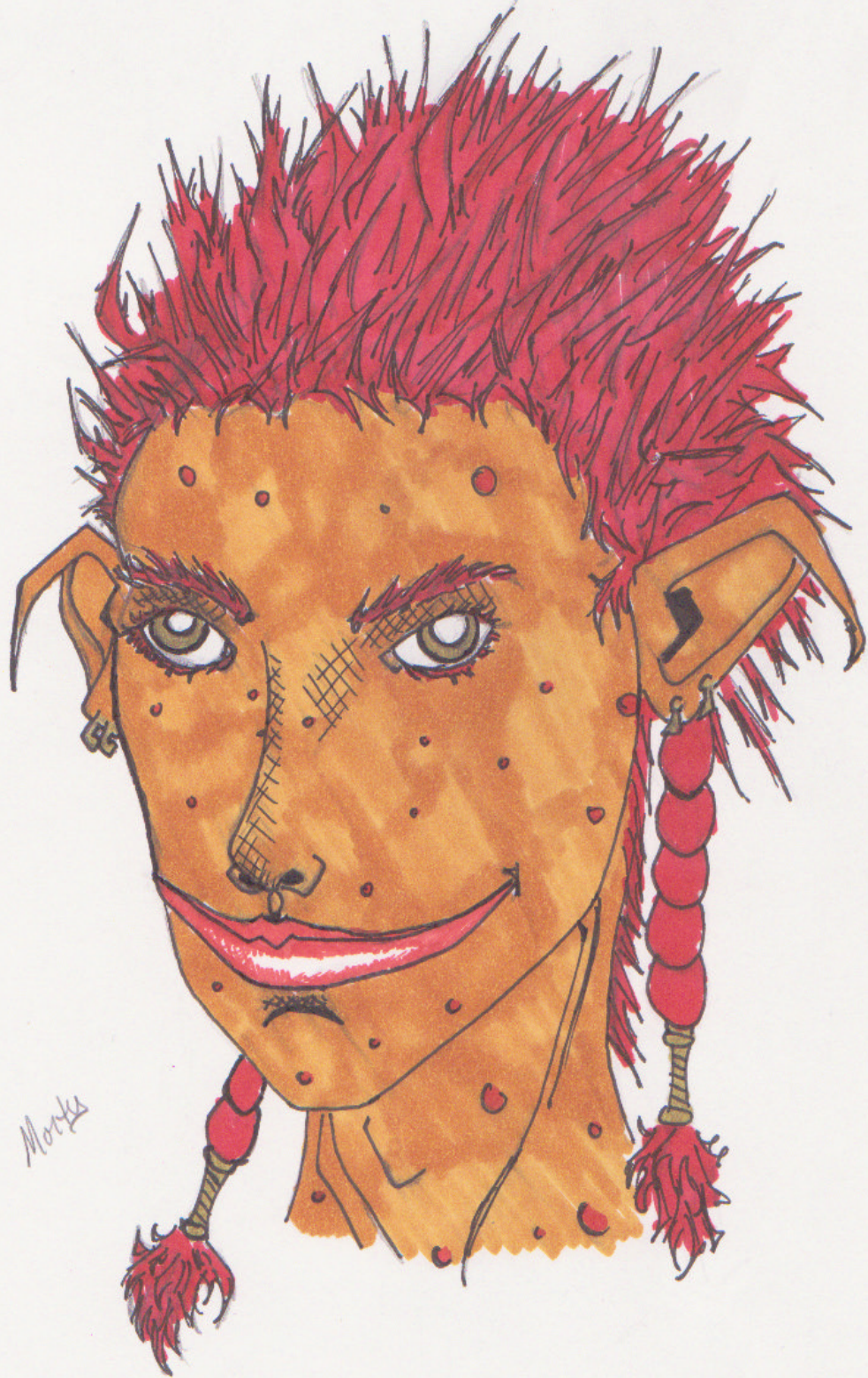




Castles and Crusades
Creature Feature

INDEX

Foreword	3	EIGHT-HEADED CREEPER	21	HOUNDS OF CHRONOS	37	RESONANCE	55
ARCANIX	4	ELEMENTAL UNDEAD : Cave Ghoul	23	HULGROTHS	38	SAURIAN : Saurian	57
ARANEA	5	Fathom Phantoms	24	INSHARIVS	39	Saurian Brute	58
BEASTMAN	6	Flame Wraiths	25	JUGGERNAUT	40	Saurian Sorcerer	59
BILE	7	Frost Vampire	26	KANGALOPE	41	Saurian Lizardking	60
BLOOD HOUND	8	Wind Spectre	27	KNOPT-EKH	42	SKIN SACK	61
BONE PILE	9	FELL BEAST	28	LINDORM SEA SERPENT	43	SKRAELING	62
BRAIN GOBBLER	10	FELL SHADOW	29	LONGHORN SERVITOR	45	STORM DEMON	63
BURNING CORPSE	12	FLESH HOUND	30	MARSH-MEN	46	TREE OYSTER	64
CHURCH GRIM	13	FLOATING SKULL	31	MOUNTAIN DRAGON	47	TROLL: Cave Troll	65
CRABMEN	15	GARCULOUS	32	NECROPEDE	48	Hill Troll	66
CRYSTALLINES	16	GHAMORINS	33	NIGHT DRIFTERS	49	Mountain Troll	67
CHTHONIC WYRM	17	GHULINGA	34	OCULAR SENTINAL	50	Snow Troll	68
DARK GOBLIN	18	GREY MATTER	35	PHASE BEAST	50	TYRANT	69
DENEBIAN SLIME DEVIL	19	GRIM MANTLE	36	POISON SPIRIT	53	UNDYING	70
				RAZOR WING	54	VENOUS SKITTERLING	72
						WINGED HORROR	73
						WIZEN	74
						WOLF, POLAR	75

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Foreword

It is with great pleasure that I present to you the Creature Feature collection of monsters. Creature Feature began as collaborative effort among the forum members of the Dragonsfoot.org website and the Castles and Crusades Society forum. Early on with the product, I had the task of editing the feature and sending the edited task on for layout. I assumed the job would be finished relatively soon. Years past, and occasionally one of the contributors would ask about the status of the project. An answer would be forthcoming from the man in charge of the layout. And more months past. Eventually the production manager decided to change the focus of the project entirely. It would now be wedded to his personal campaign world, the creations of the various authors would be altered because they were deemed “too bland” for said campaign world. Lastly, the project would no longer be focused on Castles and Crusades, but rather have stats for many systems.

Needless to say, this did not sit well with me. I removed myself from the production managers project and asked to have no credit assigned to me for the work I did. Ultimately, I felt strongly that the project had moved very far away from the spirit of a collaborative community project. Unhappy with the result, but resigned to more on– I did.

Until I still saw that the aforementioned project manger hadn’t released anything.

I still had all the files on my computer. I still had the art work that I had submitted for the project. I figured, “What the hell, I’ll knock it out myself. People need to see that their efforts were in vain.”

So I did.

I did the layout, formatted the text, added a few more pics, and whammo; it’s “done”.

I say “done” because I’m sure that I’m missing portions of the project. This was not done to slight anyone’s efforts on those parts– I simply didn’t have them . If anyone (particularly the artists) would jot me an email, I would be more than happy to add you work to the project.

In a similar vein, I’ve tried to acknowledge the various creators who worked on the project from it’s inception. If you are one of those, please email me so I can add you to the acknowledgements.

Should anyone disapprove of the form that this project has taken, they too may email me and I would certainly oblige them the request to alter or remove any of their work that they deem fit. It was, after all, a collaborative project, and that is the spirit to which I committed myself to its completion.

I hope that you enjoy the work of the many talented gamers who contributed to this book, and I hope that I did justice to work with my (admittedly) meager skills in layout.

Peace,
Kevin Morton (Cuchulain or Morty)

morty69@sbcglobal.net

ARCANIX

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 3/6/12 (d8)

MOVE: 30 ft.

AC: 13

ATTACKS: Weapon

SPECIAL: Spell-Stealing, Darkvision 60 ft., SR 2/6 /10,

Spell-Like Abilities

SAVES: M

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar

TREASURE: 2/4/6

XP: 30+3/180+6/1375+12

Arcanix (also known as Spell-Eaters), resemble tall, gaunt humans with bluish skin and pointed ears. They are extraplanar creatures who foray into the mortal realms in their obsessive search for magic. They prize magical items above all else, but spell books and arcane lore (as well as spell casters themselves) are also sought to take back to their home plane.

There are three types of arcanix; arcanix minor (3HD, SR 2), arcanix major (6HD, SR 6) and arcanix greater (12HD, SR 10)

Combat: If an arcanix is encountered bearing a weapon, it is a certainty that the weapon is magical in nature (the Castle Keeper should base the strength and nature of the magical weapon on the type of arcanix wielding it).

Spell-Like Abilities: *detect magic* 3/day, *read magic* 3/day, *dispel magic* 2/day, *gate* 1/day

Spell-Stealing: An arcanix performing a successful touch attack vs. a spell caster may steal its HD worth of spell levels. Example: An arcanix minor (3HD) may steal a 3rd level spell from a wizard, or three 1st level spells, or



a 2nd and a 1st level spell. The spell caster is allowed an intelligence save (CL= arcanix HD) to negate this effect. If the touch attack is successful (and the intelligence save fails) the stolen spells leave the spell caster's memory (until he can re-memorize them again), and the arcanix may use them as if he had studied them. The amount of times per day that an arcanix may use this ability depends on the type of arcanix; minor 1/day, major 3/day, greater 6/day.

ARANEA

No Encountered: 1-6

Size: Medium

HD: 3 (d 8)

Move: 20 ft., 40ft. climb

AC: 13

Attacks: Bite (1d6)

Special: Spells, Poison, Web

Saves: M

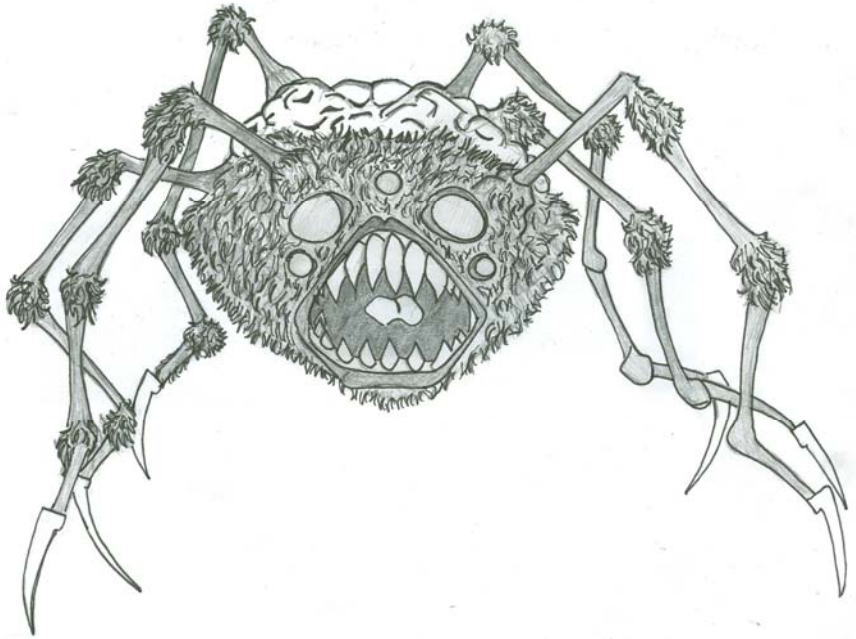
Int: Superior

Alignment: Chaotic Neutral

Type: Magical Beast

Treasure: 5

XP: 40+3



Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish brown in color. An aranea can be distinguished from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web spinners and their bite is poisonous.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of the web will be roofed with bark, leaves, and vines held together with the web. In the covered parts of their lairs they keep their crude tools, magic research, and crude furniture of web, vines, bark and wood. They are the traditional enemies of the phanaton and will attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.

Spells: The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level wizard and they spend much of their time in magic research.

Poison: Anyone bitten by an aranea must make a Con save or become paralyzed for 2d4 rounds.

Spell Packages: To save time the CK may use these spell lists for groups of Aranea.

Roll (d8) Spells

- 1 0 – Mage Hand, Mending, Open/Close, Prestidigitation 1st – Floating Disk, Shield, Shocking Grasp 2nd – Shatter
- 2 0 – Dancing Lights x2, Prestidigitation, Mending, 1st – Burning Hands, Hold Portal, Sleep 2nd – Levitate
- 3 0 – Light, Mage Hand, Message 1st – Identify, Read Magic, Unseen Servant 2nd – Knock
- 4 0 – Detect Magic x2, Ghost Sound, Endure Elements 1st – Magic Missile, Charm Person, Shield 2nd – Invisibility
- 5 0 – Light, Mage Hand, Message, Prestidigitation 1st – Alter Size, Magic Missile x2 2nd – Ray of Enfeeblement
- 6 0 – Dancing Lights, Ghost Sound, Mage Hand, Prestidigitation 1st – Burning Hands, Shield, Sleep 2nd – Acid Arrow
- 7 0 – Mage Hand x2, Light x2 1st – Hold Portal, Magic Missile, Shocking Grasp 2nd – Mirror Image
- 8 0 – Mending, Message, Open/Close, Prestidigitation 1st – Burning Hands, Magic Missile, Shield 2nd – Scare

BEASTMAN

NO. ENCOUNTERED: 4-12, 10-200

SIZE: Medium

HD: 2 (d10)

MOVE: 30 ft.

AC: 15

ATTACKS: Weapon

SPECIAL: Darkvision 60 ft.

SAVES: P

INT: Low

ALIGNMENT: Any Evil

TYPE: Humanoid

TREASURE: 1

XP: 7+1

Beastmen are primitive, hairy humanoids, somewhat resembling apes. They are rumored to be some kind of mutant or experiment gone wrong. They are often a threat in caves, caverns and other hilly, mountainous areas. Those not under human control will often follow the biggest member of their group, who fights as an ogre (as does his 2-4 bodyguards). Beastmen normally use weapons like spears, clubs, and axes, but can be trained in other methods of warfare.



BILE

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

MOVE: 10 ft.; 10 ft. (climb)

AC: 14

ATTACKS: Acid (2d4)

SPECIAL: Acid, Constrict, Disease

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

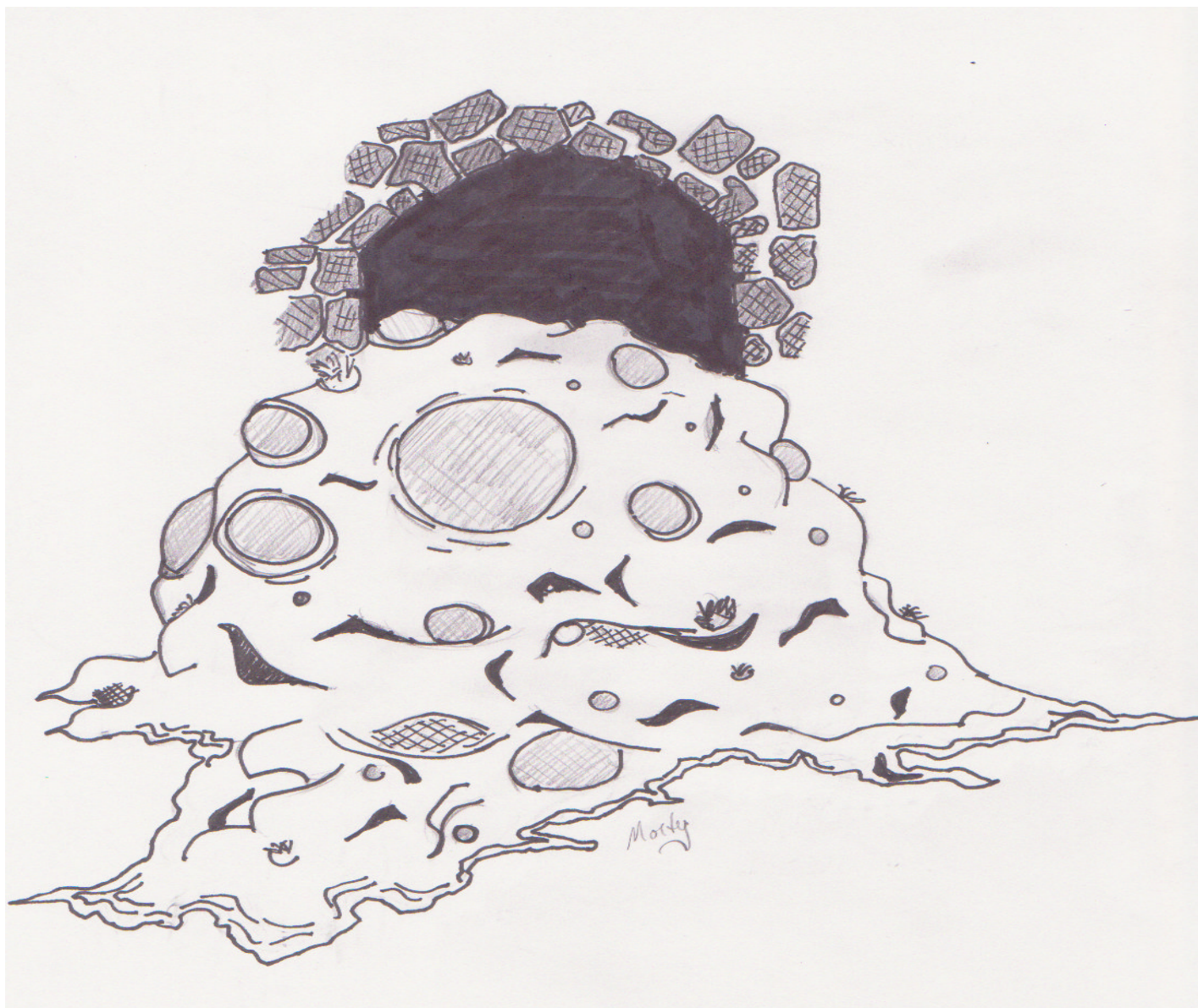
TYPE: Ooze

TREASURE: 5

XP: 300+6

ber of the "clean-up crew" is the dungeon delver's worst nightmare. It will do two dice of damage to any creature it touches. Fire or cold will hurt it, but weapons only serve to spray the attacker with diseased filth. Lightning will heal, rather than hurt the foul beast (adding damage done to hit points). Some biles will grow to the point of being colossal horrors, with up to 12 hit dice (and doing three dice of damage) and average intelligence. These fortunately rare things are called vicious biles by the few who have survived them.

