

MALEVOLENT AND BENIGN II



A FIRST EDITION BESTIARY - VOLUME TWO

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Foreword

Welcome to Malevolent and Benign II: A First Edition Bestiary! It is with great pleasure that we at Expeditious Retreat Press add another volume to the Malevolent and Benign series of monsters for First Edition play. Malevolent and Benign II has over 150 new monsters that can both assist and impede your players.

This tome, like the prior released nine year ago, has its origin in the Advanced Adventures line of modules for OSRIC. Roughly 40 or so of the creatures within first appeared in that series and were created by the authors of each individual work. The remainder are entirely new, never before seen monsters of my imagination.

They are now yours as much as mine, and I hope they bring joy to your gaming table!

Joseph Browning
Expeditious Retreat Press
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AGARINID

SIZE: Small (4 ft. tall)
MOVE: 20 ft.
ARMOR CLASS: 4
HIT DICE: 4
ATTACKS: 2
DAMAGE: 1-4, 1-4 + irritation paralysis
SPECIAL ATTACKS: Spore attack
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Regeneration, +1 or better weapon to hit
RARITY: Uncommon
NO. ENCOUNTERED: 2-12
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 145 + 3/hp

General information: An agarinid is sensitive to animal pheromones; if it senses animals on the attack, it will uproot itself and shamble toward the source. Its tough outer layer requires a weapon of +1 or greater to cause it damage and it regenerates 2 hit points of damage per round, beginning 2 rounds after first being damaged.

The agarinid can temporarily produce two pseudopods from which it can release a cloud of irritating spores. If a target is hit with such a cloud (on a normal attack roll), he will take the indicated damage from skin irritation and must save vs. poison or be subject to the effects of a *hold person* spell for 2-12 rounds. An effected target will find his sympathetic system in rebellion against the spore assault and unable to function during that time. A *remove poison* spell will not lessen the effect, though a *cure disease* spell will remove the spores and restore the victim one round later.

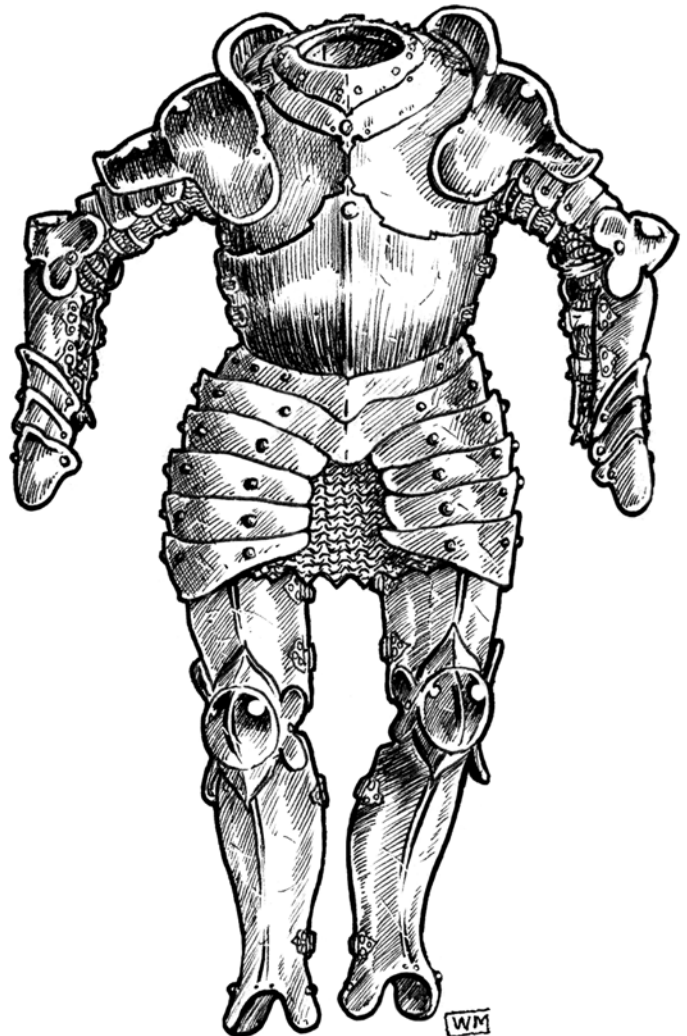
Physical description: The agarinid appears as an oversize toadstool.... perhaps an inviting place to sit for the unwary.

ANIMATED ARMOR, ARCMA'S

SIZE: Medium
MOVE: 60 ft.
ARMOR CLASS: 2
HIT DICE: 8
ATTACKS: 1
DAMAGE: 1-10 or by weapon

SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 350 + 10/hp

General information: First created by the great mage, Arcma, Arcma's animated armor follows its master's orders without error, and attacks with full fury until destroyed. They are created by casting the following spells in order: *limited wish*, *polymorph any object*, *geas*, and *strength*. The armor is then dusted with at least 10,000 gp worth of diamond dust.



Physical description: Animated armor appears as empty suits of plate mail armor.

Variants: Arcma's animated armor can come in other types of armor (chain, leather, etc.) with commensurate reduction in creation cost and AC.

ANNEXING DIGITALIS

SIZE: Small or Medium (up to 5 ft. wide)
MOVE: Flying 90 ft. (AA: level VI)
ARMOR CLASS: 0 (3-5 HD), 1 (6+ HD)
HIT DICE: 3-11
ATTACKS: 10
DAMAGE: 1-2
SPECIAL ATTACKS: Blinding, digital amputation
SPECIAL DEFENSES: No damage from piercing weapons
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Chaotic evil
LEVEL/X.P.:

3 HD: 3 / 140 + 2/hp
4 HD: 4 / 210 + 3/hp
5 HD: 5 / 280 + 4/hp
6 HD: 5 / 420 + 6/hp
7 HD: 6 / 565 + 8/hp
8 HD: 6 / 1,000 + 10/hp
9 HD: 7 / 1,600 + 12/hp
10 HD: 7 / 2,000 + 13/hp
11 HD: 7 / 2,500 + 14/hp

General information: Spawned from foul pits where dozens of amputated hands or fingers were dumped, annexing digitalis exist only to gain more fingers and increase in size. An annexing digitalis attacks via flying fingers that deal only 1-2 hp of damage, but if any single target is hit by five or more damaging fingers, one of their fingers is torn off their hand if they fail a save versus death magic (metal gauntlets prevent this attack). Amputated fingers are added to the annexing digitalis. An annexing digitalis can also seek to blind if a single target is hit twice in the same round. In this case, the victim must succeed on a save versus death magic or be blinded for 1-2 turns. An attack cannot both blind and amputate: although a single target hit by 7 or more fingers could suffer both effects in the same round.

Each HD of an annexing digitalis is composed of 10 fingers, and the creature gains HD as it adds fingers to itself. Once 120 fingers are accumulated, the annexing digitalis splits into four 3 HD creatures that go their separate ways.

Physical description: Annexing digitalis are floating balls of amputated fingers that constantly drip blood as they dart back and forth like some macabre school of fish. They can contract into a tight ball only 1 ft. wide or expand out to fill the area of a 5 ft. diameter sphere.

ANT, GIANT FUNGAL

SIZE: Small (2 ft. long)
MOVE: 60 ft.
ARMOR CLASS: 6
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1-4 + special
SPECIAL ATTACKS: Fungal poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 2-12
LAIR PROBABILITY: 10%
TREASURE: In Lair: 3-12 gems (50%), 2-8 potions (40%)
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 30 + 1/hp

General information: Fungal giant ants are giant ants that have been infected and taken over by the *creeping peril* (see Appendix A: Additional Material). They move spasmodically and do not wave their antennae – both of which are sufficient to drive normal giant ants to attack them on sight. Anyone bitten by a fungal giant ant must save vs. poison or become infected with the *creeping peril*. Fungal giant ants can be turned as ghouls. Any human, demihuman, or humanoid killed by a fungal giant ant will rise as a fungal zombie (see variant in skeleton, fungal) in 1-4 days.

Physical description: Fungal giant ants resemble normal giant ants, except yellow spongy stalks have burst through their carapaces in a number of places, and yellowish powder (spores) falls from them like fluttery dust.





AUTUMNAL RIDER

SIZE: LARGE (8 ft. long)
MOVE: 240 ft. (mount), 120 ft. (rider)
ARMOR CLASS: 5
HIT DICE: 6+2
ATTACKS: 3
DAMAGE: 1-6, 1-6, 1-6
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Average
ALIGNMENT: Neutral good
LEVEL/X.P.: 5 / 465 + 8/hp

General information: In the season of harvest festivals, when young lovers compete for the hands of their loved one, the autumnal rider appears to wreak vengeance upon those of ill intent. Those who seek to marry for private gain and who are indifferent to their future spouse's feelings may find an autumnal rider upon their trail!

The autumnal rider is a single creature with two bodies; the horse part and the headless human part. Each possess the same armor class and they equally share damage, meaning that regardless which part is injured, the autumnal rider isn't banished until it loses all its hit points. The horse and headless rider cannot be separated by more than 100 yards: if such happens, the autumnal rider is banished.

The sight of an autumnal rider brings *fear* into the heart of evil. Any evil creature seeing it must save versus spells (at +2) or flee before it. Even those who save suffer a -1 to hit against the vengeful spirit. The headless rider can summon up a flaming carved pumpkin every round, throwing it much like an oil flask albeit dealing less damage (1-3 splash, 1-6 on the first round, 1-4 on the second). The horse can attack with two hooves as a normal horse.

Autumnal riders cannot cross a river except via a bridge, and they can be turned as specials. Good or neutral creatures that interfere with the hunt of an autumnal rider may find themselves targets of its wraith as well. They communicate telepathically at a range of 100 yards.

AVENGING ANGEL

SIZE: Large (8 ft. tall)
MOVE: 60 ft., flying 120 ft. (AA: level V)
ARMOR CLASS: 0
HIT DICE: 10

ATTACKS: 1 or 2
DAMAGE: 1-10 +2 (sword) or 2-8 by two touches
SPECIAL ATTACKS: Disruptive touch, deadening song
SPECIAL DEFENSES: Only hit by +2 weapons or better,
immune to cold, fire, and electrical attacks,
immune to mind spells
MAGIC RESISTANCE: 30%
RARITY: Very Rare
NO. ENCOUNTERED: 1-3
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 2,500 + 13/hp

General information: Avenging angels are manifestations of energy from another, undiscovered plane of existence similar to the elemental planes. They are typically manifested as guardians of some treasure or defenders of a given area.

An avenging angel most often fights with a great sword of intricate design (it is, in fact, part of the creature itself and will disappear along with the angel upon death), but it can also choose to sheath its sword and attack by hand. Each touch attack disrupts the fabric of the target's existence for 2-8 HP damage. It can touch two different targets within one round if it chooses. Additionally, the angel can generate an acoustic attack akin to a song starting on the second round of combat. This deadening song can affect up to two targets at once. If attacked by song, the targets must save vs. spells or lose one point of Intelligence per combat round until the score reaches zero or the attack ceases. If the score reaches zero, the character is brain dead; a *remove curse* or a *heal* from a 14th level or greater cleric is needed to recover from this effect. If the song is stopped before zero is reached, the character will recover lost Intelligence points at a rate of one per hour until normal. If two or three angels are attacking together, the number of targets is increased:

- two angels: 4 targets
- three angels: 8 targets

Avenging angels are immune to many spell effects, however, certain spells do generate certain effects if cast upon an avenging angel, as follows:

- an *exorcise* spell will stop an avenging angel from attacking for 2-5 rounds
- pronunciation of a *holy* or *unholy* word will destroy one creature, as will a *power word kill*
- a *power word stun* will incapacitate an angel for 2-8 rounds
- an avenging angel will completely avoid any character possessing a *portable hole* or a *sphere of annihilation*

Upon destruction, the avenging angel leaves behind a large diamond with a base value of 3,000 GP.

Languages: Though of exceptional intelligence and quite capable of understanding most languages at a rudimentary or basic level, avenging angels will not communicate with their opponents or retreat from them in battle.

Physical description: Avenging angels manifest as large, stunningly attractive women with wings, robes, and great swords.

AWAKENED

SIZE: Medium (5 ft. tall)
MOVE: Flying 120 ft. (AA: level VI)
ARMOR CLASS: 5
HIT DICE: 4+4
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: Forceful hand, forget
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 25%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%), 1-4 gems (50%)
INTELLIGENCE: Very
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 405 + 4/hp

General information: The awakened are guardian spirits of a particular natural location, such as a wood, a stream, a grotto, a hill, or any other small natural area no larger than half a mile in diameter. They are the consciousness of the area given shape, and as such, they can meld into their chosen area at will, disappearing within one round.

Awakened have a powerful punch if necessary, but they prefer to use more subtle means to protect their chosen land: *forget* and *forceful hand*. They cast the spells at will, obliterating up to three minutes of memory per use of *forget*, and bringing *forceful hand* to bear for 10 rounds per use.

Languages: Awakened can speak the native language of the species they're confronting. In addition, they can *speak with plants* and *speak with animals* at will.

Physical description: Awakened appear as a youthful male or female of the same species with which they're interacting. However, there are many variations in appearance based upon the natural environment they're protecting: water-based awakened appear fluid and liquid, earth-based are solid and loamy, etc.



BANFAET

SIZE: Medium (5-6 ft. tall)

MOVE: 90 ft.

ARMOR CLASS: 2

HIT DICE: 12

ATTACKS: 1

DAMAGE: 1-10

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: None

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 80%

TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)

INTELLIGENCE: Genius

ALIGNMENT: Neutral

LEVEL/X.P.: 9 / 7,800 + 16/hp

General information: It is not only magic users and clerics that seek immortality via magic: illusionists and even some druids do as well. Those who follow this road become banfaets instead of liches, and unlike liches which share a singular form regardless their background, banfaets come in two forms.



The first is the path of the illusionist. These banfaets replace their body with a mix of phantasm, illusion, and shadow-stuff, and encase their soul into a single giant black pearl worth at least 5,000 gp which acts as their phylactery. They are illusionists of at least 14th-level and their touch drains 1 point of strength in addition to normal damage.

A druidic banfeat substitutes much of their body with either fungus or slime molds, resulting in what looks to be an animated skeleton with either fungal or slimy flesh. They encase their souls in giant chunk of amber weighing at least 10 pounds (2,000 gp). They are druids of at least 14th-level and, in addition to normal damage, their touch corrodes metal as a does a rust monster.

Both types of banfaet share the following abilities: creatures of less than 4 HD flee from fear at the mere sight of them and they are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, *death magic*, and spells that affect the mind. Unlike liches, they are not technically undead, and cannot be turned.

Languages: Banfaets speak the languages they knew in life.

Physical description: Banfaet either appear as a skeleton encased in shadowy flesh and clothing or as a skeleton encased in fungal or slime moldy flesh and old rotted robes.



BARROW LORD

SIZE: Medium (5-7 ft. tall)

MOVE: 90 ft.

ARMOR CLASS: 4

HIT DICE: 7

ATTACKS: 1 weapon or touch

DAMAGE: By weapon +2 or special

SPECIAL ATTACKS: Paralysis

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

RARITY: Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 95%

TREASURE: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)

INTELLIGENCE: Average

ALIGNMENT: Neutral

LEVEL/X.P.: 5 / 465 + 8/hp

General information: Barrow lords are tribal or clan leaders whose desire to defend their lands and people is so strong that their spirits are unable to leave the mortal plane. They lie dormant as long as their territory remains untouched but arise as soon

as outlanders encroach. Barrow lords retain their memories and skills after death and are capable of speech. Opponents who show respect may be given an opportunity to explain themselves and avoid battle. Barrow lords may not venture more than a couple of miles from their burial sites and are turned as a mummy.

In combat, barrow lords may use their weapons or they may touch an opponent. If a victim is touched, they must save vs. paralysis or be stunned for 1-6 rounds. Due to their former status as leaders, barrow lords command 5-20 undead followers (base 2-8, plus an additional 1-4 per Hit Die). These powerful skeletons are treated as skeletons with 3 Hit Dice, have a damage bonus of +1 on any wielded weapon, and are turned as wights.

In addition, there is a 50% chance that a barrow lord will have 1-4 special guardians. These are the remains of trusted followers who agreed to continue serving their master in death. These creatures are skeletons with 4 Hit Dice and a +1 damage bonus on any wielded weapon. Special guardians never leave the barrow lord's tomb.

The only way to permanently destroy a barrow lord is to burn its remains or destroy its lair completely after it has been defeated. Otherwise, it will reanimate the following night with full hit points. Destroying a barrow lord's lair without killing it will drive the creature mad with rage, and it will wander the land slaughtering anything it encounters.

Physical description: A barrow lord closely resembles the common skeleton, except for the small pinpricks of green light glowing from within its eye sockets.

BLOB, SEWER

SIZE: Medium (6 ft. wide)
MOVE: 60 ft.
ARMOR CLASS: 7
HIT DICE: 3+2
ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: Engulf
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-4k cp (25%), 1-3k sp (20%)
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 130 + 2/hp

General information: Wherever large numbers of people congregate, large amounts of waste is produced. The sewer is the common solution to this problem, but by creating a location where waste congregates, other problems arise: other problems



such as the sewer blob. Born from the fat plugs that congeal in sewers, and mixed with waste bone char from industrial activities creating paint pigments and leather dyes, sewer blobs ooze their way throughout the sewers of large cities.

Sewer blobs attack by bludgeoning with fists or other forms of pseudopodia, always attacking a single target. If a single target is hit twice in two rounds, the sewer blob has grabbed them and rolls over them, engulfing them and subjugating them to drowning. Any such trapped creatures die of asphyxiation in 1 round +1 round per point of constitution above 15. Trapped creatures cannot effectively attack the blob they are trapped within and must hope for outside assistance to escape.

Sewer blobs are immune to slashing and piercing weapons, only blunt weapons injure them. They have a limited fire immunity, suffering only 1 HP of damage per die of fire damage.

Sewer blobs are intelligent, although only barely, and they possess a strong cunning, preferring to attack when favorable and retreat when presented any real resistance. They will defend their lair to the death.

Physical description: Sewer blobs are composed of semi-solid fats and are typically a dark black color from the waste bone char of their spawning pool. They can assume the rough shape of any creature they wish.

BLUE CAP

SIZE: Small (1 ft. tall)
MOVE: Flying 240 ft. (AA: level VI), burrowing 10 ft.
ARMOR CLASS: 7
HIT DICE: 2-5 hit points
ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 80%
RARITY: Rare
NO. ENCOUNTERED: 1-2 or 10-100
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%), 2-8k gp (40%), 10-60k pp (50%), 4-32 gems (55%), 1-12 jewelry (45%)
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral good
LEVEL/X.P.: 3 / 83 + 1/hp

General information: Blue caps inhabit mines and, if treated with respect, will lead miners to rich deposits. They also perform work within a mine provided they're paid the salary of a typical hard worker: the salary left in a solitary corner of the mine as the workers return

to the surface. Although they are timid and prefer to be left alone, they are typically peaceful and friendly when encountered. They can pass through stone and earth leaving no trace, and they can also burrow small holes through either material with remarkable speed.

If angered by violence or failure to pay for work done, they possess several dangerous abilities. They may attack physically, dealing fire damage, and they can become *invisible*, *create illusions* (as *spectral force spell*), and *heat metal* at will. More worrisome for a miner, they can transform all metals and gems within 20 ft. into plain dirt, and they can cause an *earthquake* once per day, although they will only do this when utterly furious.

Blue caps are social fairies. They live in large groups in pockets deep within the earth where they keep their earnings.

Languages: Blue caps speak their own language, as well as Common, Dwarven, and Gnomish.

Physical description: Blue caps appear as a small blue flame no more than a foot tall. When calm the flame is calm, but when angry the flame dances angrily.

Variants: Some sages believe that blue caps treated unfairly for an extended period transform into the frightening red cap.

BOOK GUARDIAN

SIZE: Medium (6 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 4
HIT DICE: 4+4
ATTACKS: 2
DAMAGE: 1-6, 1-6
SPECIAL ATTACKS: Surprise on 1-5
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 200 + 4/hp

General information: A book guardian is a manufactured creature used to guard treasures or guard tombs. They tend to lie in the middle of floors appearing as a large pile of books or upon bookshelves looking completely normal. Because of its appearance, a book guardian surprises on a roll of 1-5 on a d6. A book guardian pounds its opponents with whirling fist-books.

A book guardian takes only half damage from blunt weapons and cannot be harmed by normal missiles. It cannot be poisoned, held, *charmed*, or affected by *fear*. It takes double damage from fire.

Physical description: A book guardian is a pile of animated books roughly shaped as a man. When a book guardian moves, the books composing it flex and bend.

BOULDER KIND

SIZE: Large (10-12 ft. tall, 5-7 ft. wide)
MOVE: 60 ft.
ARMOR CLASS: 0
HIT DICE: 8+1
ATTACKS: 2
DAMAGE: 2-16, 2-16
SPECIAL ATTACKS: Surprise on 1-4
SPECIAL DEFENSES: 95% concealment, death shatter
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 10%
TREASURE: None
INTELLIGENCE: Average
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1200 + 12/hp

General information: Boulder kind are a strange type of intelligent rock. They are 95% likely to be confused with a normal boulder when not moving, and as such, surprise on a 1-4. They are generally indifferent to their surroundings, but will eventually become upset if humanoids remain near them for too long.



Boulder kind can move pass through stone and rock at will, leaving no traces behind.

Any spells which affect stone or rock affect boulder kind. *Stone tell* forces a boulder kind to be 100% truthful, *animate rock* and *statue* heals them 4-48 hp, and *stone shape* does 3-36 damage upon them. *Transmute rock to mud* and *stone to flesh* instantly kills them. When a boulder kind dies, it shatters, dealing 2-16 damage to all within 20 ft. At the center of a boulder kind is a 500 gp gem.

Languages: Boulder kind speak their own language as well as Common. Occasionally a rare group will know Dwarven or Gnome in place of Common.

Physical description: Boulder kind look almost exactly like regular boulders. When moving, stone legs detach from the main boulder, and when attacking, two stony arms detach as well.

BROKEN ONES

SIZE: Medium (5-6 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 7
HIT DICE: 3
ATTACKS: 1
DAMAGE: 1-6, or by weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 2-8
LAIR PROBABILITY: 35%
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 2 / 50 + 2/hp

General information: These creatures are the sad objects of magical experimentation. They are a cross between a human and some other creature, in some cases multiple creatures. These creatures have a minimum of 5hp per HD due to their unusual strength and constitution.

