Silver*]
ATK	Strike (see below)
MV	30
SV	F14 R11 W11
XP	500 (CL 5)

In combat, gemini are always mobile, with fluid movements meant to confuse and tire their enemies. They always attempt to maintain contact with either their white or black hands.

SPECIAL ABILITIES

While in contact, gemini suffer a -2 penalty to attack and a -2 penalty to their Armor Class, but they gain magic resistance 25% and can only be harmed by silver and magical weapons.

When a geminus strikes with its black hand, the effect is per a *chilling touch* spell. With the white hand, a *shocking grasp*.

In any round in which a person attempts an action in sight of a gemini, they must pass a Will save. If they fail by 1 to 5 points, they hesitate and do nothing. If they fail the save by 6 or more points, they do the opposite of their desired action. Whenever such a Will save is failed, the adventurer suffers 1 point of charisma damage, and the gemini gain a +5% bonus to their magic resistance, provided they are touching.

*Special Qualities: Magic resistance 25%**

MONSTER ENCOUNTER

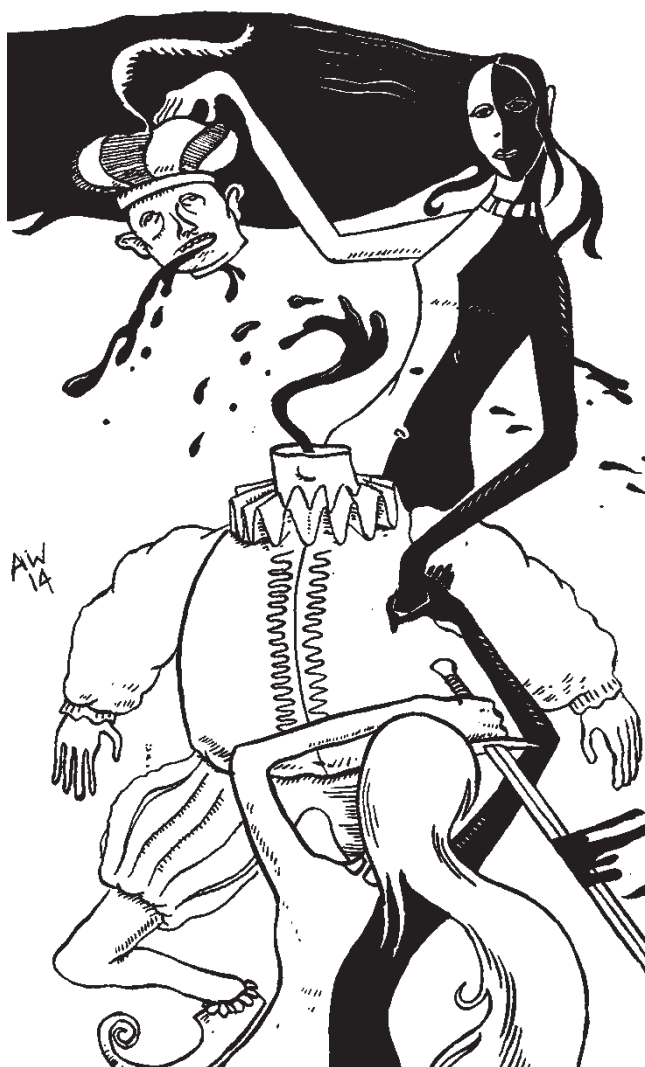
A dungeon chamber is 10 feet wide and 30 feet long, with a 10-ft. high ceiling. The floor is composed of twelve 5-ft. square tiles. Most of these tiles are white, but three are black. On the far end of the room, there is a door that glows softly.

When adventurers enter this room, they find two gemini standing against either wall, flanking the door. The two step forward, grasp one another's hands, and then bow and proclaim gaily that "You shall only pass through this door a corpse." They then await the next move of the adventurers.

If the choice is attack, the gemini rejoice and join battle. As they fight, the tiles on the floor begin to change color. Each round, the TK should roll 1d12 three times to generate three different numbers. These numbers indicate which tiles are black (using whatever numbering scheme they prefer). A person standing on a black tile is immobile, per a *hold monster* spell.

When the gemini have been killed, the black tiles become 3-ft. deep pits containing the following treasures: 3,000 sp, a white pearl worth 60 gp, a black pearl worth 60 gp, mithral chainmail, and a glossy black suit of full plate.

Illustration by Andrew Walter



GEOMETRONS



Aberration, Chaotic (LE), Average Intelligence; Gang (1d3)

The geometrons are strange entities that haunt the more orderly dimensions in the cosmos, bringing a touch of malice to them. A geometron's dedication to Law comes in the form of tyranny and ruthless efficiency.

BATTLE-PRISM

Small Aberration, Neutral (LN), Average Intelligence; Gang (1d3)

HD	5
AC	18 [Silver]
ATK	2 rays (60'/1d6 force)
MV	Fly 50
SV	F14 R13 W11
XP	500 (CL 6)

Battle-prisms look like three-sided pyramids about the size of a human head. Each surface is a kaleidoscope of colors. While they look solid, they are in fact only semi-solid, bridging the material and ethereal planes. Battle-prisms move by flying, and can also levitate. They attack by firing rays of prismatic force from their surfaces, and are also capable of taking control of living creatures (per the hell-sphere above).

To control a creature, a battle-prism must envelop that creature's head. This is considered a grapple attack, which the battle-prism makes at a +2 bonus to hit. Once it has enveloped a creature's head, the target is allowed a Will saving throw to resist the sphere. If this save fails, the creature is stunned for the remainder of the round. On the next round, it is under the control of the prism.

A creature under a prism's control can use all of its natural abilities, and also gains the effects of a *heroism* spell. The prism must remain on the creature's head to control it, and can only be removed by a grapple attack (assuming somebody has silver or magical gloves or a net or such to catch it). Attacks against a prism enveloping a creature score full damage on the prism and half damage on the creature it is enveloping. While enveloping a creature, a battle-prism can continue to use its normal attacks in addition to its new minion's attacks.

DEATH-CUBE

Small Aberration, Chaotic (LE), Average Intelligence; Gang (1d3)

HD	3
AC	16 [Silver]
ATK	2 weapons (1d6 + 1d6 negative energy)
MV	Fly 30
SV	F15 R14 W12
XP	300 (CL 4)

Death-cubes look like black cubes about the size of a human head. While they look solid, they are in fact only semi-solid, bridging the material and ethereal planes. Death-cubes move by flying, and can also levitate. They attack by generating negative energy weapons from their surfaces, and are also capable of taking control of living creatures as the hell-sphere.

A creature under a cube's control can use all of its natural abilities, and also gains the special defenses of a demon.

HELL-SPHERE

Small Aberration, Chaotic (LE), Average Intelligence; Gang (1d3)

HD	4
AC	17 [Silver]
ATK	2 fire whips (10'/1d4 + 1d6 fire)
MV	Fly 40
SV	F15 R14 W11
XP	400 (CL 5)

Hell-spheres look like ruby colored spheres about the size of a human head. While they look solid, they are in fact only semi-solid, bridging the material and ethereal planes. Hell-spheres move by flying, and can also levitate. They attack by extending semi-solid whips of fire from their surfaces, and are also capable of taking control of living creatures.

A creature under a sphere's control can use all of its natural abilities, and also gains the special defenses of a devil.

MONSTER ENCOUNTER

A dungeon chamber has colorful tiles, each about one foot square, attached to the walls. The dimensions of the room are whatever you desire them to be. While in the dungeon, adventurers will have had the opportunity to find colored lanterns; these colors (red, yellow and blue) match the colors of the tiles on the walls.

When a colored lantern is lit in the room, the tiles of that color disappear, and become portals into weird dimensions. Reaching into one of these portals either produces a small, locked box of the same color metal as the lantern, or summons into the room a geometron. There is a 4 in 6 chance of treasure; otherwise, expect a monster. The blue lanterns summon death cubes, the yellow lanterns battle-prisms and the red tiles hell-spheres. Treasures are portioned out as you wish, but use the following list:

500 gp (in 100 gp increments)

2,000 sp (in 500 sp increments)

Amber beads worth 60 gp

Coral worth 150 gp

Topaz worth 600 gp

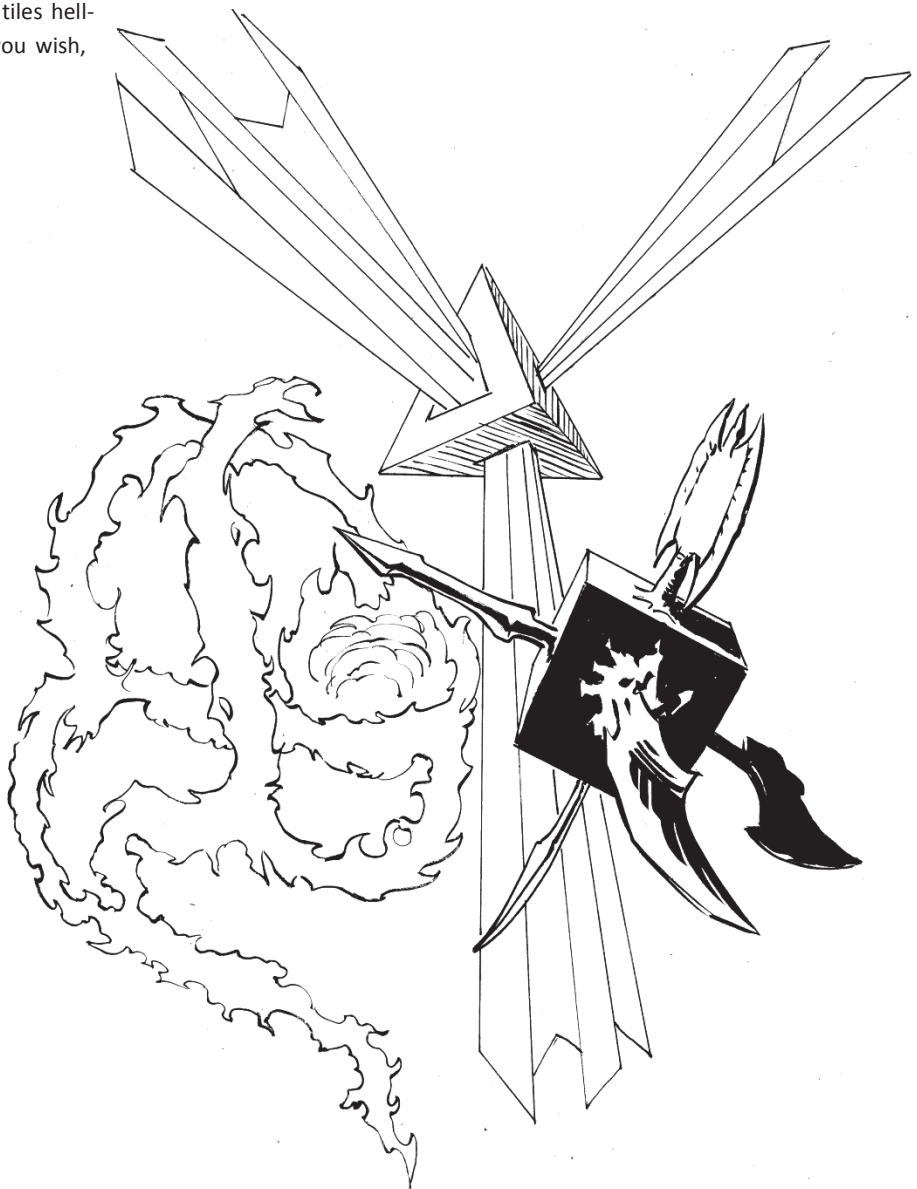
Star ruby worth 800 gp

White pearl worth 140 gp

+1 buckler

When one of the monsters is destroyed, the lantern changes into a key and the tiles of that color become grey. These keys can be used to open some other chamber or treasure elsewhere in the dungeon.

Illustration by David Lewis Johnson and Anthony Gregori



GOLEM, LEAF

11

Large Construct, Neutral (N), Non-Intelligent; Pair (1d2)

Leaf golems are constructed by druids in the autumnal months, when leaves have turned yellow, gold and red and fallen from the trees and vines are beginning their retreat before the coming of winter. A vast quantity of this plant material is gathered by the druid and sprinkled with various holy compounds and then left in a clearing under a new moon. When the first hint of moonlight touches the moldering pile, it stirs and rises as a leaf golem.

HD	9 (45 hp)
AC	19
ATK	2 slams (2d8 + constrict) and 4 tendrils (1d4 + constrict)
MV	20
SV	F10 R11 W11
XP	2250 (CL 11)

Leaf golems look something like shambling mounds - they are vaguely humanoid, stout and thick, and smell of rotting vegetation. Unlike shambling mounds, they are a bit taller than they are wide. They make no sound other than a persistent rustling, even when standing still, but they are quiet when they are imitating a leaf pile and preparing to attack.

SPECIAL ABILITIES

Leaf golems contain dozens of thick, woody tendrils and their interiors are suffused with brown mold. Up to four of these tendrils can be projected from the creature's body to attack creatures. A creature constricted by a tendril must pass a Fortitude saving throw each round or be dragged 5 feet closer to the monster. When they are right next to the monster, the next heave pulls them inside the monster.

A leaf golem can hold one medium-sized creature at a time, two small creatures or four tiny creatures. Creatures inside the leaf golem begin to suffocate, and are affected per brown mold, suffering 1d6 points of cold damage per round until dead. When dead, the victim is ejected in a random direction, flying 5 feet and possibly striking another creature for damage (1d3 for tiny creatures, 1d6 for small creatures, 2d6 for medium creatures).

Leaf golems are immune to most spells, and those that do affect it do so in weird ways (with no save):

- A *blight* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

- A *command plants* spell slows a leaf golem for 1d6 rounds and suppresses its magic immunity during that time.

Special Qualities: Resistance to fire, immune to cold, resistance to piercing weapons

MONSTER ENCOUNTER

A druidic altar in the woods is surrounded by heaps of damp leaves that give off a smell reminiscent of black tea. The altar is a tree shaped like a beautiful maiden. It is always bedecked by flowers, and the wood gives off a pleasant scent. If approached by those non-neutral in alignment, an offering of a precious stone must be made or the leaves rise up into a leaf golem to protect the altar and drive away the non-believers.

Illustration by Jennie Harbour



GORGER

9

Large Giant, Chaotic (CE), Low Intelligence; Band (1d4)

Gorgers look like massive, warty, grey trolls with over-sized mouths and ponderous bellies. Their feet and hands are tipped by massive claws (useful for burrowing as well as killing) and their legs are stubby and a bit bandy.

HD	8
AC	16
ATK	Club (3d4) or 2 claws (1d6) and bite (1d6 + swallow whole)
MV	30 (Burrow 15)
SV	F8 R11 W12
XP	800 (CL 9)

Gorgers are kin to trolls and giants. They have a strange life cycle, hibernating most of the year and then emerging from their slumber in the fall to consume mass quantities of meat (and a light salad) and prepare for their next hibernation. They are not terribly bright, and seem to exist solely to produce offspring.

Most gorgers live in small bands, burying themselves in loose earth while hibernating, or occupying chambers in dungeons. They emerge when their internal clocks tell them it is time. Gorgers prefer meat, but they are omnivores, and even a small group is capable of eating a small village out of house and home.

Gorgers always attack as a group, and though not terribly bright, they are cunning and capable of simple tactics. Most uproot a small tree to use as a club, relying on their claws only if they are unarmed or forced to fight in tight quarters or when they are bent on swallowing an opponent whole.

SPECIAL ABILITIES

When a gorger swallows a victim whole, they begin to take on that victim's intellect (though not personality) and skills after one round of digestion. Each round thereafter, a gorger gains one level's worth of their victim's skills and special abilities (regardless of alignment restrictions) until they reach the level of their victim.

For example, if a gorger swallows a 4th level thief, they would, one round after swallowing them, gain the abilities of a 1st level thief. The next round, they would have the abilities of a 2nd level

thief, and then a 3rd level thief in the round after that, until finally capping off as a 4th level thief.

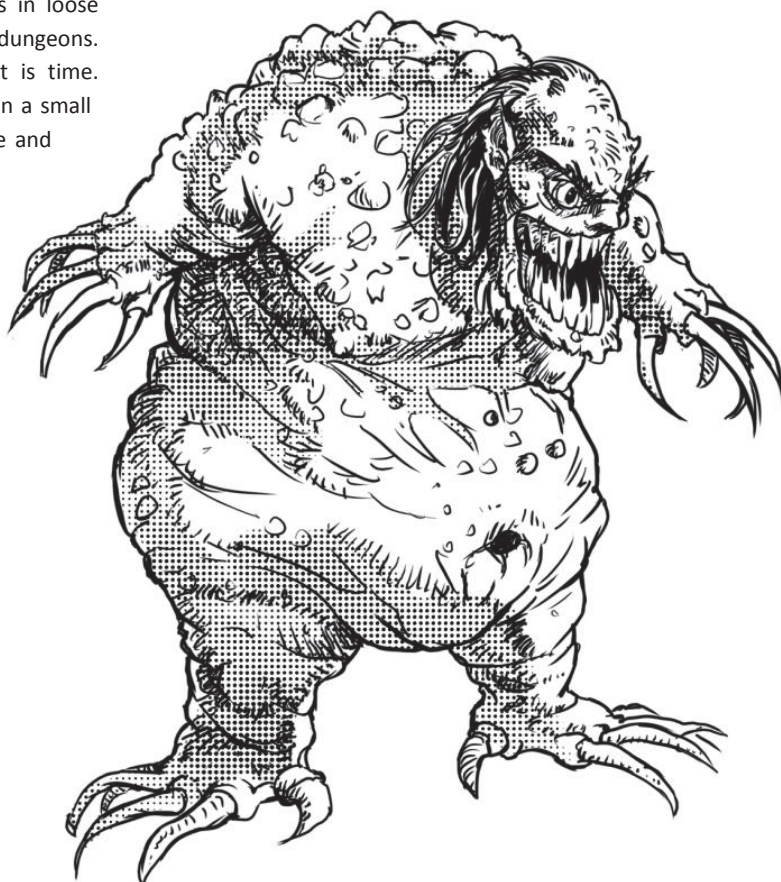
These special abilities are retained by the gorger for 1 hour, at which point they fade at the rate of one level per turn. If a gorger swallows a monster, it gains the monster's special abilities after a number of rounds equal to half the monster's hit dice total.

Special Qualities: Regenerate (acid and fire)

MONSTER ENCOUNTER

Beyond a dungeon door there is a chamber with a floor fifteen feet below the door. This chamber is about 20 feet wide, and there is a door on the other side that one can reach by walking across an old bridge made of wood planks and rope. Sleeping in the room is a single gorger. The trick is to make it across without waking the monster (and its monstrous appetite).

Illustration by David Lewis Johnson and Anthony Gregori



GRIM

7

Medium Undead, Chaotic (CE), Average Intelligence; Pack (1d3)

Grims are two-headed relatives of ghouls and ghosts that dwell in the deeper regions of the underworld. They have lurid skin and long, black talons.

HD	6
AC	17
ATK	2 claws (1d4 + paralysis) and 2 bites (1d6)
MV	30
SV	F12 R12 W10
XP	600 (CL 7)

Grims often act as lords among ghouls and ghosts. They have the same unwholesome appetites as ghouls, but have a measure more control over themselves, and are not averse to using living creatures as their slaves, tools and minions.

Grims are sometimes found in hunting packs with others of their own kind, but more often are encountered alone with a retinue of 1d4+2 ghosts or 1d4+5 ghouls.

SPECIAL ABILITIES

A grim's touch paralyzes foes in the same way as that of a ghoul, except that the paralyzed victim must make a second Fortitude saving throw. If this second save is failed, the paralysis twists his limbs, leaving him with the crippled condition until he receives a *remove curse* spell.

In addition, a grim can breathe a 20-ft. cone of bluish, paralyzing gas from each of its mouths, a total of three times per day. This gas paralyzes as does a normal ghoul's touch.

Special Qualities: Immune to paralysis

MONSTER ENCOUNTER

A very large vault under the earth, about 3 miles long and 1 mile wide, with a 2 mile high ceiling, has a very strange effect. Gravity appears to be emanate from the walls of the cavern rather than the floor. People who enter find themselves drawn towards the sloping walls, and suddenly tumbling down them until they manage to get their footing.

Slim towers of sepia-colored stone, with jagged battlements, jut from the walls. There are six towers in all, three on each wall. All appear to be abandoned, but in fact all six are haunted by ghouls, with approximately 10 ghouls in each tower. Bones litter the ground around the towers. The ghouls of each tower despise the

ghouls of every other tower, and they attempt to lure people inside their towers with the most beautiful (i.e. shapely and least decomposed) of their number, taking advantage of the dim light.

Each tower is commanded by a grim, and each flies a banner depicting macabre heraldry. Each tower contains a treasure. A sample treasure might be as follows: 1,000 gp, 2,700 sp, 13,000 cp and two or three gems. The grims usually carry two-handed weapons of masterwork quality.

Illustration by Andrew Shields



HAG, GRANNY

Large Monstrous Humanoid, Chaotic (NE), Average Intelligence; Solitary or Coven

Granny hags are smallish hags. At a glance, they appear to be old human women, heavily wrinkled, slightly hunched and dressed in simple, dowdy clothes. When a granny hag decides to reveal her true nature, she stands erect, showing herself to be much larger than she at first appeared. One can then see the predatory teeth that fill her mouth, and the iron claws on her fingers.

HD	4
AC	16
ATK	2 claws (1d4) and bite (1d6)
MV	40
SV	F13 R11 W11
XP	400 (CL 5)

Some granny hags choose to dwell near human settlements in rickety old cabins, playing the role of eccentric wise women. Others dwell deeper in the wilderness, enticing travelers into their homes with fantastic illusions of houses constructed of food or gold or other desirable objects.

SPECIAL ABILITIES

When a granny hag reveals her true nature, she inspires fear. All who witness the transformation must pass a Will saving throw or be stunned for one round.

Granny hags are as strong as ogres. Their hands possess an iron grip, such that once a granny hag gets hold of a person, it is very difficult for that person to break free. This translates into a +2 bonus on grapple attacks for granny hags.

Special Qualities: Magic resistance 5%

Spells: 3/day—*change self*, *phantasmal force*; 2/day—*spectral force*; 1/day—*charm person*, *sleep*

MONSTER ENCOUNTER

In an otherwise pleasant woodland there is a hut made of armor, weapons, and just about anything an adventurer would need, all shiny, clean and in good repair. An old womsan lives in the weird hut, claiming to be the wife of the fairy smith Weyland, who abandoned her here when she grew old. His forge, she may let slip, is located in a secret cave that can be

found via a secret door that leads to the cellar. The forge is real, but the old woman is, of course, a granny hag. She lures travelers into her cellar, kills them, and then uses the old forge to grill her victims, tossing their bones in the corners of the room.

The forge room holds the following items: Two fancy stones, a gem, a suit of platemail, a +2 *shield* and a *ring of counterspells*, as well as five pounds of mithral, two pounds of adamantine, and a full set of masterwork smithing tools.

Illustration by Gustave Dore



HAUNTED ARMOR

Medium Undead, Chaotic (CE), Average Intelligence



When a warrior dies with his armor on, fighting to the end, his spirit often hesitates to leave its last post. When this happens, the spirit animates the armor and continues doing what it did in life. Haunted armor is a close kin to poltergeists – undead spirits that have opted out of the afterlife for a career in mischief.

HAUNTED JAZZERAIN

Medium Undead, Chaotic (CE), Average Intelligence; Troop (1d4)

HD	4
AC	14
ATK	Strike (1d6) or scales (30'/1d4)
MV	Float 30
SV	F14 R14 W11
XP	400 (CL 5)

A haunted jazzeraint appears as an empty suit of scale mail, floating about 3 feet above the ground, with a helmet and two burning yellow eyes floating above it. Creatures with one or fewer levels or hit dice and warriors of any level that see a haunted jazzeraint are affected by the plight of the spirit within it, and must pass a Will saving throw or be frightened.

A haunted jazzeraint has no hands, and thus cannot wield weapons. Instead, it attacks by either flailing its arms or by launching a fusillade of razor-sharp scales from its body. These scales seem to regenerate after being thrown, so the haunted armor has no end of them. Just the same, it can only launch a volley once every 1d4 rounds. When a volley of scales is thrown, the jazzeraint makes a separate ranged attack against all creatures within 30 feet and within a 90-degree arc.

Special Qualities: Weapon resistance (non-silver and non-magic), immune to cold, electricity and fire

HAUNTED MAILE

Medium Undead, Chaotic (CE), Average Intelligence; Solitary

HD	5
AC	15
ATK	4 chains (1d6 + constrict + energy damage)
MV	30
SV	F13 R13 W11
XP	1250 (CL 7)

Haunted maile appears as a suit of chainmail. Creatures with one or fewer levels or hit dice and warriors of any level that see haunted maile are affected by the plight of the spirit within it, and must pass a Will saving throw or be frightened.

Suits of haunted maile attack with 20-ft. long chains that hang from the monster's arms. Creatures struck by these chains may be constricted; if they are, they suffer one level of energy damage each round they are held. A creature that is completely drained becomes a zombie. The chain remains around the zombie's neck and the zombie is under the control of the haunted mail.

Special Qualities: Weapon resistance (non-silver and non-magic), immune to cold, electricity and fire

HAUNTED O-YOROI

Medium Undead, Chaotic (CE), Average Intelligence; Solitary

HD	6
AC	16
ATK	2 strikes (1d6) or whirlwind (see below)
MV	Float 30
SV	F12 R12 W10
XP	1500 (CL 8)

A haunted o-yoroi looks like a suit of samurai armor graced with a grimacing demon mask. Creatures with one or fewer levels or hit dice and warriors of any level that see a haunted o-yoroi are struck by the plight of the spirit within it, and must pass a Will saving throw or be frightened.

Haunted o-yoroi enter combat with a blood-curdling wail. All in earshot must pass a Will saving throw or be stunned for one round. In combat, haunted o-yoroi can strike with their arms, and specialize at sundering items (items suffer a -2 penalty to item saving throws to avoid being broken).

Once per combat, a haunted o-yoroi can spin like a whirlwind, striking all foes within 5 feet. A separate attack roll must be rolled against each opponent, and each target that is hit suffers normal damage plus one level of energy damage. Any creature reduced to 0 levels or hit dice from this attack rise as zombies under the control of the haunted o-yoroi. These zombies have the two attacks of a berserker.

Special Qualities: Weapon resistance (non-silver and non-magic), immune to cold, electricity and fire

HAUNTED GOTHIC PLATE

Medium Undead, Chaotic (CE), Average Intelligence; Solitary

HD	8
AC	18
ATK	2 strikes (1d6 + 1d6 fire or cold + energy damage) or by weapon (+ 1d6 fire or cold)
MV	30
SV	F11 R11 W9
XP	2000 (CL 10)

Haunted Gothic plate armor looks like the moving suits of armor often seen in movies. It is fully articulated and usually armed with a greatsword, halberd or shield and longsword. If armed with a shield, the haunted armor improves its AC by 2. Creatures with one or fewer levels or hit dice and warriors of any level that see a haunted Gothic plate are affected by the plight of the spirit within it, and must pass a Will saving throw or be frightened.

Haunted Gothic plate is either freezing cold or burning hot. All creatures within 10 feet of a chilly suit of armor suffer 1 point of cold damage each round, and must pass a Fortitude saving throw or be slowed, as per the *slow* spell. Creatures within 10 feet of a burning suit of armor suffer 1 point of fire damage each round and must pass a Fortitude saving throw or swoon from the heat (i.e. become fatigued) for one turn.

Foes hit by the armor's strikes, but not its weapons, suffer one level of energy damage. Creatures brought down to 0 hit dice or levels by the haunted armor rise as zombies with iron-hard hides, and thus with AC 18.

Special Qualities: Weapon resistance (non-silver and non-magic), immune to cold, electricity and fire

MONSTER ENCOUNTER

The adventurers enter a grim chamber indeed, a charnal house of sorts where a dozen corpses of armored fighting-men have been hung from the ceiling by iron hooks. The room is 20 feet wide and 40 feet long, and the ceiling about 14 feet high, putting most of the corpses just within arm's reach.

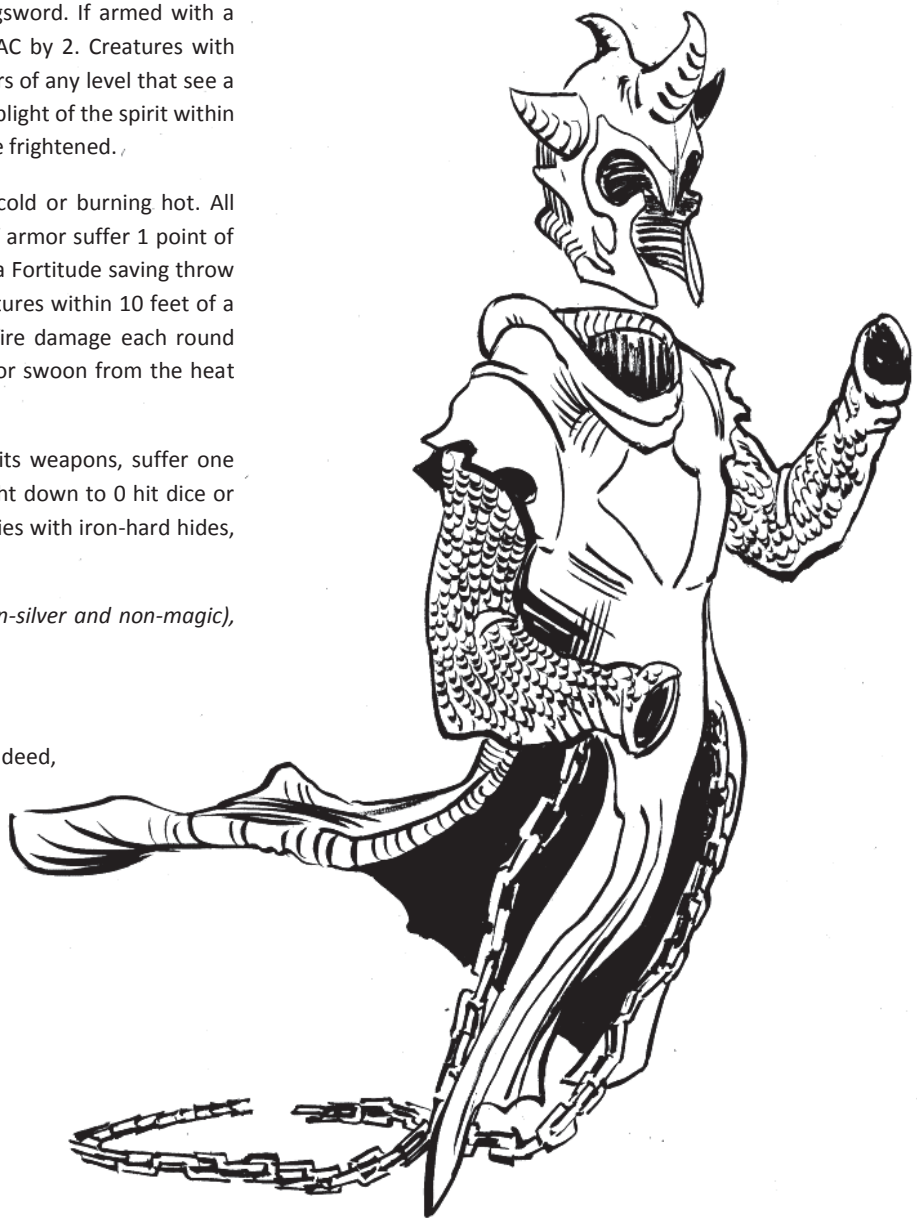
The corpses are in various stages of decay, with two having pools of dried blood beneath them. They all wear anything from chainmail to platemail,

and a dozen weapons are piled in one corner of the room.

Two of the corpses are actually empty suits of armor – an elf might note this immediately, but others will have to give the bodies closer scrutiny. The empty suits of armor – chainmail and Gothic platemail – are haunted armors. As people walk among the bodies, the chainmail will whip its chains out when people come within range. The platemail then clatters to the floor and rises to attack.

One of the dead warriors wears +1 *chainmail*. One of the swords in the corner is a +1 *scimitar*.

Illustration by David Lewis Johnson and Anthony Gregori



HEADLESS HORSEMAN

Large Undead, Chaotic (CE), Average Intelligence; Patrol (1d6)

Headless horsemen appear as cavaliers of various types and from various eras, always mounted on black horses and always lacking heads. Most carry lanterns (perhaps jack-o-lanterns), and slashing swords with which they can decapitate their prey.

HD	7
AC	18
ATK	Sabre (1d8 + special) and 2 hooves (1d6) and bite (1d4)
MV	30 (Mounted 50)
SV	F12 R12 W10
XP	1750 (CL 9)

Headless horsemen may be encountered alone or in small patrols. They are the souls of horsemen who have perished in battle and now seek vengeance on the living.

SPECIAL ABILITIES

Headless horsemen are dangerous opponents. The whinny of their spectral horses and their own shrieks, screams and maniacal laughter is frightening (as per the spell *fear*). They prefer to get their victims fleeing, so they can swoop in from behind and attempt to decapitate them.

Attacks with a headless horseman's sword that roll a natural '20' have a chance at decapitation. The target must pass a Reflex saving throw at +2 to avoid this terrible fate. Warriors that are decapitated by a headless horseman rise as headless horsemen themselves in 24 hours, while all others who are decapitated rise as wraiths. None of these undead are under the control of the headless horseman.

Headless horsemen have one weakness. They cannot cross running water, such as streams or rivers. Make it across a bridge, and they cannot follow, though they may throw their lanterns in a fit of pique.

Note that the headless horsemen's stats represent the horseman upon his horse, for the two are rarely separated. That

being said, it is possible to remove a headless horseman from his steed, although he always gets a Fortitude saving throw to resist and can, the next round, "teleport" back onto his mount. The two creatures live and die as a team.

Special Qualities: Immune to fear and all mind effects

Spells: 3/day—ethereal jaunt

MONSTER ENCOUNTER

In an otherwise pleasant farmland, there is a wooded hollow that all sane folk avoid. A giant, slightly crooked barn overlooks the hollow on a tall hill. At night, one sees flashes of light within the barn, and the locals believe it is the activity of demon-worshippers.

The hollow holds a winding road of crushed stone that leads to a bridge that crosses a small river. This is the most direct route to the trading centers to the north, but nobody uses it after dark, and few are brave enough to do it in the day, opting instead for the lengthier route through the swamps to the east.

At night, travelers begin to feel as though they are being watched. With a crack of thunder and a flash of light in the barn, a headless horseman suddenly appears at its doors and charges down the hill and into the hollow intent on murder.

The barn was built over an ancient cemetery. A cleric of at least 8th level can re-consecrate the graveyard if the barn is torn down.

Illustration by Bradley K McDevitt



HIDEOUS HURLER

5

Medium Undead, Chaotic (CE), Low Intelligence; Gang (1d6)

Hurlers are skeletons that can remove their skulls and hurl them at targets. They look like normal skeletons, except for a devil-may-care look on their bony faces and the posture of a championship pitcher. Rollie Fingers mustaches are optional.

HD	4
AC	15
ATK	2 claws (1d6) and skull (60'/1d4 + poison II)
MV	30
SV	F14 R14 W12
XP	400 (CL 5)

Hurlers are one of many interesting variations on the normal skeleton that necromancers have created over the centuries. One of the chief dangers of the monster is underestimating it.

SPECIAL ABILITIES

Hurlers can remove their skulls and hurl them at targets. If these skulls hit, they bite the target for 1d4 points of damage and inject Poison II into them (Fortitude save to negate poison). The victim of a biting skull must also succeed at a Fortitude saving throw or the skull clamps down on them and continues to deal bite damage (but not inject more poison) each round thereafter until the target can make a successful grapple attack against the skull to remove it. Treat this grapple attack against the skull as a grapple attack against the monster.

A hurler can continue to fight without its head, and if it gets the chance can pick it back up and throw it again.

A hurler's skull will only perform its bite attack when it is thrown by the hurler that it belongs to.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

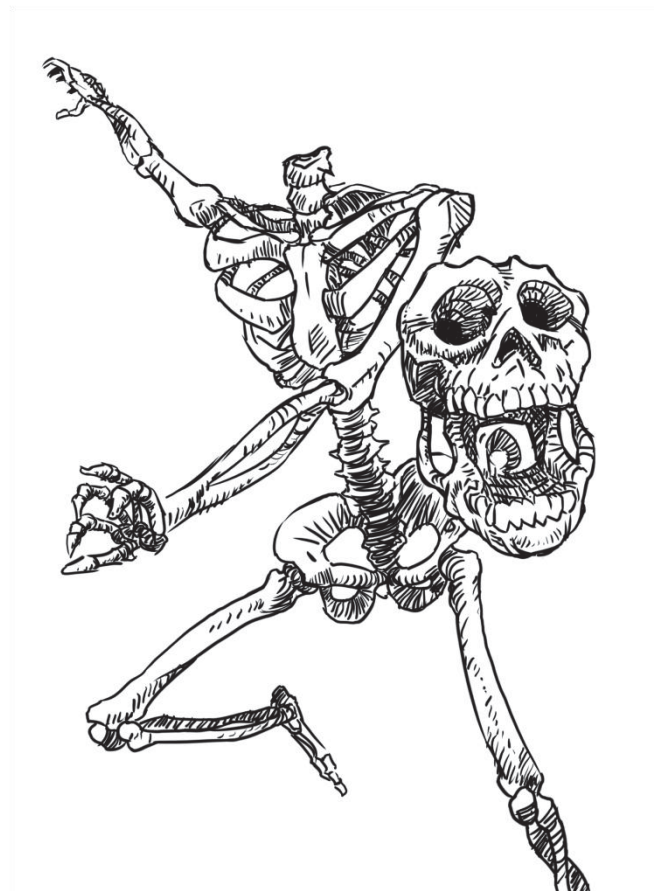
MONSTER ENCOUNTER

A large arena here is littered with skeletons. The arena is about forty feet wide and long, with a ceiling fifteen feet high and a floor of sand. Several of the skeletons are hideous hurlers, and they use the large arena to their advantage by making ranged attacks. Many of the skeletons are attached to wires suspended from the ceiling; by working levers or stepping certain stones, the hideous hurlers can make the wires taut, such that the skeletons spring up at adventurers. There are also covered pits hidden throughout the arena; they were used by the hobgoblins

that once dwelled here to access the cataombs beneath the arena and to bring supplies and combatants into the arena. There are four such pits in the arena, located near the four corners of the room; any combatant entering these areas has a 1 in 6 chance per round of falling through a pit, down 10 feet to the stone floor of a catacomb below.

The hideous hurlers have buried their treasure chest in the sands of the arena. The chest is locked (one of the hurlers has the key hanging from a string tied around its rib) and contains 300 gp, 3,000 sp, two gems and a jewel, and an *anti-cleric scroll of desecrate and find traps*. A +1 *greatsword* is buried nearby.

Illustration by Anthony Gregori and David Lewis Johnson



HOLY BONES

12

Medium Undead, Lawful (LG/NG/CG), High Intelligence; Solitary

Holy bones are the animated remains of Lawful (Good) clerics. In effect, they are “living” reliquaries that are often sealed in platemail and armed with a heavy mace or other clerical weapon.

HD	11
AC	18
ATK	2 slams (1d4+1) or heavy mace (1d6+1)
MV	30
SV	F10 R10 W7
XP	1100 (CL 12)

Holy bones are rare, given that they are Lawful undead. They are self-created undead, infused with life beyond death by their deities only after extended prayer and supplication. Holy bones are formed from high priests that desire to protect their flock and their brethren for all times, sacrificing a place in Heaven to remain on the Material Plane.

Holy bones are usually encountered in the inner sanctums of great temples and cathedrals, or in the catacombs beneath such places, where they protect the bodies and treasures of their cult.

SPECIAL ABILITIES

Holy bones have a 15% chance each of being encased in +1 *platemail* and/or wielding a +1 *heavy mace*.