A disgusting, reddish blob, covered with hairy warts and pus-filled blisters, this mem-



BLOOD HOUND

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d12)

MOVE: 40 ft.

AC: 15

ATTACKS: Tongue Lash (1d6), Claw (1d6)

SPECIAL: Trip, Blood Drain, Undead

SAVES: P

INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 2

XP: 27+2

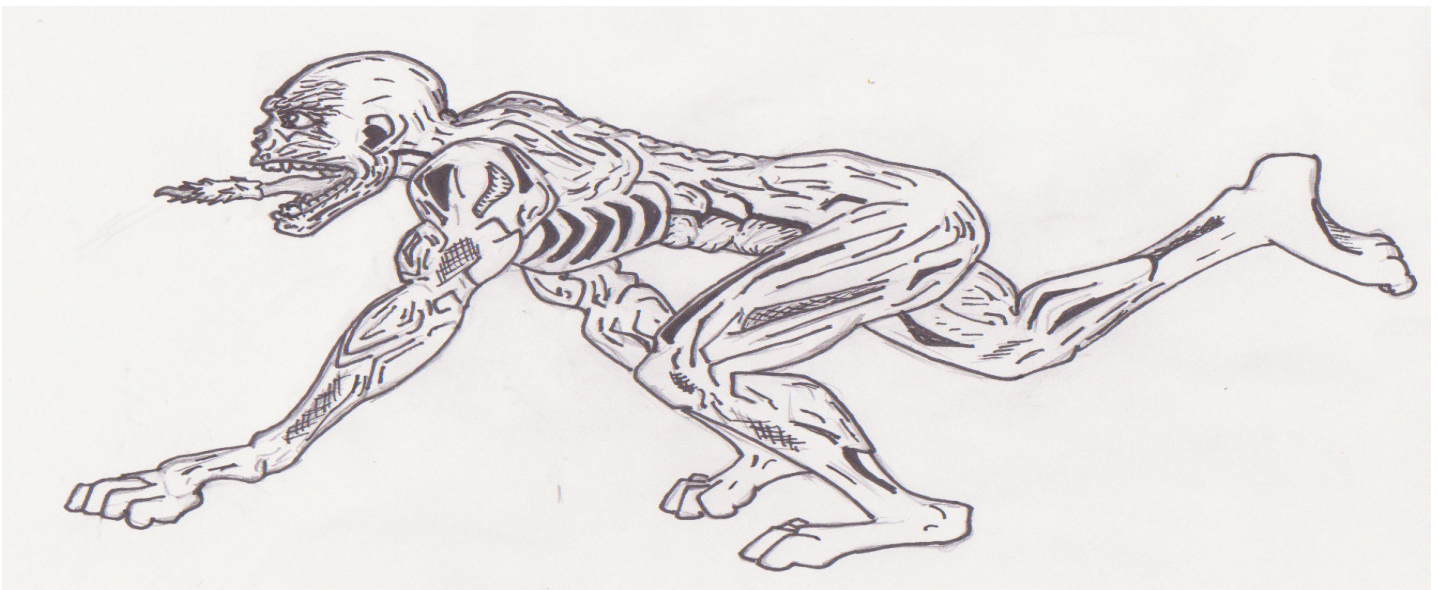
Created from a lithe human corpse that has been stripped of its skin so as to ease movement with the entrails removed to reduce weight; a blood hound is no hound at all, but a necromantic attack beast. The joints of the arms and legs are twisted and re-set, permitting the blood hound to deftly and swiftly crawl low to the ground. The tongue is set with a hollow tip of sharp bone and reattached with its base inside the mouth rather than down the throat, giving the blood hound a piercing tongue attack that it can use in close quarters. This tongue is also used to drain a victim's blood, replenishing the blood hound's necrotic flesh and permitting it to retain its flexibility.

Combat: Blood hounds lash with their piercing tongue, and claw with ragged, filthy, bone-like talons. They often attempt to wrap their tongue around an opponent's leg and drag them down to the ground.

Blood Drain: Any tongue attack that inflicts the full 6 points of damage attaches to the victim and begins to drain its blood, automatically causing 1d4 points of damage per round. Pulling out the tongue requires a strength save, which may be made each round. Alternatively, the tongue may be severed by a slashing attack (AC 10, 6 damage

to sever; this damage is not subtracted from the blood hound's hit points, but does prevent it from using its tongue attack). For each point drained from a victim, a blood hound heals one hit point. A fully healed blood hound is satiated when it drains a victim of 36 hit points. A blood hound must use this ability every few weeks, or it will die.

Trip: A blood hound can attempt to drag an opponent to the ground when it makes a successful tongue lash. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.



BONE PILE

NO. ENCOUNTERED: 1

SIZE: Large

HD: 5 (d12)

MOVE: 10 ft.

AC: 13

ATTACKS: Slash (2d6)

SPECIAL: Bone Mass, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead

TREASURE: 3

XP: 180+5

On rare occasions when many animated skeletons are destroyed, the lingering necromantic energies coalesce, drawing the shattered fragments of bone and detritus towards them; creating an amorphous mass of broken bones and bone splinters that lashes out at any living things moving nearby. On these occasions adventurers have been surprised to find the shattered remnants of vanquished skeletons striking back at them.

Combat: Bone piles seldom move from the area in which they animated, only moving slowly towards living things nearby, striking out unthinkingly.

Bone Mass: Bone piles, being flexible and yielding collections of bone pieces, only take half damage from all weapons.

BRAIN GOBBLER

NO. ENCOUNTERED: 1 or 2-4

SIZE: Small or Medium

HD: 4 (d6)

MOVE: 20 ft.; 5 ft. (fly)

AC: 12

ATTACKS: 4 Tentacles (1d4) and Beak (1d6)

SPECIAL: Warble, Feed, Wish, Berserk, Spell Resistance 6

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Beast

TREASURE: Special (see below)

XP: 450+4

On the outside a brain gobbler is nothing more than an ordinary wild turkey; complete with comb and wattle, and the rotund spherical body that makes carnivores salivate. They have the normal coloration of that breed, and behave in all ways as such. However, underneath the fluff and feathers, a dark terror awaits. Hidden within the brain gobbler's anatomy, four muscled tongue-like appendages coil, each with a reservoir full of highly digestive acids. Borne of magical experiments and rumored to be formed by an insidious and dark race of brain-eating humanoids; a brain gobbler has limited, but potent, ability. It is said that the brain gobbler was unleashed on the fairer folk as vengeance, and that when one feeds their foul masters celebrate. Spell casters of all types are fearful of these creatures, with good reason, as they find they are often the primary dietary resource.

Combat: Brain gobblers are sneaky, preferring to remain in proximity to ordinary turkeys and sliding into obscurity without notice. When they attack, they do so by lashing out with their tentacles, which remain hidden in a sac-like pouch behind their wattle. Creatures of high intelligence or possessing magic are their preferred prey, but when brain gobblers are desperate, any creature becomes food.



Warble: Three times per day, a brain gobbler can emit a high pitch, trilling, sound that reverberates and resonates at an inaudible frequency. Any creature with innate spell casting, including gnomes and divine spellcasters, or those with natural spell resistance, feel a shocking pulse pass through their body. A constitution save is made, with a failure resulting in death. Creatures with learned magical abilities, and all arcane spellcasters, or those possessing equipment which provides spell resistance or spellcasting abilities, also feel the pulse. These creatures are entitled to a save as well, but failure causes immobilization for 1d6 hours. Any

creature that does not possess spellcasting ability, spell resistance, or simply carries enchanted gear, feels the pulse but is not affected.

Feed: A brain gobbler that successfully strikes with all four of its tentacles immediately injects a corrosive digestive acid into the victim's skull, which reduces the brain to liquid, allowing the brain gobbler to swallow it. Such a victim is not capable of being raised or resurrected without the prior casting of a *regeneration* spell. Additionally, for each 3 hit dice, or levels, of the slain victim, the brain gobbler heals 6 hit points, and temporarily gains one hit dice of its own. The brain gobbler cannot use this ability more than four times per day.

Wish: By breaking the bone beneath its wattle, a brain gobbler is able to manifest a single magical effect similar to the *wish* spell. However, if the brain gobbler uses this ability, it loses all attacks and movement, and is reduced to one hit point. If a brain gobbler is slain with this bone intact (1% likely), it can be used to provide a similar effect, treated as a Wishbone detailed below.

Berserk: If a brain gobbler is decapitated it does not immediately die. Instead, its movement, except flying, is increased by 10 feet, and it gains the abilities of an 8th level Barbarian. The brain gobbler loses its normal attacks, but gains the following: 2 claws (2d4). Hit dice and hit points remain unaffected, though the brain gobbler will drop dead if reduced to -25 hit points.

Spell Resistance 6: In order for a brain gobbler to be affected by a spell or spell effect, the originator of the attack or effect must roll an unmodified 6 or higher on a d20.



BURNING CORPSE

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 3 (d12)

MOVE: 30 ft.

AC: 12

ATTACKS: 1 Slam (1d6+1d4 fire damage)

SPECIAL: Hellfire Blast, Choking Smoke, Immune to Fire, Vulnerable to Cold

SAVES: P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 2

XP: 30+3/HP

The burning corpse is an undead form cursed with the very hellfires that spawned it. They appear as a zombie wreathed in bright red flames, and have a look of hatred and horror upon their faces. Burning corpses are usually spawned by greater devils, powerful evil wizards, and other fell creatures. They are sometimes used to guard important tombs and evil temples.

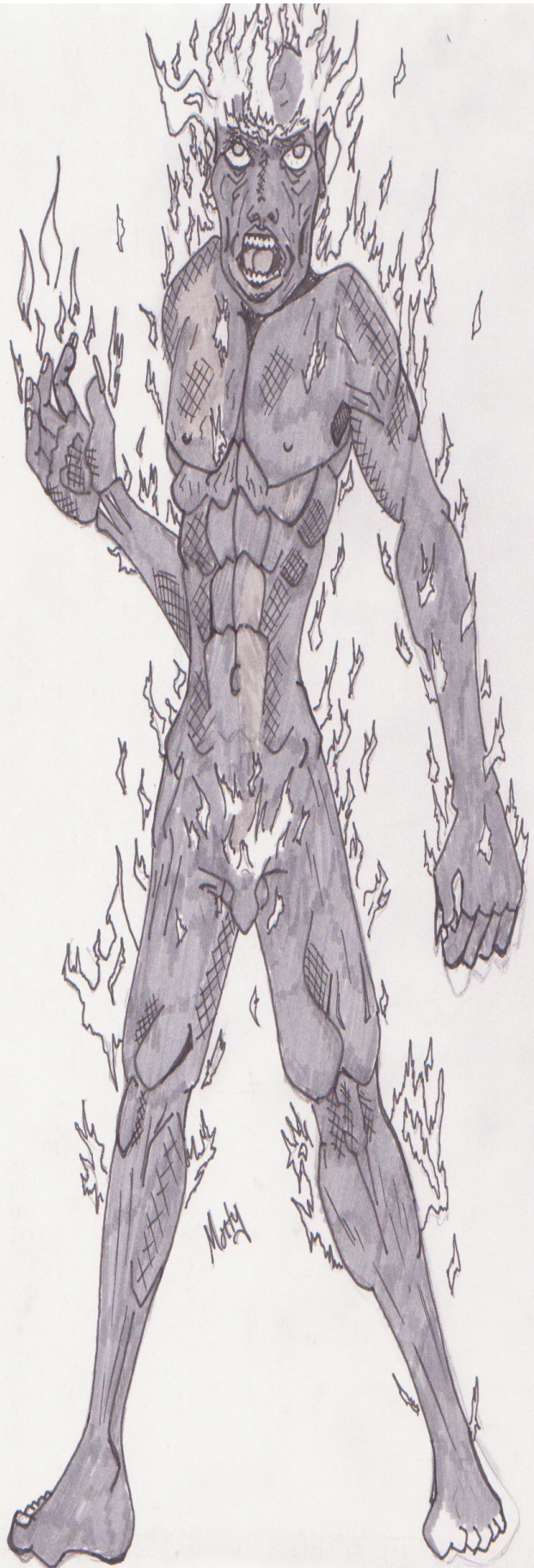
Combat: The burning corpse will strike with its slam attack. On top of regular damage the burning corpse causes fire damage from the strike.

Hellfire Blast: Burning corpses can cause themselves to explode, causing 2d6 points of damage in a 20' radius (dexterity save for half). This destroys the creature.

Choking Smoke: Once per day the burning corpse can expel a noxious smoke that chokes any creature in a 20' radius. This smoke makes breathing near impossible and in closed areas can cause suffocation and death.

Immune to Fire: Burning corpses are immune to all sorts of fire attacks

Vulnerable to Cold: Burning corpses take 1/2 times more damage from cold attacks.



**CASTLES AND CRUSADES
CREATURE FEATURE**

CHURCH GRIM (BLACK DOG)

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d6)

MOVE: 50 ft.

AC: 16

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

SPECIAL: Darkvision 60', Frightful Presence

SAVES: P, M

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Fey

TREASURE: 7

XP: 2,775 + 12



Church Grim, or simply Grim, is a protective spirit warped and corrupted by the close proximity of some great evil. They are now rabidly protective and often attack with little or no provocation, ambushing travelers on dark roads through their chosen moorlands or bogs. Despite being called a “black dog” in the common parlance, the spirit often appears as a large cat, horse, donkey, cow, or pig; always ebon in hue. Its haunts are often near gallows or cemeteries.

Frightful Presence: When a Church Grim snarls or howls, the target must make a wisdom save or be affected as if by a *fear* spell.

Black dogs often have powers above and beyond those normally possessed by one of these demonic hounds. At the Castle Keeper's discretion, a black dog possesses 1-3 of the following abilities:

Bog Haunt: Disappear into a marsh or bog as meld into stone.

Breath Weapon: Breathe cloud of energy on any one target doing 1d6+12 points of damage; usually cold or fire.

Cacophony: Summon up a vast racket, often sounding like screams or rattling chains;

while the cacophony is in effect, all attackers have a -2 to initiative and attack rolls.

Demon Speed: Run at a doubled movement rate on its hind legs, often being mistaken for a gnoll or werewolf.

Fiery Claws: Each of the dog's attacks will do +1d6 fire damage.

Hell's Burden: Transforms into a small humanoid form. It will leap onto a victim's back and attempt to strangle him. If the dog succeeds in an attack roll, the victim takes 1d6+4 points of damage each round until the grapple is broken by a strength check. As soon as the humanoid is thrown off a victim's shoulders, it transforms back into the dog.

Hound of Grue: Black dogs are particularly hideous and its frightful presence ability is harder to resist (save at -4).

Mind Blast: Frightful presence ability inflicts the effects of the *insanity* spell rather than fear.

Spell-like Ability: Use of any one spell of levels 1-6 3/day.

And now, as a bonus, here's a selection of actual folkloric black dogs:

Aufhocker: This hound is Germanic in origin. It is identical to the Kludde, except that it lacks that dog's shapeshifting abilities.

Barguest: This black dog haunts the uplands of northern England, particularly Durham, Northumberland, and Yorkshire. It possesses the change shape ability (used to change into a bugbear or sometimes a headless and blood-drenched phantom) and possesses *dancing lights* as a spell-like ability.

Black Shuck: This black dog haunts the roadways and marshes of East Anglia. Black Shuck possesses bog haunt and a breath weapon (icy mist).

Freybug: This particularly malicious black dog was encountered a few times in Norfolk. It possessed the fiery claws special ability.

Galley-trot: The Galley-trot haunts Suffolk, England. It is a bog haunt.

Gytrash: Also known as Striker, the Gytrash haunts Yorkshire and Lancashire. It possesses the ability of cacophony and can use *bestow curse* as a spell-like ability.

Kludde: The Kludde haunts the roadways of Belgium. It possesses the abilities of demon speed and Hell's burden, and can change shape into the forms of a cat, dire bat, or small pony.

Moddey Dhoo: The Moddey Dhoo is an especially gruesome hound with one huge eye that haunts the Isle of Man, in particular the grounds of Peel Castle. It is especially aggressive, and has the special abilities mind blast and hound of grue.

Padfoot: This dog that haunts Yorkshire is unique in that it is a white dog. It possesses the ability of cacophony.