Languages: Broken ones still know their own original languages and can read them if they had such ability. Speaking is possible, but the speech is often slurred or even nearly unrecognizable due to changes in the vocal cords of the creatures: only ten percent of these creatures can consistently communicate with others and even then they are hard to understand.

Physical description: There is great variance in the appearance of each broken one as they are a mix of a human and one or more different creatures.



CADUCEAN

SIZE: Small (3 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 2
HIT DICE: 6
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Spells, poison
SPECIAL DEFENSES: Banish
MAGIC RESISTANCE: 35%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 75%
TREASURE: In Lair: 1-20k sp (10%), 1-12k ep (15%), 1-10k gp (40%), 100-800 pp (35%), 3-30 gems (20%), 1-10 jewelry (10%), any 3 magic items except swords or misc. weapons, + 1 potion + 1 scroll (30%)
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral good
LEVEL/X.P.: 6 / 660 + 6/hp

General information: Caduceans are the offspring of dryads and those they charm. They have no sex or gender and they grow quickly to adulthood over a single year's time. They then leave their mother and establish a home in a remote place, choosing to spend their lives as hermits. Given their impressive powers, they are often sought out by those seeking succor from some ailment.

After establishing their home, they carve themselves a caduceus, which act as a *staff of withering* in their hands, but is non-magical in the hands of others. Additionally, the two snakes can be brought to life as vipers whenever the caducean desires, much like the *sticks to snakes* spell.

Caduceans can banish evil creatures, forcing them to flee before them for 1-4 turns if they have fewer hit dice than the caducean. If they have equal or greater hit dice, they are allowed a save against magic. Evil creatures not of the material plane (demons, devils, etc.) are sent back to their native plane.

Caduceans can cast the following spells (and their reverse) at will, once per round at the 14th level of ability: *cure light wounds, purify food and drink, remove fear, resist cold, detect life, know alignment, resist fire, cure blindness, cure deafness, cure disease, remove curse, speak with dead, cure serious wounds, detect lie, exorcise, tongues, cure critical wounds, regeneration, restoration, resurrection.*

Caduceans can also change an evil creatures' alignment to good. It can do this only when the creature asks it to, however, and the creature must pledge to never become evil again or die instantly. Caduceans put forth this option to dying evil creatures as a form of redemption.

Physical description: Caduceans are the size of a small gnome, and have a mix of elven and gnomish features. They inevitably wear white or sky blue robes.

CANTRIP

SIZE: Small (1 ft. wide)
MOVE: Flying 240 ft. (AA: level VI)
ARMOR CLASS: 4
HIT DICE: 2+1
ATTACKS: 1
DAMAGE: 1-3
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral (good)
LEVEL/X.P.: 4 / 230 + 2/hp

General information: When a magic user or illusionist fails to successfully cast a spell there is an extremely small chance that a cantrip is born from the wasted magical energy. On these rare occurrences, the next time the caster sleeps, he or she will awaken to a nearby floating ball of light. If treated kindly, the cantrip will offer to bond to the caster that brought it into the world: if treated poorly, it will seek out a kinder caster with which to bond.

Cantrips attack with a spritz of magical energy that never misses its target within 100 feet. They can also use any cantrip at will, twice per round. Cantrips are immune effects that require a corporal body (poison, paralyzation, etc.), and to all magic except *dispel magic*, which instantly kills them. They can only be injured by magical weapons, and they regenerate 1 hit point per round.

Bonded cantrips may act as familiars passing along to their "master" the following abilities when within a mile of the caster: telepathic communication including all sensory information of the caster; immunity to *magic*

missiles, sleep, and charm spells, and regeneration of 1 hit point per round.

Cantrips tend towards the prankster side, and their abilities allow them nearly endless possibilities of such.

Languages: Cantrips communicate via telepathy within 100 feet.

Physical description: Cantrips are glowing balls of white light, roughly 1 foot in diameter. They can dim to a candle or brighten to that of three torches. They change color based upon mood (blue for happy, red for angry, etc.).

CAVERN CRAWLER

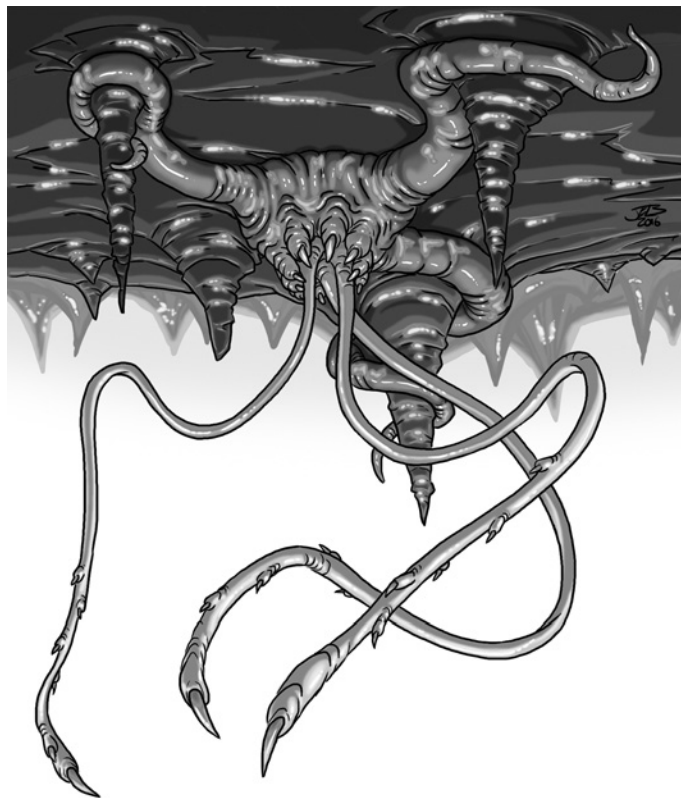
SIZE: Large (11 ft. long)
MOVE: 90 ft., climbing 90 ft.
ARMOR CLASS: 3/7
HIT DICE: 4+4
ATTACKS: 1
DAMAGE: 1-2
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-6
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 110 + 4/hp

General information: After hundreds of years of trying, svirfneblin finally managed to domesticate the common corpse crawler a few generations ago. They first managed to remove the paralytic effects of their tentacle secretions, and then even breed out the secretions entirely. Now cavern crawlers serve as paralysis-free 180 degree mounts that are also suitable as food.

Over the generations, cavern crawlers have become slightly bigger than their original stock, and strengthened their small beaks.

Physical description: Cavern crawlers look like large corpse crawlers, but lack the gummy secretions on their eight tentacles.

Variants: Some domesticated cavern crawlers have escaped back into the wild, and these types have developed even stronger beaks (1-6 damage) than the domesticated type. Some have also regained their sticky tentacle secretions, but as of yet none have regained their paralysis ability. Sages speculate, however, that it too will return, resulting in a larger form of the standard corpse crawler.



CEILING ANEMONE

SIZE: Medium (6 ft. wide)
MOVE: 60 ft., climbing 90 ft.
ARMOR CLASS: 8
HIT DICE: 2
ATTACKS: 3 or 1
DAMAGE: 1-4, 1-4, 1-4, or 1-6 + poison
SPECIAL ATTACKS: Poison bite
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 50 + 1/hp

General information: Ceiling anemones cling to the roof of caves, attacking any creature that moves beneath them with three hunting tentacles. Each 30 ft.-long tentacle is tipped with a tooth-like tip. If a victim is hit by two or more tentacles, the ceiling anemone pulls them up to its mouth the next round, where it delivers a poisoned bite causing paralysis. If the poison fails to still a struggling victim, the anemone simply drops them to the ground, hoping for gravity to do its work for it.

Ceiling anemones lurk in locations where the ceiling is 10-20 feet above the cavern floor, but they do venture into taller caverns in search of piercer prey.

Piercers find themselves helpless before ceiling anemones, forming a significant part of the mobile hunter's diet.

Physical description: The body of a ceiling anemone is composed of a fleshy central mass containing its mouth and three slim hunting tentacles. Three thicker grasping tentacles secure the creature to the ceiling of caves, either by holding onto protrusions or by jamming themselves into crevices and inflating tightly.

CHILDREN OF COYLE

SIZE: Small (3-4 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 8
HIT DICE: 3+3
ATTACKS: 1
DAMAGE: 1-2
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 3 / 105 + 3/hp

General information: In cases of family horror, where children are murdered by their parents, they may rise as one of the Children of Coyle, named after the first child-murderer who met his fate at the undead hands of the very children he slayed.

Children of Coyle typically carry small tokens of their prior life, such as stuffed animals or other toys. Those looking into their eyes experience the terror and fear they felt when their parent killed them, and all who do such must save vs spells or flee for 2-5 rounds. Those who save are only immune to the fear for 2-5 rounds before it creeps back upon them necessitating another save. The fear only ends with two successful saves or after the sufferer experiences a cumulative turn of it.

The Children are turned as ghouls and are immune to *sleep*, *charm*, *hold*, and cold-based attacks. They can never really be destroyed sans a major magic, such as *wish*. If "killed" they rise again on the next full moon, somewhere within 50 miles of where they were originally killed.

Physical description: The Children appear as zombie-like children, albeit in a state of only slight decomposition.

CHROTOMATON

SIZE: Large (16 ft. tall)
MOVE: 150 ft., climbing 90 ft.
ARMOR CLASS: 1
HIT DICE: 100 hit points (22 HD)
ATTACKS: 4
DAMAGE: 3-18, 3-18, 3-18, 3-18
SPECIAL ATTACKS: Chronal disruption
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Lawful neutral
LEVEL/X.P.: 10 / 17,100

General information: These powerful servitors from the plane of Nirvana are entrusted with ensuring chronal order. They are relentless and unstoppable in their task, ceasing only when time has returned to normal or when they're destroyed in the attempt. Chrotomatons are physical manifestations of the plane itself and the functioning of time, even on all the other planes, is under the purview of Nirvana. Because of this Chrotomatons can be found throughout the planes, sent by Nirvana to wherever time is being so disturbed that it threatens the very bindings of that great force.



Chrotomatons attack with four powerful fists. If two or more fists hit a single target they are subjected to the chrotomaton's chrontal disruption. Unless a save versus spells succeeds, the target is *slowed* for the next round. Worse, all of their possessions are sent hurtling through time at the speed of 100 years per second for the next round, aging 6,000 years over the next minute. All non-magical organic possessions crumble to dust, and any metals subject to oxidation become extremely rusty and brittle, breaking upon the next use. All magical items are allowed a saving throw versus a crushing blow to avoid the fate of non-magical items.

Chrotomatons possess a chrontal gem in their "forehead" which provides *true seeing*, regeneration of 3 hit points per round, and allows them to *teleport without error*, and *plane shift* at will.

A chrotomaton can only be struck by +3 or greater weapons. The only magical attacks that affect a chrotomaton are electrical, preventing them from using their chrontal disruption ability for three rounds.

Physical description: Chrotomatons look like a type of four-armed iron golem, although they are not actual golems. A center face is capped by a chrontal gem that glows in otherworldly colors.

Variants: Some chrotomatons "go rogue" and develop intelligence and self-determination. These few have a genius-level intellect and plans strange to the thoughts of normal humans.

CROSSBREED, OGRE/BUGBEAR

SIZE: Large (8 ft. tall)
 MOVE: 90 ft.
 ARMOR CLASS: 7
 HIT DICE: 5+2
 ATTACKS: 1
 DAMAGE: 2-16
 SPECIAL ATTACKS: +3 to hit
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1-2
 LAIR PROBABILITY: 20%
 TREASURE: Individual: 2-8 gp; In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 4 / 230 + 6/hp

General information: Ogre/bugbear crossbreeds demonstrate a significant hybrid vigor, having the strength of a hill giant as well as the stealth of



the standard bugbear. They are favorites among magical experimenters as their base stock is easy to acquire and the results impressive.

The process of making an ogre/bugbear crossbreed isn't a pleasant one, and there's only a 20% success rate for even the most-skilled cross-breeder. But again, the base stock is plentiful and it is for this reason that the ogre/bugbear crossbreed is the most-common of the stronger experiments.

Physical description: This crossbreed looks like an abnormally large bugbear with ogrish facial features.

Variants: About 10% or so of ogre/bugbear crossbreeds are of average intelligence. These few have the ability to progress to 5th level as a shaman or to 2nd level as a witch doctor although many of the more-intelligent variety do not turn to spellcasting.

CROSSBREED, SHRIEKER/SHAMBLING MOUND

SIZE: Large (8 ft. tall)
 MOVE: 60 ft.
 ARMOR CLASS: 0
 HIT DICE: 11
 ATTACKS: 2
 DAMAGE: 2-16, 2-16
 SPECIAL ATTACKS: Suffocation, shrieking
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 30%

TREASURE: In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%), 1-4 scrolls (50%), 1 misc. magic item + 1 potion (60%)

INTELLIGENCE: Low

ALIGNMENT: Neutral

LEVEL/X.P.: 7 / 1,800 + 14/hp

General information: This crossbreed demonstrates the magical experimenter's twisted humor: for shriekers are normally but food for shambling mounds. During combat (in which the crossbreed functions exactly as does a normal shambling mound) the shrieker mushrooms upon it let loose a howl that draws encounters as do normal shriekers.

Physical description: This crossbreed appears as a normal shambling mound, but its "head" is a large purple mushroom, and smaller purple mushrooms adorn its body.



CROSSBREED, SNAKE/BASILISK

SIZE: Large (11 ft. tall)

MOVE: 120 ft.

ARMOR CLASS: 4

HIT DICE: 8

ATTACKS: 1

DAMAGE: 1-6

SPECIAL ATTACKS: Poison, gaze turns to stone

SPECIAL DEFENSES: None

MAGIC RESISTANCE: None

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 40%

TREASURE: None

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 7 / 1,300 + 10/hp

General information: Another magical experiment crossbreed that shows hybrid vigor, this one is between a giant venomous snake and a basilisk. The bite of the creature will poison unless the victim makes a saving throw versus poison. The poison will cause death in 3-12 rounds unless the poison is cured or neutralized.

Physical description: This crossbreed is a thick, sinuous reptilian featuring 4 three-toed limbs. It moves via a strange mix of slither and crawl, rising up on its legs only when using its deadly gaze. Overall, the creature has an unpleasant, unnatural appearance.

Variants: Some few snake/basilisk crossbreeds lose the turn to stone gaze of their base stock. This loss, however, comes with an exceptionally strong poison that kills in one round and against which saves are made with a -2 penalty.

CROW, CAVERN

SIZE: Small (2 ft. tall)

MOVE: 20 ft., flying 120 ft. (AA: level IV)

ARMOR CLASS: 3

HIT DICE: 2

ATTACKS: 1

DAMAGE: 1-6

SPECIAL ATTACKS: Confusion

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: None

RARITY: Uncommon

NO. ENCOUNTERED: 3-30

LAIR PROBABILITY: 80%

TREASURE: In Lair: 20-120 gp, 1-4 gems (45%) per 10 crows

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 2 / 100 + 2/hp

General information: Cavern crows surprise on 2 in 6 and virtually cannot be seen when sitting still due their coloration. Cavern crows do not horde much treasure, but a typical nest of two may hold several shiny objects collected over time.

The smell of blood excites cavern crows into an attacking frenzy. Once one bird smells the substance and reacts, the rest will follow with no regard for their own safety. Any target already bleeding will become first choice for attack. Further, if ten or more crows flock into one twenty-foot area, the resulting frenzy inflicts confusion upon any creatures in the area (as per the magic user spell).

Physical description: Cavern crows are a large Corvus species that has adapted to underground life. Their feathers are the same color as stone.

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DAEMON, ARACHNEDAEMON - DAEMON, ASTERIDAEMON - DAEMON, METANIODAEMON - DAEMON, PHRENIKODAEMON - DAEMON, RHODODAEMON - DAEMON, SARCOPTODAEMON - DEEP SPIRIT - DEFORMED ONE - DEMON, BLATTOD - DEMON, CALCINE - DEMON, EFFLUVIAL - DEMON, HALPHAS - DEMON, JOROGUMO - DEMON, RED HORNETS - DEMON, SAWOLITAN - DEMON, CHIROPTERAN - DEVIL, EMBER - DEVIL, LIGHTNING - DEVIL, SHETH - DRAGON, CRUSTACEAN - DUST CENTURION - DUST WEIRD

DAEMON, ARACHNEDAEMON (Greater Daemon)

SIZE: Large (10 ft. wide)
MOVE: 240 ft., climbing 120 ft.
ARMOR CLASS: -1
HIT DICE: 11+22
ATTACKS: 3 plus web
DAMAGE: 1-8, 1-8, 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 100% to first level spells
RARITY: Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 10%
TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%)
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral evil
LEVEL/X.P.: 8 / 5,000 + 16/hp

General information: Arachnedaemons are feared by all but the strongest demons, devils, and daemons as they are predatory upon all three, hunting and utterly killing them by consuming their spirit. The solitary arachnedaemon does this mainly through using various webs tailored to exploit the weakness of its prey.

The daemon's basic web is tensile only. Those caught by it (the daemon must succeed on a roll to hit, range of 30 ft.) are immobilized if possessing less than 17 strength. Those of 18 strength can move 10 ft. per round and have a 25% chance of being able to defend (but not attack) until they can clear the webs in 2-5 rounds. Those with exceptional 18 strength can move 20 ft. and have 50% chance of defending. Those of 19 or higher strength can move 30 ft. and have a 90% chance of defending and a 50% chance of attacking. Those of 20 strength or better suffer a -10 ft. move penalty and can defend and attack as normal until the webs are cleared in 2-5 rounds.



The arachnedaemon can also magically enhance its web three different ways, each with the same effect – 1-6 additional hit points of damage per round entangled in the web, and each enhancement dealing 5 hit points of damage to the arachnedaemon. The web can either be acidic, electrically charged, or poisonous. The poisonous web requires two saves against poison: one to reduce the damage to half, and one to avoid paralysis. Saves are made only once per webbing.

Against non-daemon, devil, or demonic opponents, Arachnedaemons start combat with a plain tensile web and follow up with physical attacks. It then moves to a poison web, then an electrical web, and then an acid web if such seems prudent.

Arachnedaemons have standard daemon resistances and spell-like abilities. Additionally, they can use the following at will (at 11th level): *dimension door*, *dispel magic*, and *wind walk*. Arachnedaemons can see in normal or magical darkness to 120 ft. Finally, arachnedaemons can pick up the thread of *teleports* or *words of recall* spells used near it in the past 5 rounds, and follow them back to their destination without error.

Physical description: As their name implies, arachnedaemons are large spider-like fiends. They have chitinous heads featuring eight blood-red, forward-facing eyes. Their mouths are toothy, and the bottom jaw is separated into two parts, allowing the daemon to swallow corporeal prey whole, as snakes do.

DAEMON, ASTERIDAEMON (Lesser Daemon)

SIZE: Medium (6 ft. tall)
MOVE: 120 ft., flying 240 ft. (AA: level IV)
ARMOR CLASS: 1
HIT DICE: 7+14
ATTACKS: 3
DAMAGE: 1-4, 1-4, 1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 95% to first level spells
RARITY: Rare
NO. ENCOUNTERED: 1, or 12-13
LAIR PROBABILITY: 30%
TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion + 1 scroll (15%)
INTELLIGENCE: Genius
ALIGNMENT: Neutral evil
LEVEL/X.P.: 7 / 1,550 + 10/hp

Asteridaemons are often found as servants to powerful daemons, devils, or demons. In combat they attack with two claw attacks and a horn impale

if they choose physical combat over magic. They are unique among their daemon brethren in that their magic resistance does not affect magic items they use, and they make the best of this uniqueness. They are naturally talented in magic, and they possess the abilities of a magic user/illusionist of the 6th-11th level.

Asteridaemons that are not bound to a more-powerful master work together in covens, seeking disruption of the current power structures to their advantage. These covens are surprisingly egalitarian and free of infighting (at least for a daemon, that is) and quite successful. When working in concert, a coven can send one of their members to the Prime Material plane once per month for one week. These trips are extremely lucrative to the coven, and extremely deadly to wherever the asteridaemon arrives.

Asteridaemons have standard daemon resistances and spell-like abilities. Additionally they can use the following spell-like abilities (at 11th level): *wall of fog*, *fog cloud*, *phantom wind*, and *solid fog*.

Physical description: Asteridaemons appear as robed humans with the head of a monitor lizard and a single spiraling horn protruding from their forehead. Beneath their robes, their skin is scaled in dark greens and grays.

DAEMON, METANIODAEMON (Lesser Daemon)

SIZE: Medium (6 ft. tall)
MOVE: 120 ft., flying 150 ft. (AA: level V)
ARMOR CLASS: 1
HIT DICE: 6+12
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Voices of doom
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 70% to first level spells
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 90%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Highly
ALIGNMENT: Neutral evil
LEVEL/X.P.: 7 / 1,065 + 10/hp

General information: Daemons of remorse and regret, metaniodaemons seek out desolate places in the nether planes, living alone and unaccosted by all others. Metaniodaemon's have an uncontrollable ability to predict the future, and all such predictions are baleful to the hearer. Greater fiends (daemons, demons, and devils) sometimes seek them out to learn of the future, but even they are careful to spend as little time near a metaniodaemon as possible.

Anyone viewing a metaniodaemon from closer than 100 feet draws the attention of one of its dozens of mouths. This mouth begins to speak to the viewer in a voice of doom, informing them of future misadventures and causing an overwhelming sense of dread. This dread has the below progression, and each round is additive, meaning that if a creature saves on round one, on round two it has to make another save against round one effects as well as against round two effects: a failed save means a creature automatically suffers that effect every round thereafter.

- 1st round – Save vs. magic or suffer a -4 to all physical actions
- 2nd round – Save vs magic or suffer a -2 penalty to all saves
- 3rd round – Save vs magic or suffer 1-4 HP of self-inflicted damage
- 4th round – Save vs magic or stand and do nothing except listen in terror
- 5th round – Save vs death magic or suffer a permanent insanity
- 6th round – Save vs death magic or suicide

Any creature that engages in melee combat with a metaniodaemon draws close enough to hear the mouth of the daemon that speaks to itself, telling itself of the horrors of its future existence: this forces an immediate save against death magic or suicide.

Metaniodaemons have standard daemon resistances and spell-like abilities. Additionally they can use the following spell-like abilities (at 5th level): *hold person*, *curse* (reverse of *remove curse*).