Holy bones are always under a *protection from evil* effect. In each of their bony fingers they can store one cleric spell. This amounts to two spells each of levels 1 through 5. Each of these spells can be cast once per day.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (slashing and piercing weapons), magic resistance 25%

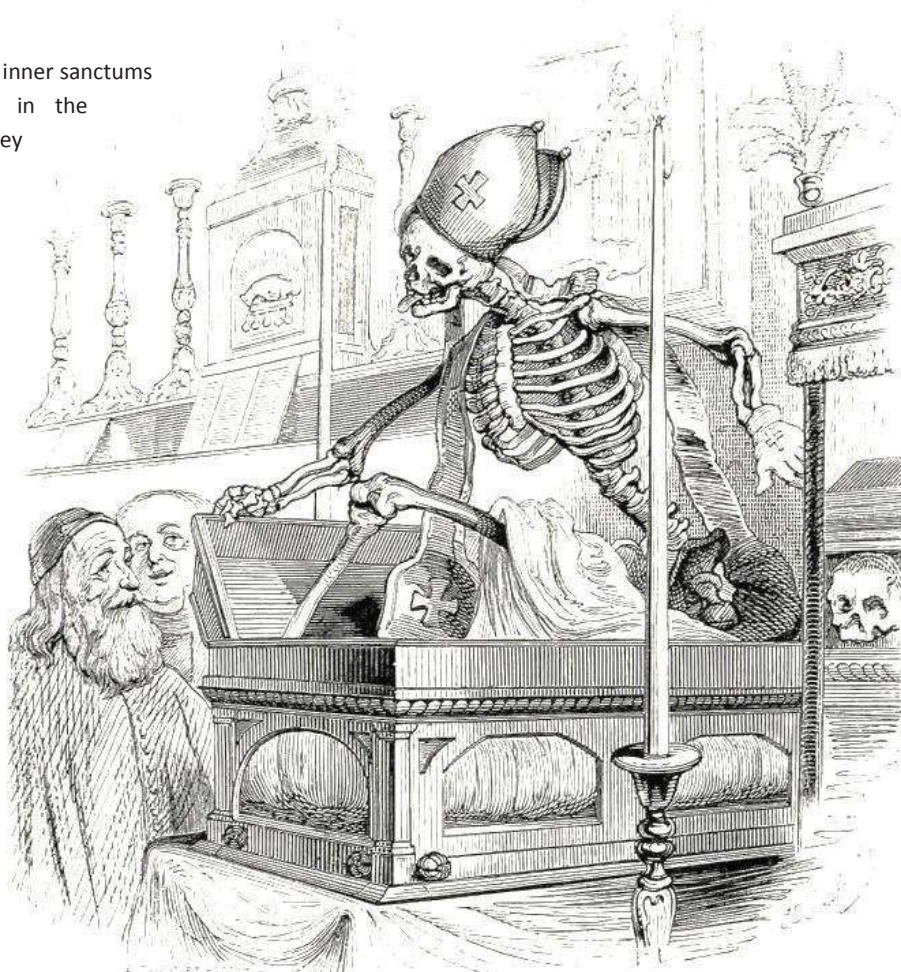
MONSTER ENCOUNTER

A lawful temple in the wilderness has been sacked by an army of orcs and anti-clerics, killing the governing high priest and his followers. Most of the

army was slain by the defenders, but a few are still delving into the catacombs beneath, where they are now being hunted by the temple’s true defender, a holy bones.

A trail of death in the temple leads to a trapdoor behind the great altar, now desecrated. The trapdoor reveals stairs and the catacombs proper. The catacombs are cool and quiet, but the silence is now punctuated every so often by screams. After walking a bit, the adventurers will find the bodies of orcs, goblins, or cultists, sometimes singly, sometimes in groups.

At the heart of the catacombs, the holy bones is finishing off the leader of the cultists, a 7th level anti-cleric called Yoltz. It will then turn on the adventurers unless they speak the Lawful alignment tongue and explain their presence here.



INSECTAUR

5

Large Monstrous Humanoid, Chaotic (NE), Average Intelligence; Gang (1d8)

Insectaurs are, as the name implies, centauroid creatures that resemble giant insects. They have chitinous bodies balanced on four legs, an equally chitinous torso with two humanoid arms and hands, and a head resembling a cross between a human and beetle. A pair of stingers jut from their scorpion-like tails.

HD	5
AC	16
ATK	2 claws (1d6) or by weapon
MV	50
SV	F12 R11 W11
XP	500 (CL 6)

Insectaurs live in large family groups in subterranean caverns. Like centaurs, they have wild personalities and enjoy fighting. Insectaur families are ruled by their chief female, the matriarch, who sometimes has one or two sisters that they use as their bodyguards. The males of the tribe take turns hunting and tending to the eggs and young.

Insectaurs rarely wear armor, though they do use bucklers and shields. They usually arm themselves with whatever melee weapons and ranged weapons they can find.

SPECIAL ABILITIES

In combat, an insectaur's chitin clacks and scrapes hypnotically. After three rounds of combat, all non-insectaurs within earshot must succeed at a Will save or be stunned for 1d4 rounds.

Creatures attacking an insectaur from behind must succeed on a Reflex saving throw or be scratched by the creature's stingers. The stingers deal 1d6 points of damage and cause searing pain for 1d3 hours (treat this as being fatigued).

MONSTER ENCOUNTER

A clan of 25 insectaurs dwells in what appear to be the subterranean roadways of a once-great and now vanished city-state. One enters the lair through a sinkhole, climbing about 20 feet down the rubble to enter a long passageway paved in asphalt. Pipes jut from the walls, some spewing forth foul liquids or smoke. At the end of the passage, which is about 400 feet long and 10 to

15 feet wide, there is a cave closed off by a portcullis. Herein dwell the insectaurs.

The cave connects to many other caves. These caves include a birthing chamber with eggs and guardians. The birthing chamber is filled with steam, and an ancient grating here covered by mineral growth allows access to an ancient, flooded fire temple unknown to the insectaurs.

The fire temple holds three large bronze balls that are blazing hot. These balls create the steam. Each one contains a captive summoned fire elemental and the temple's old treasure of platinum art objects (about 3,000 gp worth).

Illustration by Anthony Gregori and David Lewis Johnson



INVISIBLE MAN

3

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d8)

Invisible men are humanoids with transparent flesh, veins and blood and translucent bones and internal organs. To the eye, they look something like hazy skeletons.

HD	2+1
AC	11
ATK	By weapon
MV	30
SV	F12 R12 W15
XP	200 (CL 3)

Invisible men are savage humanoids that crave the taste of humanoid flesh. While not cannibalistic by nature, they do not shy away from eating humanoid if they become desperate. They also hold to the notion that one can absorb the better qualities of a person by consuming them, and for this reason they are very motivated to defeat high level adventurers.

Invisible folk dwell in wild, lonely places, in villages of crude stone huts. When these villages are encountered, the villagers know enough to arrange themselves in such a way as to make the place look at first glance as though it is a ruin populated by nothing but the remains of the former inhabitants. Villages usually house 1d10 x 50 invisible folk, with 20% of that number being warriors. Villages are led by chiefs with 4+1 to 7+1 HD, who are assisted by sub-chiefs with 3+1 HD. There is a 10% chance that a village also includes a cleric of level 3 to 6.

Invisible men never wear armor, as it would spoil their ability to surprise their foes, but they do carry weapons, usually short, thick curved swords and barbed nets, and bucklers.

SPECIAL ABILITIES

Because of the composition of their bodies, an invisible man surprises foes on a roll of 1-3 on 1d6 in light, and on rolls of 1-5 on 1d6 in conditions of darkness. Invisible men have darkvision to a range of 60 feet.

When an invisible man sees a humanoid opponent fall, it rushes to defend the kill, and does so with a berserk bloodlust. Invisible men standing about their dead prey attack twice per round, and enjoy a +2 bonus on saves vs. fear, including morale checks.

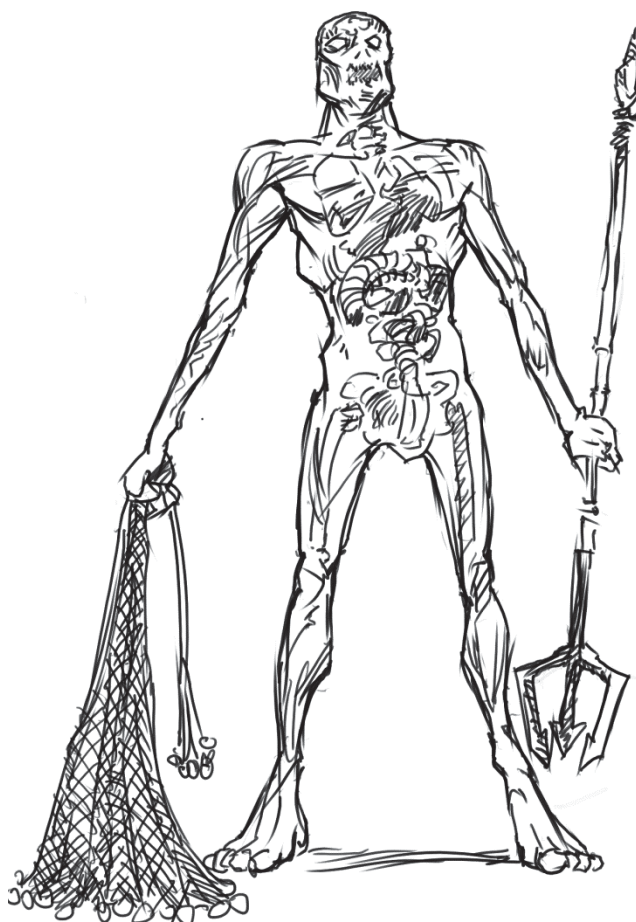
MONSTER ENCOUNTER

A band of seven invisible men have set up an ambush in a dark cavern with uneven ground. The cavern is about 80 feet long and

30 to 40 feet wide, and slightly curved. The southern end, where one enters, is lower than the northern end of the cavern, and midway through the cavern there is a 5 foot drop. The invisible men stand atop this drop, armed with longbows, spears and nets. They have secreted a lantern on the far northern end to give the impression of a possible exit, or at least something of interest. The light is dim – just enough to attract attention.

Once combat is joined, the invisible men will shoot their arrows for as long as possible, and then rely on their spears and having the high ground (tactical advantage). If need be, they retreat and extinguish the lantern and attempt to use their invisibility to escape the cavern. The invisible men are primarily interested in robbery and capture.

Illustration by Anthony Gregori and David Lewis Johnson



JABBERLING

2

Small Humanoid, Neutral (CN), Low Intelligence; Cacophony (1d8)

Jabberlings are purple-red goblins, lean and mean, with narrow yellow-green eyes and small black horns atop their pinched and ugly heads. They are devotees of chaos in its purest form, spreading panic and insanity wherever they go.

HD	1
AC	11
ATK	By weapon
MV	20
SV	F14 R15 W16
XP	100 (CL 2)

Jabberlings live in large, noisy colonies, dwelling in cave complexes or ruins abandoned by other folk. They do not seem to possess any of the skills necessary to craft their own clothes, beyond simple loincloths or cloaks, armor, weapons, tools or structures, living as hunters and scavengers. Most other goblins, especially hobgoblins, consider them savage and of little value except as cannon fodder. For this reason, they are sometimes employed by goblin armies as advance troops, though their constant muttering and jabbering unnerves even the goblins.

A jabberling tribe has no leadership structure at all, though not all jabberlings are created equal. A tribe consists of 1d8 x 15 jabberlings (35% male, 45% female, 20% young), with one in 10 jabberlings having 3 HD. Males and females alike are warriors and hunters, with the females only taking time off from scrounging and killing long enough to give birth and then nurse their young for about three months.

SPECIAL ABILITIES

Jabberlings emit an incessant chatter, inane, nonsensical and maniacal, that forces those in earshot to pass a Will saving throw or be stunned for 1d6 rounds. Even those that pass the saving throw will find themselves distracted, giving the jabberlings a tactical advantage. Spellcasters attempting to cast spells under these conditions must either take twice the normal number of rounds to cast the spell (i.e. concentrate and take their time) or pass a Will saving throw or fail to cast the spell and lose it.

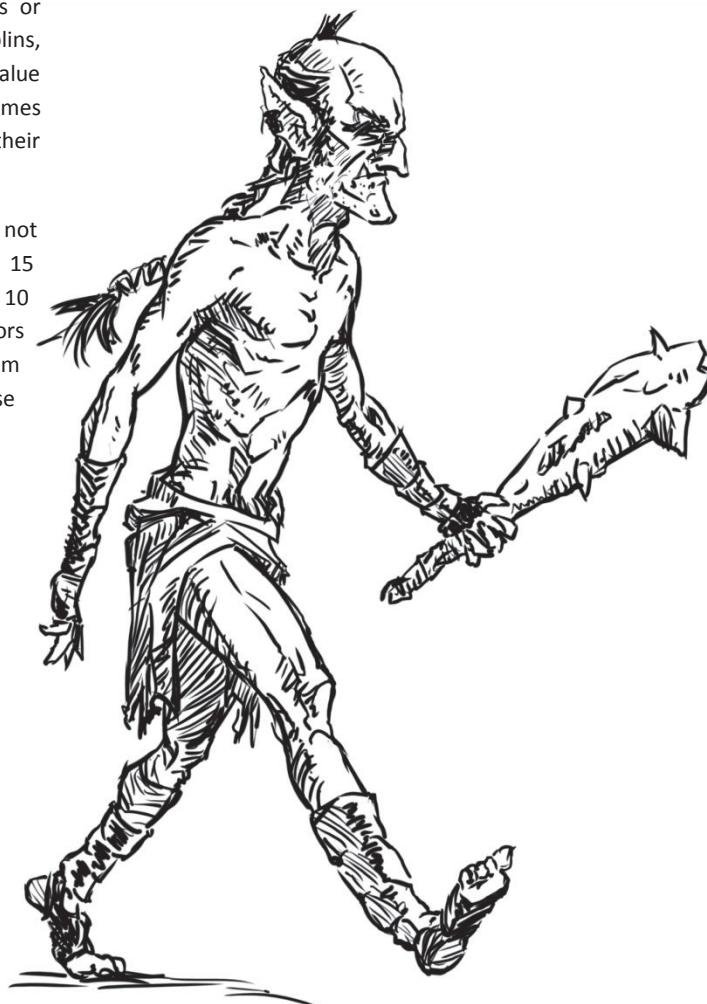
Jabberlings never wear armor. They fight with clubs and cast-off weapons with exceptional skill at arms.

Special Qualities: Immune to mind-affecting effects

MONSTER ENCOUNTER

A series of caverns within a dungeon have a unique property; the stone they are composed of is extremely smooth, and because of this enhances sounds and creates booming echoes. A clan of 20 jabberlings dwells within these caves, using the largest as a sleeping chamber, and smaller ones as pantries and guard rooms. Getting through the small ante-caverns is difficult, for the jabberling's confusing voices echo through the caverns, and are enhanced in such a way as to impose a -2 penalty to save against it. The monsters have the following treasure: 820 gp, 400 sp, two gems and a *scroll of mage armor and reduce person*.

Illustration by Anthony Gregori and David Lewis Johnson



JENGLOT

5

Tiny Monstrous Humanoid, Chaotic (CE), Low Intelligence; Pack (1d4)

Jenglots are tiny humanoids that look like long-haired dolls with grey, wrinkled skin that look something like shrunken heads. They have long, black claws on their fingers and toes, and tiny, sharp teeth filling their mouths.

HD	3
AC	15 [Silver]
ATK	2 claws (1d2) and bite (1d4 + energy damage)
MV	10
SV	F17 R13 W12
XP	750 (CL 5)

Jenglots come to us from Indonesian folklore. The Indonesians believed them to have once been human beings. Jenglots are either created from the remains of ascetics hermits who worship demons and starve themselves to death as a means of gaining immortality, or from creatures that have been killed by the jenglot's energy drain attack.

Jenglots dwell underground or within the trunks of large trees in dense forests. They venture into human or demi-human settlements to feed when they are unable to find prey in the woodlands, and might also be summoned by evil spellcasters.

SPECIAL ABILITIES

Jenglots lie in wait for human prey to pass their hiding places and then leap out and clamp their tiny jaws onto their victims. The victim must pass a Will saving throw or the jenglot deals one level of energy damage per round. The jenglot continues to claw its victim while it drains levels. Once a jenglot has drained four levels from a victim, it releases its bite and flees.

Special Qualities: Magic resistance 10%, surprise (2 in 6)

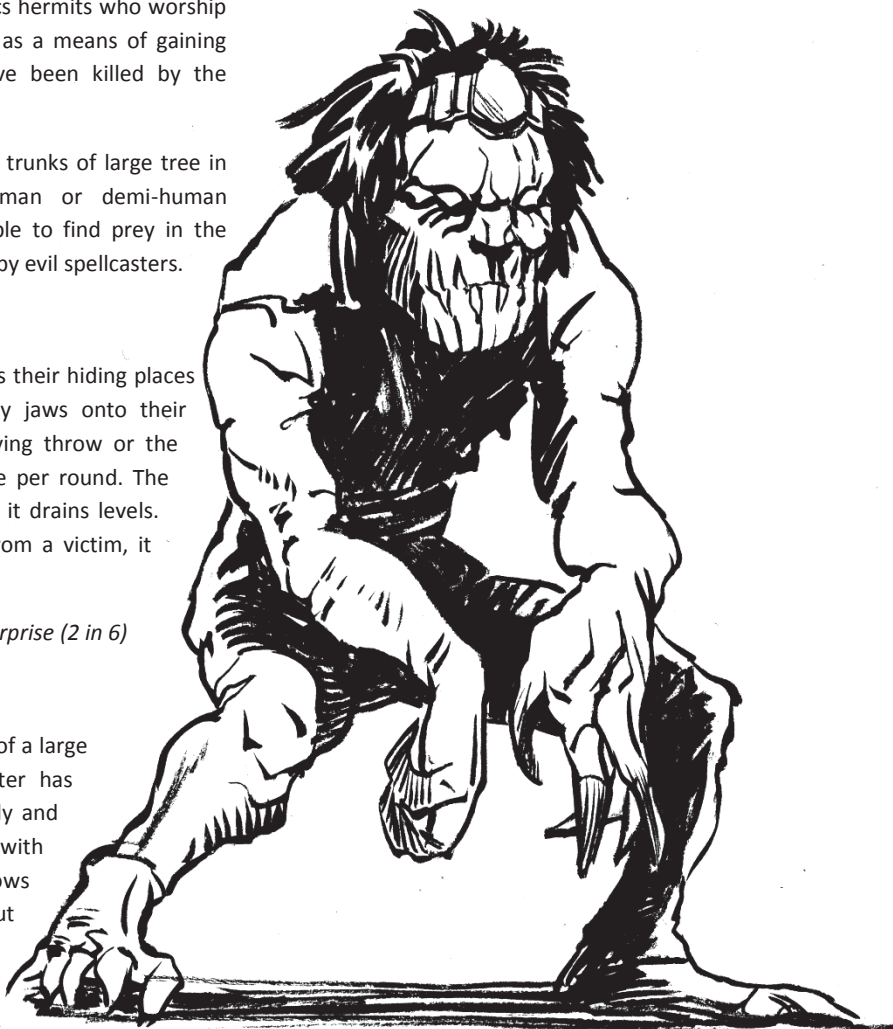
MONSTER ENCOUNTER

A jenglot has taken residence on the roof of a large palace in a jungle kingdom. The monster has killed several members of the royal family and its retinue, so the palace is now crawling with its jenglot spawn. The doors and windows have been barred and held by magic, but the palace must still be attacked and any survivors set free before the monsters' numbers are swelled even more.

Naturally, they seek adventurers to handle this task.

Unfortunately, there are two factions. One, led by the Prime Minister, wants to capture the jenglots and find a way to return their humanity, that the king and his court can be returned to normal. The other faction, led by the Grand Duke, argues that this is impossible and that they must be destroyed and the palace, throne and crown jewels saved. Naturally, the Grand Duke is next in line for the throne. Each faction will promise much to the adventurers, in secret, after they take the mission, and one or the other might use more violent means to assure they get their way.

Illustration by David Lewis Johnson and Anthony Gregori



JIANG SHI (HOPPING VAMPIRE)

5

Medium Undead, Chaotic (CE), Low Intelligence; Pack (1d4)

Jiang shi are undead humanoids with greenish-grey, skin that looks furry due to being covered with fungus and long white hair. Their faces are usually twisted in a horrifying rictus.

HD	5
AC	16
ATK	2 claws (1d6 + Poison II)
MV	20
SV	F13 R13 W12
XP	1250 (CL 7)

The jiang shi ("stiff corpse") is the inspiration for the infamous hopping vampire of Chinese cinema. The legend of the hopping vampire may come from the practice of people paying monks to transport their bodies upon death back to their home villages for burial. These corpses were toted on bamboo poles, and thus on the road seemed to move with a hopping motion.

SPECIAL ABILITIES

Jiang shi are obsessive-compulsive creatures. If one throws down a handful of grain or seeds, the jiang shi must stop, stoop to the ground, and count each grain. This tactic can keep them busy for a good hour and opens them up to attack. A jiang shi attacked while prone and counting will stop counting and fight back, but must succeed at a Will saving throw each round to avoid once again ignoring their attacker and begin counting grain again.

The fungus that covers a jiang shi's skin contains a toxin that can paralyze creatures struck by the monster's claw attacks, or creatures that make direct flesh-to-flesh contact with the monster. In either event, the victim must pass a Fortitude saving throw or suffer the effects of Poison II.

If a jiang shi grapples an opponent and holds them for one round, it can bite the victim and drain one level from them per round. Each level drained by the jiang shi heals the monster of 1d4 points of damage.

Special Qualities: Resistance to cold and electricity, regenerate (holy water)

MONSTER ENCOUNTER

Late one night, as adventurers move through the warehouse district by the docks in a large city, they hear a scream come

from one of the warehouses. The warehouse doors are open. Within there are crates and barrels of rice wine and other spirits.

Within, three hopping vampires are attacking a man in magisterial robes and his bodyguards. They have backed the men into a corner. The magistrate and his men had come to do a surprise investigation of the warehouse, believing that the owner was involved in smuggling. They were almost right.

In reality, the warehouse serves as a front for a ninja clan. The cult has its headquarters in the caverns underneath the city, and the secret entrance is located beneath a large (and seemingly heavy) wooden tun. In fact, the tun is bolted to the floor and contains a secret door. An evil necromancer works for the ninjas; she provided the hopping vampires.

Illustration by Earl Geier



JINNATI

5

Large Giant, Chaotic (NE), Average Intelligence; Blaze (1d6)

The jinnati, or fire-eaters, are a breed of fire-breathing ogres that dwell in volcanic hills in tropical regions. They have ruddy to dull green skin, lustrous black hair and sparkling eyes that suggest a clever malevolence.

HD	4
AC	14
ATK	Slam (1d10 + 1d6 fire) or by weapon (+1d4 fire)
MV	30
SV	F10 R14 W14
XP	400 (CL 5)

The jinnati rarely wear armor, though when they do it is usually formed of metal scales glowing red hot, and likewise when they arm themselves they do so with metal weapons. They have a profound lust for reddish and orange gemstones, and will do almost anything to possess them, even behave honorably.

Jinnati live in clans of 2d4+8 individuals. These clans usually live in jungle redoubts or caves in volcanic hills or mountains. Each clan is led by a chieftain with 6 Hit Dice, the chief having two large bodyguards with 5 Hit Dice each. The chieftain and bodyguards always wear scale mail (AC 18) and carry battleaxes or mauls.

Jinnati clans or gangs are often found in the service of efreet.

SPECIAL ABILITIES

Jinnati can breathe a 15-ft. long line of fire once per day. This fire deals as many hit points of damage as the jinnati currently possesses (or half that with a successful Reflex saving throw). A jinnati can recharge this fire breath by eating fire, inhaling flames from any sort of source as large as a torch.

Creatures grappled by jinnati suffer as though from a *heat metal* spell, in addition to suffering normal grapple damage.

Special Qualities: Immune to fire, vulnerable to cold

MONSTER ENCOUNTER

There is a cave high on a mountain that looks appealingly warm. The snow around the entrance is melted, and water trickles down the slopes beneath the cave to become ice many feet lower. A family of six jinnati dwell in this cave, tending a fire sacred to the great goddess of the mountain.

Illustration by Henry Justice Ford



JOLLY ROGER

3

Medium Undead, Chaotic (CE), Average Intelligence; Crew (1d8)

Jolly rogers appear as corpses in various stages of decay wearing the costume of a pirate.

HD	2+1
AC	13
ATK	By weapon
MV	30
SV	F15 R15 W12
XP	200 (CL 3)

Jolly rogers are pirates whose avarice was so great that it animated them beyond death. Some dwell alone, on deserted islands, guarding the treasure they buried on the beach. Others dwell on half-sunken hulks, guarding a water-logged sea chest in the hold that contains the riches they fought for. Others still sail the seas in ships of war, searching for new prey.

When jolly rogers form a large crew, they are led by a captain (either a jolly roger with 6 HD or a draug or other powerful undead), who is assisted by one mate (4 HD) per ten jolly rogers.

Jolly rogers are armed with broadswords, gaff hooks, throwing axes, spears, daggers, crossbows, muskets and pistols. They might wear leather armor and carry bucklers.

SPECIAL ABILITIES

Because jolly rogers retain their intellect, they are capable of using their horrific visage and unearthly screams to frighten sentient creatures who fail a Will saving throw.

Jolly rogers retain their earthly lust for women, wine and treasure, regardless of their ability to enjoy them. They can detect precious gems and metals within 100 feet of them, and enjoy a tactical advantage when fighting for them.

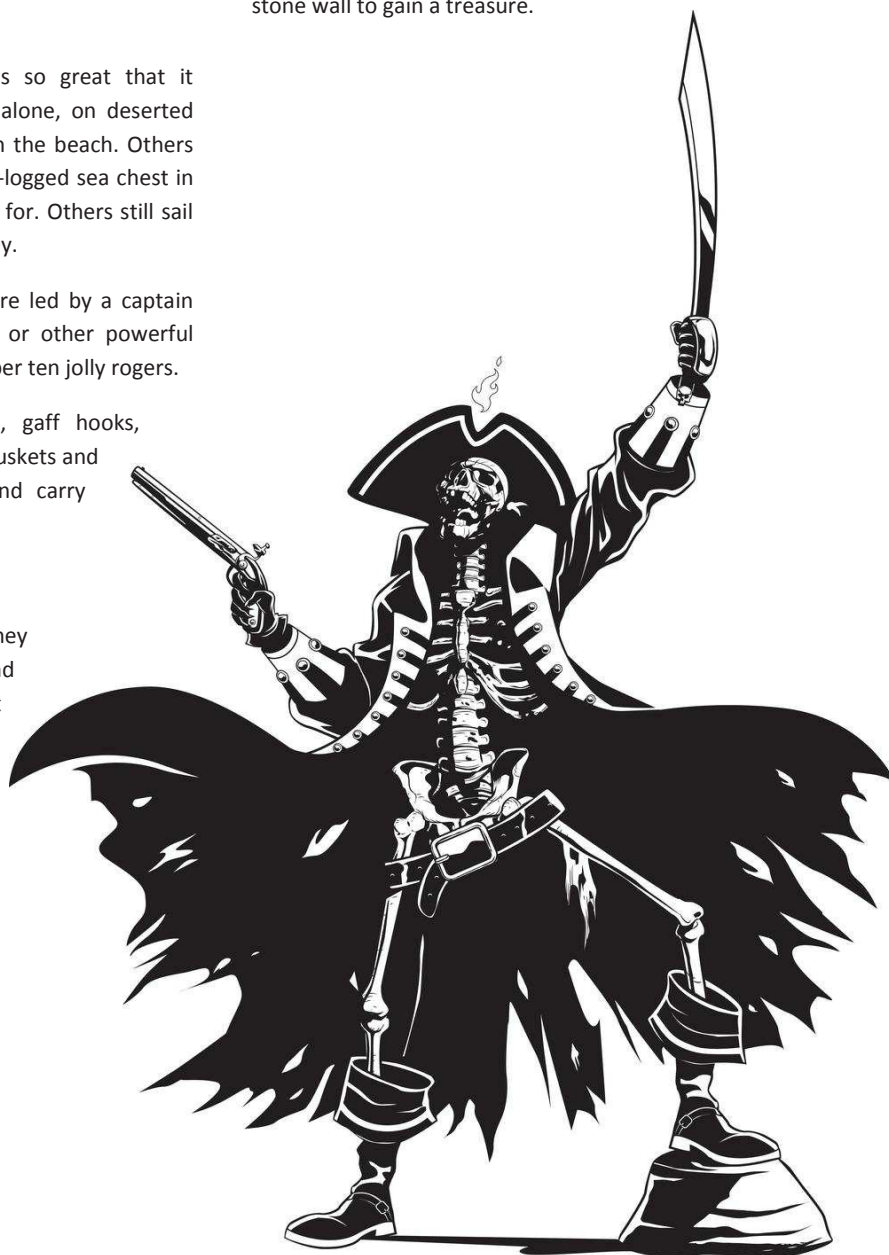
Jolly roger captains can cast *bestow curse* once per day.

MONSTER ENCOUNTER

A town's hall of justice has been declared haunted by the locals, and the local magistrate is distraught. A week ago,

strange sounds of creeping and clawing began to be heard in the walls and beneath the floor, and last night, an intrepid young adventurer was found hanging by the neck from the rafters.

The culprits are a band of jolly rogers. A sea cave a few miles away grants access to an underground river that flows beneath the town. They used this to gain access to vaults beneath the hall of justice, where they are now attempting to dig through a thick stone wall to gain a treasure.



KAMAITACHI

5

Large Elemental (Air), Neutral (CN), Average Intelligence; Gust (1d4)

The kamaitachi is a bizarre elemental spirit that appears as a trio of weasels with sickle-like claws riding on a swirling wind. Yes, this is one of the strangest monsters ever imagined!

HD	4
AC	16
ATK	3 claws (1d6 + 1 Con)
MV	60
SV	F13 R8 W14
XP	400 (CL 5)

The Japanese are known for their highly imaginative mythological monsters, and the kamaitachi must be one of the strangest. The kamaitachi are fierce elemental air spirits and agents of chaos. They generally appear as described above, but can also appear as a single winged monster with hair like a hedgehog and sickle claws, surrounded by a dust devil.

The monster comes from Japanese folklore, where they are also called *idzuna* or *kazakama* ('wind sickle'). It also appears in Chinese folklore as the *kyūki*.

SPECIAL ABILITIES

Kamaitachi can become invisible three times per day, and usually begin their attacks while invisible.

The kamaitachi has three attacks, each made by a separate weasel. The monster always uses its first attack to attempt to bull rush

its opponent.
If this bull
rush is

successful, the victim must pass a Fortitude saving throw or be knocked prone.

The victim of a claw attack will find that the damage does not heal naturally, and instead requires magical healing. Wounds are notably absent of blood, for the monster feeds on this blood.

Special Qualities: Surprise (4 in 6), immune to cold, resistance to electricity

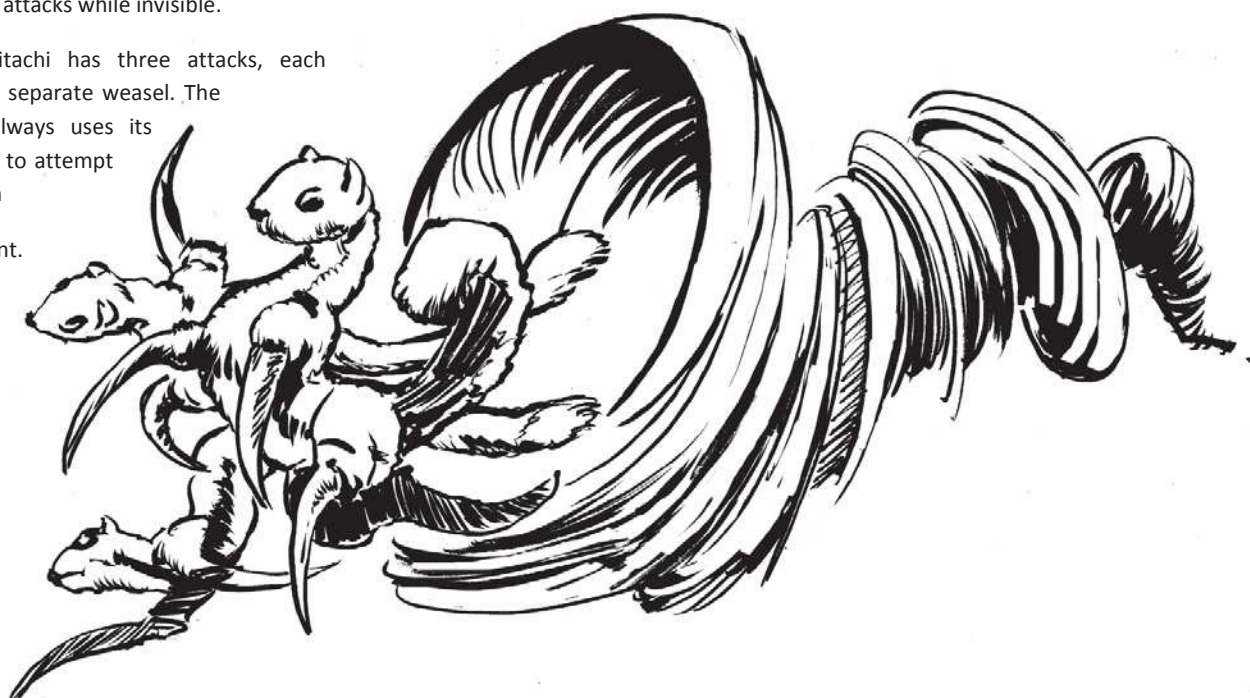
Spells: 3/day—*Gust of wind*, *invisibility*; 1/day—*Control winds*, *wind wall*.

MONSTER ENCOUNTER

When a small farming village refused a wandering holy man's demand for hospitality, he took his revenge by summoning a kamaitachi to punish them.

The place has been buffeted by terrible winds for several days, and people are dying by the monster's claws in the streets. The people are hiding and desperate, for they are running out of food and water, and fear starvation.

Illustration by David Lewis Johnson and Anthony Gregori



KELP MUMMY

Plant, Chaotic (CE), Low Intelligence; Solitary

Kelp mummies are created when a powerful creature dies in a body of shallow water. As the body decomposes, the spirit infuses the kelp bed in which it lays with negative energy and malign intelligence. The kelp wraps itself around the decomposing body, and soon takes its shape.

Any creature can be turned into a kelp mummy, but the version here is based on a kraken.

Gargantuan Plant

HD	20
AC	16
ATK	8 tentacles (2d6 + 1d6 negative energy + constrict) and bite (4d6 + 1d6 negative energy)
MV	Swim 20
SV	F3 R3 W3
XP	2000 (CL 22)

CREATING A KELP MUMMY

Take the following steps to turn a monster into a kelp mummy:

- Change the monster's type to plant
- Armor Class can be no higher than 16
- Natural attacks deal +1d6 points of negative energy damage
- Gains special abilities (see below)
- Creature can breathe water and gains a swim speed of 20 if it does not already have a swim speed

SPECIAL ABILITIES

The kelp mummy can breathe a cloud of black putrescence three times per day. The cloud covers a 30 foot radius around the mummy and completely obscures vision (per *obscuring mist*). It fills the lungs or gills of living creatures with a sticky, black tar that causes suffocation unless the victim leaves the water or they receive a *cure disease* spell.

In combat, the kelp mummy attempts to constrict victims, either with their natural attacks, if they have natural attacks that constrict, or with the strands of kelp that compose its body. A constricted victim suffers normal damage and must succeed at a Fortitude saving throw or lose one level to energy damage. The kelp mummy can only drain one level from a creature. When it does so, it gains 2d6 hit points and a +2 bonus to attack and damage for 1d4 rounds.

A creature that is killed by the kelp mummy's energy damage rises as a zombie one hour later. The zombies are not under the control of the kelp mummy.

While kelp mummies are not true undead, they are powered by negative energy and can be turned by clerics.

MONSTER ENCOUNTER

Adventurers traveling along a coast might hear tales of a recently sunk treasure ship in shallow water. People from a nearby village have gone out to plunder the ship, but have not returned to the village, and one was found miles down the coast as a zombie!

The treasure ship is now claimed by a kelp mummy. The treasure ship holds 13,000 gp, a suit of +2 *platemail*, a *flesh golem manual* (now soggy, but it can be dried out), a *necklace of fireballs VI* and a *wand of summon monster III* with three charges.

Illustration by Anthony Gregori and David Lewis Johnson



LADY IN GREY

7

Medium Fey, Neutral (N), Average Intelligence; Circle (1d8)

Ladies in grey are fey spirits that appear as elegant elven women. They are clad in ruffled silks of teal and dun and dappled bodices of velvet, their collars and wrists ringed in lace. Their skin is as white as bleached bone, their thin, enticing lips are the color of champagne, their hair platinum and their eyes the keenest xanadu. They are lovely, but they do not inspire love.

HD	5
AC	14
ATK	Sickle (1d6) or touch (sleep – see below)
MV	30
SV	F13 R11 W11
XP	1250 (CL 7)

Ladies in grey appear when the wind turns chill and the leaves begin to fall. One might think of them as the heralds of winter. They walk through the streets of villages and down woodland paths, a chill following them wherever they go. It is said they speak of deep secrets in hush, honeyed voices, and their *raison d'etre* is to lay low the powerful to make room for new blood.

SPECIAL ABILITIES

In any situation, the ladies in grey focus their attentions on the most powerful (determined by levels or hit dice) person in their presence. They move swiftly, their bodies and clothes blurring as they do so, and those who enter melee with them must pass a Will save each round or be affected as per the *slow* spell from the hypnotic quality of their blurred movements. If engaged in hand-to-hand combat, they can produce a slim, silver sickle, but prefer to use their own chilling touch.

Those touched by a lady in grey must pass a Fortitude saving throw or be cast into a deep slumber from which they cannot easily awaken. The amount by

which one fails the save indicates the time they slumber:

MISSED BY	DURATION
1	1d4 rounds
2-3	1d4 minutes
4-5	1d4 turns
6-7	1d4 hours
8-9	1d4 days
10-11	1d4 weeks
12-13	1d4 months
14-15	1d4 years
16+	1d4 decades

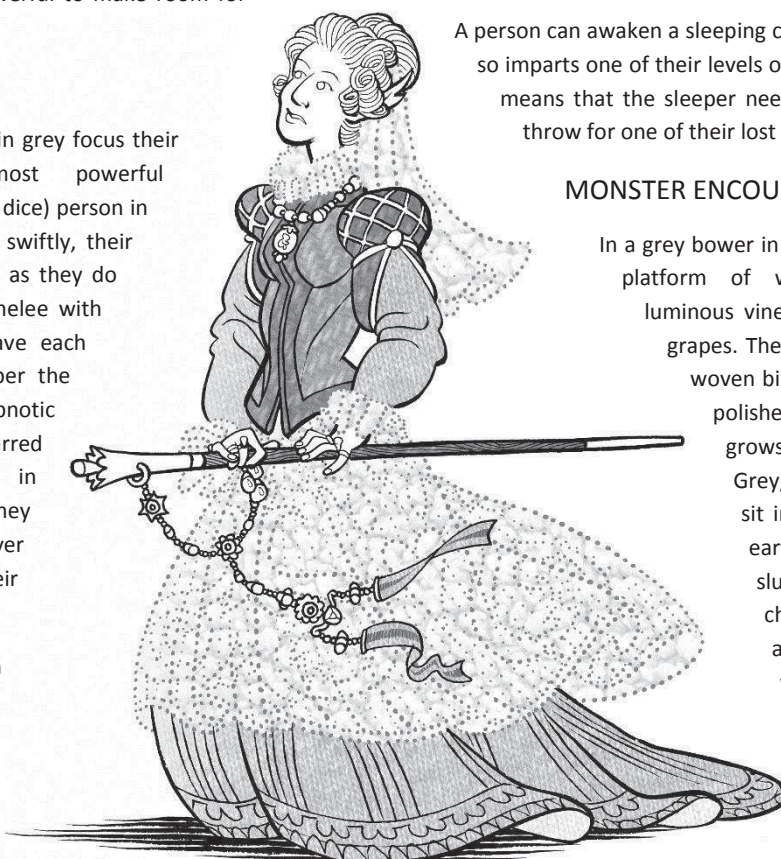
While slumbering, a victim is placed in stasis. They do not age, nor are they affected by any beneficial or deleterious effects currently on their person, such as spells like *bless* or poison or disease. They can be harmed and healed while sleeping. While sleeping, half of their life force (i.e. half their levels or hit dice, rounding up) are drained from them and into the surrounding landscape, making plants within 10 feet grow lush and bloom. When they awaken, they must pass one Fortitude saving throw per level or hit dice lost, or lose that level or hit dice permanently.