CRABMEN

NO. ENCOUNTERED: 2-12

SIZE: M

HD: 3 (d8)

MOVE: 25 ft.; 20 ft. (swim)

AC: 16

ATTACKS: 2 Pincers (1d6)

SPECIAL: Grapple

SAVES: P

INT: Low

ALIGNMENT: Neutral

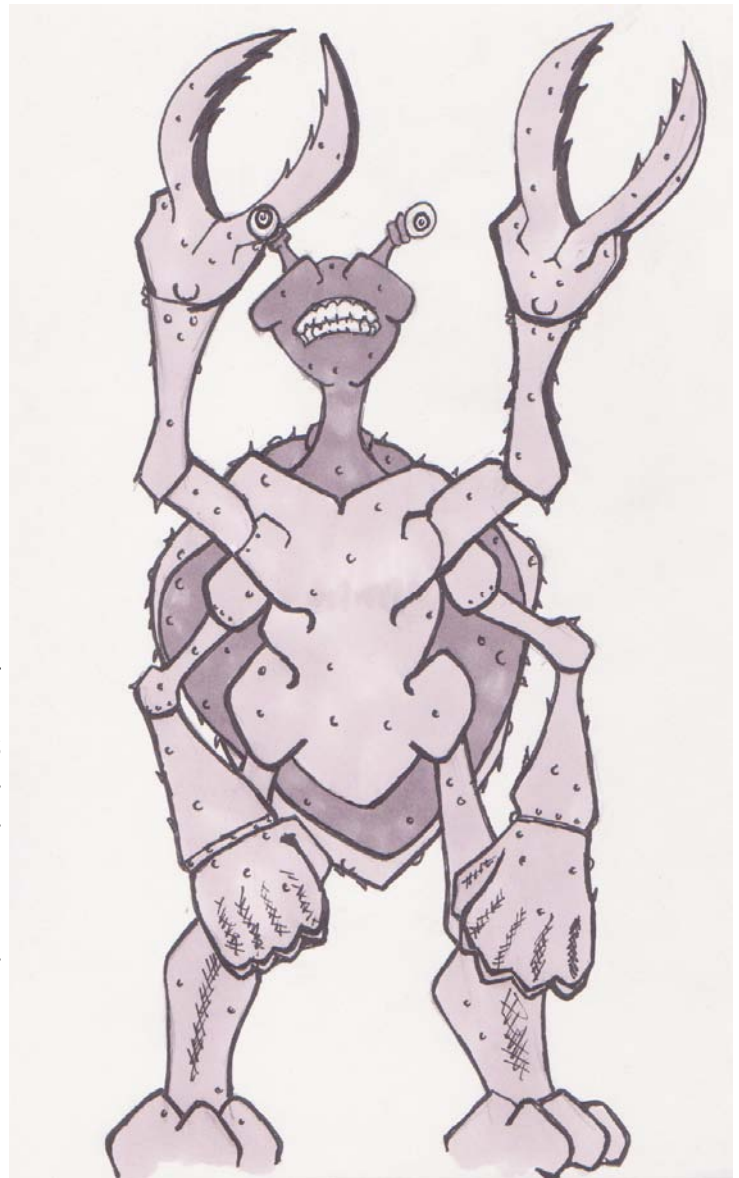
TYPE: Humanoid

TREASURE: 3

XP: 20+3

Crabmen are man sized, intelligent crabs. They walk upright on 2 pairs of legs. Situated above their legs are two short arms that end in small pincers that are used for fine manipulation. Above these short arms are two longer arms that end in massive pincers which the crabmen use in combat. Crabmen are unable to wield weapons. If severed, a crabman's limbs will grow back in 1d4 weeks.

Grapple: A crabman attempting a grappling maneuver gains a +4 bonus



CRYSTALLINES

NO. ENCOUNTERED: 1-6

SIZE: M

HD: 3 (d8)

MOVE: 30 ft.

AC: 18

ATTACKS: Weapon

SPECIAL: Shatter, Darkvision, Blinding Refracted Light.

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 3

XP: 30+3

The crystallines resemble humanoids whose entire bodies are composed of crystal.

Shatter: When a crystalline dies (reaches 0 hit points), its body shatters in an explosion of crystal shards. All within 10' failing a successful dexterity check suffer 2d6 damage.

Blinding refracted light: Crystallines have learned to use their faceted crystal-like bodies in conjunction with sun-light to temporarily blind their foes. On a failed dexterity check, the victim is considered blinded and suffers the penalties accordingly (see C&C PH p.117 for blindness penalties). This ability counts as an action as the crystallines position their bodies to capture the light and direct it effectively against their foes.

CHTHONIC WYRM

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 15 (d10)

MOVE: 20 ft.

AC: 19

ATTACKS: Slam (2d12)

SPECIAL: Breath Weapon, Darkvision 60 ft.

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 10

XP: 11,700+15

A huge (30'-100'), dark, worm-like creature with a face-full of writhing tentacles; this terror is, thankfully, quite rare. Chthonic wyrms are often mistaken for dragons, hydras, or even gorgons by the unwise. They are rumored to be a curse on the land from dark and ancient gods. The beast travels underground, bursting up onto its prey and surprising on a 1-4. When attacking, it either (1-3) rears up and slams down on those smaller than itself for 2-24 points of damage, or (4-6) curls back its tentacles, revealing a sucker-like maw that spews forth a flammable gas that petrifies those who breathe it (on a failed save). A chthonic wyrm uses its tentacles to draw subdued food into its maw for feeding.

DARK GOBLIN

NO. ENCOUNTERED: 4-24 (wandering), 10-120 (in lair)

SIZE: Medium

HD: 1 (d6)

MOVE: 30 ft.

AC: By Armor (+2)

ATTACKS: 1 (or 2, at -2), d6 (by weapon)

SPECIAL: Backstab (as rogue of equal level), Deep-vision 120 ft., Poison Fight with Two Weapons.

SAVES: P

INT: Average (leader types may be above average)

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: 1

XP: 5+4

The origin of these unpleasant black skinned creatures is unknown. They may be descendants of surface goblins who fled underground. Perhaps surface goblins are but night goblins that long ago found the surface. They normally dwell deep within the earth beyond even the diggings of most dwarves; only in rare instances do they ever make their way to the surface.

Dark goblins stand 3'6" to 4' tall. Physically they resemble very thin and wiry goblins with yellow or golden eyes and jet black skin. Their hair is thin, white, and stringy resembling spider webs. It is common, however, for most dark goblins to dye their hair dark colors for better camouflage in darkness. Their mouths are full of needle sharp teeth, and if unarmed they can bite for 1d3 damage.

Unlike their surface dwelling kin, dark goblin equipment is always well crafted and of above average quality, often engraved with evil runes.

Dark goblins are stealthy and dexterous, hence their bonus to armor class. Most wear no more than a simple leather jerkin as armor.

They all possess the abilities of a thief, of equal HD, and generally fight with shortsword or dagger (65%) or with a short bow (35%). Many of them fight with a weapon in each hand (-2 penalty for each attack).

Exceptional dark goblins may possess the abilities



of illusionist or clerics of equal HD. Cleric types hold great sway over the community and normally pick a spider-like demon to serve.

If encountered in their lair, there is a 25% chance that the lair will also contain 2-12 large spiders as guards or pets. Dark goblin females fight alongside the males, being physically equal to the males.

Dark goblins are very long-lived, living 300-500 years. They speak their own language which is very similar to Goblin, and leader types sometimes (20%) speak Common. Dark goblins are nocturnal, being debilitated by sunlight in much the same way that normal goblins are.

(Based on the Shadow Goblin by Stuart Marshall)

DENEBIAN SLIME DEVIL

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 1 (d6)

MOVE: 25 feet

AC: 5

ATTACKS: --

SPECIAL: **Cling, Telepathy, Repulse, Split, Spell Resistance (18), Infallible Tracker, Amorphous, Rejuvenate**

SAVES: P, M

INT: High

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: 1

XP: --

A Denebian slime devil is a loathsome, foul creature with a peculiar fascination, and by some accounts, even a love, for all humanoid beings, which it considers to be both property and curios. These nasty creatures are in constant search for a mate, some unfortunate creature to attend its affections, and they cross the cosmos in their endless quest; once a Denebian slime devil has found what it seeks, it is a tireless and peerless annoyance, never willingly parting from the person it has chosen. When encountered, a Denebian slime devil appears as a hideously grotesque thing, often culled from the deepest fears and anxieties of its preferred victim. However, this is a deception, for the creature's true form is that of rancid, flowing anthropomorphic ooze composed of disgusting refuse gathered from the scum of the dankest swamp. Sages have been unable to identify a practical purpose or ecological service provided by a Denebian slime devil.

Combat: Incapable, and reluctant, Denebian slime devils avoid combat situations as best they can, preferring to remain within close proximity of whomever has captured the disgusting creature's attention. If a Denebian slime devil is attacked it flees, but never retreats further than it can see, always

keeping its target in view. However, if its victim is subjected to attacks by another creature, the Denebian slime devil stands aside, and makes melodramatic hysteria, telepathically broadcasting a concerted cry for help. A Denebian slime devil never performs any ability, or assists the target of its affections in any way, and if its victim is somehow slain, it immediately attempts to locate a new target.

Cling: Any humanoid creature, regardless of size, is subjected to this effect. When a Denebian slime devil first spots a potential victim, that victim must make a successful charisma save or cause the Denebian slime devil to fall in love. If the save is successful, that victim is forever immune to the cling ability of the Denebian slime devil that provoked the save. However, if the creature

**CASTLES AND CRUSADES
CREATURE FEATURE**

fails its save, the Denebian slime devil becomes psychologically and preternaturally linked, and will never, under any circumstance, leave the unfortunate victim alone; note that a Denebian slime devil that has successfully used this ability will not use it again, unless its current victim is dead... This ability does not do any damage nor does it provide any benefit. For purposes of determining the save difficulty, a Denebian slime devil is considered to have 15 hit dice.

Telepathy: A Denebian slime devil can telepathically communicate with any intelligent creature within 120 feet. If the Denebian slime devil studies a humanoid creature for one round and is then seen by the creature, it appears as whatever form the creature finds to be most disgusting and repulsive.

Repulse: Any creature that sees a Denebian slime devil is required to make a charisma save or feel an overwhelming hatred or fear. A successful save ignores both effects; however, a failure results in equal chance (50%) of either fleeing in a sickened panic as per the spell *fear* or attacking in blind fury as per the spell *confusion*. These effects continue for as long as the Denebian slime devil is visible. The Denebian slime devil is considered to have 15 hit dice for purposes of this save.

Split: If a Denebian slime devil is struck by a weapon it immediately splits into 1-4 identical copies of itself, each immediately attempting to locate its own victim. Each copy has the same abilities, and number of hit points as the original.

Spell Resistance (18): In order for a Denebian slime devil to be affected by a magical attack, the originator of the effect must roll higher than an 18 on a d20.

Infallible Tracker: A Denebian slime devil cannot lose a trail and cannot fail on any

tracking check, always able to locate whatever it seeks, even across the multiple planes. However, it is subject to its own movement limitations, so it can be outrun.

Amorphous: Having no discernible anatomy and a mostly permeable body, a Denebian slime devil is immune to all petrification and polymorph effects. In addition, it can seep through any porous surface, excluding metal, glazed pottery, or well-fitted masonry at a movement of 1 foot.

Rejuvenate: Each Denebian slime devil has a different series of circumstances that will cause its actual death. If a Denebian slime devil is reduced to zero hit points, or otherwise suffers an effect that would normally kill it, it is instead rendered unconscious for a number of rounds equal to the damage dealt, or the level of whatever effect caused its "death". Castle Keeper's are encouraged to develop bizarre and unusual events, heightened for maximum entertainment. Some examples of methods to kill a Denebian slime devil follow:

- a) Convincing the Denebian slime devil that its mother loves it.
- b) Calling it a cute, lovable little devil, and smothering it with kisses.
- c) Sealing it into a specially constructed tower (by means of a *passwall* spell) along with its victim (by means of the spell *phantasmal force*).

15. Denebian slime devil from *The Strategic Review* Volume II, No 2, Copyright 1976, TSR, Inc, based on original work by Gary Gygax. Author: Robert Doyel.

EIGHT-HEADED CREEPER

NO. ENCOUNTERED: 1

SIZE: Large

HD: 8 (d10)

MOVE: 20 ft, fly 40 ft

AC: 17

ATTACKS: 8 Bites (1d4), 2 Claws (1d6)

SPECIAL: Change Self, Invisibility, Darkvision 60 ft, Pick

Pockets

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 4

XP: 757+8/hp

The eight-headed creeper is a sneaky monster that preys on adventurers and other people with lots of money. It favors gold coins, and steals them every chance it gets, using its ability to change its appearance and turn invisible.

The creeper has eight heads on 5-foot-long necks. On each head it has three eyes. It has two legs ending in fierce talons, and two arms with long-fingered hands. Its wings are bat-like.

Combat: The creeper only fights when frightened or trapped. As soon as possible, it will become invisible and escape the fighting. It picks pockets as a 10th level rogue.

ELEMENTAL UNDEAD :

Elemental undead are the spirits of deceased cultists granted (or more probably cursed with) unlife by the hideous elder elemental gods they worshipped in life. They normally wander in pain in the elemental realms of their blasphemous deities, but are sometimes summoned by mad wizards on the Prime Material Plane. There exist variants of the *summon lesser monsters* spell to summon each sort of elemental undead. These spells are generally known to the cultists of elder elemental demons. Elemental undead summoned by a spell obey the caster as long as they aren't close to others of their opposite element. When elemental undead of a certain element encounter elemental undead of the opposite element, the two creatures cease to do anything other than to attack each other. Control by the caster who summoned them is immediately cancelled by such an encounter.

All elemental undead are immune to backstab and critical hits, as well as poison, mind-affecting effects, sleep, paralysis, disease, and death-magic. They are likewise immune to their element (for example, flame wraiths are immune to fire-based spells and attacks), but suffer a -2 penalty to their saving throws against the opposite element (hence flame wraiths suffer a -2 to their saves against all water-based spells and attacks). However, elemental undead also have their weaknesses; they are particularly vulnerable to sunlight. They can only be summoned at night (or deep in caverns below the surface if during the day), and they cannot stand sunlight: if exposed to sunlight they suffer a -2 penalty to their attack rolls, and furthermore suffer 1d8 hp damage per round (1d4 if shadows, clothing, etc.). Nonetheless, elemental undead cannot really be slain when on the material plane. If they are brought to

0 hp they will rapidly dissolve into disgusting remains of the element they were made of, while their spirits will be sent back to where they came from in the first place, to reform anew.

Elemental Door: All elemental undead can twice per day use a variant of the *dimension door* spell. They can enter some amount of their element at one point, and emerge from another amount of that element within range (400 feet), whether the two connect or not. The amount of said element must be at least the same size as the elemental undead. For cave ghouls the element must be natural stone; for fathom phantoms this must be a river, pool of water, etc.; for flame wraiths this must be large fires; for frost vampires this must be ice or deep snow; and for wind spectres this is any place where air is not stale.

Retrieving: Elemental undead are often sent on errands, either to get things and info, or perform simple tasks (usually of a nefarious nature). As such, they get a +6 to all Search or Spy related checks, and when in their element (underground for cave ghouls, underwater for fathom phantoms, fires for flame wraiths, sky for wind spectres, and glaciers or arctic regions for frost vampires) they have a detection ability equivalent to a continuous *locate object or creature* spell.

ELEMENTAL UNDEAD

Cave Ghoul

NO. ENCOUNTERED: 1-8,2-24

SIZE: Medium

HD: 2 (d8)

MOVE: 30 ft.

AC: 14

ATTACKS: 2 Claw (1d3), Bite (1d6)

SPECIAL: Paralysis, Darkvision, Elemental Door, Retrieving

SAVES: P

INT: None

ALIGNMENT: Chaotic Neutral

TYPE: Undead

TREASURE: 8

XP: 30+2

Cave ghouls resemble normal ghouls but with hooved feet and goat-like hairy legs. They have a dark grey leathery skin and smell of mold and rotting matter. Cave ghouls usually remain deep underground in cavern and tunnel networks, but sometimes find their way into cemeteries, burrowing tunnels under the tombs in order to get to the corpses and devour them.

Combat: Cave ghouls attack in melee, with claws and bite.



ELEMENTAL UNDEAD

Fathom Phantoms

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 3 (d12)

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

AC: 15

ATTACKS: 2 Talons (1d4 / 1d4) + Bite (1d4 + Str drain)

SPECIAL: Darkvision 60 ft., Light vulnerability, Undead & Elemental Immunities, Elemental Door, Retrieving.

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 1

XP: 15+9

Fathom phantoms resemble the bloated corpses of humanoids with fish-like features. They have grey scales of various blue and violet shades with pale underbellies. Fathom phantoms usually remain deep beneath the waves in strange realms of lightless silence, but on occasions have found their way, at night, to small coastal towns and villages for nefarious purposes. When it happens it's probably to either get back things that belonged to the sea or to some ocean demon's cultists, or enact some vengeance... or both. Sea-witches are believed to use them a lot; however, it is said that sorcerers who deal with these ghastly things for too long begin to resemble them physically and become detached from the rest of humanity.

Combat: Fathom phantoms attack with both talons for 1d4 dmg each, plus bite for 1d4 dmg plus draining of 1d3 pts of Charisma. For each point of charisma lost, the victim transforms more and more into one of these odious monsters. The change is permanent until cancelled with a *remove curse*, *restoration*, or *wish* spell. When reaching zero charisma points, the victim is irrevocably trans-

formed into a fathom phantom, and only a *wish* spell could bring him back to his original self.

ELEMENTAL UNDEAD

Flame Wraiths

NO. ENCOUNTERED: 1-10

SIZE: Small

HD: 3 (d12)

MOVE: Fly 30 ft. (perfect)

AC: 17

ATTACKS: Flame attack (1d8 + Con drain)

SPECIAL: Darkvision 60 ft., Light vulnerability, Undead & Elemental Immunities, Elemental Door, Retrieving.

