



AN ICE KINGDOMS ACCESSORY

BESTIARY COMPILATION

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BESTIARY COMPILATION



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CREATURE DESCRIPTIONS

Terrain: The usual habitat of the creature, where it is most likely to be found. Sample climates include arctic, subarctic, temperate, and tropical. Terrains are more specific, and include plains, scrublands, forests, hills, mountains, swamps, deserts, and other such features.

Activity Cycle: The time of day in which a creature is most active in an outdoor setting. Creatures may be active at any time underground. Exceptions to a creature's activity cycle are common.

Frequency: The likelihood of encountering a creature in a typical area. A creature may have differing frequencies in different climates/terrains or areas of the world.

Organization: The usual social structure of a creature. Solitary creatures may also be found in small family groups.

Number Appearing: The usual number of creatures appearing in their natural setting. This number should not be used for dungeon encounters or encounters in other artificial settings. Solitary creatures encountered in groups do not necessarily cooperate.

Intelligence: A creature's intelligence is equivalent to a character's ability score.

Alignment: A creature's outlook on morality and ethics. The alignment listed for a creature is the usual alignment for a creature of that type, but uncommon exceptions may occur. Animals and other unintelligent creatures are always Neutral.

Treasure: The usual treasure carried by a creature or in a creature's lair. The types given refer to the Treasure Types

Table 1: Encounter Frequency

Frequency	Probability
Very rare	4%
Rare	11%
Uncommon	20%
Common	65%

Table 2: Creature Intelligence

Score	Descriptor
0	Mindless, hive mind, or plant-like
1	Animal intelligence
2-4	Semi-intelligence
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

in *For Gold & Glory* Appendix B: Treasure Lists and Descriptions. Treasures may be deliberately placed by the game master or placed randomly. If placed randomly, roll for each type listed. Lair treasure types and individual treasure types in parentheses are determined for each encounter as a whole, while individual treasure types are determined for each creature in an encounter. Larger or smaller treasures are noted by a multiplier (e.g. $D \times 2$, $H \times \frac{1}{2}$). For encounters larger or smaller than usual, treasure should be adjusted accordingly.

Movement: The movement rate of a creature. Creatures that commonly wear armor may have an unarmored speed listed in parentheses.

Special types of movement, such as flying or swimming, are listed for creatures that possess these types of movement. Flying rates include a maneuverability ranked from class class 1 to 5, as described in *For Gold & Glory* Chapter 8: Combat.

Armor Class: A creature's armor class, determined by a creature's equipment, physical or magical nature, speed, reflexes, and other abilities. Armor Class is accompanied by a number in parenthesis. This number equates to the creature's Armor Class for games that use ascending (higher is better) armor class.

Hit Dice: The number of dice rolled to determine a creature's hit points. Unless noted, hit points for creatures are usually determined using a d8 hit die, although larger or



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Table 3: Creature THACO

HD	THACO
½ or less	20
1 – 1	20
1+	19
2+	19
3+	17
4+	17
5+	15
6+	15
7+	13
8+	13
9+	11
10+	11
11+	9
12+	9
13+	7
14+	7
15+	5
16+	5

smaller dice may be used for stronger or weaker individual creatures. Some creatures have an extra hit point modifier added to their hit dice; creatures with a modifier of +3 or greater are treated as a creatures of one hit die greater than indicated for purposes of THACO and saving throws. An average hit point value is included in parentheses.

THACO: The result needed on an attack roll to hit a combat opponent with an armor class of 0. THACO is determined by a creature's hit dice and adjusted according to a creature's relative strength. Humans and demi-humans always use the player character values for THACO. Circumstantial modifiers to a creature's THACO are described in a creature's combat listing.

THACO is accompanied by a number in parenthesis. This number equates to the creature's base attack bonus for games that use ascending (higher is better) armor class.

Attack: The type of attack employed by a creature and the damage inflicted by a successful attack. A creature may have multiple attacks of a given type, and may have multiple types of attacks. For example, a creature with a listing of "2 claws (1d3) and bite (1d6)" attacks twice each round with its claws and once each round with its bite. Each successful claw attack inflicts 1d3 points of damage, and a successful bite inflicts 1d6 points. Creatures that commonly use weapons are listed as "by weapon".

Special Traits: Any extra abilities, defenses, and vulnerabilities possessed by a creature. These are further described in each creature's combat listing.

Saving Throws: This represents a creature's innate ability to resist spells and magical powers, but it also cov-

Table 4: Creature Size

Size	Height
Tiny-sized	2' or less
Small-sized	2' to 4'
Man-sized	4' to 7'
Large-sized	7' to 12'
Huge-sized	12' to 25'
Gigantic-sized	25' or more

ers their ability to make saves in general. The percentage chance that magic cast on a creature will have no effect. If a creature's magic resistance fails, the creature may still make a saving throw to resist the magical effect as normal. A creature may have further resistances to specific spells or types of magic; these are listed in a creature's combat listing.

Unless otherwise noted, all creatures save as fighters of a level equal to their hit dice. Giant and humanoid spell casters save as their spellcasting class, though of a level equal to their hit dice if greater than their spell caster level. Humanoid player characters always save according to their class and level.

Size: A creature's size category. A creature's shape may affect its size. For example, a spherical creature the size of a human has more mass than a humanoid creature of the same size, and is considered large whereas the humanoid is be man-sized.

Morale: The likelihood that a creature will remain in combat under extreme pressure. A creature's morale may be adjusted by individual circumstances. Morale ratings adhere to the following range:

Experience: The amount of experience points awarded to a group for defeating an encounter with the creature.

Description: The description of a creature includes a creature's appearance, behavior, society, and ecology.

Table 5: Morale Ratings

Score	Morale
2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

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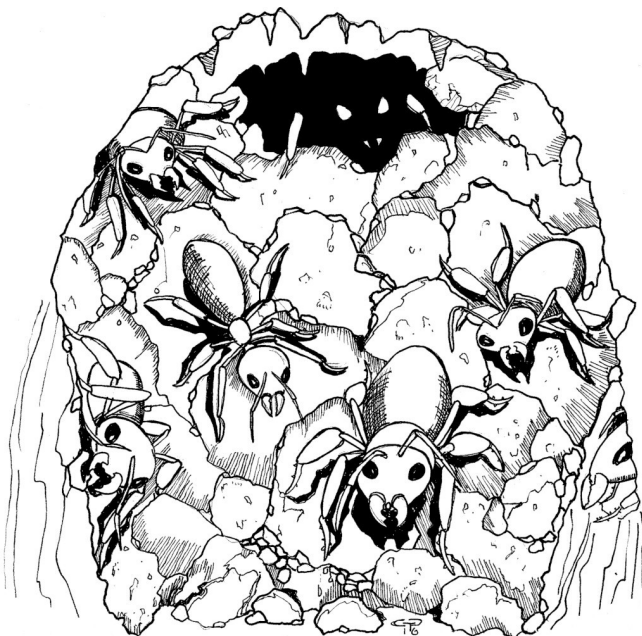


ANT, GIANT

Terrain:	Subterranean
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Colony
Number Appearing:	1d10 (1d10 + 10)
Intelligence:	1
Alignment:	Neutral
Treasure:	See below

Movement:	12
Armor Class:	3 (17)
Hit Dice:	2 (9 hp)
THACO:	19 (+1)
Attack:	1 bite (1d6)
Special Traits:	None
Saving Throws:	Fighter 2
Size:	Small (1-2' long)
Morale:	12
Experience:	35

Giant ants are hardy and adaptable. Workers are about 6' long, but the queen may be immense. Giant ants eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.



BEAR, BLACK

Terrain:	Forests
Activity Cycle:	Day
Frequency:	Common
Organization:	Family
Number Appearing:	1d3
Intelligence:	2-4
Alignment:	Neutral
Treasure:	None

Movement:	12
Armor Class:	7 (13)
Hit Dice:	3 + 3 (17 hp)
THACO:	17 (+3)
Attack:	2 claws (1d3, 1d3) and bite (1d6)
Special Traits:	Hug
Saving Throws:	Fighter 4
Size:	Man-sized (5'-6' tall)
Morale:	8-10
Experience:	175

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears can be pure black, blond, or cinnamon in color.

Black bears rip prey with their claws and teeth. If they hit with a claw by rolling 18 or higher, they automatically inflict additional hug damage to their victim.

They possess excellent hearing and sense of smell, but their vision is not very good. Bears are fairly intelligent.

During the coldest part of the year, bears tend to sleep, but this is not a true hibernation. They will awaken occasionally and leave their lairs on warmer days.

Bears are often unpredictable and can display vicious or cowardly behavior on a whim. Some adventurers manage to scare them away from camps with bravado while others have paid a heavy price for this approach. Sleeping for long periods over winter, bears will occasionally



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forage the snow-bound wilderness, typically preying on cattle and deer but, being true omnivores, they are also opportunistic when it comes to food.

BOAR

Terrain:	Any
Activity Cycle:	Any
Frequency:	Common
Organization:	Colony
Number Appearing:	1d6
Intelligence:	1
Alignment:	Neutral
Treasure:	None
<hr/>	
Movement:	15
Armor Class:	7 (13)
Hit Dice:	3 + 3 (17 hp)
THACO:	17 (+3)
Attack:	1 bite (3d4)
Special Traits:	Death throes
Saving Throws:	Fighter 3
Size:	Small (5' long)
Morale:	12
Experience:	175

Boars are the larger wild relatives of the domesticated pig. They can be aggressive and dangerous when cornered or hunted. If more than two are indicated, they will consist of a mated pair and young. All will fight for 1-2 rounds below 0 hit points, or to -6 hp. Young have the following stats: 1 - 2 HD, 1d4 - 1 or 1d4 + 1 damage.



CARYATID COLUMN

Terrain:	Any
Activity Cycle:	Any
Frequency:	Very rare
Organization:	Solitary
Number Appearing:	1d12
Intelligence:	0
Alignment:	Neutral
Treasure:	None
<hr/>	
Movement:	6
Armor Class:	5 (15)
Hit Dice:	5 (22 hp)
THACO:	15 (+5)
Attack:	Sword (2d4)
Special Traits:	Saving throw bonus, damage resistance
Saving Throws:	Fighter 5
Size:	Man-sized (7' tall)
Morale:	20
Experience Points:	420

The caryatid column is akin to the stone golem in that it is a magical construct created by a spellcaster. Caryatid columns are always created for a specific defensive function. The caryatid column stands 7 feet tall and weighs around 1,500 pounds. Its smoothly chiseled body is shaped as a beautiful woman. The column always wields a weapon (usually a longsword) in its left hand. The weapon itself is constructed of steel, but is melded with the column and made of stone until the column animates. When melded, the sword is likely to be overlooked (Wisdom check at -5 to see it).

Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken (such as a living creature enters a chamber guarded by a caryatid column). A caryatid column attacks its opponents with its longsword. It does not move more than 50 feet from an area it is guarding or protecting.

Magical weapons inflict normal damage but with no magical modifiers and all normal weapons inflict half damage. Weapons have a 5 in 20 chance to shatter when hitting a caryatid column, reduced by 5% for each magical plus (minimum -5%).

Caryatid columns are immune to mind-influencing effects, poison, disease, and similar effects. They are not subject to critical hits, subdual damage, *energy drain*, or death from massive damage and are immune to any effect that affects constitution or health (such as disease or *cause wounds*), unless that effect targets objects. Caryatid columns have darkvision with a range of 60 feet.

Caryatid columns receive a +4 bonus on saving throws

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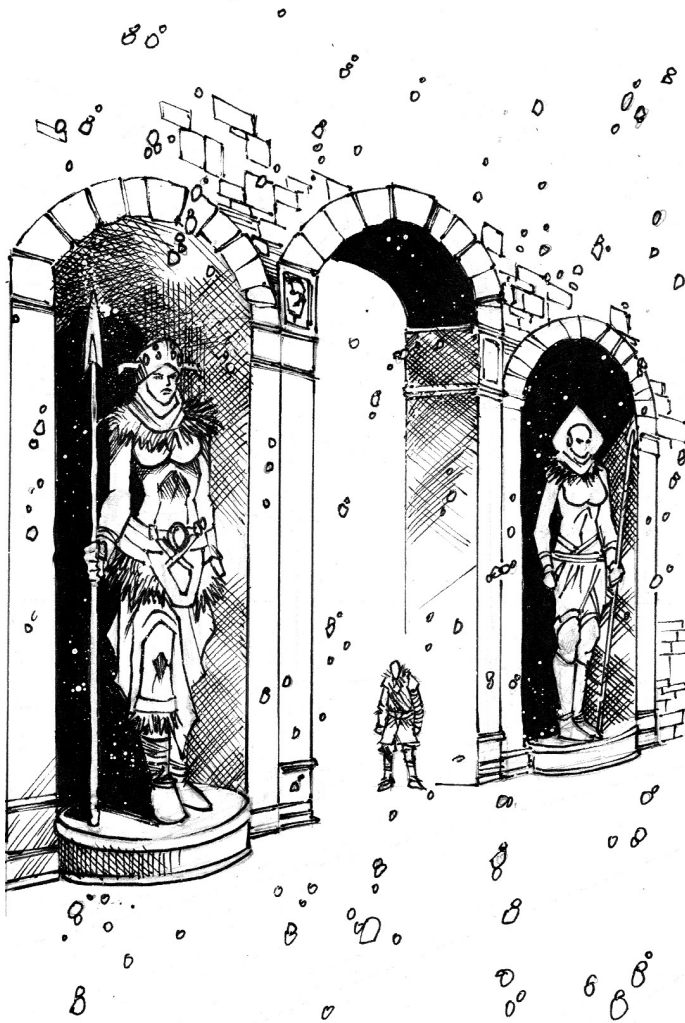


DARK TREE

Terrain: Any forest
Activity Cycle: Any
Frequency: Very rare
Organization: Solitary
Number Appearing: 1
Intelligence: 11-12
Alignment: Chaotic evil
Treasure: Q × 5, X

Movement: 12
Armor Class: 0 (20)
Hit Dice: 7 (32 hp)
THACO: 13 (+7)
Attack: 2 branches 2d8
Special Traits: Animate trees, fire vulnerability, siege damage
Saving Throws: Fighter 7
Size: Huge (13'-18' tall)
Morale: 15-16
Experience: 3,000

Dark Trees are similar to Yggdra and are intelligent trees, all but indistinguishable from trees when still. Upon closer inspection, their branches become arms and their roots feet, and their faces formed of creases and whorls in their



against any spells that can affect it (see text below). A caryatid column is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud*, *stone to flesh*, or *stone shape* spell instantly slays a caryatid column if it fails its saving throw. A *transmute mud to rock* heals all of its lost hit points.

A caryatid column's body is chiseled from a single block of hard stone, such as granite, weighing at least 1,500 pounds. The golem costs 30,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check. The creator must be at least 16th level and able to cast arcane spells. Completing the ritual drains 600 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *shatter*.





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bark become apparent. Dark Tress resemble the trees common to the areas in which they dwell—but they look old, knotted and often dead. While similar to Yggdra, Dark Trees are undead and have all the standard undead traits and immunities.

Dark Trees are solitary creatures, if two were to encounter each other they would strive to destroy one another. They despise most forms of life, but tolerate lesser undead (of the mindless variety) and vermin, such as rats, insects and worms of all types.

Existing for many centuries, Dark Trees find other races a nuisance and fortunately short-lived. As such, they tend to avoid other races—especially the elves that share their woodlands and seek to destroy them whenever possible. Dark Trees do not trust goblin-kind and will not work with them or tolerate their presence. Dark Trees speak their own language, and additionally speak at least the some

common tongues of men, elves and orcs.

As kin to the trees, Dark Trees prefer to live in ancient and primordial forests which have never known the touch of the axe. They need no shelter, but live under sun and storm alike among the trees they haunt. Each Dark Tree stalks a territory in the forest, here they hunt the living.

Dark Trees are fearsome fighters. Each Dark Tree may animate up to 2d6 Mournwood zombies to assist them in combat.

Dark Trees are vulnerable to fire, and have a –6 penalty to all saves against fire-based attacks. Furthermore, all fire-based attacks against Dark Trees gain a +6 bonus to hit and double damage inflicted.

A Dark Tree may damage buildings and fortifications, with each strike inflicting siege damage to structures as per a battering ram.



DWARF

	Azer	Duergar	Stone
Terrain:	Volcanos (the Abyss, Flamnagard)	Subterranean	Underground caverns and tunnels (the Grunginean)
Activity Cycle:	Any	Any	Any
Frequency:	Very rare (common)	Very rare	Rare
Organization:	Clan	Tribe	Collective
Number Appearing:	1d4 (2d8)	1d10 (30d10)	1d10 (×10 in lair)
Intelligence:	11–12	8–18	4–8
Alignment:	Lawful neutral	Lawful evil (neutral tendencies)	Neutral evil
Treasure:	Special	B—magical items, F, (M), (Q)	None
Movement:	6	6	6
Armor Class:	2 (18)	4 (16), 9 (11) unarmored	2 (18)
Hit Dice:	2 + 1 (10 hp)	1 + 2 (7 hp)	3 + 6 (20 hp)
THACO:	19 (+1)	19 (+1)	17 (+3)
Attack:	By weapon or grapple	By weapon	2 Fists (1d6 + 2/1d6 + 2)
Special Traits:	Fire immunity, heat aura, magic resistance 5	+4 bonus to saves, poison immunity, spell immunity, stealth, sunlight vulnerability	Immune to charm and illusion
Saving Throws:	Cleric 2	Fighter 1	Mage 6
Size:	M (5' tall)	M (4' tall)	M (4' tall)
Morale:	13	13	18
Experience:	420	270	420

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AZER

Azers are dwarves native to the Abyss, specifically the regions of Flammagard. Their appearance is much like dwarves, with flames for hair and black eyes with no pupil. Heat ripples the air near these squat, brass-skinned humanoids. Their heads and shoulders blaze with a mane of fire. Azers look strikingly similar to one another to the unfamiliar eye. They are 4 feet tall, but weigh 200 pounds. They wear kilts of brass, bronze, or copper.

Azers possess great strength and training gaining +1 to attack and damage rolls, saving as 2nd level clerics and possessing a 5% magic resistance and 13 morale. More powerful Azer exist, but not within the walls of Mount Surtur.

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes. An Azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Able to channel heat through metal weapons and tools, Azers almost never use nonmetallic weapons, and usually engage in close melee rather than using ranged attacks.

Targets that do not possess immunity to fire or heat suffer 1d4+1 damage when grappled by an Azer, and Azer weapons gain additional +1 damage to such victims (for

a total damage of +2). Azer suffer double damage from cold-based attacks.

Like all dwarves, Azer gain a -4 bonus to their armor class when facing ogres, trolls, giants, ogre magi, and titans, just as the grugni do, however, they do not gain a +1 bonus to hit when in combat with orcs, half orcs, or goblins as they do not consider these races to be common enemies.

DWERGAR

Hefreya corrupted the dwarves to create the race known as Dwergar because she was jealous, as in all things, of Grugnar's handiwork. She tricked many of his children into her service, especially those born from Grugnar's brother Heimnir the first fire giant, such the much hated Umlo. When the followers of Umlo were punished after the Great Betrayal, the Dwergar escaped Uthin's wrath because they were no longer of the grugni. The Dwergar hate all intelligent beings that live above ground, none more so than the grugni. Many of the Dwergar have learned to trickery of Hefreya and have returned to the worship of Heimnir.

Craven and hateful, Dwergar are evil creatures. Dwergar have coal-black skin, hair any of the colors of flame, and eyes blazing with fiery light. Their choice in clothing and





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adornments is similarly colorless and designed to blend into the background of their subterranean dwellings. They have their own language, a dialect of Grugnian, twisted and hard to hear for the grugni of the surface world.

Duergars are extremely stealthy. Their opponents suffer a -2 penalty to surprise checks, and Duergars have a $+2$ to their own surprise rolls.

Duergar warlocks are spell casters with levels as wizards or clerics equal to their hit dice. In addition Duergar warlocks dedicated to Heimnir can cast *burning hands* and *strength* one time per day per hit die at a level of ability equal to their hit dice.

All Duergars are skilled in the use of poison, and their familiarity with these substances has granted Duergar immunity to poisons. They are also immune to spells from the school of illusion and paralysis (but not *hold person* spells), and gain a $+4$ bonus on all saving throws vs. other spells and magical attacks (rings, wands, miscellaneous magical items, etc.).

Like all dwarves, Duergar gain a -4 bonus to their armor class when facing ogres, trolls, giants, ogre magi, and titans, just as the grugni do, however, they do not gain a $+1$ bonus to hit when in combat with orcs, half orcs, or

goblins as they do not consider these races to be enemies.

A Duergar's abilities are greatly diminished in sunlight, whether it is natural or magically generated. Sunlight completely negates their stealth and surprise bonuses. It inflicts a -2 penalty to their Dexterity scores and a -2 penalty to their attack rolls. Furthermore, opponents gain a $+2$ bonus to any saving throws made against an attack by a Duergar. If a Duergar is in darkness, but his opponent is in sunlight, the Duergar retains their stealth and surprise advantages and their Dexterity score remains unchanged as well. However, the Duergar's attacks suffer a -1 penalty, and their opponent receives a $+1$ bonus to his saving throws. This only includes sunlight and the light from spells such as *sunray* and does not include torches, lanterns, magical weapons, *light* or *faerie fire* spells or other effects that produce light.

STONE DWARF

Stone dwarves are the degenerate remains of the original dwarven inhabitants of the vast, some say endless, tunnels and chambers commonly known as the Grunginean upon which the city of Arfhrdheim rests. In the time before



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the Ice Crown created the Frozen Thrones, the dwarves of Grungineoan were engulfed in a bitter clan war and the survivors who did not flee were cursed by powerful magic and the unknown darkness into eyeless, stone skinned shells of their former selves. They ate a strange blue moss that was abundant in the deep. This dream moss was an alien intelligence that took over their minds and subjugated them to a hive of its own dark purposes. They lost their connection to the stone, forgot all craft of their ancestors, and ignored their worship of Gragnar.