Physical description: A metaniodaemon looks like a normal human, albeit one with long ebon claws and pearly white skin seemingly carved of marble. Several dozen mouths “float” upon the skin of the daemon, moving about at random. They wear no clothing, only jewelry.

DAEMON, PHRENITIKODAEEMON (Lesser Daemon)

SIZE: Medium (5 ft. tall)
MOVE: 240 ft.
ARMOR CLASS: -2



HIT DICE: 6+6
ATTACKS: 3
DAMAGE: 1-6, 1-6, 2-12
SPECIAL ATTACKS: Disrupting aura
SPECIAL DEFENSES: Daemonic resistances
MAGIC RESISTANCE: 60% to first level spells
RARITY: Rare
NO. ENCOUNTERED: 4-16
LAIR PROBABILITY: 30%
TREASURE: In Lair: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%)
INTELLIGENCE: Low to average
ALIGNMENT: Neutral evil
LEVEL/X.P.: 6 / 560 + 8/hp

General information: Phrenitikodaemons are the shock troops for daemonic forces, attacking with two gnarled fists and a powerful bite. They are remarkably fast and continually vibrate, humming like a plucked string. This vibration acts like mix of a *blur* and *displacement* spell providing them their low armor class. When needed, they can purposefully ramp up this vibratory power to disrupt magic in a 20 foot radius, resulting in all magic items failing to function and all attempted spells failing upon completion. Even permanent magic items (such as magical weapons) lose their magical abilities. When disrupting, a phrenitikodaemon can only move 60 ft.

Physical description: Phrenitikodaemons are nearly impossible to describe while living: they appear hulking, large-mawed, gray-skinned fiends with empty fire-filled eye sockets. When killed, one can additionally see large horny fists at the end of unusually long arms, and a short set of bandy legs seemingly too small for the thick torso.

DAEMON, RHODODAEMON (Lesser Daemon)

SIZE: Large (8 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 2 (0 from behind)
HIT DICE: 7+7
ATTACKS: 3
DAMAGE: 1-6, 1-6, 2-12, or 1-10, 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 60% to first level spells
RARITY: Common
NO. ENCOUNTERED: 3-12
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)
INTELLIGENCE: Average to very
ALIGNMENT: Neutral evil
LEVEL/X.P.: 7 / 1,850 + 10/hp

General information: Rhododaemons are one of the most-common daemons. They form the bulk of daemonic forces, and they have surprisingly loyalty to those who treat them well, although they are still self-serving fiends ready to exploit any weakness for personal gain.

Rhododaemons attack with two claws and a powerful bite from their saber-toothed maws. However, they are often encountered armed, typically employing a massive shield (lowering forward AC to 0) and a two-handed sword in one-hand. In such configuration they may attack with both sword and bite in a single round. Rhododaemons can leap 10 ft. vertically or 30 ft. horizontally. They typically enter combat with a powerful leap, adding +2 to their to hit rolls while subtracting 1 from their AC.

Rhododaemons have standard daemon resistances and spell-like abilities. Additionally they can use the following spell-like abilities three times per day (at 7th level): *entangle*, *faerie fire*, *heat metal*, *water breathing*, *dispel magic*.

Physical description: The bright red rhododaemon looks like a bipedal tortoise with long arms ending in thick, clawed hands that reach down to the ground. Although shelled, it is remarkably flexible; its shell hangs on a complex arrangement of levers, allowing each scute to fold over each other. It has the head of a saber-toothed tiger and a roar to match.

DAEMON, SARCOPTODAEMON (Greater Daemon)

SIZE: Large (12 ft. tall)
MOVE: 90 ft., climbing 60 ft., burrowing 10 ft.
ARMOR CLASS: -4
HIT DICE: 12+24
ATTACKS: 3
DAMAGE: 3-18, 3-18, 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 100% to first level spells
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 10%
TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%), 2-8k gp (40%), 1,000-6,000 pp (50%), 4-32 gems (55%), 1-12 jewelry (45%)
INTELLIGENCE: Average to very
ALIGNMENT: Neutral evil
LEVEL/X.P.: 9 / 8,900 + 17/hp

General information: The elephantine sarcoptodaemons are kept as assault troops by powerful arcanadaemons, and the Oinodaemon has an entire cohort of them at his command. There are few creatures more-capable of breaking up military formations or sowing discord among the chaotic

hordes of demons. Sarcoptodaemons are as strong as fire giants.

A sarcoptodaemon attacks with two massive fists and a tusk-filled head bash. Any creature hit by the two massive fists of the sarcoptodaemon is knocked down, flying 20 ft. straight backwards and taking another 1-6 HP of damage in the process: any creatures behind the victim and in the "flight path," suffer 1-6 HD of damage and must save versus paralyzation to avoid being knocked down as well. A creature hit by the tusks of a sarcoptodaemon is truly unlucky, for 1-6 rot grubs that infest the daemon are transferred by such injuries.

When desired, the sarcoptodaemon can radiate terror in a 30 ft. radius. Any creature of 2 HD or less immediately flees. Those of 3-5 HD must save versus magic or be paralyzed with fear (50%) or flee (50%) as above. Those of 6 HD or more suffer a -1 to all rolls for 2-5 turns if they fail a save against magic.

Sarcoptodaemons have normal daemonic abilities and resistances, and they are immune to *fear*. Additionally they can use the following spell-like abilities (at 12th level): *fly* (2/day), *true seeing* (2/day), and *blade barrier* (1/day).

Physical description: Sarcoptodaemons are almost as wide as they are tall. Their blubbery body is covered with incredibly dense skin. They stand upon two stubby, elephantine legs and often travel quadrupedally upon their long muscular arms. Their head hangs down towards the middle of their body and features eight eyes and four powerful tusks upon which they spear victims. Their skin occasionally ripples from the rot grubs that infest them.



DEEP SPIRIT

SIZE: Large (13 ft. tall or more)

MOVE: 90 ft.

ARMOR CLASS: 2

HIT DICE: 9+2

ATTACKS: 1 or 1

DAMAGE: 2-8 or 1-12

SPECIAL ATTACKS: Acid

SPECIAL DEFENSES: Regeneration through absorption

MAGIC RESISTANCE: None

RARITY: Very Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 90%

TREASURE: None

INTELLIGENCE: Highly

ALIGNMENT: Neutral

LEVEL/X.P.: 7 / 1,600 + 13/hp

General information: The fluid surrounding a deep spirit is highly acidic. In combat, the deep spirit will eject balls of the fluid at its target. A hit will deal 2-8HP damage and will corrode metal over time (metal affected this way will become useless within 2 hours unless the substance is washed off within 20 minutes of application). If closing into combat, the deep spirit will attempt to embrace the target and deal 1-12 HP acid damage per round unless it is removed.

Once per hour, a deep spirit can summon to him all water within 10 feet in order to heal damage taken. One gallon of water will heal 1-3 HP damage. Any source will do: lakes, ponds, pools, canteens, water bags, and other creatures are all subject to command by the deep spirit, and the contents will rush immediately to the creature and become part of its form. Water absorbed from creatures will rush out of pores and other orifices killing the victim unless a saving throw vs. breath weapon is successfully made (assume 5 gallons are in a human body for the sake of calculating regeneration).

A deep spirit is subject to special damage or effects from the following spells:

- a *dispel magic* spell will deal 3-18 HP damage
- a *destroy water* spell will deal 3-24 HP damage
- a *forget* spell will stun it for 1-4 rounds
- *fireballs* or *flame strikes* do double damage (but generate massive amounts of steam capable of dealing 4-9 HP damage to anyone within 30 feet of the area effect)

If static, the deep spirit can project a form of *wizard eye* up to 120 feet away and view events around him from a position of safety.

Only one deep spirit will be found at a time; indeed, if two are brought into proximity, they will drop all else and combat each other for possession of the territory.



Physical description: A deep spirit is a strange combination of elemental water and a monstrous serpent with a bit of octopus thrown in. Its appearance is vaguely serpentine, and it seems to be surrounded in an atmosphere of greenish, shiny fluid.

DEFORMED ONES

SIZE: Medium (5-6 ft. tall)
 MOVE: 90 ft.
 ARMOR CLASS: 5
 HIT DICE: 6
 ATTACKS: 1
 DAMAGE: 1-8, or by weapon
 SPECIAL ATTACKS: +3 to hit
 SPECIAL DEFENSES: Surprised only on 1
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1-10
 LAIR PROBABILITY: 30%
 TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
 INTELLIGENCE: Low
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 4 / 160 + 6/hp

General information: These creatures are similar to broken ones, but they are a cross between two different creatures and neither is human. These are especially strong creatures and gain +3 to hit and +5 to damage due to strength. They see as well as a cat in the dark and possess enhanced hearing and are surprised only on a 1.

Physical description: There is great variance in the appearance of each deformed one as they are a mix of two or more different creatures.

DEMON, BLATTOD (Minor Demon)

SIZE: Large (8 ft. long)
 MOVE: 150 ft., climbing 120 ft.
 ARMOR CLASS: -1
 HIT DICE: 4+4
 ATTACKS: 3 plus music
 DAMAGE: 1-3, 1-3, 1-4
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 40%
 RARITY: Common
 NO. ENCOUNTERED: 1-4 or 3-12
 LAIR PROBABILITY: 35%
 TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%), 2-12k gp (70%), 1-4 gems (50%)
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 5 / 430 + 4/hp

General information: The blattod, or roach demon, is common to the lower planes, hiding in cracks and crevices, and dark places where even few demons travel. They can squeeze their bodies through small holes and spend most of their existence deep underground. They are uncomfortable in wide-open spaces, suffering a -1 to all rolls under such circumstances.

Blattod are some of the weakest demons and they are hated and abused by most other demons. They are found in the service of greater demons as messengers and entertainers, for they have an eidetic memory and an aptitude for music unlike any other demonkind. In combat, blattod attack with rather ineffectual claws and bite. They augment their poor physical skills with their music however, making nests of blattod dangerous for the unprepared.

Blattod can produce several different songs, each having a separate effect. These songs are typically performed upon a carried instrument: if one is not available, blattod can sing/hum their music, but they have only half the normal listed effect (round down). The powers of a blattod song are based on how many rounds of singing are required.



Single-round blotted songs can provide one of the following benefits to associates: +1 to hit and to damage bonus, raise morale by 10%, provide +1 to saving throws, negate sonic-oriented attacks, or bolster movement by 10 ft.

Two-round blotted songs can provide one of the following benefits to associates: +10% magic resistance, half damage from acid, or bolster movement by 30 ft.

Three round blotted songs can provide one of the following benefits to associates: +3 to hit and to damage bonus, or improve AC by 1 point.

Blotted songs are additive to a maximum point, allowing impressive bonuses to accumulate if not prevented. The maximum cumulative bonuses are listed here: +5 to hit and to damage, +50% morale, +5 saving throws, +100 ft. movement, +50% magic resistance, +5 to AC.

Blotted have standard demonic resistances and are immune to enchantment magic. In addition to normal attacks, blotted can use the following spell-like powers at will, once per round: *darkness* (5 ft. radius), *fly*, *telekinesis* (1,000 gp weight), and *teleport without error* once per day. Blotted can *gate* in another of their kind (10% chance of success) or 1-4 dretch (25% of success) if hard pressed.

Physical description: The blotted has the body of a giant roach and the head and hair of a half-roach, half-human female.

DEMON, CALCINE (Minor Demon)

SIZE: Large (9 ft. tall)
 MOVE: Flying 180 ft. (AA: level VI)
 ARMOR CLASS: -1
 HIT DICE: 7
 ATTACKS: 2
 DAMAGE: 2-7, 2-7

SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 6 / 1,025 + 8/hp

General information: Calcine demons are thoroughly chaotic and evil, to such extents that even other demons prefer to not associate with them. They are unbound from the circle of demonic existence: if killed, they rise again as calcine demons within a year. Even when consumed by a great Demon Lord, they rise again within a decade. This strange immortality allows them to revel in chaos and destruction at a level even demons find fearsome.

Calcine demons attack with two fists in melee. They may purposefully increase the intensity of their flames, dealing 3-18 points of damage to those within 10 ft., 2-12 damage to those within 20 ft. and 1-6 damage to those within 40 feet.



Calcine demons can be struck by normal weapons and have normal demonic resistances. They are immune to fire damage and have infravision to 120 ft. They can use the following spell-like powers, one at a time, once per round, at will (level as HD): *darkness* (5 ft. radius), *teleport without error*, *detect invisible*, *telekinesis* (1,000 gp weight), and *gate* in 2-5 manes (80% chance).

Physical description: Calcine demons are demons of fire and smoke. They have an ogre-sized torso, flayed of skin and continually aflame, that rests upon a column of dense, greasy smoke that drifts down and away, much like a cobra risen in anger.

DEMON, EFFLUVIAL (Minor Demon)

SIZE: Medium (6 ft. tall)
MOVE: 30 ft.
ARMOR CLASS: -2
HIT DICE: 6+4
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
RARITY: Rare
NO. ENCOUNTERED: 1-2 or 3-6
LAIR PROBABILITY: 60%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Average to very
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 6 / 785 + 8/hp

General information: Effluvial demons serve and worship their dread master Jubilex. First formed from his excretions and found exclusively in his slime pits, effluvial demons are now found on all levels of the abyss, albeit with some rarity.

Effluvial demons can melee (out to 20 feet) with a single lashing tentacle of filth. Those hit have a 25% chance of contracting a disease. Additionally, they can spray their foul, acidic filth upon all creatures within 10 feet, shooting individual jets from dozens of loathsome orifices (roll to hit required) for 1-6 damage.

Effluvial demons can only be hit by +1 or better weapons. They cannot be surprised and have infravision to 120 ft. They are immune to acid and have normal demon resistances otherwise. They can use the following spell-like powers, one at a time, once per round, at will (level as HD): *darkness* (5 ft. radius), *teleport without error*, *detect invisible*, *telekinesis* (1,000 gp weight), and *gate* in 1 effluvial demon (25% chance).

Physical description: Like their dread master, effluvial demons have no fixed form. They can spread out into a vast pool of effluvia, or rise up in a tower of 12 ft. height. They typically spend their time as 6 ft. tall cones of layered foulness: grays, browns, reds, greens, and yellows intermixing like oil upon water. Eyeballs of various sizes and colors pop to the foul surface of an effluvial demon as needed.

DEMON, HALPHAS (Demon Lord)

SIZE: Large (10 ft. tall, 30 ft. long)

MOVE: 120 ft., climbing 60 ft.

ARMOR CLASS: -1

HIT DICE: 106 hp

ATTACKS: 9

DAMAGE: 2-7 (x8), 2-8

SPECIAL ATTACKS: Poison tail spur, see below

SPECIAL DEFENSES: +1 or better weapon to hit, demon defenses

MAGIC RESISTANCE: 60%

RARITY: Unique

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 25%

TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 400-2,400 pp (25%), 6-60 gems (60%), 4-40 jewelry (50%), any 4 magic items (30%), 2-8 potions (40%), 1-4 scrolls (50%).

INTELLIGENCE: Genius

ALIGNMENT: Chaotic evil

PSIONICS: 255 (All attack/All defense)

LEVEL/X.P.: 10 / 41,500

General information: Halphas the Many-Limbed rules Carachel, one of the upper planes of the Abyss. Carachel is a misty plane of rolling hills covered by tremendous giant sequoias. Beneath the massive trees is an endless giant mushroom forest, hiding the many entrances of the caves and caverns that riddle the hills. All matter of crawling things are found within. Halphas is a master of illusion with an iron grip upon his outward appearance—nothing he feels is ever revealed by body language or facial expressions. His second appellation is *The Unshakable*.

Halphas can, at will, 1 at a time, 1 per round, use any one of the following spell-like powers at the 20th level: *darkness*(30 ft. radius), *wall of fog*, *blindness*, *paralyzation*, *suggestion*, *wraithform*, *spectral force*, *phantasmal killer*, *major creation*, *maze*, *projected image*, *permanent illusion*, *programed illusion*, *shades*, *true sight*, *veil*, and *shadow walk*. As a demon lord, Halphas possesses infravision to 120 ft., can teleport without error, and can gate 2-6 type V demons without failure.



Physical description: Halphas possesses eight powerful humanoid arms upon an elongated torso that rises from the body of a gigantic centipede. At the end of his dark red centipede body, a chitinous spur curves, slowly dripping poison.

DEMON, JOROGUMO (Minor Demon)

SIZE: Medium (6 ft. tall)
MOVE: 120 ft., climbing 120 ft.
ARMOR CLASS: -4
HIT DICE: 10
ATTACKS: 2
DAMAGE: 2-8, 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 55%
RARITY: Uncommon
NO. ENCOUNTERED: 1-3 or 1-6
LAIR PROBABILITY: 10%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Average to very
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 7 / 2,400 + 13/hp

General information: Jorogumo demons are highly-unpredictable demons, literally composed of that rare demonic substance cold fire. Cold fire both burns and freezes, dealing fire and cold damage

for purposes of resistances or immunities. Cold fire consumes whatever it is applied to, but cannot spread: were a jorogumo decide to "burn" a tree, it could set it ablaze with cold fire, but the fire would not spread to other nearby trees, although they could be injured from the intensity of the blaze, they would not become alight themselves.

Jorogumo apply their cold fire to any who stand in their way with two fist attacks. Any creature hit must save against magic or be set ablaze in cold fire, dealing a continuous 1-6 HP of damage until extinguished. Jorogumo spend much of their time in the Astral, seeking for travelers with silver cords. The jorogumo can, like a spider following a thread, skitter along the silver cord all the way back to its source on the Material, popping into that plane to attack the source of the cord with their cold fire.

Jorogumo have infravision to 60 ft. They are immune to both cold and fire, and have normal demon resistances otherwise. They can use the following spell-like powers, one at a time, once per round, at will (level as HD): *darkness* (10 ft. radius), *teleport without error*, *telekinesis* (3,000 gp weight), and *gate* in another demon (35% chance of success, types I or II, equal chance each).

Physical description: Permanently writhed in blue and purple cold fire, jorogumo demons are spider-shaped demons with a humanoid torso. They are cold fire incarnated: they have no eyes or internal organs, their skin like the crust that forms on resting lava, their joints glowing with the cold fire beneath.



DEMON, RED HORNETS (Minor Demon)

SIZE: Small (6 inches long)
MOVE: 120 ft. flying
ARMOR CLASS: 1
HIT DICE: 1-4 hit points
ATTACKS: 1
DAMAGE: 1 hit point
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Demon defenses
MAGIC RESISTANCE: 95%
RARITY: Uncommon
NO. ENCOUNTERED: 1-12
LAIR PROBABILITY: 25%
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 1 / 30 + 1/hp

General information: These horrendous little creatures are native to the Abyss, where they are used in torments. Despite their name they are not insects, and not subject to spells or powers that summon and control insects. They are one of the least kinds of minor

demon. Their sting causes a horrible, incapacitating pain that lasts for 1-6 days, saving throw vs. poison to avoid. A dozen red hornets are occasionally gifts of lesser demonic pacts made through living sacrifice. In such circumstances, the red hornets are under the control of the being making the sacrifices.

Physical description: Red hornets look like very large hornets. They are smooth-skinned, with a single black streak running from head to tail across the full length of their crimson body.

DEMON, SAWOLITAN (Major Demon)

SIZE: Large (21 ft. tall)

MOVE: 150 ft.

ARMOR CLASS: -5

HIT DICE: 10+10

ATTACKS: 2

DAMAGE: 2-12, 2-12

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 75%

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 60%

TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion + 1 scroll (15%)



INTELLIGENCE: Genius to supra-genius

ALIGNMENT: Chaotic evil

PSIONICS: 180 (All attack/All defense)

LEVEL/X.P.: 8 / 4,600 + 14/hp

General information: Sawolitan are dangerous and aristocratic demons that often rule directly under powerful Demon Lords and Princes. In their own right they are formidable foes, but when augmented with the life force a creature imprisoned in their torsos, they approach the power of one of the lesser Demon Lords, although they would be the first to diplomatically deny such a thing.

Sawolitan demons can only be hit by +1 or better weapons. Their wing-like antlers are sensitive to changes in pressure allowing them to "see" to 240 ft. (preventing them from being surprised), and detect invisible at 120 ft. They also detect heat, providing 240 ft. of infravision. They also echolocate, but poorly, and only out to 600 ft. They can use the following spell-like powers, one at a time, once per round, at will (level as HD): *darkness* (15 ft. radius), *teleport without error*, *telekinesis* (6,000 gp weight), *command*, *curse* (reverse of *remove curse*), *dispel good*, *silence 15 ft. radius*, *know alignment*, *fly*, and *dispel magic*. Sawolitan can *gate* in another demon (65% chance of success, types III or IV, equal chance for each).

Sawolitan with a creature within them gain additional abilities: their AC increases to -6, their damage increases to 3-18 per blow, their magic resistance increases to 80%, their psionic ability increases to 200, they gain 10 HP, and they can regenerate 3 HP per round. They also gain the ability to soul burn thrice per day, blasting a gout of lifeforce out of their mouth as a breath weapon (cone, 80 ft. long, 3 ft. base) that forces all those hit to save versus death or lose a life level. Additionally, they can use the following spell-like powers, one at a time, once per day: *polymorph other*, *power word blind*, *unholy word*, and *confusion*.

Creatures encased within a sawolitan are drained of life energy (1 HP per day, regeneration is impossible) until eventually all that is left is a skeleton, which then crawls out of the demon, obeying it in all ways. Sawolitan can only feed on living, mortal creatures. Because of this, they are constantly interested in ensuring a steady supply of such.

Physical description: The terrifying sawolitan tower over most other demons. They are skeletal in appearance, lacking eyes and nostrils. They have massive wing-like antlers growing from the sides of their heads. The center of their torso is empty, and is large enough to easily encase a humanoid creature up to 7 feet tall.

DEVIL, CHIROPTERAN (*Lesser Devil: Lepakko, Ystlumod*)

SIZE: Large (8 ft. tall)
 MOVE: 60 ft., flying 240 ft. (AA: level IV)
 ARMOR CLASS: 1
 HIT DICE: 7
 ATTACKS: 2
 DAMAGE: 2-8, 2-8
 SPECIAL ATTACKS: Wing buffet
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 35%
 RARITY: Common
 NO. ENCOUNTERED: 1-2
 LAIR PROBABILITY: 60%
 TREASURE: None
 INTELLIGENCE: Low
 ALIGNMENT: Lawful Evil
 LEVEL/X.P.: 7 / 1,225 + 8/HP

General information: Chiropteran devils can be found in all the planes of Hell, soaring over the terrible landscapes on their leathery wings. They rarely come to ground, upon which they move slowly and with a distinct lack of grace.