A person can awaken a sleeping creature with a kiss, but doing so imparts one of their levels or hit dice on the sleeper. This means that the sleeper need not roll a Fortitude saving throw for one of their lost levels or hit dice.

MONSTER ENCOUNTER

In a grey bower in a grey wood there is a stone platform of white marble covered in luminous vines hung thick with burgundy grapes. The platform holds a veranda of woven birch branches and a throne of polished silver. When autumn grows close to winter, the Lady in Grey, ruler of the wood, comes to sit in this throne and watch the earth's lifeblood grow thick and sluggish. When her people, the chaotic fey have gathered around her, they leave the wood and bring cold and sorrow into the world.

Illustration by Joel Priddy



LAMASHTU

Large Outsider, Chaotic (LE), Average Intelligence; Pair (1d2)

The lamashtu is characterized as a “daughter of Heaven”, proving that the old gods of Mesopotamia could be vengeful when the mood took them. A lamashtu appears as a creature with the body of an ass and the head of a lion. It prefers to prey on the weak.

HD	6
AC	16
ATK	2 claws (1d6 + rend) and bite (1d4)
MV	50
SV	F9 R9 W10
XP	600 (CL 7)

“Wherever she comes, wherever she appears, she brings evil and destruction. Men, beasts, trees, rivers, roads, buildings, she brings harm to them all. A flesh-eating, bloodsucking monster is she.”

— *Labartu texts*

The text quoted above suggests the lamashtu’s presence is damaging to everything that exists, living or inanimate. They are sent by the gods, Lawful or Chaotic, to punish followers that have strayed or blasphemed.

SPECIAL ABILITIES

In game terms, the lamashtu radiates an aura of entropy that forces everything within 10 feet of her to pass a Fortitude saving throw each round or grow old and decrepit. Roads become pitted and worn, as though exposed to decades of wind and rain. Weapons become rusty and blunt, leather cracks and grows stiff, clothing falls into tatters, and living creatures take on the infirmities of old age (i.e. take on the aged condition). For living creatures, treat this effect as a magical curse.

A creature that looks into a lamashtu’s eyes must succeed at a Will saving throw or they are affected as though by a *ray of enfeeblement*.

Special Qualities: Magic resistance 15%, immune to fire, resistance to electricity

Spells: At will – Bestow curse, deeper darkness

MONSTER ENCOUNTER

Wanderers through a desert might come across a great ziggurat long abandoned by its builders. The ziggurat radiates chill winds and the stench of death blows from it.

It was once the temple of a sun god who became angry at the peoples’ blasphemies and sent a lamashtu to destroy them. The people fled their city and sealed the doors of the ziggurat. It is now a dungeon of undead monsters, demons and the lamashtu

Illustration by David Lewis Johnson and Anthony Gregori



LIGHTNING BIRD (IMPUNDULU)

Medium Magical Beast, Chaotic (CE), Average Intelligence; Flock (1d4)

The impundulu is a black and white bird that resembles a hammerkop. The lightning bird is as large as a human being, and electricity courses across its feathers.

HD	5
AC	13 [+1]
ATK	2 wings (1d6 electricity) and beak (1d6 + 1d6 electricity)
MV	20 (Fly 60)
SV	F11 R10 W13
XP	1250 (CL 7)

Lightning birds are creatures from the folklore of the Zulu people. They are wrapped up in beliefs about witches, and it is believed that witches can summon them as familiars. If you permit this of magic-users in your campaign, you should probably only permit it of very high level magic-users.

Female lightning birds bury their eggs in the ground where a lightning bolt has struck, including a lightning bolt that they create themselves.

SPECIAL ABILITIES

Lightning birds can do a ritual dance that summons foul weather (per the *control weather* spell). The dance also acts as a *call lightning* spell.

The electricity that courses across the impundulu's feathers delivers an electrical shock that inflicts 1d6 points of damage to any creature it touches (Fortitude saving throw for half damage).

Impundulus can discharge this electricity as a 4 dice *lightning bolt* (per the spell), but lose their shocking ability for 3 rounds thereafter as the bird recharges.

An impundulu is capable of changing its shape to that of a beautiful young man, and often use this form to seduce maidens. Impundulu feed on blood of these women, using their long beaks to pierce the skin and feed in the manner of stirges.

Special Qualities: Immune to electricity and poison, vulnerable to fire

MONSTER ENCOUNTER

A town of the savannah is in a state of panic. The women wail, the children cry, and the warriors nibble their fingers and look to the king for guidance. A witch has summoned a lightning bird and it is preying on the village children. The people are up in arms and need assistance, for they know the witch dwells among them, but they do not know who she is.

The witch is the daughter of the king, who wants more power than her father will give her. She will cast the blame on an old magic-user who dwells in the wilderness in a outcropping of rock.

Illustrated by Anthony Gregori and David Lewis Johnson



LOUT

1

Small Humanoids, Chaotic (NE), Average Intelligence; Gang (1d8)

Louts are goblins that stand just a bit taller than human beings, with grim faces (and grimmer attitudes), warty skin and a trio of horns growing from their heads.

HD	1+1
AC	14 (scale mail)
ATK	By weapon or gore (1d4)
MV	30
SV	F13 R15 W16
XP	100 (CL 2)

Louts are related to the rotters (q.v.). They are larger than the little monsters, and replace their nutty ferocity with a grim, morose hatred for all other life.

To determine the arms and armor of lout warriors, roll 1d10. Make one roll per 10 warriors. Leaders are armed as per number '10' below.

D10	EQUIPMENT
1-3	Studded leather armor, spear, dagger
4-5	Ringmail, light crossbow, hand axe
6-7	Scalemail, battleaxe, throwing axe
8	Scalemail, heavy crossbow, hand axe
9	Chainmail, halberd, hand axe
10	Banded mail, shield, battleaxe, dagger

A lout clan consists of 1d10x8 louts (35% male, 30% female, 35% young). For every 10 males, there is one sub-leader with 3 Hit Dice called a churl. Clans with 25 or fewer males are commanded by a brute with 4 HD. Clans with more than 25 males are commanded by a brute with 5 HD, and such large clans have a 1% chance per female of including a female shaman (adept, level 1d3).

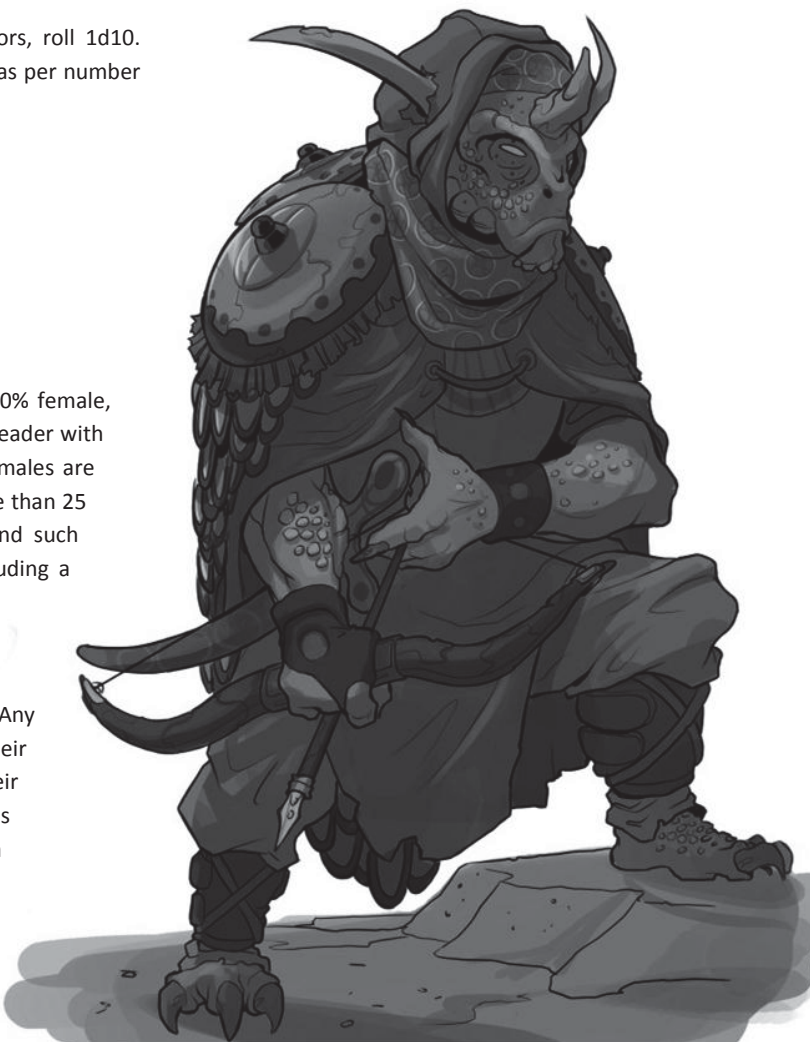
SPECIAL ABILITIES

Louts emit a cloud of toxins in a 5-ft radius. Any creature coming into this toxic cloud must hold their breath (treat them as fatigued while holding their breath, which they can do for a number of rounds equal to 3 + their Constitution bonus) or pass a Fortitude saving throw against a weak form of Poison III (1d6 damage).

MONSTER ENCOUNTER

A tangled dark wood has many paths through it, but they are a maze. The maze is stalked by a band of thirty louts, working in groups of five. The louts make animal calls to communicate with one another, and attempt to herd adventures towards the center of the maze, where their dark citadel is situated.

Illustration by Skorch'd Urf Studios



MELTING MAN

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d8)

Melting men look like zombies covered in ever-dripping wax. This waxy flesh appears to flow endlessly, dropping off its body in puddles and leaving trails and footprints that soon dissipate into thin air. It leaves puddles that dissipate after a few minutes, and just keeps flowing from the monster.

HD	3
AC	14
ATK	Slam (1d4 + 1d2 fire + constrict)
MV	20
SV	F14 R12 W12
XP	300 (CL 4)

Melting men appear to be the result, perhaps accidental, of a wizard's experiments. They appear to have a powerful, internal source of heat, which bubbles the monster's waxy flesh. The monster generates new flesh at a rapid rate, and this generation of new flesh allows it to regenerate damage.

SPECIAL ABILITIES

When a melting man touches another creature (often via its slam attack), its waxy flesh adheres to the creature touched unless that creature passes a Reflex saving throw; this constitutes its constriction special attack. The waxy flesh is quite hot to the touch, burning for an additional 1d2 points of fire damage.

If a melting man is struck by a slashing weapon for 4 or more points of damage, it bursts open for a moment and releases a blast of super-heated steam. This takes the form of a 10-ft. cone in a random direction that deals 2d6 points of damage.

Special Qualities: Resistance to fire, regenerate (cold)

MONSTER ENCOUNTER

A long staircase descends about 100 feet into the earth. After descending about 30 feet down the stairs, the lead adventurer will likely step on a trap step. Iron clamps will reach out horizontally from the step and snap around his ankle. Above him, a trapdoor opens and three melting men jump down to attack the immobilized adventurer and his comrades.

Twenty feet further down the stairs, another step springs a new trap. Two rounds later the rear adventurer sees water trickling down the stairs. The water flow will increase, until three rounds later it is strong enough that each round one must pass a

Fortitude saving throw or be knocked prone and carried down the stairs at a rate of 20 feet per round, suffering 1d6 points of damage per round.

To avoid this trap, one should have found a way to ascend through the trapdoor of the melting men. This way leads to safer ground. The stairs lead down to a subterranean river and much deeper levels of the underworld.

Illustration by Andrew Shields



METAL MONSTERS

Aberrations, Neutral (LN)

Created by Abraham K Merritt

The metal monsters are alien entities, the vanguard of a cosmic god that will one day recreate the universe in its own image, a universe of metal and ordered geometries, where all chaos (including life, of course) has been stamped out. Unsurprisingly, when a colony of the metal monsters has been found in any campaign world, it means the end of that world if they are not stopped and destroyed, if such a thing is possible.

Fortunately, while stamping out an entire city-state of these beings is hardly possible for even a world's most powerful adventurers, the leadership of the metal monsters can be turned against one another, for though they seem to exist in a perfect utopia, they are sentient beings with the same passions and ambitions of other beings.

The metal monsters come in three basic varieties, the spheres, the cubes and the pyramids. Although these three groups often work together, they represent three different tribes within metal monster society. As they grow – a process difficult to understand – some of these beings are capable of opening themselves to form more advanced shapes, the stars, discs and crosses. These advanced shapes are more powerful, leading the lesser of their brethren on behalf of the two leaders of any given colony, the emperor and the keeper, a sort of high priest. Traditionally, the emperor is a disc while the keeper is a cross.

Metal monsters can also, under rare circumstances, imbue humans and other humanoids with a portion of their power. These people are called prophets, and are usually raised from childhood by the metal monsters. Their minds are aligned to allow them to turn off their emotions (though not thoroughly) and summon and communicate with the metal monsters.

COMBINING: All metal monsters are capable of combining to form larger mechanisms and structures, both for war and peace. In general, it takes eight metal monsters of a given size to form a mechanism of one size

category larger. The more common mechanisms formed by metal monsters are metal beasts (usually quadrupeds), hammering tentacles and spinning blades.

Multiple mechanisms can also be joined together, for example a huge metal elephantine mass equipped with two hammering tentacles and a spinning blade, but ultimately the Treasure Keeper needs to adjudicate what makes sense here, as there are almost an infinite number of shapes and forms possible.

METAL MONSTER, TINY

Tiny Aberration, Neutral (LN), Low Intelligence; Band (1d12)

HD	0
AC	16
ATK	1 slam (1d3)
MV	20
SV	F19 R16 W14
XP	50 (CL 1)

Tiny metal monsters are about 1 foot across. They are the least intelligent of the metal monsters, and rarely make a move without being commanded by a larger metal monster.



Eight tiny metal monsters can combine to form a small monster form, using that creature's attacks and movements and having 2 HD, an Armor Class of 16 and the following saves: F16 R15 W13. As spinning blades and hammering tentacles, they deal 1d8 points of damage.

Special Qualities: Immune to cold and electricity, resistance to fire

METAL MONSTER, SMALL

Small Aberration, Neutral (LN), Average Intelligence; Band (1d10)

HD	1
AC	17
ATK	1 slam (1d6)
MV	30
SV	F16 R15 W13
XP	100 (CL 2)

Small metal monsters are about 3 feet across. They are more intelligent than the tiny metal monsters, but rarely take command of them. They are the most common warriors among the metal monsters.

Eight small metal monsters can combine to form a medium monster form, using that creature's attacks and movements and having 4 HD, an Armor Class of 17 and the following saves: F15 R14 W11. As spinning blades and hammering tentacles, they deal 2d6 points of damage.

Special Qualities: Immune to cold and electricity, resistance to fire

METAL MONSTER, MEDIUM

Medium Aberration, Neutral (LN), Average Int.; Band (1d8)

HD	2
AC	18
ATK	1 slam (1d8)
MV	30
SV	F15 R15 W12
XP	200 (CL 3)

Medium metal monsters are about 6 feet across. They are mid-level commanders among the metal monsters, and, due to their size and the energies flowing through them, have access to a number of spells.

Eight medium metal monsters can combine to form a large monster form, using that creature's attacks and movements and having 8 HD, an Armor Class of 18 and the following saves: F10 R11 W9. As spinning blades and hammering tentacles, they deal 3d6 points of damage.

Special Qualities: Immune to cold and electricity, resistance to fire

Spells: At will—Telekinesis (metal only); 3/day—Shield, levitate

METAL MONSTER, LARGE

Large Aberration, Neutral (LN), Average Intelligence; Band (1d6)

HD	4
AC	19
ATK	1 slam (2d6)
MV	40
SV	F13 R14 W11
XP	400 (CL 5)

Large metal monsters are 12 feet across. They command the basic shapes, and quite powerful in their own right.

Eight large metal monsters can combine to form a huge monster form, using that creature's attacks and movements and having 16 HD, an Armor Class of 19 and the following saves: F4 R7 W5. As spinning blades and hammering tentacles, they deal 4d6 damage.

Special Qualities: Immune to cold and electricity, resistance to fire

Spells: At will—Telekinesis (metal only); 3/day—Shield, levitate; 1/day—Forceful hand, lightning bolt, shockwave, wall of force

METAL MONSTER – ADVANCED

Large Aberration, Neutral (LN), High Intelligence; Band (1d4)

HD	8
AC	19 [+1]
ATK	1 slam (3d6)
MV	40
SV	F10 R11 W8
XP	1,000 (CL 11)

The metal monsters have three advanced forms: Stars, crosses and ovals. The convex, oval discs are large spheres that have opened themselves. The four-pointed stars are large pyramids that have opened themselves. The crosses are large cubes that have opened themselves. They are composed of six square sections in the shape of a cross, and move on their lower sections in the manner of a rearing cobra.

The advanced forms command the basic forms of their respective tribe, but also hold sway over members of the other tribes assuming they are not locked in battle. Advanced metal monsters do not combine with one another to take larger forms, but do join the combinations of their fellows. One advanced form can combine with a large combination, and three advanced forms can combine with a huge combination of basic shapes.

Special Qualities: Immune to cold and electricity, resistance to fire

Spells: At will—Telekinesis (metal only); 3/day—Shield, levitate; 1/day—Forceful hand, lightning bolt, shockwave, wall of force

THE KEEPER OF THE CONES

Huge Aberration, Neutral (LN), Super Intelligence; Unique

HD	12
AC	22 [+2]
ATK	1 slam (4d6)
MV	50
SV	F6 R8 W4
XP	1200 (CL 13)

The Keeper of the Cones is a massive, advanced cube, unfolded into a cross 80 feet tall with walls 3 feet thick. From its planes, it can drop tangles of whip-like tentacles, silvery white dyed with scarlet and orange. These coiling tentacles are used by the thing to work the control panel, which looks like a tablet, on the great mound of cones that draws down energy from the Sun and then transmits this energy to the other metal monsters to keep them alive. This makes the keeper of the cones an immensely important and powerful metal monster, and sets up a natural rivalry between it and the Metal Emperor.

Special Qualities: Immune to cold and electricity, resistance to fire, magic resistance 30%

Spells: At will—Detect thoughts (ESP), shield, levitate, telekinesis (metal only); 3/day—Forceful hand, lightning bolt, shockwave, wall of force; 1/day—Contact other plane, prismatic spray, resilient sphere

THE METAL EMPEROR

Huge Aberration, Neutral (LN), Super Intelligence; Unique

HD	12
AC	22 [+2]
ATK	1 slam (4d6)
MV	50
SV	F6 R8 W4
XP	1200 (CL 13)

The Metal Emperor is a huge disc, 20 feet tall and 12 feet wide. A broad band, translucent as sun golden chrysolite, runs around its periphery. Nine ovoids are set on this band, spaced evenly, each composed of living, intense, sapphire light. The disc is convex and colored rosy-gray. From the ovoids there extend a pattern of sparkling thread of light that form an immense rose of clustering petals at the heart of which is an incandescent ruby, the center of the Emperor's power.

The Metal Emperor commands the metal monsters, but the Keeper of the Cones alone can work the machineries that bring down the solar energies that power the metal monsters. This sets the Emperor and the Keeper against one another, and perhaps forms the only check on the power of the metal monsters.

Special Qualities: Immune to cold and electricity, resistance to fire, magic resistance 30%

Spells: At will—Detect thoughts (ESP), shield, levitate, telekinesis (metal only); 3/day—Command, forceful hand, lightning bolt, shockwave, wall of force; 1/day—Prismatic spray, resilient sphere

THE PROPHET

Medium Aberration, Neutral (LN), High Intelligence; Unique

HD	5
AC	16
ATK	1 slam (1d4)
MV	30
SV	F13 R13 W10
XP	500 (CL 6)

Prophets are rare members of metal monster colonies, for they are humanoids that have been raised among the metal monsters since childhood. They have transcended their human intelligence and are imbued with a small measure of the metal monsters' power. The most famous of these prophets is Norhala, but there are other prophets on other worlds.

Prophets have somewhat alien minds, though their human emotions and passions lurk beneath their cold countenance. They are immune to fear and enjoy a +4 bonus to resist all mind-affecting effects. In addition, their touch can imbue others with this transcendent thought, shutting down their emotions and making them feel a deep trust and friendship for the prophet. The targets of this transcendence must have a wisdom score of at least 13 in order to be affected. The effect is permanent, but can be broken by sudden shocks, physical or mental.

A prophet is capable of summoning the metal monsters. A prophet is usually accompanied by at least eight of the tiny or small metal monsters. She can summon up to 80 HD of metal monsters at will, but they must travel to reach her; they do not simply appear from thin air. These metal monsters serve the prophet with absolute loyalty, and will do all in their power to preserve her life.

Illustration by James Cawthorn

Spells: At will—Calm emotions; 3/day—Charm monster, mage hand (metal objects only)

MIST MONSTER

Large Aberration, Neutral (N), Average Intelligence; Solitary

Mist monsters appear as nothing but harmless mist. When they are ready to attack and kill, however, the mist congeals into a great, blubbery, frog-like shape covered in luminous gray slime.

HD	12
AC	10 [Silver]
ATK	Slam (1d6 + slime) and bite (2d6)
MV	50
SV	F8 R8 W7
XP	1200 (CL 13)

Mist monsters are born from the primordial fears people have of fog shrouded moors and the things that may be lurking in that fog. Fear can consume a person, and so can a mist monster!

Mist monsters lurk in environments where mist is not out of place – around rivers and moats, in hollows, etc. They are intelligent creatures, and bide their time waiting for a weak victim or for a person or animal to become separated from its fellows.

SPECIAL ABILITIES

Mist monsters can take *gaseous form* once per day, and once per day they can congeal back into their true form. While in their gaseous form, a mist monster looks like an *obscuring mist*, and has the same effects as that spell. Mist monsters can be damaged in their mist form by silver and magical weapons and by applications of fire. Mist monsters suffer half normal damage from the fire while in their mist form, and usually flee from the fire at top speed.

The sight of a mist monster in its normal form forces sentient creatures to pass a Will saving throw or be frightened. They may attempt a new saving throw each round to shake off their fear. Each round a frightened person stands within 10 feet of a mist monster, the mist monster gains the ability to regenerate damage at a rate of 1 hit point per round per frightened person.

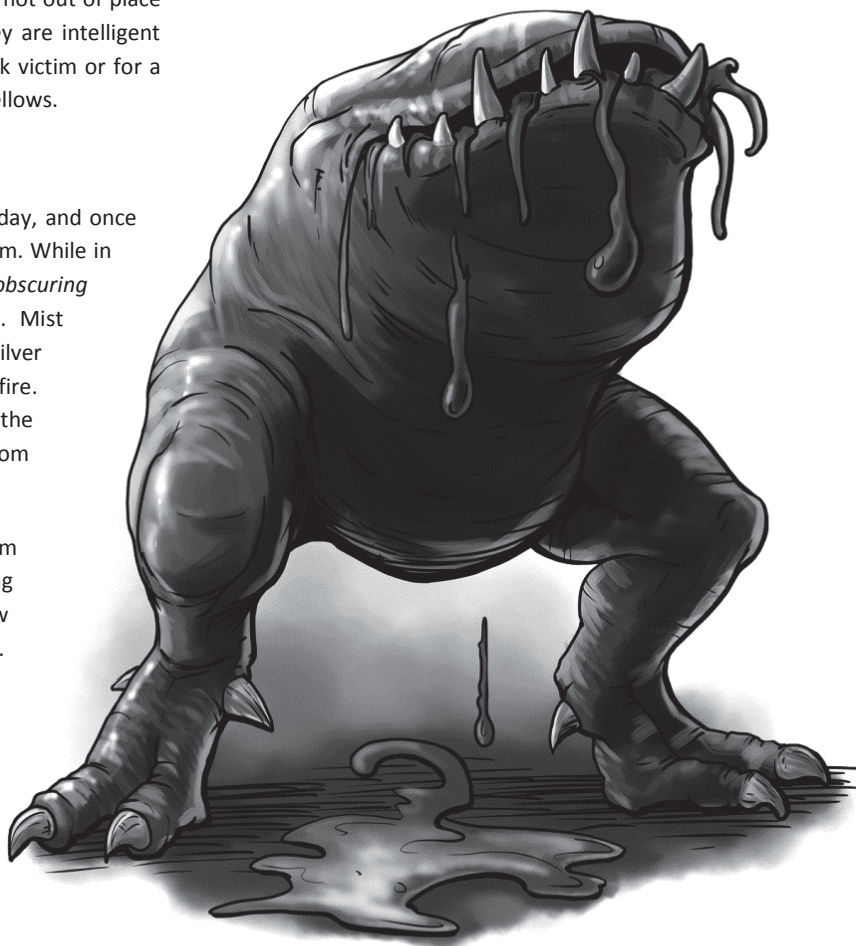
A mist monster's slime, if touched by bare skin, forces creatures to pass a Fortitude saving throw or be stunned for 1 round.

Special Qualities: Immune cold, surprised (1 in 8), surprise (5 in 6)

MONSTER ENCOUNTER

Under a drawbridge in an empty moat around a ruined castle there is a thick, swirling mist. The mist is a sign of the castle's guardian, a mist monster. The beast holds several maidens prisoner in one of the castle's towers, and it keeps a great heap of dead knights, still in their armor, in the hearth in the feast hall.

Illustration by Gary Dupuis



MONKEY FOLK

Small Humanoid, Neutral (N), Average Intelligence; Troupe (1d10)

Monkey folk come in many shapes and sizes. Some look like monkeys, but have human-level intelligence and wear clothing. Some have the bodies of monkeys, but the faces of humans. Others look more like halflings with some simian features.

HD	1
AC	13
ATK	Bite (1d3) or by weapon
MV	30 (Climb 30)
SV	F14 R15 W15
XP	50 (CL 1)

Being related to monkeys, monkey folk are chatty and unpredictable. Monkey folk are known for their great strength, and this allows them to wield weapons meant for medium-sized creatures without penalty. They are also expert climbers.

Large troupes of monkey folk are led by a sage (a 5th to 8th level magic-user) assisted by two apprentices of 2nd or 3rd level. For every 20 monkey folk there is a 3rd level thief, and for every 100 a 5th level thief. Most monkey folk wield staves or broadswords. When they wear armor, it is rarely heavy.

MONKEY FOLK AS CHARACTERS

Monkey folk characters modify their starting ability scores as follows: Strength +1, Dexterity +1, Intelligence -1, Wisdom -1.

Monkey folk have darkvision to a range of 30 feet.

Monkey folk speak Simian and might also know Common, Elven, Gnome, and Sylvan.

Monkey folk can multi-class as cleric/thieves, fighter/thieves and magic-user/thieves.

MONSTER ENCOUNTER

A tribe of 100 monkey folk has established themselves in an aging stone palace hidden in the deep jungles. The palace has battlements now manned by the monkeys, who are armed with light crossbows. They hang gaudy penants from the sides of the battlement, and bedeck themselves in the armor and riches that were left behind by the people of the palace when it came under attack by the lich lord Belgraves.

The monkey folk are ruled by the sage Queen Bim Bim (NG, 8th level magic-user/thief), who maintains a bodyguard of twenty

elite monkey folk warriors (1st level fighters). Bim Bim's constant companion is her "jester", the dour dwarf Ulgarl; the monkeys find his taciturn attitude and negativity hilarious.

The rooms of the palace are occupied now by the monkey folk families, as well as by armories, throne rooms, storage closets and pantries, shrines to Hanuman and other jungle gods, kitchens, barracks, etc. The great throne room of the Queen was once the inner sanctum of the palace temple. A pit in the floor holds the treasure of the monkey folk. It is protected by a giant constrictor that responds to Bim Bim's voice.

The treasure of the monkey folk consists of 1,450 gp, 2,900 sp, 3,000 cp, a garnet (80 gp), a chaos idol carved from bloodstone (900 gp), a *scroll of comprehend languages*, a *scroll of magic weapon and phantasmal force*, and a *potion of shield of faith*.

Illustration by Jeff Preston



MOON FOLK

5

Medium Humanoid, Neutral (N), High Intelligence; Rise (1d6)

Moon folk dwell in elegant castles on high mountain peaks that provide a clear view of the Moon. They are tall humanoids with pale skin, fine features and hair of amethyst or brilliant white that hangs down around their feet. Their mouths are entirely too wide for them to be human. Moon maids are delicate and lovely, while moon men are noble and have an implacable ferocity in their faces that belies their otherwise graceful forms.

HD	4
AC	13
ATK	2 weapon attacks
MV	40 (Fly 20)
SV	F11 R14 W13
XP	400 (CL 5)

Moon folk have an utterly alien point of view to most humanoids, making them seem emotionless at times. They wear flowing robes of silk and are capable of slow flight.

Moon folk disdain combat, preferring to send charmed slaves to fight in their stead. Most moon folk have 1d6 slaves apiece, armoring them in studded leather and arming them with short swords and light crossbows. If forced to fight, moon folk wield long swords or glaives.

SPECIAL ABILITIES

Moon folk can cast spells as 3rd level magic-users, with leaders commanding even more magical power. Under the light of a full moon, a moon man's caster level is increased by two levels. Under the dark of a new moon, it is reduced by two levels.

Special Qualities: Immune to mind-altering effects

MONSTER ENCOUNTER

The scholars of Wu Long are much distressed, for the populace is struck

by a plague. Hundreds have died, and thousands are infected.

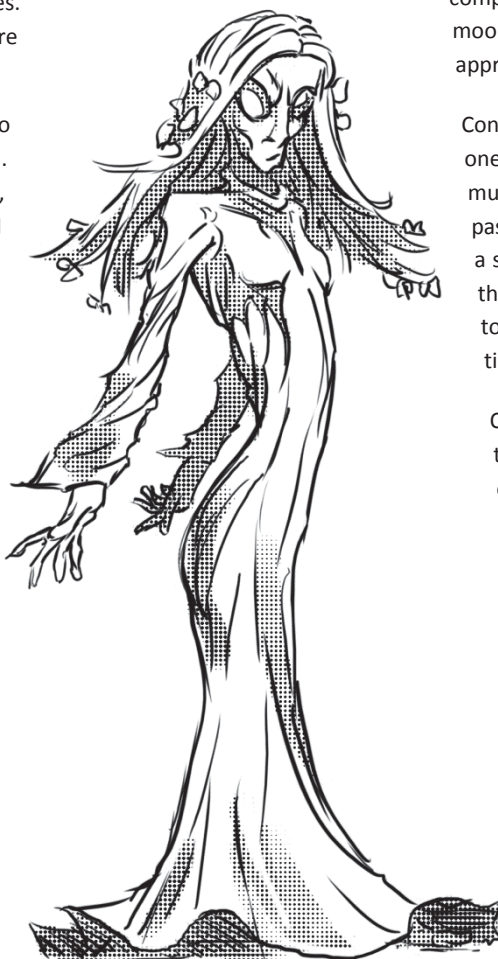
Researching ancient scrolls, they have found that in the mountains buttressing Wu Long there is an immaculate tower, two hundred feet tall in a valley of silvery grasses and purple cone flowers. This tower, high in the mountains, is a stronghold of the moon folk, and forbidden for mere mortals to gaze upon or visit. This tower, the scholars have discovered, holds a cure to the plague, and they seek adventurers to sally forth and claim it.

The tower itself is nearly unassailable. It has one entrance, a thick, adamantine door so heavy only a winch within the tower can shift it. The tower's windows are narrow and high, and stationed at each is an expert archer (5th level moon folk fighter) armed with a short bow and poisoned arrows (Poison I). The tower is further guarded by ten moon folk monks (3rd level), a company of moon folk footmen and a 9th level moon-folk warlock called Xi Yang and his apprentices.

Congress with the bandits of the mountains, if one can survive it, reveals another entrance much lower in the mountains. If one can get past the ogre mage Dao Feng, they can enter a series of caverns that work their way up to the tower. One will still have to assault the tower, but at least they will have an easier time getting inside.

Once inside the tower, the key is to reach the top. The upper two floors are given over to a strange room centered upon a celestial mulberry tree. Giant silk worms hang from the boughs in cocoons. If awakened, they emerge as celestial giant moths. These moths are infused with positive energy and will seek out the ill and ifirm and cast curative spells on them. After one week, the moths die.

Illustration by David Lewis Johnson and Anthony Gregori



MOTHMAN



Outsider, Neutral (CN)

Mothmen are an alien race that settled in the Material Plane in the time before the battles between the gods and giants, founding a grand civilization of sparkling cities. During the aforementioned wars, their civilization was destroyed, and the mothmen cast out into the wilderness. The mothmen have now turned against civilization, and carry out the wishes of the bizarre chaos gods of the Astral Plane.

	LESSER	GREATER
SZ	Medium	Large
INT	High	Super
HD	4	10
AC	16 [Silver]	20 [+1]
ATK	2 claws (1d6)	2 claws (1d8)
MV	20 (Fly 60)	40 (Fly 80)
SV	F9 R8 W8	F7 R7 W5
NA	Gang (1d4)	Solitary
XP	1000 (CL 6)	2500 (CL 12)

Mothmen have an especial hatred of the humans and demi-humans that raised new civilizations after theirs was destroyed. They often kill humanoids on sight, or carry them away to their secret places to torment and question them about all they know.

The mothmen now dwell underground in a tragic parody of their former civilization. They are relatively few in number. They appear as humanoids with dark grey skin and great, moth-like wings. Their eyes glow with a faint, reddish hue. Mothmen stand about seven to nine feet in height. They can communicate telepathically with other sentient beings within 60 feet.

SPECIAL ABILITIES

The gaze of a mothman causes fear. Creatures with fewer than 4 Hit Dice must pass a Will saving throw or be frightened.

Despite their seemingly fragile wings, mothmen can carry up to 300 pounds, and often grapple their opponents, carry them into the air and then drop them on the ground below.

Special Qualities: Magic resistance 30%

Spells: At will—ethereal jaunt, pyrotechnics

MOTHMAN, GREATER

Greater mothmen are the heralds of the eldritch cosmic gods that exist on the fringes of reality. They might be encountered on the

Material, Ethereal or Astral Planes, and when encountered assault the minds of those they meet with tidings of the coming of the cosmic gods. Greater mothmen appear as 10-ft. tall moth-headed humanoids with large red eyes and moth wings.

SPECIAL ABILITIES

Greater mothmen always seek out the wisest member of any group. The monster immediately begins assaulting that person's mind with tormenting visions of the cosmic gods and the eldritch truths of meta-reality. Each round, the target of these visions must pass a Will save or suffer 1d4 points of wisdom damage.

The greater mothman can use its psychic attack from up to 100 feet away. If the mothman is more than 30 feet away, the target receives a +2 bonus to their saving throw. If the greater mothman is in physical contact with the target, the target suffers a -2 penalty to save. If the target's wisdom is reduced to zero, they collapse into a screaming madness for one minute as their mind opens up completely to the cosmic gods. After one minute, their wisdom is restored but the target now has a Neutral (CN) alignment and now serves the chaotic whims of the cosmic gods. Communications from the elder gods and their servants are received telepathically. The person will do their best to hide their new alignment and allegiance.

If the greater mothman is attacked, it can continue to assault the mind of its target while making claw attacks.

Special Qualities: Immune to cold, resistance to electricity, magic resistance 20%.

Spells: Continuous—detect thoughts (ESP); At will—gust of wind, hypnotic pattern, misdirection, obscuring mist, touch of idiocy; 3/day—black tentacles, blacklight, dispel magic, fear, ethereal jaunt, hold monster, psionic blast; 1/day—astral projection, earthquake, symbol of fear, symbol of insanity

MOTTLED DOCUMENTARIAN

Medium Giant, Neutral (N), Low Intelligence; Pack (1d4)

Mottled documentarians are giants that stand about 8 feet tall. They are built like fireplugs, with mottled white and grey colored skin that is rocky in appearance. Most have one or more gemlike nodules set around their necks.

HD	7
AC	22
ATK	2 fists (1d6) or by weapon
MV	30
SV	F10 R12 W13
XP	700 (CL 8)

Most mottled documentarians dress in furs, and when they carry weapons they rarely carry anything other than clubs or crude spears. Mottled documentarians have no body hair. On the backs of their shoulders and necks, they have what appear to be encrustations similar to gemstones. In fact, these encrustations are where the monsters store their memories.

SPECIAL ABILITIES

Mottled documentarians remember everything, but cannot easily access their memories, hence their low intelligence. Things said in their presence, things they have ever seen, even the thoughts and prepared spells of others nearby, is projected from their minds into gemstones, including the encrustations on their bodies. Each gemstone can hold a single spell or chain of memories. The typical mottled documentarian has 2d4 of these encrustations on their body.

While fighting a mottled documentarian, people must take care that they do not have thoughts and memories plucked from their brains. Each round a character is within 30 feet of a mottled documentarian, they must pass a Will saving throw or suffer memory loss. For spellcasters, this causes them to lose one prepared spell (for sorcerers, one known spell is forgotten for 24 hours). For skill-based characters, one of their skills (choose randomly) becomes a knack. Warriors suffer a -1 penalty to attack as they forget some of their martial training. These lost memories return after 24 hours, and are also stored either on an encrustation on the monster or on a nearby gemstone, perhaps one possessed by a player.

The memories within the encrustations or gemstones of a mottled documentarian can be accessed by others. A person must hold the item in their hand and concentrate. Activation

requires a successful Will saving throw. If successful, they either gain the benefit of a random piece of information (TK's choice) or, if capable, learn a new spell. Once information is retrieved from a gemstone or encrustation, it is erased from the item.

Special Qualities: Resistance to cold, surprise (2 in 6), magic resistance 20%

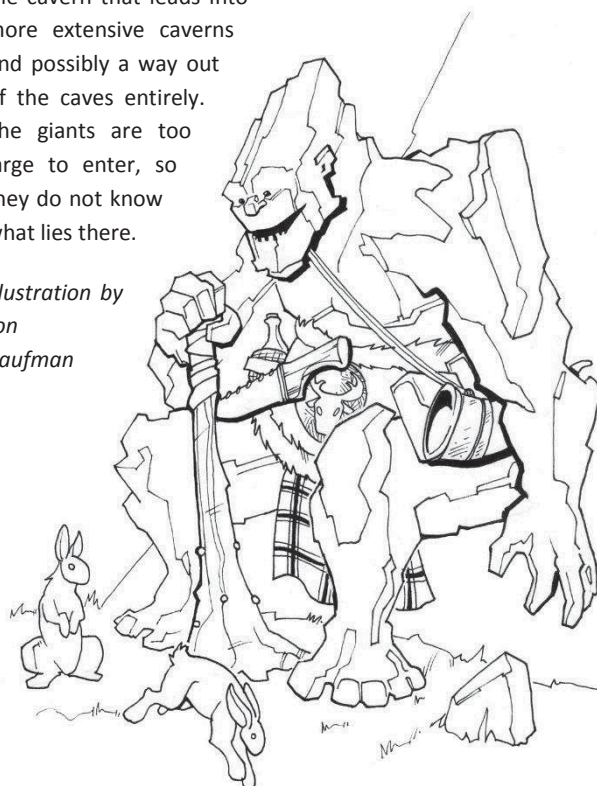
MONSTER ENCOUNTER

Tromping through a taiga, a band of adventurers is surprised by a sudden avalanche. The only safe place is a nearby cave, where a gang of three mottled documentarians are dwelling.

The giants are not violent or aggressive, and in fact have quite a bit of food stored in their cave so they not only do not pose a physical danger to the adventurers. They can actually help keep the alive. The danger is in people losing their memories to the giants before they can escape the cave.

Digging one's way out the cave is possible, but not probable without some magical help. There is a small exit in the floor of the cavern that leads into more extensive caverns and possibly a way out of the caves entirely. The giants are too large to enter, so they do not know what lies there.