Stone dwarves look like any other grugni from afar; but up close their skin takes on the color of age worn field stone, their hair is white and grey, and their eyes are lidless and solid stone. They make absolutely no sound, communicating telepathically due to the influence of the blue moss. Although the alien blue moss meets their dietary needs, their taste is decidedly cannibalistic. They crave the flesh of sentient beings, their cousins the Grugni most of all, but any surface dweller is a welcome treat, be it dwarf, man or goblinoid. Arrivals are always met with a swarm that seeks to devour them on the spot. It is not known how the stone dwarves reproduce; both male and female specimens have been encountered, but thus far all have been full adults.

ELF, ICE (WRAITH ELF)

Terrain:	Any
Activity Cycle:	Any
Frequency:	Very rare
Organization:	Coven
Number Appearing:	1d4 + 1
Intelligence:	13-17
Alignment:	Chaotic evil
Treasure:	None

Movement:	15
Armor Class:	1 (19)
Hit Dice:	4 + 1 (19hp)
THACO:	17 (+3)
Attack:	By weapon
Special Traits:	Magic resistance 90% (sleep and charm only), resistance to physical harm
Saving Throws:	Mage 4
Size:	Man-sized (5' tall)
Morale:	16
Experience:	975; 1,400 (witch)

Ice elves are a cold and heartless race of misanthropic humanoids that prowl the frozen wastes of the Ice Kingdoms searching for victims. Tragic descendants of the dragon elves, ice elves are a pale imitation of their for-

mer glory. They can be encountered anywhere but are most common where remnants of their lost civilization are found. No longer connected to Erdegard through their magnificent monuments, temples and towers, they are slowly fading back to their ethereal realms.

Even if the ice elves were not fading from the material plane, they would be pale, as they are all albinos. Their skin is semi-translucent giving them an eerie glow, and their eyes are blood-shot red. They appear as standard elves, but gaunt and half-starved, with long, wispy white hair. Their ears are slightly larger than those of standard elves and flop over slightly to protect their inner ear. They usually speak at least one of the common tongues of men and their own language, a devolved form of Dragon Elf. Individuals may also speak certain humanoid languages (such as an Orcish or Goblin tribal language), though this is rare.

With no strong ties to the physical world, ice elves do not eat or sleep, and it is believed they find sustenance from the pain and suffering of others.





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FIEND

	Blood Hawk	Imp	Lemure	Rock Demon	Sub-demon
Terrain:	Any (the Abyss)	Any (the Abyss)	Any (the Abyss)	Any (the Abyss)	Any (the Abyss)
Activity Cycle:	Any	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Common	Very rare	Common
Organization:	Solitary	Solitary	Horde	Solitary	Horde
Number Appearing:	1	1	10d10	1	5d100
Intelligence:	2-4	8-10	2-4	2-4	2-4
Alignment:	Chaotic evil	Lawful evil	Lawful evil	Chaotic evil	Chaotic evil
Treasure:	None	O	None	None	None
Movement:	6, fly 18 (MC1)	6, fly 18 (MC 1)	3	12	6
Armor Class:	10 (10)	2 (18)	7 (13)	7 (13)	8 (12)
Hit Dice:	1 (5 hp)	2 + 2 (11 hp)	3	2 (9 hp)	1 (5 hp)
THACO:	20 (+0)	19 (+1)	19 (+1)	19 (+1)	20 (+2)
Attack:	2 claws (1d2) and 1 beak (1d4)	Sting (1d4)	Slam (1d3)	2 slams (1d6)	By weapon or 2 claws (1d2) and 1 bite (1d4)
Special Traits:	Immune to non-magical weapons	Alternate form, attack type immunities, magic resistance 25%, poison, regeneration, spells	Regeneration, spell immunity	Immune to non-magical weapons	Immune to non-magical weapons, immune to mind-affecting spells, magic resistance 10%
Saving Throws:	Fighter 1	Fighter 7	Fighter 3	Fighter 2	Fighter 1
Size:	Small (3' tall)	Tiny (2' tall)	Man-sized (5' tall)	Man-sized (6' tall)	Small (3' tall)
Morale:	20	8-10	See below	20	See below
Experience Points:	120	1,400	270	175	120



Fiends are demons and devils (and any other offshoot of them) and come from the Abyss. They are physical, spiritual, and mental manifestations of evil. They often serve evil gods and powerful arch-fiends (demons or devils who have evolved into near godlike beings) and can be summoned and controlled by mortals who know the right rituals.

BLOOD HAWK

Much like the rock demon, the blood hawk demon is a manifestation of the demonic powers.

The blood hawk demon appears as a mixture of solidified blood and fire. The blood forms a muscular bird form, and the fires form a series of ill placed feathers.

BESTIARY COMPILATION



FIENDISH ABILITIES

Fiends are demons and devils (and any other offshoot of them) and come from the Abyss. They are physical, spiritual, and mental manifestations of evil. They often serve evil gods and powerful arch-fiends (demons or devils who have evolved into near godlike beings) and can be summoned and controlled by mortals who know the right rituals.

Fiends vary in their abilities and weakness, but have some abilities or immunities in common. All fiends have the following common abilities:

- Infravision (90')
- Half damage from cold-based attacks
- Half damage from electrical-based attacks
- Half damage from fire-based attacks (all)
- Half damage from gas-type attacks
- *Gate* (varies in expression, not available to lower order Fiends)
- *Telepathy* (allows all languages to be understood)
- *Teleport without error* (not available to lower order Fiends)

Note that all fiendish spell-like abilities (unless otherwise noted) function at the minimum class level required to use the similar spell, or as the fiend's HD in levels, whichever is higher. They are usable once each round.

IMP

Imps are born on the Abyss and often serve as familiars to powerful spell casters, demons, and other malevolent creatures. Imps not in such service prefer the wandering life, traveling Erdegard in search of opportunities to further whatever nefarious goal they harbor.

Imps appear as a very small, hairless humanoid with enlarged ears, noses, lips, eyes, and chins. They stand about 2 feet, 6 inches, have small leathery wings, two small fangs, and a tail ending in a wicked stinger. Although these parameters seem to suggest a rather homogenous look, no two imps look identically alike.

Imps despise standard toe-to-toe combat. If an imp's master requires the imp to engage in melee, the imp may acquiesce but it prefers to gain the upper hand by more cunning means. Imps prefer to learn about potential enemies and use *invisibility* and *polymorph* to get close and gather information. They often cast detect magic in an area while invisible to gauge the gear of an enemy. When actually in combat, imps employ a staggered strategy every other round of invisibility and attacks with their vicious stinger. This allows them to move about invisible before attacking. The staggered rounds help them to position for

a strike, wait to strike at the beginning of their next turn and then fly away to cast invisibility again next round. An successful sting by an imp injects a poison into the victim who must make a poison save. Failure instantly slays the victim.

An imp can assume an animal form whenever desired. Each imp can assume one or two forms from the following list: goat, giant spider, raven, or rat. Imps regenerate 1 hit point per round. An imp may cast the following spells whenever desired—*detect good*, *detect magic* and *invisibility*. Imps are immune to cold, electricity, and fire. They are also immune to any weapon that is neither magical nor silvered. Imps enjoy 25% magic resistance. They make all saving throws as 7th level fighters.

Imps will respond when a summon familiar spell is cast by someone they feel is worthy to receive their companionship. At that point, an imp begins to assume the role of "familiar", but in reality, the imp is slowly taking control over its master. The telepathic and empathic link that is formed allows the imp to covertly cast suggestion when necessary, but it also allows the imp to share its spells and other powers with the master (including its 25% magic resistance and regeneration). This link dissipates beyond 1 mile and the imp becomes so attuned to the master after a short while that if the link is lost the master temporarily loses 1 level based on his reliance on the imp's sensory inputs. If a master's imp is slain, the master actually loses 4 levels until he gains another imp familiar.





BESTIARY COMPILATION



LEMURE

Primal forms of evil, lemuroids are damned to spend eternity in the Abyss, but occasionally seep through to other realms, especially in locations where vile deeds occurred. Vaguely humanoid, with crude arms and heads, lemuroids take on an ooze-like form, often lying in a pool of water or other liquid, waiting to strike. Constantly in pain and driven insane, lemuroids will attack anyone coming close to them.

Lemuroids can only be destroyed by blessed, rune, or holy items or weapons. They regenerate 1 hit point per round. They are immune to all forms of *sleep* or *charm* spells.

ROCK DEMON

The rock demon is the manifestation of the evil hell powers. It has taken the shape of a pig-headed humanoid, made from the earth and rocks around the great gate. Pieces of wood and metal protrude from its body, while a continual flow of "blood" seems to keep the creature's "joints" wet with fluid.



SUB-DEMON

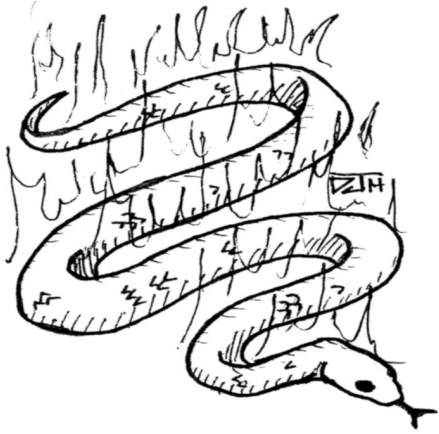
Sub-demons are the unfortunate souls of the damned sent to the Abyss. They are semi-intelligent, driven by instinct to attack the living and those that are not fiends using their fangs and claws. They are treated as undead for purposes of *sleep*, *charm* and other similar spells, and may be turned as 3 hit dice undead. When destroyed they collapse into a pile of ooze which reforms into a new sub-demon in a day. They can only be truly destroyed if a fiend of a higher order feeds on them.

Unlike other fiends, these sub-demons have no innate power to cause *darkness* or similar abilities. They are invulnerable to normal weapons and require a +1 or better magical weapon to hit, but they can be harmed by rune-covered weapons as well as silver and iron.





BESTIARY COMPILATION



FIRE SNAKE

Terrain:	Volcanoes (the Abyss, Flamnagard)
Activity Cycle:	Any
Frequency:	Very rare (common)
Organization:	Solitary (pair)
Number Appearing:	1d6
Intelligence:	1
Alignment:	Neutral
Treasure:	None

Movement:	6
Armor Class:	6 (14)
Hit Dice:	2 (9 hp)
THACO:	19 (+1)
Attack:	Bite (1d4)
Special Traits:	Fire immunity, paralysis
Saving Throws:	Fighter 2
Size:	Small (2'-3' long)
Morale:	13
Experience:	175

Firesnakes are creatures native to the Flamnagard in the Abyss that have inexplicably made their home on Erdegard. They are 2'-3' long snakes, always of red to orange to yellow in coloration, normally a bit of each. They can only be found in permanent or semi-permanent fires, such as lava pits in volcanoes or the like.

Their colorations makes it difficult to see them unless one is looking (Surprise at -2). They never leave their fires, but will attack if approached, for they are extremely aggressive and territorial.

The Firesnake attacks with its bite, doing 1d4 damage. If Firesnakes are forcibly removed from their fire during combat, such as being dragged out, they will forgo an attack to crawl back. Those bitten by the Firesnake must pass a constitution check or become paralyzed by the toxin for 2d4 rounds. A Firesnake will focus attacks on paralyzed victims.

FLOATING MEDUSA (INFERNAL LOCUST)

Terrain:	Caves and subterranean
Activity Cycle:	Any
Frequency:	Very rare
Organization:	Swarm
Number Appearing:	10d10
Intelligence:	8-10
Alignment:	Chaotic evil
Treasure:	None

Movement:	12
Armor Class:	5 (15)
Hit Dice:	0 (1 hp)
THACO:	20 (+0)
Attack:	1 touch (1)
Special Traits:	Cold immunity, magic resistance 25%, spell immunities, spells
Saving Throws:	Fighter 1
Size:	Small (1")
Morale:	N/A
Experience:	35

Floating medusas resemble ordinary jellyfish, though they appear to float ghostly through the air. They are found in caves and other deep places of the earth, and only in connection to elven or Pohjolan sites. They are thought to originate in some other plane or dimension. They often guard shrines and places important to dark and foul powers.

The creatures' color changes between pink and purples. Their oscillating color is matched by a strange and ethe-



BESTIARY COMPILATION



real humming noise. For this reason, they are also called infernal locusts.

They appear only in numbers. They devour living creatures, and continue to attack until either they or their prey are dead. Floating Medusas attack in a swarm pattern, usually in groups of 10 per target if more than one target is available. For each one of these creature that engages an opponent in melee combat, the opponent suffers a -1 penalty on attack rolls. Because of their ethereal nature they ignore armor, though targets can use dexterity modifiers and other adjustments.

The sting of a floating medusa inflicts 1 point of damage. They are immune to cold based damage, but not physical impacts caused by cold based spells or attacks. They are immune to charm, hold, sleep and other mind or spirit influencing spells, are not of the natural animal kingdom so no animal spells, abilities, or magicks work on them.

They are oddly attracted to fire and attacking them with a torch gives the attacker a +2 to hit bonus. They can see the ethereal, *dimension door* once per hour, and each group of 25 or more can attempt to *gate* in an additional 2d10 Floating Medusas with a percentage chance of success equal to the number of Floating Medusas in the swarm. If too many Floating Medusas are in one swarm they will eat one another until 100 or less are present, once all other food sources are consumed.

FROST FROG, GIANT

Terrain:	Arctic wilderness
Activity Cycle:	Any
Frequency:	Rare
Organization:	Group
Number Appearing:	1d4
Intelligence:	5-7
Alignment:	Neutral
Treasure:	None
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Movement:	12
Armor Class:	4 (16)
Hit Dice:	3 (14 hp)
THACO:	17 (+3)
Attack:	1 bite (3d4)
Special Traits:	Cold aura, cold immunity, fire vulnerability
Saving Throws:	Fighter 3
Size:	Small to man-sized (2'-6' long)
Morale:	8
Experience:	65

These amphibians inhabit cold regions, or else far beneath the surface of the ground. The hop of this giant frog can clear the entirety of its movement distance, and also up

to one-third that distance (90-ft horizontal, 30-ft vertical).

In addition to their powerful bite, the frost frog continually radiates an aura of cold which inflicts 1d4 + 1 hit points of damage to any creature within 10-ft of the creature's body. The creature is particularly susceptible to fire-based attacks, making any saving throws at -2, and all damage inflicted upon them is 150% of that rolled, 200% if the attack fire-based.

The frost frog will always seek to avoid contact with humans and similar creatures. But if cornered, will attack viciously. Similarly, bold display of fire will cause the frog to retreat if possible.

Giant frost frogs have their own language which is a complicated series of croaks and groans.

The hide of the giant frost frog is thick and tough, and appears as pure white to powdery-blue or silvery-gray. The skin, when properly cured, makes excellent leather armor (armor class 7), and provides a level of warmth to the wearer in harsh winter climates equal to a heavy, fur-lined coat.





BESTIARY COMPILATION

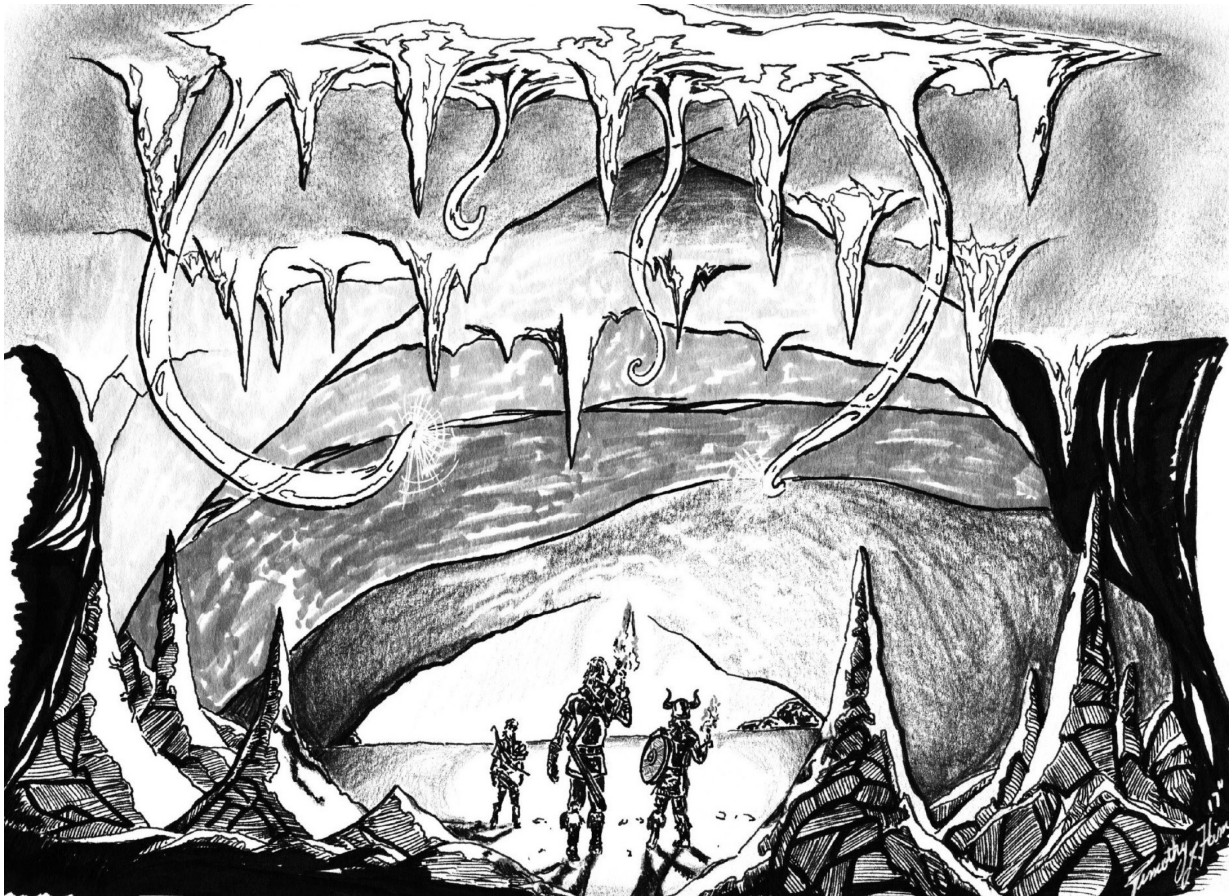
FROZEN LURKER

Terrain:	Mountains and subterranean/ruins
Activity Cycle:	Any
Frequency:	Very rare
Organization:	Solitary
Number Appearing:	1
Intelligence:	0
Alignment:	Neutral
Treasure:	None
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Movement:	12
Armor Class:	4 (16)
Hit Dice:	10 (50 hp) or 15 (80 hp)
THACO:	11 (+9) or 5 (+15)
Attack:	1 tentacle (2d10)
Special Traits:	Envelopment, fire resistance, lightning reproduction, paralysis, regeneration
Saving Throws:	Fighter 10 or 15
Size:	Large (10' diameter)
Morale:	N/A
Experience:	6,000 (10 HD); 10,000 (15 HD)

These odd creatures are an almost transparent, ice-like slime. Frequently found in caves or other subterranean environments, Frozen Lurkers appear to be frozen puddles of water or sheets of ice on a wall or ceiling. They can be as small as 10 feet or as long as 20 feet. Usually no more than 1 inch thick, they stretch and bunch as they crawl and climb on walls and ceilings. They are also nearly undetectable (90% in low lighting.) In fact, because they are so difficult to detect, they gain a +5 surprise modifier.

Frozen Lurkers attack their prey with powerful 6 to 8 foot long tentacle of ice from the center of their body. This attack does 2d10 damage. A successful hit also forces the victim to save against paralysis or be ensnared by the Frozen Lurker, which pulls the victim into its body. Once the victim is enveloped in "ice", the Frozen Lurker can continue to attack other targets. But, it can hold no more than three medium-sized creatures inside its icy body. A giant Frozen Lurker can hold six medium-sized victims. Enveloped victims suffer 1d10 damage per round. They cannot attack, but they can be freed once the Frozen Lurker is killed.

Frozen Lurkers will slowly begin to melt in warm temperatures, taking 1 point of damage each hour for every 10 degrees above freezing. However, in freezing tempera-



BESTIARY COMPILATION



tures, Frozen Lurkers regenerate 1 hit point per round, and cold based attacks restore 1 hit point per level of the caster. Otherwise, they are immune to most magical spells and suffer only 50% damage from fire based attacks. Lightning attacks split a Frozen Lurker into two individual creatures, dividing their size and hit points equally.

The lightning itself does no damage. These two lurkers will gravitate toward each other and begin to reform into a single lurker in $1d4 + 6$ rounds. They can be split multiple times.

If a Frozen Lurker is hit by a natural 20, its tentacle shatters and becomes useless. It takes one round for the creature to grow a new tentacle. Any victim held inside has a 30% chance to escape while its tentacle is useless.

Some Frozen Lurkers hide on the ground. Anyone stepping on them must make a dexterity check or slip.

Frozen Lurkers can also be created like golems and can follow simple instructions from their makers.



GHOST

Terrain:	Any
Activity Cycle:	Night (Darkness)
Frequency:	Very Rare
Organization:	Special
Number Appearing:	1d4
Intelligence:	13-14
Alignment:	Lawful evil
Treasure:	Special
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Movement:	9
Armor Class:	0 (20) or 8 (12)
Hit Dice:	10 (45 hp)
THACO:	11 (+9)
Attack:	Touch (see below)
Special Traits:	Fear, Aging
Saving Throws:	Fighter 10
Size:	Man-sized (6' tall)
Morale:	Special
Experience:	6,000

Ghosts are ethereal animated spirits of the dead. In life their deeds were so great (whether they were evil or good) as to attract the attention of otherworldly powers (gods, demons, the vile forces of Pohjola), and these powers preserved them as ghosts after death.