Chiropteran devils attack with their two clawed legs, leaping into the air to batter foes. They can also buffet their wings, creating an effect similar to an 8th-level *gust of wind*. When they strike an opponent, they generate *fear* (as wand) in their target.

In addition to the normal devil immunities and abilities, chiropteran devils can use any of the following spell-like powers, one at a time and once per round: *affect normal fires*, *produce flame*, *command*, and *summon* another chiropteran devil (25% chance of success, 30% chance if flying).

Physical description: Chiropteran devils are large bat-like devils. They have strong furred legs that act as anchors for their powerful leathery wings. They lack true hands, having instead hooks at the tip of their wings. They have wide heads, pointed spear-noses, and three eyes: the odd one being in the middle of their forehead.

DEVIL, EMBER (*Least Devil; Ukobach, Granickhi*)

SIZE: Small (2-3 ft. tall)
 MOVE: 30 ft., flying 60 ft. (AA: level V)
 ARMOR CLASS: 6
 HIT DICE: 3
 ATTACKS: 1
 DAMAGE: 1-6 with poker or 1-4 fire from flung coals
 SPECIAL ATTACKS: Fling coals
 SPECIAL DEFENSES: +1 or better weapons to hit, vulnerability to holy water
 MAGIC RESISTANCE: 10%
 RARITY: Rare

NO. ENCOUNTERED: 1-8
 LAIR PROBABILITY: 60%
 TREASURE: 1-20 gp (melted and mixed with coals)
 INTELLIGENCE: Low
 ALIGNMENT: Lawful Evil
 LEVEL/X.P.: 3 / 125 + 2/HP

General information: Ember devils are known to serve many devils, but the largest concentrations of their kind work in service to the devils that serve the Archdevils Moloch and Beelzebub. They tend to Moloch's sacrificial fires and furnaces, and they keep hot the oils that Beelzebub has distilled from the blood of sinners to use in his diabolical experiments.

An ember devil's affinity for unholy fire leaves it with a great vulnerability to holy water. If an ember devil or its pan of hellish coal is doused with holy water, then it loses its immunity to nonmagical weapons, ability to fling burning embers, and flight for 24 hours. As lowly lesser devils, they have the typical devil immunities, but only the following powers: *charm person*, *know alignment*, and *phantasmal force*.

Physical description: An ember devil is a small, ugly humanoid with green skin, standing approximately 2-3 feet in height. It has an oversized nose and is prone to smirk, sneer, or snivel, depending on its demeanor and current surroundings. Ember devils carry around large pans of burning coals from hell, each of which is tipped with a red-hot metal poker.

DEVIL, LIGHTNING (*Lesser Devil; Baraq, Mulniya*)

SIZE: Medium (5 ft. tall)
 MOVE: 30 ft., flying 240 ft. (AA: level IV)
 ARMOR CLASS: -1
 HIT DICE: 9
 ATTACKS: 4
 DAMAGE: 1-8/1-8/2-8
 SPECIAL ATTACKS: Lightning
 SPECIAL DEFENSES: Normal devil abilities, +2 or better weapons to hit
 MAGIC RESISTANCE: 30%
 RARITY: Rare
 NO. ENCOUNTERED: 1-6
 LAIR PROBABILITY: 90%
 TREASURE: None
 ALIGNMENT: Lawful Evil
 LEVEL/X.P.: 7 / 2,800 + 12/hp

General information: When grounded, the lightning devil shuffles on its tiny feet and taloned wings. If in the air (where it prefers to be), the lightning devil attacks with both wings and a bite. Attacks cannot be against multiple targets.

In addition to the normal devil immunities and abilities, lightning devils can generate and release

an electrical bolt equal to a *lightning bolt* cast by a 9th-level magic user once every three combat rounds. Touching a lightning devil barehanded will deliver a jolt of 2-12 HP damage (save vs spells for half damage).

Physical description: Lightning devils appear as large bats with elongated faces and dull eyes which gaze to the sides. Swift fliers, they are slow on the ground.

DEVIL, SHETH (Baronet of Hell)

SIZE: Medium (7 feet)
MOVE: 90 ft., flying 40 ft. (AA: level IV)
ARMOR CLASS: -4
HIT DICE: 90 hp (13 HD)
ATTACKS: 4
DAMAGE: 2-8/2-8/2-5/2-5
SPECIAL ATTACKS: Spits acid, mass charm
SPECIAL DEFENSES: Regeneration, +2 or better weapons to hit, normal devil abilities
MAGIC RESISTANCE: 65%
RARITY: Unique
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 90%
TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%),

1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion + 1 scroll (15%), 2-8 potions (40%)
INTELLIGENCE: Highly
ALIGNMENT: Lawful Evil
LEVEL/X.P.: 10 / 7,900 + 18/hp

General information: Sheth is a unique devil who was once a pit fiend in the distant eons past. He and his court were banished from their respective plane for plotting against their liege, and as such, cannot voluntarily return for 999 years. Sheth's court consists of 6 barbed devils, 6 bone devils, 6 abishai, 15 imps, and a trio of fierce lightning demons.

Sheth possesses the same powers of all devils and he may, in addition, *mass charm* up to 26 HD/levels of opponents if not in combat at the time. It takes one turn for Sheth to charm his opponents; otherwise, the effect is as per the spell.

In combat, Sheth attacks with all four arms; he may separate these attacks, thus able to strike at four different targets if they are within range. Once every 3 combat rounds, he may spit acid at one target up to 40 feet away. Acid damage from a successful hit deals 2-16 HP the first round, and 1-4 HP for 1-6 rounds thereafter. A successful save vs. poison reduces the effect to 1-8 HP for one round. He attacks as a 13 Hit Dice monster.



Sheth regenerates 1-6 HP per round. Additionally, he may *heal* (as the spell) himself three times in a 24 hour period. He may also fly if he is allowed a ten feet running start, though he may fly for no more than one hour at a time before tiring due to his weight.

Physical description: Sheth appears in this material form as an abnormally tall, very handsome human male with four arms and enlarged bat wings. The top two arms are muscular, and each hand has six digits; the bottom two arms are shorter and stunted with three raptor-like digits each.

DRAGON, CRUSTACEAN

SIZE: Large (21 ft long)
MOVE: 90 ft., 180 ft. swimming
ARMOR CLASS: -1
HIT DICE: 4-6
ATTACKS: 3
DAMAGE: 2-12, 2-12, 2-16
SPECIAL ATTACKS: Breath weapon
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 25%
TREASURE: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k

ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 395 + 8/hp

General information: A heavily-plated reptilian/crustacean hybrid, crustacean dragons are exceedingly rare, occurring only in areas filled with magical run off or locations affected by some sort of genetic interference. Crustacean dragons attack with a claw, claw, bite routine or with their breath weapon, a cone of intense cold 60 feet long with a base diameter of 2 feet. They are asexual (all are female) and reproduce once every 50 years after achieving adulthood by laying a trail of about a dozen giant eggs resembling tadpole eggs in the depths of the body of water in which they were born. Crustacean dragons cannot use magic and have a 40% chance of sleeping.

Languages: Crustacean dragons have a 25% chance of speaking up to two languages of nearby speakers.

Physical description: Having both reptilian and crustacean attributes, the two powerful crab-like pincers of a crustacean dragon smoothly merge into a reptilian scale-covered body. A series of massively thick plates sequence down the spine of a



crustacean dragon to a tail more closely resembling a lobster's than a normal dragon's. The head is a monstrosity, featuring a dragon's mouth mixed with the stalked eyes of a crab.

DUST CENTURION

SIZE: Medium (5-6 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 5
HIT DICE: 3
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: None
SPECIAL DEFENSES: +1 or better weapon to harm if not in one-on-one combat
MAGIC RESISTANCE: 100%
RARITY: Uncommon
NO. ENCOUNTERED: 1-4 or 100-6000 (Legion)
LAIR PROBABILITY: 100%
TREASURE: +1 Weapon
INTELLIGENCE: Average
ALIGNMENT: Lawful Neutral (50%) or Lawful Evil (50%)
LEVEL/X.P.: 4 / 210 + 2/HP

General information: A dust centurion is the departed spirit of a former warrior who perished at the hands of magic, unable to achieve the death in combat that it desired. This longing, combined with the magical energies from its death, transform it into a spirit that animates the dust and wreckage left from the calamity, forming into a humanoid shape when approached. Each dust centurion is compelled to issue a challenge to living beings that near it, demanding a one-on-one combat. A dust centurion is completely vulnerable to attacks from a combatant facing it in fair combat, but, should its opponents attack it in violation of the duel, its vulnerability disappears, leaving it as a magical undead entity that can only be harmed by +1 or greater weapons. Should it be defeated fairly, it will leave its weapon behind, imbued with the magical power that departs from its now-freed spirit, turning the weapon into a +1 piece of equipment.

A dust centurion is unable to leave the place of its demise, though dust centurions can often claim entire battlefields or ruined cities as their lair. Legends tell of some entire legions who rise from the grave, only able to pass on when defeated by another force of on the field of battle, trading their one-on-one challenges for ones on a more massive scale of battle; fortunately, such legions will typically ignore any small group of travelers, waiting for an entire army to battle against.

Physical description: A dust centurion appears as a warrior made from swirling dust and sand, clad

in a legionnaire's raiment and wielding weapons appropriate to its past life. The precise material that a dust centurion is made of depends on the great calamity that it perished in; one that died in a massive magical blaze may be made of ash, whereas one that died to an unnatural blizzard could be made of floating crystals of ice. This material composition has no effect on its statistics.

DUST WEIRD

SIZE: Large (12 ft. + long)
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 4+3
ATTACKS: 1
DAMAGE: None
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 75%
TREASURE: 1-4k cp (25%), 1-3k sp (20%), 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%)
INTELLIGENCE: Very
ALIGNMENT: Lawful evil
LEVEL/X.P.: 4 / 235 + 4/hp

General information: The dust weird are a life form originating in the quasi-elemental plane of ash. They attack living things, feeding upon their essences. Dust weirds form in 3 rounds from large piles of dust,



appearing as a giant serpent. The serpent head lashes out as a 7 HD monster. Any creature hit by the dust weird must save versus paralyzation or the dust weird wraps around the victim much like a constrictor snake. During the next round, the dust weird forces its way into the victim's lungs. Three rounds later the victim dies unless the weird is slain. Victims with Constitution scores of 15 or greater gain one additional round before succumbing to the dust of the weird.

Edged weapons, arrows, or bolts deal only 1 hit point of damage per attack plus any additional magical damage (ie. a +3 sword deals 4 hit points of damage) while blunt weapons do full damage.

Physical description: Dust weirds look like snakes made from dust. They have indistinct features.



ELEPAIO - ELOKO - EXHUMED

ELEPAIO

SIZE: Small (4 inches tall)
MOVE: Flying 240 ft. (AA: level V)
ARMOR CLASS: 4
HIT DICE: 1
ATTACKS: None
DAMAGE: None
SPECIAL ATTACKS: Curse
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 75%
RARITY: Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Very
ALIGNMENT: Lawful good
LEVEL/X.P.: 1 / 10 + 1/hp

General information: The elepaio is a spirit of the forest that takes the shape of the common monarch flycatcher bird. The spirit is friendly to those who are friendly to the forest and will lead them to good trees to select for structure building or boat building endeavors. If it encounters individuals disrespecting the forest, or if it is attacked, it *curse*s them to succeed on a saving throw versus magic every turn or stumble and fall when it would be most inopportune sometime during the next turn.

Structures or boats built using wood selected by an elepaio gain a 10% increase in either Defensive Points or in Hull Value, with a minimum increase of 1 point.

Languages: Elepaio have a special ESP that allows them to understand all languages spoken within their forest. They cannot speak, however, and communicate only via gesture.

Physical description: Elepaio appear no different from a non-magical monarch flycatcher bird. Telling the difference requires a *detect magic* or ESP spell.

ELOKO

SIZE: Small (4 ft. tall)
MOVE: 150 ft., climbing 60 ft.
ARMOR CLASS: 4
HIT DICE: 5
ATTACKS: 2
DAMAGE: 2-8, 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to poison
MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 25%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 4 / 245 + 1/hp

General information: Eloko are the spirits of people who have died in a forest. They haunt a forest because of a grudge left unsettled: typically one about hunting. They are unfriendly and vicious, living the deepest and darkest parts of their forest. They attack with their long, iron-hard claws.

Eloko are immune to poison and have infravision to 120 ft. They can use the following spell-like powers, one at a time, once per round, at will (level as HD): *charm person*, *invisibility*, *audible glamor*, and *change self*. At a range of 120 ft., they can cast a special form of *invisibility* upon animals that lasts for 2-5 hours unless the animal attacks. They do this to prevent hunters from succeeding in their hunts.

Every time an eloko uses one of their magical abilities, they ring one of the five or more tiny bells they wear. These bells jingle if they move faster than 30 ft. per round, prevent them from surprising opponents under such circumstances.

Eloko cannot directly harm good people (those of Good alignment) unless invited into their house. Because of this they sometimes approach good people who live within (or near) their forest, disguising themselves with their magics in an attempt to gain entry. If egress is gained, the eloko attempts to slay all living creatures in the residence.

An eloko can swallow medium-sized creatures whole, their jaw obviously distending by some unknown magical means. Dead creatures swallowed by an eloko are completely digested in 2-5 hours and cannot be raised from the dead.

Any person of Good alignment can try to "turn" an Eloko simply by telling them to leave posthaste if they roll a 18 or higher on a d20. Good clerics and paladins gain a +2 on their roll: rangers gain a +4. The effect lasts for 2-5 rounds, and if an Eloko is "turned" twice in a turn it flees before such powerful mojo.

Languages: Eloko speak the languages they knew in life and can learn to speak three more.

Physical description: Eloko are dwarf-like creatures formed from the spirits of people who've died in the forest. They have no hair, but grass grows upon their bodies. They have green or red eyes, piggish snouts, and mouths that can open wide enough to swallow a human whole. Their hands end in powerful claws. They always have five or more tiny bells about their foul person.

EXHUMED

SIZE: Medium (5-6 ft. tall)
MOVE: Flying 90 ft. (AA: level VI)
ARMOR CLASS: 4
HIT DICE: Varies (minimum 2)
ATTACKS: 1
DAMAGE: 2-5
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 100%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Very
ALIGNMENT: Neutral
LEVEL/X.P.: Varies

General information: The exhumed are not so much creatures as they are physical manifestations of a curse: a curse against those who disturb the rest of the dead! Whenever a human body is disinterred, there is a slight chance that the spiritual detritus left

behind coalesces into an exhumed 1-8 days after their resting place has been looted. The exhumed then sets out to slay their desecrators. As a "living" curse, they are destroyed by a *remove curse* (no magic resistance check), but are nearly immune to all other types of magic.

They have a minimum 2 HD, but can have as many HD as half that of the creature(s) that raided their final resting place. This means that an exhumed risen from a grave robbery performed by four 4th-level characters would have 8 HD (4x4 = 16. 16/2 = 8HD). Worse still, exhumed can "gain" HD if others come to the defense of those who raided its tomb!

Those who come to the aid of the grave robbers are treated as if they were the grave robbers. For example, the group above encountered the exhumed tracking them in a tavern and fellow tavern-goer assists in their fight against the ghostly creature. If this helper had 4 HD, it would increase the 8 HD exhumed to a 10 HD exhumed (5x4 = 20. 20/2 = 10 HD). This helper is now considered part of the original crew and is now a target of the exhumed just as much as the four who actually robbed its grave.

Exhumed can pass through walls and doors as if they weren't there and can always locate those who raided their tombs unless they're protected against magical scrying/location. The touch of an exhumed deals 2-5 hit points of cold damage and causes *fear*.

Exhumed have ghostly versions of the magical equipment they were buried with. For example, a magic user interred with a *wand of magic missiles* would have a ghostly equivalent of that item if she rises as an exhumed. These magic items have no charge restrictions and fade into smoke when the exhumed is destroyed. They use these items intelligently.

Exhumed are very hard to turn (as special), and can only be hit by +1 or better weapons. Once they have slain all those who disturbed their resting place, they gather all of their stolen goods and return to them to their grave. They then coalesce into a single white pearl: a *pearl of wisdom*. If their grave is disturbed again, they rise once more, but this time they can only be hit by +2 or better weapons. After defending their grave twice in this manner, exhumed are released from their guardianship and travel onward to their final destination.

Physical description: Exhumed look like the ghostly remains of the person disinterred. They wear normal clothing and, if buried with magical treasure, they have matched ghostly equipment that performs as the real equipment performs.



FISH-FOLK

SIZE: Medium (5-6 ft. tall)

MOVE: 60 ft., swimming 180 ft.

ARMOR CLASS: 6

HIT DICE: 1+1

ATTACKS: 2 claws or 1 bite or by weapon

DAMAGE: 1-3, 1-3, or 1-4 or by weapon

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Half damage from cold, double from fire

RARITY: Uncommon

NO. ENCOUNTERED: 4-24

LAIR PROBABILITY: 50%

TREASURE: In Lair: 1-4 gems (50%), 1 misc. magic item + 1 potion (60%)

INTELLIGENCE: Low

ALIGNMENT: Chaotic Evil

LEVEL/X.P.: 2 / 30 + 1/hp

General information: Fish-folk dwell in underwater caverns and cities – primarily in the ocean, but also in large lakes. No one knows where they originated, but they appear in the folklore of just about every coastal or seafaring culture. Once a prominent race, the fish-folk have been in retreat since the rise of the great land-based civilisations; although they still make their presence known to smaller coastal communities.



Being ichthyoidal, fish folk cannot survive for prolonged periods away from water; although they can breathe air with their primitive lungs. After more than two hours on dry land, they begin to dehydrate, and lose 1-4 hit points per turn and suffer a -4 penalty to all actions until they immerse themselves in water for at least one turn. Even after this period, fish folk cannot again emerge from the water for at least a month—exactly why is unknown: attempts are met with wracking pain.

In combat, fish folk can attack either with a hand weapon (usually a spear, trident, or club), or with a combination of clawing and biting. In the latter case, they can make two clawing attacks per round, or one biting attack, though both clawing attacks must be made against one target.

Every fish folk community has at least one shaman, who looks after everyone's spiritual needs. This shaman has 5 HD, and casts spells as a 3rd-level cleric.

For every 20 fish folk warriors encountered there will be a 4 HD chieftain, who receives a +2 bonus to attack and damage rolls due to his prowess in battle. It is rumored that in exceptionally large (100+) fish folk communities, there is found a 9 HD king, who has a +4 bonus on attack and damage rolls and who always has a +1 magic weapon and has a 50% chance of possessing a +2 magic weapon.

Fish-folk's bulging, fish-like eyes are positioned on the sides of their heads, just above their gills, which gives them a wide field of vision (almost 180'), thus making it impossible for opponents to make flanking attacks on them. Fish-folk also possess infravision, and can see up to 90 feet away if the water is clear (15 feet if dirty), or if there are no significant obstructions. This ability works also to their disadvantage: When fighting under full sunlight, fish folk have a -2 penalty to hit.

Languages: Fish-folk speak their own language composed of many different, mutually understandable, variants.

Physical description: Fish-folk are man-sized (5 ½ - 6' tall), fish-like creatures. They come in many different body shapes, but the two most common types are Catfish-folk (freshwater) and Bristlemouth-folk (saltwater). Catfish-folk do not have a bite attack.

Fish-folk bodies are covered with scales or a thick skin, their hands and feet are webbed and clawed, and their mouths are like their namesake fish's, surrounded by thick, rubbery lips. Protruding from the base of their spines is a vestigial fluked tail, measuring roughly one foot long.

FOREBODING

SIZE: Small (1 ft. tall)
MOVE: 30 ft., flying 120 ft. (AA: level VI)
ARMOR CLASS: 7
HIT DICE: 1-4 hit points
ATTACKS: 1
DAMAGE: 1-3
SPECIAL ATTACKS: Curse
SPECIAL DEFENSES: Surprised only on a 1 in 6
MAGIC RESISTANCE: 25%
RARITY: Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 1 / 20 + 1/hp

General information: The fairies called forebodings are some of the smallest of all fairies, and are perhaps the most shy. They live in sylvan meadows and woods in small communities within or under hollowed out logs. They come out at night to hunt insects (which they live on) and to dance and sing. They are often encountered living among atomies.

Forebodings have the following spell-like powers, usable at will, one at a time, at the 5th-level of ability: *invisibility*, *speak with animals*, *faerie fire*. They possess infravision to 120 ft. and are only surprised on a 1 in 6. On the ground, they can move silently 85% of the time. They attack with tiny version of *magic missile*, with a range of 20 feet and a damage of 1-3.

Any creature slaying a foreboding is *curled* to fail in some important task within the next year. The curse is extremely powerful, requiring an *atonement* spell to completely remove.

Languages: Forebodings speak Sprite and Pixie.

Physical description: Forebodings are tiny fairies with dragonfly-like double wings. They typically wear small bits of leaves and woven grass.

FROMPLE

SIZE: Small (4 ft. tall)
MOVE: 150 ft., climbing 90 ft.
ARMOR CLASS: 7
HIT DICE: 2+1
ATTACKS: 1
DAMAGE: 2-4
SPECIAL ATTACKS: Deep sleep
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very rare
NO. ENCOUNTERED: 1

LAIR PROBABILITY: 25%
TREASURE: In Lair: 1-4k cp (25%), 1-3k sp (20%)
INTELLIGENCE: Very
ALIGNMENT: Neutral evil
LEVEL/X.P.: 4 / 185 + 2/hp

General information: These evil faeries live in dark forests near human, demi-human, or even humanoid settlements. They prey upon the children of those settlements, luring them into the forest where they place them into a deep, permanent slumber before secreting them in the trunks of trees. Although surprisingly strong (16 STR), fromples hide in the upper branches of trees whenever adult creatures are near.

All fromples can use the following spell-like abilities at will, once per round, and they may layer them upon each other, allowing for multiple current uses (up to three at once) as a 10th-level caster: *ventriloquism*, *audible glamer*, *hypnotic pattern*, *tongues*. Fromples often weave complex "audio illusions" with these abilities, mixing multiple-voice *ventriloquism* with appropriate sounds from *audible glamer*.