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Elemental Undead

TREASURE: none

XP: 50 + 5/hp

Flame wraiths resemble a ball of flame in the form of a malevolent face distorted by anguish and hatred. They burn with greenish supernatural fire, and have two searing hot white eyes full of anger. Flame wraiths have been witnessed near volcanoes, or during large disastrous forest or city fires. They are extremely aggressive and will try to set fire to anything they can, and attack sentient beings.

Combat: Flame wraiths attack with a long (up to 6 feet) and lashing flame doing 1d10 of fire damage and draining 1d3 constitution points. The draining is permanent until cancelled with a *remove curse*, *restoration*, or *wish* spell. When reaching zero constitution point, there only remain ashes as if the victim died from spontaneous combustion. As such, a *raise dead* spell won't bring her back to life, only a *wish* could. However, unless the victim was of good alignment, her spirit may well become a flame wraith, whose distorted face will remind of her original self.

ELEMENTAL UNDEAD

Frost Vampire

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d12)

MOVE: 30 ft., 40 ft. (fly)

AC: 20

ATTACKS: Slam (1d6)

SPECIAL: Strength Drain, Children of the Night, Cold Touch, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance (half), Spider Climb, Turn Resistance, Retrieving, Elemental Door

SAVES: M, P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Elemental Undead

TREASURE: 8

XP: 1885+8

Frost vampires resemble vampires with long icicles hanging from their extremities.

Combat: Frost vampire have a cold touch attack that freezes their victim causing a strength drain.

ELEMENTAL UNDEAD

Wind Spectre

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 7 (d12)

MOVE: 30 ft.

AC: 15

ATTACKS: Incorporeal Touch (1d8)

SPECIAL: Energy Drain, Create Spawn, Darkvision 60 ft., Incorporeal, Sunlight Powerlessness, Unnatural

Aura, Elemental door, Retrieving

SAVES: M

INT: High

ALIGNMENT: Lawful Evil

TYPE: Elemental Undead

TREASURE: 7

XP: 600 + 7

Wind spectres resemble dark whirlwinds with two burning malevolent red eyes near the top. They make a continuous moaning sound like wind on a desolate mountain.

Combat: Wind spectres grapple their victims and snuff their breath out.

FELL BEAST

NO. ENCOUNTERED: 1-8

SIZE: Large

HD: 4 (d10)

MOVE: 50 ft., 100 ft. (fly)

AC: 14

ATTACKS: Horn (1d12)

SPECIAL: Darkvision 60 ft., Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 3

XP: 60+4

Often mistaken for a winged horse or even a unicorn at a distance, this nightmarish creature is the death of many who wander into ancient, primeval forests and jungles. They almost look like large, pale, emaciated horses, except for the leathery, clawed wings in place of forelegs and the long, twisted horn (dark at the base, fading to blood red at the tip) sprouting from its forehead. They attack nearly anything on sight and cannot be tamed except by the most evil and powerful of beings (who may use them as mounts).

FELL SHADOW

NO. ENCOUNTERED: 1-4

SIZE: Medium (as in life)

HD: 6d8

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

AC: 18 (20 in darkness)

ATTACKS: 2 Incorporeal Touch (1d4)

SPECIAL: Create Spawn, Incorporeal, Strength Damage and Constitution Damage, Blend, Darkvision 60ft.; Sunlight vulnerability

SAVES:M

INT: High

ALIGNMENT: Lawful Evil

TYPE: Undead

Treasure: 6

XP:

The fell shadow is a form of undead similar to the shadow (see *Castles & Crusades Monsters & Treasure* guide). Unlike its more common kin, the fell shadow is more attuned to the Negative Material Plane and subsequently draws greater strength from it. This dread creature, like most undead, seeks out the living when possible to feed on their life energy.

More intelligent than shadows, they occasionally (30%) have 1-10 shadows as servants and lackeys for they are easily able to dominate their weaker cousins. They inhabit graveyards, mausoleums, and sometimes battlefields; wherever violent death is present.

The fell shadow appears as a black silhouette like the shadow, but is the height and outline of their living form, be it human or elf or even humanoid. A feral, red glow emanates from their eyes as they prepare to feed upon their chosen prey.

Combat: As incorporeal creatures, fell shadows require +1 or better weapon to hit. As with shadows, they may walk through walls, crawl up through floors, and attack from shadows. Furthermore, fell shadows gain a +2 AC bonus in darkness as well as resistance to all damage save magical weapons and spells due to their shadowy substance and ability to fade into surrounding darkness.

Strength/Constitution Drain: Like the shadow, it

moves quickly to strike its victims with raking claws, but as well as 1d4+1 hit points of damage and 1 point strength drain the victim must make a constitution save or lose 1d3 constitution points as temporary attribute damage. This saving throw must be repeated each time a victim is hit, and the save reduces in efficacy with each reduction (for every point of constitution damage inflicted the saving throw is increased in difficulty by the same number).

Create Spawn: When a victim is reduced to 0 strength points, 0 hit points, or 0 constitution points, the victim is dead and will rise in 1-3 nights as a lesser fell shadow in the thrall of the fell shadow that slew him or her; if the fell shadow in question still exists. If not, the new fell shadow will be independent and at full strength.

Blend: As shadow creatures, a shadow is virtually undetectable in darkness. It is considered invisible under these conditions and can attack without spoiling concealment.

FLESH HOUND

NO. ENCOUNTERED: 1-6

SIZE: Small

HD: 1 (d12)

MOVE: 50 ft.

AC: 13

ATTACKS: Bite (1d4), Tail Bite (1d4)

SPECIAL: Tail Attack, Undead

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 1

XP: 9+1

Created to serve as guardians, flesh hounds are disturbing creatures; skinless and reanimated hounds, the heads of which have been removed and replaced by those of humanoids, the tail of which has been replaced with a sinuous, jaw-tipped orifice. The cunning exhibited by these necromantic guardians is rightly feared, and their wretched howl is said to be terrible.

Combat: Flesh hounds run down their victim's with animal-like cunning, biting with their mouth and tail, rending flesh.

Tail Attack: Because their tail is tipped with a vicious maw, flesh hounds can attack opponents in front and behind them simultaneously with no penalty.

FLOATING SKULL

NO ENCOUNTERED: 1-4

SIZE: Small

HD: 2 (d12)

MOVE: 30 ft

AC: 13

ATTACKS: Bite (1d4), Head Butt (1d4)

SPECIAL: Spell-Like Abilities, Floating, Wail.

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 2

XP: 25+2

As their name implies, floating skulls resemble...floating skulls! They shine with a sickly soft glow, and unlike their undead counterpart, the full skeleton, they are not devoid of intellect. Floating skulls are usually raised from the corpses of victims of beheading.

Spell-Like Abilities: *Levitate*, *Mage Hand*, *Unseen Servant*, and *Spiritual Weapon*, all at will.

Floating: A floating skull does not move itself along the ground, but rather, floats through the air. The floating skull may float both horizontally or vertically at its listed movement.

Wail: 1/day, a floating skull may emit a blood curdling wail that paralyzes all within 30' with *fear* for 2d6 rounds (save vs. fear negates).



GARCULOUS

No. Encountered: Solitary or in mated pairs

Size: Large

HD: 5 (d10)

Move: 15' above sand, 30' below

AC: 19

Attacks: Six tentacles, 1d6 damage each

Special: None

Saves: Physical

Int: Low

Alignment: Chaotic Neutral

Type: Large Animal

Treasure: Nil

XP: 205+5

A Garculous is a strange animal of the deep and sandy deserts. The Garculous is also referred to as the "sand squid," for that is exactly what it looks like - a giant, opaque (with slight purplish hue) squid that live in and under the sands of deserts. Garculouses live solitary lives, only coming together 3 times in their lives for a period of months to pair as mates. The brood produced is usually 6-8 small ones, who go their solitary ways after only 2 months. Adult Garculouses average 20' in complete length, with average tentacle lengths between 7 and 10'. The Garculous devours small insects, reptiles and other sand creatures, but can feed on creatures up to 4' (Halflings and Gnomes beware!).

Combat: The Garculous moves slowly above ground, and it's first instinct will be to dive and avoid confrontation. If it is paired in mating, however (mating occurs above in shallow sand pits), the male will attack all intruders instantly. The Garculous is not subtle - it simply assaults with its tentacles, but it can dive and surprise from beneath the sands as well.

GHAMORINS

No. Encountered: Tribes, usually 35-45; War

***Parties consist of** 5-7

Size: Medium

HD: 2 (d10)

Move: 30 ft.

AC: 15

Attacks: Weapon

Special: Engulfing Stench

Saves: Physical

Int: Low

Alignment: Lawful Evil, some Chaotic Evil

Type: Humanoid

Treasure: 2

XP: 40+2

Ghamorins resemble the horrific mix of human and swine - swarthy human-like bodies with heads and faces that bulge with swine-like features, including a dominant pig nose. Ghamorins detest and resent all humankind, from which their tribal legends say they descended from - cast into their grotesqueness for the sins of man. The veracity of this mythology is unknown.

Ghamorin tribes are most often found in border lands between human settlements and wilderness. Ghamorins sometimes make packs with Orcs or other humanoids, but are very quick to turn on the others as Ghamorins are extremely opportunistic. The tribe is usually organized around a "warthog," the strongest male leader, who attains this position through challenge and combat. Female Ghamorins are rarely seen, as the male-caste dominates, and females are treated as mere breeders. Polygamy is the norm in these tribes, with the number of females indicating status within the tribe. Ghamorins dress lightly, usually sporting very thin fur pelts - their tough skin is their principle armor.

Combat: Ghamorin war parties, led by a strong male "forthag," brandish spears and clubs - Ghamorins have not skills in metal-working. Recently, as Ghamorins have

fought and interacted with humans, they have begun adapting wooden shields as well.

Engulfing Stench: Ghamorins do not smell good to begin with, both from natural body odor and from rather disgusting eating habits (in this respect their pig-like nature is very much in the fore). However, Ghamorins have genetically developed glands that serve as defensive qualities as well. When cornered, alone, or loosing in combat, a Ghamorin can concentrate (with a pained expression) and expend both from oraface and from sweat glands a truly horrifying stench. The noxious cloud of stench will quickly expand to a perimeter of 10' from the Ghamorin, and will cause opponents within the circle to gag and become sick. Creatures affected will lose all actions for the turn and sustain 1d4-1 damage (effects on lungs, eyes and nose). A Con save against will halve the damage and allow for regular action in the turn.

GHULINGA

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 10 (d8)

MOVE: 30 ft.

AC: 18

ATTACKS: 2 Claws 1d3, Bite 1d4, or by Weapon

SPECIAL: Darkvision 60 ft., Spell-Like Abilities. Sunlight Vulnerability

SAVES: MP

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 10

XP: 1,200+10

Among holy men it is said that there is a race of creatures that are terrible and malign that haunts the wild and dark places of the world, assumes any shape at will, and whose strength waxes as the day wanes. Malicious creatures, ghulingas enjoy inspiring great fear among their victims. A ghulinga will often pass up an opportunity for a quick kill in order to prolong their victim's agony. Ghulingas are practiced warriors and have the following spell-like abilities at will: *change self*, *darkness*, *fear*, *major image*, *nightmare*, *suggestion* (all at the 10th level of casting ability).

Some ghulinga appear hideously ugly, but others, especially the female spirits, can tempt humans with their beauty. Ghulingas are tall and lithe, with obsidian skin. They have red hair with the texture of thorns. A mouth that stretches from ear to ear filled with teeth pointed like spears. A ghulinga's fingers resemble the talons of a bird of prey. They use these talons and teeth to feast on the flesh of their victims. Ghulinga are cannibals, but do not seem to prey on humanity through necessity. Their appetite is nearly insatiable. As if that was not terrifying enough, Ghulingas are voyeuristic and known to be lustfully attracted towards human victims.



The ghulinga are creatures of the night, and can be driven away by sunlight and magical light. Ghulingas fear light because their speed and strength can be drastically reduced when subjecting them to daylight, making them easier to destroy. Ghulingas are vulnerable to fire. Decapitation is also another effective way to destroy a ghulinga.

GREY MATTER

NO. ENCOUNTERED: 1-3

SIZE: Small

HD: 5 (d10)

MOVE: 10 ft.

AC: 14

ATTACKS: 4 Tendril (1d4 Acid, +Attach)

SPECIAL: Attach, Psionics, Telepathy

SAVES: M

INT: Genius

ALIGNMENT: Neutral

TYPE: Ooze

TREASURE: 5

XP: 2750+10

In its true form, a grey matter is a wrinkled, amorphous blob of amniotic fluid coupled in a sheet of myelin, somewhat resembling a human brain. Four vascular tubes that continually drip blood hang from the sides of a grey matter, trailing a reminder of its passage. The creature possesses no sensory organs and no communicatory features, but that underlies its true nastiness; for a grey matter is a supreme tactician and a deadly, cunning opponent. Few victims ever see a grey matter for what it is and those that do rarely see anything else.

Combat: Grey matter are psychically aware creatures, combining efficient hunting with an unearthly intelligence to feed. Lashing out with its bleeding appendages, a grey matter focuses its hunger on the least physically-able victim it detects attempting to destroy quickly, consume the brain, and then strike again, resuming a normal shape to avoid detection.

Attach: When a grey matter strikes with a tendril, the victim must make a successful save vs. paralysis to avoid having the tendril latch hold, inflicting 1d2 points of automatic acid damage until the tendril, the grey matter, or the victim is dead. If a grey matter strikes the same victim with all four of its tendrils, and the victim fails to save against each, the grey matter immediately pulls itself to the victim. It then activates its *alter size* to shrink itself and destroys the victim's brain, causing immediate and irrevocable death. The grey matter then liquefies and seeps through the orifices of the victim's skull, it then prepares for

another attack; immediately *polymorphing* into something innocuous. A tendril has an AC of 19, and has 2d12 hit points; damage to a tendril does not affect a grey matter in any way, save for reducing its number of attacks when a tendril is destroyed.

Psionics: Capable at will, as a spell caster of 10th level—*ghost sound, mage hand, message, alter size, levitate, magic mouth, suggestion, dimension door, hallucinatory terrain, polymorph* (objects only), *feeblemind*, and *phase door*.

Telepathy: A Grey Matter can communicate with any creature, regardless of language, provided the creature has an intelligence of 3 or more.

GRIM MANTLE

NO. ENCOUNTERED: 1 (Unique)

SIZE: Medium

HD: 8 (d8)

MOVE: 40 ft.

AC: 20

ATTACKS: 2 Slams (1d6)

SPECIAL: Twilight Vision, Regeneration 4, Spell-Like Abilities, SR 10

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 8

XP: 950+8

Grim Mantle stalks the lonely places of the world; a solitary figure. Grim Mantle is a being of unknowable origin, of unspeakable horror. Tall, gaunt, sinuous limbs and fingers that are unnaturally long; seemingly possessed of far too many joints. Grim Mantle earned its name from its cloak, a ghoulish patchwork of stolen faces; faces sewn together with fresh sinews. Faces stolen from all manner of sentients; faces that still twist, gibber, and mouth silent screams. That Grim Mantle's face is a gaunt, smooth, and bereft of any features may explain its strange need to mystically flay the faces of others. Grim Mantle stalks its prey following some strange, unfathomable pattern, not resting until it has acquired its new cloak patch, or has been banished in the process. Grim Mantle's movements are akin to the motions of a perverse marionette, it is utterly silent and few hear its approach until it is much too late. Fewer still have escaped its relentless hunt; its quest to obtain thirteen new faces for its cloak each year! While Grim Mantle has been defeated and banished in the past, such victories are partially hollow, for Grim Mantle always reappears after a year and a day in some remote location ready to refresh its garb.

Combat: Grim Mantle prefers victims that do not fight back, taking pains to isolate victims



and attacking when they are at their weakest or most unsuspecting; even slaying poor souls in their sleep. It pulverizes and crushes opponents, always taking care to leave the face undamaged; ripping it free as the death rattle issues in their throat.

Spell-Like Abilities: *Charm Person*, *sleep*, *spider climb*. These abilities are useable once per day, at the 8th level of ability.

HOUNDS OF CHRONOS

NO. ENCOUNTERED: 1-6

SIZE: Small

HD: 3 (d8)

MOVE: 50 ft.

AC: 13

ATTACKS: Bite (1d8)

SPECIAL: Twilight Vision, Track, Temporal Jump, Temporal Heal

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 1

XP: 50+3

Hounds of Chronos, also known as temporal dogs, are canine creatures from the Plane of Time. They possess the innate ability to manipulate time in a limited manner. Temporal dogs hunt in packs that usually consist of 4 to 6 hounds. A hound of Chronos will always know where, temporally, the other members of his pack are.

Temporal Jump: Hounds of Chronos possess the ability to move forward in time. Twice per day, a hound of Chronos may "jump" forward in time. This allows the hound to disappear from the present and reappear 1d6 rounds later. The hounds use this ability in conjunction with surprise to get the drop on their prey. As they re-materialize 1d6 rounds into the future, the temporal dog's prey should roll a wisdom check to determine if they are surprised or not by the hounds' appearance (see page 114 of the *Castles and Crusades Players Handbook* for rules on surprise).

Temporal Heal: Once per day, a hound of Chronos may "travel back" in time 1d6 rounds to a time when it was healthier. It then instantly travels back to the "present" with the same amount of HP it had at that specific time in the past. This will require the Castle Keeper to keep track of both the HP loss, and the rounds in which they were lost.



HULGROTHS

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 3 (d8)

MOVE: 30 ft.

AC: 12

ATTACKS: 2 Claws (1d4 + poison)

SPECIAL: Poison, Poison Immunity, Operate in the Dark, Hide, Move Silently, Backstab.