Normally only humans can become ghosts, but on rare occasions demi-humans and other creatures suffer such a curse. There are a variety of ghosts, the most common being the so called shades of the mortal souls, simply known as ghosts. Other varieties include wraiths, banshees, and spectres.

Those on Eordan can attack a ghost only during a round that it is attacking with its touch, but those on the Ethereal can attack a lesser ghost each round, where it's AC is reduced to 8.

If a character approaches within 60' of the bodies, they are subject to the ghosts' fear aura. While still mostly ethereal, a ghost causes any human, humanoid or demi-human within 60 feet, other than a 6th level or higher priest, to roll a saving throw vs. spell. Those with more than 9 HD or levels gain a +2 bonus. If the save fails, the victim flees in terror for 2d12 rounds and will not return to the area where it encountered the ghost for 2d6 turns.

If a character continues to approach to within 30', the ghosts throw back their hoods to reveal their horrifically scarred heads and faces. The first time that any human, humanoid or demi-human comes within 60 feet of an unhooded lesser ghost, he or she ages 10 years (20 years, if venerable age is 151 and 250 years, 30 years, if venerable age is 251 to 350 years, etc.).

If any character gets within 3' of a body, the attached ghost becomes semi-solid and attempts to make aging touch attacks against it. A successful touch attack ages the victim $1d4 \times 10$ years ($2d4 \times 20$ years, if venerable age is 151 and 250 years, $3d4 \times 10$ years, if venerable age is 251 to 350 years, etc.). Lesser ghosts must be semi-solid for an entire round to attack with their touch.



BESTIARY COMPILATION

GHOUL, BERSERKER

Terrain:	The Frozen Thrones
Activity Cycle:	Night
Frequency:	Rare
Organization:	Party
Number Appearing:	1 or 1d6
Intelligence:	8–10
Alignment:	Chaotic evil
Treasure:	None

Movement:	12
Armor Class:	5 (15) or 4 (16)
Hit Dice:	3 + 3 (17 hp)
THACO:	17 (+3)
Attack:	1 or 2 (by weapon + 1)
Special Traits:	Aura of cold, rage, magic resistance 25%, spell immunities, strength and skill
Saving Throws:	Fighter 4
Size:	Man-sized (6' tall)
Morale:	N/A
Experience:	270; 975 (thane)

Thanic warriors who perish from either the cold or starvation—and especially from both—risk becoming berserker ghouls. Having died outside of combat and without enough glory for Valagard, they cannot reach the halls of the gods. The loss of Valagard, often coupled with other misfortunes—a run in with the energies of Pohjola, for example, or an actual curse from a powerful godi or deity—brings about this terrible fate. The warriors' souls cling to their bodies, and they return to "unlife", seeking to draw the attention of Uthin's Shield Maidens by a fitting death in battle.

However, their existence transgresses the natural order of the worlds. Their return from death does not bring with it the subtler aspects of true life, such as humanity or rationality. Though perhaps once these warriors were dedicated to the purity of combat between equals, they now hunt women, children, the aged, old friends and allies, and even sacred holy men of the gods. Their new existence is fueled by wrath, pride, jealousy, and the berserker rage. Twisted and evil, they belong to the enemies of the gods they once worshipped.

Berserker ghouls appear much as they did in life, but they are coated in ice and snow that does not melt. They still wear the armor and clothing they wore when they died, using weapons and shields if they possessed them. Those with a shield are Armor Class 4. Berserker ghouls without shields are Armor Class 5 but gain one additional attack per round.

Berserker ghouls are armed as follows:

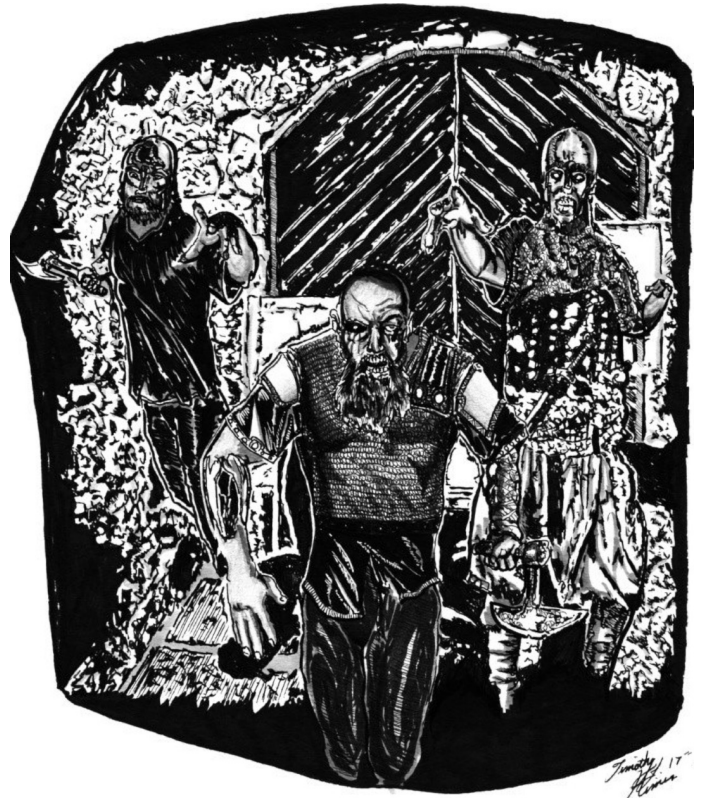
Two-handed sword	20%
Sword and shield	20%
Sword and hand axe	20%
Two swords	10%
Two hand axes	5%
Hand axe and shield	5%
Spear and shield	10%
Battle axe	5%

A sword is a long sword (30%), a broad sword (50%) or a short sword (20%).

Berserker ghouls never use ranged weapons, thrown or otherwise.

Berserker ghouls generally have strength of 17 and therefore have a +1 on attack and damage rolls. In addition, their rage allows them to attack either twice in melee combat or once with +2 to hit (in addition to their normal bonuses from strength.) They have the same immunities as other undead (to sleep and charm spells, etc.) and they are turned as ghouls. They are also immune to cold based damage. Fire and heat attacks restore damage to the ghouls, rather than inflict it. Because their aura of cold causes holy water to freeze before it can hit them, berserker ghouls are immune to holy water.

If there are 6 berserker ghouls, a seventh will be the ghoul thane with 5 + 5 HD, 18(51) strength (+1 to attack



BESTIARY COMPILATION



rolls, +3 to attacks rolls) with a 50% chance of having a +1 magical weapon. This weapon is the equivalent of a Frostblade in the hands of a berserker ghoul, though it is simply weapon made of silver for anyone else (and non-magical.)

They cannot be harmed by normal missiles. Magical ranged weapons can hurt them.

GIANT, HILL

Terrain:	Any hills or mountains
Activity Cycle:	Any
Frequency:	Rare
Organization:	Tribe
Number Appearing:	1d6
Intelligence:	5-7
Alignment:	Chaotic evil
Treasure:	D

Movement:	12
Armor Class:	3 (17), 5 (15) unarmored
Hit Dice:	12 + 1d2 (55 hp)
THACO:	9 (+11)
Attack:	By weapon +7 or slam (1d6)
Special Traits:	Hurl boulders
Saving Throws:	Fighter 12
Size:	Huge (16' tall)
Morale:	13-14
Experience:	6,000

The smallest of the true giants, hill giants are hulking humanoids with long arms and stooped postures. Their features are human but brutish, with heavy brows, beady eyes, and protruding jaws. Their skin, hair and eye colors span the normal human range. Adult hill giants stand around 16' tall and weigh around 2½ tons.

Though belligerent and territorial, hill giants may form alliances with other creatures—whether for trade or mutual protection. These alliances are usually with other evil creatures such as ogres or orcs. More often, though, their relations with their neighbors are hostile.

Though they prefer to lair in caves, hill giants may build crude shelters or dig out dens for themselves in areas where caves are rare. Their lairs are 50% likely to be guarded by beasts or humanoid allies.

Hill giants usually attack with little thought for strategy. They like to ambush their prey, and often hurl boulders at range. A hill giant can hurl a boulder up to 200 yards, and catch boulders hurled by other giants or siege engines 30% of the time. A boulder hurled by a hill giant inflicts 2d8 points of damage on a successful hit.

A hill giant's weapon inflicts twice as much damage as an equivalent man-sized weapon.



GOBLIN

Terrain:	Any non-arctic
Activity Cycle:	Night
Frequency:	Uncommon
Organization:	Tribe
Number Appearing:	4d6
Intelligence:	5-10
Alignment:	Lawful evil
Treasure:	C, K

Movement:	6
Armor Class:	6 (14), 10 (10) unarmored
Hit Dice:	1 - 1 (3 hp)
THACO:	20 (+0)
Attack:	By weapon
Special Traits:	None
Saving Throws:	0-level character
Size:	Small (4' tall)
Morale:	10
Experience:	15; 35 (chief, sub-chief)

Goblins are small humanoids with flat faces, glassy eyes, and fang-filled mouths. They are scrawny and short, and have gangly arms and bandy legs. Goblins are creatures



BESTIARY COMPILATION

of darkness, and have infravision out to 60 feet. They are sensitive to light, and suffer a -1 penalty to all attack rolls when in bright sunlight.

Notorious for breeding prolifically, goblins are often members of huge tribes. Although they have little loyalty to their kind, they are communal creatures and are rarely found alone. Goblin tribes lair in dark and disused places such as caverns or abandoned mines or ruins, and are able to detect unusual stonework in these areas 25% of the time. Tribes are led by chiefs with 2 HD and AC 4, who is usually guarded by sub-chiefs with 1 + 1 HD. Each tribe will also have several family and faction leaders with 1 HD. The shifting loyalties of the tribe's members leads to instability and a constant battle for leadership.

Although they are capable of industry, goblin workmanship is usually shoddy. Some tribes survive by mining and trade, especially in areas rich with natural resources, but most fall back to a lifestyle of stealing and plundering.

They hate outsiders, including other tribes of goblins, but save their greatest hatred for gnomes and dwarves. Goblins speak their own language, and more intelligent individuals may also speak the tongues of orcs, kobolds, and hobgoblins.



BESTIARY COMPILATION



HAG, ICE

	Lesser	Greater	The Old Crone	Spider-hag
Terrain:	The Mournwood	The Mournwood	The Mournwood	The Mournwood
Activity Cycle:	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Unique	Very rare
Organization:	Solitary (Coven)	Solitary (Coven)	Solitary	Solitary (Coven)
Number Appearing:	1 (1-3)	1 (1-3)	1	1 (1-3)
Intelligence:	15-16	17-18	21	15-16
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil
Treasure:	None	None	None	None
Movement:	9	9	9	9, 12 web
Armor Class:	0 (20)	-1 (21)	-1 (21)	0 (20)
Hit Dice:	8 (36 hp)	9 (41 hp)	10 (45 hp)	8 (36 hp)
THACO:	13 (+7)	10 (+10)	10 (+10)	13 (+7)
Attack:	Claw (2d6)	Claw (2d6 + 2)	Claw (2d6 + 3)	Claw (2d6), bite (1d8)
Special Traits:	Cause disease, magic resistance 65%, spells, +1 or better weapon needed to hit	Cause disease, magic resistance 70%, spells, +2 or better weapon needed to hit	Cause disease, magic resistance 75%, spells, +3 or better weapon needed to hit	Cause disease, immune to mundane or magical cold, magic resistance 65%, poison, spells, +1 or better weapon needed to hit
Saving Throws:	Fighter 8	Fighter 9	Fighter 10	Fighter 8
Size:	Man-sized (5-6' tall)	Man-sized (5-6' tall)	Man-sized (5-6' tall)	Large (12' diameter)
Morale:	8-10	8-10	8-10	8-10
Experience:	9,000	10,000	12,000	9,500

Ice Hags are powerful beings whose power and cruelty belie their appearances. Their natural forms resemble nothing more than withered old women with diseased violet skin, brittle black hair, and wicked red eyes, though their magic allows them to take other shapes as they choose.

As merchants of souls, Ice Hags wield enormous influence on the evil planes. It is their wares that provide the raw materials for the armies of the demons and devils, and they sell to both alike. Others, such as powerful lichs, also deal with them, trading secrets and magic for their souls and the power they provide. Through their dealings, Ice Hags collect vast amounts of knowledge and lore, and are sometimes sought for their council.

Ever curious, Ice Hags sometimes consort with the powers of the evil planes or, using their shape changing ability, great and powerful mortals. Here again, they seek knowledge and secrets. Any children born of such liaisons are Ice Hags themselves, and do not take after their fathers.

Though Ice Hags prefer subterfuge to combat, they are nevertheless capable combatants. Their great strength belies their withered frames. Their razor sharp claw like nails carry sickness; victims scratched by a hag must save vs. poison or contract a disease. They also are incredibly

strong, treat an Ice Hag as if it had a strength of 17 (+1 to hit in melee combat and +1 to damage) including when using their claws.

Ice hags possess potent magic. A hag can cast *know alignment*, *polymorph self*, and *sleep* once each turn, *magic missile* five times a day, and *ray of enfeeblement* three times a day.

Ice Hags are immune to *charm*, *fear*, and *sleep* spells, and cannot be harmed by fire or cold. They can only be damaged by rune, silver or cold iron weapons or weapons enchanted with a +1 bonus or greater.

Ice Hags are in direct opposition of Uthin and his order. They suffer from extreme vulnerability to runes and rune magic. Rune weapons can always hurt a hag, even if the weapon has no magical modifiers. They suffer a -2 to save against spells cast using runes and only have an AC of 4 against rune weapons. In addition, anyone with a rune item is considered to be under the effects of a *protection from evil* spell when it comes to facing an ice hag.

There are four varieties of Ice Hags: Lesser, Greater, Old Crone and Spider-hag.

Lesser Ice Hags cast spells as 9th level mages.

Greater Ice Hags cast spells as 10th level mages.

The Old Crone casts spells as an 11th level mage.

Spider Hags are lesser hags with the lower bodies of spi-



BESTIARY COMPILATION



ders, and cast spells as 9th level mages. Their webs and poison function as those of Giant Ice Spiders.

HAGLING

Terrain:	Any
Activity Cycle:	Any
Frequency:	Very Rare
Organization:	Group
Number Appearing:	1d4
Intelligence:	9-11
Alignment:	Chaotic evil
Treasure:	None
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Movement:	12
Armor Class:	3 (17)
Hit Dice:	3 + 3 (17 hp)
THACO:	17 (+3)
Attack:	2 Claws (1d8) or Stinger (1d4)
Special Traits:	Spell-like Abilities, Poison, Immune to Mundane or Magical Cold, Regeneration
Saving Throws:	Fighter 3
Size:	S (3' tall)
Morale:	14
Experience:	1,400

Haglings are short and squat, with sickly green/gray skin that hangs slack from their tiny bones. Their noses

are extra-long and often have a wart on it with reddish hair growing out of it. Their eyes are narrow slits with heavy black brows, and they have tufts of reddish-brown hair growing on their feet, on top of their heads and out of their ears. They look like a bizarre cross between a halfling and a troll with a scorpion like tail.

Haglings are unnatural creatures. Much like the troll's origin, it is believed that haglings are crossbreeds of hags, trolls and either gnomes, kobolds, human children or possibly even halflings. Haglings are soul worms formed by a hag for service as a familiar or servant. Haglings possess abilities similar to imps and quasits, and are the size of a kobold. Despite, or indeed due to, the unknown third element in their heritage, haglings are impish little trolls that serve as familiars and servants to hags and other spell casters. Extremely powerful hags and spell casters may have multiple haglings as servants but rarely have more than one as a familiar.

Haglings are able to cast *detect good*, *detect magic* and *invisibility* at will. They will usually attack invisibly from behind with their tail stingers. The tail stinger contains a rare toxin known as zombie poison. Each time the victim is stung, it must make a successful save vs. poison. Failing even just one saving throw puts the victim at risk of rising as a zombie if they are killed. A *neutralize poison* will cure the afflicted. They must check morale if one of them falls



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below 25 hit points and each round thereafter. If pressed into face-to-face melee, a hagling can inflict deep wounds with their claws. Haglings within 50 yards of their hag matron can *polymorph self* but only into other humanoid forms that the hag desires.

Within three rounds of injury, a hagling heals damage at a rate of 3 hit points each round until completely healed. Even damage that would kill another creature does not stop the regeneration; a hagling reduced to 0 or fewer hit points falls into a comatose state and is unable to act, but continues to regenerate and rises again once it has more than 0 hit points. Only damage inflicted by fire or acid cannot be regenerated, such wounds must heal normally. A hagling reduced to 0 or fewer hit points with acid or fire, or a body treated with acid or burned dies permanently.

Their heads are completely unprotected, and look just like human heads. Thus, the huldre folk are able to cover their bodies with clothes to pass for humans.

Huldre folk are peaceful and only enter combat when their forests are threatened. In danger, they use themselves as shields to protect helpless beings. When a huldre strikes an object or structure, the damage it deals is doubled. They suffer double damage from fire attacks. However, they have immunities to animal/people affecting magic, but can benefit from plant based magic. In forest areas, huldre people have a 90% chance to move stealthily, hide in shadows, or track (as a ranger with a wisdom of 18.) This includes a +4 surprise modifier.

Huldres are usually found alone or in a small company of 2-5 individuals.

HULDRE FOLK

Terrain:	Forests
Activity Cycle:	Any
Frequency:	Very Rare
Organization:	Company
Number Appearing:	1d4 + 1
Intelligence:	10
Alignment:	Neutral good
Treasure:	None
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Movement:	12
Armor Class:	2 (18)
Hit Dice:	4 + 4 (22 hp), 5 + 5 (28 hp), 6 + 6 (33 hp), or 7 + 7 (39 hp)
THACO:	17 (+3), 15 (+5), or 13 (+7)
Attack:	1 (1d8 + 2)
Special Traits:	Fire vulnerability, ranger abilities, spell immunities
Saving Throws:	Fighter 5, Fighter 6, or Fighter 7
Size:	Man-sized (5' tall)
Morale:	15
Experience:	420 (4 + 4 HD); 650 (5 + 5 HD); 975 (6 + 6 HD); 1,400 (7 + 7 HD)

Huldre folk live reclusive lives inside forests, avoiding human presence and protecting all plants and vegetable life. They are nature's allies.

The huldre folk secretly inhabit the forests of Erdegard. Though they resemble humans in size and appearance, they are protected by an armor of corky skin. From that cork, small branches with leaves could grow, but it does not cover the entire body of the huldre.





BESTIARY COMPILATION

KAOZLING

Terrain:	Any fire (Elemental Plane of Chaos)
Activity Cycle:	Any
Frequency:	Very rare (common)
Organization:	Familiar (band)
Number Appearing:	1 (2d8)
Intelligence:	11-12
Alignment:	Chaotic neutral
Treasure:	Special
<hr/>	
Movement:	12
Armor Class:	2 (18)
Hit Dice:	2 + 1 (10 hp) to 5 + 4 (27 hp)
THACO:	19 (+1) to 15 (+5)
Attack:	By weapon
Special Traits:	Immunity to fire, magic resistance 15%, spells
Saving Throws:	Fighter 3 to Fighter 6
Size:	Man-sized (5' tall)
Morale:	13-14
Experience Points:	420 (2 + 1 HD), 650 (3 + 2 HD), 975 (4 + 3 HD), 1,400 (5 + 4 HD)

Kaozlings are other-worldly diminutive gnomes cursed by the forces of chaos and illusion. Descended from a clan of cursed gnomes, the kaozlings live their lives as the playthings and servants of powerful extra-dimensional beings,



usually fiends or powerful spirits of Pohjola. The only true escape for a Kaozling is to serve as a familiar for an Eordan based sorcerer or other magic user.

Kaozlings may be duty bound to follow their master's whim but they secretly scheme and plot their freedom. They earn temporary freedom after faithfully serving their masters. The duration of their freedom is equal to the time they serve a master on Eordan. Therefore they are dedicated to faithfully serving their masters for as long as possible, even if they resent these masters.

Kaozlings are immune to fire, can cast *light* at will as a 4th level caster, and can temporarily enchant an item with magic once per day (treat as magic but with no bonuses or other special abilities, but weapons thus enchanted can hurt creatures only hit by magical weapons). In addition they know 1d6 spells each of 1d6 level. Spells must be earth, fire, illusion or crafting based.

KOBOLD

Terrain:	Any
Activity Cycle:	Night
Frequency:	Uncommon
Organization:	Tribe
Number Appearing:	15d4
Intelligence:	8-10
Alignment:	Lawful evil
Treasure:	J, O, (Q × 5)
<hr/>	
Movement:	6
Armor Class:	7 (13), 10 (10) unarmed
Hit Dice:	½ (3 hp)
THACO:	20 (+0)
Attack:	By weapon
Special Traits:	None
Saving Throws:	Thief 1
Size:	Small (3' tall)
Morale:	8-10
Experience Points:	7

Kobolds are short, scaly humanoid with beady red eyes, short horns, and a tail. They are sometimes referred to as "dogs". This is a fitting reference since they have a pronounced jaw bone and ears that resemble a dog's, they emit an odor of wet dog, and their own language sounds strangely like yapping hounds. Their scales range in color from dark red to black, usually matching the dragon species of their parentage.

BESTIARY COMPILATION



LAVA CHILD

Terrain:	Lava/magma pools
Activity Cycle:	Any
Frequency:	Very rare
Organization:	Clan
Number Appearing:	3d6
Intelligence:	9
Alignment:	Neutral
Treasure:	Q

Movement:	9
Armor Class:	4 (16)
Hit Dice:	4 (18 hp)
THACO:	17 (+3)
Attack:	2 claws (1d6) and bite (???)
Special Traits:	Air vulnerability, cold vulnerability, fire immunity, metal immunity, spell immunity, water vulnerability
Saving Throws:	Fighter 4
Size:	Man-sized (5' tall)
Morale:	14
Experience:	270

Lava children dwell underground or in volcanic regions of the world. They appear as broadly built humanoids about 5 feet tall with black, sooty hair and green eyes. Their faces have a curious, child-like appearance, with a permanent smile. Their skin is pinkish-white and rough.