*Illustration by
Jon
Kaufman*



NIDHUND

Medium Magical Beast, Chaotic (NE), Low Intelligence; Pack (1d8)

Nidhunds are demonic hounds that serve Hel, Demon Princess of Nocturnal Creatures. Hel dwells in the darkest, coldest portion of Hell. Nidhunds roam her lands in packs, hunting lesser demons and one another. They are sometimes sent to the mortal world to hunt down Hel's enemies or to serve one of her mortal servants.

HD	8
AC	14
ATK	2 claws (1d8 + rend) and bite (2d6)
MV	60
SV	F9 R8 W12
XP	800 (CL 9)

Nidhunds are all muscle and sinew packed into a bony carapace. They have four legs and a grayish hide that becomes white when they are agitated. Nidhunds have no eyes, but they have a powerful sense of smell. They have large mouths filled with sharp teeth, and massive claws on their feet.

SPECIAL ABILITIES

Nidhunds can sense all creatures within 200 feet of themselves through vibrations in the ground and air, and they can smell creatures up to 3 miles away. Their lack of eyes makes them immune to gaze attacks.

Nidhunds are coated with pungent oil. Those in melee combat with them must pass a single Fortitude saving throw or be sickened. In addition, they enjoy a +2 bonus to save vs. grapples.

Their bony carapaces deal 1d4 damage per round to creatures that attack them with their hands or with light weapons.

Special Qualities: Immune to cold, poison and disease, magic resistance 5%, skilled at tracking

MONSTER ENCOUNTER

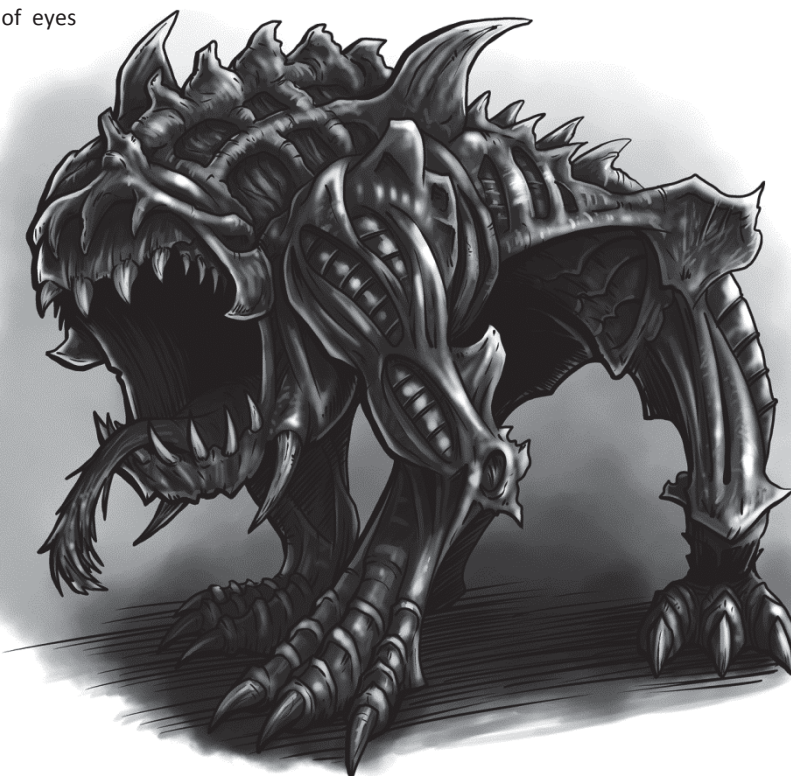
At the end of a long, chilly hallway there is a round room about 20 feet in diameter and

a 10-ft. tall ceiling. A sword hangs from a chain in the center of the room. Spaced along the walls are three bas-reliefs of wolf faces, mouths agape and dripping liquid. An elf or dwarf might note that the walls that host these bas-reliefs appear to be doors, or at least are not anchored to the adjacent walls.

The sword is a *frost brand* (i.e. a +3 *frost greatsword*), and it acts as a lure left by Hel in the Material Plane. Approaching it causes a chill wind to whip up in the chamber. As one comes closer to the sword the wind becomes stronger. As one is about to touch the sword, the wind rises to nearly hurricane force, and it becomes so cold that it deals 1d6 points of cold damage per round to anyone in the room that fails a Fortitude saving throw.

If the sword is plucked from its chain, the walls holding the bas-reliefs collapse inward (Reflex save might be required to avoid being crushed for 2d6 damage), revealing three nidhunds coming in through gates. The nidhunds will kill the robbers, but their real prey is some more powerful mortal that has offended Hel.

Illustration by Gary Dupuis



NOROOB

3

Large Humanoid, Neutral (N/LN), Average Intelligence; Band (1d10)

Noroobs look like powerfully built lizardmen with spiky hides and beak-like mouths. Noroobs wear little clothing or armor.

HD	3
AC	16
ATK	By weapon
MV	20
SV	F11 R14 W14
XP	150 (CL 3)

The noroobs are large bipedal reptiles that dwell in rocky or forested hills. They have a strict sense of personal honor and fairness in combat. Noroobs are ancestor worshippers and bands of noroob are led by the eldest member. Noroobs enjoy combat, and readily take work as mercenaries or gladiators. They speak lizard man and common with a slow growl.

Noroob are skilled metal workers. They carry shields and usually arm themselves with heavy, curved swords (treat as two-handed swords), heavy maces and heavy flails. Noroobs prefer single combat, and thus begin encounters by challenging worthy opponents to melee. This challenge takes the form of a highly ritualized dance that includes stomping and flinging the head back to emit a curious thumping growl from the throat. Noroobs never interfere with single combat to help an ally, and they attack those who do with a fury (two attacks per round).

Noroob bands are sometimes seen sunning themselves en masse. All noroobs are warriors. Most bands, after soaking up the sun, break into smaller groups to hunt, leaving a few guards to look after their young. The number of young noroob in a band is equal 25% of a band's warriors. About half of the young are mature enough to fight like lizard men if they are attacked. The guardsmen busy themselves with smith work and other crafts while two or three patrol the perimeter.

SPECIAL ABILITIES

Noroobs can use their tongues to scent creatures on the ground or in the air.

MONSTER ENCOUNTER

A tribe of noroobs is sunning themselves on a ridge one morning when a freak lightning storm agitates them. The males are preparing for war – they believe evil sorcery is behind it. Their patrols are now thick in the woods below, searching for the magic-user responsible.

Illustration by Bradley K McDevitt



NUKEKUBI (PANANGALAN)

4

Medium Monstrous Humanoid, Chaotic (NE), Average Intelligence; Family (1d6)

Nukekubi appear by day to be normal human beings. At night, their heads and necks detach from their bodies and fly about, preying on humans.

HD	3
AC	13 [Silver]
ATK	Bite (2d4)
MV	30 (Fly 40)
SV	F14 R12 W12
XP	300 (CL 4)

Nukekubi often dwell in groups, acting as though they are normal human families. The only way to tell them from normal people is a line of red magical symbols around the base of their necks where the head detaches.

Nukekubi do their best to take prominent roles in society, upholding the law, doing an honest trade, etc. When murders start in a district, they hope to find defenders in their neighbors.

The penanggalan is a monster of Malaysian folklore, its difference from the nukekubi being that it detaches its head along with its lungs, stomach and entrails. The manananggal is a similar monster of Filipino folklore, that divides at the waist rather than at the neck, and which has wings.

SPECIAL ABILITIES

As a nukekubi approaches, it emits a terrible shriek. All within 30 feet of the monster that fail a Will saving throw are stunned with fear for 1d4 rounds. The nukekubi prefers to attack creatures it has frightened, striking them from behind.

Once a creature is stunned, the nukekubi attacks with its bite, latching onto the victim's neck and draining blood. This deals 1d6 points of Constitution damage each round. Once the monster has feasted on nine points of Constitution, it detaches and flees.

The nukekubi must return to its body by morning or it dies.

Special Qualities: Immune to fear, resistance to mind reading and mind control 60%

MONSTER ENCOUNTER

At some point, allow the adventurers to discover a treasure map. The map points to a cave in a mountain pass, and promises quite a large haul, though not without many dangers.

The aforementioned mountain pass lies between two villages, the smaller on the forested side and ruled by a popular daimyo, the larger a farming community ruled by a less popular daimyo thought to have some skill at sorcery. The two villages have clashed in the past, but have at late been at peace owing to the rulings of the local magistrate of the province.

When adventurers arrive in the pass, they discover that it holds two dozen caves. The map does not reveal which holds the dungeon and the treasure, and the locals are unaware of such a place in their neighborhood. At the entrance to the pass, nearer the small village, there is a roadhouse where rooms can be had. The roadhouse also offers a smithy and stables.

The roadhouse is run by a family of four nukekubi. They appear to be honest, hard-working people, and will do everything that can to be of use to the adventurers.

About the time the adventurers arrive, a terrible murder happens in the large village. Of course, there will be many theories – an attack by the smaller village, the work of the sorcerous daimyo on his own people, or perhaps the adventurers will be accused.

While the adventurers want to focus on finding the dungeon, they are forced to deal with the murder.

Illustration by Mark Hyzer



NYMPH



Medium Fey, Lawful (NG), High Intelligence; Solitary

While nymphs and dryads are covered in the core rules of *Blood & Treasure*, Greek mythology had many varieties of these beautiful nature spirits. All of the following forms of nymphs use the basic stats for the nymph in *Blood & Treasure*, with any modifications noted in the descriptions below.

HD	6
AC	17
ATK	Dagger (1d4)
MV	30 (Swim 20)
SV	F12 R10 W9
XP	600 (CL 7)

Nymphs are female fey of astounding beauty. The daughters and grand-daughters of the gods, they represent the beauty and mystery of nature. Nymphs speak Sylvan and Common.

All humanoids within 30 feet of a nymph that look directly at a nymph must succeed on a Fortitude save or be blinded permanently. A nymph can suppress this ability if she wishes.

As a gaze attack, a wrathful nymph can stun a creature within 30 feet with nothing more than a sidelong glance. The target creature must succeed on a Fortitude save or be stunned for 2d4 rounds.

Besides their spell-like abilities, nymphs can cast spells as 7th level druids. A sample list of prepared spells is below.

Spells: 1/day—dimension door

Typical Druid Spells: 0—cure minor wounds, detect magic, flare, guidance, light, resistance; 1st—calm animals, cure light wounds, entangle, longstrider, speak with animals; 2nd—barkskin, heat metal, restoration, tree shape; 3rd—call lightning, cure moderate wounds, protection from energy; 4th—rusting grasp

ANTHOUSAI (FLOWER NYMPHS)

These are the nymphs of flowers. They are smaller than the basic nymph (small size), and have hair that resembles a cascade of hyacinth flowers. Anthousai have 4 HD, saves of F15 R11 W10, AC 15 and XP 400 (CL 5). In place of the nymph's gaze attack, the anthousai can emit a perfume in a 20-ft. radius that acts as the *suggestion* spell. Anthousai usually suggest that people leave, or perhaps perform mundane tasks for them.

ASTERIAE (ASTRAL NYMPHS)

The asteriae are the nymphs of the Astral Plane. They have porcelain skin, sapphire eyes and silver hair that floats wild and free in astral space. Astral nymphs are wild and carefree. They are capable of moving as they like in astral space. In place of the normal nymph's gaze attack, an asteriae can bring blessing or bane with their gaze (per the *bane* spell or *bless* spell). In addition, they can gather the energies of the Astral Plane and project them as a sapphire ray from their eyes (per *searing light*) three times per day. The asteriae cast magic-user spells instead of druid spells.

AURAE (WIND NYMPHS)

Aurae are nymphs of the wind, nestled and caressed by the air spirits, which are fiercely protective of them. They have pale skin and windswept hair of white, and eyes that always seem to reflect a clear blue sky. Aurae can fly (speed 60) and are unaffected by wind conditions. They can cast *gust of wind* at will and *wind walk* once per day. Aurae are Neutral (CN).

HECATERIDES (ELDER NYMPHS)

The hecaterides are the mothers of oreads and satyrs. They appear as stately, almost matronly nymphs, full of breast and wide of hip and bedecked in silk gowns and wreaths of flowers and spun gold. Like satyrs, they have deer antlers. They are immune to mind control and possess magic resistance 15%. Hecaterides can cast *irresistible dance* once per day with their gaze attack. Once per day, a hecateride can attempt to summon 1d4 oreads or satyrs with a 60% chance of success. Hecaterides are Neutral (CN) in alignment.

HYLEOROI (WATCHERS OF THE WOODS)

Hyleoroi are warrior nymphs charged with the protection of the woodlands. While most nymphs are content to play all day, the hyleoroi always on patrol, often joined by other woodland folk like satyrs, brownies and rangers.

Hyleoroi have 8 Hit Dice instead of 6, and therefore have the following saving throws: F11 R9 W10. They wear leather armor and carry a longbow and bronze short sword. Their gaze attack is replaced by *true seeing* that is always active, and they have the special abilities of 4th level rangers.

KABEIRIDES (FORGE NYMPHS)

Forge nymphs are the nymphs of metal, glorying in the riches of the earth. They have skin that runs from bronze to gold and hair in the same colors. Their eyes are like white hot embers. A forge nymph's gaze acts as a *heat metal* spell. They enjoy a +3 bonus to sunder metal weapons and armor, and when such items are saving against a sundering attack from a forge nymph, they do so at a -3 penalty. Finally, they are capable of summoning flaming hammers (1d4 + 1d6 fire damage) into their hands.

LAMPADES (TORCH NYMPHS)

Lampades are the nymphs of the underworld, devotees and companions of Hecate and her priests and magic-users. They have pallid skin that they can cause to become pitch black at will, allowing them a 4 in 6 chance of surprise in darkness. Lampades carry magic torches which they can extinguish at will. The light of these torches forces those in sight of them to pass a Will save or be struck with *insanity* for one hour. At the end of one hour, the insane must pass a Will save or they acquire a random phobia permanently. When a person is faced with the source of their phobia, they must pass a Will save to overcome it for the encounter. If they do not, they become frightened.

D10	RANDOM PHOBIA
1	Fear of rats
2	Fear of slime and ooze
3	Fear of flying
4	Fear of vile odors
5	Fear of spiders
6	Fear of heights
7	Fear of disease
8	Fear of pain
9	Fear of confined spaces (like dungeons, maybe?)
10	Fear of the dark

Lampades do not have the gaze attack of a nymph, but their touch causes one point of wisdom damage. They can rebuke undead as 6th level clerics, and they cast spells as magic-users rather than druids.

MAENADS (WILD NYMPHS)

Maenads are the nymphs of Dionysus, berserk man-killers drunk on the wine-blood of their god. They look like normal nymphs, save their hair is wild and unkempt and their eyes are bloodshot and savage. They wear leopard furs and have vines tangled in their hair and wrapped around their bodies.

Maenads fight as berserkers, having 2 attacks per round. They can control all wolves within 30 feet (wolf companions of characters may make a Will save to resist this), and can summon 1d4 wolves once per day.

A maenad loses a nymph's gaze attack and blinding beauty, but gains a touch that causes one or several effects. Creatures touched by a maenad must pass a Will saving throw or suffer from fatigue for six rounds. Creatures that succumb to fatigue must pass a second Will saving throw or first suffer from *hideous laughter* (as the spell) for three rounds. Creatures that succumb to the laughter must pass a third Will saving throw or first suffer from *confusion* (as the spell) for one round.

Maenads can rebuke lycanthropes as a 4th level evil cleric rebukes the undead.

MELISSAE (HONEY NYMPHS)

Melissae are the nymphs of honey bees. They appear as 4 to 5-foot tall women of exceptional beauty, with golden skin and honey-colored hair. On their backs are wings like those of a giant bee, and they have a fly speed of 30 feet.

Once per day, a melissae can summon a swarm of bees (per *summon swarm*). They do not have the gaze attack of normal nymphs, but their kisses act as a *charm person* spell. Melissae are immune to poison, and most carry a magical mead that works like a *potion of neutralize poison*. Melissae cast spells as bards rather than druids. They are usually encountered with 1d6 giant bees.

NAIADS (WATER NYMPHS)

Naiads are the nymphs of fresh water, dwelling in rivers, lakes, streams and pools. They are among the more pleasant of their kind, enjoying dalliances with mortal men and rarely doing lasting harm to mortals. Naiads are about 5 feet tall and resemble elves with pale skin and silver hair. Naiads are amphibious. They have a swim speed of 50 feet and are resistant to cold damage.

NEREIDES (SEA NYMPHS)

Sea nymphs dwell in salt water, often constructing small palaces for themselves below the waves. Their leader is the famous Thetis, mother of Achilles. They usually have pale skin, golden hair, and deep blue eyes.

Nereides are amphibious. They have a swim speed of 60 feet, are resistant to cold damage, have 10% magic resistance and can only be harmed by silver weapons. In place of a normal nymph's gaze attack, nereides can sing a siren song that affects all within 100 feet. At minimum power, this acts as a bard's fascinate ability, but nereides can also use it to deliver the following spells: *charm person*, *charm monster*, *suggestion*, *command*, *confusion* or *fear*.

NYMPHAI HYPERBOREIOI

The nymphai hyperboreioi are the nymphs of the taiga. They are hardier and more barbaric than their southerly sisters, and excel at archery. Nymphai hyperboreioi stand about 7 feet tall, have pale skin (often freckled) and flowing red or blond hair. They always wear leather armor (or furs – count them as leather armor) and carry short swords and longbows.

Hyperborean nymphs have 8 Hit Dice (saving throws F11 R9 W8) and enjoy resistance to cold damage. In their hands, bows and arrows always carry a *+1 magical bonus*. When making trick shots with their bows, they enjoy a +2 bonus to hit. Hyperborean nymphs do not have the normal nymph's gaze attack, but they can imbue their arrows with a *charm person* effect. When an arrow is so imbued, it deals no damage. Instead, it disappears into a cloud of smoke when it strikes a target, and that target must pass a Will saving throw or be charmed.

OCEANIDS (OCEAN NYMPHS)

Oceanids might also be called greater nereides. They are the daughters of Oceanus and Tethys, and thus have titan blood flowing through their veins. Oceanids are exceptionally lovely, with blue-green skin and hair like sea foam. They can appear in the form of mermaids, or as humanoids.

Oceanids have 9 Hit Dice, AC 18 and a swim speed of 90. They can only be harmed by +1 or better weapons, have magic resistance 25%, are immune to cold and are worth 1500 XP. Oceanids can breathe air or water. Once per day, they can *enlarge* (as the spell), an artifact of their titan heritage. In place of a normal nymph's gaze attack, oceanids can sing a siren song that affects all within 1 mile. At minimum power, this power acts as a bard's fascinate ability, but oceanids can also use it to deliver the following spells: *Charm person*, *charm monster*, *suggestion*, *command*, *confusion* or *fear*.

Oceanids can control water at will, and they can rebuke water elementals as an evil 9th level cleric can rebuke undead.

OREADS (MOUNTAIN NYMPHS)

Oreads are earth nymphs that dwell in the mountains and rugged hills. They avoid contact with non-fey, and are less apt to seduce a mortal than most of their kin. Oreads have nut-brown skin and auburn hair. Their eyes shine like rubies, sapphires or emeralds.

Oreads are resistant to acid and can use *stoneskin* (as the spell) at will. They can meld into stone as a dryad can meld into trees, but are not tied to particular stones as dryads are tied to particular trees. Oreads can communicate with burrowing animals as a gnome. They do not have a normal nymph's gaze attack.

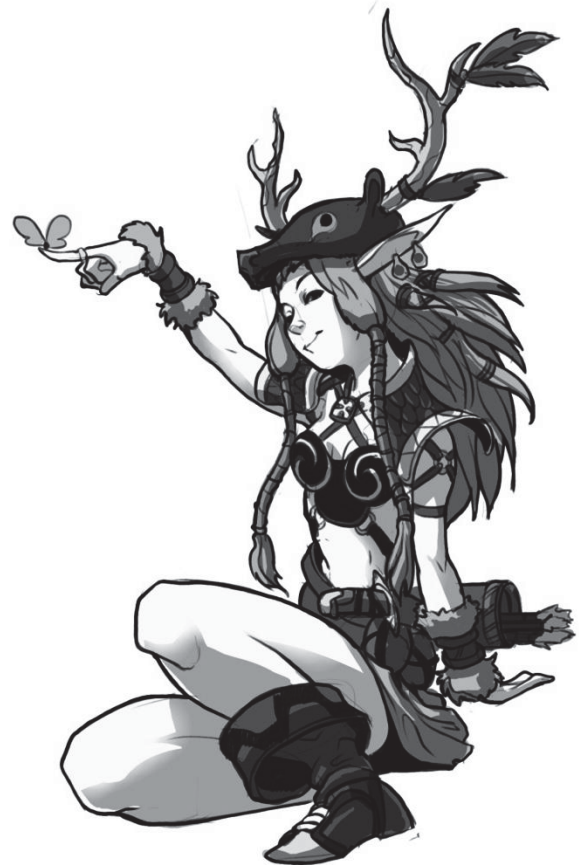
THEMEIDES (GUARDIAN NYMPHS)

The themeides are the daughters of Zeus and Themis, and thus are demi-goddesses that serve both as prophets and as keepers of divine artifacts. While these warrior nymphs appear as nothing more than red-headed nymphs with bronzed skin, when they are attacked one learns their true nature.

Themeides are only damaged by +1 or better weapons, are immune to electricity and fear and enjoy magic resistance 30%. They have 12 Hit Dice, saving throws F9 R7 W6 and XP 3000 (CL 14). In combat, they can summon chainmail and spears that appear on their person instantly. Both chainmail and spear crackle with energy; while on the nymph they act as +1 magic items and the spears deal +1d6 electricity damage with each hit. When a themeides dies, her armor and weapon disappear.

Themeides cast spells as clerics rather than druids.

Illustration by Shaman's Stockart



OBSIDIAN MAN

4

Medium Elemental (Earth), Neutral (N), Average Intelligence; Gang (1d4)

Obsidian men are earth elementals summoned by magicians to serve as guardians. They appear as humanoids made of gleaming, black obsidian, with only the vaguest of facial features, and they have clawed hands.

HD	3
AC	18
ATK	Slash (2d4) or pierce (15'/1d8)
MV	20 (Burrow 10)
SV	F12 R14 W14
XP	300 (CL 4)

Obsidian men are intelligent elementals, and while not all that imaginative, they rankle under the commands of their summoners. After about one month of service, an obsidian man begins testing his summoner's will. After a year of service, the chances that they are going to slay their summoner are great.

SPECIAL ABILITIES

The fingers of an obsidian man are as sharp as can be, and can grow as long as 15 feet in length, allowing them to be used as both melee and ranged weapons by the obsidian men.

Because of their smooth, shiny bodies, rays (magical and other-wise) reflect off of obsidian men 75% of the time. Any creature within 10 feet of an obsidian man when it was hit by a ray must pass a Reflex save or be struck. If multiple people fail their Reflex saving throw, the one that failed their roll by the most is the one struck.

Special Qualities: Immune to acid and fire, resistance to cold

MONSTER ENCOUNTER

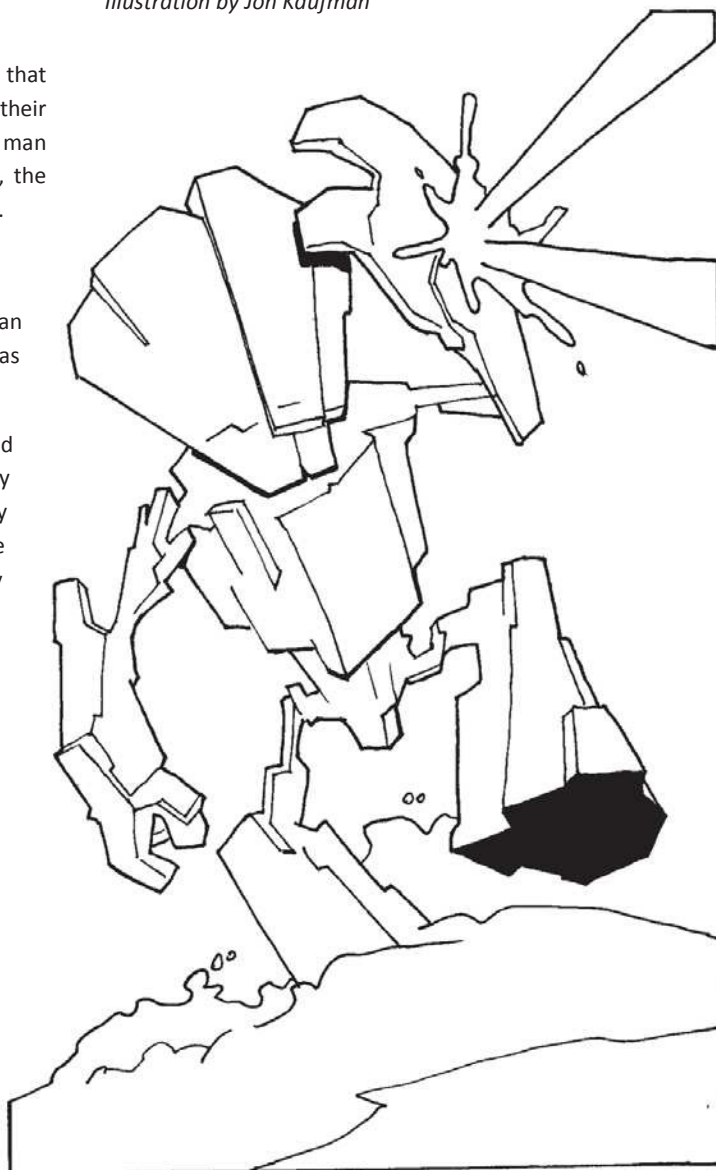
An asteroid has struck a distant wasteland, and it is now the target of many mages. At least four mages observed or foretold through astrology the falling of the rock from the sky, and all four are now racing to seize it.

The adventurers might meet one of these processions on their way across the wilderness. The high mage Gjangus the Small, a man of low moral character but immense magical powers (i.e. 9th level magic-user) leads a body of six apprentices (1st level magic-users), a body of ten men-at-arms (horsemen, chainmail, shield, lance, light mace) and a unique bodyguard – an obsidian man.

Gjangus is, to be blunt, a jerk. He will insult and bully the adventurers in every way imaginable, almost daring them to oppose him and his small troupe.

Gjangus summoned him from the Elemental Earth Plane a month prior, and the obsidian man, called Grthk, is growing restless. He will fight for the magic-user, but is open to negotiation as well. He sticks with the procession only because he believes that the asteroid is more than it seems.

Illustration by Jon Kaufman



OLGOI-KHORKHOI (DEATH WORM)

8

Large Magical Beast, Neutral (N), Animal Intelligence; Pair (1d2)

The olgoi-khorkhoi, or Mongolian death worm, is a reddish-brown monster related to the purple worm. They have large mouths lined with rock-hard teeth that chew through rocks and earth as it burrows underground.

HD	7
AC	17
ATK	Bite (1d8 + 1d6 acid)
MV	20 (Burrow 20)
SV	F9 R10 W15
XP	700 (CL 8)

The death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on its fellow burrowers, including gnomes. On occasion, it surfaces to devour more substantial prey, animals such as saiga, deer and yaks and human beings. Death worms lay their eggs far beneath the surface of the earth.

SPECIAL ABILITIES

A death worm lurks under sand or loose earth, waiting for its prey to move close where it then ambushes its target.

Death worms burrow at a rate of 20 feet per round through sand, and 10 feet per round through more solid rock.

A death worm's mouth constantly drips highly corrosive saliva. This saliva deals damage to flesh, and forces metal items in particular to pass an item saving throw or corrode and become useless, much as per the touch of a rust monster.

Once every 1d4 rounds a death worm can spit a 100-ft. long lightning bolt (3d6 damage; Reflex save for half damage).

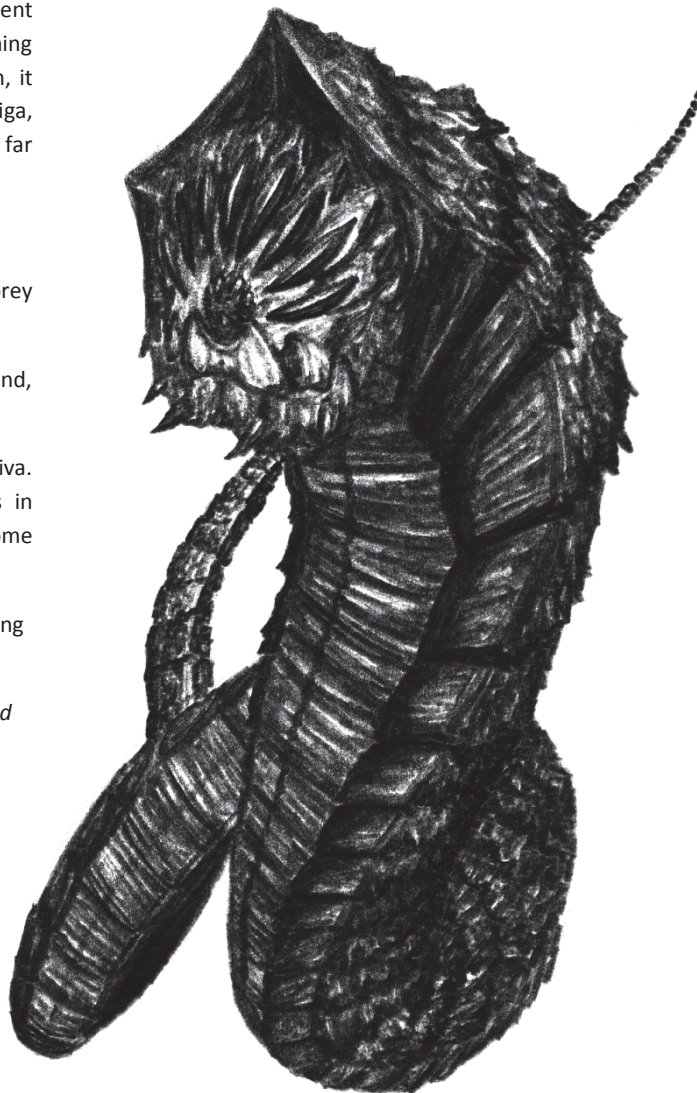
Special Qualities: Surprise (3 in 6), resistance to acid and electricity

MONSTER ENCOUNTER

A band of adventurers traveling through the desert chance to witness an impressive, though odd, thunder storm one night. The storm has neither wind, nor rain, nor obvious bolts of lightning, but they do note flashes of lightning and peals of thunder punctuating the black desert night. Wise characters might deduce that the lightning is probably unnatural.

The next day, they may come upon the remains of a camp of merchants. The camp has been burned and dashed to bits, and one might find the armor of the guards highly corroded, singed flesh, flesh eaten away. Only one man remains alive, a young merchant from the western lands. He will explain that a death worm attacked in the night and swallowed not only his master, but his master's cargo, a *philosopher's stone* that was being carried to the imperial court in the east!

Illustration by Mark Hyzer



PANTHERA

Medium Magical Beast, Lawful (CG), Average Intelligence; Solitary

Pantheras are intelligent, supernatural felines with iridescent coats and sweet-smelling breath. Pantheras are roughly the size and shape of leopards.

HD	7
AC	16
ATK	2 claws (1d4 + rend) and bite (1d6)
MV	40
SV	F10 R10 W12
XP	700 (CL 8)

Pantheras spend most of their time sleeping in their caves, but emerge once or twice a week to hunt. Pantheras are Lawful (CG) creatures that do not attack goodly creatures unless seriously provoked. Panthera females are capable of breeding only once in their life, so the breed is quite rare.

SPECIAL ABILITIES

Pantheras have a breath weapon that can be used three times each day. The panthera's breath is a cloud of perfume that fills a 20-foot radius centered on the panthera. Any creature except dragons that inhales this perfume must make a Will saving throw or be affected by a *charm monster* spell. Dragons are affected by a panthera's perfume breath as though by a *fear* spell.

Spells like *stinking cloud* or a troglodyte's terrible odor are neutralized in a 30 foot radius around a panther, but they neutralize the panthera's breath. A panthera's hide, if it is left reasonably intact, retains this property.

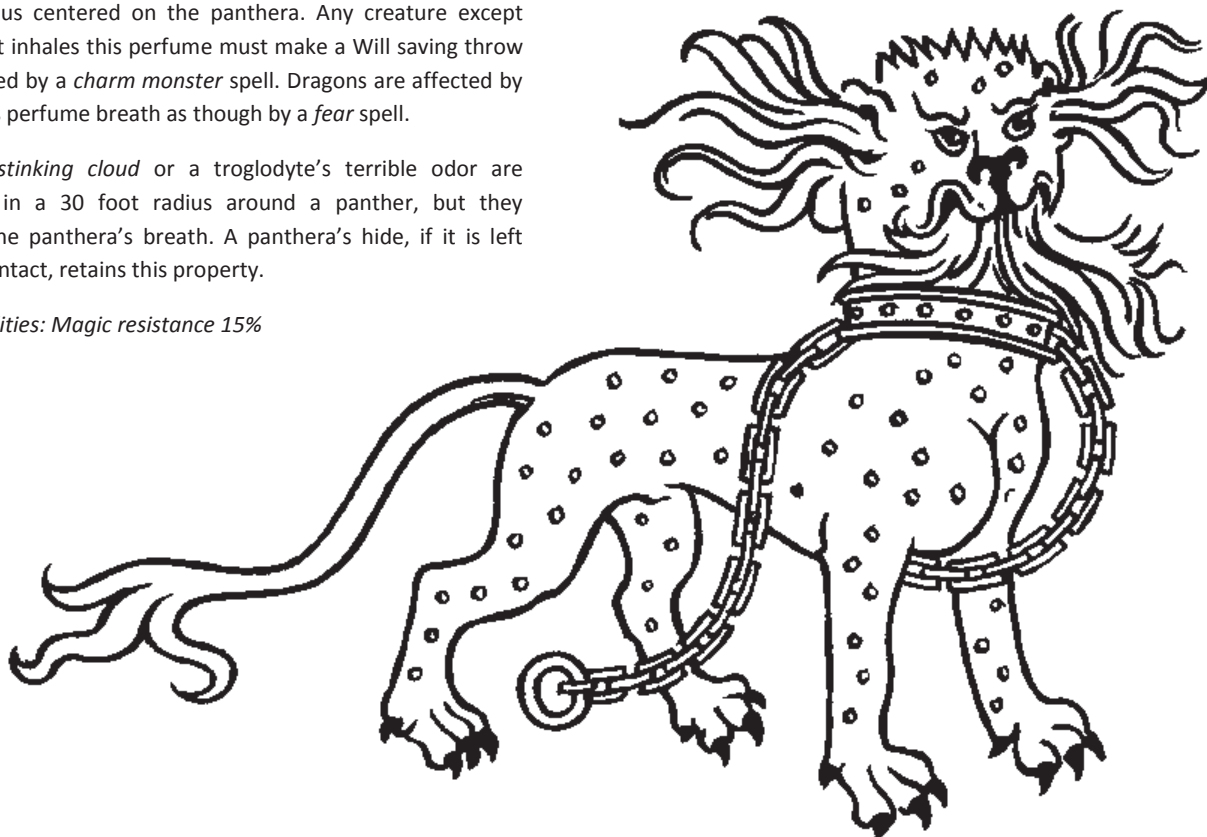
Special Qualities: Magic resistance 15%

MONSTER ENCOUNTER

While wandering in a deep dungeon, the adventurers have a terrible scare. A green dragon suddenly darts around a corner and charges headlong at the adventurers. The dragon is not looking for trouble, but instead is fleeing a panthera and rushing back to its lair elsewhere in the dungeon.

The panthera in question dwells a few halls and chambers away in an abandoned temple. The temple is clad in marble, and features cracked pillars, two small staircases that lead up to a ledge where there reclines a statue of a beautiful goddess carved from pink stone. Behind the statue there are two large mirrors (each worth 100 gp), and the altar beneath the ledge and statue holds two copper bowls (worth 10 gp each).

The temple smells of flowers, the scent coming from the panthera that dwells here. The panthera sleeps behind the altar, and it discovers the secret cache that opens the altar like a chest, revealing the monster's treasure.



PATCHWORK WOMAN

Medium Construct, Chaotic (CE), Average Intelligence; Circle (1d4)

Patchwork women appear as women who have been torn apart and put back together again. Their skin is cracked, pale, and interlaced with threads of green and black. Patchwork women have blank, soulless eyes, and they carry lanterns of black iron that hang from black chains. These lantern holds the tormented soul of the woman whose body was turned into the monster.

HD	3
AC	10
ATK	2 fists (1d4) or lantern (1d6 + 1d6 fire + special)
MV	20
SV	F14 R14 W14
XP	300 (CL 4)

Necromancers are often troubled people with psychotic tendencies. For that reason, it should come as no surprise that the patchwork woman would originate in the warped mind of a necromancer. Patchwork women are created in a state of fear and agony, and they attempt to spread these emotions to all living things that cross their paths.

In essence, patchwork women are lesser versions of the flesh golem. Unlike flesh golems, they are created from a single corpse, the soul of the corpse being removed from the body via a *magic jar* spell and stored in a specially prepared lantern.

SPECIAL ABILITIES

When the light of the patchwork woman's lantern falls upon a living creature, it must pass a Will save or be frightened, the fright lasting as long as the creature remains in the light.

Creatures struck by the magic lantern in combat must pass a Fortitude saving throw or lose one level to energy damage. A creature that loses all of its levels to energy damage from the lantern have their souls absorbed into the lantern, freeing the soul within the lantern to occupy the body that the newly captured soul has possessed.

Special Qualities: Magic resistance 10%

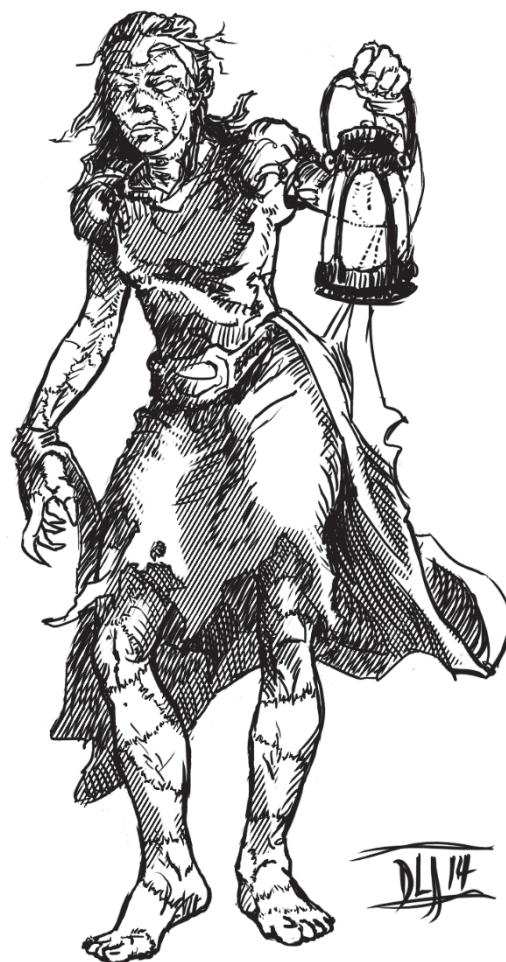
MONSTER ENCOUNTER

A chain is dragged down a corridor. It runs around corners and under doors and shakes every so often, indicating that something living is moving, the chain being attached to them. The chain ultimately leads to a square chamber (15' x 15') with four doors.

The room has a table and lab equipment that looks as though it has been abandoned for a long time. Light pours in from under one of the doors, casting eerie shadows across the room. The chain lies on the ground, sawed in half.

Behind each of the four doors there stands a patchwork woman, constructed in this chamber of horrors by the magic-user Esme the Ungodly from the bodies of a evil clerics. Esme hates the gods and their servants, and meant her creation to be a great joke. The gods are not to be trifled with, though, and the horrors they perpetrated on her are terrible to behold. She dragged herself here and found a spell of escape (*disintegrate*). Visitors may not escape, though, for her presence has awakened the patchwork women, and they now stir and seek revenge on the living.