SAVES: P

INT: Low to Average

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: 2

XP: 80 + 5/hp

These horrid predators resemble large grotesque apes topped with a goatish head, a bare grey skin, and hands that have talons instead of fingers. Hulgroths are primarily found in remote tropical mountains. However, they regularly go down to the surrounding lands in order to hunt all other humanoids they may find. They almost always attack at night, for they have highly developed senses of smell and hearing that allows them to hunt and operate in total darkness. Furthermore, hulgroths are even more dangerous for they Hide, Move Silently, and Backstab as 6th level thieves, and their talons drip of a paralyzing poison (Constitution save or unable to move for 1d6 rounds). When they have paralyzed a victim, they can kill it in 1d4 rounds by plunging their talons through the victim's chest and then ripping out the heart (which they then eat). Hulgroths are, of course, immune to their own poison, but also get a +4 bonus to their saving throws against all other poisons.

Hulgroths lair in deep caverns in their mountains, often located near abandoned temples of some long forgotten demons. As such, some sages believe that in a distant past, hulgroths may have been human evil cultists that eventually turned into such odious creatures as a result of their dabbling



with blasphemous entities. In any case, even if hulgroths are cunning and evil, they don't seem to have any culture and religion, acting more like vicious animal predators with a superior intelligence. They have no real society of their own, being organized in loose tribes where the strongest rules (+1d4 HD and levels of Hide, Move Silently, and Backstab). What few treasure they may have, were found on their victims and keep for no particular reason, except maybe, as hunting trophies. Yet, the more intelligent hulgroths who, per chance, found some magical items may well have guessed their usefulness and will use them to help in their hunts if they can.

INSHARIVS

No. Encountered: 3-5 in a flight

Size: Small

HD: 1 (d6)

Move: 15 ft., 45 ft. fly

AC: 18

Attacks: Bite (1d4), 2 Talons (1d4-1 ea.)

Special: Immunity to Magic, Blend in Sky

Saves: Physical

Int: Average

Alignment: Chaotic Neutral

Type: Magical Beast

Treasure: Assorted Gems, equivilancy 4

XP: 23+1

Insharivs are small magical bird-like creatures, although their heads resemble that of a reptile and their feathers are coarse and hard. Insharivs are scavengers of meat, but their taste (owing to their magical nature) seeks out flesh that has been "touched" by magic. Any creature which has been affected by magic can draw nearby Insharivs, whether the creature is dead or alive. Thus, these creatures are often drawn to sites of battles nearby where magic has been used.

Combat: The flight of Insharivs will seek to feed on magically-touched flesh at any opportunity, only attacking non-magically-touched if defending their nests. The flight, with remarkable coordination, will dive and attack with bite and talons. They will also use their special ability to blend in sky to confuse and defend while attacking.

Special: Insharivs are particular pests because they themselves are completely immune to ALL magic. For whatever reason, their species exists outside of all magical fields or effects, and so a lot of useless spells can be wasted by a party before this particularly frustrating fact is discovered.

Blend in Sky: Insharivs can take a turn and forfeit its attack to "blend into the sky." At this moment they become invisible except to a

very high roll to spot (14 CL). The Inshariv becomes visible again as soon as it attacks next, but its direction and movement will be hidden giving it initiative and surprise after each blending in the sky.

JUGGERNAUT

NO. ENCOUNTERED

SIZE: Medium

HD: 16 (d12)

MOVE: 30 ft.

AC: 22

ATTACKS: 4 Slam (1d6) or by Weapon (4 attacks)

SPECIAL: Damage Resistance, Deadly Strike, Rage, Spell Resistance, Turning Immunity, Final Spite, SR 13

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Construct

TREASURE: 16

XP: 9000+16

These undead are created by torturing a live humanoid to death by slicing its ligaments and muscles and riveting hot plates of steels onto its body. The extreme pain and torture is accompanied by dark magic and alchemy; the resulting monster has been modified to have four arms, minimal intelligence, and an intense hatred for all life. They are employed as guards and shock troops by powerful necromancers and evil priests

Combat: The juggernaut is a vessel of pure destruction; its creators usually arm it with one weapon for each of its hands. They favor cleaving weapons such as axes or crushing weapons such as hammers or maces. They use their rage ability whenever possible, swinging their weapons with all four arms in a blinding flurry of death.

Damage Resistance: A juggernaut's scarred skin and metal plates make it more resistant to damage, they ignore 3 point of damage from all attacks.

Deadly Strike: The blows of a juggernaut are particularly devastating; they receive a +6 damage bonus to all melee attacks.

Rage: A juggernaut can enter a destructive rage, granting a +2 to all to hit and damage modifiers. While in rage the juggernaut receives a -2 AC penalty, the rage lasts for 5 rounds. The juggernaut can use this ability 3/day.

Spell Resistance: The large amount of magic required to create a juggernaut lingers within their

forms, making them especially resistant to magic and granting a spell resistance of 13.

Turning Immunity: Juggernauts are created by arcane and divine magic; their arcane origin makes them immune to turning by clerics.

Final Spite: When a juggernaut reaches 0 HP it explodes in a rage of dark miasma and carnage. All creatures within 60 ft. of the juggernaut when this happens suffer 5d6 points of damage. A successful dexterity save reduces this damage in half.

KANGALOPE

NO. ENCOUNTERED: 1

SIZE: Large

HD: 3 (d10)

MOVE: 60 ft.

AC: 13

ATTACKS: Headbutt (1d6)

SPECIAL: None

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 1

XP: 20+3

Kangalopes are popular beasts of burden in mountainous regions. Kangalopes look like large kangaroos with the head, hair, and mindset of mountain goats. Their splayed, clawed digits give them the ability to climb almost as well as a humanoid; even when being ridden! Sometimes called "Lopers" for



their shambling gait, Kangalopes' sweet milk and ease of domestication make them especially popular. Some few specimens can be trained as Warlopes (3 HD, headbutt)

KNOPT-EKH

NO. ENCOUNTERED: 1

SIZE: Large

HD: 16 (d8)

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

AC: 18

ATTACKS: 2 Claws (2d8), or Bite (1d10), or Horns (2d6)

SPECIAL: Darkvision 60 ft., Immunity to Cold, Spells

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 10 (in lair)

XP: 7000 + 5/hp

The Knopt-Ekh, as they are called by Neanderthal tribes of the Great North, are legendary monsters of the arctic wastes. These abominations from a distant past vaguely resemble a crossbreed of a huge polar bear and a buffalo. Their massive bodies, weighing a ton and covered in thick white fur, is of man height when on four legs; but these monsters will stand up on two legs in combat. They could shred a mammoth into pieces with their long sharp claws, but they are also used to gore creatures with their twisted horns. Yet, the Knopt-Ekh is not a mere animal, even if a monstrous one. The Knopt-Ekh is a predator with human-like intelligence with the ability to cast magic, as well as a servitor of the Frozen God. As such, some magical rituals performed by the degenerated cultists of the Frozen God can summon one to their help.

Fortunately, the Knopt-Ekh is almost extinct. A few rare individuals are found in remote icy caves, where they spend years at a time in hibernation. When they awake they usually go on a bloody rampage in order to satiate their terrible hunger, but also because they love it. These monsters, much like polar bears, will go out in the ocean to get their food if necessary, except that a Knopt-Ekh won't hesitate to hunt whales if he find some.

In combat the Knopt-Ekh usually enters the fray in charging an opponent to gore him to death. If his attack succeeds, it then throws the victim 3d10 feet away unless the latter succeeds a Dexterity check (Challenge level = horn attack dam-

age). A victim thrown away in this manner takes 1d6 damage if landing on a hard surface, and must also succeed a Constitution check (same Challenge level) or remain dazzled for 1 round due to the shock. Then, the Knopt-Ekh will stand up on its two legs and attack the remaining opponents with its mighty claws. Otherwise this hideous monster can cast a few spells: *ice storm* (3/day), *chill metal* (3/day, by touch only, typically while attacking with a claw - but cannot make two claws attacks that round), *summon blizzard* (1/day, as *summon weather* spell, but limited to blizzards). Note that Knopt-Ekhs are totally immune to cold (mundane and magical), but get a -2 to their saving throws against fire and suffer +1 of damage per die of fire attack.

A competent weaponsmith could turn the claws of a Knopt-Ekh into efficient non-metal daggers. Then, a competent armorer could turn the fur of a Knopt-Ekh into a non-metal armor equivalent to a chainmail that can also protect from cold climate. However, since such work is delicate and difficult, and waste and failures are inevitable, only 1d4 daggers can be manufactured from all claws, and only 1d3 man-sized armors from the complete skin.

LINDORM SEA SERPENT

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 to 20 (d8)

MOVE: 30 ft. (crawl), 90 ft. (swim)

AC: 20

ATTACKS: Bite (3d6 to 6d6)

SPECIAL: Poison (3/day), Swallow Whole, Constrict Boats

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 2 + 1/HD above the 10th

XP: 2000 + 500/HD above the 10th + 5/hp

The lindorm is a giant type of sea snake found in most oceans, but rarely, if ever, in smaller enclosed seas. Norsemen (who gave the creature its name) believe them to be the offshoot of Jormndgandr, a legendary colossal serpent said to reside deep under the sea and that is so long that it encircles the Earth. Whether this is true or not, the lindorm is a fearsome creature that has been known to attack sailors as well as land creatures on the seashore. These serpents, which some witnesses have mistaken for dragons, are of animal intelligence and are simply driven by a need for food. As such, lindorms attack only when they are hungry and no easy aquatic prey is immediately available. However, when they do, their sheer size makes them terrifying foes; especially as they don't hesitate to attack boats, crushing them into their coiled bodies, and then eating the hopeless mariners that are thrown in the sea. Other lindorms have been known to come ashore and eat otters or even cattle that were too close to the sea.

Combat: The lindorm is extremely dangerous due to its poisonous bite and ability to swallow its prey whole. Whenever it attempts to bite or swallow, the attack deals 3d6 to 6d6 of damage (10-12 HD = 3d6; 13-15 HD = 4d6; 16-18 HD = 5d6; 19-20 HD = 6d6). If the lin-

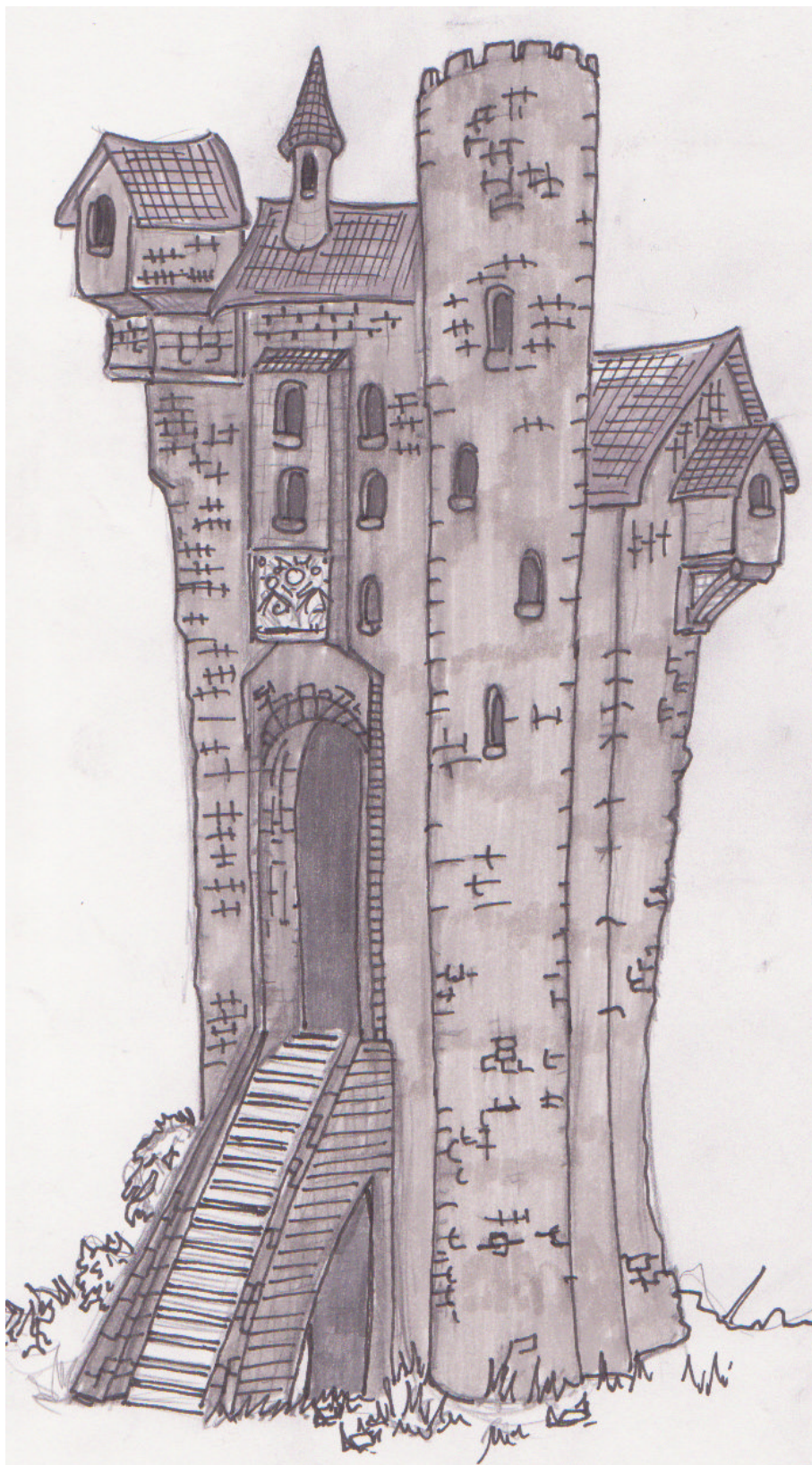
dorm attacks to feed itself, it will attempt to swallow whole (Dexterity check to escape). Once inside the monster's stomach, each round a victim must succeed a Strength check to do anything, all the while suffering 1d10 of crushing damage + 1d6 of acid damage (this continuing as long as the lindorm is alive). Only when the lindorm must defend itself from attackers that it doesn't consider food at that moment, will the lindorm use its poisonous bite. This one is extremely potent and deals instant death unless the victim succeeds a Constitution saving throw (in which case the victim nonetheless still suffers 1d6 temporary Constitution loss, and will be wracked in physical pain for 1d4 days). Fortunately, the lindorm's glands can only produce enough poison for three such bites every day.

Constrict Boats: Lindorms are sometimes big enough to attack small boats. It takes them 1d4 rounds to coil around a boat, all the while trying swallowing preys if they have the opportunity. Then, they will crush the boat in 2d4 minutes (or, alternately, doing 1d4 of structural damage per round), all the while attacking anything close to their head.

The lindorm's flesh is edible although not tasty. With considerable work its scaly hide could be turned into a non-metallic scale mail armor (costs and manufacturing time at least doubled) for as much as 2d6 man-sized armors. Its venom could be stored in some container for later use, up to a maximum of 3 "doses" (minus the ones used by the lindorm

that day). One dose can be used to coat a weapon, enough for one poison attack (see above). However, the poison rapidly loses its potency: the poison saving throw Challenge

level (originally equal to the lindorm's hit-dice) reduces by 1 pt for every week it is kept in a sealed container, or every hour once it is coated on a weapon. Inside a lindorm's body there is a slight chance that mineral and metallic items that belonged to former victims may be found, usually in poor shape. Some of it may be of real value, but this is rare. There is a story of some hero bent on finding his brother who had disappeared at sea. After a very long search, he finally encountered a lindorm and managed to slay it. Inside the monster he found the magical sword that belonged to his brother, as well as remains of his distinctive armor.



CASTLES AND CRUSADES CREATURE FEATURE

LONGHORN SERVITOR

NO. ENCOUNTERED: 1 or 2-5

SIZE: Large

HD: 3 (d12)

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

AC: 13

ATTACK: 2 Claw (1 + Grab)

SPECIAL: Grab, Fireball, Spell Resistance 9, Subject to Turning

SAVES: P

INT: None

ALIGNMENT: Lawful Evil

TYPE: Construct

TREASURE: 3

XP Value: 25 + 3

Longhorn servitors are very tall humanoids whose bodies are topped with the skull of a long dead bull and are covered in a cloak that hides their skeletal bodies. In each of the sockets of their eyes a glowing, iridescent gem radiates an alternating pattern of red, white, and orange. Under the heavy cloak two claws extend outward, replacing and acting as makeshift hands; though they lack the subtle opposability to hold weapons. In many ways a longhorn servitor is much like a golem, but they lack a great deal of the fearsome might those creatures possess. Indeed, longhorn servitors are far easier to produce, making them a favorite of the incompetent or those who wish to amass a large, mindless army. Longhorn servitors are very limited in their actions and must be controlled, or programmed, with few words. In general, the most a longhorn servitor can do is to protect a given area, or attempt to retrieve an item or a person; any orders which cannot be conveyed in a single word cannot be attempted by a longhorn servitor.

Combat: Longhorn servitors prefer to ambush their prey, burst through the ground, and attack. They try to grab their target and return to their last location, or to their master, where they remain; such victims die a grisly death, due to starvation and dehydration. If a creature escapes a longhorn servitor, it will use its glowing eye to unleash a reign of fire, and then retrieve the victim or its charred remains.

Grab: Any creature that is struck by a longhorn servitor must make a save vs. paralysis or be ren-



dered immobile, caught in the grasp of the beast. Should the longhorn servitor strike the same creature with both of its claws, the required save has a difficulty of 7. Once a victim fails its save the longhorn servitor retreats from combat and keeps the afflicted victim immobile until it is removed by the creature's master, or it, dies. A trapped victim can be freed by the destruction of the longhorn servitor, or by a successful strength check against a difficulty of 14.