Kobolds are the descendants of misshapen beast men created during the god's war, corrupted from spoilt dragon eggs and demonic pacts. Each tribe of kobolds is descended from one dragon type or another, despite this affiliation they are almost always lawful evil.

Kobolds prefer darkness and often live in underground areas or dense, overgrown forests as Kobolds suffer a -1 penalty on all d20 rolls if affected by light as bright as the sun.

They despise gnomes and are wary of casters, so will fight accordingly. They speak their own languages and most speak Goblin and/or Orc tongues, as well.



BESTIARY COMPILATION

to the touch. Lava children speak their own gibberish-like tongue and can learn the more common languages.

Lava children attack using their clawed hands and vicious bite. They direct their attacks against the most heavily armored foe (as their attacks can pass through armor) in an attempt to weaken the attacking party.

Lava children are completely immune to any metal object and its effects (i.e., swords, armor, doors, and walls). Metal simply passes through the lava children as though they did not exist. All attacks made against metal-armored foes are considered to be made against AC 10 (modified by dexterity and magic as normal) as the lava child's attacks simply pass through the metal armor. Metal items are not destroyed, just ignored.

Lava children are immune to all fire and heat damage, magical or mundane. Lava children are immune to all spells of the Earth subtype. Lava children take one extra point of damage per caster level from spells of the Air or Water subtype and take double damage from cold, except on a successful save.

LIVING STATUE

Terrain:	Any
Activity Cycle:	All
Frequency:	Very rare
Organization:	Solitary
Number Appearing:	1
Intelligence:	5-7
Alignment:	Neutral
Treasure:	None

Movement:	12
Armor Class:	3 (17)
Hit Dice:	5 (33 hp)
THACO:	15 (+5)
Attack:	By weapon +3 (1d8 + 3)
Special Traits:	Infravision 60', immune to magical or mundane cold
Saving Throws:	Fighter 5
Size:	Man-sized (6' tall)
Morale:	N/A
Experience:	975

The statue is in the shape of a beautiful human female dressed in sleek fitting chain mail. In one hand there is a +2 spear and in the other hand is a shield +1, +3 versus trolls. One hand displays a +1 ring of protection. It is wearing a necklace of 8 missiles. In a leather pouch lying at her feet is a scroll of undead control, a scroll of clerical hold person, and a scroll of resistance of all dragon breath. Her weapons, much like her, are made of stone and are part of her body, they may not be taken and are useless once she is destroyed.



The necklace and ring, however, can be removed and she will not use the necklace on the characters.

The Living Statue attacks as soon as a character tries to take one of its items but will not chase the characters. The first successful strike from every character inflicts no damage; thereafter it suffers damage as normal. She has a Strength of 17 (+1 to hit/+1 to damage, already calculated in her Attack profile).

BESTIARY COMPILATION



MANTICORE

Terrain:	Any
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Family
Number Appearing:	1d4
Intelligence:	5-7
Alignment:	Lawful evil
Treasure:	E

Movement:	12, fly 18 (MC 5)
Armor Class:	4 (16)
Hit Dice:	6 + 3 (30 hp)
THACO:	13 (+7)
Attack:	2 claws 1d3, bite 1d8
Special Traits:	Tail spikes
Saving Throws:	Fighter 6
Size:	Huge (15' long)
Morale:	13-14
Experience:	975

Manticores are horrid beasts combining a leonine legs, mane, and torso, leathery bat wings, a hairy humanoid head, and a mace-like tail studded with metal spikes. Manticores speak their own language, and rarely speak the common tongue as well.

Typically cruel and sadistic, manticores have insatiable appetites. Most prefer the flesh of humanoids over other kinds. Despite their cruelty and predatory nature, they sometimes ally themselves with other evil creatures for mutual protection. Amongst their own kind, manticores mate for life and form tightly-knit relationships, and work together for the benefit of their families.

Manticores typically live in the higher mountains of the Ice Kingdoms, common in the Balor Mountains and the Plains of Gagorok. These particular manticores however, are refugees from Mount Surtur and have fled south avoiding some greater menace. They often live close to humanoid cities and towns, which they maraud for prey. Manticores stake out their own territories, although these often overlap with the territories of other manticores. They lair in caves and other natural shelters; these lairs often contain treasure and other items that have caught the curiosity of their occupants.

While most manticores have wings, the Gagorok area is known to be home to a wingless breed. These earthbound monsters are faster runners than their winged cousins and can perform a rake attack if both their claw attacks hit the same target. This rake attack does 2d6 damage and has a +2 attack roll bonus.

Manticores often hunt in coordination with their mates and employ stealth and ambush to capture their prey. Though they use their flight to their advantage in combat,



they are clumsy fliers and cannot bite while flying.

Four times each day, a manticore can attack with a volley of 1d6 tail spikes. Each spike has a range of 180 yards with no range penalties, and inflicts 1d6 points of damage on a successful attack.

Manticore cubs have 3 + 3 hit dice, THACO 17, intelligence 5, and armor class 6. Their claws inflict 1d2 damage and their bite does 1d6. Cubs canfire 1d4 barbs that do 1d4 damage each, otherwise they function identically to adult manticores. Cubs are worth 270 XP each.

MAMMOTH, JOTUN

Terrain:	Jotunreach, Gagorok, the Red Lands
Activity Cycle:	Day
Frequency:	Rare
Organization:	Herd
Number Appearing:	2d6
Intelligence:	1
Alignment:	Neutral
Treasure:	None

Movement:	12
Armor Class:	4 (16)
Hit Dice:	14 (71 hp)
THACO:	7 (+13)
Attack:	2 (2d6)
Special Traits:	Stampede
Saving Throws:	Fighter 14
Size:	Large (11' tall)
Morale:	10
Experience:	5,000

Jotun mammoths are usually found in herds of adults (2d6) with young (2d4). While some brave the dangers of



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hunting these beasts, it is a very hazardous undertaking. The Thanemen target these beasts for their ivory, fur, and meat. The Jotun mammoth is aware of the dangers of man and avoid them whenever possible. Those not overly interested in the ivory and meat, do prize these mammoths as beasts of burden, mounts and instruments of war. From ogres to giants, larger humanoids make use of Jotun Mammoths in their day to day life. In a strange irony, these creatures are less afraid of giants and goblinoids than they are of man. Orc hordes are known to use the Jotun Mammoth to move their instruments of war and to outfit them with howdahs to act as mobile siege towers.

Stampeding Mammoths are extremely dangerous. Anyone caught in the path of a stampeding herd will suffer 10d10 damage (save against breath weapon for half damage). Stampedes can result from fleeing predators or fire. In times of war, they are sometimes started on purpose.

Depending on condition and quality, each tusk from an adult mammoth can be worth 1d10 × 100 gold.



MINOTAUR

Terrain:	Temperate and subtropical mazes
Activity Cycle:	Night
Frequency:	Rare
Organization:	Clan
Number Appearing:	1d8
Intelligence:	5-7
Alignment:	Chaotic evil
Treasure:	C
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Movement:	12
Armor Class:	6 (14)
Hit Dice:	6 + 3 (30 hp)
THACO:	13 (+7)
Attack:	Head butt (2d4) or bite(1d4)/weapon (+1 to hit/+2 to damage)
Special Traits:	+2 bonus on surprise roll, charge attack (2d4 × 2)
Saving Throws:	Fighter 7
Size:	L (7½' tall)
Morale:	16
Experience:	1,400; 3,000 (elder)

Minotaur are hulking bipeds, with the muscular body of a human and the head of a bull. Their bodies are covered with short fur, usually brown or black. Most rarely wear more than a loincloth, but some more fortunate minotaur may still have access to ancient heirlooms, including shields and steel breastplates. They are very strong with a Strength score of 18. They live up to 200 years. Minotaur speak their own crude language, but about a fourth of them speak some human or humanoid languages as well. They will eat nearly any sort of meat leading to legends and rumors of them being man-eaters. They dislike orcs and goblins but have a strange affinity for kobolds.

Common legends and tales of the Kalevala state that minotaur are humans who were cursed for sins against the natural order. It is also believed that they are always male, mate only with human females, and their curse is transferred to their male offspring. This is incorrect. The race of minotaur was created by the dragon elves several thousand years ago, and there is no truth to them being human and only male. After the fall of the dragon elves, the minotaur formed kingdoms in the lands that would eventually become the Thanelands, creating magnificent temples, labyrinths and pyramids in the mountains and below the earth.

Their crazed deities, offended by the vanity of the minotaur kings, struck down their kingdoms. Minotaur females were cursed and afflicted with epidemics that nearly

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wiped them out. Now only a fraction of their number remain, and the last realm of the minotaur was overthrown by the combined might of Arfhrd and Thoth-Albrecht over two centuries ago. The remaining minotaur organize into small clans. An elder with 8 + 4 HD and a strength score of 18/50 leads a clan with 6 or more members. The clan elder directs the others and protects their lair while raising any young minotaur. Only one in ten minotaur is female. Females are jealously guarded and hidden away, often within a maze designed by the minotaur elder.

Minotaur are most common in the Vanir Mountains, near Mount Surtur, but are also encountered in the Jotunreach, the Grugnir Mountains just south of the Frozen Thrones and around Balor Peak. Some recent rumors and tales tell of a new minotaur king gathering his kin in the Vanir Mountains near the Red Lands. Other tales tell of roving nomadic clans in the Gagorok. In the past, young runts have been captured and sold into slavery, as gladiators or even as mercenaries.

Minotaur value strength above all else, and some human fighters with exceptional strength have been known to earn their respect. Minotaur body parts are used as the material components and active ingredients of certain spells or potions that involve misdirection or strength.



Combat: Minotaurs use their great strength to its full advantage in combat, but are also cunning and clever opponents. Minotaurs gain a +1 bonus to hit orcs and goblins of all kinds. They have dark vision and can use their sense of smell to track a victim with 50% accuracy. Their keen senses serve them well, granting them a +2 bonus to their surprise rolls. An unfamiliar scent will always be investigated. Minotaurs never get lost and are immune to maze spells.

If a minotaur is 30' or farther from its opponent, it may choose to charge the opponent. In melee against an opponent that is 6' tall or taller, minotaurs attack with a head butt, but if the opponent is less than 6' tall, they attack with a bite. In addition to their natural attack, they swing a weapon, most often a poleaxe or footman's flail.

MOLD, HUNTER'S

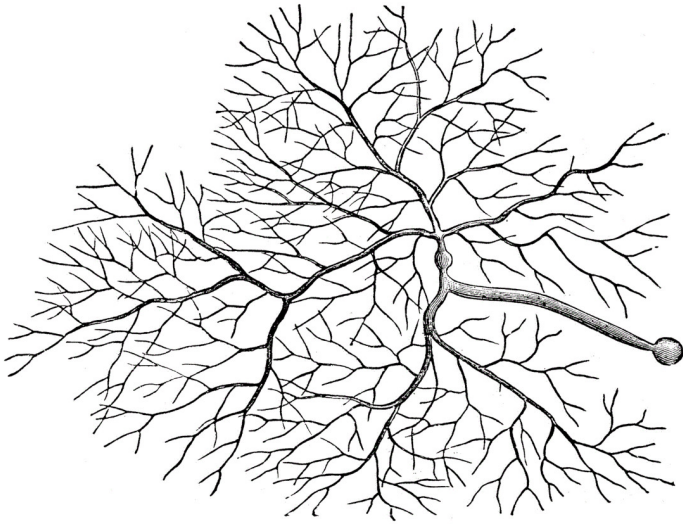
Terrain:	Warm locations
Activity Cycle:	Any
Frequency:	Rare
Organization:	None
Number Appearing:	1
Intelligence:	0
Alignment:	Neutral
Treasure:	None
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Movement:	0
Armor Class:	7 (13)
Hit Dice:	3 (13 hp)
THACO:	See below
Attack:	See below
Special Traits:	Cold aura, cold vulnerability, disease, fire-based growth
Saving Throws:	Fighter 2
Size:	Man-sized (5' wide)
Morale:	N/A
Experience:	120

Hunter's mold feeds on warmth, drawing heat from anything around it. A typical patch of hunter's mold is 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 10-feet of a patch of hunter's mold suffer 2d4 points of cold damage and, if disturbed, the hunter's mold bursts forth with a cloud of poisonous spores. All characters and creatures within 10 feet of the mold must make a saving throw vs. poison at +4 or contract a disease. The disease causes the character to shake and tremble in the grip of terrible chills. The character will have a penalty of -4 to any attack and damage rolls while in the grip of the disease, and will die in 3d6 days if the disease is not cured.

Fire brought within 10 feet of hunter's mold causes it



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to instantly grow in size in the direction of the fire. Cold damage, such as from a cone of cold, instantly destroys a patch of hunter's mold.

OGRE

Terrain:	Any
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Tribe
Number Appearing:	1d6
Intelligence:	8
Alignment:	Chaotic evil
Treasure:	B, (Q), (S), M
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Movement:	9
Armor Class:	5 (15)
Hit Dice:	4 + 1 (19 hp)
THACO:	17 (+3)
Attack:	1 slam (1d10) or by weapon +6
Special Traits:	None
Saving Throws:	Fighter 4
Size:	Large (9' tall)
Morale:	11-12
Experience:	175; 420 (leader, chieftain)

Ogres are brutish humanoids of Orcish blood, not quite the size of true giants but towering above lesser humanoids. They are ugly by human standards, with dull earth-toned skin covered in warts, thick oily hair, and heavy features. Though they have impressive physiques, ogres have hunched postures and knuckle-dragging gaits.

Though they are prone to fighting amongst themselves, ogres live in crude tribal societies. These tribes are led by the strongest member, who bullies the rest of the tribe into



doing his bidding.

Typical tribes have 14 + 4d8 members, one-quarter of which are children. Few tribes grow beyond these numbers, as only the most brutal and canny chieftains are able to control the infighting that comes with additional tribe members. Most chieftains have 7 HD, an AC of 3, and inflict 2d6 + 6 point of damage per hit with their fists. Smaller factions of each ogre tribe have their own leaders, who have 7 HD, an AC of 4, and inflict 2d6 + 3 points of damage per hit with their fists.

Ogres often capture other humanoids for slaves and food, and make little distinction between the two. They occasionally ally themselves with tribes of other savage humanoids or hire themselves out as mercenaries, and get along well with hill giants and trolls. Ogres speak guttural orc dialects and can learn tribal languages of other humanoid. Only rarely do ogres learn the tongue of men.

Hardy and adaptable, ogres are found everywhere. They rarely build cities or towns, and more often make do with crude camps as they roam the countryside for plunder and battle.

Ogres love battle, and rush headlong into a fight given any chance. They fight with little organization, but make up in brutality and enthusiasm what they lack in strategy.

BESTIARY COMPILATION



ORC

Terrain:	Common Any	Hag Any
Activity Cycle:	Night (Any)	Any
Frequency:	Common (Uncommon)	Very rare
Organization:	Tribe	Group
Number Appearing:	2d10 (3d10 × 10)	1d4
Intelligence:	8–9 (10)	8–10
Alignment:	Lawful evil	Neutral evil
Treasure:	D, (Q × 5), J, M	C, (O), (Q × 10), (S), L
Movement:	9 (12 unarmored)	12
Armor Class:	5 (15), 10 (10 unarmored)	7 (13)
Hit Dice:	1 + 1 (6 hp)	2 (9 hp)
THACO:	19 (+1)	18 (+2)
Attack:	By weapon	2 bow (1d6) or scythe (1d8 + 2)
Special Traits:	None	Infravision 60', +4 save vs. cold Fighter 2
Saving Throws:	Fighter 1 or by class level/hit die	
Size:	Man-sized (6–6½' tall)	Man-sized (7' tall)
Morale:	11–12	14
Experience:	35; 65 (orog, subchief, shaman levels 1–2); 120 (chief, orog subchief), 175 (shaman levels 3–4, orog chief), 420 (shaman level 5)	65

Orcs (also known as hobgoblins or goblin men) are man-sized humanoids. They tend to be tall and muscular, although their stooped postures tend to disguise their full height. They have bristly hair and dull eyes, prominent brows, and flat upturned noses. Great tusks protrude from their lips. Orcs are accustomed to darkness and suffer a –1 penalty to attack rolls in bright sunlight, but have dark vision out to 60 feet.

Orcish culture is brutal and savage, and prizes strength above all else. The strong dominate the weak, who are seen as fit only to serve the wishes and whims of their betters. Orcish tribes are led by the strongest warriors. Each tribe is led with an iron fist by a 4 HD chief with AC 2 and a +3 bonus to damage rolls. The chief's commands are unquestioned and carried out by subchiefs with 3 HD, AC 3, and a +2 bonus to damage rolls. These subchiefs are further served by champions with 2 HD, AC 4, and a +1 damage bonus who enforce their will.

Orcs are aggressive and expansionist, bringing them into conflict with all other humanoids. They especially despise elves, and will go to extraordinary lengths to attack them. Large tribes may have shamans equivalent to clerics and mages of up to 5th level. Although not strong in the physical sense, the magical might of the shamans is accorded the same respect as the strength of the chiefs and sub-chiefs.

Due to their warlike nature, orcs are often in conflict with other creatures. Orcs fight one another as readily as they fight others, but hold a special hatred for dwarves and elves. Orcs occasionally ally themselves with other sav-





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age humanoids. Pragmatic orc leaders, especially those of tribes living near strong civilizations, understand the necessity of alliances for survival. Orcs speak their own languages, and smarter individuals may learn the tongues of men and other races if need be.

Although orcs are found everywhere, they prefer to make their lairs underground to protect themselves from the light of the sun, although a minority of tribes build heavily fortified towns on the surface. Accustomed to life underground, they have become skilled miners, and receive a 35% chance to detect new or unusual constructions underground and a 25% chance to detect sloping passages. They are also skilled craftsmen, manufacturing fine (if not beautiful) weapons and armor.

Orcs are aggressive and skilled in battle. They fight with tactics honed through centuries of conflict and passed down from generation to generation. They follow the civilized rules of engagement only when they are advantageous, and are quick to break them when they are not. When led into battle by a tribal chief or subchief, all orcs within 60 feet of their leader's battle standard gain a +1 to all attack and morale rolls.

Orogs (also known as bugbears or half ogres) are the rare half-breeds of orcs and ogres (AC 4, 3 HD, Morale 15). Although they greatly resemble their orcish parents, they have some of the stature of their ogre ancestry, as they stand a foot taller and are much more muscular than their pure-blooded kin.

Although orogs are most commonly found in orcish tribes in close alliances with nearby ogre tribes, ogre blood can persist in tribes who have had no recent contact with ogres for generations. Orogs are present in 10% of orcish tribes; when present, they make up 10% of the tribe's population. Sub-chiefs with 4 HD lead bands of up to 20 orog warriors, and all orogs in a tribe are led by a chief with 5 HD who may also be the chief of the greater tribe. As strong warriors, they are afforded great respect by their kin. Orogs produce no shaman. Orogs have to-hit and damage bonuses of +1. Orog subchiefs have +1 to hit and +3 damage. Orog chiefs are +2 to hit +4 damage.

Orogs often act as an orcish tribe's elite warriors and shock troops. As they lack some of the discipline of their lesser kin, they rarely act as commanders or tacticians. Some tribes have warriors that are exceptionally stealthy and incur a -3 penalty to opponent's surprise rolls.

HAG ORC

Hag Orcs are massively muscled, 7-foot tall orcs. They are usually armored in white leather armor and their flesh has been painted white. They are fond of short bows and using wickedly sharp scythe like swords. Groups of Hag Orcs roam the forest and are used as guards in by the more or-

ganized and intelligent denizens of Mournwood.

Hag Orcs are very similar to their standard orc cousins and speak a similar dialect of Orcish (though hints of troll and hag languages have corrupted their ancestral tongue). Hag Orcs are created by powerful clerics and magic users (including hags) who force interbreeding between normal orcs and orogs with hags and other hag offspring.

They have an equivalent strength score of 18 and gain a +1 to hit and +2 damage with their weapon attacks (including the bow). The orcs must check morale when half their number has fallen and every round thereafter.

OWLBEAR

Terrain:	Common Temperate forests	Thanic Arctic
Activity Cycle:	Night	Day
Frequency:	Rare	Very rare
Organization:	Pack	Pack
Number Appearing:	2d8	1 or 2d4
Intelligence:	5-7	5-7
Alignment:	Neutral	Neutral
Treasure:	C	None
Movement:	12	12, swim 9
Armor Class:	5 (15)	5 (15)
Hit Dice:	5 + 2 (24 hp)	8 + 2 (38 hp)
THACO:	15 (+5)	13 (+7)
Attack:	2 claws (1d6), bite (2d6)	2 claws (1d10), bite (2d6)
Special Traits:	Hug	Hug, immune to cold, surprise
Saving Throws:	Fighter 5	Fighter 8
Size:	Large (8' tall)	Large (12' tall)
Morale:	11-12	11
Experience:	975	3,000

Almost certainly the result of dragon elf sorcerous experiments, owlbears are bizarre patchwork creatures with a bear's body and an owl's head. Their heads and backs are feathered with yellowish-brown to dusky black plumage, and their bodies are covered in shaggy brown or black fur.

Owlbears are naturally vicious and aggressive. They view most other creatures as prey and hunt them ferociously. Though they are intelligent, they cannot be reasoned with as their hunger knows no bounds. Adult owlbears live as mated pairs; together, they raise their hatchlings until they're large enough to fend for themselves. Owlbears speak a crude language of screeches and roars.

BESTIARY COMPILATION



Territorial in the extreme, each pair of owlbears protects their territory from all intruders. They are often found living in the tangled depths of ancient forests. Rare owlbears sometimes make their lairs in ruins or dungeons; these are often bound there to guard treasures or discourage intruders.

Owlbears attack without provocation and know nothing of fear. Their hunger makes them incredibly ferocious, and owlbears do not retreat even if they fail a morale check.