Illustration by David Lewis Johnson



PRISM PLANT

Medium Plant, Neutral (N), Non-Intelligent; Patch (1d6)

Prism plants are desert vines. The vines grow to about 7 feet in length and are about 1 inch in diameter. They are dark green in color, but are covered in dark tan needles that give the vines a shaggy appearance. The vines produce a sticky sap that forms crystalline "icicles" in the sand.

HD	2
AC	14
ATK	6 vines (1d4)
MV	0
SV	F12 R18 W15
XP	200 (CL 3)

The prism plant is a cleverly designed hunter. When nothing is around, its vines settle into the sand, dripping sap that forms into crystalline icicles. By burrowing in this way it makes itself appear small, and it conserves water. When large creatures tread near, the vibrations "awaken" the monster, causing it to rear up.

SPECIAL ABILITIES

When the monster detects the presence of creatures within 30 feet via ground vibrations, the vines rear up to expose the crystalline icicles to the light (at least in the daytime). These curious icicles create a prismatic effect like the *color spray* spell, that affects all within 30 feet of the plant.

If collected, the icicles are valuable to illusionists and other magicians (worth 100 gp perhaps) interested in color spells, especially for use as wands holding such spells. The icicles possess no magical powers of their own, however.

The plant also attack with its spiny vines, whipping them about to strike creatures within 10 feet.

Special Qualities: Resistant to fire

MONSTER ENCOUNTER

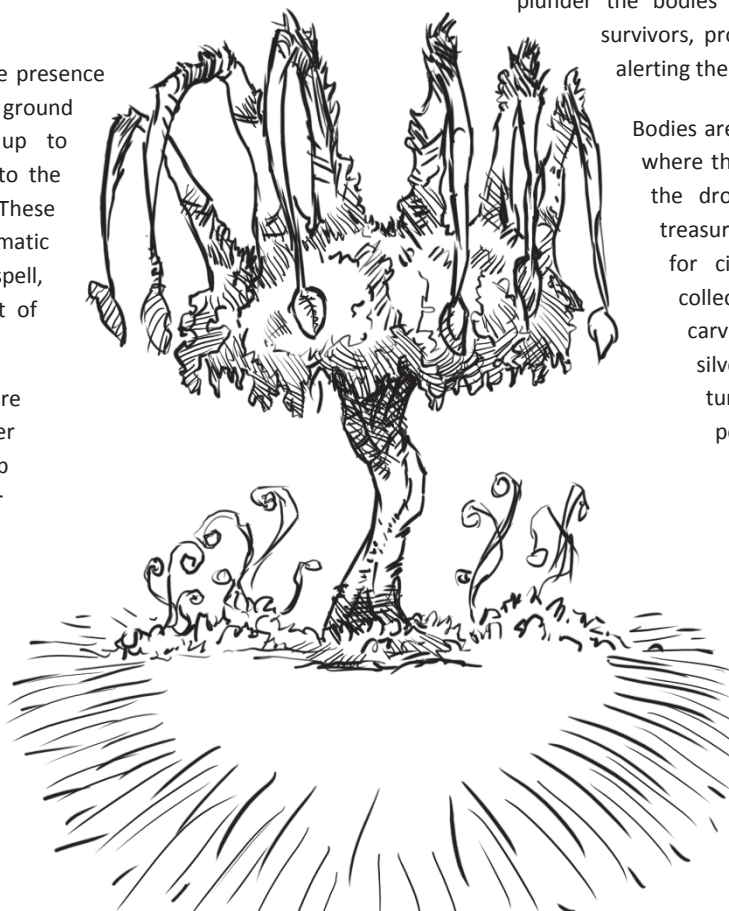
Travelers through a desert will have many visions of an oasis, and the visions are true. About three miles to the east there is such an oasis, a large spring surrounded by small plants and host to a variety of insects and small fish. In the center of the watering hole there is a small, sandy islet, and on this islet there is prism plant. The spring is about 20 feet wide and 10 feet long, and the islet is maybe 5 feet square.

The obvious problem for thirsty people is in approaching the watering hole, the prism plant is excited and rears up, attacking them with its color spray. A nearby colony of savage red dromites is aware of this. They have burrows nearby, and keep watch for the prismatic displays that denote the plant is attacking.

After an attack has occurred, the dromites file out and either plunder the bodies of the dead, or pick off the survivors, provided they can do so without alerting the plant to their presence.

Bodies are carried back to their burrows, where they are turned into food. When the dromites have gathered enough treasure, they plan to leave the desert for civilization. So far, they have collected 30 pp, 210 gp, 200 sp, a carved mahogany staff (100 gp), a silver miniature of a warrior in turquoise armor (100 gp) and a porcelain vase (400 gp).

Illustration by David Lewis Johnson and Anthony Gregori



PSI-SWARM

9

Medium Aberration, Neutral (N), Low Intelligence; Conglomerate (1d6)

These bizarre creatures are masses of charged, psionic particles with a rudimentary hive intelligence. They assume a rough humanoid shape that glows with orange light.

HD	8
AC	16 [Silver]
ATK	Fists (1d12 + <i>ego whip</i>)
MV	20
SV	F11 R11 W10
XP	800 (CL 9)

The origin of psi-swarms is a matter of speculation. Perhaps they are ghosts of powerful psychics, or simply the ghosts of people that have died on the Astral Plane by psychic violence. Perhaps they are an alien race with a hive mind, or they are outsiders, the heralds of a psychic god or goddess.

Whatever they are, their motivations are inscrutable and their goals often confusing. When they appear, they are as likely to ignore adventurers as to help or hinder them.

With psychics, they seem as though they want to commune. They approach, arms outstretched, and attempt to touch the psychic's face. Unfortunately, this is very damaging to the psychic, and most will learn to avoid these monsters like the plague, or at least rebuff their advances.

SPECIAL ABILITIES

Psi-swarms radiate a psychic static that forces creatures within 10 feet to make a Will save each round or be stunned. The length of the stunning is one round plus one round per point of intelligence bonus (though not minus one round per point of intelligence penalty). The duration of the stunning is doubled for creatures with psychic powers.

Creatures struck by a psi-swarm suffer the effects of an *ego whip* spell, with a normal save permitted.

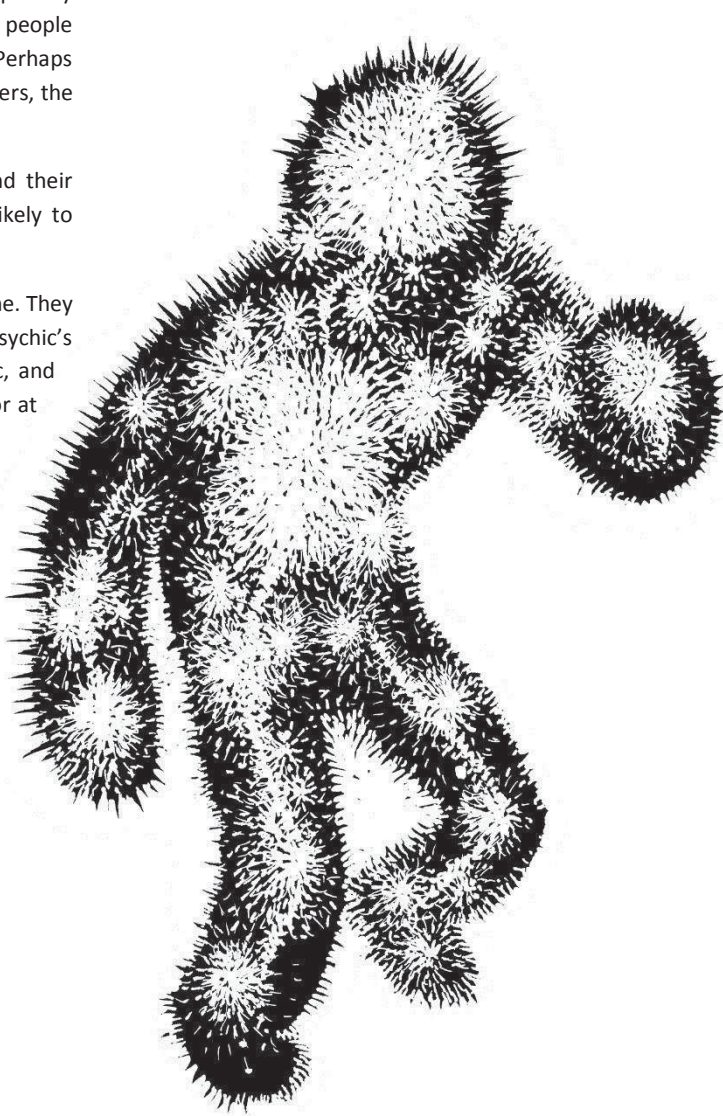
Special Qualities: Immune to poison and disease, weapon resistance (slashing and piercing)

Spells: At will – Detect thoughts; 3/day – Blur, cause fear, ethereal jaunt, suggestion; 1/day – Psionic blast; 1/week – Astral projection.

MONSTER ENCOUNTER

A psi-swarm makes an excellent wandering monster in a dungeon. Each time it appears, make a reaction check to get an idea of what it is up to at the moment; sometimes it will be hostile, sometimes helpful, usually it will ignore the adventurers. When hostile, decide on some random goal in the combat, and when it achieves it, have it break away from the fight.

Illustration by Joel Priddy



RAIJŪ

8

Medium Elemental (Air), Neutral (N), Average Intelligence; Storm (1d6)

Raijū are creatures of living lightning that take the shape of giant cats, raccoon dogs, monkeys, weasels or wolves, or the form of flying balls of lightning.

HD	6
AC	15 [+1]
ATK	2 claws (1d4 + 1d6 electricity) or bite (1d8 + 1d6 electricity)
MV	30 (Climb 30, Fly 60)
SV	F12 R10 W12
XP	1500 (CL 8)

Raijū rarely look for trouble, but they are easily annoyed and have a penchant for punishing those who annoy them. If they take a liking to a person, they might act as their guardian for a few days, and might be called upon from time to time. Even their friends must be wary of their tempers and, what is sometimes even worse, their sense of humor.

SPECIAL ABILITIES

Raijū can change their shape at will. Whatever their shape – giant cat, raccoon dog, monkey, weasel, or wolf – they have the same basic attacks and stats.

A ball of lightning does not have claw or bite attacks, but it can unleash three bolts of lightning with a 30-foot range that deal 1d6 points of electricity damage (no saving throw allowed).

A raijū's roar sounds like thunder. Creatures with 1 or fewer Hit Dice must pass a Will saving throw or become frightened.

Three times per day, a raijū can unleash its roar as a 60-ft. cone of sonic energy that deals 3d6 points of sonic damage (Fortitude save for half damage).

When struck by at least three gallons of water, a raijū must pass a Fortitude save or be stunned and lose a turn.

When struck in combat by natural or metal weapons, the striker must pass a Fortitude saving throw or suffer 1d4 points of electricity damage.

Special Qualities: Immune to electricity, resistance to fire, magic resistance 10%

MONSTER ENCOUNTER

A raijū is stalking a maze-like pass through a mountain range. Snow kisses the higher slopes, and the black pines are thick in the canyons. Water rushes down the slopes in rivulets, splashing against bare stone and then gathering in terraced pools that eventually flow into a river.

An angry prince and his retinue stalks the raijū, who is toying with the men. The prince was foiled in his attempt to steal the affections of a princess to whom the raijū took a liking.

The adventurers might come upon a scene of violence, and might have to take sides, as the prince and his men will plea for help, for they have no magic weapons.

Illustration by David Lewis Johnson and Anthony Gregori



RAT PRIEST (TESSO)

Medium Humanoid, Chaotic (CE), Average Intelligence; Pack (1d6)

A rat priest is a human or humanoid priest that has succumbed to pride and turned against the gods. In revenge, the gods turn the priest into a rat man. The rat priest usually wears tattered holy vestments or the armor common to clerics.

HD	3
AC	13
ATK	2 claws (1d3) and bite (1d4) or by weapon and bite
MV	30 (Climb 30)
SV	F12 R14 W14
XP	300 (CL 4)

Rat priests originate in Japanese folklore, where they are called tesso. Cursed to become spirit-rats, they exist to destroy temples and shrines, often undermining them with normal rats and causing spectacular failures (collapses, fires, etc.) in the middle of religious ceremonies. For the tesso, it is not enough to destroy the edifice, but also the faith of the people.



Some rat priests carry maces or warhammers in combat, but most rely on their spells and natural attacks. In combat, they always focus their attacks on the servants of the gods (clerics, druids, and paladins) and other spellcasters, using their summoned rats to harry and attack others.

SPECIAL ABILITIES

A tesso can summon and command a swarm of rats once per day, which it uses to defend itself or despoil a temple.

Rat priests can cast spells as a cleric with as many levels as the rat priest has Hit Dice. Usually this is as a 3rd level cleric.

Rat priests can be turned, but not destroyed, by clerics as though they were undead.

Spells: As 3rd level clerics, they typically prepare the following spells: 1/day—cause fear, detect magic, inflict minor wounds, protection from good, resistance, sound burst, virtue

MONSTER ENCOUNTER

A large, wooden temple in the middle of a religious ceremony involving flaming brands and naked, dancing priests. The people are crowded around, hoping to gain the blessing of one of the priests by plucking off one of the ribbons that is tied to the priest's hair or arms. Just as the ceremony is coming to a head, the floor collapses and a swarm of rats attacks.

The sinkhole reveals a forgotten dungeon below the tunnels. A rat priest and a pack of three wererats has taken up residence here. The rat priest has taken his revenge on the temple, and now plans to make matters worse by desecrating it and unleashing a horde of undead on the town.

The priest and his troops have hidden a treasure of 600 gp, 2,200 sp, two fancy stones and a +1 poleaxe in the dungeon below.

Illustration by Bradley K. McDevitt

REAPER GOBLIN

Small Humanoid, Chaotic (CE), Average Intelligence; Gang (1d8)

Reapers goblins look like long-armed goblins with glossy black skin and magnesium green, phosphorescent eyes. Some wear carved pumpkins over the heads as masks.

HD	3
AC	16
ATK	2 blades (1d6 + sever limb)
MV	30
SV	F13 R14 W14
XP	300 (CL 4)

Reaper goblins travel in small packs and are armed with very sharp cutting blades, each one carrying a mild enchantment that makes it very dangerous. They appear to have no aim other than the accumulation of power and the wreaking of havoc.

Reapers sometimes serve in small numbers in evil armies. Hobgoblins find them distasteful, but goblins and orcs have no problem employing them. Wizards, especially those that animate the dead and manufacture golems, find them especially useful, and randomly encountered reaper goblins have a 15% chance to be working for a necromancer, to whom they will carry their grisly trophies.

SPECIAL ABILITIES

A creature hit by a reaper's blade and suffering maximum damage must pass a Fortitude saving throw (or save vs. petrification) or have one of their arms lopped off. The severed arm instantly comes to life and begins grabbing at its former owner or performing any other task the reaper sets it to. Arms have the same armor class as their former owner, and 1d4 hit points. If an arm is "killed" it is destroyed. Otherwise, the arm can be reattached (remember, there's magic involved) to its original owner once the reaper has been killed.

Some especially lucky (or talented) reapers ride strange mounts composed of severed arms that look something like centipedes.

MANOPEDE

Large Aberration, Non-Intelligent; HD 4; AC 14; ATK 2 slams (1d4+1 + grapple); Move 50; F13 R13 W11; AL Neutral (N); XP 400; Special - Grapple.

SEVERED ARM

Tiny or Small Aberration, Non-Intelligent; HD 1; AC varies; ATK 1 slam (1d3 + grapple); Move 10; F16 R16 W13; Special - Grapple.

MONSTER ENCOUNTER

Adventurers out at night might encounter a trader driving a small cart. The cart is rickety and old, and the driver appears to be an elderly man in a black cloak that hides his face in shadows.

The old man is actually a 7th level magic-user. Inside the wagon he has four reaper goblins and several assorted limbs. If the adventurers do not look especially strong, he stops to chat with them and allow his troops to sneak out of the wagon and surround the party.

Illustration by Jon Kaufman



ROCK WORM

Medium Elemental (Earth/Fire), Neutral (N), Non-Intelligent; Clump (1d4)

Rock worms are elemental earth creatures that look like worms made of semi-molten rock. Uncommon species appear to be made of marble or other fancy stones. Their interior is filled with magma and sparkling crystals, like the inside of a geode. Rock worms are 20 feet long but only 2 feet in diameter.

HD	6
AC	18
ATK	Touch (1d6 + petrification)
MV	40 (Burrow 40)
SV	F10 R12 W12
XP	600 (CL 7)

Rock worms may be native to the Elemental Earth Plane, or they may have originated in volcanoes when the world was young. Like most vermin, they are unintelligent, and act on instinct. Rock worms feed on solid rock and stone, and shy away from metal. Although generally inoffensive, they seem to have a way of detecting gemstones, and go after them hungrily.

SPECIAL ABILITIES

Rock worms can pass through soil, rock and earth as easily as a fish swims through water.

A rock worm can sense the presence of gemstones within 60 feet, perhaps by sense of smell.

A rock worm's touch does not inflict damage, but it does gradually turn a person's flesh into stone. Each touch of the monster causes 1d6 points of damage as a person's flesh, bone and miscellaneous viscera are converted to silicon. After five touches, a victim becomes semi-petrified, their speed is reduced by half and they suffer a tactical disadvantage in combat. At zero hit points, a victim is completely converted to stone.

When presented with metal, a rock worm must pass a Will saving throw or act as though it is frightened. If attacked, a rock worm will overcome its distaste of metal and attack.

Special Qualities: Resistance to acid and fire, immunity to cold and electricity

MONSTER ENCOUNTER

In a dungeon of natural caves, adventurers find themselves in a very hot cavern. The heat radiates from the walls, floor and ceiling, and suggests magma nearby. A few small tunnels pierce the walls, ceiling and floor, each about two to three feet in diameter. Each round spent in the room carries with it a 1 in 6 chance of a single rock worm bursting from the floor and curiously regarding the adventurers. If they have gems, the rock worm attacks them in an attempt to get them. If this happens, other rock worms begin to appear from the walls and ceiling (same chance as the first).

Illustration by Rob Torno



ROKUROKUBI

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Solitary

Rokurokubi are strange creatures that look and behave like normal human beings during the day. At night, they transform into hideous monsters.

HD	3
AC	13
ATK	Bite (1d4 + 1 Con)
MV	30
SV	F12 R10 W12
XP	300 (CL 4)

Rokurokubi always appear as attractive women. They use their beauty to marry wealthy, powerful men, using their new homes as bases of operation for conducting their hunts, or to serve as prostitutes, sometimes preying on their would-be suitors.

When a rokurokubi transforms at night, its face takes on a demonic aspect and it gains the ability to stretch its neck to up to 10 feet in length. Rokurokubi are cannibals who crave the taste of human and demi-human flesh, especially that of children. Their preferred method of attack is to frighten people nearly to death by showing off their hideous transformation, and then feast on their blood like a vampire.

Rokurokubi are canny hunters. Since they live in towns and cities, they are careful not to murder too often, and usually pick targets far from their homes. When they transform and attack at night, they creep away from their homes as secretly as possible.

SPECIAL ABILITIES

Anyone looking at a rokurokubi's face must pass a Will saving throw or be frightened for 1d4 rounds. Creatures with 3 or fewer Hit Dice are stunned for one round.

The rokurokubi can attempt to wrap its neck around the victim like a constrictor snake, dealing 1d4 points of damage each round it maintains the hold. This counts as a grapple attack.

A grappled or stunned victim is attacked by the monster using its bite attack. The monster sinks its teeth into the victim's neck and drinks its blood, dealing one point of Constitution damage per round that it maintains its hold.

MONSTER ENCOUNTER

A powerful merchant has several wives, including a new wife recently arrived from a far away town. This new wife is the youngest and most beautiful of all his wives. She is skilled at the arts, especially music, and all the town is talking of this rare beauty with envy and delight.

The woman convinces her husband to invite the adventurers into his home for a meal, ostensibly to entertain guests at a party with their tales of adventure. While they are in the home, she murders another guest and does her best to throw suspicion on them. Her murder is accompanied by theft of jewelry and other small valuables. After two or three murders, she flees the house with her booty and to look for a new hunting ground.

*Illustration by
Gary
Dupuis*



ROTTER

1

Small Humanoids, Chaotic (NE), Average Intelligence; Gang (1d8)

Rotters are goblins that stand 3 to 4 feet in height. They have tough, often warty, skin, evil faces, slightly hunched backs and three sharp horns gracing their heads.

HD	0
AC	12 (leather armor)
ATK	By weapon or gore (1d3)
MV	20
SV	F14 R16 W17
XP	50 (CL 1)

To determine the arms and armor of rotter warriors, roll 1d10. Make one roll per 10 warriors. Leaders are armed as per number '10' below.

D10	EQUIPMENT
1-3	Leather armor, spear, dagger
4-5	Leather armor, shortbow, dagger
6-7	Ringmail, buckler, hand axe, dagger
8	Ringmail, light crossbow, short sword
9	Scalemail, buckler, spear, short sword
10	Chainmail, buckler, short sword, throwing axe

A rotter clan consists of 1d10x14 rotters (40% male, 25% female, 35% young). For every 10 males, there is one sub-leader with 2 Hit Dice called a cad. Cads are capable of backstabbing (as thieves) for +1d6 points of damage. Clans with 40 or fewer males are commanded by a bounder with 3 HD that can backstab for +2d6 points of damage. Clans with more than 40 males are commanded by a bounder with 4 HD that can backstab for +3d6 points of damage, and such large clans have a 1% chance per male of including a shaman (adept, level 1d3).

SPECIAL ABILITIES

Once per day, a rotter can cough up a black, sticky mist in the face of an opponent. This mist consists of Poison I, and forces the target to either hold their breath (treat them as fatigued while holding their breath, which they can do for a number of rounds equal to 3 + their Constitution bonus) or succeed at a Fortitude saving throw to avoid falling asleep.

MONSTER ENCOUNTER

A sewer in a dungeon smells pretty bad, but it's about to get worse. A band of ten rotters is hiding behind metal grates in the place. When the adventurers move near the grates, they breathe out their poisonous gas, and then emerge to attack the party.

The grating hides a tunnel that leads back to their fortified lair (well, fortified behind a secret door – you must knock at each of the corners with a heavy, blunt object to open it). Here, they hide a treasure of 670 gp, 500 sp, an hourglass, three thunderstones and a white pearl worth 100 gp, all kept in a locked safe.

Illustration by Skorch'd Urf Studios



SAMEBITO (SHARK MAN)

7

Medium Monstrous Humanoid, Lawful (LG), Average Intelligence; Squad (1d4)

Samebito, or shark men, are humanoids with black skin, green eyes, demonic faces and beards like that of a Chinese dragon.

HD	6+1
AC	15
ATK	2 weapon or bite (1d4)
MV	30 (Swim 60)
SV	F12 R9 W10
XP	600 (CL 7)

Shark men are benevolent creatures that serve gold dragons in their submarine palaces. They operate in gangs of one to four warriors, their armaments varying. A group of samebito usually includes at least one armed with a trident or other polearm, one with two weapons, such as scimitar and dagger, and all will have some form of missile weapon.

If a single samebito is encountered, there is a 15% chance they are mounted on a large gold dragon.

SPECIAL ABILITIES

Shark men are graceful and fierce warriors. In battle they emit a powerful *ki* shout that stuns a creature for one round if it fails a Will saving throw.

Shark men attack with their weapons twice per round. If they wield two weapons, such as a scimitar and dagger, they attack with their primary weapon (the scimitar) two times and their secondary weapon (the dagger) once.

If a samebito suffers more than five points of damage from an edged or piercing weapon, their flowing blood turns into small rubies (worth 1 sp each) when it hits the ground. One ruby is shed each round until he is healed or his wounds are bandaged.

Special Qualities: Magic resistance 10%, amphibious, resistance to cold and electricity

MONSTER ENCOUNTER

A cave located in a seamount is the entrance to the submerged lair of an ancient gold dragon. The cave is used as a guard post by the dragon's samebito guards. One is always stationed in the cave. The cave holds a small armory (crossbow bolts, tridents, spears and the like), a storage chamber for foodstuffs and a strange crystal gong that, if struck, sounds an alarm in the dragon's lair deeper underground, alerting it and the other samebito that there is trouble.

Illustration by Anthony Gregori



SCYLLA

18

Huge Aberration, Chaotic (CE), Average Intelligence; Solitary

Scyllas are primordial sea monsters, terrible abominations that haunt narrow straits, lying in wait for prey. They have bodies shaped something like hydras, with scaled skin and six thick necks that end in massive humanoid heads. These heads are “bearded” with six tentacles. The body itself is carried on twelve larger tentacles that are used for propulsion rather than attack.

HD	16
AC	18
ATK	6 heads (2d6 + constrict)
MV	10 (Swim 40)
SV	F4 R7 W5
XP	4000 (CL 18)

Scyllas were born from primordial chaos, and delight in spreading chaos and destruction. They make their lairs in narrow straits, attacking boats that attempt to pass. They cast the sailors into the water to drown and then feed on their sodden corpses.

Scyllas communicate via telepathy, with a range of 600 feet.

SPECIAL ABILITIES

Each head of a Scylla is capable of acting independently of the others, in terms of attacking or casting spells.

Scyllas attack with their beard tentacles, using them to strangle, crush and rend apart their prey. Creatures constricted by a beard can also be bitten for 2d6 points of damage, though the monster usually prefers to use its mouths for casting magic spells.

Special Qualities: Immune to fear, cold and poison, magic resistance 40%, resistance to electricity, regeneration (fire)

Spells: At will – Detect magic, protection from good; 6/day – Cause fear, fog cloud, gust of wind, resist energy; 3/day – Control water, darkness, shocking grasp, wind wall; 1/day – Cone of cold, lightning bolt, solid fog

MONSTER ENCOUNTER

A scylla has taken up residence in a cave that overlooks the bend of a narrow river that flows through a limestone canyon. The walls of the canyon are multi-colored and quite lovely, and bear carvings from a lost civilization and an ancient stone bridge.

The monster has destroyed commerce between the lands that relied on this river, so two different towns are intent on the monster being destroyed ... and on not actually paying adventurers to perform the task for them.

Illustration by Henry Justice Ford



SHAMSHIR

3

Medium Monstrous Humanoid, Neutral (N), Average Intelligence; Squad (1d10)

The shamshir are a strange people that have both mammalian and reptilian characteristics. They have four arms, pale green scales speckled with electric blue and long hair that ranges from white to aquamarine. Shamshir have four fingers on each hand and four toes on each foot.

HD	2+1
AC	15 (Scalemail)
ATK	4 weapons or 3 weapons and bite (1d3 + poison III)
MV	40 (Climb 30)
SV	F14 R12 W12
XP	200 (CL 3)

Shamshir are known for their precise, abrupt personalities. As friends, they are remarkably loyal and forgiving. As enemies, they are relentless and ferocious. The shamshir have a love for the good life and a keen appreciation of art and spectacle.

Common shamshir warriors wear scalemail and carry four short swords or two short swords and a spear. Noble shamshir wear splint mail and carry four scimitars or two scimitars and a glaive. Shamshir archers have learned the art of wielding two longbows or crossbows simultaneously.

Shamshir tribes are ruled by princes called shatyas. Shatyas have 4 to 8 Hit Dice. They are served by four bodyguards, each with 3 Hit Dice. The priests of the shamshir might be druids or wushen (see *The NOD Companion*) of 3rd to 6th level.

SHAMSHIR AS CHARACTERS

Shamshir characters modify their starting ability scores as follows: Dexterity +1, Charisma -1.

Shamshir have darkvision to a range of 60 feet, and they have a knack at tracking by scent with their reptilian tongues.

Shamshir characters retain their ability to attack with four weapons, but follow the rules for two-weapon fighting.

Shamshir know their own language, and might learn Common, Elf, Halfling, Lizardman and Ophidian.

Shamshir can advance to 9th level in most classes.

MONSTER ENCOUNTER

A shamshir prince called Ostkiops maintains a pleasure palace in an ancient woodland. The palace is part retreat, part hunting

lodge, and it has become a hub of activity for his court and the fey folk of the woods. It features grottos, waterfalls, orchid vines on its walls, lotus pools in its gardens, brilliantly colored frogs and plummaged songbirds, open air patios and tiny bungalos, and subterranean passages that lead to an underground citadel. The prince has 7 Hit Dice, four bodyguards and his thirty warriors armed half as footmen and half as archers. The prince's princess is a 5th level druid attended by four handmaidens with the abilities of 2nd level druids.

*Illustration by
Jason Sholtis*



SILVERCAT

6

Large Magical Beast, Neutral (N), Animal Intelligence; Pair (1d2)

Silvercats are creatures of the northern woods. They appear to be large mountain lions with silver fur, pronounced fangs and long, thick tails that end in bulbous knobs, not unlike the ankylosaurus. One side of this knob is smooth, while the other is spiked.

HD	5
AC	15
ATK	2 claws (1d4 + rend), bite (1d6) and tail (1d8 + stun)
MV	40 (Climb 20)
SV	F10 R11 W16
XP	500 (CL 6)

Like other predatory cats, silvercats are usually loners, though young males sometimes hunt together and females sometimes join forces to better protect their young.

They dwell in woodlands, especially coniferous woodlands, hunting the animals therein and any humanoids who dare to enter their domain. Silvercats are capable climbers, but they usually hunt by secreting themselves in underbrush and leaping out at their prey in such a way as to swing their tails at them, in hope of stunning them long enough to make them an easy meal.

SPECIAL ABILITIES

A creature struck by a silvercat's tail that suffers 4 or more points of damage must pass a Fortitude saving throw or be clunked on

the head or hit in the stomach and stunned until they can regain their senses or catch their breath. Each round, the victim may attempt a new Fortitude saving throw to shake off the effects of the stunning attack. After 6 rounds, they automatically regain their senses and are no longer stunned.

Special Qualities: Surprise (2 in 6)

MONSTER ENCOUNTER

In an old sawmill located on a rushing river in the north woods, two female silvercats have made a lair for themselves and their four cubs. At night, one of the females is patrolling the area hunting for meat, while the other guards the cubs. In the daytime, both can be found in a loft of the sawmill, secreted behind old barrels of rusty nails and bags of spoiled grain, sleeping and caring for their cubs.

The old sawmill has been abandoned for several years, and none would approach it were it not for the local tricksters, a band of azeban (q.v.) that think sending people to tangle with the big cats is the height of humor. They have left footprints and clues that suggest a band of goblin raiders, loaded with treasure, has made camp in the old sawmill.

Illustration by Anthony Gregori and David Lewis Johnson



SKELEPEDE

14

Large Construct, Neutral (N), Non-Intelligent; Solitary

A skelepede is a monster composed of hundreds of humanoid or animal bones, put together in such a way as to resemble a centipede. The primary components of the monster are a spinal column and skull, the skull often being that of a giant snake.

HD	12
AC	18 [+1]
ATK	6 slashes (1d8) and bite (1d6 + special)
MV	40
SV	F8 R9 W9
XP	3000 (CL 14)

Skelepedes are non-intelligent necromantic constructs left as brutish, but powerful, guardians by their creators.

The creation of a skelepede requires the component skeletons, most specifically a large spinal cord and fanged skeleton, silver needles inserted into the fangs, copper wire (about 300 gp worth) to string the bones together and the following spells: *Create undead, poison, regenerate* and *permanence*.

SPECIAL ABILITIES

The clicking sound of a skelepede's myriad components forces attackers within 10 feet to pass a Will save each round or suffer a tactical disadvantage from the noise. Spellcasters attempting to cast spells of 3rd level or higher must pass a Will saving throw to maintain their concentration and successfully cast the spell.

Targets bitten by a skelepede must pass a Fortitude save or succumb to a bone-softening poison.

Targets that fail this save suffer 1d4 points of Constitution damage and must pass a saving throw or be crippled (as the condition).

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing), regenerate, magic resistance 30%

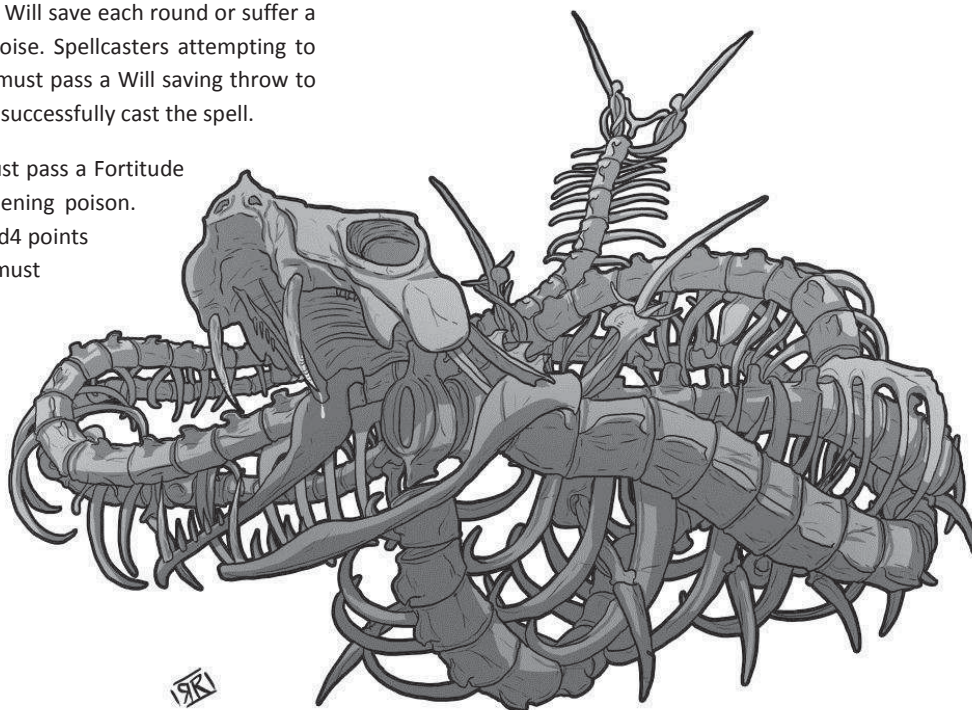
MONSTER ENCOUNTER

A chamber in a dungeon becomes swampy. The

chamber is quite large, measuring about 100 feet in length, 200 feet in width and with a ceiling 30 feet tall. Numerous pillars rise from floor to ceiling, with a few notably knocked over, and the floor is hidden beneath about 2 feet of cold, murky water. Various slimes and fungi coat the pillars and walls, and the vaulted ceilings between the pillars are home to clusters of giant, fat mushrooms, including a few shriekers and purple fungi. The chamber has four exits, centered on each wall. Each is a door about four feet above the floor, accessed by a small set of stairs. The doors are thick oak, slightly warped, and difficult to open.

In the northeast quadrant of the chamber there is a large stone chest sticking up from the water. The chest is carved from granite and is set with a rusty iron lock (poisoned needle, but the poison is no longer virulent and just causes nausea for 1d4 hours). A skelepede lurks near the chest, which contains 6,000 gp, two fancy stones, five gems, two jewels and a *cloak of the bat*.

Illustration by Ryan Rhodes



SKELETONS



Undead

Necromancers are weird folk, and spend most of their time alone. Despite their association with entropy, they are actually quite creative, and delight in making variations on the old standards.

BLACK BONES

Medium Undead, Chaotic (LE), Average Intelligence; Solitary

HD	8
AC	15
ATK	2 claws (1d4) or by weapons (1d4 + poison IV)
MV	30
SV	F11 R11 W9
XP	2000 (CL 10)

Black bones are skeletons covered in a thin layer of black leather. They are often garbed in loose, black, hooded cloaks. Black bones always carry poisoned daggers.

Black bones are the animated remains of skilled assassins. The black bones are created by only the clerics of deities of murder and mayhem. They are usually employed as undead assassins, striking fear into the enemies of the cult.

SPECIAL ABILITIES

Black bones generate a permanent field of impenetrable darkness (as the spell *deeper darkness*) and silence (per the *silence* spell) 20 feet in radius. A black bones can see through its own darkness, though the darkvision of other creatures cannot pierce it.

Black bones are always armed with poisoned daggers. They can backstab (as an assassin) for triple damage.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

MONSTER ENCOUNTER

One of the adventurers, most likely a Lawful (Good) cleric or paladin, has been marked for death by the cult of a deity associated with murder.

This character and his or her comrades are being stalked by a black bones. The black bones is canny, and while it is unconcerned with its "life", it is absolutely driven to complete its mission. To this end, it will not attack without separating the target from his friends, physically or via discord.

When the adventurers are exploring a dungeon, the black bones employs the lesser creatures within the dungeon to lure the adventurers into a hexagonal room, either by attacking and retreating, or by tempting them with rumors of a great treasure.

The hexagonal chamber contains a large treasure in its center, with a giant constrictor snake wrapped around it. This is an illusion. When the room is entered, the floor, which is divided into six wedges, begins to descend under their weight. If more than one person stands on a wedge, it sinks, permitting a greenish gas (Poison I) to flow in from the outer wall.

If people distribute themselves around the room to prevent this from happening, the target of the black bones discovers that their wedge collapses, dropping the person into a chamber beneath the hexagonal room. The black bones awaits them here.

BRONZE BONES

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d3)

HD	10
AC	Variable
ATK	2 claws (1d8)
MV	30
SV	F10 R10 W8
XP	1000 (CL 11)

Bronze bones are skeletons that are covered in a coating of metal when they are created.

SPECIAL ABILITIES

Despite the name, the metal on a bronze bones varies, determining the monster's Armor Class as well as special abilities:

BRONZE: True bronze bones have an AC of 17 and can *heat metal* (as the spell) around them in a 5-ft. radius.

STEEL: Steel bones have an AC of 18. Wooden weapons that hit them (including metal weapons with wooden hafts) must make an item saving throw or be broken.

LEAD: Lead bones have an AC of 16 and are surrounded by a 30 ft. radius aura of *slow* (as the spell) that permits no saving throw (although it is countered by a character under the effects of the *haste* spell).

MITHRAL: Mithral bones have an AC of 19. In the presence of light, all creatures within 10 feet of a mithral bones must pass a Fortitude save each round or be blinded for 1d6 minutes.

ADAMANTINE: Adamantine bones have an AC of 20; non-adamantine weapons that hit them must make an item saving throw or be broken.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), resistance to fire, immune to electricity

MONSTER ENCOUNTER

A dungeon chamber (20' x 20') features a central pyre, flames leaping high around three skeletons. Each skeleton holds a sword, and above their heads a chain dangles from the ceiling.

The skeletons are three bronze bones (literally bronze), their swords +1 *falchions*, and the chain above them releases oil upon the burning pyre when pulled. This oil quickly runs out into the room, coating much of the floor with flaming oil (1d4 damage per round, Reflex save for half damage). The oil burns for ten minutes, and the store of oil is refreshed once per hour.

DRY BONES

Medium Undead, Chaotic (CE), Low Intelligence; Gang (1d4)

HD	3
AC	15
ATK	2 claws (1d4) or by weapon
MV	30
SV	F14 R14 W13
XP	300 (CL 4)

Dry bones are animated skeletons capable of drawing the moisture out of the surrounding environment, including from living bodies. A dry bones generates a 10-ft. radius area of *blight* (as the spell). Once every 1d4 rounds it can generate a cone (10') of desiccating wind that deals 2d6 points of damage to most living creatures and 2d8 points of damage to plant creatures and water elemental creatures (Fortitude save for half damage). Any liquids within the cone must pass an item saving throw or be destroyed, including magic potions, which save at +1. Other items might also be ruined, as determined by the TK.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), resistance to fire

MONSTER ENCOUNTER

A 100-ft. long, 10-ft. wide passage in a dungeon is notably dry – i.e. the walls are free of fungus and slimes, the floor is especially dusty, etc. At the end of the passage there is a portcullis opened by a winch. One can reach through to trip the lever, but in doing so must pass a Reflex save to avoid being hit by the rising portcullis for 1d6 damage.

Hanging from the ceiling in chains and manacles are three skeletons, spaced about 10 feet apart in the middle portion of the passage. These are actually dry bones. They can free themselves from the manacles, but wait for people to pass into their aura of blight and reach the second dry bones before they do so.