Fireball: A longhorn servitor can release two fireballs, each having a caster level of three. It is possible for the longhorn servitor to use both in the same round, but once used, it cannot be recharged.

Subject to Turning: The powers of the divine affect a longhorn servitor, being as it is composed, primarily, of animated bone. A longhorn servitor can be turned by a character or creature with the ability.

CASTLES AND CRUSADES CREATURE FEATURE

MARSH-MEN

NO. ENCOUNTERED: 1-8

SIZE: Medium

HD: 5 (d10)

MOVE: 20 ft.

AC: 14

ATTACKS: Slam (2d4)

SPECIAL: Entangle

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal/Construct

TREASURE: 5

XP: 200 + 5/hp



Marsh-men resemble humanoids that are made of clay that is tangled with vines and dead twigs. These sorcerous creatures are part animal and part construct in that their artificial body is animated by a living snake imprisoned within it.

Marsh-men are created through sorcery and then operate like zombies, following simple orders given to them by their creators. The spells used in the making of marsh-men were invented by serpentmen long ago, and eventually found their way into the spellbooks of a few humanoid wizards. Nonetheless, as the material necessary to their manufacturing are usually found in swamps or wet jungles, they tend to remain rare. In some cases, using a rare version of the druid spell *summon beasts or plants* can let a caster summon these creatures, provided the caster is in a region where such monsters could be found. That spell could also be used to wrest a marsh-man from its creator's control, provided the caster wins an opposed Charisma check against him. However, when the spell ends, the creature returns under its creator's command.

Entangle: Marsh-men are difficult to destroy, as blunt weapons only do half damage against them, while piercing and slashing weapons may find themselves entangled in their body. That is, whenever a character successfully strikes a marsh-man with a slashing or piercing weapon, he must make a Dexterity check or the weapon remains entangled in the monster. Thereafter, attempts to retrieve the weapon from the marsh-man require a Strength check and take one round. Note that marsh-men aren't affected by any weapon that may be entangled in their body, so will continue to attack while the character tries to get his weapon out of it. Nonetheless, marsh-men also have a weakness in that on a critical roll (natural 20), an attacker will directly strike at the snake animating it. As such, they will outright slay the marsh-man if they deal 8 or more points of damage at once.

MOUNTAIN DRAGON

NO. ENCOUNTERED: 1, 2-4

SIZE: Medium to Large

HD: 7-12 (d12)

MOVE: 40ft.

AC: 17-21

ATTACKS: 1 Tail (1d8+trip), 2 Claw (1d6), 1 Bite (1d10)

SPECIAL: Poison, Fearful Presence, Trip

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Dragon

TREASURE: 10

XP: 270+7 to 1375+12

Mountain dragons live in low-lying, temperate mountains and forests. They have brownish-green to gray skin and walk on all fours. They typically den in caves or burrows that they have dug themselves.

Most mountain dragons encountered are similar in size to that of a large bull, but there are a few that have been found to be exceptionally larger (about the size of a large draft horse).

Combat: **Mountain** dragons tend to swipe with their front claws. If both claws hit, they will then bite. The bite causes 1d8 points of damage and they often pass a bacteria based poison. The victim of these bites must save or be paralyzed for 1d6+4 rounds. Even if that save is met, the victim will fall sick for one week and may die from infection (one save after combat determines this).

Trip: Mountain dragons can also lash out with their tails. A successful hit will trip the opponent for one round.

Though they possess little intelligence, mountain dragons do keep some treasure; this is usually found among the remains of past meals.

NECROPEDE

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

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

AC: 15

ATTACKS: 3 Slam (1d8), Constrict (6d4)

SPECIAL: Constrict, Undead

SAVES: P

INT: n/a

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 6

XP: 330+6

A necropede is a terrible abomination. The creature is a necromantic fusion of multiple humanoid torsos stitched in-line. The creation's many arms serve as legs and propel the foul thing swiftly across all manner of terrain- even up walls and cliffs! Most necropede's are constructed using six torsos, but they may be made with either more or less segments.

Combat: In combat, half of a necropede's torsos rear up; striking out with many limbs or twisting around an opponent, binding and crushing victims with its many arms.

Constrict: When a necropede strikes with half or more of its slam attacks, it automatically wraps itself around the opponent. The victim must make a successful strength save to avoid a constricting hold. On the round immediately following the use of this ability, the victim suffers the effects of the constriction automatically. A new save is allowed to escape the necropede's clutches every round. A necropede constricts its victim for 6d4 points of crushing damage per round. Breaking free requires a successful strength check against challenge level 9.

NIGHT DRIFTERS

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 6 (d8)

MOVE: Fly 40 ft. (good)

AC: 14

ATTACKS: Talon (1d6 or Clutch)

SPECIAL: Darkvision, Immunities, Magic Resistance,

Spell-like Abilities

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 6

XP: 400 + 5/hp

The night drifter is a demonic being that wanders through the dimensions, always trying to enter the normal world in search of mortal preys. This odious creature prefers to hunt sentient beings, as it seems to feed on fear more than on flesh. Yet there are sorcerers bold or foolish enough to summon them, for they have learned to use night drifters as unholy steeds to travel between the worlds. Night drifters can thus be summoned with a variant of the *summon monster* spell.

Night drifters are 8 foot tall, mon-

strous humanoids with thin bodies, hideous elongated features, and bat-like wings. Their legs end in large talons that they use to catch prey and bring them out of this world. Their skin is a sickening pale gray in color that glows with a faint green light only visible in near or total darkness.

Shadow Walk: The night drifter can shadow walk at will, including across the planes.



**CASTLES AND CRUSADES
CREATURE FEATURE**

OCULAR SENTINAL

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 1 (d2)

MOVE: 20 ft.

AC: 13

ATTACKS: n/a

SPECIAL: Cannot be Surprised, Darkvision 60 ft., Necromantic Bond, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead

TREASURE: 1

XP: 9+1

Created by taking up to a dozen eyeballs (complete with stalks) and necromantically congealing them into a roughly spherical mass atop a wriggling clump of stalks; an ocular sentinel serves as guardian and spy. Seeing in all directions at once and moving about by scurrying atop its eye-stalks, it is in-offensive but ever-watchful and its creator may choose to see what it sees.

Combat: Ocular sentinels avoid combat and are too small, weak, and unequipped to be able to deal damage to other beings.

Cannot be Surprised: Due to their darkvision and full range of vision, ocular sentinels cannot be back-attacked, sneak-attacked, or otherwise surprised by opponents not somehow utterly obscured from view or invisible.

Necromantic Bond: The creator of an ocular sentinel is instantly alerted if the sentinel sees an intruder or is damaged or slain. The creatures creators may also opt to concentrate for a round (see what the ocular sentinel sees) as if they were standing in the same spot. This ability only functions provided the sentinel is within 100 ft.

PHASE BEAST

NO. ENCOUNTERED: 1-3

SIZE: Large

HD: 7 (d10)

MOVE: 40 ft.

AC: 19

ATTACKS: 2 Bite (1d10 each)

SPECIAL: Breath Weapon,

Darkvision 60 ft., Pin, Shift

SAVES: P

INT: Inferior

ALIGNMENT: Neutral evil

TYPE: Magical Beast

TREASURE: 6

XP: 540+7



The phase beast is a gruesome monster from the Ethereal Plane, similar in appearance and size to great cats such as lions or tigers, but with twin heads and two long, sinuous tails. The heads usually appear to be those of cougars, panthers, or lionesses (even if male), though any variety is possible; the heads of any one beast always have the same look, and beasts prefer to establish prides with others of the same general type. The heads are each mounted on a long neck that allows considerable range of movement to the beast's sides, and they operate independently of one another. The tails are thick and very long and quick; they are used to counterbalance the motion of the heads. Phase beasts are darkly hued in all cases, with coats of velvet black, violet, or cobalt predominating. A phase beast's eyes are very large and keen, and gleam brightly with palpable malevolence. When on the Material Plane, phase beasts appear at times indistinct, dappled with swirls of ether or even somewhat transparent.

There is great enmity between phase beasts and blink dogs.

Combat: Phases beasts are masters of ambush; able to pierce the veil between the Ethereal and Material Planes, they will lie in wait, sussing out the most opportune mo-

ment to strike. When ready, they shift out of hiding and attack. Members of a pride are cunning enough to delay shifting in order to create maximum confusion and panic in their targets. Phase beasts attack with their two heads, biting one or two opponents in each round. If both heads strike the same target, the beast has a chance to pin its adversary (see below). Their sometimes-insubstantial form on the Material makes them hard to hit with weapons and spells, thus they have a relatively high AC and gain a +4 bonus on their saving throws. When on the Ethereal Plane their AC is only 15 and their saving throws are normal for their HD.

Pin: If both of the phase beast's heads successfully strike the same target in one round, the beast's foe must make a strength save or be brought under the beast and pinned there. The victim can attempt to break free of the pin during subsequent rounds by making additional strength saves. The beast can bite a pinned victim automatically with one head each round, or it may employ its breath weapon.

Breath Weapon: The breath weapon of a phase beast is a cloud of gas filling an area 5 ft. x 5 ft. x 5 ft. Both heads are required in order to employ it. Victims must make a con-

stitution save or be transferred to the Ethereal Plane. Phase beasts will often use their breath against pinned opponents, in order to isolate a victim from its allies. Often, a whole pride will shift back to the Ethereal once a member has managed to pin and shift a victim, the other pride members helping to ensure (and consume) the kill. The shifting effect of the breath weapon is not permanent, wearing off in 5d6 turns.

Shift: Phase beasts are able to move between the Ethereal and Material Planes. Their aptitude, however, is less refined than the ability of other monsters, such as the phase spider. When shifting, phase beasts may not move (though they may attack any opponent within 10 ft. from where they appear) and they do not have the ability to shift in

and out before making attacks, as phase spiders do (that is to say, in one round, a phase beast may only shift into or out of one plane, but may not do both). When on the Ethereal Plane, a phase beast is unassailable, unless its opponent is also ethereal; effects that extend into the Ethereal Plane



CASTLES AND CRUSADES CREATURE FEATURE

POISON SPIRIT

NO. ENCOUNTERED: 1

SIZE: Large

HD: 6 (d8)

MOVE: 40 ft., climb 40 ft.

AC: 22

ATTACKS: Bite (2d6+poison)

SPECIAL: Deepvision, Poison, Summon Swarm

SAVES: P

INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: 6

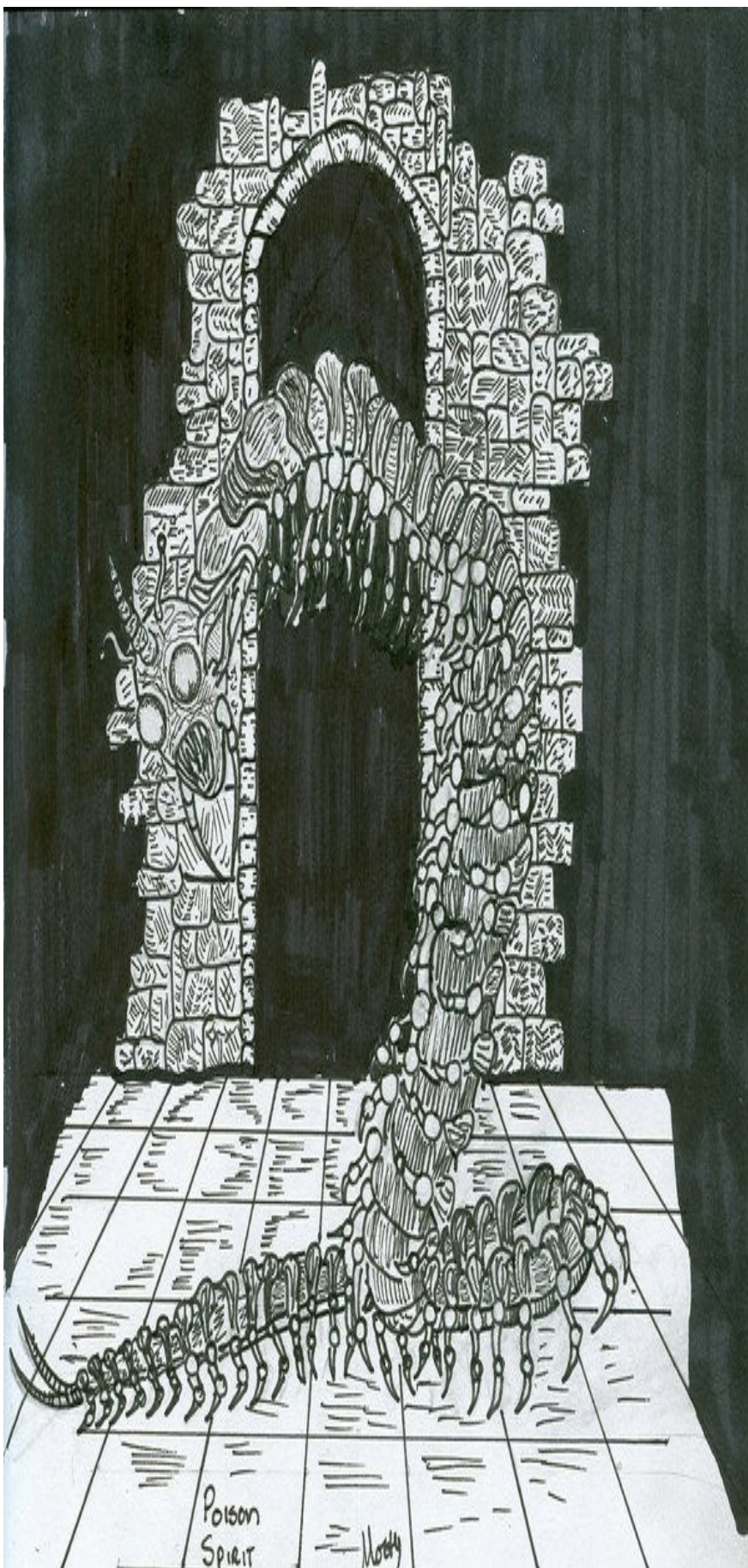
XP: 210+6

Poison spirits are immense (30' long) centipedes covered in armored plates of a ghoulish white. They have eerily human faces and their eyes are faintly luminous. This allows a poison spirit to see clearly in even absolute darkness, but also makes their eyes sought-after as components in magical lanterns and other devices.

Combat: Poison spirits are rarely found in the mortal realms, being natives of the planes of evil. When they are encountered in the mortal realm it is usually as a servant of some evil spell caster or another.

Poison: A character hit by a poison spirit's bite attack must make a constitution save or lose 1d6 additional points of damage.

Summon Swarm: Once per day, a poison spirit may *summon* 1-10 medium spiders or 1-4 venomous snakes to its aid.



RAZOR WING

NO. ENCOUNTERED: 3-18

SIZE: Small

HD: 1 (d6)

MOVE: 60ft. (fly)

AC: 16

ATTACKS: Beak (1d4) or Razor Wing (1d6)

SPECIAL: Swoop

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 1

XP: 7+1

Razor Wings get their name from their razor-sharp wings, which they use to bring down potential prey.

Razor wings resemble large crows with shining, steel-like feathers tipping their wings. They attack in groups, swarming over prey from above.

Swoop: Razor wings will swoop down from above with such swiftness that anyone acting after the razor wings initiative is unable to engage it in hand-to-hand combat.



RESONANCE

NO. ENCOUNTERED: 1 or 2-5

SIZE: Small

HD: 3 (d8)

MOVE: 50 ft. (fly)

AC: 17

ATTACK: Sonic Ray (1d6)

SPECIAL: Emulate Frequency, Magic Disruption, Incorporeal, Sonic Immunity

SAVES: M

INT: Low

ALIGNMENT: Neutral

TYPE: Extraplanar

TREASURE: 3

XP: 570 + 7

A resonance appears as a vaguely perceptible ripple in the air, similar to a heat wave. They are native to the Plane of Song and are usually summoned for special musical performances by royalty or those with a special interest in song. Resonance love to sing and are always encountered in the midst of a performance. The term resonance is both singular and plural.

Combat: A resonance will not engage an opponent in melee combat, relying instead on its sonic ray attack and its ability to utilize magic items. Resonances are vulnerable to magical silence effects and will attempt to escape if silenced.

Sonic Ray: The resonance can attack any opponent within 60 feet with its sonic ray attack. This is a ranged attack and inflicts 1d6 points of sound-based damage on a successful strike.

Emulate Frequency: Resonance can weave a tune that causes a specific magic item within 30 feet to function as if the resonance were using it. If the magic item is in the possession of another, the bearer of the item may make a charisma save to resist. If the save is failed, the magic item functions for the resonance for one round. During this time the magic item does not function for the bearer of the item. Only word-activated (such as wands) and spell completion magic items (such as scrolls) can be affected with this ability. Only one magic item can be affected at a time with this ability, and no item can be targeted twice consecutively with this ability.

Magic Disruption: A resonance can sing a song of disruption, negatively affecting magic and magical abilities. Each round the resonance uses this ability all opponents within 60 feet must make a charisma save or be unable to cast spells with verbal components or use word-activated magic items; the effects are identical to the *silence* spell, except the save is different. The resonance cannot move when using this ability, nor can it utilize any other ability.

Sonic Immunity: The resonance is immune to damage and effects which are based on sound.

Incorporeal: A resonance can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic. There is also a 50% chance to ignore any damage from a corporeal source. In addition, a resonance always moves silently.

SAURIAN

Saurians are the last remnants of an ancient race of humanoid dinosaurs that are distantly related to lizardfolk and troglodytes. They are man-like in appearance, but have cold, dark eyes, long snouts, scaly hides ranging in color from bright green to dull brown with spiny combs starting from their heads to the end of their long, whip-like tails.