An owlbear may draw victims into a deadly hug if it

succeeds on a claw attack with an attack roll of 18 or higher. Hugged creatures automatically take 2d8 points of damage each round. While hugging, an owlbear cannot attack with its claws, but may still bite opponents. Hugged creatures may break free with a successful strength—bend bars/lift portcullis check.

THANIC OWLBEAR

Thanic owlbears appear to be a polar bear with the head of a snowy owl. Feathers grow on their heads and backs, and their bodies are covered in sleek white fur. Their claws and beaks are jet black, and their large eyes are yellow. They have thick pads on the bottom of their feet to prevent them from sliding on the ice. Their language consists of loud hoots and screeches. They live about 20 years on average.

Thanic owlbears are naturally vicious and aggressive. They view most other creatures as prey and hunt them ferociously. Though they are intelligent, they cannot be reasoned with, as they are constantly hungry and eat anything, preferring fresh meat. They hunt both day and night and like polar bears will chase prey that tries to escape even into the icy waters of the Crown Sea.

Thanic owlbears live in the coldest regions of The Ice Kingdoms, sharing habitat with polar bears. Usually they are lone wanderers, but when it is time for mating and raising young, they will lair in caves or in igloos dug from huge snow banks with their claws. When a pair is encountered in their lair, there is a 25% chance that they will have eggs or young with them. They will have 1d6 eggs 20% of the time or 1d6 young 80% of the time.

Combat: Thanic owlbears are immune to cold damage, whether mundane or magical. They blend into the snow and ice of their home ranges and are 75% likely to surprise a victim. They attack with both claws and their beaks. If they successfully hit their victim with a score of 18 or higher, they score a hug attack. This hug automatically inflicts 2d8 damage that round and each successive round. While hugging its victim, it cannot use its claws but can continue to attempt to bite. A victim is granted one chance to break the hug with a successful strength—bend bars/lift portcullis check.

If young thanic owlbears are encountered, they will be between 40% and 70% full grown with 5 or 6 HD (23 hp or 27 hp). Their claws inflict 1d6 damage each and their bite inflicts 2d4 damage. If they successfully hug a victim, they inflict 2d6 damage each round. A victim gains a 20% bonus to their chance of escaping a young owlbear's hug attack.



BESTIARY COMPILATION

PLANT, CARNIVOROUS

	Cobra Flower	Forester's Bane	Hangman Tree	Kampful	Wolf-in-Sheep's-Clothing
Terrain:	Swamps, Marshes, Fields	Forests & Woods	Forests & Woods	Subterranean	Forests, Woods, & Meadows
Activity Cycle:	Day	Any	Day	Any	Any
Frequency:	Rare	Very Rare	Very Rare	Very Rare	Very Rare
Organization:	Cluster	Solitary	Solitary	Solitary	Solitary
Number Appearing:	1d4 + 2	1d2	1	1	1
Intelligence:	1	0	5-7	5-7	5-7
Alignment:	Chaotic Neutral	Neutral	Neutral Evil	Neutral Evil	Neutral
Treasure:	None	None	Insignificant	See below	None
Movement:	3	0	0 (See below)	3	1
Armor Class:	4 (16)	Bush 9 (11)/Stalks 4 (16)/Leaves 7 (13)	Trunk 3 (17) to -1 (21)/Vines 5 (15) to 1 (19)	4 (16)	Roots 3 (17)/Trunk 5 (15)/Eystalks 7 (13)
Hit Dice:	6 + 2 (29 hp)	Bush: 5 (23 hp), Each Leaf: 1 + 8 (13 hp), Each Stalk: 1 + 16 (21 hp)	See below	Trunk: 2 (9 hp), Tendrils: 2 hp	Trunk 9 (41 hp), Roots: 19-22 hp, Eystalks: 13-16 hp
THAC0:	15 (+5)	15 (+5)	7 (+13) or 3 (+17)	19 (+1)	11 (+9)
Attack:	Bite (1d6)	Up to 6 saw-toothed stalks (1d4 + 1)	3 vines/age group (1d3/age group)	6 tendrils (1)	1-3 roots (1d4), bite (1d6 + 6)
Special Traits:	Acidic enzymes, hold prey	Hold prey	Magic resistance 0.5% per year (95% max), see below	Inflicts -3 penalty to surprise	None
Saving Throws:	Fighter 6	Fighter 5	Fighter 13 or 17	Fighter 2	Fighter 9
Size:	M (4 1/2')	L (9')	L-G (12'-28')	S-M (4')	S (3')
Morale:	16	Never check	15	Never check	Never check
Experience:	1,400	270 (3 stalks), 420 (4-5 stalks), 650 (6 stalks)	8,000 (sprout), 14,000 (sapling), 20,000 (mature), 26,000 (old), 32,000 (ancient)	175	4,000

Carnivorous plants are immune to mind-influencing effects, standard poisons, sleep, paralysis, stun and polymorph. In addition, they are not subject to critical hits.

COBRA FLOWER

The cobra flower is a tall, slender, mobile plant with a large flowering yellow bulb topping its brownish-green roots. Two large green leaves flank the flowering top, giving the appearance of a hood. The leaves are thin and have trans-

parent splotches on them. Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humans, demi-humans or humanoids when available.

The cobra flower is most commonly encountered in the Mournwood; however, they can also be found in wooded areas along the coastline between Palo and Krongin.

Combat Cobra flowers have no visual organs but can detect potential victims within 20' using sound, scent, and vibration. When the cobra flower detects a living creature,

BESTIARY COMPILATION



it remains motionless until its victim is within 5'. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

If the cobra flower hits a victim of large size or smaller with its bite attack and rolls a natural 19 or 20, it grabs the victim in its mouth and inflicts automatic bite damage and 1d6 points of acid damage each round that the hold is maintained. The victim's items must also save vs. acid each round with a +4 modifier or deteriorate. The cobra flower's hold can be broken with a successful Strength—Bend Bars/Lift Portcullis check. The victim is allowed a new check at the start of each round.

Their digestive acids break down everything including items made of metal and minerals. Depending on the size of the victim, the digestive process takes 1d4 days during which time the plant is dormant. It remains closed and resembles a large, erect and slightly lumpy ear of corn. It may move but makes no attacks during this time.

FORESTER'S BANE (AKA SNAPPER SAW)

The forester's bane is a huge, dark green, immobile, carnivorous shrub. Closer inspection reveals large, tough leaves radiating 1d3 + 4' from its central stalk. These dark green leaves hide 1d4 + 2 purple serrated stalks. At the center of this low-growing shrub is a 3-foot diameter, yellowish orb from which sprout many small green branches. Every spring and throughout the summer, bunches of large, grape-like berries grow on its branches. The berries are in various colors ranging from white to green to golden yellow. The berries are edible and highly nutritious. Each plant produces enough berries to feed a single person for 2 weeks.

Forester's bane can be encountered in most areas of the Ice Kingdoms. However, they do not grow in the moun-

tains, nor are they found in the furthest northern reaches where the intense cold and lack of sunlight, even during spring and summer, prevents them from producing berries.

Combat The forester's bane has no sensory organs, but when a living creature, man-sized or smaller, touches its leaves, it immediately and automatically engulfs the victim. Trapped victims are then subjected to 1d4 + 2 slashing attacks from the serrated stalks that round and each round thereafter. A victim has a 5% chance per point of its Str score each round after the first to escape. A Str score between 18/01 and 18/50 provides a 95% chance, and escape is automatic if the victim has a Strength score greater than 18/50. Otherwise, the forester's bane releases a trapped victim only if the plant is killed or all of its stalks are destroyed. The bushy part of the plant can be attacked, or its leaves and stalks can be attacked individually. Attacks that hit any part of a forester's bane that has engulfed a victim inflict half their damage to the plant and half to the trapped victim. A plant that is not killed can replace any lost leaves or stalks within 2d4 weeks. Depending on the season, lost berries grow back 3d4 days after the plant replaces its leaves and stalks.

If they succeed in killing a victim, they go dormant and remain closed, resembling a giant head of lettuce or cabbage, for 1d3 + 2 days depending on the size of its victim. The plant digests all material including metals and minerals.

HANGMAN TREE

Hangman trees are extremely dangerous. Sages believe they are the descendants of a degenerate race of treants. They resemble a thick oak tree with very few leaves and branches. Close inspection reveals a scar-like marking near the top of main trunk, which opens into the plant's stom-



BESTIARY COMPILATION

Hangman Tree

Years/Group	Height	AC	HD (hp)	Penalty	M R	Move
2–9 Sprout	12'	3/5	Trunk: 13 HD (59 hp) Vine: 1 + 12 HD (17 hp)	None	1%–4%	18'/hour
10–24 Sapling	16'	2/4	Trunk: 19 HD (86 hp) Vine: 1 + 14 HD (19 hp)	–1	5%–12%	6'/hour
25–74 Mature	20'	1/3	Trunk: 25 HD (113 hp) Vine: 1 + 16 HD (21 hp)	–2	12%–37%	2'/hour
75–149 Old	24'	0/2	Trunk: 31 HD (140 hp) Vine: 1 + 18 HD (23 hp)	–3	37%–74%	2'/3 hours
150–200 Ancient	28'	–1/1	Trunk: 37 HD (167 hp) Vine: 1 + 20 HD (25 hp)	–4	75%–95%	2'/6 hours

ach, and another on the lower part of the trunk where indigestible parts of creatures and their gear are expelled. Rope-like vines can be seen throughout the hangman tree's branches and leaves.

Due to their size, shallow roots and sparse foliage, they must augment their diet of soil, water and sun with any Small-sized or larger creatures that they can catch. They seem to be stationary but actually move at least a few feet every day. Hangman trees prefer temperate to sub-tropical climates. They anchor themselves into the ground and go dormant if the temperature drops to freezing.

Mature and older hangman trees can speak broken Common. They are most commonly encountered in the Mournwood, but it is possible to encounter a hangman tree almost anywhere other trees grow. They do not like the extreme cold of the far north, however, nor do they grow in the mountains.

Combat Hangman trees can't see but can detect potential victims within 100' using sound, scent, and vibration. When a potential victim comes within 10d6 + 20' from a hangman tree, it releases a cloud of hallucinogenic spores that causes all creatures within 120' to make a saving throw vs. poison (with a penalty based on the tree's age) or believe the tree to be a friendly treant or simply an ordinary oak tree.

For each age group, the tree grows 1d4 + 5 prehensile vines, and it can control up to 3 of these vines at a time per age group to attack its victims. The hangman tree attacks any creature that is at least 3' tall but not taller than half its own height plus 1'. If the victim has failed its save vs. poison against the spores, the attack gains a bonus of +4. A successful attack indicates that the tree has dropped a noose-shaped vine around the neck of a victim and yanked it off the ground. This immediately counteracts the effects of the spores, if any, and inflicts 1d3 damage per age group (up to 5d3) each round for 4 rounds, unless someone who has not been grabbed can sever the vine or the victim can break free. The vine's hold can be broken with a successful Strength—Bend Bars/Lift Portcullis check; however, the

victim is only allowed one check. Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.

On the 5th round, the victim is dropped into the tree's acid-filled stomach, where escape is impossible unless the tree can be killed. Its stomach can hold up to 3 creatures of the maximum size. For example, an ancient tree is 28' tall. It can hold 3 creatures that are 15' tall (the maximum size), 6 creatures that are 8' tall or 12 creatures that are 4' tall. A swallowed victim suffers 3d4 points of acid damage each round. Sharp inward pointing growths around the mouth opening prevent climbing back out, but the victim can attack from the inside using any weapon meant to be wielded with only one hand.

The hangman tree suffers double damage from electrical attacks, and cold-based attacks cause it to go dormant (treat as a *hold monster* spell with a duration in rounds equal to the amount of damage suffered). Darkness (whether mundane or magical) causes it to act as if affected by a *slow* spell.

They have no interest in collecting treasure, and indigestible items are expelled and left behind about once per a number of weeks equal to its age group, i.e. an ancient hangman tree expels waste about once every 5 weeks. Those attempting to track a hangman tree to find expelled items suffer a –4 penalty due to the tree's slow movement and reluctance to disturb its natural surroundings.

KAMPFULT (AKA SINEWY MUGGER)

Kampfults are mobile, carnivorous creatures that haunt subterranean realms in search of prey, grabbing any Tiny-sized living creature that passes by. They usually subsist on mice, rats, bats, birds, giant centipedes, large spiders and other tiny animals, but when hungry will attack gnomes or halflings. They will only attack creatures larger than this if defending themselves or they are very desperate for food.

They resemble rotted dark gray or greenish gray tree stumps and weigh about 300 pounds. Six dark gray and

BESTIARY COMPILATION



green, prehensile tendrils, each about 6' long, are spaced evenly around the upper portion of its body, while another six tendrils, each about 1' long, are located at the base of its trunk-like body and are used for movement.

The base of their body is where food is absorbed. Once they have made a kill, they move until they are sitting on top of the corpse and spray acidic digestive juices onto it. They only digest organic material so that any metal or mineral items are left behind intact.

Sages believe that the original habitat of the kampfults was forests and dense woodlands where they could blend in amongst the tree trunks and hide their tendrils amongst ordinary vines and creepers. However, when discovered by humans or other civilized races, such as elves, they were actively hunted and destroyed until eventually the few that survived retreated into ruins, caves and other dark subterranean areas. Kampfults can be encountered anywhere in the Ice Kingdoms where deep caverns, abandoned mines or other ruins are found.

Combat Kampfults attempt to attack by surprise. They arrange their body and tendrils to appear as innocuous ropes or discarded netting and wait for a victim to move within reach. Then they lash out with their tendrils, attempting to grab and entangle the victim. Unless they are seen moving or there is some other indication that something is amiss, kampfults inflict a -3 penalty to their victim's surprise rolls.

All 6 tendrils can attack a single victim or up to 6 victims may be attacked at once. If a tendril hits a victim, the victim suffers 1hp of damage and is entangled until the kampfult is killed, the tendril is cut from the kampfult's body or the victim breaks free. The victim is automatically freed after the first round if it possesses a Strength score of 16 or higher, otherwise the victim must roll a successful Strength check. A kampfult dies when its trunk is killed, and a tendril can be cut off of the body by inflicting 2 hp of slicing damage. The tendril does not take damage from piercing or bludgeoning weapons. Cutting off all of its tendrils neutralizes the kampfult but does not kill it.

WOLF-IN-SHEEP'S-CLOTHING

The wolf-in-sheep's clothing is perhaps the single strangest creature that sages have ever cataloged. This mobile, carnivorous plant appears as a brown and gray tree stump between 2 and 4' in diameter like those typically found in its native habitat. It can absorb some nourishment from the sun, soil and earth, but it is mainly a predator that prefers to prey on other predators, including (some say, especially) the two-legged varieties.

A wolf-in-sheep's-clothing has two or three brown and green stalks between 10 and 15' long, each topped with violet flower-like eyes, protruding from the creature's base.

These give the creature excellent vision covering a wide area. The creature moves by means of its 7' long, black and brown roots. Its mouth is disguised as a thick, black vertical scar on its trunk-like body and opens to reveal razor-sharp, jagged greenish-white teeth. Its strangest and perhaps deadliest characteristic is its ability to grow a bud that resembles a small furry animal (such as a rabbit, woodchuck or squirrel). This is intended to lure unsuspecting prey close enough to be attacked by the creature's roots. Victims are granted a saving throw vs. spell. If the save is successful, the victim realizes that the animal is actually just part of the plant.

The wolf-in-sheep's clothing is the most ubiquitous of all the carnivorous plants. They can be encountered in any region where trees exist, even the far north and sides of mountains, and are very numerous in the Mournwood.

Combat The wolf-in-sheep's-clothing cannot be flanked and is only surprised on a 1 or 2. When a man-sized or smaller creature comes within range, usually around 10', the plant lashes out with 1 or more of its roots. Since its roots are buried under a thin layer of earth, the creature gains surprise on a victim on a 9 or less. If an attack is successful, the victim suffers 1d4 damage and is entangled. The victim must break free or someone who is not entangled can attempt to destroy the root or roots holding the victim. To break free a victim must have a minimum Str score of 13. Each point of the victim's Strength score above 12 provides a 5% chance to escape so that a victim with a Strength score of 18 has a 30% chance to break free. Each percentile point above 18 provides an additional 1% chance, until the chance to break free is 100% at 18/70 or higher. A fighter with an exceptional Strength score or higher who is not entangled can break a root in one round with his bare hands, or the root can be destroyed with normal weapons. If a root has a victim entangled when it is struck, half of the damage is inflicted to the root and half is inflicted to the victim. If the victim is not freed within one round, it suffers another 1d4 constriction damage from each root holding it, any roots not involved in the initial attack automatically entangle it, and it is dragged into the creature's mouth where it suffers additional 1d6+6 damage from a bite. Destroying the roots after the victim is in the creature's mouth only stops the constriction damage and the victim will continue to be bitten automatically each round thereafter until the victim dies and is swallowed or the wolf-in-sheep's-clothing is killed. It can swallow 1 Man-sized, 2 Small-sized or 4 Tiny-sized creatures before becoming full, at which point it retracts its lure and eyestalks, buries its roots and becomes dormant for 1d3 days. It consumes all organic, metallic and mineral materials. Damaged or destroyed eyestalks and roots can be regenerated within 1-4 weeks.



BESTIARY COMPILATION



RAT, GIANT

Terrain:	Any
Activity Cycle:	Night
Frequency:	Common
Organization:	Pack
Number Appearing:	5d10
Intelligence:	2-4
Alignment:	Neutral evil
Treasure:	(C)

Movement:	12, swim 6
Armor Class:	7 (13)
Hit Dice:	1/2
THACO:	20 (+0)
Attack:	Bite (1d3)
Special Traits:	Disease
Saving Throws:	Fighter 1
Size:	Tiny (2' long)
Morale:	5-7
Experience Points:	15

Giant rats are filthy vermin that tend to infiltrate graveyards, underground labyrinths and dungeons. They will live just about anywhere that they can find food, and they define food rather liberally. Rats eat just about anything, including other rats, but giant rats are somewhat intelligent and pick their meals carefully so as to avoid resistance. This explains their penchant for graveyards; the eating is free so long as they avoid any ghouls. Giant rats have black or brown fur and white underbellies.

Giant rats attack with their bite. There is a 5% chance per successful attack that the victim may contract a debilitating disease. The victim is granted a save vs. poison to avoid the effect.

ROC, SNOW

Terrain:	Mountains, Jotunreach
Activity Cycle:	Night
Frequency:	Very Rare
Organization:	Solitary or mated pair
Number Appearing:	1 (10% chance of 1d2)
Intelligence:	1
Alignment:	Neutral
Treasure:	None

Movement:	6, fly 18 (MC 4)
Armor Class:	6 (14)
Hit Dice:	16 (72 hp)
THACO:	5 (+15)
Attack:	2 claws (3d6)
Special Traits:	Cold resistance, drop, swoop
Saving Throws:	Fighter 16
Size:	Large ()
Morale:	12
Experience Points:	7,000

Snow Rocs dwell near the edge of the Jotunreach in the high mountain peaks of the Vanir Mountains. Snow Rocs resemble a giant mixture of eagle and owl. Nocturnal, these giant birds have incredibly accurate night vision. Snow Rocs are also capable of extremely quiet flight, moving silently with 95% skill. Even with their 40' wingspan they can surprise with the normal chances.

Immense appetites come with the Snow Roc's great size.



BESTIARY COMPILATION



Snow Rocs eat large mammals including horses, cattle, or even mammoths and other huge beasts of the Jotunreach. Snow Rocs swoop down silent, striking their prey with immense claws and carrying it away. They often drop their victims to finish them off, dealing upwards of 10d6 in additional falling damage.

When a Snow Roc nest is encountered, there is a 50% probability that 1d6 eggs or 1d4 young are present. Rocs fight to the death to defend their young. If eggs or chicks are captured, they cannot be trained as mounts.

Snow Rocs are not usually interested in treasure. Any treasure they have will be scattered over a 1d4 × 100 foot area. This treasure is usually what was dropped by past victims or inedible and discarded by the birds.

Snow Rocs have +4 to save against any form of cold attacks, and they suffer 1 less point of damage per die of cold damage.



ROT GRUB

Terrain:	Any land
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Swarm
Number Appearing:	5d4
Intelligence:	0
Alignment:	Neutral
Treasure:	None

Movement:	1
Armor Class:	9 (11)
Hit Dice:	0 (1 hp)
THACO:	N/A
Attack:	None
Special Traits:	See below
Saving Throws:	Fighter 1
Size:	Tiny (1" long)
Morale:	5
Experience Points:	15

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a Wisdom check can be made to avoid them entirely. If this check is failed, the grubs have contacted the victim and penetrated the skin. Once this occurs, the victim may make a Wisdom check. If successful, they notice strange burrowing below the surface of their skin. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not

stopped immediately, within 1 to 3 turns the rot grubs will find the heart and kill their victim.