In one corner of the passage, near the exit, there is a small leather sack hidden beneath the dust. The sack holds an alexandrite (500 gp), a flask of alchemist's fire and a worthless looking tin ring that is actually a *ring of counterspells*.

FUNNY BONES

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	10
AC	17
ATK	2 claws (1d6)
MV	30
SV	F10 R10 W8
XP	1000 (CL 11)

Funny bones are capable of separating into their constituent parts and then re-assembling. When struck for 4 or more points of damage by a physical attack from a bludgeoning weapon or force effect, the funny bones separates into two demi-skeletons, each with 5 hit dice, a single attack and a movement rate of 20. These demi-skeletons can also be divided into bone piles with 2 hit dice, no attacks, and a movement rate of 10.

Demi-skeletons and bone piles can reassemble by touching. If 3 demi-skeletons or 6 bone piles manage to come together, or a full funny bones and a single demi-skeleton or 2 bone piles comes together, they can form a creature with 15 hit dice, four attacks and a movement rate of 40. These creatures can only be divided into funny bones by scoring at least 8 points of damage. Two of these super-skeletons can join together to form a 20 hit dice mega-skeleton with six attacks. Mega-skeletons can only be divided into super skeletons by scoring at least 16 points of damage.

Special Qualities: Immune to illusions and all mind-affecting effects, weapon resistance (slashing and piercing), regenerate

LAZY BONES

Medium Undead, Chaotic (NE), Average Intelligence; Yawn (1d4)

HD	7
AC	15
ATK	2 slams (1d4) or by weapon
MV	30
SV	F12 R12 W10
XP	700 (CL 8)

A lazy bones looks like a normal skeleton, although it is always wrapped in a black cloak. The skeleton constantly emits a strange, piping noise that acts as a sleep spell (Will save to resist; sleep for 1 hour). It gives off a 10-ft. radius aura that drains strength. Each foot of distance one travels within this aura forces a character to pass a Will saving throw or suffer 1d3 points of strength damage. Strength returns at a rate of 1 point per hour after one leaves the lazy bone's aura.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

PRISMATIC BONES

Medium Undead, Chaotic (CE), Low Intelligence; Solitary or pair

	WHITE	GREEN ORANGE PURPLE	BLUE RED YELLOW
HD	6	4	2
AC	14	13	12
ATK	Slam (1d6)	Slam (1d6)	Slam (1d6)
MV	30	30	30
SV	F12 R12 W11	F14 R14 W12	F15 R15 W13
XP	1,500 (CL 8)	-	-

Prismatic bones are a form of animated skeleton employed by arch-necromancers to guard their holdings. They appear as normal skeletons, but with bleached, luminous bones. In this form, each time they strike an opponent (i.e. make a successful attack), they create a *flare* effect that might blind their victim. In addition, once every 1d4 rounds they can project *searing light* rays from their eyes.

If a prismatic bones is struck for at least 4 points of damage from a bludgeoning weapon or at least 5 points of damage from a slashing weapon, there is an explosion of light (per the *flare* spell) and the white skeleton is replaced by three skeletons, one orange, one green and one purple. Each of these skeletons has 4 Hit Dice (roll hit points as normal). Green skeletons have a poisonous touch (Poison III), purple skeletons have a touch that

causes disease (per *cause disease* spell) and orange skeletons are possessed of a horrible stench (per troglodytes).

These colorful skeletons can themselves be split if struck by a bludgeoning weapon for 3 or more points of damage or slashing weapons for 4 or more points of damage. Orange skeletons split into red and yellow skeletons, green into blue and yellow and purple in blue and red.

Naturally, these skeletons in primary colors also have powers. Red skeletons are wreathed in flames (per the *fire shield* spell), while blue skeletons are encased in a layer of ice, giving them an AC 16 and allowing them to inflict 1d4 points of cold damage per successful attack. Yellow skeletons drip with acid, allowing them to inflict 1d6 points of acid damage with each successful hit. Red skeletons are immune to fire, blue are immune to cold and yellow are immune to acid.

If any prismatic bones, in any color, are struck by electricity damage they split into two identical skeletons, each with half the hit points of the original.

Special Qualities: See above

SAWBONES

Medium Undead, Chaotic (CE), Non-Intelligent; Gang (1d6)

HD	2
AC	15
ATK	1 cleaver (1d4+1) and saw (1d4 + rend flesh)
MV	30
SV	F15 R15 W12
XP	100 (CL 2)

Sawbones are animated skeletons that have had cleavers grafted to the right arms and serrated blades attached to their left arms, in both cases replacing their hands. Victims of a saw-blade attack who suffer maximum damage must pass a Reflex saving throw or suffer an additional 1d4 points of damage from the blade sawing at their flesh and bone. If said victim is wearing armor, they instead make an item saving throw for their armor; failure indicates the armor has been damaged and loses one point of its armor bonus until repaired. No armor can lose more than half its armor value (rounding down) from this attack.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (slashing and piercing weapons)

SOOT FAIRY

1

Tiny Fey, Chaotic (CE), Average Intelligence; Cloud (3d6)

Soot fairies are tiny fey that look like they are made of black, shriveled matchsticks, with bulbous heads, ugly faces and black, sooty butterfly wings. They are irascible and mean-spirited, and usually lair in old foundries or chimneys.

HD	0
AC	16
ATK	Touch (1d4 fire)
MV	20 (Fly 40)
SV	F19 R13 W14
XP	50 (CL 1)

Soot fairies are associated with fire, but more often than not lair in places that have been touched by fire, such as woodlands after a forest fire, chimneys, abandoned fire pits and burned ruins.

Soot fairies have wicked, hurtful senses of humor, and though they never seem to smile or laugh (though they do utter a wheezy, smoky cough when amused), they are always looking to pull a vicious prank on humanoids and giants. Soot fairies favor acts of arson, and a hot foot is an especial favorite.

As much as they love fire, they loathe water and water bearers. In a group, the character with the most water, or a water elemental character, will suffer the brunt of their attacks.

SPECIAL ABILITIES

The mere touch of a soot fairy causes flammable items to ignite and skin to blister. Especially flammable items must pass an item saving throw to avoid bursting into flame.

Fires set by soot fairies can animate as tiny fire elementals. The ashes from these fires birth new soot fairies.

TINY FIRE ELEMENTAL: Tiny Elemental (Fire), Neutral (N), Low Intelligence; HD 1; AC 13 [+1]; ATK 1 slam (1d6); MV 50; SV F18 R12 W16; XP 250 (CL 3); Special – As small fire elemental.

While not especially dangerous when alone, ten or more soot fairies can spend three rounds flying and swarming around a target as though they were angry bees. After three rounds, they summon up an *incendiary cloud* centered on the unfortunate target of their ire.

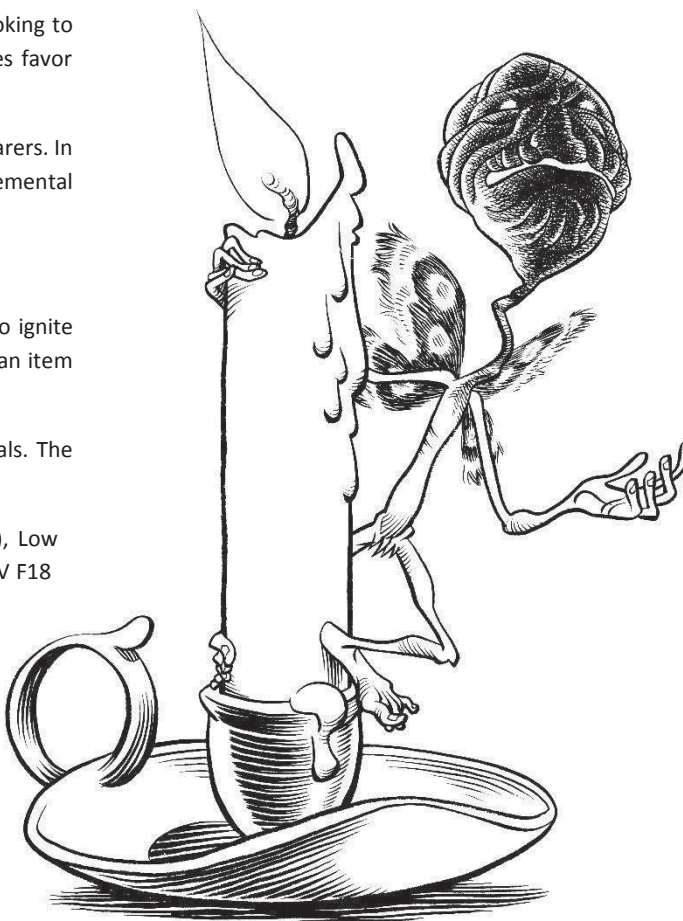
Special Qualities: Immune to fire, vulnerable to cold

MONSTER ENCOUNTER

While visiting a local tavern, a band of adventurers might hear a group of charcoal makers telling a tale of a recent encounter with soot fairies. The charcoal makers had to flee the nearby woods when the soot fairies attacked. They are convinced that the woods are going to be ablaze in short order, and might mention the danger this poses to the hunting lodge of a local lord. Perhaps the lord would reward adventurers for stopping the fire before it starts, or perhaps the blaze would be good cover for adventurers who wanted to rob the lodge.

The soot fairies are currently luxuriating in the charcoal pits of the charcoal makers. The pits are located along the path that leads from the village to the hunting lodge.

Illustration by Joel Priddy



SQUID-MAN (DOKHURAKAK)

6

Medium Monstrous Humanoid, Neutral (LN), Average Intelligence; Company (1d8)

The squid-men come from dimensions beyond the void. They have blotchy purple skin and bulbous heads, a single large, orange eye and small beaks, four thick tentacles and two smaller, thinner tentacles.

HD	5
AC	12 (Leather) or 18 (Air Suit)
ATK	4 tentacles (1d4) or 2 slams (2d4)
MV	20 (Swim 60)
SV	F13 R11 W11
XP	500 (CL 6)

Squid-men are a technologically advanced people ruled by scientists and technocrats. They believe themselves to be superior to all other peoples, and thus the most fit to rule them. This has made them expansionists, and most encounters with squid-men casts them in the role of conquerors, although they will insist that they are benevolent conquerors.

Squid-man companies are commanded by science-lords, essentially 8th level warlocks whose spells take the form of gadgets they carry on their person. About 1 in 1,000 squid-men is born with the ability to read minds (*per detect thoughts*).

SPECIAL ABILITIES

As aquatic creatures, squid-men cannot breathe air. Contact with air deals 1d4 points of damage to them per round and bites into their flesh like acid.

To move around outside the water, squid-man scientists have developed suits of armor composed of a translucent, flexible metal unknown to non-squid-man alchemy. These suits give them an armor class of 18, two slam attacks (2d4), and make them stand 12 feet tall. Otherwise, they retain their normal stats.

Special Qualities: Resistance to cold, immune to confusion, fear and insanity

Spells: Always active—true seeing

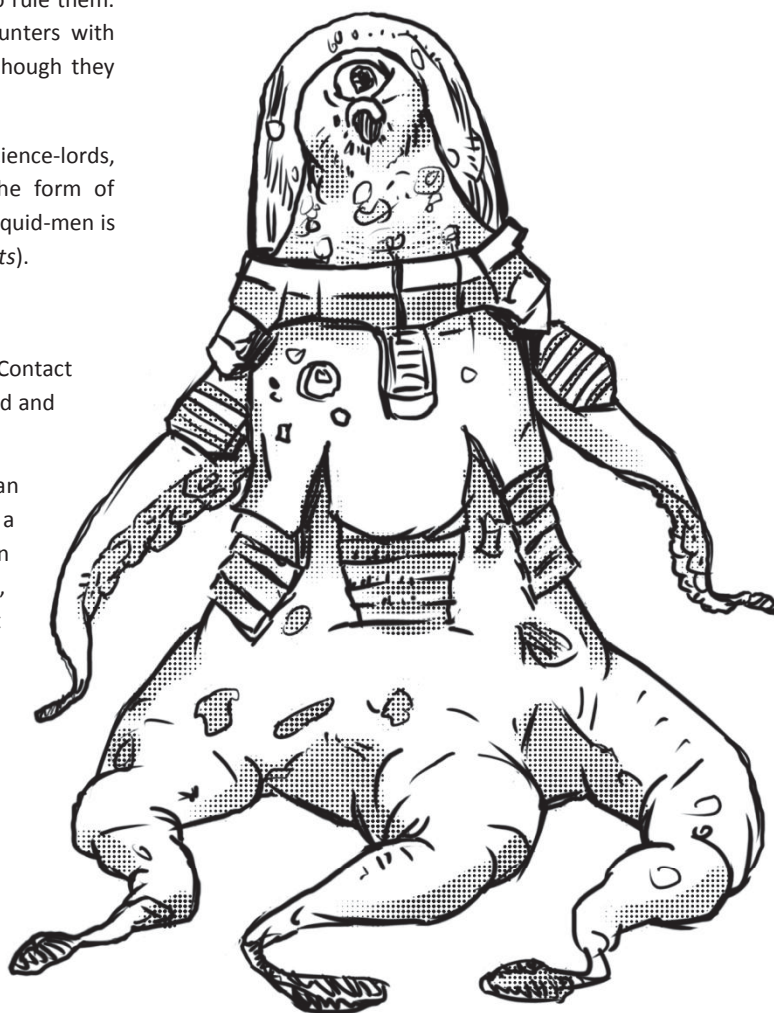
MONSTER ENCOUNTER

When the squid-men choose a new dimension to liberate from ignorance (i.e. conquer), they first send out scout patrols. These patrols operate in the oceans, using war walkers (treat as iron golems with a lightning bolt attack in place of

poison gas and manned by two squid-men) to keep watch over the sea lanes of their potential enemies and come ashore at night to patrol the land and make notes.

Adventurers traveling from one place to another along the coast in a galley might chance to see one of these war walkers emerge from the surf and glint in the moonlight before proceeding into the wilderness. If they happen to be around near dawn, they will see it return to the sea. The squid-men will keep this up for three weeks and disappear for good back through a dimensional portal.

Illustration by Anthony Gregori and David Lewis Johnson



STAR CHILD

5

Small Outsider, Neutral (N), Average Intelligence; Solitary

Star children are not the immature forms of star warriors (q.v.), but a separate species born from thoughts of longing and loss that occur on the Astral Plane. These children, though born from the Astral Plane, are upon formation ejected into the Material Plane. They bear the features of the person whose thoughts generated them and the person that person was thinking about at the time.

HD	3
AC	14
ATK	Touch (1d6 cold)
MV	40 (Fly 40)
SV	F13 R14 W12
XP	750 (CL 5)

The only difference between star children and normal humanoids is their eyes. When a star child becomes emotional and uses its powers, its eyes gleam with intense, silver light.

A star child is driven to seek out their “parents” and to relieve their suffering, sometimes by death. They are relentless, and never claim to feel anything but the most intense love for their “parents”.

SPECIAL ABILITIES

Star children can control gravity at will, either reversing it (per the *reverse gravity* spell) or intensifying it. They can double the pull of gravity in a cubical area 30 ft. x 30 ft. x 30 ft. Creatures and items in this area double in weight (with the normal effects that come from this increased encumbrance) and all attacks by non-star children in the area are made at a -2 penalty.

Star children can also cause their gleaming eyes to flash brilliantly, forcing all within sight to pass a Reflex saving throw or be blinded for 1d6 rounds.

The touch of a star child leaves a star shaped mark on a person’s flesh if that person suffers damage. Most of the time, the star child’s touch deals cold damage. When the child is angry or feels hatred, the touch deals 1d6 points of negative energy damage and one level of energy drain. When the child is happy or feels love, its touch deals 1d6 points of positive energy damage (i.e. healing for most creatures).

Special Qualities: Immune to cold, resistance to negative energy

MONSTER ENCOUNTER

As adventurers that have had Astral adventures enter a strange town and visit its inn or tavern, the innkeeper will speak up upon seeing one of them. The innkeeper will ask if the person has a son or daughter. If the reply is “no”, the innkeeper will think it strange, especially once they discover the adventurer’s name. Just the other day a person was in the inn asking for them and claiming to be their child. They were odd, and the innkeeper feared them, and was glad when, having nothing to tell him or her, they left the inn and went on their way.

This same event will happen maybe two or three times again while the adventurers are in the same region, though not every time they enter a settlement. Eventually, they come face to face with the star child, who seeks to show mom or dad how much they love them by relieving them of further suffering.

STAR WARRIOR

6

Medium Humanoid, Neutral (N), Average Intelligence; Band (1d4)

Star warriors are hairless humanoids with translucent, sapphire-colored skin and sapphire eyes. They hail from the Astral Plane, dwelling on chunks of matter there as farmers and traders.

HD	5
AC	18 (Scalemail)
ATK	2 warhammers (1d4+1)
MV	30
SV	F11 R13 W13
XP	500 (CL 6)

When encountered, star warriors typically wear long coats of hexagonal scales constructed of aluminum. They carry two warhammers each, and can strike with both in combat without any penalty.

Star warriors are not overly aggressive, and are usually encountered in the Material Plane as guardians for their merchant-princesses or when tracking down someone who has wronged them or stolen from them.

Star warriors are born from the energies held in the sapphires that form in their home dimension, these stones being something like their “eggs”. They can track these sapphires unerringly, and wreak a terrible vengeance on people they catch trading them on the Material Plane.

SPECIAL ABILITIES

Special Qualities: Immune to cold

Spells: 3/day – Detect thoughts; 1/day – dimension door

STAR WARRIORS AS CHARACTERS

Star warrior characters modify their starting ability scores as follows: Wisdom +1, Charisma -1.

They have darkvision to a range of 60 feet and are immune to cold damage.

Three times per day, they can cast *detect thoughts*.

Star warriors speak Astral and might also know Common, Celestial and Fiendish.

They can multi-class as clerics/fighters, fighter/magic-users and fighter/thieves. Most star warrior adventurers are exiles, and thus suffer a -2 penalty to reaction checks with their people.

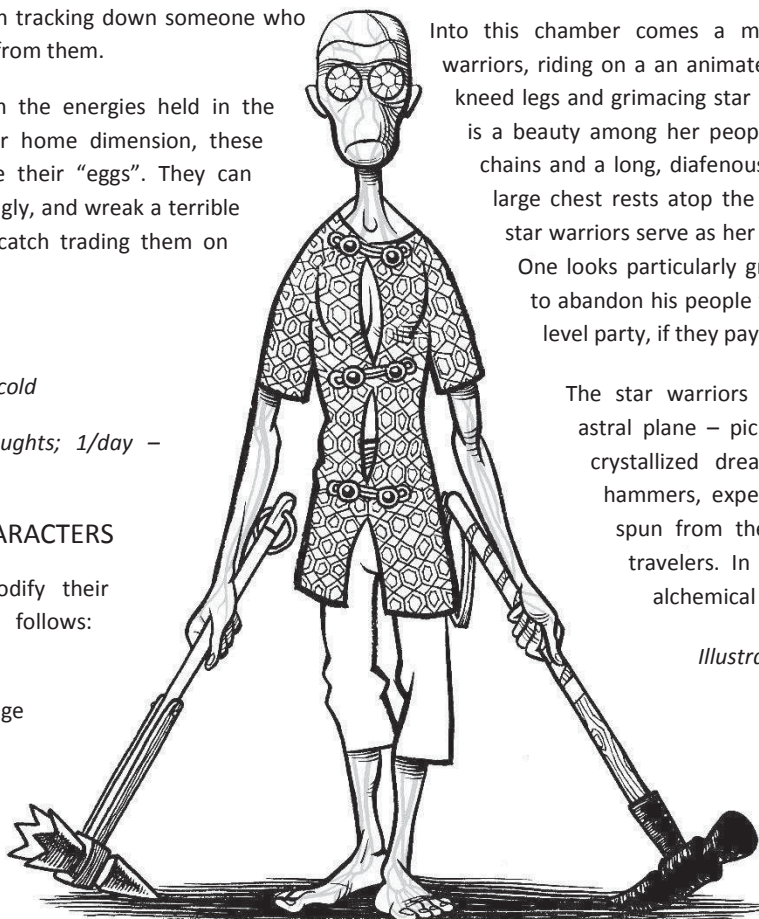
MONSTER ENCOUNTER

Imagine a great, cylindrical chamber in a dungeon, with four entrances/exits. The room is 50 feet in diameter and 100 feet high. The walls are pierced by hundreds of alcoves at various heights, with those above ground level reachable via rickety wooden staircases. This is the central trading post for a deep dungeon. While most dungeon humanoids are evil, their traders are more cosmopolitan and motivated by a love of profit rather than a love of killing. This room is thus occupied by kobold farriers, goblin smiths, orc butchers and the like.

Into this chamber comes a merchant-princess of the star warriors, riding on an animated palanquin with four knock-kneed legs and grimacing star lion faces on each corner. She is a beauty among her people, wearing a turban of silver chains and a long, diafenous gown of phase spider silk. A large chest rests atop the palanquin with her, and four star warriors serve as her bodyguards and interlocutors. One looks particularly grave, and might be convinced to abandon his people to become a hireling to a high level party, if they pay is right.

The star warriors carry trade goods from the astral plane – pickled ethereal marauder eggs, crystallized dream snuff, airy liquors, silver hammers, expensive cloth-of-silver garments spun from the silver cords of dead astral travelers. In return, they seek magic and alchemical items and weird fungi.

Illustration by Joel Priddy



STARVING SKELETON (GASHADOKURO)

Huge Undead, Chaotic (CE), Low Intelligence; Rack (1d4)

Starving skeletons are 15-ft. tall skeletons with a terrible hunger for human flesh. They are as much ghost as skeleton, something like physical projections of starving spirits.

HD	5+1
AC	14 [Silver]
ATK	2 claws (1d6 + constrict)
MV	40
SV	F10 R13 W12
XP	500 (CL 6)

Starving skeletons are created from the bones of people that have starved to death. Despite being 15-ft tall skeletons, they are incredibly quiet and stealthy.

SPECIAL ABILITIES

Starving skeletons attack humans and demi-humans on sight, trying to grab them with their massive hands. If a starving skeleton successfully grapples an opponent, they attempt to bite off their victim's head (-6 to hit, 5d6 damage) each round. Obviously, if this attack is successful, the victim dies instantly.

Special Qualities: Surprise (3 in 6), weapon resistance (slashing and piercing weapons)

MONSTER ENCOUNTER

A wave-wracked beach presents a bleak landscape. The sands are grey and littered with ships that wrecked during a tsunami. Bodies have washed onto the shore, as have longboats crewed by the dead. Three starving skeletons walk along the shore, gobbling up the corpses as they go, but live prey is so much more fun.

The skeletons lair in a sea cave inhabited by the witch Scartara, she of awful power and limitless hate. It was Scartara who whipped up the tsunami to scatter the fleet of the princess royal who rebuffed her advances long ago. The princess is now her prisoner in the cave, and in dire straits. Surely her father the shogun would pay a handsome price for her return, if only Scartara (9th level magic-user) and her skeletons can be defeated.

Illustration by Utogawa Kuniyoshi



SUN MOTE

5

Small Elemental (Fire), Lawful (CG), Low Intelligence; Burst (1d6)

Sun motes are creatures composed of solidified light. They look something like smiling faces followed by comet-like tails of fire.

HD	3
AC	16 [+1]
ATK	Slam (1d4 + 1d8 fire)
MV	Fly 60
SV	F15 R11 W15
XP	450 (CL 5)

Sun motes fly around NOD's Sun in both the void and on the Astral Plane, which they can enter at will. Their movement is reminiscent of dolphins. Angels and other goodly creatures sometimes hire them to pull their celestial chariots on the Astral Plane, and they are always found in celestial armies.

Sun motes are generous and helpful creatures. They speak their own language as well as a simple form of Celestial.

SPECIAL ABILITIES

Sun motes attack by ramming their enemies, dealing 1d4 points of damage. Their bodies are so hot that they deal an additional 1d8 points of fire damage and instantly set flammable objects ablaze (no item saving throw permitted).

Sun motes are also capable of opening their mouths and emitting a noise that sounds like a chorus of angels in full throat. This sound acts as a double-strength and double-ranged *sound blast* (per the spell) that deals damage to Chaotic (Evil) creatures and heals Lawful (Good) creatures. Neutral creatures are unaffected by the sun mote's choral blast, other than to feel slightly guilty about not giving enough to charity and writing to their mother.

Special Qualities: Immune to cold, electricity and fire, magic resistance 25%

MONSTER ENCOUNTER

A dungeon chamber (40' x 20') has a great mirror mounted on one wall. The mirror is flanked by statues in white marble depicting angels armed with flaming swords. The room appears to have once been a magic-user's study, but it is now filled with smoldering tables and bookshelves. The remains of the magic-user are slumped in one corner. He has been reduced to a skeleton garbed in the tattered and charred remains of

black robes, with a silver flute grasped in one bony hand and blackened spectacles on his eyes. Buzzing around the room are four sun motes, desperately seeking a way back to Heaven.

Apparently, the magic-user, known as Grimly of the Grey Gourd, opened a planar portal in the mirror by means now unknown, though likely involving the silver flute. The sun motes came through the portal and started wreaking havoc (accidentally, of course) and then panicked when the portal closed. Grimly did his best to re-open the portal, but his study was burning around him, and the papers he needed were among the first to perish.

The motes are desperate to return home, and while they will not attack the adventurers, they might accidentally set them on fire with their touch or their tails. On Grimly's body one can find a blue sapphire (1,000 gp) that is actually a touchstone that permits one to summon his spellbook, which contains instructions for opening the mirror portal.

Illustration by Joel Priddy



SVART

0

Small Humanoid, Chaotic (NE), Average Intelligence; Gang (1d12)

Svarts are close cousins of the gnomes. They are humanoids 2 to 3 feet in height, with blue-black skin, wide, toothy grins and leering yellow eyes.

HD	0
AC	13 (Leather Armor)
ATK	By weapon
MV	20
SV	F14 R16 W16
XP	25 (CL 0)

As wicked and dishonest as the gnomes are homely and pleasant, the svarts haunt wild places above and below ground, tormenting and killing for pleasure and profit. Svarts sometimes work as miners and sappers for evil lords, but more often work for themselves, mining gemstones and using them to lure people into their clutches. They delight in torture, and few who fall into their hands emerge unscathed.

Svarts live in clans of 1d20 x 25 warriors plus additional non-combatants equal to 40% of the warriors. Svarth clans keep 4d4 giant weasels as guard animals. For every 20 warriors in a band, there is a leader (usually a fighter or fighter/thief) of 3rd to 6th level. Clans 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. The usual composition of a svart army is as follows:

30%	Studded leather and buckler (AC 14), light buckler, 3 darts
30%	Studded leather and buckler (AC 14), light crossbow, light pick
15%	Chainmail and shield (AC 17), heavy pick, 3 darts
10%	Leather (AC 12), short bow, dagger
15%	Chainmail and buckler (AC 16), light pick, sling

SPECIAL ABILITIES

Svarts have darkvision to a range of 60 feet and they have a knack at identifying metals by their taste. Like gnomes, svarts have a natural affinity for magic and a +2 bonus to save vs. illusion spells.

Spells: 1/day – Detect poison, ill omen, open/close

SVARTS AS CHARACTERS

Svarts modify their starting ability scores as possible: Dexterity +1 and Strength -1.

Svarth characters have the same abilities as svart monsters. Svarts gain the ability to cast spells only if they have Charisma scores of 10 or higher.

MONSTER ENCOUNTER

A clan of 50 svarts is looking for a new home in a dungeon. Their scouts are scouring the area looking for a large defensible cave, preferably one with signs of minable minerals. At the moment, they are spread across three smaller chambers, one holding the king and his retinue, the others the normal and warrior svarts.

Illustration by Andrew Walter



SWARM OF HANDS

5

Large Undead, Chaotic (CE), Non-Intelligent; Solitary

A swarm of hands is a collection of humanoid hands and arms that erupt from the ground or shallow water and attempt to grab and throttle passersby, ultimately tearing them apart and dragging the remains underground that their own arms might join the swarm. The swarm covers a 100 square foot area. They are unbelievably strong.

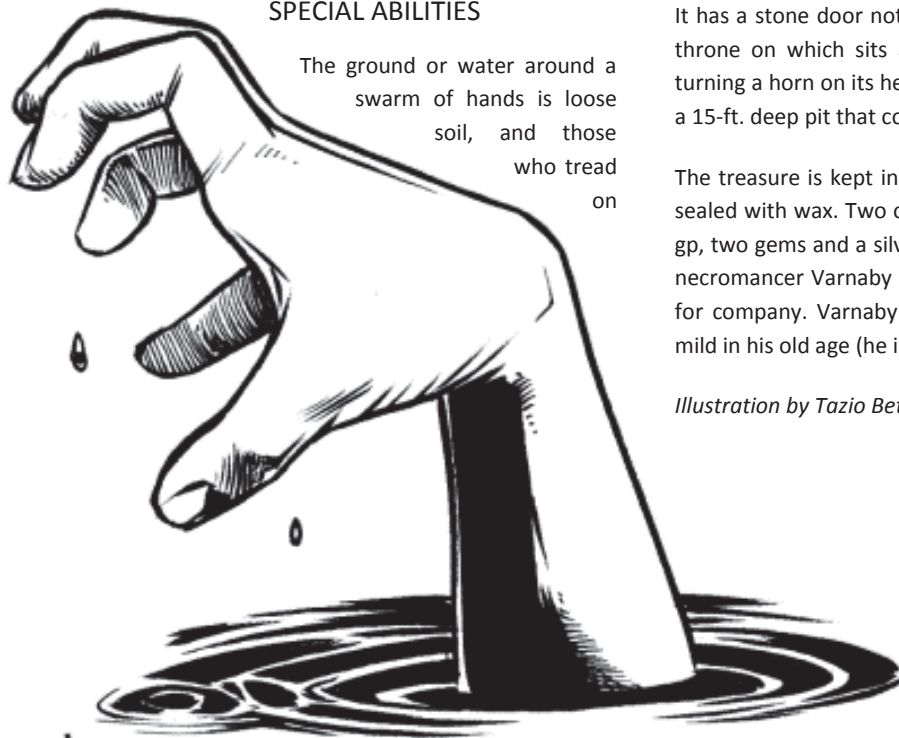
HD	4
AC	13
ATK	Grab (1d6 + constrict)
MV	0
SV	F13 R17 W13
XP	400 (CL 5)

A swarm of hands is created by a necromancer by burying or sinking numerous amputated arms (often from failed test subjects; waste not want not is the motto of most necromancers) in unholy ground and then casting *permanency* and *animate dead* over the ground while sprinkling it with unholy water.

The hands are used as guardian creatures, the ground they inhabit acting something like a mine field.

SPECIAL ABILITIES

The ground or water around a swarm of hands is loose soil, and those who tread on



it tend to sink into the ground a bit. This cuts normal movement by half, and forces creatures that miss an attack or that attempt to run through the soil to pass a Reflex saving throw or fall prone – a bad place to be!

When a creature walks into an area occupied by a swarm of hands, it suffers a single attack from the creature. A creature hit by this attack is constricted. In the next round, the victim must attempt to escape or be dragged into the loose ground, where they are throttled and strangled each round (treat as constriction damage) until dead.

When a victim has been killed by a swarm of hands, he is torn apart and his own arms join the undead swarm.

MONSTER ENCOUNTER

A wide cavern with a low ceiling was used for centuries as a burial ground by the inhabitants of a dungeon. Eventually, a spring formed and the place became swampy and unusable, so it was abandoned.

In time, the spring dried up and the ground became hard again. A crypt sits in the center of the room, running from floor to ceiling. It has a stone door not easily opened. Behind it, there is a stone throne on which sits a gargoyle (a statue, not a monster). By turning a horn on its head, the floor rotates, throwing people into a 15-ft. deep pit that contains a swarm of hands and treasure.

The treasure is kept in three clay jars, each one in red glaze and sealed with wax. Two of the jars hold the following treasure: 100 gp, two gems and a silver dagger. The third holds the head of the necromancer Varnaby the Vain. The head is animated, and longs for company. Varnaby was once terribly evil, but he has grown mild in his old age (he is now 370 years old).

Illustration by Tazio Bettin

UMIBOZO (SEA BONZE)

Huge Undead, Chaotic (CE), Average Intelligence; Seminary (1d4)

Umibōzu, or sea bonzes, are the anguished souls of drowned priests. They appear as enormous spectres with gray, cloud-like torsos, serpentine arms and the shaven head of a monk.

HD	7
AC	15 [Silver]
ATK	2 serpentine arms (1d8 + constrict + energy drain)
MV	0 (Fly 30, Swim 40)
SV	F8 R11 W9
XP	1750 (CL 9)

Umibōzu are always encountered at sea. They focus their attacks on small boats that they can easily capsize, or on vessels carrying clerics, druids, paladins and other servants of the divine.

Before an umibōzu attack, the sea becomes shrouded in mist and the waves choppy. Phantom images of the dead priest appear on the ship that is about to be attacked. In these images, the priest looks drowned, and seems to reach out for help.

SPECIAL ABILITIES

Sea bonzes enjoy a +2 bonus to save vs. cleric and druid spells, and are turned as 8 Hit Dice undead.

Umibōzu can rebuke undead and turn Lawful (Good) outsiders as 7th level clerics.

When the umibōzu constricts a creature, it inflicts one level of energy damage. Creatures that die from this attack rise as zombies under the control of the umibōzu.

Special Qualities: Immune to mind effects, incorporeal, resistance to cold and electricity

Spells: At will—detect good, detect magic; 3/day—bestow curse, cause fear, cause light wounds; 1/day—cause serious wounds, cone of cold, control water, control weather, fog cloud, gust of wind, lightning bolt, summon monster III (always fiendish creatures)

MONSTER ENCOUNTER

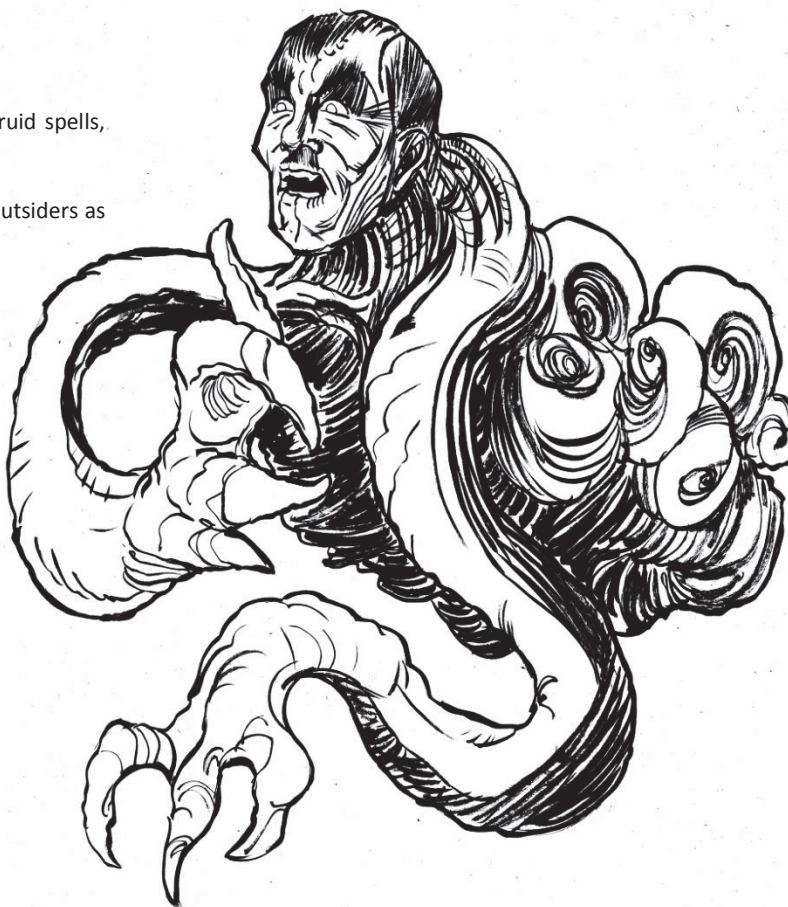
A war galley is transporting the adventurers, perhaps as honored guests, perhaps as prisoners, along a lonely stretch of coast. It is approaching

twilight when sailors begin complaining of strange noises, like the chanting of a priest. Soon, they are seeing visions of a drowning priest appearing on deck. The priest reaches out for help, and has accusing eyes, as though he cannot understand why the person he is appearing to does not help him.

At this point, the fog begins to roll in. A few minutes later, a shape looms over the ship in the fog, the shape of an umibōzu. Below the site of the attack there is a sunken ship that holds what remains of the priest, as well as a treasure chest containing 1,500 gp, a crystal goblet worth 100 gp and several religious scrolls sealed in wax that the umibōzu was transporting.

There are rocks in this shallow water that the ship might strike due to the fog and the umibōzu attack.

Illustration by Anthony Gregori and David Lewis Johnson



VAMPIRE, SLAVIC



Medium Undead, Chaotic (NE), Average Intelligence; Solitary

Slavic vampires differ from the normal vampires in *Blood & Treasure*. Depending on how long they have been undead, they appear as shadows, jellies or malevolent humanoids.

	SHADOW	JELLY	KUKUDHI
HD	2	5	12
AC	17 [Silver]	17	20 [Silver]
ATK	Touch (energy damage)	Slam (1d6 + energy damage)	Bite (1d10 + energy drain)
MV	Fly 30	20 (Climb 20)	30 (Fly 60)
SV	F15 R15 W12	F13 R13 W11	F9 R9 W7
XP	500 (CL 4)	1250 (CL 7)	3000 (CL 14)

Slavic folklore suggests multiple ways that a person can become a vampire. These include being a magic-user, being chaotic or evil, dying an unnatural or untimely death, excommunication, improper burial, having an animal jump or a bird fly over your corpse or your empty grave, being born with a caul, teeth or a tail, or being conceived on certain days. Several items on the list suggest that virtually every fantasy adventurer is destined to rise as a vampire after they have been killed. Excellent!

In the folktales of the Balkans, vampires go through three stages of development, as incorporeal shadows, undead oozes and finally as humanoids much like traditional vampires.

SPECIAL ABILITIES

The process of becoming a true vampire takes time. For the first 40 days of the vampire's existence, it is a mere shadow that drains levels with its incorporeal touch. As it consumes energy, it becomes more solid and forms a soft, jelly-like body.

In its ooze form, the vampire continues its depredations, eventually forming a solid, humanoid body like the one it had in life. In this human form, the vampire has the normal stats for a vampire.

After 30 years in its humanoid form, a vampire reaches its perfect form, called a kukudhi. At this stage, it is no longer affected by sunlight and need not return to its grave. It can now travel extensively or even settle down and take a wife. A kukudhi can still be killed by a stake in the heart, decapitation and cremation.

Slavic vampires turn into swarms of butterflies instead of taking gaseous form, though the overall effect is unchanged.

Many folkloric vampires of the Balkans have some of the aspects of the normal vampire, but not others. The kuzlac of Croatia, for example, are chaotic (CE) dead that rise from the grave to terrorize the living. They show themselves at crossroads, bridges, caves and graveyards, and can only be killed by staking.

The pijavica, or "drinker", of Croatia, Slovenia, Slovakia and the Czech Republic, are sinful men and women that return from the grave as powerful killers. They are repelled by a mixture of mashed garlic and wine left at windows and thresholds, and can only be killed by being burned in their own grave during the day.

Folklore also holds that tools and weapons left outside under a full moon become vampiric. Wielding such a vampiric weapon is dangerous. Any roll to attack that comes up as a natural "1" inflicts damage on the wielder.

Watermelons and pumpkins kept more than 10 days after Christmas (or the fantasy equivalent in your campaign) also become vampires. They roll about and startle people with their growling, but lacking mouths pose little real threat.

Special Qualities (Shadow): Incorporeal

Special Qualities (Jelly): Weapon resistance (bludgeoning)

MONSTER ENCOUNTER

For five years the Yolgois fought the Starvaks in valleys and mountain passes until the Starvaks, the warriors of the holy church bolstering their ranks, finally overcame their foes. The castle of the Yolgois was put to the torch, with the entire family inside. Not even a single retainer was left alive to bury them.