Any child subjected to the fromple's *hypnotic pattern*, is slowly placed into a deep sleep from which they cannot be awakened by normal means. Only a *dispel magic* or *remove curse* can break the enchantment. While sleeping, the children do not age, nor suffer from the effects of the environment (ie. they do not freeze in cold weather). Additionally, deep sleep hides the children from all location-determining magics to such a powerful effect that not even fairies who have perfect knowledge of the forest can find them without performing a tree-to-tree search like a normal human. Elven children have a 50% chance of avoiding a fromple's deep sleep.

A fromple's power increases based upon the number of children it has stolen and hidden away. Consult the following table to determine the additional powers of an encountered fromple:



1-10: AC improves to 2
11-20: Half damage from any damage type
21-40: Invisibility, at will
41-60: Magic Resistance 25%
61+: Immune to normal weapons

Languages: Fromples speak their own language, as well as Elvish, and Sprite.

Physical description: Fromples are 4 ft. tall big-headed, big-mouthed fairies. They have spindly arms and legs and large four-fingered hands. They eschew clothing of most sorts.

FULGURANT

SIZE: Small (1 ft. wide)
MOVE: Flying 240 ft. (AA: level VI) (plus special)
ARMOR CLASS: 4
HIT DICE: 3+1
ATTACKS: 1
DAMAGE: 4-7
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral (chaotic)
LEVEL/X.P.: 4 / 245 + 3/hp

General information: These elemental creatures hail from the quasi-elemental plane of lightning where they serve as messengers between elemental nodes. Their electrical nature allows them to "arc" between pieces of metal weighing at least 5 lbs. either before or after their move provided the pieces of metal are no more than 30 ft. apart.

Fulgurant attack with an electrically-charged touch, dealing 4-7 hit points of damage. If the target is in metal armor the damage increases by +1. Due their constant crackling, fulgurant can only surprise on a 1 in 6.

Fulgurant can only be harmed by +1 or better weapons. Using metal weapons against them deals 1-4 hit points of damage to the attacker. Fulgurant are immune to lightning damage, and take half damage from fire and acid. Water attacks deal 1-8 hit points of damage per gallon of water or double damage, whichever is greater. Falling water (such as rain) deals 1 hit point of damage per 0.1 inch of precipitation that falls upon the fulgurant.

Physical description: Fulgurant are floating, constantly crackling balls of lightning.



GHOU, SKIN THIEF

SIZE: Medium (5-6 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 6
ATTACKS: 3
DAMAGE: 1-4, 1-4, 1-8
SPECIAL ATTACKS: Paralyzation, calling
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 15%
TREASURE: In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
INTELLIGENCE: Very



ALIGNMENT: Chaotic evil
LEVEL/X.P.: 5 / 300 + 8/hp

General information: Skin thieves are a rare type of ghoul that wear the skin of those it kills. It does so to gain some extraordinary powers. Any creature that once knew the person whose skin the skin thief currently wears is extremely vulnerable before that skin thief: they are subject to the skin thief's calling ability. This works like an evil cleric's turning ability, except that those who knew the skin the ghoul is wearing are treated as a class of undead and the skin thief is treated much like a 6th level evil cleric.

Spouses are treated as skeletons (D); parents are treated as zombies (D); siblings are treated as ghouls (T); grandparents and children are treated as shadows (T); cousins and other blood relatives are treated as wights (4); close friends are treated as ghosts (7); friends are treated as wraiths (10); and acquaintances are treated as mummies (13).

Targets that are D turning results fall under the complete command of the skin thief for 24 hours while those with a T result are compelled to either avoid or approach the skin thief. Those turned by a successful die roll must flee before the skin thief.

Because of their calling ability it is not uncommon for entire small villages to be destroyed from the actions of a single skin thief ghoul over several months. Skin thieves can wear the same skin for up to a month before it decays and loses its potency. Skin thieves have the same abilities and weaknesses of normal ghouls, but are turned as wraiths, and those killed by a skin thief do not rise as ghouls.

Languages: All skin thief ghouls speak Chaotic Evil, Neutral Evil, Common, and the languages known to the skin they're currently wearing.

Physical description: Skin thieves look like normal ghouls, but tend to be more muscular and better fed.

GIANT, GIGANTES

SIZE: Large (14 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 0
HIT DICE: 10 + 2-5
ATTACKS: 1
DAMAGE: 5-30
SPECIAL ATTACKS: Hurling rocks for 2-20

SPECIAL DEFENSES: Immune to poison
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-6
LAIR PROBABILITY: 40%
TREASURE: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%),
 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%),
 any 3 magic items + 1 scroll (25%)
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 7 / 2,400 + 14/hp

General information: Gigantes live deep underground or in surface caves from which they only occasional venture out. They are master smiths, wearing heavy armor and wielding long spears (allowing them to target creatures up to 20 ft. away). If found in their lair, it is 60% likely they will have 2-8 rock reptiles as pets/guards. If more than one gigantes is encountered the second will be a female, and the remaining children (as hill giants or ogres, depending on age).

Gigantes can throw rocks from 10 ft. to 200 ft., dealing 2-20 damage. They can catch like weapons 50% of the time. They are impervious to poison.

Languages: Gigantes speak their own language and Stone Giant.

Physical description: Gigantes are human-like giants with snakes for legs. They have deep olive skin, black or brown hair, and a muscular build.

GIANT, GUARDIAN

SIZE: Large (10½ ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 6+4
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: Hurling rocks for 2-16
SPECIAL DEFENSES: True sight
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 100%
TREASURE: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%),
 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%),
 any 2 magic items + 1 potion (15%)
INTELLIGENCE: Very
ALIGNMENT: Lawful evil
LEVEL/X.P.: 6 / 665 + 8/hp

General information: Altered through the use of strange and foul magics of evil magic users, guardian giants were once hill giants. During a lengthy ritual in which they are forever weakened, their eyes are replaced with giant faceted red quartz gems,



providing them continual *true sight* (as the spell). This same ritual increases their intelligence and alters even the very nature of their beings to become more lawful and accepting of orders.

Guardian giants are not nearly as foul-tempered and belligerent as normal hill giants. They consider themselves purified through fire and disdain what they once were. They make excellent guards and usually have a deep affection for their maker that belies their evil nature. This change makes them welcome in fire giant communities, where they inevitably end up at if their creator dies: typically serving as private guards to fire giant kings.

Languages: Guardian giants speak Hill Giant, Fire Giant, and Common.

Physical description: Guardian giants are magically-modified hill giants. They are similar in appearance in all ways but their eyes. They have only glowing red gems affixed into their sockets.

GNART

SIZE: Medium (5 ft. long)
MOVE: 150 ft., climbing 60 ft.
ARMOR CLASS: 6
HIT DICE: 2+2
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Acid splash
SPECIAL DEFENSES: Immune to acid damage
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 3-12
LAIR PROBABILITY: 10%
TREASURE: In Lair: 1-4k cp (25%), 1-3k sp (20%)

INTELLIGENCE: Semi to low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 4 / 140 + 2/hp

General information: Evil dog-like fairies, gnarts are equally at home above and below ground. They are relentless trackers, able to follow scents even better than the best-trained hound. They live in small packs, sharing kills among themselves. Occasionally they will work with hobgoblins, bugbears, or ogres, but they generally remain independent.

Gnarts attack with a strong bite. If they gain the high ground, they can split open their stomach, spraying acid upon creatures beneath them, dealing 2-12 damage on a direct hit and 1-6 on splash. This can only be used once per day and causes 3 HP of damage to a gnart. It is reserved for use against grouped targets.

Gnarts are immune to acid and possess infravision to 60 ft. They can use *faerie fire* and *dancing lights* at will, once per round, at 3rd level.

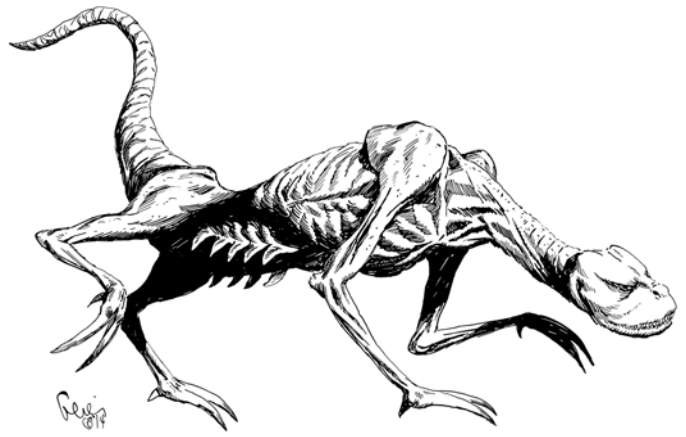
Languages: Gnarts speak orcish and hobgoblin.

Physical description: Gnarts are dog-like in form, but extremely emaciated, with a long neck leading to a bony, snuffing head. They have thick rat-like tail and flexible strong toes with an opposable thumb-like toe that allows them to climb with ease.

GOLEM, BARROW

SIZE: Large (10 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 3
HIT DICE: 40 hit points
ATTACKS: 2
DAMAGE: 2-12, 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: 2 jewelry, 1 magic item
INTELLIGENCE: None
ALIGNMENT: Neutral Evil
Level/X.P.: 7 / 1,850

General information: Almost all barrow golems are found in the darkened depths of ancient burial mounds, where they serve as guardians of the dead. They are a product of barbarian culture and are rarely seen in more civilized environs, though some urbane necromancers have learned the secrets of their construction and have constructed their own to patrol graveyards or defend fell lairs.



Any creature hit by a barrow golem has a 10% chance per wound inflicted of contracting grave rot, a terrible curse/disease combination. Characters afflicted by grave rot lose 1 point of Constitution per week until they die. Any healing spell cast on an afflicted character has no effect. To eliminate grave rot, the curse must first be broken with a *remove curse* allowing healing magic to work upon the character. After the curse is broken, the grave rot can be cured as any normal disease. An afflicted creature that dies of grave rot rises as a zombie within 1-4 days.

If a barrow golem successfully hits with both attacks, it engulfs the victim with its mass. While engulfed, there is a chance the opponent will begin to drown. An engulfed character must make a Constitution roll to successfully hold his breath before being engulfed. Engulfed characters find their Strength sapped away. Each round, the character must make a save vs. death or lose 1 point of Strength. For each point of Strength drained, the golem gains 4 temporary hit points. Strength lost through this drain returns in 2-8 turns. While engulfed, the character



cannot attack the barrow golem or cast a spell. The engulfed creature can break his way to freedom with a successful open doors roll. The barrow golem can engulf one medium-sized or two small opponents at a time.

Barrow golems spend much of their time in a loose mound of soil, rotting flesh, and bone. Changing into or out of this shape takes a round, during which the creature's AC is lowered to 8. In this shape, the barrow golem detects as magical, but otherwise appears as just a normal pile of grave refuse.

Barrow golems are immune to *charm*, *sleep*, or *hold* magics. They are also immune to poison.

When destroyed, the two pieces of jewelry and the single magical item used in their creation (see below) is released from their magical binding with the creature. If the magical item used in the golem's creation can have more than 10 charges, it is discovered fully charged. If it has fewer than 10 charges, it only has a single charge remaining.

Physical description: Barrow golems are vaguely humanoid in shape, composed of grave soil that reeks of wet earth and rotting corpses. Bits of bone and even full skulls protrude from its body. They are hulking figures with crudely shaped limbs that stand 10-feet tall and weigh about 600 pounds. Their faces are shaped like skulls, with two orbs of red energy burning in deep eye sockets.

Barrow golems are primitively created golems and thus lack several of the strengths of the more refined varieties. They are made by collecting grave refuse into a mold, inserting a piece of jewelry worth no less than 1,000gp along with a single magical item (no potions or scrolls). A magic ritual is then performed by a cleric of no less than 10th level using the following spells: *animate dead*, *exorcise*, *protection from good*, and *quest*. This process costs 500 gp per hit point of the barrow golem.



GUISHU

SIZE: Large (25 ft. tall)

MOVE: 90 ft.

ARMOR CLASS: 2

HIT DICE: 8

ATTACKS: 2

DAMAGE: 2-12, 2-12

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: None

RARITY: Rare

NO. ENCOUNTERED: 1 or 2-3

LAIR PROBABILITY: 25%

TREASURE: In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)

INTELLIGENCE: Low

ALIGNMENT: Lawful evil

LEVEL/X.P.: 6 / 950 + 10/hp

General information: Guishu are manifestations of the spirit of an evil forest. Typically only one is encountered, but in particularly foul forests multiple can be encountered at once. They have no real material form, being ghostly manifestations, and they interact with the material world by possessing normal young trees.

They may attack with two bashing branches, but they prefer to mislead travelers deeper into the forest where other monsters lie. They do this via *hallucinatory terrain*, which they can use at will.

Guishu spirits can "hop" from tree to tree (within 60 feet), taking a round to do such. In spirit form they cannot be injured or interacted with in any way, but an *exorcise* spell will instantly kill them. When possessing a tree, they can die if they fail to "hop" to another tree before a killing blow lands. They heal 1-8 hit points when they "hop" to another tree, so adventurers are advised to attack quickly and as harshly as possible.

In tree form they are vulnerable to fire, suffering double damage from it, and saving against it with a -4 penalty.

Languages: Guishu know the languages of the foul humanoids (orcs, goblins, etc.) as well as Treant.

Physical description: Guishu in their natural form look like ghostly treants. They glow a mix of foul colors: purples, greens, and yellows. When possessing a young tree, they look like a normal tree, excepting a foul-colored sigil inscribed upon their bark. They can hide this sigil (only detectable by *detect magic*, *read magic*, or *see invisible*) so their victims are unaware of their presence. They only reveal their sigils when they believe they've brought their victims to their death.



HAKUTAKU - HAUGBUI - HEDGE CREEPER - HERCINA - HORROR, ASTRAL STALKER - HORROR, ETHEREAL LEECH - HORROR, ETHEREAL STALKER - HORROR, EYE SCORPION - HORROR, GASIFORM - HORROR, GIMMAL - HORROR, OFFAL - HORROR, SPAWNER - HORROR, VOLITANT - HORROR, WALKING EYE

HAKUTAKU

SIZE: Large (10 ft. long)
MOVE: 240 ft., flying 480 ft. (AA: level V)
ARMOR CLASS: -3
HIT DICE: 10+5
ATTACKS: 3
DAMAGE: 2-12, 2-12, 3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 70%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 5%
TREASURE: In Lair: 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%), 1-4 scrolls (50%)
INTELLIGENCE: Genius
ALIGNMENT: Neutral good
PSIONICS: 150-200 (All attack/All defense)
LEVEL/X.P.: 9 / 6,000 + 14/hp

General information: Hakutaku are powerful servants of Good. They live in remote places, typically upon mountain tops. They appear fairly unassuming, if strange, but when roused are truly fearsome.

Hakutaku physically attack with two claw attacks and a horned head butt. They rarely engage in physical combat, however, preferring to use their extensive magical and psionic abilities. They possess 3 major psionic disciplines and 5 minor disciplines at the 8th level of mastery, and have the magical abilities of a 12th-level cleric, a 10th-level magic user, and an 8th-level druid.

In addition, hakutaku have the following abilities: can become *ethereal* at will, can assume *gaseous form*, can *call lightning* (as spell), can create food and drink for up to 10 people, and can *polymorph self* into a human, a goat, or a white-feathered raven. They are immune to death magic.

Hakutaku are extremely well-learned and knowledgeable creatures. They act as sages, possessing four minor fields and two major fields with four special categories in each major field. More importantly, Hakutaku are masters of the true name – knowing the true names of all types of creatures. When a hakutaku names a creature by the true name for its species, any named creatures of that species within hearing distance suffer -4 penalties to all rolls made for actions taken against the goals of the hakutaku.

Others hearing a true name that is not for their species must save versus spells or be stunned for the next round. Heard names are unable to be remembered unless a creature is currently under an *ESP* spell when spoken: such creatures may remember a true name if they save versus magic: a failed save liquefies the brain. It is best to not hear what should not be heard!

Languages: Hakutaku speak their own language composed of millions of true names which is only learnable by hakutaku. They converse with all other creatures via *telepathy* to a range of 240 ft. They can *speak with animals*.

Physical description: The hakutaku is a shaggy white haired, six-horned, lion-like creature. It has a human face with three eyes, the third in the center of its forehead. The snowy skin of a hakutaku is worth 5,000 gp if intact.

HAUGBUI

SIZE: Medium (6 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 4 or more
ATTACKS: 1 or more
DAMAGE: by weapon +1
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Silver/magic to hit
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1-12
LAIR PROBABILITY: 80%
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%),



1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)

INTELLIGENCE: Average

ALIGNMENT: Chaotic evil

LEVEL/X.P.: 6 / 540 + 5/HP (4HD)

General information: These are undead warriors, servants of Sorana, Goddess of Death, who were so evil in life that they attracted the interest of the goddess. The name means walking dead or barrow/grave dweller. They are exceptionally rare and usually found in locations associated with worship of the goddess Sorana. They are intelligent but single-minded in their desire to fight and make merry in the best traditions of Valhalla. However, their evil natures and worship of the Goddess of Death has meant they are denied such an afterlife among other heroes and warriors. Still, they enjoy eating and drinking, and do so to excess, though the truth is that they can exist indefinitely without either. The greatest of haugbui are taken bodily to the dismal halls of Sorana herself, there to serve her for eternity.

Each may go berserk for 2-7 rounds per day, resulting in +2 to hit and damage rolls (but AC is reduced to 5 during that time). They may change their weight at will, from as light as air to heavier than metal. In many ways they are similar to wights, though they always appear as powerful warriors, and they lack the ability to drain levels. Their attacks are by weapon type but always score +1 on damage due to their strength and skill. Some may have higher hit dice and additional abilities (i.e. spell use), depending upon how powerful they were in life (i.e. corresponding to their level as fighters when they died, though all haugbui have a minimum of 4 HD).

As undead, they are immune to *sleep*, *charm*, *hold*, *cold*, *paralysis* spells or attacks using poison. They are treated as wights for the purpose of turning/influencing undead by clerics. They can only be struck with silver or magic weapons.

Languages: Haugbui speak the Frost Tongue, but many know a little of Common.

Physical description: All haugbui glow with a dim aura of greenish haug-eldr. They appear much as they did in life, including the scars of wounds, often including the ones that killed them. They smell of the grave, however, and have a corpse-like pallor and incipient rot that makes it clear what they truly are. Most wear metal armbands, gifts of lords and signs of their prowess (these may be of any metal and vary widely in value).

HEDGE CREEPER

SIZE: Small (3 ft. tall)

MOVE: 9 ft.

ARMOR CLASS: 4

HIT DICE: 1+1

ATTACKS: 1

DAMAGE: 1-6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: None

RARITY: Very Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 80%

TREASURE: None

INTELLIGENCE: Average

ALIGNMENT: Neutral evil

LEVEL/X.P.: 2 / 60 + 1/HP

General information: These malicious faeries lurk in the hedges between fields. They are quiescent during the day, rising themselves from sleep at nightfall, when they lurk in their hedges, waiting for an opportunity



to leap out and drag an unsuspecting victim to their unpleasant death.

During the day hedge creepers are indistinguishable from normal hedges, although *detect evil* or *detect magic* will point them out. This melding with hedges can be accomplished during the night as well, although most hedge creepers simply remain very still, providing them a 1-5 chance of surprise against the unwary.

Hedge creepers can shape change into hedgehogs. It is rumored that large groups (10-100) of hedge creepers gather once a year (in hedgehog form) in deep burrows under the earth. What they discuss is so far unknown.

Languages: Hedge creepers speak their own language and the language of the many animals common to hedges.

Physical description: Hedge creepers look like 3 foot tall men made out of sticks and twigs. During winter they shed their leaves, as do their hedges.

HERCINIA

SIZE: Small (3 ft. tall)
MOVE: 30 ft., flying 240 ft. (AA: level V)
ARMOR CLASS: 4
HIT DICE: 7+1
ATTACKS: 1 or 2
DAMAGE: 1-6 or 1-4, 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to poison
MAGIC RESISTANCE: 25%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 50%
TREASURE: See below
INTELLIGENCE: Very
ALIGNMENT: Chaotic good
LEVEL/X.P.: 7 / 1,250 + 10/hp

General information: The hercinia is found in sylvan forests. They are an exceedingly rare bird, as their feathers, beak, talons, and eyes can be used in the place of a phoenix's, and they are significantly less powerful than that mighty bird. A hercinia feather is worth 10 gp, a talon is worth 100 gp, and an eye or beak is worth 1,000 gp. Once per day a hercinia may cry bejeweled tears, producing ten 50 gp citrines.

The gold and blue bands of a hercinia sparkle with their own light (equivalent to a torch), and hercinia can alter the nature of this sparkle to produce several different effects, at will, one at a time at 7th-level: *faerie fire*, *light*, *dancing lights*, *phantasmal force*,

silence 15 ft. radius, *charm person or mammal*, *fool's gold*, and *rainbow pattern*. A hercinia can use the following once per day at 7th-level ability: *cloak of fear*, *call woodland beings*, *fumble*, and a unique version of *shadow monsters* in which the creatures created are composed of gold and blue light instead of shadow.

Hercinia attack with two claws when flying and use their sharp beak when on the ground. They are immune to poison.

Languages: Hercinia can communicate telepathically with any faerie within 120 ft. They can speak Elven.

Physical description: The hercinia is a large bird, about the size and shape of a peacock. Their feathers are banded blue and gold. Their beaks and talons are seemingly made of lapis lazuli and their eyes, like those of a phoenix, are a deep ruby color.

HORRORS

There is an Other Realm beyond the Known Planes of Existence. It touches all the planes, much like how the Ethereal touches all the inner and the Astral touches all the outer. Where it touches, the walls of reality are thinner, and madness and insanity increase. It is at these places that evil builds great temples, that mass sacrifices occur, and where those who seek liberation from rationality and sapience bow and scrape, chanting in sonorous magniloquence. The bleats and caws of these supplicants draw power from the extra-planar source and their calls are sometimes answered in the form of terrible creatures from beyond the pale.

A lesser or greater horror is a creature native to the true outer plane, the plane from which all known existence was torn terrible eons ago, while a least horror is a malignant perversion of a natural creature by the powers of that plane. Least horrors have no intrinsic powers other than those associated with their special alignment (see below).

Horrors typically behave chaotically and evilly from the perspective of creatures of the Known Planes, but they are actually beyond such concepts, concepts that were integral in the formation of the Known Planes. Horrors existed before those concepts and will exist afterwards and they are not subject to them. All horrors are indifferent to any spell or effect that targets any particular alignment. The alignment of a horror is considered "Special."