Saurians are found in the jungles and swamps of lost valleys that are still populated by plants and animals from antediluvian ages. Long ago, when mankind did not yet exist, the saurian race thrived and built empires. However, they eventually degenerated and saurians are now but the shadows of their glorious ancestors. Most of the last saurians are either mad or mentally deficient. They have returned to primitive ways, oblivious of their past achievements, and lead apathetic lives in the ruins left by their forbears.

Nonetheless, a few saurians are born brighter than their brethren and may rise up to the 8th level of fighting ability or even 4th level of magic use. When such individuals become aware of their race's past splendor, they become haunted by the dim memories of their ancestors. If dedicated and powerful enough, one of them may thus rise as a "lizardking" and gain control of several tribes in hope of rebuilding the empire of old. Hence, the long forgotten cities of the saurians are regularly rebuilt before again falling into disrepair...

SAURIANS

Saurian

NO. ENCOUNTERED: 2-6, 20-200

SIZE: Medium

HD: 2 (d8)

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

AC: 15

ATTACKS: 2 Claw (1d2), Bite (1d8) or by Weapon

SPECIAL: Hold Breath, Amphibious

SAVES: P

INT: Low

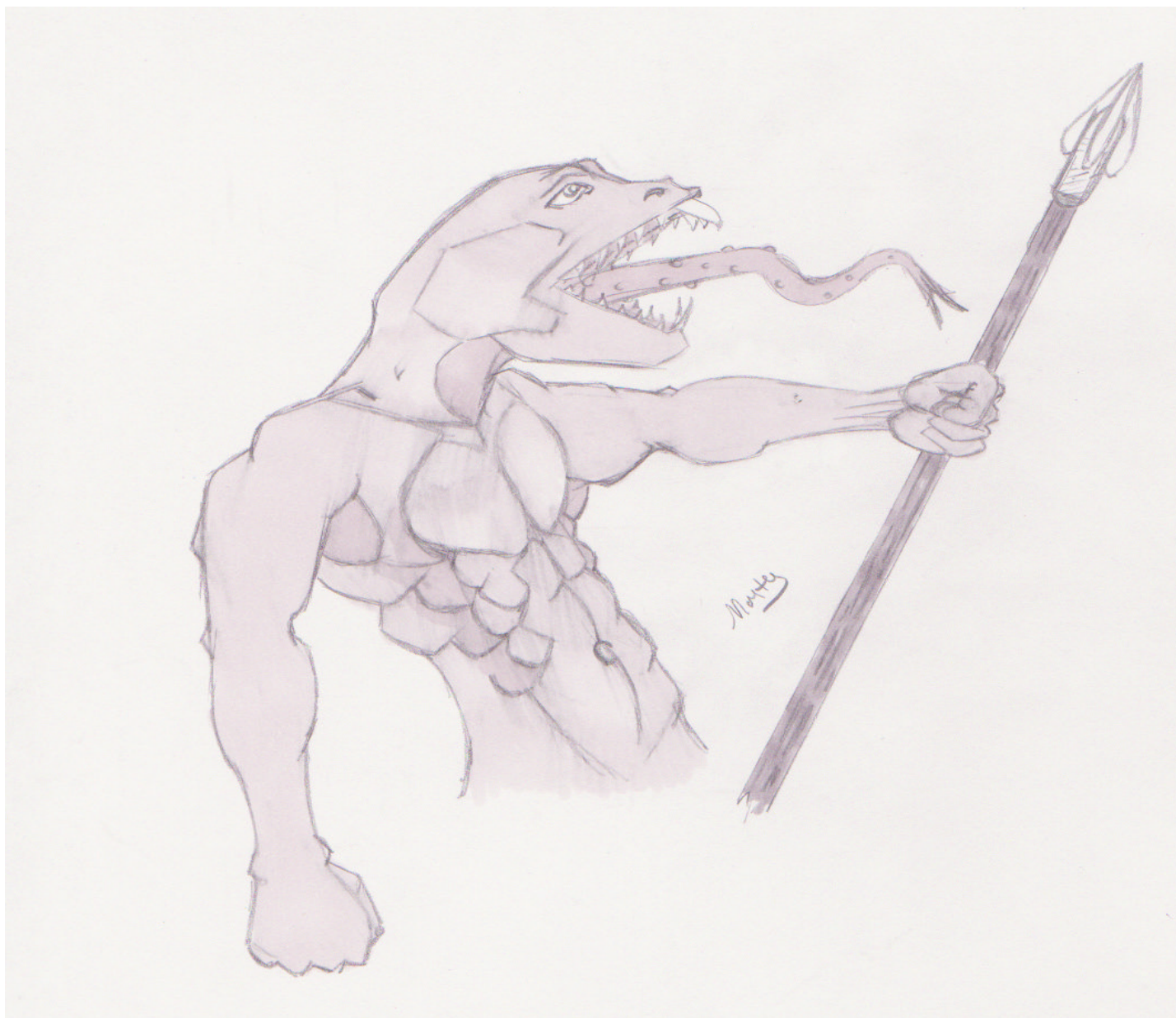
ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 1

XP: 20 + 5/hp

These are the basic saurians, a dumb and degenerated species with few concerns other than mating and eating. They are capable of relatively complex tasks and make competent soldiers, but only when firmly led by the rarer and brighter saurians. Since they are mentally deficient, saurians who are left to themselves can be totally unpredictable. In some cases they will remain lethargic while strangers intrude



SAURIAN

Saurian Brute

NO. ENCOUNTERED: 1, 2-12

SIZE: Medium

HD: 4 (d8)

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

AC: 15

ATTACKS: 2 Claw (1d4), Bite (1d8) or by Weapon

SPECIAL: Hold Breath, Amphibious, Mindless Rage

SAVES: P

INT: Low to Average

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 4

XP: 90 + 5/hp

Saurian brutes may only be slightly brighter than their brethren. However, they are born stronger and less apathetic than most of their race. Their most distinctive feature is their ability to sometimes enter in a rage during combat. When a saurian brute is wounded, or something important to him is threatened, he will become furious, attacking like a madman with a +2 bonus to hit and damage until either he or his opponents are slain. Due to their strength and ferocity, saurian brutes usually become the leaders of their tribes. Sometimes, when a saurian "lizardking" unites several tribes under his control, several brutes will be found acting as elite troops and bodyguards for him.

SAURIAN

Saurian Sorcerer

NO. ENCOUNTERED: 1, 1-4

SIZE: Medium

HD: 6 (2d8+4d4)

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

AC: 15

ATTACKS: 2 Claw (1d2), Bite (1d8) or by Weapon

SPECIAL: Hold Breath, Amphibious, Spells

SAVES: P

INT: High

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 8

XP: 300 + 5/hp

Saurian sorcerers are those rare brighter individuals that, due to gift and interest, developed spellcasting abilities. They tend to be dismayed by the ignorance of their kin, and prefer to spend their time searching for the ancient knowledge of their race. As such they will be found poring over crumbling tablets and the like rather than dealing with others. Saurian sorcerers generally act as sages and advisors for their communities.

Typical spells for a 4th level saurian sorcerer:

LVL.0 (4): *detect magic, ghost sound, light, mage hand*; LVL.1 (3): *shield, shocking grasp, sleep*; LVL.2 (2): *scare, see invisibility*.

SAURIAN

Saurian Lizardking

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d8)

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

AC: 15 (typically 20 with magical full-plate +2)

ATTACKS: 2 Claw (1d4 +2), Bite (1d8) or by Weapon +2 (typically 1d10 +5 with magical two-handed sword +3)

SPECIAL: Hold Breath, Amphibious, Mindless Rage

SAVES: P

INT: Average to high

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 8

XP: 600 + 5/hp

Saurians lizardkings appear as bigger and more intelligent than saurian brutes, but are prone to the same mindless fits of rage. They usually wear the best armors and weapons they find; often magical (usually in the range of +2 or +3) and dating from their distant age of glory. Saurians lizardkings are generally obsessed by the antique civilization of their race, and will strive to bring it back. To this end they will ruthlessly put to work all the saurians they can, rebuilding upon the ruins, organizing armies, usually with dinosaur war-beasts and mounts, etc. However, when the lizardking dies, if he has no successor like him, all of his dreams will come to a halt as the dumb saurians are again left without leader and fall into lethargy.

SKIN SACK

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d6)

MOVE: 20 ft.

AC: 14

ATTACKS: Grab (None), Constrict (1d4 + suffocation)

SPECIAL: Constrict, Improved Grab, Undead, Yielding

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 2

XP: 30+2

Painstakingly removed intact from a humanoid corpse, the skin may be imbued with necromantic energies, animating it, and thereby creating a skin sack. Moving with a fluid and sagging motion, a skin sack attacks by twisting itself around or engulfing a foe. This slowly crushes and suffocates the victim while its struggles are clearly visible within.

Combat: Skin sacks attack by grabbing and engulfing their opponents, crushing and suffocating them within their folds.

Improved Grab: An opponent struck by a skin sack must make a successful strength save to avoid being engulfed. An engulfed target cannot move, but may attempt to break free of the skin sack's embrace or attack the skin sack itself. After being engulfed, the victim begins suffering the effects of the skin sack's constrict ability. On each subsequent round, after taking damage from constriction, a victim is allowed to make a strength save to try to break free.

Constrict: Any victim engulfed by a skin sack automatically takes damage on subsequent rounds and begins to suffocate. A skin sack constricts its victim for 1d4 points of crushing damage per round. If the skin sack is not slain, or the opponent otherwise released within three rounds, the victim is unable to

breathe and blacks out. Three rounds after losing consciousness the victim will die. There is no saving throw. Attacks that hit an engulfing skin sack deal half damage to the monster and half to the trapped victim.

Yielding: Because of their malleable and yielding nature, any attacks from blunt weapons do half damage, while slashing and piercing weapons do normal damage.

SKRAELING

NO. ENCOUNTERED: 1-4, 10-20

SIZE: Medium

HD: 3/6/8 (d8)

MOVE: 30 ft.

AC: 13/15/18

ATTACKS: Weapon

SPECIAL: Fear, Primal Rage

SAVES: M

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 3/6/8

XP: 30+3/180+6/375+8

Skraelings are a hardy and reckless warrior race that are known for raiding villages and slaughtering their inhabitants. The harshness of their lives has steeled these cruel folk and sharpened their warrior instincts. Rumors abound about these merciless warriors. It is said that they have the strength of many men in their sinews and that a fear that unmans many a warrior runs ahead of their presence like the hounds of doom. There are very few settlements that can say that they have survived a skraeling assault, but those that have say that the secret to their defeat lies in an enduring defense and harassing techniques.

Skraelings resemble short (about 5 feet tall), stout, and hairy humans. They are often covered with bizarre spiral tattoos that cover most of their bodies including their faces. Skraelings are known to file their teeth down to pointed edges. Skraeling society is matriarchal, and they are ruled by wise women of their tribe who have the powers of witches. These wise women do not raid with their men-folk, so they will only be encountered within skraeling steddings.

For every 20 skaelings encountered, there will be a leader that fights as a 6HD creature. There is also a 10% chance that any skraeling war party will have a champion that fights as an 8HD creature.



Primal Fury: The skraeling gains a +2 bonus to damage die rolls and wisdom saves. While in this rage, the skraeling suffers a -2 penalty to armor class and a -2 penalty to all mental related saves. All of these effects cease at the end of the rage.

The primal fury lasts the number of rounds equal to 1+ the creatures HD.

Fear: Skraelings are able to tap into a primal instinct in their opponents causing them to radiate fear as per the 4th level wizard spell. A failed charisma save indicates that the effected creature must flee from contact with the skraeling (1 round per HD of skraeling). If cornered, an effected creature fights at -2 BTH.

CASTLES AND CRUSADES CREATURE FEATURE

STORM DEMON

NO. ENCOUNTERED: 1, 2-5

SIZE: Large

HD: 9 (d8)

MOVE: 60 ft (fly).

AC: 16

ATTACKS: Grappling for 3d6.

SPECIAL: Lightning bolt (9d6; 3/day), Immune to Non-magical Weapons and Electricity, Transport Through Metal.

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Fiendish Elemental

TREASURE: 9

XP: 1200 + 5/hp

Storm demons are fiends from the Elemental Plane of Air. The violent storms that sweep that plane are their natural environment, and they are almost never encountered anywhere else unless summoned. A variant of the *summon greater monster* spell will call storm demons, but only when cast outdoors. If the spell is cast during a storm, the storm demon summoned will have +2 hp per hit-die (it cannot exceed the maximum hp per hit die, though). Storm demons appear as some sort of living lightning bolt in the vague shape a hideous humanoid. They are of low intelligence and serve no real purpose in life; they are extremely aggressive and prone to attack any creature they encounter. Their favored attack is to grapple their victim and electrocute them to death, doing 3d6 of electrical damage per round (no save). Once a victim has been grappled, it must succeed a Dexterity check to escape its grasp. Whoever attacks a storm demon with a metallic weapon suffers 1d6 of electrical damage on successfully striking it, 2d6 if also wearing a metal armor (no save). Storm demons are not only immune to all electrical damage, but such attacks, in fact, heal them of an equal number of hit-points. They are also immune to non-magical weapons and can cast a *lightning bolt* spell as a 9th



level wizard at will up to 3 times per day. In addition storm demons can travel through metal almost instantaneously. As such, a storm demon could go across a sturdy wooden door in passing through its iron lock, or even just a big nail.

TREE OYSTER

NO. ENCOUNTERED: 2-4

HD: 8d8

MOVE: None, Strike Range up to 20 ft.

AC: 18

ATTACKS: Slam (1d8), Bite (1d10)

SPECIAL: Camouflage, Entrap, Resistance: Cold and Fire, Swallow

SAVES: P

SIZE: Variable

INT: None

ALIGNMENT Neutral

TYPE: Plant

TREASURE: 6

XP: 700+8

Tree oysters appear at first glance to be large, brown lumps hanging off vine-covered trees and are often mistaken for beehives. However, when a victim gets in range the pod will open into an oyster-like shell that will lunge down toward their prey, remaining attached to the tree by vine-like protrusions emerging from the back-joint of the "shell".

Combat: Tree oysters lurk above a victim, waiting to attack by surprise whenever possible. The larger varieties of tree oysters have up to 4 different "oyster-like" shell maws that they can drop upon prey. Small tree oysters have one shell and 2 hit dice, medium have 2 and 4 hit dice, and the larger varieties have 3 or 4 clam maws and full hit dice (as noted above). They are able to attack in any direction around their chosen tree, and are never surprised. Each vine holding an oyster shell-maw has 3-10 hp (1d8+2) hit points; when a strike is specifically upon a vine any damage exceeding these will cause the oyster to drop to the ground. It will feign death while waiting to reattach to the main plant via new vines, or failing that, will eventually grow vines of its own to climb onto another tree.

Camouflage: A tree oyster's cunning disguise makes it difficult to discern as a threat, therefore granting the monster a roll to surprise opponents on a 1-6 on a d8.

Entrap: Tree oyster vines can entwine victims, entrapping them for eventual consumption. A victim struck by a vine must make a successful

strength save to avoid being entrapped. An entrapped creature is immobilized from movement, but can try to break free of the vines grip or attack the vines themselves. After being entrapped, the subsequent rounds will have the victim suffer 1-6 hit points of constriction damage automatically until the victim is freed.

Swallow: On an attack roll of natural "20" the tree oyster has swallowed the head of their victim and will draw itself up into the tree. Its vines hold with an 18 strength (prime) and the victim must make a saving throw versus suffocation (constitution) or pass out immediately from lack of oxygen. Even if the save is made, the victim will asphyxiate in 2-5 (1d4+1) rounds unless freed. Any attacks on the tree oyster's clam-like shell itself have a 50% chance of half the damage being transmitted to the victim's entrapped head. Two successful strength checks versus a challenge level of 6 will free the victim by opening the clamshell. Victims who pass out will die within 1-3 rounds (1d6/2) after consciousness is lost.

Due to their interest in chomping the heads of victims, occasionally a skull of an animal or humanoid will remain in the tree oyster, irritating the muscle-like tissue within and the creature will generate a pearl-like surface over the skulls. A wizard will pay up to 1,000 gp for such a human sized skull-pearl, with animal skulls fetching between 300 and 600 gp, depending on size.

TROLL

Compilers Note: The trolls that follow are based more on the "Tolkien" style of troll rather than the classic version. These are presented as an option, rather than a replacement.

Cave Troll

NO. ENCOUNTERED: 1, 2-6

SIZE: Large

HD: 10 (d8)

MOVE: 20ft.

AC: 22

ATTACKS: 4; Great Club: (2d8) or Giant War-Hammer (2d10),

Slam (1d8), 2 fists (1d8)

SPECIAL: Regeneration 2, Daylight Bane, Darkvision 60ft.

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 7

XP: 1650+10

Cave trolls are a fiercer, stronger breed than river or even hill trolls, though they are less-intelligent and more brutish. The cave troll stands at about 11ft. high. Cave trolls inhabit deep caves under mountains; sometimes under ruins. Over the centuries, they have evolved differently from their surface dwelling cousins. For one, they don't look very similar to the former: they have hairless, gray, brown, or black stone-like skin, small blue eyes, and generally wear no clothing. They resemble the stone that makes up their environment and have savage, ugly faces with missing teeth with great discoloration. They don't care very much about treasure, preferring to spend their time sleeping or feasting on food in the form of humanoids like orc or goblin. However, cave trolls are very stupid and are sometimes used as slaves by orcs in their wars against the dwarves.