RUST MONSTER

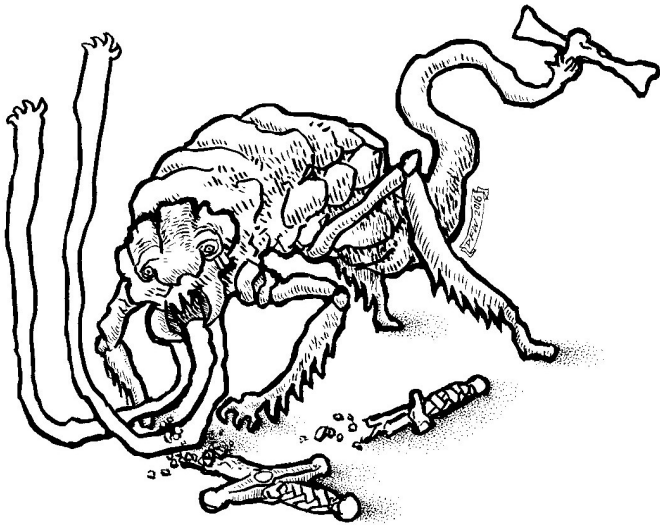
Terrain:	Any
Activity Cycle:	Any
Frequency:	Rare
Organization:	Pack
Number Appearing:	1d2
Intelligence:	Animal
Alignment:	Neutral
Treasure:	None

Movement:	18
Armor Class:	2 (18)
Hit Dice:	5 (23 hp)
THACO:	15 (+5)
Attack:	See below
Special Traits:	Rust effect
Saving Throws:	Fighter 5
Size:	Man-sized (4'-6' long)
Morale:	12
Experience:	650

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armor and weapons either struck by antennae or contacting a rust monster's hide



BESTIARY COMPILATION



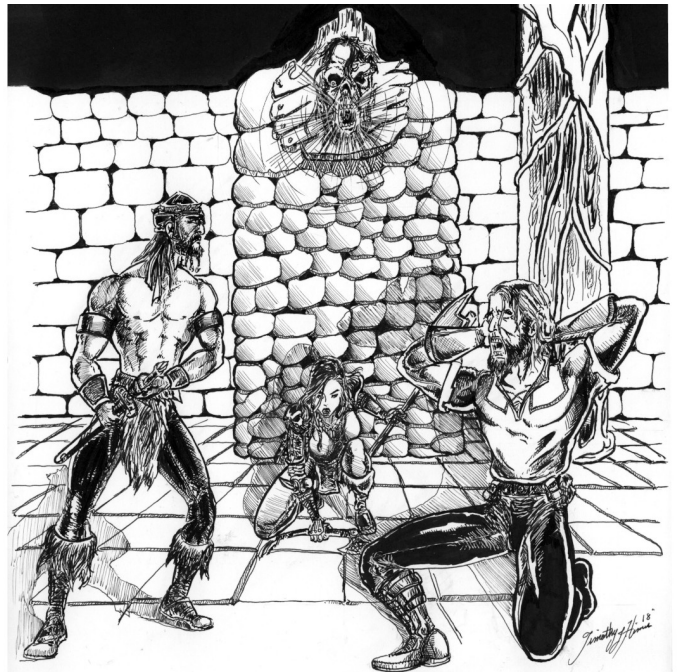
SHRIEKING HEAD

Terrain:	Any
Activity Cycle:	Any
Frequency:	Rare
Organization:	Band
Number Appearing:	3d10
Intelligence:	0
Alignment:	Neutral
Treasure:	None

Movement:	0
Armor Class:	7 (13)
Hit Dice:	3
THACO:	17 (+3)
Attack:	None
Special Traits:	Shriek
Saving Throws:	Fighter 3
Size:	Small
Morale:	Special
Experience Points:	120

(when it is attacked with a sword, for instance) instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rust monsters. Magic items will first lose their magical bonuses, 1 at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each plus grants the item a 10% probability of surviving contact unscathed. For instance, if a character strikes a rust monster with a dagger +2, it has an 80% chance of becoming a dagger +1. If it does, any subsequent hit has a 90% chance of making the dagger an ordinary dagger. If it becomes an ordinary dagger, a hit after that renders the dagger useless. A rust monster feeds upon the rust it creates in this manner.

Created through the dark arts of sorcery and demon binding, shrieking heads are a gruesome testament to the power of otherworldly fiends. Crafted from the heads of defeated enemies and sacrificed to the shadowy evil spirits beyond the void of Pohjola, these heads are staked to poles, nailed to walls, or otherwise placed to serve as watchers, alarms, and if necessary, warnings for intruders. Often



BESTIARY COMPILATION



created after battles and left to weigh heavily on the souls of their surviving allies and families, foul practitioners of dark arts savor the terror these barbaric totems cause.

Shrieking heads give off an ear-piercing scream whenever they “feel” light within 30 feet or there is movement within 10 feet. They continue to shriek for 1d3 rounds, with a 50% chance to attract a wandering monster, guards, or other unwanted attention each round.

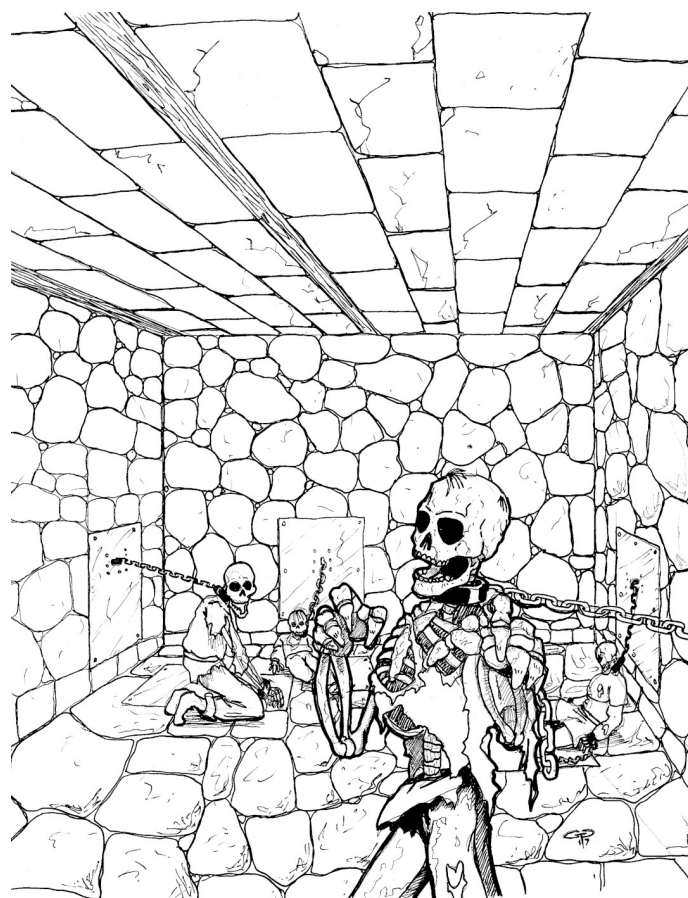
Other than their scream, shrieking heads have no attack.

Shrieking heads can be made with a 2nd level necromancy spell available to both clerics (priests) and wizards (magic-users or mages), but not druids, bards, rangers, paladins, or illusionists (or any other non-necromancer wizard specialist).

SKELTON

	Common	Ogre
Activity Cycle:	Any	Any
Terrain:	Any	Any
Frequency:	Uncommon	Rare
Organization:	None	None
Number Appearing:	3d10	1d6
Intelligence:	0	0
Alignment:	Neutral	Neutral
Treasure:	None	None
Movement:	12	9
Armor Class:	7 (13)	6 (14)
Hit Dice:	1 (5 hp)	3 (14 hp)
THACO:	19 (+1)	17 (+3)
Attack:	By weapon	Slam (1d10)
Special Traits:	Damage resistance, holy water vulnerability, spell immunities	Cold immunity, damage resistance, holy water vulnerability, spell immunities
Saving Throws:	Fighter 1	Fighter 3
Size:	Man-sized (6' tall)	Large (9' tall)
Morale:	Special	Special
Experience Points:	65	175

Skeletons are the bones of humanoid creatures, animated by energy from the Negative Energy Plane. They bear no flesh, musculature, or ligaments and are held together through magical force. Skeletons vary in size, depending on the race of humanoid that the bones came from. As mindless constructs of necromantic magics, skeletons have no interactions with other creatures, except



to follow commands from their creators. With no intelligence to guide them, they carry out all instructions as literally as possible, and are typically unable to follow commands more complex than a few phrases.

Skeletons can follow simple commands of up to 15 words, given by their controller from no more than 60 feet away. The language used to speak the command makes no difference, as long as it is a real language and the correct words are spoken aloud. Skeletons attempt to obey immediately and literally.

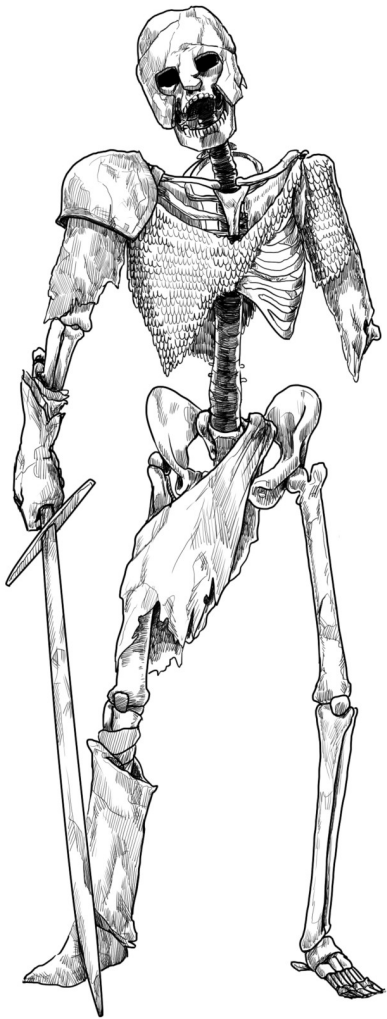
Their ability to follow commands while lacking language skills is similar to the way magical items activate when the proper command words are spoken.

A *Speak with Dead* spell cast to contact a skeleton has the same effects and limitations as if cast upon a non-animated dead body. Depending on the circumstances of its animation, the life force may or may not be aware that its body has been animated.

Their only remaining natural sense is a crude sense of touch. They have the magical sense of *detect life force*, *detect motion*, *detect solid objects* and *detect vibrations* with a 60' range.



BESTIARY COMPILATION



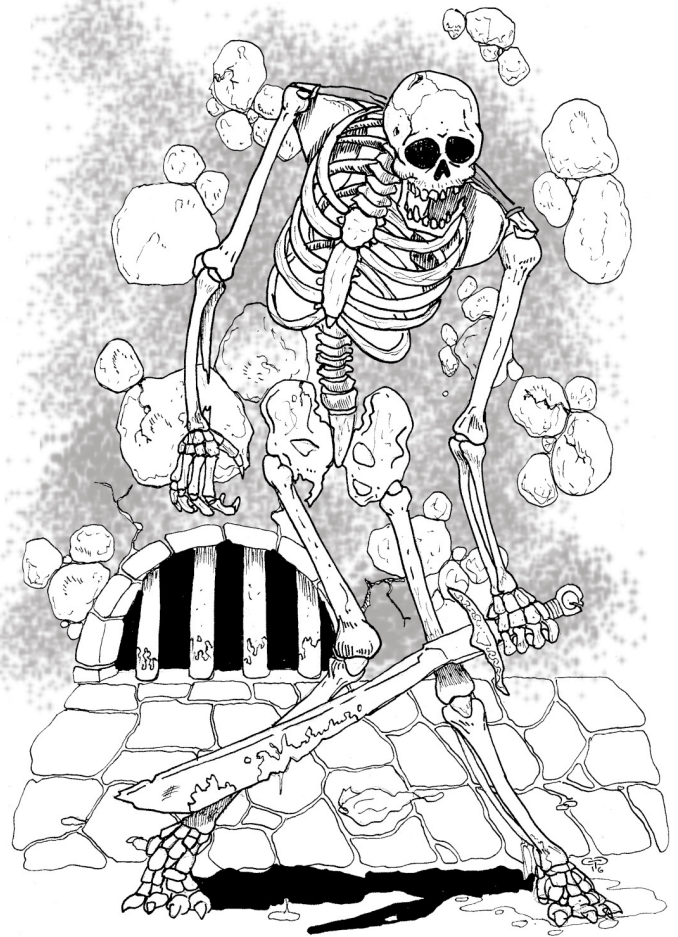
SKELETAL OGRE

Skeleton ogres are the reanimated skeletal remains of ogres, reinforced with negative energy. They bear no flesh, musculature, or ligaments, and are instead held together through magical force. A Skeleton ogre is an animated undead ogre comprised of bones. They function the same as any standard animated skeleton with the exception of their improved abilities listed above.

As they lack flesh and blood, slashing and piercing weapons inflict only half damage against skeleton ogres. As undead creatures, they are immune to charm, fear, hold person, and sleep spells, and take no damage from cold-based attacks. They are vulnerable to holy water, and suffer 2d4 points of damage per vial that strikes them. Skeleton ogres never check for morale.

Skeletons are commonly created in places where the dead are abundant, such as graveyards or battlefields. Their creators often task them to guard remote and abandoned locations. While they are certainly capable of guarding inhabited locations, their presence is not tolerated by civilized folk.

When commanded to attack, skeletons do so in the most obvious ways possible, without regards to strategy, intelligence, or fear. Skeletons never check morale. Slashing and piercing weapons inflict only half damage against skeletons, and they are corporeal undead without sight or hearing for purposes of immunities. They are vulnerable to holy and unholy water, suffering 2d4 points of damage per vial that strikes them.



BESTIARY COMPILATION



SLIME

	Gray Ooze	Green Slime	Grey Slime
Terrain:	Any underground	Subterranean	Arctic
Activity Cycle:	Any	Any	Any
Frequency:	Rare	Rare	Very rare
Organization:	Solitary	Colony	Solitary
Number Appearing:	1d3	1d6	1
Intelligence:	1	0	0
Alignment:	Neutral	Neutral	Neutral
Treasure:	None	None	None
Movement:	1	0	0
Armor Class:	8 (12)	9 (11)	9 (11)
Hit Dice:	3 + 3 (17 hp)	2 (9 hp)	2 + 2 (11 hp)
THACO:	17 (+3)	19 (+1)	19 (+1)
Attack:	Touch (2d8)	0	0
Special Traits:	Attack type immunities, corrosion, spell immunity	Corrosion, spell immunity, weapon immunity	Corrosion, cold and fire immunity, spell immunity
Saving Throws:	Fighter 3	Fighter 1	Fighter 2
Size:	Man-sized (4'-7' diameter)	Small (2'-4' pool)	Large (4'-7' pool)
Morale:	10	10	N/A
Experience Points:	650	65	175

GRAY OOZE

Gray oozes resemble outcroppings of wet gray stone. At rest, they spread out into puddles around six inches deep and several feet wide. When active, they can form themselves into more compact shapes and lash out with whip-like tendrils. Gray oozes reproduce by leaving small egg-like shells in damp places; after a few days the small oozes devour their leathery shells to hunt for themselves.

Gray oozes can digest metal in addition to organic material. Armor struck by a gray ooze dissolves in a matter of minutes—chain mail corrodes to uselessness in one round, plate armor in two rounds, and enchantment slows the decay by one round per plus of enchantment. Metal weapons which strike an ooze also decay within a round as well, though enchantments delay the corrosion as per enchanted armor. Gray oozes are immune to fire, cold, and all spells.

GREEN SLIME

An occasional dungeon hazard, green slime is some sort of vegetable or fungoid or hybrid of the two that grows in dark, damp, and higher areas ready to drop on unsuspecting victims. These drops fall from the vibrations caused by nearby creatures.

When a drop of green slime contacts exposed flesh, it quickly dissolves flesh and converts it to more green slime. Green slime slowly eats through wood, but can dissolve

metal in 1d6 rounds. However green slime cannot devour stone, rock, and other earth based material.

Most weapons and spells cannot harm green slime. However fire and cold can harm green slime, and it can be killed by a *cure disease* spell. Otherwise green slime must be cut away (skinning flesh, amputating a limb, etc.), or the victim will die in 1d4 rounds (and cannot be raised or resurrected as they are now a pool of green slime).

GREY SLIME

Grey Slime is an almost perfectly round pool of viscous dull grey slime about 6' across.

This pool is only about 6" deep and has no way to directly attack the characters, however it is a very dangerous beast. It is used by some of Mournwood's denizens to dispose of their rivals or punish their minions.

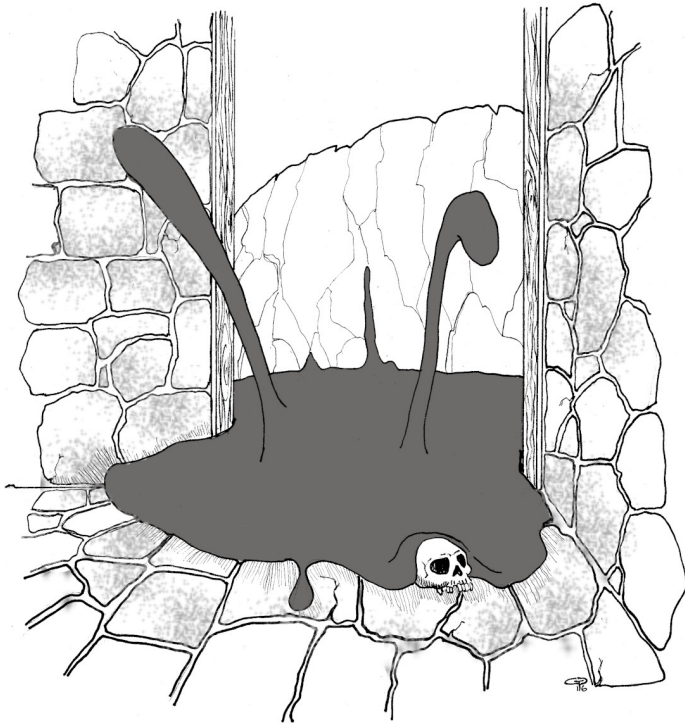
Grey slime has tremor sense and can detect any creatures that approach within 30' of the edge of the pool. It can dissolve and digest almost anything that it touches.

If a victim gets the grey slime on their flesh, the slime begins to dissolve the victim, inflicting 2d8 points of damage per round until the victim is dead and gone, leaving behind only odd bits, such as an arm, leg or even just a foot or hand.

Grey slime can also digest 1 cubic inch of wood or cloth in 3 turns, and acts as a strong, metal eating acid. A grey slime suffers full damage from weapons, but a mundane



BESTIARY COMPILATION



weapon made of metal that successfully strikes the grey slime dissolves at the end of the round. Even the small amount of the slime picked up from touching it is enough to dissolve an entire suit of mundane bronze plate, chain or scale mail in one round, a mundane suit of brigandine, leather, studded leather, banded, splint or plate mail in just two rounds, and mundane field plate in 3 rounds. Magical armor and weapons are granted 1 additional round for every plus of their enchantment bonuses. Once a victim's armor is gone the slime begins to dissolve the victim.

If the victim lost initiative during the round that the grey slime makes contact with its armor or skin, or if the victim wins initiative on the first round after the slime makes contact, the victim can quickly wipe off the slime and avoid suffering damage to himself or his armor. Whatever the victim wipes it onto, with the exception of glass, crystal or ceramic, is not as fortunate and starts to dissolve immediately.

Once the victim begins to suffer damage, the slime must be cut or burned away. This procedure causes the victim to suffer 1d4 damage for each round that the slime was in contact with the victim. A *cure disease* spell will instantly kill a grey slime, but it is immune to mundane or magical fire and cold effects and all other spells.

Grey slime is the unusual and rare cross between green slime and grey ooze. The conditions necessary to create such a hybrid must be precisely correct. The process in-

volves a fresh grey ooze embryo, several drops of green slime, a dash of common minerals and electricity. While it is possible to occur in nature, most scholars believe wizards working in their laboratories, possibly with the assistance of alchemists, created the few that have been reported.

SLIME, GIANT

Terrain:	Any
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Solitary
Number Appearing:	1d2
Intelligence:	1
Alignment:	Neutral
Treasure:	None
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Movement:	9
Armor Class:	5 (15)
Hit Dice:	6 + 1 (28 hp)
THACO:	15 (+5)
Attack:	2 (1d4) and (2d4)
Special Traits:	Constriction, poison
Saving Throws:	Fighter 7
Size:	Man-sized (10'-20' long)
Morale:	11
Experience Points:	650

Known as Thane-Snakes in the Ice Kingdoms, giant snakes are carnivorous and can be found deep in the earth beneath the Ice Kingdoms. Some are captured and trained as pets and guards by the forces of Pohjola and other evil powers. Giant snakes are not just enlarged versions of regular snakes, they are a distinct species of their own, believed to have been created as a mix of ordinary cobras and boa constrictors, mixed with sorcery and evil.

Giant snakes occasionally drop from above to ambush their prey, wrapping their bodies around a victim and attacking with both their bite for 1d4 points of damage and constriction for 2d4 points of damage. Once they have their victim in their coils it is difficult to escape. It takes an open doors Strength test to escape and this action counts as the victim's full round. Attacks that are directed at the snake may harm the victim (subtract the attack roll from 20 and use this number as the attack roll to hit the constricted victim, with no Dexterity or shield bonuses to their armor class and a further 2 point armor class penalty).

The bite of the giant snake is quite poisonous. A bite victim gets a saving throw to negate the poison but otherwise suffers a further 1d8 damage and -1 (cumulative with other failed poison saves) on all combat rolls, ability

BESTIARY COMPILATION



checks and other actions (d20 based, the penalty should be adjusted to fit the proper dice being used).

SNOW BEAST

Terrain:	Any
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Tribe
Number Appearing:	1d6
Intelligence:	6
Alignment:	Chaotic Neutral
Treasure:	None
<hr/>	
Movement:	12
Armor Class:	6 (14)
Hit Dice:	5 (23 hp)
THACO:	15 (+5)
Attack:	3 (claw/claw/bite, 1d4/1d4/1d8)
Special Traits:	Rending, Surprise
Saving Throws:	Fighter 5
Size:	Large (8'-10')
Morale:	11-12
Experience:	270; 420 (two headed or four armed); 650 (two headed and four armed)

A curious creature that does not seem to belong to the Ice Kingdoms, the great white Snow Beast. Standing nearly 8 feet high, the Snow Beast is a carnivorous, cave dwelling

beast that has been known to eat bears, wolves and travelers (human, orc, goblin and more). They live in small families and are quite dangerous, but rare living only in the Grugnifal region of the Ice Kingdoms. They are a pain for the dwarves who actively send out hunting parties to trap and kill the apes. The apes seem to be perfectly natural with no magical or unique special enchanted powers.

However a few sightings of larger Snow Beasts with four arms have been reported by skalds across the Ice Kingdoms as well as a two headed variety. One can only imagine if two headed, four armed Snow Beasts exist. Each of these mutant sub species have only be "seen" deeper into the mountains past the Grugnifal as one heads close to Dargogran.