The Yolgois were thoroughly evil, and their rotting corpses are now in the process of becoming vampires. The ruins of the castle are haunted by shadows, and the dungeons are crawling with jellies. The family crypt has become a sort of throne room for the eldest of the Yolgois, who are now Kukudhi. They are awaiting the transformation of the rest of the family to this stage, and then they will wreak havoc on the Starvaks.

VARJ

6

Large Monstrous Humanoid, Chaotic (CE), Low Intelligence; Click (1d4)

The varj are insect ogres. They are large, brutish and stupid, with thick chitin, toothy mandibles, beady black eyes and four arms. The two upper arms end with humanoid hands. The lower set of arms and legs end in two fingers tipped with serrated claws.

HD	5
AC	16
ATK	2 claws (1d6) and bite (1d4 + 1 acid) and weapon (2d4)
MV	30 (Burrow 10, Climb 30)
SV	F12 R10 W10
XP	500 (CL 6)

Varj live underground alone or in small cliques. Weapon wielding varj usually have simple clubs or flint-tipped spears.

During the spring, one varj transforms into a female. They gain bulk quickly, and the varj in its clique develop wings and carry news of the transformation far and wide. At these times, varj from as far as 100 miles away come to fertilize the queen's eggs.

As many as 500 varj appear at this time, and remain together for about 6 months, long enough for the eggs to hatch and the young varj to pupate. During this time, the varj become little better than bandits, scouring the countryside or dungeon for every bit of food (and treasure) that they can find.

At the end of the mating season, the varj collect a number of young and go their separate ways.

SPECIAL ABILITIES

A varj's spittle is acidic, dealing 1 point of acid damage per round to bite victims until they wash it away with some form of alcohol, or after one minute.

A varj that takes 8 or more points of damage from a single physical blow reflexively belches forth a blob of acidic spittle on whoever is engaging it in battle. The spittle deals 1d6 points of acid damage (Reflex saving throw for half damage). Like their bite, this acid deals 1 point of damage per round until it is washed away with some form of alcohol or after one minute has elapsed.

Special Qualities: Resistance to acid, immune to mind effects

MONSTER ENCOUNTER

In the middle of sacking a wilderness temple, a member of a ten varj band suddenly transformed into a queen. All but one of the band has left to spread the word. The other remained to protect the queen and process the dead priests into food.

As adventurers travel through the area, they begin to encounter random bands of varj heading for the temple. Each day, the chance of an encounter increases by 1 in 6. The temple itself is crawling with varj. Outside the temple, they have set up simple huts as living quarters and begin tromping into nearby civilized lands in search of food.

Illustration by Anthony Gregori and David Lewis Johnson



VARKOLAK

10

Large Undead, Chaotic (CE), Average Intelligence; Solitary

Varkolaks look like giant, bloated cyclopes with black skin. They haunt wild woodlands, and sometimes lead bands of outlaws of especially foul and evil humanoid tribes.

HD	8
AC	17
ATK	Bite (1d10 + energy damage)
MV	40
SV	F10 R11 W9
XP	2000 (CL 10)

The varkolak of Bulgaria is formed when a bandit dies in the wilderness and is not buried. After 40 days, his black, swollen corpse rises as a black-skinned cyclops.

When people pass by a varkolak's lair, usually a cave, it calls out their name to lure them into its range and then pounces on them, sometimes only to commit robbery, sometimes to eat them.

There is a 2 in 6 chance that a varkolak is accompanied by 3d6 orcs or 6d6 goblins. The goblins are always mounted on worgs. There is a 3 in 6 chance it is accompanied by 1d4 wights.

SPECIAL ABILITIES

Varkolaks can, once per day, transform into worgs and then back into their normal forms.

The monster's bite attack in either cyclops or worg form deals one level of energy damage. Creatures that die from this energy damage rise as wights one day later under the control of the varkolak that created them.

Once per day, a varkolak can "devour the Sun", per the *deeper darkness* spell, in a 1 mile radius.

Spells: 3/day—detect thoughts (ESP)

MONSTER ENCOUNTER

Adventurers might come upon a smoldering bandit camp. Dozens of bandits have been hanged from the surrounding trees. The bandits were killed by the Count of Morte, who has a castle and village located about ten miles away.

The bandit chief was struck by several arrows, but managed to escape, eventually dying in a small cave. It is now a varkolak, and it has planned a terrible vengeance on the Count.

The varolak has turned two traders into wights, and has gathered twelve goblin worg riders to its banner. It plans to march to the Count's castle and lie in wait in the woods. The varkolak plans to kidnap the Count's daughter, who is set to go on pilgrimage soon.

The varkolak will turn her into a wight while also demanding a ransom, returning her to her father swaddled in a robe to hide her undead nature so that she can kill her father.

Illustration by Andrew Walters



VIRGINAL CREEPER

5

Large Plant, Neutral (N), Non-Intelligent; Cluster (1d6)

The virginal creeper is composed of thick green vines that grow from a central, woody core. Each of these vines is covered with thin, greenish-yellow leaves and large, white flowers. Within each flower there are several slim spines.

HD	4
AC	13
ATK	1d6 spines per person (30'/1d3 + poison*)
MV	0
SV	F10 R17 W14
XP	400 (CL 5)

The virginal creeper is named for the virgin goddess of the hunt because of its unique form of defense. They are most common in temperate woodlands, and often grow around and onto oaks.

SPECIAL ABILITIES

The plant appears to detect people by a sort of tremor-sense that extends out to 60 feet. Within 30 feet, it begins to rustle and launches its spines, throwing 1d6 spines each round at each target that approaches within 10 feet.

These spines are coated in poison that causes a major adrenaline rush to those that fail a Fortitude saving throw. Each round, the person struck by the poison enjoys a cumulative +1 bonus to strength, up to a +3 bonus, but also suffers 1d4 points of damage as their heart is driven to bursting.

MONSTER ENCOUNTER

The dryads of a woodland have grown tired of hunters running through their meadows and glades and frightening away and killing their animals. To stop this practice, they have set a trap for the hunters.

The dryads have set out a large, wooden chest in between three virginal creepers. The chest is empty, and is meant to be bait to draw hunters or other intruders into range of the creepers.



VOID

12

Medium Outsider, Chaotic (CE), Average Intelligence; Solitary

Voids look like black shapes that have been cut-out of reality. They make no no sound and give off no temperature or smell.

HD	10
AC	21 [+2]
ATK	Touch (2d6 cold + <i>disintegrate</i>)
MV	40
SV	F8 R8 W8
XP	2500 (CL 12)

A void is a humanoid-shaped pocket of un-being that despises all that “is” (and boy do they hate Voltaire!). When they appear in the Material Plane, they make their way directly toward living things to destroy them.

Voids exist for no other reason than to eliminate all that is, which they believe is the proper and pure state of the cosmos. How they get into the Material Plane is unknown. Their home plane is called The Void.

SPECIAL ABILITIES

The touch of a void acts as a *disintegrate* spell. People touched get a Fortitude saving throw at a +5 bonus to resist the effect; if they succeed, they still suffer cold damage and the void must pass a Fortitude save or be knocked prone.

If a void’s weapon makes contact with the matter of the material plane violently, such as from an attack, it has the same chance of disintegrating the item or of being knocked from the void’s hand and thrown up to 1d4 x 5 feet away.

Voids are capable of shifting through up to five feet of matter, except adamantite or silver, three times per day.

A void struck by a *light* or *daylight* spell must pass a Will saving throw or become frightened.

Special Qualities: Surprise (4 in 6), immune to cold, vulnerable to light, resistance to fire and electricity

MONSTER ENCOUNTER

A void, a prince among its people, has entered a dungeon and set up its lair in a room that was once occupied by orcs. The orcs were quickly dispatched and their treasure now lies in a heap in one corner for it is of no interest to the void.

The void seeks single combat with a worthy foe. It has placed a crystal ball in the room, the ball keyed into The Void, that its followers may witness its triumph over materialism. If defeated, the crystal ball can be claimed by the victor.

Illustration by Telecanter



WALDGEIST

Small Fey, Lawful (CG) or Chaotic (CE), Average Intelligence; Band (1d6)

Waldgeists resemble gnarled old dwarfs with skin like the bark of a tree and hair like a tangle of leaves and twigs. They usually wear bemused expressions, but quickly become hostile when annoyed.

HD	5
AC	17
ATK	Fists (2d4) or by weapon
MV	40
SV	F9 R10 W15
XP	500 (CL 6)

The German “woodland spirit” is the custodian of the forest. They dwell in the branches of trees and may be merely mischievous or quite malicious when their ire is roused. Despite their small size, they are exceptionally strong and dangerous to provoke.

Waldgeists move in bands of 1d6 individuals. These warrior brotherhoods (for waldgeists are always male) roam the woods looking for intruders. If these intruders are Lawful (Good) in alignment, the waldgeists attempt to reason with them, and only if that fails do they use force to eject them from the wood. If the intruders are Chaotic (Evil), they skip immediately to the violence.

Despite being quite ugly, waldgeists are very successful at courting dryads. They mate with dryads to produce new dryads and waldgeists.

SPECIAL ABILITIES

Waldgeists blend in with the foliage, and thus surprise foes on a roll of 1-4 on 1d6 in woodlands.

Like druids, waldgeists can move without a trace in the woods, and can move through underbrush and other overgrown areas with no penalty.

A waldgeist can transform into a will-o-wisp once per day. They do this only when they must, for when they do there is a 1 in 6 chance that they cannot transform back.

Waldgeists are skilled at tracking, moving silently and hiding in shadows in woodlands.

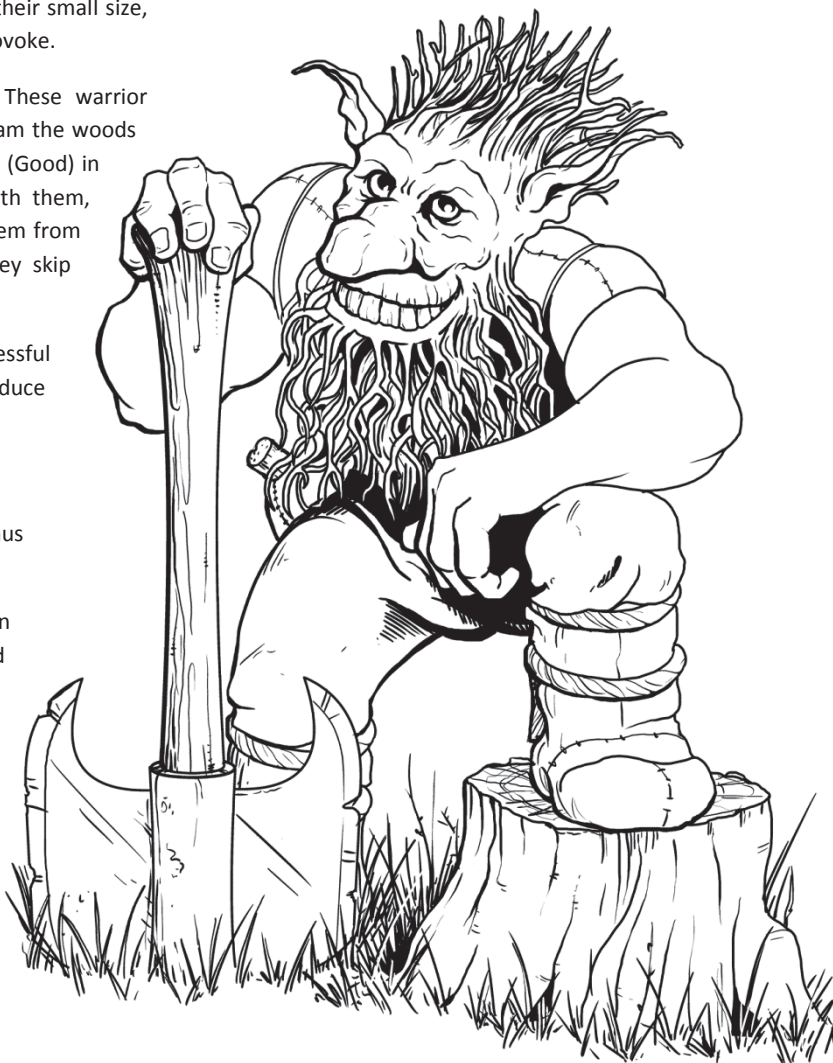
Special Qualities: Surprise (4 in 6)

Spells: 3/day—bestow curse, entangle, jump; 1/day—summon nature’s ally II, wood shape

MONSTER ENCOUNTER

A rope trap suspends people from the boughs of a tree when it is triggered. When others attempt to rescue them, they discover two bear traps have been set in the loose leaves. These traps were set by waldgeists, who soon respond to the commotion. They dwell in a nearby cave overlooking the area.

Illustration by Gary Dupuis



WAMPUS CAT (EWAH)

5

Medium Magical Beast, Neutral (CN), Average Intelligence; Solitary

Also called ewah, the wampus cat is jet black cougar with red hind quarters. It is capable of assuming the shape of a humanoid female, usually with elven characteristics and wearing the pelt of black cougar.

HD	4
AC	16 [Silver]
ATK	2 claws (1d4 + rend) and bite (1d6)
MV	40 (Climb 20)
SV	F11 R11 W14
XP	400 (CL 5)

Wampus cats are monsters from American folklore that might be thought of as were-cougars. These wild women retain the claws of a cougar. They delight in carousing with humanoids and, when the mood takes them, killing them.

SPECIAL ABILITIES

Wampus cats can take three forms: an elven or human woman, a large cougar, or a hybrid of woman and cougar. In humanoid form, they do not have claw or bite attacks, and must instead rely on weapons.

Wampus cats are skilled at moving silently and hiding in shadows. This translates into a 3 in 6 chance to surprise, or 4 in 6 chance to surprise at night. They are also skilled at tracking.

Creatures with 3 or fewer Hit Dice who see a wampus cat must pass a Will saving throw or become frightened.

Wampus cats have a distinct and unpleasant odor in their cat form. Creatures within 30 feet of a wampus cat must pass a Fortitude saving throw or become sickened. They need only pass this saving throw the first time they enter the wampus cat's stink zone.

Creatures that are brought nearly to death by a wampus cat may be visited by it in their dreams. A creature brought to 3 or fewer hit points in combat with a wampus cat must pass a Will saving throw during the next full moon or suffer from the effects of the *nightmare* spell. This continues every night

until a Will saving throw is passed, or the victim dies. Female victims that die from these nightmares turn into wampus cats.

Special Qualities: Surprise (3 in 6 day, 4 in 6 night)

MONSTER ENCOUNTER

At night, a band of adventurers traveling through the woods hear the braying of numerous goats. If they follow up, they come across a small stable holding about ten goats. The goatherds are nowhere to be seen, but rangers and characters with darkvision might note the tracks of a woman entering the goatherd camp, and the tracks of a cougar leaving, along with signs of a bloody struggle. A ranger might also be able to determine that there was a man and boy in the camp before the attack. A quick search will reveal that the man's body, bloody and dead, is hidden in the bushes nearby. The boy is nowhere to be seen.

The man and boy were attacked by a wampus cat. The boy is the child of the wampus cat, and she wanted him back. She has stolen him away to a cave about 2 miles away.

Illustration by Anthony Gregori and David Lewis Johnson



WANYŪDŌ

10

Large Outsider, Neutral (LN), High Intelligence; Solitary

Wanyūdō are bizarre servants of Law that have the form of a burning oxcart wheel with the face of a snarling man on the hub.

HD	8
AC	14 [+1]
ATK	Strike (2d6 + 1d6 ghostfire)
MV	Fly 60
SV	F8 R8 W8
XP	2,000 (CL 10)

Wanyūdō stand guard between the Material Plane and Ethereal Plane, attacking those who would cross between the planes without permission from the gods. They are fierce combatants, and spectacularly arrogant, taunting their opponents and toying with those who are their inferiors in combat.

The wanyūdō prefers to attack by charging at opponents and rolling over them (i.e. a bull rush attack).

SPECIAL ABILITIES

Creatures with fewer than 4 HD must succeed on a Will saving throw when they see a wanyūdō or become frightened. Those who run are taunted relentlessly by the monster's booming laugh and voice. If ever they meet the monster again, their shame has the effect of a *bane* spell (no saving throw).

Victims of a wanyūdō's attack suffer 2d6 points of normal damage and an additional 1d6 points of ghostfire damage. Immunity to fire cuts ghostfire damage in half, while resistance to fire is no defense from ghostfire.

Wanyūdōs take ownership of the souls of creatures they kill. These unfortunates cannot be resurrected without bargaining with the wanyūdō for their souls.

Special Qualities: Immune to fire and poison, magic resistance 10%, resistance to electricity and cold

Spells: At will—detect evil, detect magic; 3/day—bane, command,

protection from evil, rage, sound burst; 1/day—dismissal, dispel magic, fear, hold person, shout, true seeing, zone of truth.

MONSTER ENCOUNTER

A high pass through imposing mountains is reputed among the folk of the lowlands as a way to enter different worlds. The pass reaches a very high altitude, where the air is terribly cold. As one approaches the end of the pass, the walls of the canyon bear bas reliefs of stern, imposing gods and goddesses, and smaller bas-reliefs of bald monks prostrating themselves before the deities.

When one reaches the pinnacle of the pass, they are enshrouded in a stinging, electric fog. A wanyūdō then appears with a clap of thunder to challenge the adventurers. If they manage to bypass the monster, they find themselves on the Ethereal Plane.

Illustration by Joel Priddy



WHITE LADY

4

Medium Fey, Lawful (CG), High Intelligence; Band (1d10)

The white ladies of the woods are fey amazons of ancient and powerful blood. They are tall and beautiful, with snow white skin and hair like gleaming platinum. The white ladies dress in white cloaks and gleaming armor, and wield spears tipped with silver and bows with silver-tipped arrows.

HD	3
AC	15
ATK	2 longswords (1d8+1) or 2 arrows (1d6+1)
MV	40
SV	F14 R12 W11
XP	300 (CL 4)

White ladies appear in small war bands and might (45%) be encountered in the company of unicorns. They are the defenders of elven kings and queens and the noble fey, and might work as mercenaries if the aims of their employer forward the aims of themselves or their fey masters.

SPECIAL ABILITIES

White ladies have the same immunities as elves. They are skilled at tracking and survival. In addition, they surprise foes on a roll of 1-4 on 1d6.

Under a white lady's care, a person's natural healing rate doubles and he enjoys a +2 bonus to save vs. poison and disease.

White ladies are capable of casting spells as either 3rd level druids or 3rd level magic-users, without the normal penalties associated with magic-users or druids.

Spells: Always active—magic circle against evil; At will—light

MONSTER ENCOUNTER

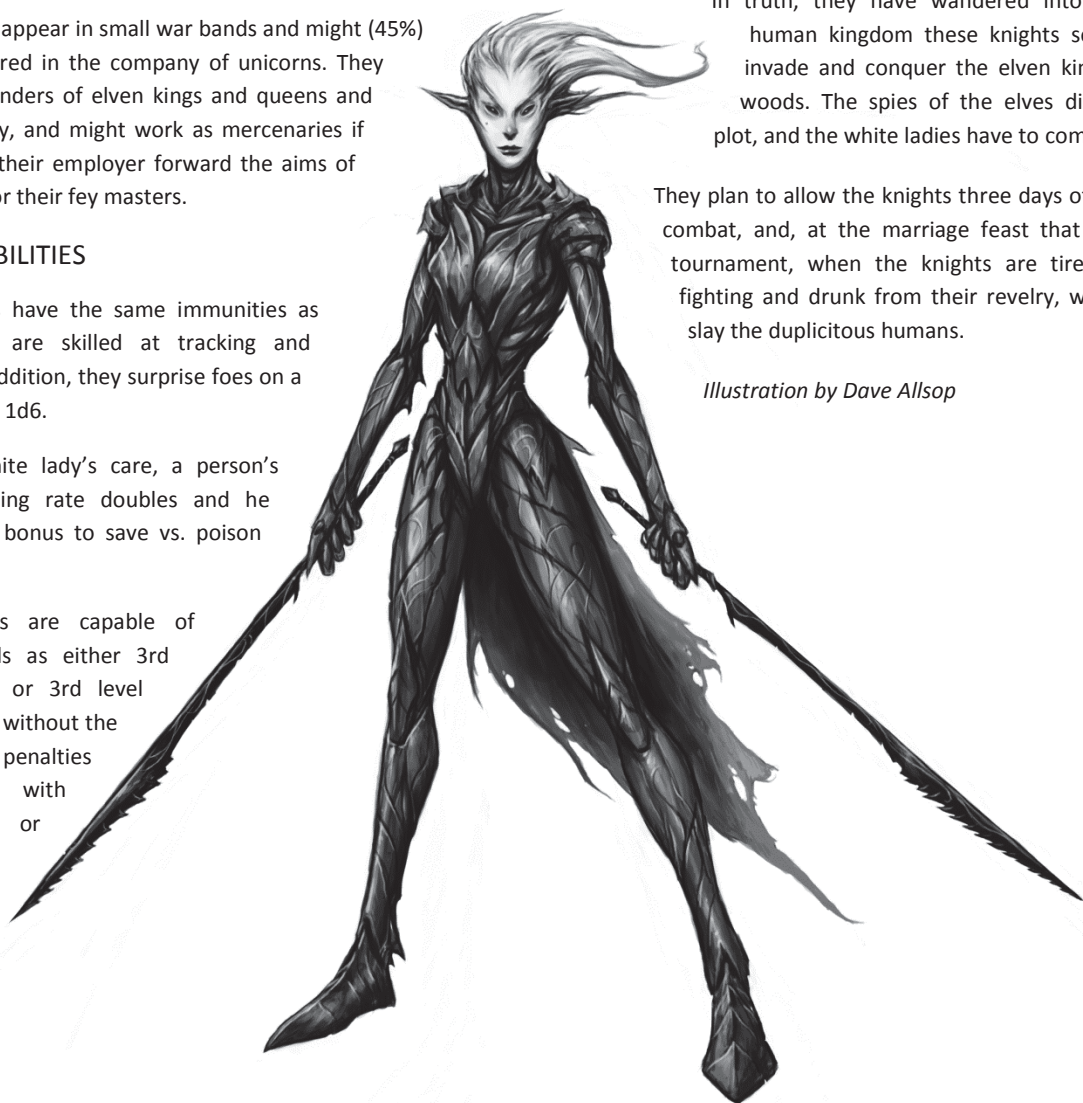
A clearing in a woodland holds numerous pavilions. While most are colorful, bearing the heraldry of knights, a few are a brilliant white, with white pennons.

The white tents belong to a band of white ladies. The ladies are hosting a tournament for the greatest knights of the land. The knights have come, they believe, to win the hand of the fair queen of the elves.

In truth, they have wandered into a trap. The human kingdom these knights serve plans to invade and conquer the elven kingdom of the woods. The spies of the elves discovered this plot, and the white ladies have to come to help.

They plan to allow the knights three days of jousting and combat, and, at the marriage feast that will end the tournament, when the knights are tired from their fighting and drunk from their revelry, will attack and slay the duplicitous humans.

Illustration by Dave Allsop



WILD MAN

3

Medium Humanoid, Neutral (N), Low Intelligence; Band (3d10)

Wild men are tall humanoids covered in long, thick hair. Underneath that hair, they may look like Neanderthals or modern humans. All wild men are primitive and go about naked.

HD	2+1
AC	12
ATK	Fists (1d4) or by weapon
MV	30 (Climb 20)
SV	F14 R12 W11
XP	200 (CL 3)

Wild men are called *wilder mann* by the Germans, *homme sauvage* by the French, and *wodewose* by the English. They are associated with gods and goddesses of the wild such as Silvanus, Fauna and the death god Orcus. In fact, they are known as *orkes* or *lorkes* in some parts of Italy. A wild man's entire body is covered in a tangled coat of brown hair. The males wear long, unkempt beards. Despite their savage appearance, wild men are vegetarians, eating nuts, berries, roots and leaves.

Wild men live in hunting and gathering bands of 1d6 x 5 warriors and an equal number of non-combatant females and children. Bands are led by a "big man", a wild man with 4+1 HD who deals +1 point of damage with his fists or weapon. There is a 6% chance that a wild man band has a shaman (level 1 adept).

Wild men arm themselves with clubs and stone axes (1d4 damage), spears (1d6 damage) and javelins (1d3 damage). They never wear armor or use shields.

SPECIAL ABILITIES

Wild men go berserk in combat. They have a +2 bonus to attack and damage in this state.

Wild men are skilled at tracking and survival, and have a knack at moving silently in the wilderness, allowing them to surprise foes on a roll of 1-3 on 1d6. Wild men are very difficult to track (-2 penalty to task checks).

Special Qualities: Surprise (3 in 6)

MONSTER ENCOUNTER

When the adventurers reach the weird, baroque door in the side of an ancient redwood, they know they have found the entrance to the Sepulchur of Drak the Mighty.

Unfortunately, they've also found the lair of a band of 15 wild men. The wild men dwell in the branches of the trees around the old redwood and regard it as a living goddess. They tolerate no intruders here. That does not mean they immediately attack, though. They are primitive and not very bright, but they are mostly peaceful. In the branches of the surrounding trees, they have constructed a number of nests. Here, they keep 400 gp, 1,500 sp, three silver flasks of holy water, a magnifying glass (cracked) and two "potions" in the form of wooden coins – they are touched to the forehead to activate – *potion of wisdom* and *potion of magic fang*.



WINGED DEATH (BAYKOK)

3

Medium Undead, Chaotic (CE), Average Intelligence; Shriek (1d8)

Winged deaths appear as emaciated humanoids with large wings sprouting from their backs. Their eyes are sunken in, and their pupils are burning points of red light.

HD	2
AC	13
ATK	2 claws (1d4) or arrow (1d6 + poison II)
MV	30 (Fly 60)
SV	F15 R14 W12
XP	200 (CL 3)

Winged deaths are called baykok, or pakpak, in the folklore of the Ojibway nation of North America. They carry longbows, and are commonly found in the armies of necromancers. Unlike common skeletons and zombies, they are intelligent and thoroughly evil. Unlike skeletons and zombies, they are not creatures raised from the dead, but evil spirits given material form.

SPECIAL ABILITIES

Winged deaths begin their attacks with a shrill cry. Creatures that hear this cry must pass a Will save or be frightened. Each round, the frightened creature can attempt a new Will save to regain their courage. The creature's courage is restored automatically after 6 rounds.

The arrows of a winged death are invisible, only materializing when the monster pulls back its bowstring. For this reason, the monster can use any bow to deliver its magic arrows. When the winged death's arrow strikes a target, the target must pass a Fortitude save against Poison II.

Winged deaths are spirits of war, so they concentrate their attacks on warriors. When they have paralyzed a foe with their poisoned arrows, they descend from the sky and use their claws to dig out their prey's liver and devour it. A winged death must pass a Will save to resist doing this in the middle of a battle.

Special Qualities: Surprise (3 in 6)

MONSTER ENCOUNTER

The adventurers open a door in a dungeon and discover a broad hallway, 10 feet wide and 20 feet high. The hallway is remarkably windy, the air moving away from the entrance door and into the darkness beyond. As one walks down the corridor, it

begins to change. Alcoves appear, some running from floor to ceiling, other smaller and placed either on the ground or near the ceiling. All of these alcoves hold statuary depicting skeletal gargoyles, hunched over and leering at those who move down the hall. A keen character might notice that the wind in the chamber comes from the mouths of these gargoyles. As one passes these alcoves, they notice a whistling sound.

After 200 feet, the hallway ends in a grand circular chamber 60 feet in diameter and 40 feet high with a vaulted ceiling. The ceiling, 20 feet above the floor, is plastered and painted a dingy amber color. Black shapes, not unlike birds, mar the amber color.

As people enter the chamber, ghostly lights appear in the center of the room circling a central pillar of black stone. Some of the light have a wide, quick orbit, others are slow and near, and the run from the base of the pillar to about 10 feet above the floor. As people watch, the lights move faster and higher, eventually moving very close to the ceiling.

The black pillar is not a pillar, but beam of negative energy which erupts from a large, black crystal set in the floor. If the crystal is destroyed (AC 20, 40 hp), the beam is destroyed. A *dispel magic* spell interrupts the beam for 1d6 rounds.

If the crystal is approached, the ghostly lights embed themselves in the black shapes on the ceiling, and these shapes then emerge from the ceiling as ten winged deaths. The winged deaths begin flying around the room, shrieking. Any creature that continues its approach to the crystal is attacked.

Illustration by Boris Artzybasheff



WRAITH, FLAMING

7

Medium Undead, Chaotic (CE), Average Intelligence; Raze (1d4)

Flaming wraiths look like normal wraiths surrounded by a sheath of crackling black flames. This flame roils over their bodies and onto the ground around them, and seems to shatter and distort the light around the wraith, casting shadows on the walls.

HD	5
AC	16 [+1]
ATK	Strike (1d6 + 1d6 fire + 1d6 Con drain)
MV	30
SV	F13 R13 W11
XP	1250 (CL 7)

Flaming wraiths are a superior form of undead, possibly born in the depths of the Negative Energy Plane rather than being the unquiet spirits of the dead. Like normal wraiths, they are the enemies of all that lives.

SPECIAL ABILITIES

Living creatures hit by a flaming wraith's attack must succeed at a Fortitude saving throw or suffer 1d6 points of constitution drain.

Three times per day, flaming wraiths can breathe a 30-ft. cone of black fire. This fire is composed of equal parts fire and negative energy, and deals 2d6 points of fire damage (Reflex save for half) and 2d6 points of negative energy damage (Will save for half).

The black flames that writhe around on the floor around the flaming wraith extend out about 5 feet from the wraith's feet. All within this area must pass a Fortitude saving throw each round or have their vitality sapped and become fatigued. This fatigue ends as soon as they leave the area of the black flames.

A creature touched by a flaming wraith has a serious burn left on its flesh for the experience. There is a 1 in 6 chance that this burn forms a glyph of warding (fire) after it heals in one week. If this glyph is activated, it acts as the spell, but inflicts damage on the bearer of the glyph as well as others.

Any humanoid slain by a flaming wraith rises as a normal wraith in 1d6 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 flaming wraith that created them and remain enslaved until it is destroyed. They do not possess any of the abilities they had in life.

Flaming wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Special Qualities: Incorporeal, immune to fire, vulnerable to cold, weapon resistance (piercing weapons)

MONSTER ENCOUNTER

In a deep dungeon there are the remains of a foundry. The walls are blackened bricks, and a variety of tools and different sized anvils are scattered about the room with a thick layer of ash on them. The furnace is now cool and filled with ashes. Two heavy, iron doors on one wall are *wizard locked*. Behind them there lurks a flaming wraith!

Illustration by Juan Diego Dianderas



YAN-QI & YIN-QI

7

Small Outsider, Neutral (N), Average Intelligence; Pair (1d2)

Yan-qi and yin-qi are energy beings that, to the mortal eye, resemble glowing fish. Tan-qi are white, while yin-qi are black.

HD	6
AC	20 [+1]
ATK	Energy bolt (60'/2d6 fire or cold) or touch (2d6 fire or cold)
MV	Fly 30
SV	F11 R10 W10
XP	600 (CL 7)

Yan-qi are composed of fiery, positive energy, while yin-qi are composed of cold, negative energy. The yan-qi are active beings, interested in everything and seemingly unaware of their destructive capabilities. The yin-qi are more philosophical and distant, interacting with others only when they must.

The yan-qi and yin-qi are true opposites, and completely hostile to one another's existence. When they meet, they destroy one another in spectacular explosion of energies.

SPECIAL ABILITIES

A yan-qi attacks by releasing a bolt of energy. This bolt causes fire damage to living creatures and heats metal objects (as the spell *heat metal*). A yin-qi's energy bolt chills metal (as the spell) in the same manner and deals cold damage to living creatures.

If slain, either creature releases a burst of energy in a 10-foot radius. All creatures in the area of effect suffer 2d6 damage plus the effects listed above. If a yan-qi and yin-qi meet, they rush at one another and destroy the other on contact, creating a 30-foot radius explosion that deals 4d6 damage.

Yan-qis are susceptible to cold attacks and yin-qis to fire attacks. Yan-qis are affected by magic items of negation and absorption, while yin-qis are affected by magic items of disruption and cancellation. They are both affected by the following spells, and the following spells only: *Disintegrate*, *dismissal*, *dispel magic*, *holy (unholy) word*, *magic missile*, *planeshift*, *protection from law/chaos*, *shield*, and *wish*.

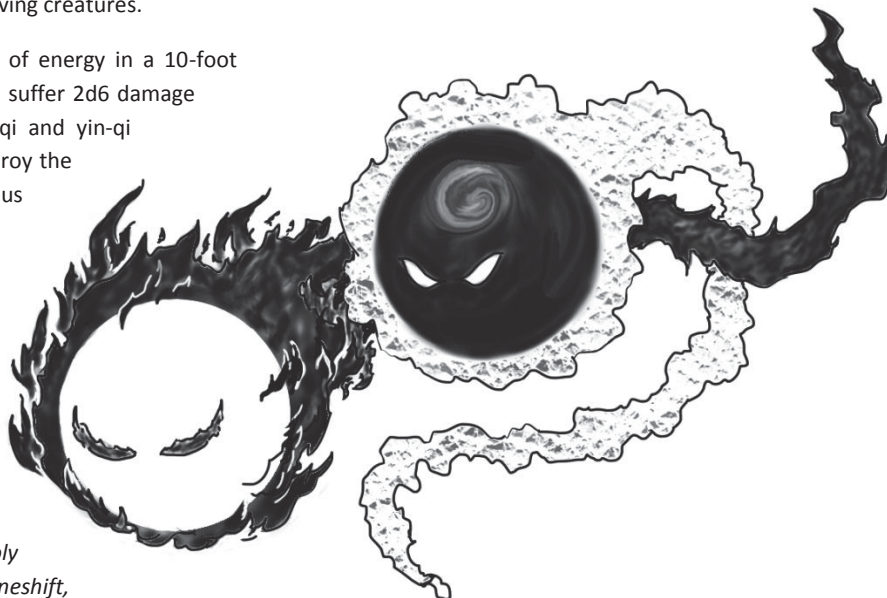
Special Qualities: Yan-Qi—immune to fire, vulnerable to cold, magic immunity (see above); Yin-Qi—immune to cold, vulnerable to fire, magic immunity (see above)

MONSTER ENCOUNTER

The adventurers enter a tower-like room with a hemispherical footprint. The entrance door is on the curved wall. The room has a radius of 15 feet, and the ceiling is 30 feet high. The walls are covered in steel discs that give off a strange vibration when they are touched. A yin-qi flies around the ceiling.

On the other side of the straight wall, there is a similar room with a yan-qi inside. The straight wall is actually a wall of force covered by an illusion. If the illusion is touched, it vanishes, allowing the two creatures to see one another. This will cause them to rush at one another and fly about at high speed. The metal discs then vibrate ferociously, and the room becomes the epicenter of a dimensional vortex. The entire dungeon complex merges with a random plane, taking on some of that plane's characteristics, and allowing its inhabitants to roam the dungeon.

Illustration by Christopher Conklin



YUKI-ONNA (SNOW WOMAN)

Medium Fey, Neutral (CN), Average Intelligence; Pack (1d3)

A yuki-onna appears as a tall, beautiful woman with long, black hair, pale skin, icy white eyes and blue lips. She may appear nude or in a white kimono (or whatever clothing works for your setting). A yuki-onna shows almost no emotion – her beauty is usually cold and statuesque.

HD	5
AC	12 [Silver]
ATK	Strike (1d4) or grapple (energy drain)
MV	30
SV	F13 R11 W11
XP	500 (CL 6)

Yuki-onnas are only encountered on snowy nights, usually in the mountains. As with most fey creatures, their motivations are hard to guess and their actions often seem random. Upon encountering adventurers, a yuki-onna may attack them or she may attempt to seduce a man and make herself his wife, only to destroy him at a later date.

Some stories depict yuki-onna as the undead spirits of women that have frozen to death. If you decide to use this origin, change the monster's type to undead, and give them the following saving throw values: Fortitude 13, Reflex 13 and Will 11.

SPECIAL ABILITIES

Despite her incredible beauty, a snow woman's icy white eyes can inspire terror in mortals. She can use a gaze attack that forces mortals to pass a Will saving throw or become frightened.

Snow women float over the snow, leaving no tracks.

In combat, a yuki-onna can breathe a 10-ft cone of cold that deals 3d6 points of damage (Reflex saving throw for half).

A snow woman's embrace drains one level.

Special Qualities: Immune to cold, surprise (2 in 6)

Spells: At will—charm person, gaseous form, gust of wind; 3/day—chill metal, fog cloud, wall of wind, whispering wind, wind walk

MONSTER ENCOUNTER

On a freezing night, the roadhouse in which the adventurers are staying catches fire. Caught unawares while sleeping, the guests and staff (those that do not perish in the fire) find themselves in the freezing cold about 10 miles from the nearest settlement, possibly with very little equipment. As they look for shelter, they encounter a trio of yuki-onna that beckon the unfortunates towards a cave hidden in the woods.

Illustration by Michael Scotta



ZHĀNG-YÚ-GĒ (OCTOPUS FOLK)

3

Medium Monstrous Humanoid, Neutral (N), Average Intelligence; Gang (1d10)

The zhāng-yú-gē are civilized octopus people. They have tentacles sprouting beard-like from their heads and can use these tentacles to wield light weapons in combat.

HD	2
AC	13 (Leather)
ATK	4 weapons
MV	30 (Swim 50)
SV	F15 R12 W12
XP	200 (CL 3)

Octopus folk are known for their brusque, lusty personalities. While they are amphibious, they are slower on land than in water and their flexible skeletons make them less dexterous and rugged out of water. Zhāng-yú-gēs make up for this with peerless courage and a complex weaving combat style.

Zhāng-yú-gēs are normally encountered in roving gangs of swashbucklers, but they come from much larger clans. An octopus folk clan numbers 1d8 x 25 warriors, with three times as many non-combatants. They mostly dwell in undersea ruins, which they rebuild as best as they can. Octopus folk are competent masons. They scour the sea for rare items that they trade to air-breathers for goods they cannot make themselves.

Octopus folk warriors go unarmored underwater, and usually wear leather, ringmail or scalemail on land. In their human arms they carry shields, bucklers, tridents, spears, and swords, while in their tentacles they carry light weapons, like daggers.

Zhāng-yú-gē clans are led by lords. A clan with 100 or fewer warriors is led by a lord of 1d4+4 levels, while larger clans are led by a lord with 1d4+6 levels. The lord's class is as follows (roll d%): 01-60 fighter, 61-80 barbarian, 81-100

duelist. The clan has a wise man or woman on a chance equal to the leader's level times 5%. This wise person has 1d4+2 levels. Their class is as follows (roll d%): 01-45 druid, 46-75 cleric, 76-90 sorcerer; 91-100 adept (level 1d6).

SPECIAL ABILITIES

Once per day, a zhāng-yú-gē can shoot a stream of ink from its mouth. In water, this acts like an *obscuring mist* spell that lasts for three rounds. On land, it is a ranged attack, with a successful attack blinding an opponent for 1d4 rounds.

A zhāng-yú-gē's rubbery flesh is more resistant than that of a normal octopus and grants them a natural AC of 11. Although capable of living outside of water, a zhāng-yú-gē suffers +1 point of damage per dice from fire damage.