Greater and lesser horrors have infravision to 60 ft. and telepathy with any intelligent being. They also have these additional abilities, usable one at a time, once per round, at the ability indicated in their description:

Protection from Good & Evil (simultaneously)
 Detect Good & Evil (simultaneously)
 Fear
 Spectral Force

Greater and lesser horrors are affected by these attack forms:

Acid	Half
Cold	Half
Electricity (lightning)	Full
Fire (normal, magical)	Half
Gas (poisonous, etc.)	None
Normal Weapons	None
Magical Weapons	See individual
Magic Missile	Full
Poison	None
Silver Weapon (normal)	Half

HORROR, ASTRAL STALKER (Lesser Horror)

SIZE: Large (7 ft. tall)
 MOVE: 120 ft.
 ARMOR CLASS: 4
 HIT DICE: 7
 ATTACKS: 7
 DAMAGE: 1-4, 1-4, 1-4, 1-6, 1-6, 1-6, 1-6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 30%
 RARITY: Rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 35%
 TREASURE: In Lair: 10-40k gp (50%), 100-2,000 pp (50%), 5-20 gems (30%), 1-10 jewelry (25%), any 4 magic items + 1 scroll (15%)
 INTELLIGENCE: Highly
 ALIGNMENT: Special
 LEVEL/X.P.: 7 / 1,425 + 8/hp



General information: Astral stalkers sometimes appear where the bonds of creation thin between the Other Realm and the Astral. Astral stalkers attack in melee with three of their claws (1-4) and four of their tentacles (1-6). They may attack with more if surrounded by targets.

Astral stalkers spend almost all of their time in the Astral, hunting down travelers in that vast and empty land. If an astral stalker finds a traveler with a silver cord, it can follow the cord back to the Prime Material plane and cross over for 1-10 hours before fading back into the Astral. During this brief period of freedom the horror slays all it encounters.

Astral stalkers have all the abilities and resistances of a lesser horror, and they can only be hit by +2 or better weapons.

Physical description: Astral stalkers have two theropodian legs, five swiveling arms ending in short claws, and seven tentacles tipped with a sucker-filled pad. All of these appendages radiate from a tower of mobile flesh that ends with a rosette "face" that is a mix of mouth and eye.

HORROR, ETHEREAL LEECH (Least Horror)

SIZE: Small (1 ft. long)
 MOVE: Flying 60 ft. (AA: level VI)
 ARMOR CLASS: 10
 HIT DICE: 1 hit point
 ATTACKS: 1
 DAMAGE: None
 SPECIAL ATTACKS: Leech
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: None
 RARITY: Uncommon
 NO. ENCOUNTERED: 2-5
 LAIR PROBABILITY: None
 TREASURE: None
 INTELLIGENCE: None
 ALIGNMENT: Special
 LEVEL/X.P.: 1 / 8 + 1/hp

General information: Ethereal leech horrors spawn where bits of the Other Realm touch the Ethereal Plane. They are physical manifestations of the other realm, lacking intelligence and seeking only to consume. They travel the ethereal looking for targets upon the Material. Ethereal leech horrors latch onto these targets, draining them until they die, and then moving on to the next victim.

When an ethereal leech finds a target upon the Material, it attaches to it with a successful to hit roll. Unless the target creature can see into the ethereal, it will be unaware of the attack. From that point forward the ethereal leech with drain 1 hit point of

blood a day. In addition, it will drain 1 of the following per day, randomly determined:

- 1 Strength
- 2 Intelligence
- 3 Wisdom
- 4 Dexterity
- 5 Constitution
- 6 Charisma
- 7 Spell
- 8 Vision
- 9 Hearing
- 10 Taste

Drained abilities return at the rate of 1 point per week. Drained senses return the next day. A drained spell is simply lost for the day, as if it was cast.

Ethereal leech horrors are easy to kill once detected: a *cure disease* or a *remove curse* spell kills any attached leeches.

Physical description: Ethereal leeches are about the size of a banana slug. They cannot ever be "properly" seen by creatures of the Known Planes of Existence, appearing only as twirling iridescent or opalescent forms sheened in a foul dripping substance.

HORROR, ETHEREAL STALKER (Lesser Horror)

SIZE: Large (9 ft. tall)

MOVE: 120 ft.

ARMOR CLASS: 2 (tentacles), 4 (body)

HIT DICE: 10

ATTACKS: 1 or 4

DAMAGE: 2-8 + possible level drain, or 2-7, 2-7, 2-7, 2-7

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 20%

RARITY: Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 15%

TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)

INTELLIGENCE: Highly

ALIGNMENT: Special

LEVEL/X.P.: 8 / 3,725 + 13/hp

General information: Whenever an ethereal leech horror lives long enough, and is successful in its hunting, it metamorphoses into an ethereal stalker horror. It then establishes a lair and begins hunting.

Whenever an ethereal stalker bites an opponent, it's "hair" tentacles whip out and lash as the victim. Another to hit roll is needed to determine if all four tentacles make contact: if they do, the victim is drained of a life level. A drained level heals an

ethereal stalker an amount equal to the HD of the target (ie. a level drained fighter heals 1-10 hit points, while a level drained magic user only heals 1-4).

In addition, a drained level allows the ethereal stalker to *plane shift* (as spell) for one hour to different planes based upon which plane the level was drained: a drained level on the Ethereal allows travel to the Prime Material, while a drained level on the Prime Material allows travel to the Astral. A level drained on the Astral allows travel to any other plane, but on those other planes an ethereal stalker cannot use its level draining ability. When time expires on any of these planes, the stalker is forced to return to the ethereal regardless the plane it is currently upon.

Astral stalkers have all the abilities and resistances of a lesser horror, and they can only be hit by +1 or better weapons.

Physical description: Ethereal stalkers have four, large polyp-ridden "arm" tentacles and 6 thinner "leg" tentacles. They have three vertical eyes over their toothy maw, and a group of four curled tentacles on the top of their head. They have acidic green blood that is highly valued by alchemists and sages: each ounce can be sold for 25 gp, and 100 ounces can be extracted from most stalkers. The blood must be stored in a thick glass container: it will eat through all other materials.



HORROR, EYE SCORPION (Least Horror)

SIZE: Medium (6 ft. long)
MOVE: 90 ft., 20 ft. climbing
ARMOR CLASS: 6
HIT DICE: 4+1
ATTACKS: 1
DAMAGE: 1-10
SPECIAL ATTACKS: Attribute drain
SPECIAL DEFENSES: Surprised only on 1
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Special
LEVEL/X.P.: 4 / 160 + 3/hp

General information: An eye scorpion horror is a guardian made from the flesh of two corpses. Sent from an otherworldly eld horror, it guards those whose work to eventually break the chains of its master. It attacks with a strange simultaneous claw/bite attack and via its gaze. Once per round it fixes two of its eyes upon a target, who must save vs spells or be drained 1-3 points of INT and WIS. The drain is temporary (regained at 1 point per day of rest), but any creature that is drained down to 0 in either INT or WIS becomes a mindless servitor of the eye scorpion horror, doing as telepathically commanded. Since it has four eyes, it can target two separate victims in a single round, but it cannot "double up" on a single target. Any mindless servitors descend into comas if the eye scorpion horror is destroyed, but start to regain their lost abilities as above.



Physical description: The eye scorpion horror is just that, a horror of flesh transformed from two corpses. All that remain of untouched from the source flesh are their eyes, swollen to the size of grapefruit and attached to a mouthless "head" on flexible protrusions. The "rear" end of the horror is its mouth, tucked between two strong pinchers that arc upwards not unlike a scorpion's tail. The horror is propelled forward on six flexible protrusions tipped by latching nails.

HORROR, GASIFORM (Least Horror)

SIZE: Large (500 cubic ft.)
MOVE: Flying 90 ft. (AA: level VI)
ARMOR CLASS: 10
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1-2
SPECIAL ATTACKS: Engulf
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Special
LEVEL/X.P.: 3 / 120 + 1/hp

General information: Gasiform horrors spawn where bits of the Other Realm touch the Material Plane. They are physical manifestations of the other realm, lacking intelligence and seeking only to consume. They travel the Material scouring it of all life, no matter how small, as they go.

Gasiform horrors are composed of billions of microscopic biting horrors that engulf whatever targets they move over. All creatures in their gaseous area (five 10ft.x10ft. squares) suffer 1-2 hit points of damage every round.

They can only be hurt by magical weapons. Fire (or any other element) does only 1 hit point of damage per normal 1d6, so a torch does 1 point per round. Magical elemental damage is suffered in full. Gasiform horrors regenerate 1 hit point per turn.

Although lacking intelligence, gasiform horrors are subject to illusions, and always react as if they are real. This allows clever casters to trap them in illusionary "boxes" where their danger is contained. It is via these traps that current sages are studying these creatures to try and find some greater weakness.

Physical description: Gasiform horrors look like opalescent clouds. Intelligent creatures inside a gasiform horror hear what sounds like billions of screams far, far away...

HORROR, GIMMAL (Least Horror)

SIZE: Medium (Small)
MOVE: 90 ft.
ARMOR CLASS: 4 (6)
HIT DICE: 6 (3)
ATTACKS: 2
DAMAGE: 1-6, 1-6 (1-4, 1-4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-5
LAIR PROBABILITY: 25%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Low
ALIGNMENT: Special
LEVEL/X.P.: 5 / 350 + 6/hp

General information: Gimmel horrors can split themselves into three parts. The statistics in parenthesis above are for the split parts, while the standard statistics are for when the gimmel is in singular form. Statistics without a parenthetical are the same in both forms, such as MOVE.

Perhaps the least physically horrifying of the horrors, what gimmals lack in appearance is make up with insensate cruelty. They are consummate torturers, both physically and psychologically, and as such may find work among the vilest of intelligent creatures in such capacity.

Any creature seeing a gimmel horror change from unified form into split form are subjected to a *fear* effect, and must save against spells or flee in terror for 2-5 rounds. Gimmel horrors are immune to *fear* and mind-affecting magics such as *charm* or *hold* spells.

Sages are unsure of the origin of gimmel horrors, although some speculate that when an ethereal leech drains a great ape of its life, a gimmel horror may arise.

Physical description: In unified form, gimmals appear as purple-furred humanoids with long arms and sharp claws, not that unlike a carnivorous ape. In split form, gimmals have day-glo orange fur, but are otherwise the same.

HORROR, OFFAL (Lesser Horror)

SIZE: Medium (6 ft. diameter)
MOVE: 60 ft., 20 ft. climbing
ARMOR CLASS: 8
HIT DICE: 8
ATTACKS: 1



NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Special
LEVEL/X.P.: 7 / 2,450 + 10/hp

General information: An offal horror is composed of the inner organs of several different creatures. When bits of the Other Realm touch the Material Plane in charnel houses, slaughter houses, or battlefields, an offal horror may arise.

The sight of an offal horror causes insanity in those who fail to roll under their Wisdom on 3d6. This roll only occurs once and only upon first sighting. A *cure disease* or a *remove curse* removes these insanities.

Offal horrors shoot sprays of acidic bile up to 30 feet. This acid is powerful enough that only the thickest of glass containers may hold it. Item saves against the acid are made with a -1.

Offal horrors have all the abilities and resistances of a lesser horror. They are only hit +1 or better weapons.

Physical description: The offal horror is a pile of inner organs coupled with small grasping tentacles.

HORROR, SPAWNER (Greater Horror)

SIZE: Large (14 ft. wide)

MOVE: 90 ft.

ARMOR CLASS: 2

HIT DICE: 11+11

ATTACKS: 4

DAMAGE: 3-18, 3-18, 2-24, 2-24

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 75%

TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%)

INTELLIGENCE: Genius

ALIGNMENT: Special

LEVEL/X.P.: 9 / 9,800 + 16/hp

General information: Spawner horrors are the outcome of a breach between Hades and the Other Realm, but not just any breach, a breach occurring in the presence of two night hags. This rare occurrence transforms the pair into a spawner horror, ripping from them all volition and forcing them to serve as foul wombs for the Other Realm.

Spawner horrors are fearsome melee opponents, attacking with their two piercing arms and two spiked "leg" tentacle slaps each round. In ranged combat they can employ a *magic missile* spell 3 times per day that causes 3-18 hit points of damage to an impressive range of 360 ft.



Spawner horrors can freely travel all but the Good planes, but they typically pick a single plane to claim as theirs and then build a lair from which spawns horror after horror. Spawner horrors are aggressive creatures, happy to wade into physical combat, but they quickly retreat if confronted by powerful foes. Their ability to plane travel at will makes retreating easy, although it does take a full round to shift planes in which they are vulnerable. A spawner horror spawns a new horror every week randomly determined from the below table.

01-10	Astral Stalker (Lesser)
11-20	Ethereal Leech (Least)
21-30	Ethereal Stalker (Lesser)
31-50	Eye Scorpion (Least)
51-60	Gasiform Horror (Least)
61-70	Gimmel Horror (Least)
71-80	Offal Horror (Lesser)
81-90	Volitant Horror (Greater)
91-00	Walking Eye (Least)

Newly spawned horrors are under the control of the spawner horror until the next horror is spawned if they are lesser or greater horrors: least horrors permanently remain with their "mother." During this period they share the spawner horror's immunity to negative effect of the plane she resides upon.

Spawner horrors are allowed two saving throw rolls whenever required, being composed of two highly magic resistance creatures. They only fail a saving throw check when both rolls fail, and upon a "double" success, the spell is turned back upon the caster. They can save against spells that do not normally allow a saving throw, but they cannot turn those spells back on a "double" save.

Spawner horrors are immune to psionics, and creatures psionically attacking a spawner horror are stunned for one round after their attack.

Spawner horrors have all the abilities and resistances of a greater horror, and they can only be hit by +2 or better weapons. They are immune to the effects of whatever plane they enter, instantly adapting to whatever dangers the plane poses.

Physical description: Six massive tentacles support the bloated merged body of a spawner horror, atop which sits two grotesque heads that continually chitter and bite at each other. One pair of arms have been reduced to two tentacle-like fingers, while the other two have long piercing claw-like endings. The body is covered in patches of thorns, like those found on a sea urchin, particularly the undersides of the "leg" tentacles.



HORROR, VOLITANT (Greater Horror)

SIZE: Large (80 ft. wingspan)
 MOVE: 30 ft., flying 480 ft.
 ARMOR CLASS: 0
 HIT DICE: 18
 ATTACKS: 1
 DAMAGE: 6-48
 SPECIAL ATTACKS: Swallow whole
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 10%
 TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%)
 INTELLIGENCE: Very
 ALIGNMENT: Special
 LEVEL/X.P.: 10 / 10,100 + 25/hp

General information: Volitant horrors spawn at a breach between the Elemental Plane of Air and the Other Realm. They can travel the Astral and Elemental Planes at will. Volitant horrors take to the air as soon as they're spawned.

They attack with a single massive bite, swallowing creatures of less than 10 ft. in height or length whole on rolls of 17 or greater. Swallowed creatures can attack (always hitting) for 3 rounds before asphyxiating.

Volitant horrors have all the abilities and resistances of a greater horror, and they can only be hit by +1 or

better weapons. They can generate the equivalent of a *gust of wind* (at 18th-level) with their wings whenever desired.

Physical description: Volitant horrors look like enormous, heavily-armored flying bats with massive mouths that dominate their entire head.

HORROR, WALKING EYE (Least Horror)

SIZE: Small (1-2 ft. tall)
 MOVE: 120 ft., climbing 20 ft.
 ARMOR CLASS: 8
 HIT DICE: 1+3
 ATTACKS: 1
 DAMAGE: Special
 SPECIAL ATTACKS: Cause light wounds ray
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: None
 RARITY: Uncommon
 NO. ENCOUNTERED: 1-2
 LAIR PROBABILITY: None
 TREASURE: None
 INTELLIGENCE: Low
 ALIGNMENT: Special
 LEVEL/X.P.: 2 / 40 + 1/hp

General information: Walking eyes are created by eld horrors trapped in other dimensions who are constantly seeking a way out. They act as scouts and lesser guards: whatever they see, other nearby horrors see (within 1 mile). Walking eyes attack with a *cause light wounds ray* with a range of 50 ft. They are surprised only on a 1 and they surprise on a 1-4. When unmoving and in shadows, they have a 75% chance to remain undetected.

Physical description: A walking eye is composed of a single eye dangling from a six-legged, crustacean-like body.





IELE

SIZE: Medium (5-6 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 10 or 3
HIT DICE: 3+3
ATTACKS: 1
DAMAGE: 1-2 or 2-7
SPECIAL ATTACKS: Muteness
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 50%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 10%
TREASURE: In Lair: 200-800 gp, 1-4 gems (50%)
INTELLIGENCE: High
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 105 + 3/hp

General information: iele (pronounced e-EL-ay) are beautiful sprites of the underground. They leave their caves to dance naked in the light of the full moon once a month, attaching bells to their ankles. Places where they've danced become blackened of life, and plants refuse to grow there. Mushrooms, on the other hand, thrive in these circles.

If an iele wishes, those hearing their bells can be stricken magically mute (save versus spells to resist): a *dispel magic* or *remove curse* cures the muteness. They can instantly summon a suit of magical chainmail and magical shortsword if they need to defend themselves. These items turn into mushrooms if the iele is killed.

Languages: iele speak their own tongue, Dryad, Elven, Gnome, and Dwarven.

Physical description: iele are comely male or female spirits of the underground. They are typically unclothed, but wear armor when threatened.

ILBELAYGNA

SIZE: Small (4 ft. tall)
MOVE: 150 ft., climbing 60 ft., swimming 90 ft.
ARMOR CLASS: 4
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1-3
SPECIAL ATTACKS: Strangle
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None

RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 80%
TREASURE: In Lair: 1-4k cp (25%), 1-3k sp (20%)
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 3 / 120 + 1/hp

General description: Ilbelaygna (pronounced ILL-be-LOG-na) are evil well spirits. They spend most of their time at the bottom of their wells, peering upward as people go about their day. They rarely leave their wells to feed, but when they do, they do so at night, crawling out of the darkness to strangle the first passerby they encounter. They drag the body back to their well, were they consume most of it, but leave the rest for the people who use the well to discover.

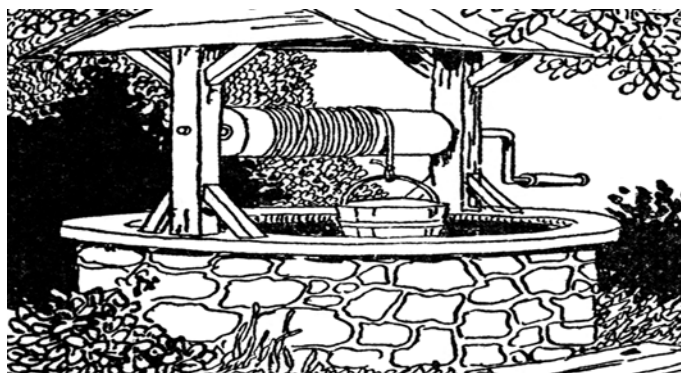
Ilbelaygna's have the abilities of a 3rd-level thief. If an ilbelaygna surprises an opponent, which is likely given their invisibility, they can choose to strangle instead of attacking with a clawed hand. A strangle has a chance of instantly killing a creature: treat as an assassination attempt by a 3rd-level assassin.

Ilbelaygna can use the following spell like abilities at 3rd level, once per day, one at a time: *dancing lights*, *invisibility*, *fog cloud*. The fog of an ilbelaygna's fog cloud appears as normal fog, not greenish fog.

Ilbelaygna possess ultravision and infravision to 60 ft. They are immune to disease and poison.

Although ilbelaygna are typically encountered in settled areas, some deep natural well-like bodies of water may have an evil well spirit at their bottom.

Physical description: Ilbelaygna are small creatures that live in the bottom of wells. They are gangly and bent, slimy and dark, with eyes as big as saucers capable of peering up through the water they dwell within to see the lips of the well above them.



JELLY, FORMALDEHYDE

SIZE: Large (8 ft. diameter)
MOVE: 30 ft.
ARMOR CLASS: 8
HIT DICE: 7
ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: Belch
SPECIAL DEFENSES: Immune to fire
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-3
LAIR PROBABILITY: 0%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 465 + 8/hp

General information: Most commonly found in the runoff of mortuaries, formaldehyde jellies are a rare form of giant amoeba, composed mostly of that odoriferous liquid. Avoiding direct sunlight, formaldehyde jellies creep through dim and dark areas looking for food, their unique structure allowing them to pass through small spaces. They can adhere to almost any surface, even ceilings pose no difficulties. They excrete an acidic fluid that dissolves flesh, dealing 1-6 hp of damage per round exposed.

A formaldehyde jelly has a 25% chance of belching a large bubble of formaldehyde gas every round of combat. The gas surrounds the jelly to a range of 20 feet and is quite nauseating. Those caught within the area must save vs poison or be helpless due to nausea for 2-5 rounds.

Formaldehyde jellies are highly flammable, catching fire with the barest provocation. They are immune to the flames, but any creature hit by a flaming formaldehyde jelly suffers an additional 1-4 hp of fire damage. Additionally, if a flaming formaldehyde jelly belches, the gas deals 2-12 hp of damage to all within 10 ft. (save vs. breath weapon for half damage). A flaming formaldehyde jelly burns for two minutes before it self-extinguishes.

Formaldehyde jellies enter a deep torpor if they cannot find any food sources. This deep torpor can last for several decades without any ill effects upon the great amoeba.

Physical description: Formaldehyde jellies look almost exactly like formaldehyde, but have a center nucleus-like structure that is barely visible.

KNEEBITERS

SIZE: Small (2-3 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 7
HIT DICE: 1-4 hit points
ATTACKS: 1
DAMAGE: 1-3, or by weapon
SPECIAL ATTACKS: Giggle
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Immune to sleep and charm
RARITY: Uncommon
NO. ENCOUNTERED: 4-40
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-4k cp (25%), 1-3k sp (20%)
INTELLIGENCE: Low
ALIGNMENT: Chaotic neutral
LEVEL/X.P.: 1 / 11 + 1/hp

General information: Dungeons with gravitas, dungeons with age and respect spontaneously spawn these small toothy goblinoids from their darkest nooks and crannies. Kneebiters need not eat, drink, or breathe: they are magical creatures that exist only to giggle, bite and cause general mayhem.

The giggle of a kneebiter has a 10% chance per round of causing some sort of minor accident, such as a broken shield strap, a stumble that results in falling prone, etc. These minor accidents do no damage, but can prove quite dangerous in just the right circumstances.