Snow Beasts impose a -2 penalty to surprise rolls against Opponents and better their own surprise rolls by 2. If it hits one opponent with both claws in the same round, it will do an additional 1d6 damage as it rends its victim. Two headed Snow Beasts better their surprise by an additional 1 (3 total), while four armed Snow Beasts receive a +1 to hit with their claw attacks.





BESTIARY COMPILATION

SPIDER

	Deadly	Giant Ice	Huge Hunter
Terrain:	Any	Arctic	Any
Activity Cycle:	Any	Night	Any
Frequency:	Common	Very rare	Common
Organization:	Swarm	Group	Colony
Number Appearing:	3d10	1d6	1d12
Intelligence:	1	5-7	2-5
Alignment:	Neutral	Chaotic evil	Neutral
Treasure:	None	None	J, N, Q
Movement:	12, web 9	3, web 12	18
Armor Class:	8 (12)	3 (17)	6 (14)
Hit Dice:	1 - 1 (4 hp)	3 + 3 (17 hp)	2 + 2 (11 hp)
THACO:	20 (+0)	17 (+3)	19 (+1)
Attack:	Bite (1)	Bite (1d8)	Bite (1d6)
Special Traits:	Poison	Infravision, immune to mundane or magical cold, poison	Concealment, poison
Saving Throws:	Fighter 1	Fighter 4	Fighter 2
Size:	Tiny (3" body)	Large (12' diameter)	Man-sized (6' diameter)
Morale:	10	13	8
Experience Points:	65	650	270



DEADLY

Deadly spiders are generally brown to black, with a bulbous hairy abdomen and thin legs. Giant spiders come in different sub-species, each with a different color, but having the same bulbous appearance. Deadly spiders can be found anywhere, but usually congregate in forests and large cavernous areas. They are often pets or in the protective care of a giant deadly spider.

Deadly spiders are web spinners and tend to wait near a system of webs for a meal to haphazardly drop in. Once something becomes stuck in the web, many deadly spiders will crawl to attack at once. If encountered away from its webs, a deadly spider will keep its distance from its target, preferring to move away after an attack with a bite.

Most deadly spiders attack in swarms. Each swarm makes one attack, but for each spider past the first the swarm bite gains a +1 to hit bonus (so if there are 4 spiders the bite is at +3 to hit). Poisoned characters must make a saving throw vs. poison or suffer a +1 penalty to AC, a -1 penalty to attack, and a -3 penalty to Dexterity with respect to Dexterity checks for 1d4 + 1 rounds.

GIANT ICE

These five-foot tall spiders like hiding in the trees. The giant ice spider is a web-spinning spider that has adapted to the cold. They live in groups of 1d6. Unlike most

BESTIARY COMPILATION



web-spinning spiders, they are covered in thick, but short, white fur with light black and gray horizontal stripes.

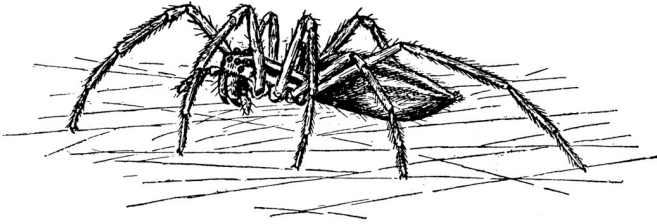
These creatures delight in attacking from above. As the characters pass under the trees where the spiders are hiding, the spiders fire webs at the group. The webs have a 30' range. A successful attack roll indicates the victim is entangled in webs. However, the victim's strength score determines how long the victim remains entangled. A creature with a strength score of 18/76 or higher can easily break free from the webs in under a minute. The webs merely act as a *slow* spell for a single round after a successful web attack. A creature with a strength score of 18 or an exceptional strength score between 18/01 and 18/75 is only entangled for a single round following a successful web attack. Each reduced point of strength increases the

time required to break free of the webs by one additional round. A creature with a strength score of 17 requires 2 rounds after a successful web attack to break free, strength score of 11 requires 7 rounds after a successful web attack, etc. Those entangled in the web lose all dexterity score modifiers and suffer an additional +4 penalty to their AC.

It will not risk entering melee combat, but if a victim appears to be entangled and not surrounded by allies, the spider who successfully attacked it will climb down from the tree and attempt to bite the victim until it fails a saving throw vs. poison. The spider will then drag it back up the tree to drain it of fluids later. The giant ice spider injects a deadly Type F poison into its bite, but a victim gains a +1 bonus to its saving throw. If the victim fails its saving throw, it is immediately paralyzed, followed by death in



BESTIARY COMPILATION



2-8 rounds.

Slow poison or *neutralize poison* must be cast upon the victim before death occurs to be effective.

HUGE HUNTER

These squat, furry spiders are black with white or red markings. They are hunters and scavengers found in jungles, caves, graveyards, and even deep underground. They can climb walls and walk on ceilings with no chance of falling. Spiders of all sizes and types can be found almost anywhere, except the most extremely cold regions. Even in the arctic regions, there are rumors of white furred hunting spiders of enormous size. Spiders are ravenous hunters with only two body segments. They have fangs, eight legs and eight eyes. They all have the equivalent of tremor-sense within a 30' radius.

Hunting Spiders attack anything smaller or slower than themselves, but they prefer warm-blooded mammals. Spiders inject poison when they bite their victim. They attempt to paralyze a victim before draining it of blood and other fluids.

STIRGE

Terrain:	Forests or subterranean
Activity Cycle:	Night
Frequency:	Uncommon
Organization:	Cluster
Number Appearing:	3d10
Intelligence:	1
Alignment:	Neutral
Treasure:	D

Movement:	3, fly 18 (MC 3)
Armor Class:	8 (12)
Hit Dice:	1 + 1 (6 hp)
THACO:	17 (+3)
Attack:	Bite (1d3)
Special Traits:	Blood drain
Saving Throws:	Fighter 2
Size:	Small (2' wingspan)
Morale:	8
Experience Points:	175

Stirges are birdlike creatures with four appendages ending in sticky pincers and long, sharp, hairless proboscises. Each stirge has large, bat-like wings that range in color from dark gray to dull ash. Their stomachs appear either full and bloated, or shriveled and emaciated, depending on the time of their last feeding. They hunt in packs and can sometimes be found in a hive with dozens to hundreds of other stirges, as well as a hive queen.

Stirges have one attack, an attachment. A stirge flies toward an opponent and attempts to latch on to the victim to allow for an extraction of the victim's blood. They approach in packs but often will separate in pairs to allow each in the lot an opportunity to feed from multiple targets. Stirges attack as 4 hit dice creature (already calculated in their THACO score). After first hit will drain 1d3 damage per round with no further attack needed, once it has drained 10 hit points it will depart.



BESTIARY COMPILATION



STRANGLE WEED

Terrain:	Temperate
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Clusters, patches, groves
Number Appearing:	1
Intelligence:	0
Alignment:	Neutral
Treasure:	Special

Movement:	0
Armor Class:	Special
Hit Dice:	1
THACO:	Special
Attack:	1 (1d8)
Special Traits:	See below
Saving Throws:	Fighter 1
Size:	Large (15'-20' long)
Morale:	N/A
Experience Points:	175 per 10' square

This mass of writhing vines and leaves looks like a large patch of seaweed. Several long fronds protrude from the center of it, and it is 12 foot wide. It attacks by grappling its foe and then squeezing it. Slain creatures are digested by the strangle weed.

The strangle weed is dark green and slightly slimy, with 3d4 fronds, each about 10 foot long, protruding from its main body. Strangle weed lies still until prey comes near. It then lashes out with its fronds, attempting to grapple its foes. Grappled foes are squeezed until they die. Strangle weed must hit with its slam attack. If it gets a hold, it can constrict in the same round and every round until the target gets free. Strangle weed deals 1d6 points of damage with a successful grapple attack against man-size or smaller opponents. A victim of the grapple can escape by using their action to make a Strength check at -2.

Strangle weed has a +3 to surprise, and is immune to poison, sleep, paralysis, stunning, polymorph, and mind-

influencing spells and effects

Creatures caught in the fronds may attack with -2 to hit. A subterranean version of the strangle weed exists, though encounters with it are very rare. It is whitish-green and is found in underground pools, stagnant water, and the like.

TENTACLE

Terrain:	Any
Activity Cycle:	Any
Frequency:	Rare
Organization:	None
Number Appearing:	3d6 (special, see below)
Intelligence:	1
Alignment:	Neutral
Treasure:	None

Movement:	6
Armor Class:	3 (17) or 8 (12)
Hit Dice:	2 + 2 (11 hp)
THACO:	19 (+1)
Attack:	Slap (1d3)
Special Traits:	Grapple, drag, or squeeze (1d6), wrestling
Saving Throws:	Fighter 5
Size:	L (10' long)
Morale:	N/A
Experience Points:	175

Tentacles are a very popular supernatural menace commonly encountered when dealing with dead gods, black magic and primeval sorcery. Tentacles tend to come from all sorts of environments and situations, from erupting from the chest of corpses to emerging from dimensional portals accidentally opened by magic gone wrong.

The most basic and primitive use of tentacles as an encounter is as the primary attack form of unseen monsters in the deeps of the waters of the world or from the dark places in the deep earth. Usually the tentacles do not need any more description as the true monster they belong to is rarely seen, and by those who do see the host body, the experience is usually very brief and results in death by being devoured by a giant mouth or beak.

Tentacles tend to grapple or slap opponents, usually inflicting minimal damage as their true goal is to drag their victims to their source, resulting in the victim being lost in the darkness, depths of the waters or other forbidding location. However, when properly motivated a tentacle attack can be more than just a gentle push or pull and can be a quite deadly squeeze or hammering.

While actually part of a larger creature (or creatures), each tentacle has its own statistics, hit points and attacks



BESTIARY COMPILATION



and is treated as its own creature in combat. The true nature of each set of tentacles is up to the GM and adventure being played, but it is generally recommended that the following stats be used and a number of tentacles encountered (on average) are equal to the PCs in the party. Though, in the depths of the Abyss, there truly is no such thing as average.

The tentacles come from somewhere, be they emerging from a corpse, the shadows, a pool of water or another dimension. Usually these tentacles can stretch and reach up to 20 feet from its host (be it a corpse, the shadows, underwater or so forth) and once the victim is dragged to the host they have a whole new mess of problems to deal with. If dragged into the unknown (darkness, deep beneath the water, another dimension) the end results are infinite, but usually involve being digested. If dragged into water, the victim needs to worry about drowning.

Tentacles have a whole array of possible attacks. In general, they attack with a slap but may also grapple, slam, or engage in normal wrestling as if they had a Strength of 15 (increase this Strength by 1 for each extra tentacle attacking a single target, up to a maximum Strength of 20).

If a slap attack succeeds the tentacle can opt to perform the slam attack as well. If the slam attack is then successful the victim takes the extra damage and is flung 4d6 feet

away. If the slam fails then the slap also fails and the tentacle is so far off its mark that it cannot attack that same victim the next round.

If the grapple attack succeeds, the victim and tentacle must both make a Strength check. If the tentacle makes their check by more than the victim makes their check (or fails by less) they the victim can be attacked by the squeeze or drag attack options the next round. The squeeze does more damage while the drag pulls the victim 2d6 feet closer to the "host" creature.

A victim that is grappled can attack the tentacle's weaker underbelly while they are still grappled. When doing so the tentacle only has AC 8, not 3. Anyone else targeting the underbelly that is not grappled suffers a -6 when attempting to hit the underbelly. If the underbelly is hit and wounded when a victim is grappled the victim can make a new Strength check to escape.

The tentacle can engage in wrestling just like any normal character using its normal combat values (THACO, Hit Dice, Armor Class), when doing so it ignores all the combat rules and special rules listed above.

Despite their hit dice being only 2 + 2, tentacles save as 5th level fighters.

TROLL, ICE

Terrain:	Arctic
Activity Cycle:	Night
Frequency:	Rare
Organization:	Group
Number Appearing:	1d6
Intelligence:	5-7
Alignment:	Chaotic evil
Treasure:	See below

Movement:	9
Armor Class:	8 (12)
Hit Dice:	2 (9 hp)
THACO:	19 (+1)
Attack:	2 claws 1d8 each
Special Traits:	Regeneration, impervious to cold, magical weapons to hit
Saving Throws:	Fighter 2
Size:	Large (9' tall)
Morale:	14
Experience:	270

Ice trolls look like standard trolls that have been infused with ice elemental essence, and indeed, some sages claim they are the result of experimentation, either by the dragon elves or the Witch-King of the Frozen Thrones. They are slightly smaller than standard trolls and have semi-transparent, ice-cold skin. However, ice trolls are

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far more intelligent than standard trolls and are known to keep humans and demi-humans in the same way men keep cattle or chickens. Ice trolls will only be encountered near a lake, river or other source of unfrozen water. They may serve a family of frost giants in Jotunreach, assuming the giants provide a pool of water for them, but they are found in their greatest numbers on the islands and shores of the Crown Sea, and along the shores of Saga Lake. Here they will set traps for the unwary, using treasure taken from previous victims as bait. During the spring thaw they are most active, following the swollen streams and rivers deep into the Thanelands in search of humans and demi-humans to add to their herds. If two-legged prey is scarce or gives too much resistance, they will raid farms and ranches for cattle, pigs and horses.

Ice trolls form small tribes of no less than 7 and no more than 12. If a tribe grows too large, it splits and forms a new tribe. The tribe's most intelligent member acts as leader. Ice troll lairs are often an ice cave or cluster of large igloos near their source of water. Their lair contains all of their treasure and 5d4 humans or demi-human prisoners.

The clear fluid that passes as their blood is used to craft rings of cold resistance and frost brand swords.

Combat: Ice trolls are immune to mundane weapons and any type of cold attack whether mundane or magical, however suffer double damage from any sort of fire damage. Unless the damage is caused by fire or acid, they regenerate 2 hp per round, even after being reduced to 0 hp or less, but only while touching water. They will often retreat if combat starts to take them away from their water source. The only way to permanently destroy an ice troll is to reduce it to 0 hp or less and burn it with fire or acid.

Most ice trolls attack with two claws per round, but 10% carry a weapon. If using their claws, they can attack more than one opponent at a time. If wielding a weapon, they gain bonuses of +2 to hit and +4 to damage due to their high strength scores.

Their favored strategy is to attack one victim at a time and attempt to capture as many alive as possible. Their lairs are always surrounded by a shallow moat that the trolls stand in while fighting. The moat may also be set with net traps meant to capture their opponents alive.

Their bodies are so brittle that if an opponent rolls a natural 20 to hit an ice troll with a slashing weapon, one of the troll's arms or legs is severed. A limb will move up to 30' to immerse itself in water. If successful in reaching water, the limb can be re-attached within 24 hours. If the limb is not re-attached, the ice troll can grow another within a week, as long as the ice troll stays in contact with water.

VARG

Terrain:	Any forest
Activity Cycle:	Any
Frequency:	Rare
Organization:	Pack
Number Appearing:	3d4
Intelligence:	5-7
Alignment:	Neutral evil
Treasure:	None
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Movement:	18
Armor Class:	6 (14)
Hit Dice:	3 + 3 (16 hp)
THACO:	17 (+3)
Attack:	Bite 2d4
Special Traits:	None
Saving Throws:	Fighter 3
Size:	Man-sized (4'-7' long)
Morale:	11
Experience:	120

Vargs are gigantic relatives of normal wolves which possess an unusual cunning. They resemble hulking, muscular wolves the size of ponies, with flat snouts and wary, calculating eyes.



BESTIARY COMPILATION



VARYAG BERSERKER

Terrain:	Any
Activity Cycle:	Any
Frequency:	Rare
Organization:	Group
Number Appearing:	1d10
Intelligence:	8-10
Alignment:	Chaotic evil
Treasure:	M

Movement:	12
Armor Class:	7 (13), 10 (10) unarmored
Hit Dice:	2 + 2 (11 hp)
THACO:	19 or 18 (see below)
Attack:	By weapon + 1 (see below)
Special Traits:	Battle-lust
Saving Throws:	Fighter 2
Size:	Man-sized (6' tall)
Morale:	See below
Experience:	65

Varyag Berserkers are roaming bands of cannibalistic warriors. They fight with a fierce battle-lust, and as a result they may strike twice in a round or make one attack



Like normal wolves, vargs form packs led by the strongest and meanest individual. Packs of vargs are most often on poor terms with other packs, and fighting often erupts when rival packs meet.

Although vargs consider most humanoids as prey, they get along well with goblins. Varg packs often ally themselves with goblin tribes, providing each other with mutual protection. Vargs often serve as mounts for goblins, and are always willing to assist them in combat. Vargs speak their own language, but can often understand goblin speech.

When not lairing with goblins, vargs make their homes in dank, dark forests. They usually dig dens or claim existing caves as their own, driving off their previous occupants if necessary.

Vargs fight and hunt in packs, much like normal wolves.

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at +2. They never roll for morale checks once engaged in battle. Varyags are exceptionally strong gaining +1 to hit and damage in melee combat.

Varyags are a savage people who enjoy the violence of combat and feed off the carnage they create. If a Varyag delivers an attack that immediately causes an opponent to die by dropping to -10 hit points or lower, they gain several benefits. They gain a +1 bonus to damage and a +2 bonus on saves. These benefits last until the end of combat. Note that the Varyag must deliver a blow that slays a conscious, active opponent. They cannot *coup de grace* or kill a helpless foe to gain this benefit.

Varyag wear war paint, cover themselves in elaborate tattoos and brandings, and carry gruesome war trophies. Their appearance promises bloodshed and savagery in battles. This tends to startle or cause fear in their opponents. During combat, any opponent with less hit dice than the

Varyag has levels that is engaged in combat with a Varyag must make a saving throw against petrification at the start of the combat. If they fail, they lose initiative for that round of combat. Creatures immune to fear effects ignore this trait while creatures with more than 4 hit dice gain a +1 bonus to their saving throw for each hit dice over 4.

The Varyags found in the areas around Mount Surtur are a particularly dangerous tribe of refugees having fled their original homes in the Vanir Mountains after a brutal clan civil war. These Varyags have no fear of Mount Surtur or the people of Farhill, instead they are protected by the Duergar whom they have made a pact with. The Varyags serve as scouts and send regular reports to the Duergar inside Mount Surtur. Any encounter with adventurers has a 20% chance of making it back to the ears of the Duergar inside Mount Surtur.

WEREBORN

	Arkon	Dynarthion	Ratborn
Terrain:	Any	Temperate forests	Any
Activity Cycle:	Night	Day	Night
Frequency:	Rare	Very rare	Uncommon
Organization:	Clan	Tribe	Pack
Number Appearing:	1d6	1d4	5d6
Intelligence:	5-7	5-10	10-11
Alignment:	Chaotic neutral	Neutral	Lawful evil
Treasure:	C	C	C
Movement:	12	12	12
Armor Class:	6 (14)	6 (14)	7 (13)
Hit Dice:	5 + 5 (28 hp)	5 + 5 (28 hp)	1 + 1 (6 hp) or 2 + 1 (10 hp)
THACO:	15 (+5), 14 (+6) with strength bonus, 12 (+8) with hoof kick	15 (+5)	19 (+1)
Attack:	Hoof kick (1d6) and by weapon	2 claws (1d6) and by weapon	By weapon
Special Traits:	Charge, +2 to surprise rolls	Hug	None
Saving Throws:	Fighter 6 or by class level	Fighter 6 or by class level	Fighter 2
Size:	L (7'+ tall)	L (8½' tall)	M (3'-6' tall)
Morale:	15	13-14	11
Experience:	420; 975 (Cleric/Druid); 975 (Elder)	270; 420 (Shaman/Veteran); 65 (Noncombatant); 15 (1 HD Cubs); 35 (2HD Cubs); 65 (3 HD Cubs)	35; 65 (Red-eye); 120 (Cleric); 175 (Red-eye Cleric); 420 (Packmaster); 650 (Red-eye Packmaster)



BESTIARY COMPILATION

The wereborn are the mortal offspring of lycanthropes and humans. They are usually born to human females with their fathers being male werebeasts. Wereborn are only born when the act of reproduction occurs while the werebeast parent is in their hybrid form. A child born from a female lycanthrope is rare and they possess unique abilities not found in their more common brethren. Wereborn are rare as the conditions for their conception are unusual, but certain powerful sorcerers and evil clerics have been known to attempt to breed them.

The more common wereborn born from human mothers appear as humanoid-animal hybrids, with animal like faces and heads, animal characteristics in their body and form with a posture that often emulates the animal in question. Basically they look like animal men. Unlike their supernatural parentage they are not immune to normal weapons, but they do suffer extra damage from silver.

Wereborn birthed from a lycanthrope mother appear like normal humans. However they have the ability to speak with animal types related to their lycanthropic ancestry and exhibit the ability to control 2–20 (2d10) hit dice worth of their brood creature (round the number of animals up). These wereborn often have priest abilities as well, but could conceivably be of any character class.

When a wereborn is born of a human mother there is a 50% chance the mother will die in childbirth (this is in addition to any other chances of dying in child birth, roll separately). Surviving mothers will contract lycanthropy after giving birth within 1d4 days. However, in the case of wererats and their ratborn, there is an 80% chance the litter will consume the mother shortly after being born.

When two wereborn mate the resulting offspring is a full blooded wereborn. Successive generations of wereborn tend to flack together and form their own clans and families, usually far away from humans who are the threat to their safety. Deep in the forests and secluded places of the wildlands, tribes of wereborn have thrived for centuries, though they remain small in number and clans rarely reach more than a dozen members.

The most common wereborn are the Ratborn. These are the foul offspring of wererats and mortals. Not only are wererats a more common breed of lycanthrope and therefore more likely to encounter humans or mate with them, but also because ratborn are the only wereborn born in litters (usually between 2 and 5 ratborn to a litter).