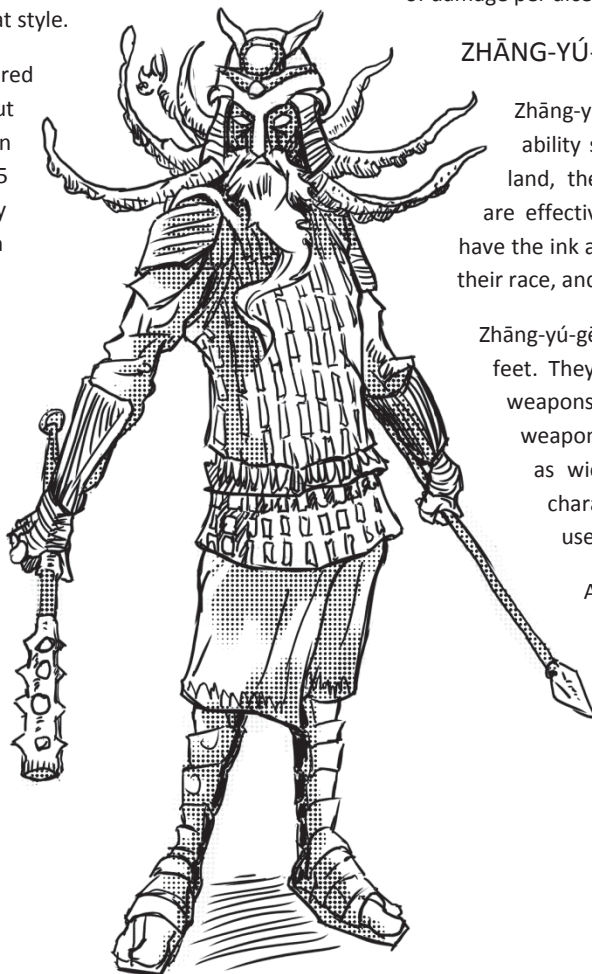
ZHĀNG-YÚ-GĒ AS CHARACTERS

Zhāng-yú-gē characters modify their starting ability scores as follows: Dex +1, Cha -1. On land, their dexterity and constitution scores are effectively lowered by 2 points each. They have the ink and natural AC of a normal member of their race, and the vulnerability to fire as well.

Zhāng-yú-gēs have darkvision to a range of 30 feet. They are capable of wielding up to four weapons in combat, though wielding multiple weapons carries the same penalties for them as wielding two weapons does for other characters. Their tentacles can only be used to wield light melee weapons.

A zhāng-yú-gē can advance up to 8th level in a single class, or as multi-classed fighter/clerics, fighter/magic-users and fighter/thieves up to 6th level.

Illustration by Anthony Gregori and David Lewis Johnson



ZHAO

2

Medium Humanoid, Neutral (LN), Average Intelligence; Tinder (1d6)

The zhao are humanoids with orange to red skin that is studded in places with small carbuncles. As the zhao age, their skin darkens and takes on a texture reminiscent of cast iron.

HD	1
AC	14 (mail shirt)
ATK	Fists (1d3 + 1 fire) or by weapon
MV	40
SV	F13 R15 W15
XP	100 (CL 2)

The zhao have fires in their bellies – literally – and stay alive by consuming wood. While one might assume this would make them despoilers of the woodland, this is not the case. Their metabolisms are quite slow, and they take care not to over harvest their homelands.

The zhao dwell in villages of 1d8 x 100 individuals. These villages are composed of stone buildings connected by covered walkways covered by soil, moss and tangled vines with trumpet-like flowers that smell of ocean breezes. About one in twenty zhao is a trained warrior. They wear coats of bronze scales (i.e. scale mail) and carry glaives and daggers. Villages are governed by 1d4+1 elders with skin as black as pitch and eyes that smolder with wisdom. These elders are adepts that tend village temples, quiet places of reflection that are as hot as furnaces.

SPECIAL ABILITIES

The touch of a zhao deals 1 points of fire damage in addition to normal unarmed strike damage. Metal weapons wielded by zhao also conduct 1 point of fire damage.

Special Qualities: Immune to fire, vulnerable to cold

ZHAO AS CHARACTERS

Zhao characters do not modify their starting ability scores. In that respect they are not unlike human beings.

Zhao have darkvision to a range of 120 feet and a movement rate of 40. They are immune to fire and vulnerable to cold; this includes gaining a +1 bonus to save vs. fire effects, and a -1 penalty to save vs. cold effects.

Zhao speak their own tongue and might also know Common, Fire Elemental, Elven and Sylvan.

Like human beings, the zhao do not multi-class, but can switch classes whenever they like.

MONSTER ENCOUNTER

A lonely door in a dungeon is warm to the touch. It is locked, and when opened reveals a hallway at least 30 feet long. The walls are blackened with soot and the hallway is quite warm, for it apparently ends in a curtain of flames. Beyond the flames, the corridor continues another 10 feet, to a locked iron door that is almost white hot. This door enters into a subterranean stronghold of a tribe of zhao.

Illustration by Andrew Walter



ZHARK

5

Large Monstrous Humanoid, Neutral (N), Average Intelligence; Band (1d10)

Zharks are tall (18-ft for males, 12-ft for females) humanoids that inhabit ruined cities in arid wastelands. Zharks have long torsos that support four arms. One pair is located about 2 feet above the other pair. They have large eyes, ear stalks on the top of their bald heads, and great tusks jutting from their mouths. Zharks have olive green to dark green skin that is thick and waxy, helping to keep their bodies from losing too much moisture in the dry, hot deserts they call home.

HD	5
AC	14
ATK	4 weapons or 2 weapons and tusks (1d4)
MV	40
SV	F12 R11 W11
XP	250 (CL 5)

Exceptionally warlike and cruel, zharks live in hordes of 1d10 x 1000 warriors plus twice as many non-combatants. These hordes compete violently for resources and slaves. In combat, they are ruthless, and fight with almost no sense of honor other than that they never use a superior weapon against a foe. This means that an unarmed foe is fought unarmed, and a foe with melee weapons is fought using melee weapons, and a foe with a ranged weapon is fought with a ranged weapon.

Zharks arm themselves with swords, spears and radium guns. These guns are exceptionally long rifles (treat as musket with double the range) that fire bullets with a core of radium. When the outer casing of the bullets cracks and the radium is exposed to sunlight, it explodes for an additional 1d6 points of fire damage. Some zharks carry smaller radium pistols. The zharks acquire their more high-tech weaponry from others, for they are only capable of crafting primitive weapons.

Zharks are usually mounted on eight-legged monsters called zhoters. Their arch enemies are the girallons.

SPECIAL ABILITIES

Zharks have four arms, and thus are capable of wielding a weapon or shield in each arm in combat with no penalty.

ZHARKS AS CHARACTERS

Zharks may be challenging characters to integrate into a traditional fantasy party due to their strange appearance and height. They are comfortable using their lower arms as another

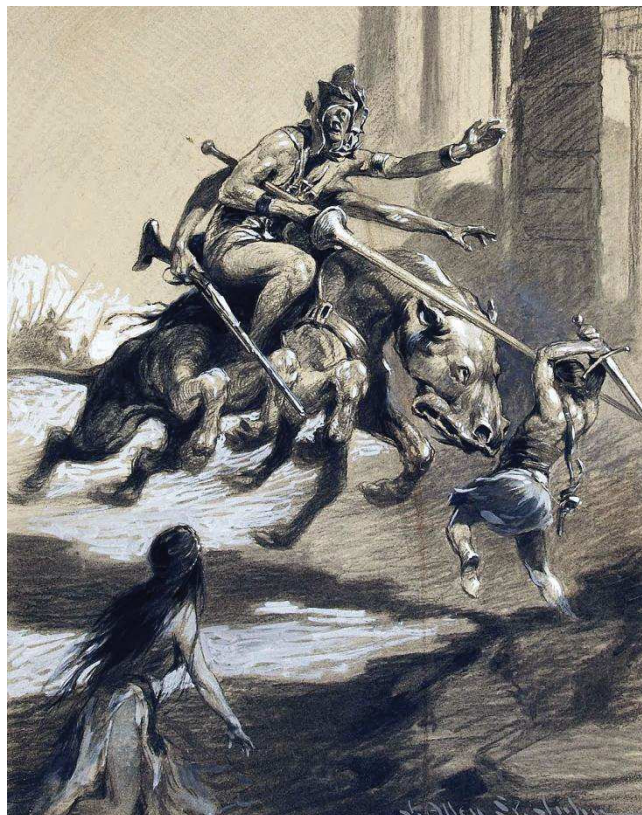
pair of legs, and thus they can deal with ceilings of “normal” height, but to do so must forgo wielding additional weapons.

Zhark characters modify their starting ability scores as follows: Str +2, Con +1, Int -1, Cha -1. A zhark’s tough skin gives it AC of 11. They have darkvision to a range of 30 feet. Zharks are notably stoic about pain and discomfort, and enjoy a +2 bonus on saving throws to resist the frightened, fatigued and sickened conditions. Against girallons, zharks enjoy a +1 bonus to attack and damage.

Zhark characters can wield up to four weapons, shields or bucklers in their arms. They suffer the normal penalties for wielding multiple weapons in combat. As large creatures, they can wield medium-sized weapons as though they were light.

Zharks can advance as characters up to 6th level. They are incapable of advancing as spellcasters, but can multi-class as fighter/thieves, barbarian/thieves, ranger/thieves, duelist/thieves and monk/thieves.

Illustration by J. Allen St. John



ZOUSHOU

5

Medium Aberration, Neutral (LN), High Intelligence; Gathering (1d8)

Zoushous are bizarre creatures that look like four humanoid legs joined together and topped with a large grotesque head. They have bright, purple skin. Zoushou wear no clothing and they carry no weapons, though their long toes allow them some ability to grasp objects and manipulate them clumsily.

HD	4
AC	12
ATK	2 stomps (1d6) or x-rays (30'/2d6 + sickened)
MV	30
SV	F14 R14 W10
XP	400 (CL 5)

Zoushous graze on grass and leaves, squatting and using their long tongues to pull food into their mouths, chewing it like cows while discussing philosophy. They are peaceful folk with little interest in the affairs of men, but are capable of defending themselves when necessary.

SPECIAL ABILITIES

The advice of the zoushous is often sought after by men and women in need of wisdom, and sometimes it is even useful. When one is advised by a zoushou, the lecture lasts for 1d6 hours. For each hour of speaking, the listener can attempt an Intelligence task check. If successful, they have garnered some wisdom from the lecture and may use it as though it were a successful *augury* spell. Otherwise, their time has been wasted.

Zoushous have x-ray vision (like the magic ring), and can use it three times per day. They have learned how to bombard their foes with these x-rays as an attack up to three times per day, causing 2d6 points of negative energy damage. Those who are bombarded must pass a Fortitude saving throw or be sickened.

Zoushous can leap in combat up to 10 feet high and 30 feet in distance, though doing this more than once per hour leaves them fatigued. They can use this leap as a charge to make a single stomp attack that deals double damage.

ZOUSHOU AS CHARACTERS

Zoushou characters modify their starting ability scores as follows: Wisdom +1, Dexterity -1.

Zoushou have darkvision to a range of 60 feet, and zoushou characters have x-ray vision (per the magic ring), but do not have the x-ray attack usable by NPC zoushou.

Zoushous can wear specially made armor that costs twice as much as normal human armor. They cannot easily wield weapons, but can use their tongue to wield light weapons at a -1 penalty to hit. Zoushous can use thieves' tools with their tongues, but at a -2 penalty to their task checks.

Zoushous can advance as characters with no level limit. They most often choose to advance as spellcasters or monks, since they have some limits in combat and with many of the monk's task checks. If they desire, they can multi-class as cleric/fighters, cleric/magic-users and cleric/thieves.

Illustration by Anthony Gregori and David Lewis Johnson



APPENDIX ONE

RANDOMIZED MONSTERS

CHIMERAS

The chimera first appears in Greek mythology as a singular monster roaming about Lycia in Asia Minor. In its ancient form, it was a lioness with a serpent tail and a goat head arising from its back, and it was capable of breathing fire. As one of the spawn of Echidna, the Mother of Monsters, some scholars think it was a representation of a volcano or of the tripartite year. One version of Greek mythological genealogies has Chimera mating with her brother, Orthrus, and mothering the Sphinx and the Nemean lion. Chimera was defeated by Bellerophon, with the help of Pegasus and a lead-tipped spear.

Later representations of the Chimera gave it the body of a lion and the heads of a lion, goat and dragon, and it is in this form that appears in most fantasy roleplaying games. In modern times, the term corresponds to any creature with features associated with different beasts, and it is in this vein that I offer these random tables, designed to produce all manner of chimera.

We modify the chimera's normal statistics and determine the monster's appearance by rolling on the following tables. One roll determines the forward half of the monster's body and the right head. Another roll determines the rear half of the monster's body and the left head. A third roll determines the center head, and a fourth roll determines the creature's tail, provided the TK wishes it to have a special tail.

RIGHT HEAD AND FRONT BODY

D12	CREATURE	MODIFICATIONS
1	Bear	2 claws (1d6+1), 1 bite (1d10+1); gains hug attack for 3d6 damage
2	Cheetah	2 claws (1d3), 1 bite (1d6); increases land speed by 10 ft., can trip with claw attacks
3	Crocodile	1 bite (1d6); replace flight speed with swim speed
4	Eagle	2 talons (1d4), 1 bite (1d8); increases flight speed to 60
5	Hyena	1 bite (1d3)
6	Lion	2 claws (1d4), 1 bite (1d8)
7	Owl	2 talons (1d8), 1 bite (1d6+1); increases flight speed to 60 and flies silently, -2 to hit in bright light
8	Tiger	2 claws (1d4+1), 1 bite (1d8); gains swim speed of 10
9	Tyrannosaurus	1 bite (2d8); clamp jaws and shake for damage

	Rex	in subsequent rounds [front body is same as rear body, not that of a T-Rex]
10	Weasel	1 bite (2d6); clamps down and sucks blood for 2d6 damage per round
11	Wolf	1 bite (1d4+1); can trip with bite attack
12	Wolverine	1 bite/claw (1d6+3); +4 to attack due to ferocity

LEFT HEAD AND REAR BODY

D10	CREATURE	MODIFICATIONS
1	Ankylosaurus	1 clubbed tail (1d10); body covered with armored plates for -3 [+3] AC
2	Antelope/Gazelle	1 gore (1d4); increases land speed by 10
3	Bison/Bull	1 gore (1d8)
4	Boar	1 gore (3d4); continues attacking 2 rounds after death
5	Camel	1 bite (1d2); can spit (blind for 1 round)
6	Elephant	1 trunk (1d8), 2 tusks (1d8); never forgets
7	Goat	2 horns (1d4)
8	Rhinoceros	1 horn (2d6); double damage on a charge
9	Stag, Giant	2 antlers (1d8)
10	Triceratops	1 gore (2d8); bony plate grants a -1 [+1] AC

CENTER HEAD

Note: Chimeras with gold dragon, hound archon, lammasu or unicorn heads are Lawful (Good) in alignment

D20	CREATURE	MODIFICATIONS
1	Basilisk	1 bite (1d8); petrifying gaze
2	Blink Dog	1 bite (1d6); <i>teleport</i>
3	Bulette	1 bite (3d6); body has bony plates for -2 [+2] AC and replaces flight with burrow speed
4	Cockatrice	1 bite (1d3); petrifying bite
5	Displacer	1 bite (1d8); displacement effect
6	Dragon	1 bite (3d4); breath weapon (3/day) for 3d8 damage; Roll D6: 1 Black, 2 Blue, 3 Gold, 4 Green, 5 Red, 6 White
7	Dragonne	1 bite (2d6+1); roar weakens those who hear it
8	Gorgon	1 gore (2d6); petrifying breath
9	Hell Hound	1 bite (1d6); breathe fire 3/day for 3d8 damage and immune to fire
10	Hound Archon	1 bite (1d8+2); cast spells (<i>bless</i> , <i>continual flame</i> , <i>detect evil</i> , <i>protection from evil</i>)
11	Hydra	1 bite (1d6); regenerate 2 heads if head not destroyed by fire
12	Lamia	Female torso in place of a central head; spells (<i>charm monster</i> and <i>suggestion</i>), touch drains a point of wisdom
13	Lammasu	Spells (<i>dimension door</i> , <i>invisibility</i> x2, <i>magic circle against evil</i>)
14	Nightmare	1 bite (1d8); breathe brimstone smoke (-2 to hit), become incorporeal

15	RustMonster	2 antennae (corrode metal, destroying it)
16	Stirge	1 proboscis (1d3); drains 1d4 blood per round automatically with proboscis hit
17	Unicorn	1 horn (1d8); teleport, double damage for charge
18	Vrock	1 beak (1d6); cause darkness, immune to fire, magic resistance 50%
19	Winter Wolf	1 bite (1d6+1); breathe frost 1/turn (10-ft. range, 4d6 damage)
20	Yith Hound	1 bite (1d6+1); bay (<i>cause fear</i> within 100 ft.), magic resistance 10%

TAIL (1 in 6 chance of having a special tail)

Increase the chimera's challenge level by 1 if it has a special tail.

D20	TAIL
1-16	None or per rear body
17	Manticore Tail: 6 tail spikes (1d6) per round, range 180 ft.
18	Scorpion Tail: 1 sting (1d4 + Poison IV)
19	Skunk Tail: Spray musk
20	Snake Tail: 1 bite (1 hp + Poison IV)

DINOSAURS

Dinosaurs are awesome, right? Lots of them, though – hard to keep track, especially when scientists keep changing their minds about them. With the basic dinosaur types introduced in this tome and the following table of “mutations”, you can generate just the right primordial beast to harass your adventurers.

MUTATIONS

For each dinosaur, roll a d30 as many times on the following table as you like, ignoring results that make no sense. Wow – this process really couldn't be any simpler, could it?

D30	MUTATION
1-2	Small and quick – reduce HD by half (and modify saving throws accordingly) and double their speed. In addition, they get a bonus to +2 bonus to initiative. Decrease the dinosaur's damage by one dice size (or one dice).
3	Big and beefy – increase HD by 50%, cut movement in half and if they are at least 60 feet in length they can cause an earthquake (per the spell) once per day in a 100-ft radius. Increase damage by one dice size (or add one dice of damage).
4	Red scales – dinosaur is immune to fire.
5	Blue scales – dinosaur is immune to electricity.
6	White scales – dinosaur is immune to cold.
7	Gold scales – dinosaur is immune to non-magic weapons and enjoys a +2 bonus to save vs. magic.
8	Black scales – dinosaur surprises on 3 in 6 at night, has darkvision to a range of 120 feet.
9	Woolly – dinosaur has fur. This gives it a +1 bonus to AC and resistance to cold.
10	Massive Brain – dinosaur has high intelligence and can use a psychic blast (30-ft cone, save or stunned for 1d4 rounds) three

times per day.

- 11 Draconic – as small and quick, plus dinosaur has dragon wings and the flight speed and breath weapon of a random dragon; 1 = Black; 2 = Blue; 3 = Gold; 4 = Green; 5 = Red; 6 = White. Dinodragons can never speak or cast magic spells.
- 12-13 Spitter – can spit poison (30-ft range; save or blinded and 1d6 damage) or belch acid (10-ft cone, 2d6 damage).
- 14 Gorgonoid – has metallic scales like a gorgon; AC +4.
- 15-16 Horns – has two horns or two extra horns; gains an additional gore attack for 2d6 damage or adds 2 dice of damage to existing gore attack.
- 17 Manticoroid – has tail spikes that can be fired like those of a manticore for 1d6 points of damage.
- 18 Displacement – per the *mirror image* spell (4 additional images), can be used three times per day.
- 19 Blink – per the blink dog.
- 20-21 Camouflage – surprises on a roll of 1-3 on 1d6.
- 22 Cockatroid – has a petrifying bite like the cockatrice.
- 23 Laser eyes – can fire searing rays from eyes three times per day. Range of 60 feet, 3d6 points of damage.
- 24 Scream – as the *shout* spell, usable three times per day.
- 25 Rider – dinosaur is ridden by a neanderthal bounty hunter (fighter level 1d4+4). Rider wears the equivalent of leather armor and carries a club and three throwing spears.
- 26 Trill – dinosaur can trill as a remorhaz.
- 27 Song – dinosaur produces a vibration that causes sleep (as the spell). Usable three times per day.
- 28 Siren Song – dinosaur produces a vibration that causes a *charm monster* effect. Usable three times per day.
- 29 Mesmerizing Song – dinosaur produces a vibration that causes a *hold monster* effect. Usable three times per day.
- 30 Construct – dinosaur is made of metal and gears. Increase AC by +5. There is a 5% chance it can change its shape to that of a stone giant (also made of metal and gears, AC +5). Constructs are immune to mind effecting spells, poison and disease and take half damage from fire and lightning. The construct's intelligence rating is either “animal” or “low”

SAMPLE MUTANT DINOSAURS

AURACERATOPS

Huge Magical Beast, Neutral (N), Animal Intelligence; Herd (1d6)

HD	15
AC	23/18 [+1]
ATK	Gore (6d6)
MV	30
SV	F3 R6 W11; +2 save vs. magic
XP	3750 (CL 17)

The auraceratops is a huge ceratopsian dinosaur with six horns. It is covered with metallic scales that are a brilliant gold in color, and is most often encountered as a solitary beast in desert oases, or in deserts traveling to an oasis to mate.

CHIASCUROSAURUS

Huge Magical Beast, Neutral (N), Animal Intelligence; Flock (1d4)

HD	25
AC	13
ATK	Stomp (4d10), gore (2d6) and tail (4d6)
MV	20
SV	F3 R3 W6
XP	2500 (CL 26)

These sauropods dwell in subterranean lakes, lapping up fungus and growing to immense size. Despite their size, they are docile creatures, despite having black dragon blood running through their veins. Their draconic parentage gave them curled horns on their heads and black scales.

Special Qualities: Displacement (as spell), surprise (3 in 6, in dark)

DIABLOSAURUS

Huge Magical Beast, Neutral (N), Animal Intelligence; Solitary or pair

HD	27
AC	15
ATK	Bite (5d8)
MV	40
SV	F3 R3 W6
XP	2700 (CL 29)

These huge therapods are covered in crimson scales and are especially fierce. One might even call them devil dinosaurs!

Special Qualities: Immune to fire

Spells: 1/day—earthquake

PETROSAURUS

Medium Magical Beast, Neutral (N), Animal Intelligence; Flock (1d4)

HD	5
AC	17
ATK	2 claws (1d4) and bite (2d8)
MV	20 (Fly 60)
SV	F11 R10 W12
XP	1250 (CL 7)

The petrosaurus is an intelligent medium-sized pterosaur with a bite that turns victims to stone (per the cockatrice). The invention of ancient caveman sorcerers, petrosaurus rules the valleys of a range of mountains rich in gemstones.

Spells: 3/day—psychic blast

PROCELLASAURUS

Large Magical Beast, Neutral (N), Animal Intelligence; Herd (1d8)

HD	15
AC	17
ATK	Bite (1d8) and tail (4d6)
MV	40
SV	F5 R6 W11
XP	1500 (CL 16)

The procellasaurus is a large thyreophoran that dwells in the wooded valleys that surround the mountain steadings of storm giants. The neanderthals that dwell in these valleys value them as mounts.

Special Qualities: Immune to cold and electricity



APPENDIX TWO

ANIMALS & VERMIN

Since most animals and vermin (even imaginary ones) are easily researched using the internet, it make sense to give them shorter entries than the more complex monsters in this tome.

ALLOCAMELUS (CL 3)

Large Animal, Neutral (N), Animal Intelligence; Herd (2d6)

HD 3; AC 13; ATK 1 bite (1d4) and kick (1d6); MV 40; F11 R12 W17; XP 150 (CL 3); Special—None.

The allocamelus is the offspring of an ass and a camel. It has the head of an ass and the body of a camel. The creature is used as a pack animal throughout Venatia and the Golden Coast of the Land of Nod. It is not as tolerant of the desert heat as the camel, but is otherwise quite hardy.

ANTELOPE, LARGE (CL 5)

Large Animal, Neutral (N), Animal Intelligence; Herd (6d6)

HD 4; AC 12; ATK 1 kick (1d6) and gore (2d4); MV 40; F10 R10 W17; XP 400 (CL 5); Special—Run x 5.

There are a number of species of very large antelopes in Africa, including the giant eland, hartebeest and greater kudu. Large antelopes stand from 5 to 9 feet tall at shoulder and weigh from 400 to 2,000 pounds. Though herds of greater kudu and giant eland number about 6d4 animals, hartebeests gather in larger herds of 2d12 x 20 animals.

ARSINOTHERIUM (CL 8)

Large Animal, Neutral (N), Animal Intelligence; Herd (5d6)

HD 10; AC 16; ATK 1 gore (2d8); MV 30; F7 R8 W13; XP 400 (CL 8); Special—Charge (double damage).

The arsinotherium is an animal that resembles a rhino, but which is actually related to elephants. The animal has two massive, knife-like horns on its nose. It stands 6 feet tall at the shoulder, measures 10 feet long and weighs 2.5 tons. They dwell in tropical rainforests and in mangrove swamps.

BEAR – AGRIOTHERIUM (CL 11)

Large Animal, Neutral (N), Animal Intelligence; Pair (1d2)

HD 10; AC 16; ATK 2 claws (1d8 + constrict) and bite (2d6); MV 40; F7 R8 W13; XP 1000 (CL 11); Special—None.

The agriotherium was a bear larger than all living bears, with long legs and the strongest bite of any land mammal that has ever lived. They stood 9 feet tall and weighed up to 1,400 lbs.

CAMELOPARDIS (CL 4)

Large Animal, Neutral (N), Animal Intelligence; Herd (1d8)

HD 4; AC 12; ATK 1 headbutt (2d4) or bite (1d8); MV 40; F10 R11 W17; XP 200 (CL 4); Special—None.

The camelopardis is a carnivorous relative of the giraffe. They look something like short-necked giraffes with large ossicones on their heads. Camelopardises stand 7 feet tall at shoulder and weigh 1,100 lbs.



Illustration by Gary Dupuis

CHIMPANZEE (CL 1)

*Medium Animal, Neutral (N), Low Intelligence; Community**

HD 1; AC 12; ATK 1 bite (1d4); MV 40 (Climb 40); F10 R10 W17; XP 50 (CL 1); Special—None.

Chimpanzees are tool-using primates who dwell in communities of up to 50 animals. Males stand 5.5 feet tall and weigh 150 lb. They are remarkably strong, and grapple at +2 to hit.

CHIPEKWE (EMELA-NTOUKA) (CL 9)

Large Animal, Neutral (N), Animal Intelligence; Pair (1d2)

HD 8; AC 16; ATK 2 claws (1d6) and gore (2d6); MV 30 (Swim 20); F8 R9 W14; XP 800 (CL 9); Special—None.

The chipekwe, or “killer of elephants”, is a massive beast that dwells in the shallow waters of marshes and swamps. The chipekwe has four stout legs that end in massive claws and a single horn on its snout and short fur that is banded brown and black. Chipekwe are extremely territorial and aggressive, and do not hesitate to attack anything in sight.

CONE SNAIL, GIANT (CL 5)

Medium Vermin, Neutral (N), Non-Intelligent; Rout (1d4)

HD 4; AC 16; ATK 1 harpoon (1d4 + Poison II) and bite (1d4 + swallow whole); MV 10; F11 R15 W14; XP 400 (CL 5).

Giant cone snails are gastropods with conical shells about 6 feet in length that dwells on the sea floor, sometimes crawling onto beaches to hunt in the early morning hours, when the air is damp and foggy. Giant cone snails attack by extending a hollow tooth on a proboscis. The tooth is filled with venom. Once a victim is paralyzed, it is bitten and swallowed whole.

CUTTLEFISH, GIANT (CL 8)

Large Animal, Neutral (N), Animal Intelligence; Squad (1d4)

HD 7; AC 15; ATK 8 arms (1d4 + constrict) and bite (1d6); MV Swim 30; F9 R10 W15; XP 700 (CL 8); Special—None.

Giant cuttlefish range from 9 to 12 feet in length. They are clever beasts, and are capable of rapidly altering their skin color at will. This provides both camouflage (surprise on a roll of 1-3 on 1d6) and the ability to hypnotize their prey (Will save or stunned for 1d4 rounds). A cuttlefish’s ability to see polarized light and their lack of a blind spot makes them more difficult to surprise, so they

roll 1d8 when checking surprise. Creatures constricted in a cuttlefish’s arms can be bitten.

DINOFELIS (CL 5)

Medium Animal, Neutral (N), Animal Intelligence; Pair (1d2)

HD 4; AC 16; ATK 2 claws (1d6 + rend) and bite (1d8); MV 40 (Climb 30); F11 R11 W17; XP 400 (CL 5); Special—None.

The dinofelis is a jaguar-sized sabre-toothed cat that hunts in rainforests and on savannahs.

ELASMOTHERIUM (CL 10)

Large Animal, Neutral (N), Animal Intelligence; Crash (1d4)

HD 10; AC 16; ATK 1 gore (2d6); MV 30; F7 R8 W13; XP 500 (CL 10); Special—None.

Elasmotheriums, also called steppe rhinos, are prehistoric relatives of the rhinoceros. They have a single, massive horn atop their heads, and may have inspired the legend of the unicorn. The beast is 6 feet tall at the shoulder with a hump that adds another 1.5 feet of height. It is 15 feet in length and weighs in excess of 4 tons. The Jin of Mu-Pan keeps a herd of white steppe rhinos, affixing brass covers to their horns.

FROGFISH, GIANT (CL 4)

Medium Animal, Neutral (N), Animal Intelligence; School (1d6)

HD 4; AC 14; ATK 1 bite (1d6); MV 20 (Swim 10); F14 R14 W17; XP 200 (CL 4); Special—None.

Giant frogfishes are medium-sized monsters that dwell in tropical and sub-tropical waters. They usually dwell near the ocean floor around coral and rock reefs, though some varieties live in clumps of drifting sargassum.

Stocky creatures, giant frogfish measure about 5 to 6 feet in length. The fish’s two side fins look something like legs, and the fish actually uses them to crawl on the sea floor. The frogfish’s dorsal fin hangs in front of its face and forms a sort of lure that looks like a wriggling fish. This lure is used to attract the attention of sharks and other predatory fish.

GED (GIANT PIKE) (CL 5)

Large Animal, Neutral (N), Animal Intelligence; Pair (1d2)

HD 4; AC 14; ATK 1 bite (3d6 + swallow whole); MV 0 (Swim 60); F10 R10 W17; XP 400 (CL 5); Special—Surprise (3 in 6).

Ged was the original word used for the animal now called a pike. It is derived from the Old Norse gaddr, or “spike”. For our purposes, the ged is a giant pike that lurks in lakes and rivers.

GELADA (BEAST-APE) (CL 0)

Small Animal, Neutral (N), Animal Intelligence; Horde (400-800)

HD 0; AC 12; ATK 1 bite (1d4); MV 40 (Climb 30); F14 R13 W19; XP 25 (CL 0); Special—None.

Geladas are apes with buff to dark brown fur, dark faces and arms and feet that are black or nearly black. Males have large capes of hair on their backs. Gelada weigh about 40 pounds. They forage for food on the savannah.

The smallest unit of gelada organization is the breeding unit of 1d12 females and 1d4 males, plus young, and the all-male brigade of 2d8 animals. Gelada bands are composed of 2d12 breeding groups and 1d8 male brigades. Herds include up to 60 breeding groups and 10 male brigades.

GIRAFFE (CL 5)

Huge Animal, Neutral (N), Animal Intelligence; Group (4d6)

HD 5; AC 13; ATK 2 stomps (1d6); MV 40; F8 R10 W16; XP 250 (CL 5); Special—Run x5.

Giraffes are long-necked ungulates that stand 16 to 20 feet tall and weigh up to 3,500 lbs. for males, 1,800 lbs. for females. Giraffes gather in loose groups when they all happen to be heading in the same direction. Otherwise, they do not have any particular social organization.

GOLDEN BEAR (CL 9)

Huge Animal, Neutral (N), Animal Intelligence; Pair (1d2)

HD 8; AC 15; ATK 2 claws (1d10 + constrict) and bite (2d8); MV 40; F6 R9 W14; XP 800 (CL 9); Special—None.

The golden bear is a huge bear of the hills with golden fur (a very expensive pelt, worth its weight in gold!).

GOMPOTHERE (CL 11)

Huge Animal, Neutral (N), Animal Intelligence; Herd (1d10)

HD 10; AC 15; ATK 1 slam (2d6) and 2 stomps (2d4) or gore (2d12); MV 30; F5 R8 W13; XP 1000 (CL 11); Special—Trample.

Gomphotheres are an extinct relative of the elephant. Although there were many different types of gomphotheres (see below),

they primarily differed from elephants in that most (but not all) had four tusks of varying sizes and shapes. Among the African gomphotheres were the following:

AMBELODON: Also called shovel-tuskers, their bottom tusks are long and flat for scooping up water plants, shaving the bark from trees and cutting branches from trees in the manner of a scythe.

ANANCUS: Anancus is the jerk gomphothere that doesn't have four tusks (there's always at least one in the bunch). Its tusks were 13 feet long, though, so the 2d12 damage stays!

TETRALOPHODON: Tetralophodon has four tusks, two on top, two below, that resemble traditional elephant tusks. The top tusks are about 6 feet long, the bottom tusks 3 feet long.



Illustration by Ryan Rhodes

KARKADANN

Large Animal, Neutral (N), Animal Intelligence; Herd (1d6)

HD 10; AC 16; ATK 1 gore (2d6); MV 30; F7 R8 W13; XP 500 (CL 10); Special—Trample.

The karkadann is an animal with the build of buffalo, black, scaly skin, a dewlap hanging down under skin, three yellow hooves on each foot, a short tail, and a single long horn placed either on the nose or brow. Karkadanns are omnivores that dwell

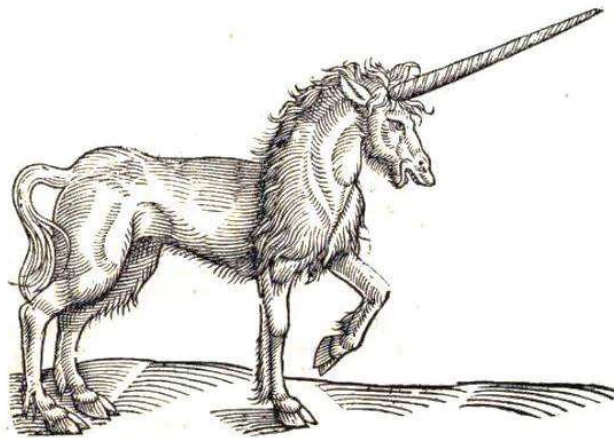
on steppes and prairies, grazing on grasses and sometimes running down and consuming prey. They are quite ferocious.

MANDRILL (CL 0)

Small Animal, Neutral (N), Animal Intelligence; Horde (100-400)

HD 0; AC 12; ATK 1 bite (1d4); MV 40 (Climb 30); F14 R13 W19; XP 25 (CL 0); Special—None.

Mandrills are akin to baboons. They are about 3 feet tall and weigh about 40 to 80 pounds. They dwell in hordes of 400 to 800 animals in rainforests and on savannahs. Mandrills are one of the most colorful animals in the world, with olive green or dark grey fur with yellow and black bands, blue muzzles with red stripes and red nostrils and lips and yellow beards.



MONOCEROS (CL 3)

Medium Animal, Neutral (N), Animal Intelligence; Herd (1d10)

HD 3; AC 14; ATK 1 gore (1d8); MV 40; F11 R12 W17; XP 150 (CL 3); Special—Run x5.

The monoceros is an animal of the savanna often mistaken for a unicorn. It has the face of a sheep, the body of a stag, the rear feet of a goose, the tail of a dog and a long horn growing from its head. They are expert at spearing fish from rivers with their long horns. Although a monoceros horn has no efficacy against poison, it is worth approximately 20 gp on the open market.

NUNDA (CL 14)

Huge Animal, Neutral (N), Animal Intelligence; Solitary (1)

HD 13; AC 17; ATK 2 claws (2d6 + rend) and bite (3d6 + swallow); MV 40; F4 R7 W12; XP 1300 (CL 14); Special—Surprise (2 in 6).

Nundas are massive grey leopards the size of rhinoceroses that stalk jungles in a constant state of hunger. Despite their size, they are quite stealthy.

PANGOLIN, GIANT (CL 7)

Large Animal, Neutral (N), Animal Intelligence; Solitary (1)

HD 6; AC 16; ATK 2 claws (1d6) and tongue (see below); MV 20 (Climb 20); F9 R10 W15; XP 600 (CL 7); Special—None.

Giant pangolins are 10-ft. long beasts with brown or reddish-brown hair so tightly packed that it resembles scales. They have a long, thick tail, large front claws and are capable of bipedal movement for short periods. Giant pangolins prey on giant ants and other burrowing creatures, including halflings and gnomes. Their tongues are 3 feet long and sticky, giving them a grapple attack against tiny creatures. A grappled creature is pulled into its mouth the next round and swallowed whole.

SEA PEN, GIANT (CL 7)

Large Vermin, Neutral (N), Non-Intelligent; Scribble (1d6)

HD 5; AC 13; ATK 6 polyps (1d4); MV 0; F10 R16 W13; XP 350 (CL 7); Special—None.

Sea pens are strange sea creatures that gather in colonies. These colonies look something like quill pens attached to a bulb that is secured to the ground. The sea pen is formed of multiple polyps, each with eight tentacles. They are attached to a single polyp that loses its tentacles, grows rigid and develops the aforementioned bulb that acts as an anchor. Giant sea pens grow as long as 12 to 16 feet in length.

SEA SLUG, GIANT (CL 7)

Medium Vermin, Neutral (N), Non-Intelligent; Solitary (1)

HD 6; AC 13; ATK 4 appendages (1d4 + Poison IV) and bite (2d4); MV 20 (Swim 5); F10 R12 W12; XP 600 (CL 7); Special—Blindsight, immune to poison.

Giant sea slugs can be quite beautiful and very deadly. They float upon the surface of the water, upside down, due to gas sacs in their bodies, or crawl on land (though always in damp places ... like dungeons, for example). They prey on larger creatures (monstrous jellyfish, giant slugs, pirates). They store the poison of creatures they eat in their bodies, mixing up powerful toxins that they use to kill their prey.

Giant sea slugs attack with their four appendages. The cerata on their appendages are tipped with toxins. Their mouths are filled with serrated blade-like teeth.

SHUNKA WARAKIN (CL 6)

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d4)

HD 6; AC 14; ATK 1 bite (1d8); MV 50; F9 R9 W15; XP 300 (CL 6); Special—None.

Shunka warakin are large monsters that resemble wolf-hyena cross-breeds. They have reddish-yellow fur and an especial taste for canine flesh. They always attack dogs before humans.

TORTOISE, GIANT (CL 6)

Large Animal, Neutral (N), Animal Intelligence; Herd (1d20)

HD 6; AC 16; ATK 1 bite (1d8); MV 20 (Swim 20); F9 R10 W15; XP 300 (CL 6); Special—None.

Giant tortoises have shells measuring 8 to 12 feet in diameter and weigh as much as one ton. They mostly graze on small shrubs and tall grasses, but sometimes eat smaller animals and carrion. They receive most of their water from food, and rarely drink. Giant tortoises are naturally buoyant and are excellent swimmers. They dwell in giant burrows and can live as long as 200 years.

VAMPIRE SQUID, GIANT (CL 10)

Large Animal, Neutral (N), Animal Intelligence; Rout (1d3)

HD 9; AC 15; ATK 10 tentacles (1d6 + constrict); MV Swim 60; F8 R8 W14; XP 900 (CL 10); Special—Photophores (see below).

Giant vampire squids are squids with webbing between their tentacles. This webbing permits them to fly through the water, not unlike a vampire bat. The photophores on the squid's tentacles allow it to produce a light show that can hypnotize its prey, who must pass a Will save or be stunned for 1d4 rounds.

WHITE WORM (CL 4)

Huge Vermin, Neutral (N), Non-Intelligent; Tangle (1d6)

HD 7; AC 13; ATK 1 bite (2d6 + swallow whole); MV 20 (Swim 30); F14 R12 W11; XP 300 (CL 4); Special—Surprise (3 in 6).

The white worm, or Indus worm, was a huge, pale worm that supposedly dwelled in the Indus River. It was carnivorous and capable of swallowing a man whole. The white worm usually

lurked beneath the waters, waiting for hapless prey to enter to bathe before snatching them from below.

WILDEBEEST (CL 5)

Large Animal, Neutral (N), Animal Intelligence; Herd (5d6)

HD 4; AC 12; ATK 1 kick (1d6) and gore (1d6); MV 40; F10 R10 W17; XP 400 (CL 5); Special—Run x5.

Wildebeests, or gnus, are large antelopes that gather in massive herds numbering in the thousands, especially when they are on their annual migration. They stand about 5 feet tall at the shoulder and weigh up to 600 pounds.

Black wildebeests have more dangerous horns than blue wildebeests (1d8 damage), and they are larger in size (4+1 HD).

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