Kneebiters move with such ridiculous unpredictability that fighters cannot target them with the additional attacks they gain upon creatures of less than 1 HD. Because of this erratic movement, there's a 25% chance per round that a kneebiter will miss an opportunity to attack, spending the round hopping and giggling instead.

Kneebiter lairs are always in cramped dark spaces that are difficult for larger humanoids to reach. They like to stack their coins in tall rows and then take running jumps into them like they're bowling with their own bodies.

Languages: Kneebiters speak Goblin, although they rarely talk.

Physical description: Kneebiters look like small dark green goblinoids. They have oversized heads and massive pointy ears. They wear primitive clothing and occasional wield small scrounged weapons like daggers or darts.



KOOSHDAKHAA

SIZE: Medium (5-6 ft. tall)
MOVE: 120 ft., swimming 180 ft.
ARMOR CLASS: 5
HIT DICE: 3
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 15%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Very
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 125 + 2/hp

General information: Kooshdakhaa are water faeries that can take either human form or the form of an otter as desired. They are guardians of their chosen animals and tend to be aggressive rather than talkative when they feel their otter families are being intruded upon.

Their defense usually takes the form of clever illusions: they can use *improved phantasmal force* and *audible glamor* at will, and *hallucinatory terrain* once per day. All are performed at the 7th-level of ability.

When Kooshdakhaa travel among humans, it is usually to hunt down trappers. Occasionally they will become enamored a particular person and seek to procreate with them. The offspring of this relationship always has amber eyes, thick hair, and the ability to speak with otters. Additionally, Kooshdakhaa offspring gain an additional 1st-level spell if they become a Druid.

Any human slain by a Kooshdakhaa has a 10% chance of reincarnating into a Kooshdakhaa the next full moon.

Kooshdakhaa are immune to illusions and to cold and water magics. They flee before copper weapons or thrown urine.

Languages: Kooshdakhaa speak their own language, the language of otters, and Sprite. Some (25%) know Elven, and fewer still Gnome (10%).

Physical description: Kooshdakhaa have two main forms: their human form appears normal excepting the always luxurious head of amber hair while their otter form is indistinguishable from a normal otter.

KRABBEN

SIZE: Medium (6 ft. tall)
MOVE: 40 ft., swimming 180 ft.
ARMOR CLASS: 5
HIT DICE: 2+2
ATTACKS: 3
DAMAGE: By weapon type, 1-3, 1-3
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Jetting escape
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-5
LAIR PROBABILITY: 25%
TREASURE: Individuals: 1-6 pp; In Lair: 1-4k cp (25%), 1-6k sp (40%), 1-2k ep (25%), 2-12K gp (70%), 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%), 1 misc. magic item +1 potion (60%)
INTELLIGENCE: Highly
ALIGNMENT: Lawful evil
LEVEL/X.P.: 3 / 65 + 2/hp

General information: Krabben have a nasty, belligerent disposition and a tendency towards violence. Xenophobic and aggressive, they seem to devote their collective energies towards assuming domination over all aquatic races. They hate sea elves and tritons, and clash frequently with them. When it suits their needs, krabben will maintain relationships with other underwater-dwelling evil creatures, among them sahuagin, scraggs, and sea hags. Of course, these alliances are tenuous at best and remain only so long as there is a practical benefit. Eventually, the krabben's predilection for dominating others and their short-temperedness will reveal itself and destroy the relationship.

Krabben channel their belligerence into combat, fighting savagely and without mercy. They favor



tridents (2-7 damage) and use their tentacles to slam their enemies into unconsciousness, who can then be captured with impunity. When specifically on a slave-taking raid, about half of the encountered krabben will be armed with nets. Trained squid often accompany krabben war-parties.

Though aggressive and impulsive underwater, when raiding the surface world krabben are more pragmatic. They plan the attack carefully, coming ashore after dark on moonless nights to pillage and murder. Often times, they use subterfuge to undermine the settlement's ability to defend itself; a guard might be bribed to leave a vital gate open, or the only water supply poisoned to render the inhabitants ill.

If they encounter a superior opponent, krabben can beat a hasty retreat, moving at 180 feet for a single round. Pursuit is deterred by emitting a cloud of jet-black ink in which all vision is obscured. A krabben can hastily move and emit a cloud of jet-black ink filling a 10 foot cube of air or water once per day.

Krabben can communicate telepathically with any kind of squid up to 150-feet away. The communication is limited to fairly simple concepts, much as one would

communicate with a dog or other domesticated animal, and once per day can command a squid to do its bidding for 2-5 rounds

Krabben can exist in any salt-water environment, but seem to have originated in northern waters, keeping lairs deep below the waves. In addition to being fortresses, these dens are used for storing pillaged treasures and may have a population of slaves taken from the surface world, existing in chambers made habitable by careful tending of special air-producing aquatic plants. These air-breathing slaves are kept for trade and food.

Languages: Krabben speak their own language, a dialect of Sahuagin. 10% also speak Common.

Physical description: Krabben are a disgusting amalgam of sahuagin and squid. Their upper torsos resemble that of the sahuagin, with scaly skin, webbed fingers on the end of long, powerful arms, and a reptilian head distinguished by deep black eyes and a wide mouth filled with shark-like teeth. From the waist down, krabben resemble squid, with eight long tentacles used for slamming prey and propelling the creature through waters at great speed. The tentacles of a krabben are only semi-prehensile unlike those of true squids.



LAELAPS - LARES - LAUREL GUARDIAN - LEECH, ANEMONAL - LESSER GOLEM, LEATHER - LESSER GOLEM, ROPE - LESSER GOLEM, STRAW - LESSER GOLEM, WOOD

LAELAPS

SIZE: Small (4 ft. long)
MOVE: 180 ft.
ARMOR CLASS: 7
HIT DICE: 2
ATTACKS: 1
DAMAGE: 2-5
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 40 + 2/hp

General information: Dogs in the womb are sometimes visited by the spirit of the hunt itself and destined to be dogs of remarkable abilities. These dogs are always female, and they take the name laelap.

Lelaps are tougher and more intelligent than the average medium-sized (45-65 lbs.) dog. Once they have acquired a scent they cannot be shaken off of it except via magic. If a lelaps' master, or a member of the master's family, is threatened, a lelaps gains +2 HD temporary hit dice until the threat passes or the lelaps dies. During this period it also does +2 damage.

Physical description: Laelaps look like a normal mid-sized dog.



LARES

SIZE: Medium (3 ft. wide)
MOVE: 120 ft.
ARMOR CLASS: 2
HIT DICE: 5
ATTACKS: 1
DAMAGE: 1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 20%
RARITY: Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 5%
TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%)
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 415 + 4/hp

General information: Lares are spirits of a particular place or relationship, such as family, friendship, etc. They cannot move more than 30 ft. from their chosen place, or from one of the members of their selected relationship. Within their place, or between their relationships, they can *teleport without error*. For instance, a lares of family can teleport between family members, regardless how distant they are.

Lares must be appeased to maintain their presence. They demand offers of food, oil, milk, and coin (electrum is preferred, but silver accepted). Even with constant appeasement, they are unreliable protectors, appearing in only half the times in which they're called. They always come when an offering is proffered, of course, provided the offering isn't made in a time of need.

Lares can use the following spell-like abilities once per day at 7th-level ability: *cure light wounds*, *endure cold/heat*, *cure disease*, *water breathing*, and *neutralize poison*.

Lares never speak unless they feel they've been betrayed by the actions taking place at their chosen location or within their chosen relationship. They then say the name of those who have offended them: such utterance is equal to a *power word kill* spell against the named creature.

Languages: Lares speak all languages used in their chosen place or known by those in their chosen relationship, but choose to remain silent.

Physical description: Lares typically manifest as ghostly humans. If driven to physical combat, they manifest armor and longswords. They can also manifest shortbows if needed.

LAUREL GUARDIAN

SIZE: Medium (5 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 9+9
ATTACKS: 2
DAMAGE: 5-12 (longsword +3), 4-9 (short bow +3)
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Never surprised
MAGIC RESISTANCE: 90% to charm and sleep
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-4 gems (50%), 2-8 potions (40%)
INTELLIGENCE: Exceptional
ALIGNMENT: Chaotic good
LEVEL/X.P.: 7 / 2,000 + 13/hp

General information: When an elf nears death from old age, the forest offers them a chance at eternal life as a laurel guardian. If the elf accepts the offer, they're transformed into an oak or laurel tree sapling. Once the tree achieves adulthood (roughly 50 years)



the elf's consciousness returns, this time as a powerful laurel guardian.

Laurel guardians have the abilities of a 9th-level druid with number of spells equal to an 18 Wisdom. They can *plant door*, and *pass plant* at will. When transformed in elf form, they either possess a longsword +3 or a short bow +3, but not both at the same time. These weapons are part of the laurel guardian and if taken from them, turn into sticks of roughly the same size. Transitioning forms requires one round.

Languages: Laurel guardians speak all the languages common to elves, as well as the languages of fairy creatures that live in the forest. In addition they can speak with plants and speak with animals.

Physical description: Laurel guardians have two forms, that of an elf in the prime of their life (armed with magical longsword or bow) and that of a normal seemingly-non-magical tree, most commonly the oak or laurel.

LEECH, ANEMONAL

SIZE: Small (3 ft. wide)
MOVE: 10 ft., swimming 30 ft.
ARMOR CLASS: 7
HIT DICE: 3
ATTACKS: 1
DAMAGE: 2-5
SPECIAL ATTACKS: Paralyzation
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Common
NO. ENCOUNTERED: 2-8
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 110 + 2/hp



General information: This slow-moving aquatic creature lives in mangrove swamps, where it slides and hides its ugly body between the tree roots. It is an ambush predator, waiting for a creature to trigger one of its stingers before latching on with its leech-like mouth, with which it sucks out the victim's blood.

Any creature that touches an anemonal leech's stingers (ie. any creature that doesn't notice the anemonal leech and steps upon it or swims over it) must save versus poison or be paralyzed for 2-5 rounds. Paralyzed creatures are subject to blood drain from the creature's maw every round.

When the water is high, anemonal leeches are 80% camouflaged against detection. At low tides, they cover themselves with mud as much as possible, but only manage a 20% camouflage rate.

Anemonal leeches can't really control their stinging tentacles, but if a paralyzed creature becomes unparalyzed while still living, there's a 50% chance it will be subjected to another tentacle touch during its struggle to free itself from the anemonal leech's maw. A roll to hit (at -2) is needed in this case.

Physical description: Anemonal leeches have globular fleshy bodies that latch on the bottoms of the tidal swamps they live in. Several stinging tentacles surround their bodies and a single flexible toothed maw extends from the center mass.

LESSER GOLEM, LEATHER

SIZE: Large
MOVE: 60 ft.
ARMOR CLASS: 6
HIT DICE: 40 hit points
ATTACKS: 2
DAMAGE: 1-6, 1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 2,020

General information: A leather lesser golem can be created by a cleric of 13th or higher level casting *animate object*, *prayer*, *bleed*, and *golem* on an appropriately-sized fabricated leather form requiring an outlay of 20,000 gp in ritual paraphernalia.

Leather lesser golems are only hit by +1 or better weapons, and suffer half damage from blunt

weapons. Any non-blunt weapon that injures a lesser leather golem suffers a cumulative -1 to damage on the next attack against the golem as the nature of the lesser golem's composition magically dulls it. This damage reduction is reversed with a *dispel magic*, or via simply sharpening/pointing the dulled weapon the old fashioned way: with a whetstone.

Leather lesser golems are immune to cold magic and spells that affect the mind such as *charm*, *fear*, *hold*, *sleep*, etc. They are healed 1 hp per each properly tanned and crusted cow hide placed upon them.

Physical description: Leather lesser golems are made from bits of leather sewn together into any imaginable shape that is roughly the size of a bugbear.

LESSER GOLEM, ROPE

SIZE: Large
MOVE: 90 ft.
ARMOR CLASS: 8
HIT DICE: 30 hit points
ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: Constriction
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 1,050

General information: A rope lesser golem can be created by a cleric of 11th or higher level casting *animate object*, *prayer*, *bleed*, and *golem* on an appropriately-sized mass of ropes requiring an outlay of 15,000 gp in ritual paraphernalia.

Rope lesser golems attack but once a round with a whipping ropey tentacle. Upon a hit, the rope twists and turns about the target, holding them fast until they succeed on an open doors check. Every round a held target is automatically squeezed for 1-6 HP of damage. A rope lesser golem can constrict up to 6 targets at once.

Rope lesser golems are only hit by +1 or better weapons, are immune to blunt weapons, and suffer half damage from piercing weapons. They are also immune to cold magic and spells that affect the mind such as *charm*, *fear*, *hold*, *sleep*, etc. They are healed 1 hp per each 50 ft. of rope placed upon them: this takes 1 round per hp.

Physical description: Rope lesser golems are made from piles of rope woven together into any imaginable shape that is roughly the size of a bugbear.

LESSER GOLEM, STRAW

SIZE: Large
MOVE: 90 ft.
ARMOR CLASS: 10
HIT DICE: 20 hit points
ATTACKS: 2
DAMAGE: 1-2, 1-2
SPECIAL ATTACKS: Irritation
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 350

General information: A rope lesser golem can be created by a cleric of 11th or higher level casting *prayer*, *bleed*, and *golem* on an appropriately-sized mass of straw or hay requiring an outlay of 5,000 gp in ritual paraphernalia.

Straw lesser golems attack with two fairly soft fists. Each successful hit results in a puff of straw dust in a 5 ft. radius. The dust irritates mucus membranes, resulting in a -2 on to hit rolls as well as damage rolls if a save versus poison is failed.

Straw lesser golems are only hit by +1 or better weapons, are immune to piercing weapons, and suffer half damage from blunt weapons. They are also immune to cold magic and spells that affect the mind such as *charm*, *fear*, *hold*, *sleep*, etc. They are healed 1 hp per each bale of straw placed upon them. They suffer double damage from fire.

Physical description: Straw lesser golems are made from piles of straw bundled together into any shape that is roughly the size of a bugbear.

LESSER GOLEM, WOOD

SIZE: Large
MOVE: 60 ft.
ARMOR CLASS: 4
HIT DICE: 50 hit points
ATTACKS: 1
DAMAGE: 3-12
SPECIAL ATTACKS: Warp wood
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 8 / 5,150

General information: A wood lesser golem can be created by a cleric of 15th or higher level casting *animate object*, *prayer*, *bless*, and *golem* on an appropriately-sized fabricated wood form requiring an outlay of 40,000 gp in ritual paraphernalia.

Wood lesser golems are only hit by +1 or better weapons, and are immune to damage from blunt or piercing weapons. Any weapon containing wooden parts (haft, etc.) that hits a wood lesser golem is subjected to a *warp wood* spell: magic weapons may save as if struck by magical fire to avoid being ruined by the *warp wood*.

Wood lesser golems are immune to cold magic and spells that affect the mind such as *charm*, *fear*, *hold*, *sleep*, etc. They are healed 1 hp per each 100 lbs. of wood placed upon them.

Physical description: Wood lesser golems are made from bits of wood joined together into any imaginable shape that is roughly the size of a bugbear.

M

MAKARA - MEDUSA, GREATER - MELIAE - MINNIKIN - MONSTER VESTIGE - MUMMY, GREATER

MAKARA

SIZE: Large (18 ft. long)
MOVE: 240 ft. (in any medium)
ARMOR CLASS: 4
HIT DICE: 7+7
ATTACKS: 1
DAMAGE: 3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 15%
TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
INTELLIGENCE: Very
ALIGNMENT: Neutral good
LEVEL/X.P.: 6 / 1,050 + 10/hp

General information: Makara serve as the vehicles of the gods, acting as steeds when called by gods of Good alignment. When not in active service, they can be found on any plane (although they favor the Outer over the Inner) accumulating information, friendships, and treasure. They are genial creatures, lovers of the good hearted and enemies of evil. They may serve as steeds for lesser creatures than gods, but the need must be great.

Makara can travel anywhere they wish without fear of environmental injury. This adaptive ability extends to magical attacks that rely upon elemental or environmental factors (such as fire, cold, gas, electricity, etc.). Any magical attack that deals such

damage is reduced by a die size (d6s become d4s) or simply reduced in half. Makara cannot be *charmed* or mentally influenced in any way, nor can they be *held* or *paralyzed*: they are always free of will and free of body.

Languages: Makara communicate via telepathy at a range of 240 ft. Those who are unaware of the nature of Makara believe they are physically speaking until shown otherwise.

Physical description: The front half of a makara is an elephant and the back half is a great limber fish. The scales are rainbow colored.

Variants: There are many different types of makara. They all share the above statistics, but some have the heads of stags, crocodiles, or lions. The elephant is the most common. Some Makara have the rear ends of a peacock instead of a fish.



MEDUSA, GREATER

SIZE: Large (7 ft. tall, 21 ft. long)

MOVE: 150 ft.

ARMOR CLASS: 1

HIT DICE: 9

ATTACKS: 1

DAMAGE: By weapon +1

SPECIAL ATTACKS: Poison, petrification

SPECIAL DEFENSES: None

MAGIC RESISTANCE: None

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 90%

TREASURE: 10-40k gp (50%), 100-2000 pp (50%), 5-20 gems (30%), 1-10 jewelry (25%), any 4 magic items plus a scroll (35%)

INTELLIGENCE: Genius

ALIGNMENT: Lawful Evil

LEVEL/X.P.: 8 / 1600 + 12/HP

General information: Greater medusa are a subspecies of the more common medusa, and they are often found as rulers over sisterhoods of those creatures. They are fast, strong, and extremely intelligent. They can use any normal weapon, in addition to the usual medusa attacks of petrification by gaze and poisonous bite from their snaky hair. Worse, many of these creatures are accomplished

magic-users, capable of reaching an ability comparable to their hit dice. They memorize and cast as normal magic-users, and are limited by their spellbooks, as normal.

Physical description: The greater medusa appears much like the standard medusa from the waist up. However, below the waist their bodies are that of serpents, coiled and powerful.

MELIAE

SIZE: Large (8 ft. tall)

MOVE: 180 ft., swimming 120 ft., burrowing 90 ft., flying 480 ft. (AA: level VI)

ARMOR CLASS: -7

HIT DICE: 12+36

ATTACKS: 2

DAMAGE: 3-18, 3-18

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 70%

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 15%

TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%), 2-8 potions (40%)



INTELLIGENCE: Supra-genius (Wisdom = 20)
PSIONICS: 220 (All attack/All defense)
ALIGNMENT: Neutral
LEVEL/X.P.: 10 / 25,500 + 17/hp

General information: The most powerful of natural spirits, there are few meliae remaining today: their numbers reduced to a few dozen. Spawned from the blood of ancient gods slain at the beginning of time, they serve Neutrality as devas serve Good and demons and devils serve Evil. They consider themselves the protectors of the Prime Material Plane. They can travel to any Plane as desired, and cannot be surprised on an Inner Plane. They instantly adapt to the environment of any plane and can bestow this adaption other creatures for up to a decade.

Melae can create a sphere that *protects from both good and evil* with a 4-40 foot radius as desired. They have class abilities and spell-like abilities of a 14th-level druid, and the spell-like abilities of a 10th-level illusionist. In addition they can use the following spell-like powers at will, one at a time, once per round at the 20th-level of ability: *remove fear*, *detect* (all), *know alignment*, *cure* (all conditions), *remove curse*, *dispel* (all), *exorcise*, *reincarnate* (into creature of target's choice), and *Word of Neutrality* (like *holy/unholy word*, but affecting both good and evil at the same time).

Melae can shield themselves in a crackling sphere of pure life energy that discharges upon any creature that dares to physically contact them: it delivers 4-24 hit points of positive damage, dealing double that to undead or other creatures connected to the Negative Material Plane.

Melae are immune to elemental attacks (fire, air, earth, water, electricity) and take only half damage from any other non-physical attacks. They are immune to poison, death magic, life drain, and their soul cannot be trapped or imprisoned. Their Charisma is 22 and they have the *awe* power (up to 6HD/levels) normally reserved for deities. Melae regenerate 4 hp/round and can instantly regenerate a lost limb (even a head), rendering *vorpal* or *sharpness* weapons ineffectual against them. They can only be hit by +3 or better weapons.

Languages: Melae speak the languages of any creature native to the Prime Material Plane.

Physical description: Melae appear as terrifyingly beautiful women of either pure alabaster skin or pure ebony skin. They wear no clothing nor wield weapons, physically attacking with open-hand strikes of considerable power.



MINNIKIN

SIZE: Small (2 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 7
HIT DICE: 2+2
ATTACKS: 1
DAMAGE: 1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 75%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 15%
TREASURE: In Lair: 10-40k gp (50%), 100-2,000 pp (50%), 5-20 gems (30%), 1-10 jewelry (25%), any 4 magic items + 1 scroll (15%)
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral evil
LEVEL/X.P.: 5 / 305 + 2/hp

General information: Minnikin are durable little fairies constantly in search of knowledge to trade on the faerie market. They gain their knowledge through a most-evil form of thievery.

Minnikin have the abilities of a 10th-level thief and they have a most unusual version of pickpocket: they can steal body parts. If successful the minnikin gains a body part and the target loses it, but is uninjured in any other way. Minnikin then bargain the return of the body part in exchange for some type of knowledge, be it gossip, intelligence, ability in combat or magical ability. If the victim agrees to the exchange, they lose something temporarily (such as a level of their Class) but find they have regained their lost body party. Lost knowledge is regained in 2-5 weeks.

They can use the following spell-like abilities at will, one per round, at the 10th level of ability: *invisibility*, *spectral force*, *fly*, and *protection from good*. Their tiny swords deliver a *sleep* spell if they draw blood.

Minnikin live in deep burrows. Typically forest dwellers, they can also be found on the margins where forest meets settled land. They take extreme lengths to protect their lairs from discovery.

Languages: Minnikin speak their own language, Sprite, Leprechaun, and the languages of birds of burrowing mammals.

Physical description: Minnikin are small humanoids with large heads and noses. They dress in browns and grays. They are hairless, but have large bushy white or amber eyebrows that reach almost out to their long pointy ears, and which seem to move and dance of their own accord. They wield tiny swords.