Over the many centuries living away from daylight, they have grown weak against it. Apparently, neither fire nor acid will affect cave trolls any more than they would to any creature. However, when exposed to full daylight, cave trolls turn into stone forever (see below).



Combat: Cave trolls generally carry immense clubs or war-hammers, which they use to destroy anything in their path. The cave-troll also uses his environment and generally likes to throw boulders at opponents. Apart from smashing foes, the cave troll prefers to use its immense power to crush opponents. They are relentless, savage beasts.

Regeneration: The cave troll, like any other troll, regenerates lost hit points at a rate of 2/round, starting after the round it has taken damage. Unlike other trolls, however, the cave troll is not vulnerable to fire or acid, so it will heal regardless of what type of damage it receives. Unlike their other kin, cave trolls who are killed are effectively dead; nothing has to be done in order for them to "stay dead", as adventurers put it. Lost limbs re-grow in 1d2 minutes.

Daylight Bane: Cave trolls greatly fear and hate daylight. If exposed to a *daylight* spell, the troll suffers 1d8 points of damage and is stunned and blinded for one round. If exposed to real, full daylight the cave troll is instantly turned to stone. It is unaffected by torches, any other *light* spell, or the light from magic weapons or items.

TROLL

Hill Troll

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 4 (d10)

MOVE: 30 ft.

AC: 16

ATTACKS: Fist (1d10) or
by Weapon

SPECIAL: Twilight Vision

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 3

XP: 40+4

Hill trolls are the smallest breed of troll. They stand about seven feet tall, have large, muscular builds and resemble a cross between humans and large orcs. Hill trolls tend to make their lairs among forested hills and in cave mouths. They are usually solitary, but are occasionally seen with others of their kind, orcs or as muscle for other evil beings. They ally with others in order to feed their constant desire for violence and destruction.

Combat: Hill trolls attack with either their meaty fists or weapons that they have stolen from others. They prefer clubs, maces, or large spears.



TROLL

Mountain Troll

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 10 (d10)

MOVE: 40 ft.

AC: 17

ATTACKS: 2 Claw (1d8), Giant Axe (3d8), or Gore (2d4)

SPECIAL: Darkvision, Twilight Vision, Fearsome Roar, Battle Frenzy

SAVES: P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Giant

TREASURE: 9

XP: 1050+10

Mountain trolls are considered the largest and nastiest versions of their kind. Standing at a height of nearly twelve feet, and with overbearing builds, they intimidate all but the stoutest of heart. Mountain trolls have grayish skin; their backs and arms are covered in white fur. Their faces resemble a cross between men and apes. Their most fearsome feature is the long claws, tusks,

and horns that grow upon the troll itself. Mountain trolls dwell in the crags and valleys formed in rugged mountain ranges though they often come from those lairs to raid the villages near the mountains. They are also known to attack dwarf holds with less mercy than they show any others.

Combat : Mountain trolls attack with the axes they craft from stolen dwarf ore. They also are known to make attacks with their long claws and horns in order to spread more fear among those combating them.

Battle Frenzy: Mountain trolls revel in the blood and carnage that this causes; which whips them into a battle frenzy similar to that of a Barbarian.

Fearsome Roar: The mountain troll can let loose a roar that all hearing must save vs. fear or flee in terror. Those making the save must still make all rolls against the mountain troll at a -1 penalty.



Snow Troll

NO. ENCOUNTERED: 2-8

SIZE: Large

HD: 11 (d10)

MOVE: 40 ft.

AC: 20

Attacks: 2 Fist (2d8), Giant Hammer (4d6)

Special: Immune to Cold, Frost Breath, Vulnerable to Fire

Saves: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 8

XP: 1300+11

Description: Snow trolls appear as an eight to ten foot tall pale skinned troll. They have well muscled builds and the typical mottled scaly skin of the troll kind. They dress in furs of dire animals they have killed. Snow trolls tend to camp in colder regions and are known to keep winter wolves as pets.

Combat: Snow Trolls will either punch with their powerful fists or use great hammers that are typical of their kind. They also can breathe a cone of *frost* much like a winter wolf for 3d6 points of damage (save for half).

Special: Snow trolls are immune to all cold attacks, however, fire does 1 1/2 times more damage to them.

TYRANT

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d10)

MOVE: 40 ft. (fly)

AC: 18

ATTACKS: 1d4 Bites (1d6)

SPECIAL: Spells, Darkvision 60 ft., SR 16, Multi-Cast

SAVES: M, P

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 10

XP: 3840+12

A strange product of sorcerous experimentation, a tyrant is a floating sphere some 3-ft. in diameter; its flesh thick, gnarled, run-through with pulsating veins. The front of the sphere is set with a multitude of maws, each replete with twisted fangs. Spaced randomly about its surface, up to a dozen tentacles twist obscenely; each tipped with a dexterous and tentacular hand. Intelligent and malevolent, a tyrant observes the world through many cruel eyes set around its mouths, but its greatest power comes from its command of the arcane arts; for tyrants are able to learn and cast spells. Possessed as it is of multiple limbs and mouths, a tyrant can cast multiple spells simultaneously, making it a severe threat to any beings it encounters. As they grow in age and power, tyrants are said to develop even more mouths and tentacles, enabling them to cast ever more spells at the same time.

Tyrants are selfish, cruel, and self-serving, but are also not above cooperating with others when it furthers their interests. As a result, many are often found in the company of evil allies, or directing henchmen and underlings. They only seem unwilling to bear the company of others of their kind.

These details reflect the abilities of a typical tyrant with six limbs; older, more powerful ty-

rants may possess up to twelve limbs and commensurately greater abilities.

Combat: Although tyrants can lunge and bite with several maws at the same time, they generally eschew physical combat as unbecoming and engage in it only reluctantly. Tyrants prefer to strike with spells and magical items from a safe vantage point or distance, making good tactical use of their ability to fly and hover to avoid most harm.

Multi-Cast: By virtue of their alien physiology, the typical tyrant can cast up to 3 spells simultaneously (1 spell per pair of limbs), if desired, using spell slots normally. Tyrants may also use their multiple limbs to wield several magical items at the same time, instead of casting spells, if they possess such devices. Unfortunately, their limbs are too weak to make effective physical attacks, however.

Special: Tyrants are considered 12th level Wizards and have all the abilities of that class.

UNDYING

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 10 (d12)

MOVE: 10 feet

AC: 10

ATTACKS: Weapon (Weapon +10)

SPECIAL: Grievous Wound, Slaughter, Rejuvenate, Shrug Off, Fearsome Presence, Infallible Tracker, Distance Distortion, Cannot Be Turned

SAVES: M, P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead (Unique)

TREASURE: 10

XP: 5,125+25

The undying are a rare, and extremely dangerous, form of humanoid undead that rise from the grave in search of victims. They are driven with the need to kill; self-motivated to bring death. Undying are particularly fond of forests, though there have been whispered rumors of urban undying. Regardless of where an undying dwells, it is only active once per year—a single night of dreadful terror that leaves behind a trail of blood and tears. None alive claim to know the secret rites and rituals needed to bring about the creation of an undying; though a dark cabal of female demonologists say the knowledge resides in a book of such evil as to be untouchable but by the greatest, and foolish, of mortals. The book, according to legend, is bound of human flesh and inked in blood, and holds the secrets to immortality, as well. Few creatures have encountered an undying and survived, and of those, the vast majority are female; there is speculation among certain groups of religious scholars and sages that an undying follows a code, though its predilection for mass murder would seem to indicate otherwise.

Combat: Undying enter combat wholeheartedly and fearlessly, bringing pain, death, and mayhem with them; walking directly into melee, willfully outnumbered, simply to

decimate as many victims as possible. They exist to kill. Tactics are never used, though the base instinct of a natural predator sometimes indicates intelligence. Once potential carnage is found an undying will not stop.

Grievous Wound: Anything killed by the attacks of an undying suffers a terrible wound which prevents the victim from being *raised* or *resurrected* without having an *exorcism*, *regeneration*, *heal*, and *dispel evil* spell applied first; these spells must be cast by a cleric of at least 15th level. The exact nature of the wound varies with the means used to inflict the injuries, but it is always bloody and macabre.

Slaughter: An undying possesses the combat dominance ability of the fighter class, though it is applicable to any creature, regardless of hit dice type, that has fewer total hit dice than half that of the undying. Furthermore, when facing opponents which would ordinarily be subjected to the combat dominance ability, an undying gains the fighter's extra attack ability, which it can use in conjunction with combat dominance.

Rejuvenate: When reduced to zero or fewer hit points, an undying is not dead; instead, it is rendered immobile for 1-10 minutes. During this time, the wounds of the undying heal, though scars remain, if applicable. To truly kill the undying, a special circumstance must be met, depending on the undying itself and its history: at least one undying was permanently destroyed by the damage inflicted by a living sibling wielding a family heirloom, another was destroyed by complete immolation, and a third suffered defeat at the blade of its own weapon. Castle Keepers are encouraged to develop specific circumstances which will allow an undying to be permanently destroyed.

Shrug Off: Once each round, regardless of

CASTLES AND CRUSADES CREATURE FEATURE

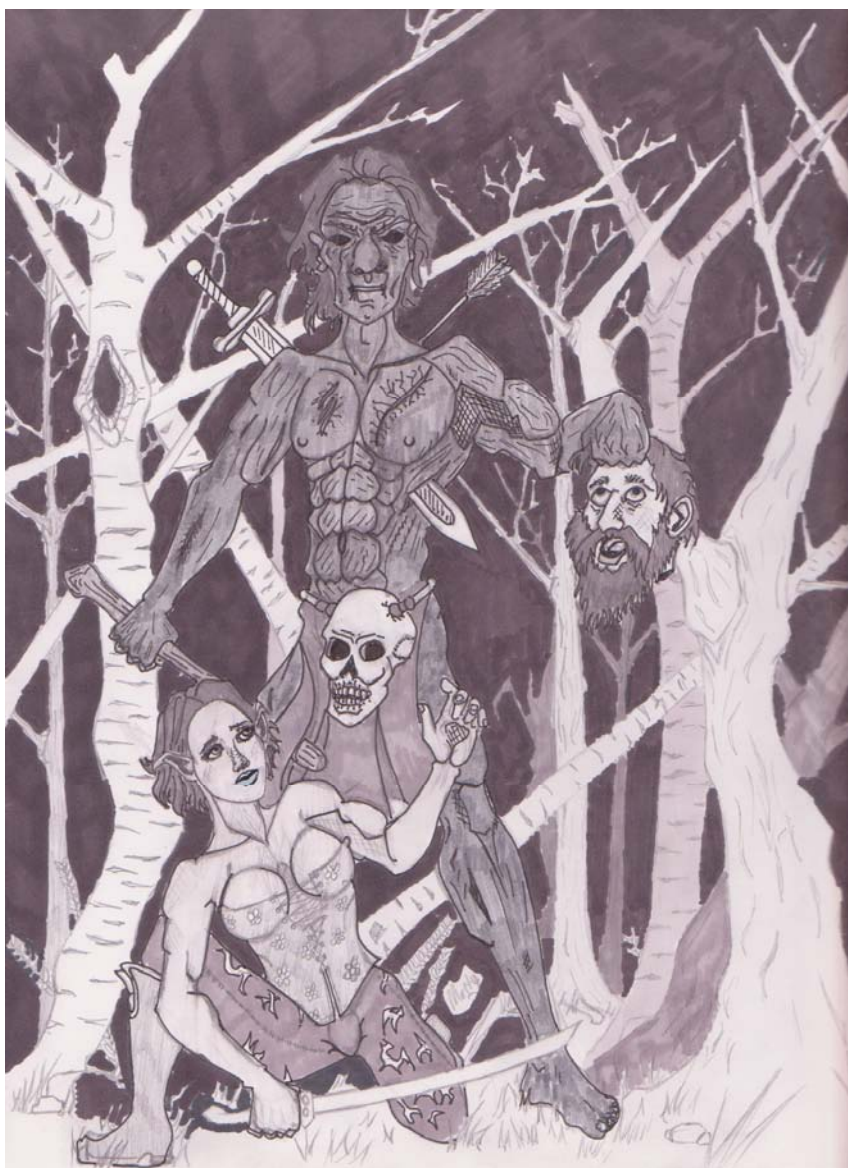
the source of damage (ranged attack, melee attack, or spell), an undying is allowed a physical save with a modifier equal to the level or hit dice of the source of the attack. If this save is successful, no damage is sustained from the attack. The undying must be hit before this ability can be used, so that it cannot be wasted. This ability applies to any effect which deals damage, though, at the Castle Keeper's discretion, it may also apply against any ability or effect which alters, changes, or otherwise requires a physical save (such as petrification).

Fearsome Presence: The sight of an undying is so unnerving that all sentient, living, creatures of three or fewer hit dice or levels are immediately fearful, as per the spell *fear*; no save is allowed for these creatures. Male creatures of four or more HD or levels are allowed a save to resist the effects of this ability; females are allowed a save, but must do so as though wisdom were not prime.

Infallible Tracker: An undying is a supernatural stalker, able to locate its prey regardless of where it may go. Once an undying has selected a victim, that victim can always be located, with distance and interfering barriers being a non-issue. This ability extends to other planes of existence, and allows the undying to use its distance distortion ability more effectively; it simply, effectively, allows the undying to never fail a tracking check.

Distance Distortion: A creature within sight of an undying, regardless of actual distance, can be met and combated as though within charging range of the undying. Barriers such as walls, or concealment such as dense foliage, are of no concern and do not hinder this ability. However, from the point of view of the victim, the undying appears to be the actual distance.

Cannot Be Turned: The single-minded dedication of an undying prevents the holy powers of turning to be effective. Therefore, an undying cannot be turned, nor can it be commanded. Relics and other items of divine power, such as holy water, are also ineffective.



**CASTLES AND CRUSADES
CREATURE FEATURE**

VENOUS SKITTERLING

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 2

MOVE: 30 ft.

AC: 15

ATTACKS: 6 Slash (1d4)

SPECIAL: Blood Drain, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 2

XP: 28+2

The necromantically-animated heart and veins of a humanoid; a venous skitterling is a terrible, alien thing; a pulsing heart set at the center of a mass of writhing, sharp-tipped veins. It skitters forth obscenely on many of these veins, while using others to slash and pierce foes, draining them of their vital fluids like a ghastly pump.

Combat: A venous skitterling slashes and stabs with numerous sharp veins each round, making 1d6 attacks, each inflicting 1d4 damage. Veins that pierce flesh effectively begin to drain the victim of blood.

Blood Drain: Any attack that inflicts the full 4 points of damage attaches to the victim and begins to drain its blood, automatically causing 1 point of damage per round. Multiple strikes of this nature can drain blood from the same victim. Pulling out the vein requires a strength save, which may be made each round. Alternatively, the vein may be severed by a slashing attack (AC 10, 4 damage to sever; this damage is not subtracted from the skitterling's HPs).

WINGED HORROR

Size: Medium

HD: 3d8

Move: 0 / 40 ft (fly/average)

AC: 16

Attacks: Bite (3d6 damage)

Special: Deepvision, Fear

Saves: Physical

Intelligence: Inferior

Alignment: Chaotic Evil

Type: Aberration

Treasure: nil

XP: 70 + 7/hp

Winged horrors are aberrations that can appear when summoned by a servant of the Devourer Wurm. They appear as a pitch-black orb with bat-wings. They have an open maw filled with rows of teeth. They have no discernable eyes or other features. They fly constantly, and appear to never tire. Their skin is leathery and tough, and if they are cut they bleed a green ichor. They emit a high-pitched shriek as they are attacking, but are otherwise silent.

Deepvision: Winged horrors can see in pitch blackness, including magical darkness.

Fear: Anyone who sees a winged horror must save vs. fear (difficulty +8) or run away in panic from the creature for 8 rounds

WIZEN

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 3

MOVE: 30

AC: 10 (by armor type)

ATTACKS: 1 (weapon)

SPECIAL: Immune to Poisons, Immune To Mind Effecting Spells.

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: 3

XP: 30+3

Wizen appear (except under close inspection) to be normal humans, but are actually magical constructs, akin to golems. They serve their creators as servants and guards.

While not as powerful as golems, these constructs have many of the same benefits. They have no need of food, water, or sleep, and are immune to all mind effecting spells and poisons. They are far more intelligent than other constructs, and are capable of following complex orders, or if the need arises, improvising. They are far less costly to create than golems and can accompany wizards where golems can not.

In combat the wizen fight as skilled warriors, using whatever arms and armor that are given to them by their creator. When reduced to 0 hp the wizen's body quickly dissolves into nothingness, leaving behind whatever clothing and such it was wearing at the time.

If the creator of a wizen dies, the wizen (unless other instructions were left by their creator), will seek out a new master, usually someone close to their creator, such as family members or apprentices.

The arcane ritual used to create a wizen may be used to create from 1-6 of the crea-



tures at a time. Material components cost 5000 gold pieces plus 1000 per wizen created (6-12 thousand gold pieces). The wizard creating the wizen must sacrifice part of himself during the process. For each wizen created, the wizard loses 1 HP permanently

WOLF, POLAR

NO. ENCOUNTERED: 3-12

SIZE: Medium

HD: 4 [d8]

MOVE: 50 ft.

AC: 14

ATTACKS: Bite (2d4)

SPECIAL: Trip, Scent, Twilight Vision, Track

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 1

XP: 40+4

Polar wolves are to wolves, what polar bears are to bears. They are normally found in mountains and forests of the far northern realms. Nearly twice the size of a southern wolf, they have black hide covered with pure white to pale yellow fur. Their eyes are an icy blue or white. As polar wolf fur is highly prized by men, they tend to attack much more often than their smaller cousins to the south.



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