Typically a wereborn is not as powerful or strong as their lycanthropic ancestors, but they have similar traits and attack abilities. They do not transmit lycanthropy or shapeshift, always retaining their human-animal hybrid form. They are still susceptible to wolvesbane and silver weapons inflict an extra 1 point of damage.

ARKON

Arkons are wereborn offspring of a werehorse. They are hulking humanoids with the muscular body of a human and the head of a horse. Their bodies are covered with short fur, usually brown, white or black. Arkons are comfortable in darkness, and have a keen sense of smell and infravision out to 60 feet. They also have an extraordinary sense of direction, and never get lost.

Small clans of Arkons are commonly led by an elder who has 8 + 4 HD. A clan elder directs the others in his clan while remaining in their lair and protecting their home. The clan elders are also responsible for raising any young Arkons. Only the strongest tribe members become elders, as Arkons value strength above all else. Arkons sometimes



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gain respect as clerics of savage gods or wizards. There is usually at least one Arkon per tribe that is either a cleric (50% chance) or wizard (50% chance) of levels 2 to 5 (1d4 + 1). A cleric has a 10% chance of being a druid, in which case they will be of 4th to 7th level (1d4 + 3).

Arkons are adaptable and can be found anywhere humans can but prefer to dwell in more open lands of plains and hills, occasionally creating a community centered around a clearing in a forested area. They rarely get lost in their homelands and use their unerring sense of direction to their advantage when stalking intruders or prey. Arkons gain a +3 (+15%) on any sort of navigation or tracking attempt.

More intelligent Arkons sometimes integrate themselves into other humanoid societies, such as orcs, bugbears and from time to time the savage Varyag clans. These integrations often occur in frontier or wilderness areas where they're valued for their strength and senses. Such individuals are often outcasts from their tribes. Male Arkons can mate with humanoid women; all resulting children are Arkons. Arkons speak their own crude language, and rarely speak human languages.

Combat: Arkons use their great strength to its full advantage in combat, but are also cunning and clever opponents. They are fearless in battle, and gain a +3 bonus to morale rolls in combat. Their hoof kick attack gains a +2 on all attack rolls to hit. Their strength gives them +1 to hit with all other melee attacks and +2 to damage when using weapons (do not apply this bonus to their hoof kick).

Their keen senses serve them well, granting them a +2 bonus to their surprise rolls. They can use their sense of smell to track as a ranger with 50% accuracy. Arkons may charge opponents farther than 30 feet or farther from them. If successful, this attack inflicts 2d6 damage their with full damage bonus (+2).

DYNARTHION

Dynarthions are wereborn who live far from civilized lands, most often in low hills and semi-mountainous regions in deep forests. A dynarthion has the head and torso of a human and the lower body of a bear. Dynarthions speak their own language, and some can speak the language of men.

As a reclusive people, dynarthions live, travel, and revel with their own kind and rarely allow others to join them. Dynarthion tribes are typically led by shamans who possess the abilities of a 3rd level druid. Outside of their tribal camps, bands of dynarthion warriors are led by seasoned veterans which have 6 + 6 HD and an AC of 4. A typical dynarthion tribe has twice as many noncombatants and an equal number of children as warriors. Noncombatants have 3 HD and avoid combat unless absolutely necessary,

while cubs have from 1 to 3 HD depending on their age and are likewise peaceful.

Dynarthions are careful stewards of their lands, taking from them only what they need. Although wary of most outsiders, they will trade for goods otherwise unavailable, especially with the Ursan. Dynarthion tribes may ally themselves with peaceful neighbors, but are loathe to bring even the closest of allies into the heart of their lands.

Dynarthions despise humanoids such as orcs and goblins and gain a +2 bonus on all attack rolls against them.

Dynarthion warriors fight with clubs, two handed weapons or their natural weapons, they are not fond of ranged weapons by the occasional bola has been known to be used. In combat, a Dynarthion may hug an opponent upon making a successful claw attack with an attack roll of 18 or better. Females and young inflict 2d4 damage with this hug attack, and males do 2d6 damage.

Furthermore, dynarthions cannot wear armor made for most humanoids due to their physiology, and typically





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must have armors custom made. A dynarthion may attack with a weapon and both front class each round. Each hoof does 1d6 damage on a successful hit.

RATBORN

Ratborn infest the Ice Kingdoms primarily along the Fang Coast, but their presence has been felt as far away as the Grugnifal and even as far as the furthest reaches of the Frozen Thrones and the Horn Coast. They tend to dwell in shallow, muddy burrows dug in the woods or fields of the Ice Kingdoms or deep in caves or abandoned mines within the mountains. In major cities small bands and loners dwell in the left over ruins that these areas are often built over. They are especially a problem in the city states of Thron and Arfhrdheim.

Ratborn are humanoids, they appear to be bipedal rats, slightly shorter than humans, they have humanoid hands and postures but are thin and wiry, with beady eyes, ragged hair, and oversized front teeth.

As social creatures, ratborn find comfort in the numbers of their packs. These packs act as their families, and while most packs are related by blood, pack membership is often more important to a ratborn than kinship. Ratborn treat their relatives who do not belong to their packs as outsiders, unworthy of trust or friendship.

Ratborn most often live amongst humans, and often keep hideouts and lairs in sewers, abandoned warehouses, and other hidden places.

They greedily hoard treasure, and their burrows are often filled with all manner of things that they consider valuable.

Ratborn are cowardly, and prefer to attack their foes from ambush or with overwhelming numbers. They often use their animal companions to scout and spy on their foes, or to aid in their attacks. Ratborn tend to flee if the fight turns against them.

Each ratborn has 1d6 rats that act as their pets and companions following simple commands and orders much as humans control guard and war dogs.

Most ratborn have 1 + 1 hit dice, but larger packs will have larger ratborn that are either pitch black in color or albino white, either way they have glowing red eyes. These red-eyed ratborn have 2 + 1 hit dice and are considered to be dexterity 15 and strength 16 (their armor class is bettered by 1 and they gain +1 to damage). There is on average one red-eye in every six ratborn.

Each pack has one packmaster that has 4 + 2 hit dice (THACO 17) with one in six packs led by a red-eye packmaster (5 + 3 hit dice THACO 15, but with strength 17 and dexterity 16 which grants them +1 to hit and damage in melee combat and better the armor class by 2). There is a 25% per pack that there will be a priest of O'Mawj present.



These priests are treated as if they were 3rd level clerics with 3 + 1 hit dice (THACO 17). There is a 45% chance this priest is a red-eye (4 + 2 hit dice, THACO 17).

In general ratborn do not wear armor, though red-eyes occasionally were studded leather or ring mail which improves their armor class by 1 step (AC 6, 5 with their dexterity), they may or may not use shields, but red-eyes prefer two handed weapons such as spears, axes and swords.

Ratborn prefer daggers, short swords, short bows, slings and knives though they may use any weapon they can find. They are also fond of weapons that can tear flesh and get stuck in their targets, including darts, whips and cat o' nine tails.

All ratborn can backstab as a 1st level thief and can hide in shadows and move stealthily with a base chance of 30% + 10% per hit dice. Ratborn can climb walls with a 90% chance of success and have hear noise at 30%. Other thief skills they may have are pick pockets, open locks and find/remove traps. These are usually at 30%.

BESTIARY COMPILATION



WOLF

Terrain:	Any
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Family
Number Appearing:	2d6
Intelligence:	2-4
Alignment:	Neutral
Treasure:	None

Movement:	18
Armor Class:	7 (13)
Hit Dice:	3 (15 hp)
THACO:	18 (+2)
Attack:	Bite (1d4 + 1)
Special Traits:	None
Saving Throws:	Fighter 3
Size:	Small (3'-4' long)
Morale:	10
Experience:	65

Consummate hunters, wolves gather in groups ranging from a few individuals to packs as large as 50 or more. They tend to prefer mountains and forest terrain, although they can be found almost anywhere. Wolves fight as a group. In combat, several of them target a single enemy, raising the chances that one of them will be able to get through any defense. Larger wolves of the pack will often attempt to throw an enemy off his feet with a Leaping Attack, allowing the remainder of the pack to rush in while the enemy is off balance.

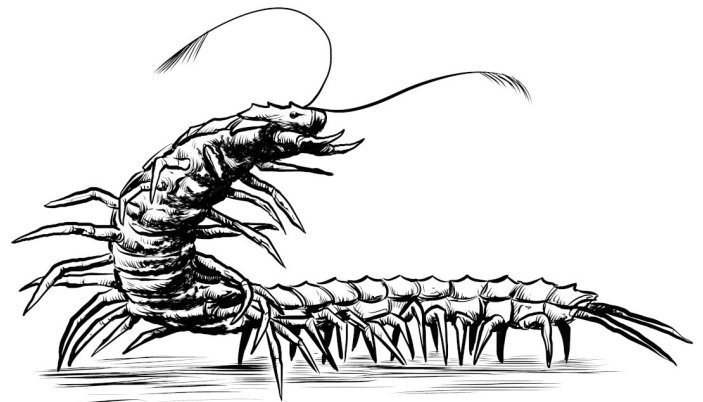
WORM, CARNIVOROUS

Terrain:	Subterranean
Activity Cycle:	Any
Frequency:	Uncommon
Organization:	Solitary
Number Appearing:	1d6
Intelligence:	0
Alignment:	Neutral
Treasure:	B

Movement:	12
Armor Class:	Body 3 (17)/Belly 7 (13)
Hit Dice:	3 + 1 (14 hp)
THACO:	17 (+3)
Attack:	8 tentacles (special) and bite (1d2)

Special Traits:	Paralyzation
Saving Throws:	Fighter 3
Size:	Large (9' long)
Morale:	Special
Experience:	420

Carnivorous Worms are monstrous vermin commonly found infesting subterranean environments. Combining the body of a grub, the many legs of a centipede, and the tentacles of a cuttlefish, Carnivorous Worms are horrifying to most. Although they normally feeds on carrion, Carniv-





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orous Worms kill and eat living creatures without hesitation. Carnivorous Worms are unintelligent and act only on instinct for survival. Hatching from clutches of dozens to hundreds of eggs, they feed voraciously and grow quickly. Few survive to adulthood, and those that do have likely feasted on their less hardy clutch-mates.

Despite the danger that they pose to other living beings, Carnivorous Worms are sometimes cultivated or used by creatures who find their ability to dispose of carrion or unwanted intruders useful. This is especially true in humanoids, like orcs, giants and trolls who also see the Carnivorous Worm as a source of meat in tough times. Creatures that do so are wise to protect themselves from their beasts, as the Carnivorous Worms will attack them as readily as any other creature.

Carnivorous Worms are capable of climbing walls and ceilings with ease, and often do so to ambush their prey. They attack with their tentacles, a strike from which paralyzes the victim unless it makes a successful save vs. paralysis. Paralyzed creatures remain so for 2d6 turns, and a Carnivorous Worm may automatically bite a paralyzed creature. If no further threats remain, a Carnivorous Worm will devour its paralyzed victims alive.



WRAITH, WARRIOR

Terrain:	Any
Activity Cycle:	Night (Darkness)
Frequency:	Very Rare
Organization:	None
Number Appearing:	1d6
Intelligence:	8-10
Alignment:	Lawful evil
Treasure:	None
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Movement:	9
Armor Class:	3 (17)
Hit Dice:	7
THACO:	13 (+7)
Attack:	3/2 (as 7th level fighters, 1d10)
Special Traits:	Strength drain, +2 or better weapons to hit
Saving Throws:	Fighter 7
Size:	Medium (6' tall)
Morale:	20
Experience:	975

Warrior Wraiths are a type of undead created from warriors killed battle, and kept from the dissolution of death by their desire to fight.

Warrior Wraiths inhabit the regions immediately surrounding their deaths and return to unlife on a regular basis, though the conditions of this return can be based on

many different factors. Common factors include a certain time of day, a certain condition that is met (such as disturbing of their grave) or other activating incident. Usually seen only at night (or another location where the sun is never seen), Warrior Wraiths appear as they did in life, garbed in armor and armed with weapons. Their weapons and armor are fairly mundane, But a Warrior Wraith appears to be insubstantial. In certain lighting all that can be seen are their glowing eyes hidden beneath a helmet.

The armor and weapons of a Warrior Wraiths carry a scent of mold and decay. Warrior Wraiths create an aura of cold—while uncomfortable, this aura not enough to cause damage.

When a Warrior Wraith appears it immediately refights the last battle it was in, treating any humanoid or monster as if it were the foe they battled. Once these foes are defeated the Warrior Wraith is free to wander around until

BESTIARY COMPILATION



such time as their summoning expires and then they repeat this process every time they reappear.

Warrior Wraiths are hardened warriors, and retain their knowledge of strategy and tactics. They are intelligent, and speak the common tongues of humanity, and therefore they can parlay...but only to a worthy foe (someone usually a fighter of 7th or greater level or another character with a natural THACO of 14 or better before bonuses).

No matter what weapon is used, Warrior Wraiths attack as normal warriors would and the damage is always: 1-10 hp. A successful hit drains 1 point of strength from the target. If a strength reaches 0, the target dies. This lost strength can only be regained by complete rest of total inactivity (1 point per day), or with a wish, limited wish or comparable magic.

Warrior Wraiths can only be hit by +2 or better weapons. They are totally immune to sleep, charm and other mind-affecting magic and any other resistance standard undead possess. They can be turned as vampires.

WYRM, THANIC (THANEWORM, LINNORM)

Terrain:	Mountains, subterranean
Activity Cycle:	Night
Frequency:	Rare
Organization:	Solitary or pack
Number Appearing:	1 (35% of 1d4)
Intelligence:	6-9 (7-10, see below)
Alignment:	Neutral evil
Treasure:	C, H, I, U
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Movement:	9, fly 18 (MC 5)
Armor Class:	3 (17) to -2 (22): see below
Hit Dice:	7 to 10 (32 to 45 hp)
THACO:	13 (+7) or 11 (+9)
Attack:	2 claws (1d8) and bite (3d6)
Saving Throws:	Fighter 12
Special Traits:	
Magic Resistance:	None
Size:	Large (' long)
Morale:	15
Experience:	4,000 (7 HD); 5,000 (8 HD); 6,000 (9 HD); 7,000 (10 HD)

Many songs tell that dragons were born during the war between the gods. Thanic Wyrms are ancient and terrible, but they are not true dragons. Though they strongly resemble both dragons and wyverns, these wyrms are offshoots, created by magic, curses, and other enchantments. Many descend from one original accursed wyrm.

Thanic Wyrms are a grayish color, though each individ-

ual dragon varies slightly in tone. Each Thanic Wyrm is unique, and each one possesses its own distinctive physical characteristics, such as extra horns, bone protuberances on their wings, or even two heads.

Thanic Wyrms live in caves and underground lairs, isolated from towns and settlements. They are extremely solitary beings, refusing the company of any other creature, even their own kind. No one has ever seen them mate or even heard about it. It is believed then that the creatures can produce offspring on their own.

The dragons feed on any creature that, by misfortune or bad luck, comes across their lair. They leave their lairs to hunt only very rarely, being able to survive without feeding for decades. Thanic Wyrms are extremely greedy and accumulate immeasurable treasures in their lairs.

1 in 6 Thanic Wyrms can use magic and knows 2d8 1st to 4th level spells. (Roll 1d4 to determine the spell level of each spell.) Wyrm casters need only to possess the verbal component of these spells, not material or somatic.

To determine their armor class, roll 1d6 and reduce the result by 3.

A Thanic Wyrm has 1d4+6 hit dice.

There is a 50% chance that a Thanic Wyrm can fly with a movement rate is 18.

Some Thanic Wyrms have poisonous bites (and claws.) Roll a d6. On a result of 1, they wyrm is venomous. This venom is powerful, a failed save results in death, while a





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successful save results in no extra damage.

1 in 6 Thanic Wyrms have Thanic Wyrms possess a breath weapon. A Thanic Wurm will breathe fire on a d6 roll of 1–4, ice on a 5 and a poisonous cloud on a 6. The breath weapon is a cone 100ft long and 30ft in diameter at the end. Regardless of the breath type, the damage is 7d6 (save for half.)

1 in 6 Thanic Wyrms possesses a powerful roar attack. This roar affects 100 ft long path in a 45-degree arc from the creature's mouth. All creatures within this area stand motionless for 1d4 rounds unless they pass a save against petrification.

1 in 10 Thanic Wyrms has an extra head. The extra head increases the beast's intelligence by 1 and provides a second bite attack every two rounds. It also reduces the chances of surprising the Thanic Wurm by 1.

Thanic Wyrms are loners. Most encounters (65%) with wyrms will be with a single creature, though occasionally a wyrmling may be encountered (35%, 2 wyrms.) Juvenile wyrms have 7 hit dice and AC 3. 1 in 4 lairs has wyrms eggs.

If it is consumed, a wurm's blood has the properties of a *Speak with animals* potion.

WYVERN

Terrain:	Forests and mountains
Activity Cycle:	Dusk and dawn
Frequency:	Uncommon
Organization:	Solitary
Number Appearing:	1d6
Intelligence:	5–7
Treasure:	E
Alignment:	Neutral
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Movement:	6, fly 24 (MC 5)
Armor Class:	3 (17)
Hit Dice:	7 + 7 (45 hp)
THACO:	13 (+7)
Attack:	Bite (2d8) and sting (1d6), or 2 talons (1d6)
Saving Throws:	Fighter 8
Special Traits:	Poison
Magic Resistance:	None
Size:	Gigantic (35' long)
Morale:	14
Experience:	4,000

Wyverns take advantage of their flight and mobility in combat, and rarely land unless they must to defend their lairs. They are aggressive and direct, and give little thought to strategy other than ambush. They are re-

markably quiet when on wing, and incur a –2 penalty to opponents' surprise rolls.

A wyvern's stinger is venomous, and carries type F poison (causing immediate death if save is failed). When airborne, a wyvern can snatch up a man-sized or smaller creature with a successful talon attack; large creatures can be snatched up if both talon attacks succeed. A wyvern gains a +4 bonus to all bite and sting attack rolls against caught victims. Caught victims may break free with a successful strength—bend bars/lift portcullis check. After making an attempt to snatch up a foe, a wyvern requires 1 round to circle back for another attack.



BESTIARY COMPILATION



ZOMBIE



	Common	Mournwood
Terrain:	Any	Any
Activity Cycle:	Night	Night
Frequency:	Rare	Rare
Organization:	None	None
Number Appearing:	3d8	3d8
Intelligence:	0	0
Alignment:	Neutral	Neutral
Treasure:	None	None
Movement:	6	6
Armor Class:	8 (12)	5 (15)
Hit Dice:	2 (9 hp)	2 + 2 (11 hp)
THACO:	19 (+1)	19 (+1)
Attack:	Claw (1d8)	Slam (1d8)
Special Traits:	Spell immunities	Slow movement, spell immunities
Saving Throws:	Fighter 2	Fighter 2
Magic Resistance:	None	None
Size:	Man-sized (4'-7' tall)	Man-sized (6' tall)
Morale:	N/A	N/A
Experience Points:	65	125

MOURNWOOD ZOMBIE

Mournwood Zombies are mindless animated corpses controlled by the vile curse of the forest. As the magic that animates them does not prevent their decay, Mournwood Zombies are often bloated, rotting, or desiccated, depending on their surrounding environment. Mournwood Zombies vary in size depending on the kind of corpses they are animated from, however, they all have the same basic characteristic of vines and roots growing through their bodies, as if the very forest were using the dead bodies as puppets. The presence of these roots and vines account for the Mournwood Zombies' enhanced armor class and hit points from a standard zombie.

As mindless creatures, Mournwood Zombies have no society and make no contact with other creatures unless ordered to by their creators. With no intelligence of their own, and carry out any orders given to them in a literal manner. Mournwood Zombies cannot speak.

When they attack, Mournwood Zombies do so without fear and as directly as possible. Mournwood Zombies are immune to *charm*, *death spell*, *hold person*, and *sleep* spells, and are unaffected by poison or cold-based attacks. They are vulnerable to holy water, and take 2d4 points of damage per vial. Mournwood Zombies do not check for initiative, and always act last in a round. Mournwood Zombies never check for morale.

Mournwood Zombie Animals use the same stats as a standard Mournwood Zombie, treating each five animated animals as one Zombie. The five attack a single target using a single Mournwood Zombie's attack profile. If there are more than five zombie animals, they attack as two Mournwood Zombies for every fraction of five present.

Zombies are mindless animated corpses. The *animate dead* spell opens a connection to the Negative Energy Plane that provides these fleshy corpses with the ability to move and follow simple commands given by their controller. Their controller can be the spell caster who created them or an evil-aligned priest who successfully dominates them. As the magic that animates them does not prevent their decay, zombies are often bloated, rotting, or desiccated, depending on their surrounding environment. Zombies vary in size depending on the kind of corpses they are animated from. They do not spawn.

As mindless creatures, zombies have no society and make no contact with other creatures unless ordered to by their creators. Zombies can follow simple commands of up to 15 words, given by their controller from no more than 60 feet away. The language used to speak the command makes no difference, as long as it is a real language and the correct words are spoken aloud. Zombies attempt to obey immediately and literally. Their ability to follow commands while lacking language skills is similar to the way magical items activate when the proper command words are spoken.



BESTIARY COMPILATION

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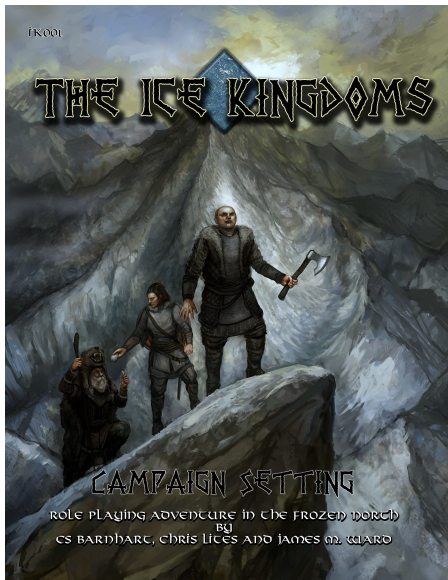
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