MONSTER VESTIGE

SIZE: Variable
MOVE: 220 ft.
ARMOR CLASS: 0 / as possessed creature
HIT DICE: As possessed creature
ATTACKS: 1 / as possessed creature
DAMAGE: (n/a)
SPECIAL ATTACKS: Possession
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 25%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: Nil
INTELLIGENCE: Variable; usually Semi
ALIGNMENT: Neutral or any Evil
LEVEL/X.P.: 5 / 900 + X/hp

General information: Monsters, unlike humans, rarely continue into undeath as ghosts or similar undead. Instead, in very rare instances, a portion of their essence remains bound to their lair, held by their strong connection to the area or a strong emotion associated with their means of death. The process by which a vestige is formed typically takes months, so a monster slain cannot immediately confront its slayers in vestige form. Moreover, a vestige retains only a small degree of its originator's intelligence—many vestiges are barely sentient as a result. Most often vestiges serve only to frighten, but their possession ability does present a danger.

Once per month a vestige may possess a creature for 2-20 melee rounds, provided the target is both similar to their original form and of equal or lesser intelligence than their original form. The creature possessed may be of any alignment. During this time, the vestige may control all actions by the target creature as if a *charm monster* had been cast, but no saving throw is possible.

Vestiges have some resistance to magic, but an *exorcism* spell dissipates their essence forever. A *remove curse* spell banishes a vestige for 1-4 days. They are turned by clerics as a wraith.

Languages: Vestiges understand the same languages, if any, the originator monster understood in life. They rarely if ever speak.

Physical description: Vestiges typically manifest as a translucent version of the creature in question, but they can only take other shapes and appear in more minor ways: as a voice or sound, as a shadow, as a disembodied head or appendage, etc. Often several minor manifestations will precede a full appearance by the vestige.

MUMMY, MEDUSA

SIZE: Medium

MOVE: 60 ft.

ARMOR CLASS: 3

HIT DICE: 6+3

ATTACKS: 1

DAMAGE: 1-12

SPECIAL ATTACKS: Fear

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Magic to hit

RARITY: Very Rare

NO. ENCOUNTERED: 2-8

LAIR PROBABILITY: 90%

TREASURE: 1-8k cp (10%), 1-12k sp (15%), 1-8k ep (15%),
1-6k gp (50%), 1-10 gems (10%), 1-6 jewelry (25%),
any two magic items plus a potion (15%)

INTELLIGENCE: Average

ALIGNMENT: Lawful Evil

LEVEL/X.P.: 7 / 1150 + 8/HP

General information: In some places, religiously-inclined medusae are known to mummify and bury their dead. As with humans, at times these medusa mummies can return to life to plague the living. Although no longer able to petrify victims by sight, they have other abilities.

The fear medusa mummies radiate affects humans and non-humans equally and requires a save versus magic to avoid being paralyzed for 1-4 rounds (a +1 is granted for each adventurer above an adventurer to mummy ratio greater than six to one). Rather than causing a rotting disease by touch, the medusa mummy inflicts a petrifying disease that will result in total petrification within 1-6 months; for every month not treated, the victim will permanently lose 1-4 points of dexterity as they slowly turn to stone (reaching zero dexterity means the victim can no longer move at all; other effects at GM's discretion).

Stone to flesh works on those affected by a medusa mummy, but it works slowly, taking 2-5 turns.

Medusa mummies are only hit by magic weapons, and those do but half damage (rounded down). They have the usual undead immunities to *sleep*, *charm*, *hold*, cold-spells, poison, and paralysis. A *raise dead* spell will turn them into a living medusa with normal powers. They are susceptible to fire. Magic fires are +1 HP per HD of damage. Burning oil does 1-8 damage the first round it strikes them and double the second round. Holy water does 2-8 damage upon a hit.

Physical description: Medusa mummies are similar to human mummies in most respects.





NARIPHON

SIZE: Medium (5-7 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 8
HIT DICE: 5
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: Sleep
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1 or 4-20
LAIR PROBABILITY: 5%
TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful evil
LEVEL/X.P.: 4 / 235 + 4/hp

General information: Nariphon is the name given to a tree that grows fruit that looks like a particular humanoid within 20 miles as well as to the fruit itself. The above statistics are for the fruit: the nariphon tree is no different from a normal tree excepting its evil sentience and the ability to move 5 ft. per round.

The nariphon tree is always growing at least one fruit. The fruit looks like a duplicate of a creature within 20 miles. When the fruit falls to the ground it animates, and travels to the creature it is modeled after, killing it when it finds it, and taking its place. The fruits obey the tree's commands absolutely.

Once per day a nariphon (both fruit and tree) can cast a *sleep* spell.

There is no limit to the number of fruits a nariphon tree can create, although it can only create 1-3 per month. The trees tend to move to be near small villages where it replaces all of the populace with fruit which tend to the tree and its treasure.

Languages: Nariphon have *ESP* and communicate amongst themselves via telepathy with a 20 mile radius. They can speak whatever languages their duplicate spoke.

Physical description: Nariphon look like the humanoid they are duplicating. The nariphon tree looks like any other tree in the forest, excepting the large pods that dangle from its limbs.

NEKOMATA

SIZE: Large (7 ft. long)
MOVE: 150 ft.
ARMOR CLASS: 6
HIT DICE: 4+1
ATTACKS: 3
DAMAGE: 1-3, 1-3, 1-8
SPECIAL ATTACKS: Disease, roar
SPECIAL DEFENSES: Surprised only on a 1
MAGIC RESISTANCE: 10%
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 5%
TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%), 1-4 gems (50%)
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 245 + 4/hp

General information: Nekomata are large cat-like creatures that live in deep forests of all climates. Their bite causes a wasting disease, in which the victim loses 1 point of Constitution per day until death, at which point the soul of the victim is consumed by the nekomata. Nekomata do not eat in the normal way: they only find substance in the consumption of souls.

Their roar causes *fear* to all creatures within 60 ft., but they typically only do this after biting a victim, to scatter them away so that their disease can take its deadly course.

Creatures that die from the disease and lose their soul to the nekomata rise as animated corpses similar to zombies. However, a hit from these creatures has a 10% chance of transmitting the disease to the victim. These zombies are not under the control of the nekomata, but they will not attack it, even if commanded to so by an evil cleric who has dominated them. The zombies know if they have passed their disease and stop attacking if they have, allowing the victim to die of the disease to feed the nekomata that created them.

Physical description: Nekomata appear as large jaguars. Their teeth are black as obsidian.

OSSEOPOD

SIZE: Small (3 ft. wide)
MOVE: 90 ft.
ARMOR CLASS: 7
HIT DICE: 2
ATTACKS: 4
DAMAGE: 1-3, 1-3, 1-3, 1-3
SPECIAL ATTACKS: Shriek
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-5
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 50 + 2/hp

General information: Osseopods arise out of mass graves. They hate all life and attack it when detected. There is a 25% cumulative chance per round that an osseopod lets loose with a terrible shriek. Those who fail to save versus magic are weakened, dealing -2 points of damage per hit.

Osseopods have the same abilities as regular skeletons: only half damage from edged weapons and immunity to *sleep*, *charm*, *hold*, and cold based spells. Holy water, however, deals double normal damage to them (4-16). They are turned as ghouls by good Clerics, but as shadows by evil ones.



Physical description: Osseopods are composed of a human skull and "tentacle" arms of human spines.

Variants: Larger osseopods (4 HD) may form from the remains of larger creatures, such as ogres and bugbears. 6 HD osseopods may form from giants.

PELISIT

SIZE: Small (2 ft. tall)
MOVE: Flying 90 ft.
ARMOR CLASS: 0
HIT DICE: 2
ATTACKS: None
DAMAGE: None
SPECIAL ATTACKS: Possession
SPECIAL DEFENSES: + 1 or better to hit
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: See below
ALIGNMENT: Same as master
LEVEL/X.P.: 3 / 80 + 1/hp

General information: As homunculi are physical creatures created via magic and the blood of their master, pelisit are lesser spirits carved off the soul of their master and given a faux life. Pelisit are typically used as money-making schemes, wherein the master of the pelisit "cures" a problem he caused to earn payment. They obey their master completely.

Pelisit can possess creatures of 2HD or fewer, but are limited in what they can do when they possess a creature. They can only make it roll about on the ground, crying, screaming, or speaking in faux languages, and they can only possess a single creature once, and only for 2-5 days in length. Creatures of less than 1 HD are not allowed a save against this, but all others are, and a successful save prevents any further possession attempts. In this way the magic user creates a problem (a possessed person) and "solves" the problem for monetary gain.

Pelisit begin "life" in a similar way as a homunculus: in a small bottle of strange and costly liquids (500-2,000 gp worth). At that point the magic user puts in a drop of his own blood and drinks a *gaseous form* potion. He then has an assistant trap part of his gaseous form in the small bottle before he returns to normal form. Finally, *forget*, *invisibility*, *unseen servant*, and *magic mouth* are cast upon the liquid which has now absorbed part of the magic user's soul. Everything in the small bottle immediately vaporizes, transforming into the ghostly shape of the pelisit, and the magic user permanently loses 1-4 hp (which are regained if the pelisit is ever destroyed).

A pelisit must be fed 1 hp worth of its master's blood every full moon or it will be destroyed. They live in the small bottle in which they were created, and if that bottle is destroyed, the pelisit is also destroyed.

Pelisit have no physical attack. They are incorporeal and can only be injured via magic weapons. An *exorcise* spell immediately destroys them. They are naturally invisible, but can will themselves to appear in ghost-like form. Their masters can always see them.

Languages: Pelisit cannot speak. They share a telepathic link with their master and know what he knows as long as within 1 mile.

Physical description: Pelisit have no true physical form. They can appear as small ghost-like figures when they desire. They are not pure white, and flicker in very soft pastel colors.

PELUDA

SIZE: Large (10 ft. long)

MOVE: 150 ft.

ARMOR CLASS: 5

HIT DICE: 9-12

ATTACKS: 1

DAMAGE: 3-18

SPECIAL ATTACKS: Breath weapon, poison, quills

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: None

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 35%

TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion + 1 scroll (15%)

INTELLIGENCE: Low to average

ALIGNMENT: Neutral

LEVEL/X.P.:

9 HD: 7 / 3,000 + 12/hp

10 HD: 8 / 3,800 + 13/hp

11 HD: 8 / 4,700 + 14/hp

12 HD: 9 / 6,550 + 16/hp

General information: Peluda are spiny omnivorous beasts that hoard treasure and prefer to be left alone. They are most commonly found in tall grasslands (where the grass can grow more than 8 ft. in height) or in forests of any sort. They dig burrow-lairs or take advantage of natural caves.

The mass of quills that cover their body are tipped with a mild paralytic poison (save at +2) that slows the affected. They can launch 6 of these per melee round, each dealing 1-4 damage to a range of 60 ft. They can also charge, dealing 3-18 damage plus poison per hit.

Peluda have three different breath weapons. The first is a cloud of gas (50 ft. long, 50 ft. wide, 10 ft. tall) that withers all plant life. This kills all normal plants: magical plants can resist the effect on a roll of 15 on a d20. Plant-based creatures, such as treants, suffer double HDd6 damage (save vs breath weapon for half). The second is a bolt of fire (60 ft. long, 5 ft. wide, 5 ft. tall) that deals HDd6 fire damage (save vs breath weapons for half). The third is a stream of acid of the same dimensions and damage as the bolt of fire.

Those attacking a peluda with melee weapons of less than 10 ft. length subject themselves to the quills of the peluda. 1-4 quills have a chance of hitting per melee attack: quills attack as creatures of half the HD of the peluda (round down).

Peluda are immune to damage from non-magical weapons, excepting its tail which can be hit by any weapon. Strikes at the tail suffer a -1 to their attack rolls. They are immune to fire and acid damage.

Languages: Peluda speak their own language as well as that of manticores.

Physical description: This ox-like creature is covered in spines, much like a hedgehog. In addition, green hair-like tentacles fill out areas between the tightly-packed spines. Its tail is long, about equal to the length of its body, and quite brushy.

PISHACHA

SIZE: Medium (5-6 ft. tall)

MOVE: Flying 180 ft.

ARMOR CLASS: 4

HIT DICE: 6

ATTACKS: 1

DAMAGE: 1-6

SPECIAL ATTACKS: Energy drain, possession

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: None

RARITY: Very rare

NO. ENCOUNTERED: 2-5

LAIR PROBABILITY: 35%

TREASURE: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)

INTELLIGENCE: Average

ALIGNMENT: Neutral evil

LEVEL/X.P.: 5 / 470 + 6/hp

General information: Pishacha are spectral creatures possess the power to assume physical form, and they can polymorph themselves into any creature of medium size while physical. Regardless what shape they assume, their eyes are purple. In spectral form they can only be hit by magic weapons, but in physical form they can be hit by silver weapons.

Pishacha in spectral form drain an energy level with a successful hit. In physical form they can cause insanity with a successful hit (save vs magic to resist). This insanity takes the form of raving, speaking in tongues, and the eating of the dead. PCs inflicted with a pishacha's insanity have only a 75% chance to control their actions per round.

Pishacha can be appeased by offerings of coconuts, flowers, or milk. An appeased pishacha allows intruders to pass unmolested, unless they attempt to take any of its wealth.

Pishacha are turned as wraiths and are immune to *sleep*, *charm*, *hold*, and cold-based attacks.

Languages: Pishacha speak the languages they knew in life.

Physical description: Pishacha are shadowy spectral creatures with exaggerated human features. They have purple glowing orbs for eyes.



QUASI-ELEMENTAL, ASH - QUASI-ELEMENTAL, DUST - QUASI-ELEMENTAL, MINERAL - QUASI-ELEMENTAL, RADIANT - QUASI-ELEMENTAL, SALT - QUASI-ELEMENTAL, STEAM - QUASI-ELEMENTAL, VACUUM

QUASI-ELEMENTAL

Quasi-elementals are the inhabitants of the quasi-elemental planes, Ash, Dust, Electricity, Mineral, Radiant, Salt, Steam, and Vacuum, that lie between the elemental planes of Air, Earth, Fire, and Water and the Positive and Negative Planes. Quasi-elementals can be summoned as other elementals. However, a chance exists that a major elemental (air, earth, fire, water) or a para-elemental (ice, ooze, magma, smoke) will answer the call instead of a quasi-elemental. The chance of summoning a quasi-elemental is 5% per level of the caster. A "mis-summon" results in a major elemental (75% of the time) or a para-elemental (25% of the time.)

Conjured quasi-elementals have three hit-dice-strength categories: those of 12 HD are summoned by spell, those of 9 HD are summoned by a summoning device, and those of 6 HD are summoned by a staff. There is a 5% chance per successful summon that a noble 16 HD quasi-elemental will appear. Control of a para-elemental must be maintained at all times or it will turn upon the summoner.

The material components needed to summon a quasi-elemental in addition to large amounts of the quasi-element are as follows: Ash (a piece of wood), Dust (a rabbit), Electricity (a piece of metal), Mineral (a 10 gp gem), Radiant (a glowing piece of metal or stone), Salt (a pinch of sal ammoniac), Steam (a torch), Vacuum (a bit of mercury).

Quasi-elementals can only be hit by magic weapons.



QUASI-ELEMENTAL, ASH

SIZE: Large (8 ft. tall)
MOVE: 90 ft., flying 10 ft. (AA: level VI)
ARMOR CLASS: 4
HIT DICE: 6, 9, or 12
ATTACKS: 1
DAMAGE: 1-6 +1 point/HD
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.:
6 HD: 5 / 490 + 6/hp
9 HD: 7 / 1,900 + 12/hp
12 HD: 8 / 4,150 + 16/hp

General information: Ash quasi-elementals suck the warmth out of their nearby environment, inflicting 1-6 hit points of cold damage upon everything within 20 ft. of the quasi-elemental. They can break their form down into pure ash and fly in such a manner, as well as travel through cracks. When they inflict physical damage, they have a chance to drain an energy level from the target: the victim is allowed a save versus death magic for two sequential rounds and if either save is successful, the level drain fails.

Ash quasi-elementals are immune to level draining and cold.

Physical description: In appearance, ash quasi-elementals can be mistaken for earth elementals. However, they are rather transparent, and parts of them are constantly crumbling and reforming.

QUASI-ELEMENTAL, DUST

SIZE: Large (20 ft. diameter)
MOVE: Flying 120 ft. (AA: level VI)
ARMOR CLASS: 5
HIT DICE: 6, 9, or 12
ATTACKS: 1
DAMAGE: 1-6 +1 point/HD
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.:
6 HD: 5 / 490 + 6/hp
9 HD: 7 / 1,900 + 12/hp
12 HD: 8 / 4,150 + 16/hp

General information: Dust quasi-elementals are inimical to material objects: any creature within 10 ft. of a dust elemental suffers 2-12 hit points of damage as they slowly turn to dust. All items within the range must save vs disintegration or begin turning into dust. This process takes 5 rounds to complete, and if items are removed from the radius of the dust elemental before then they are saved.

Any creature entering the whorls of a dust quasi-elemental automatically inflicts 2-12 points of damage upon it, but subject themselves to a possible life drain every round they remain inside the quasi-elemental. The attacker is allowed a save versus death magic to avoid the effect.

Dust quasi-elementals are immune to level draining and earth-based magics.

Physical description: Dust quasi-elementals appear as whirling balls of dust. They can assume various shapes if desired.

QUASI-ELEMENTAL, MINERAL

SIZE: Large (12 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 2
HIT DICE: 6, 9, or 12
ATTACKS: 1
DAMAGE: 1-6 +1 point/HD
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.:
6 HD: 5 / 490 + 6/hp
9 HD: 7 / 1,900 + 12/hp
12 HD: 8 / 4,150 + 16/hp

General information: Mineral quasi-elementals can pass through earth and stone as if they didn't exist. As mineral quasi-elementals move, minerals sprout and grow from all surfaces within 30 ft., creating a dangerous environment. Those moving in this area suffer 1-4 hit points of damage per 10 ft. moved. What's worse, the AC of the mover is added to this





damage, meaning that a creature with a 6 AC suffers 1-4+6 points of damage per 10 ft. moved. These sprouted minerals turn to dust as the mineral quasi-elemental passes.

Mineral quasi-elementals are immune to earth-based attacks and magics.

Physical description: Mineral quasi-elementals are composed of large pieces of mineral, most of which are non-valuable, but the core of each mineral quasi-elemental is a massive growth of quasi-elemental gem-quality minerals. This valuable clump turns to dust 90% of time after a mineral quasi-elemental is destroyed, but if it doesn't, it's worth 10,000 gp.

QUASI-ELEMENTAL, RADIANT

SIZE: Large (16 ft. tall)

MOVE: 60 ft.

ARMOR CLASS: 2

HIT DICE: 6, 9, or 12

ATTACKS: 2

DAMAGE: 1-6 +1 point/HD

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: None

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: None

TREASURE: See below

INTELLIGENCE: Low

ALIGNMENT: Neutral

LEVEL/X.P.:

6 HD: 6 / 610 + 6/hp

9 HD: 7 / 2,300 + 12/hp

12 HD: 8 / 5,000 + 16/hp

General information: Radiant quasi-elementals are the most insidious of the positive-oriented quasi-elementals, but such will not be known until days after encountering one.

Any creature within 20 ft. of a radiant quasi-elemental is exposed to its radiation. An exposed subject takes 2 hit point of damage immediately. In addition, it takes 2 hit points of damage every day for the next month. This damage is taken per round of exposure, meaning that a person spending 5 rounds next to radiant elemental suffers 10 hit points of damage every day for the next month. This damage can be healed with cure spells, but the exposed person will suffer again the next day: only a *heal* or other such powerful magics can cure the radiation sickness. Spending several hours a day in moving water (such as a river or stream) will reduce the damage taken in half.

Radiant quasi-elementals are immune to fire, but suffer double damage from water-based attacks.

Physical description: Radiant quasi-elementals look like a large magma elementals but their glow comes from the radiation within them, not the element fire.

QUASI-ELEMENTAL, SALT

SIZE: Large (10 ft. diameter)
MOVE: 60 ft.
ARMOR CLASS: 2
HIT DICE: 6, 9, or 12
ATTACKS: 2
DAMAGE: 1-6 +1 point/HD
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.:

6 HD: 6 / 610 + 6/hp
9 HD: 7 / 2,300 + 12/hp
12 HD: 8 / 5,000 + 16/hp

General information: Whenever a salt quasi-elemental hits a target, it suffers an additional 1-6 points of dehydration (if it contains water) and every hit inflicts a cumulative -1 penalty to all rolls, so that a creature hit three times would suffer under a -3 penalty. These penalties are reversed by rehydrating, which takes one hour per -1 penalty.

Salt quasi-elementals are inimical to metal: a hit upon a creature wearing metal armor forces the armor to save vs acid or be destroyed. Magical armor requires two hits for destruction, a single hit only reducing the

AC value by 1. This damage can be repaired by a skilled smith at the cost of 1,000 gp.

Salt quasi-elementals are immune to level draining. They take double damage from water-based attacks, and if ever immersed in water or subjected to a heavy rain, they explode: all creatures within 50 ft. suffer HDd6 damage (ie. a 6 HD salt quasi-elemental explodes for 6d6 damage).

Physical description: Salt quasi-elementals appear as creeping masses of crusting salt. They can assume various shapes if desired.

QUASI-ELEMENTAL, STEAM

SIZE: Large (20 ft. diameter)
MOVE: Flying 120 ft. (AA: level VI)
ARMOR CLASS: 5
HIT DICE: 6, 9, or 12
ATTACKS: 1
DAMAGE: 1-6 +1 point/HD
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.:

6 HD: 5 / 490 + 6/hp
9 HD: 7 / 1,900 + 12/hp
12 HD: 8 / 4,150 + 16/hp

General information: Steam quasi-elementals are not hot, but are extremely thick with moisture. They attack by engulfing opponents: all within their body suffer a physical attack and must save vs breath weapon or become slowed from lack of oxygen.

Items within a steam elemental are quickly soaked which could prove problematic to unsecured items (such as scrolls lacking a water-proofed scroll case).

Steam quasi-elementals are immune to level draining, fire, and water attacks. Lightning attacks deal double damage against them.

Steam quasi-elementals can pass through any crack or material that allows the passage of water.

Physical description: Steam quasi-elementals appear as dense clouds. They can assume various different shapes as desired.



QUASI-ELEMENTAL, VACUUM

SIZE: Small (3 ft. diameter)
MOVE: Flying 180 ft. (AA: level VI)
ARMOR CLASS: 0
HIT DICE: 6, 9, or 12
ATTACKS: 3
DAMAGE: 1-6 +1 point/HD
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better to hit
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral

LEVEL/X.P.:

6 HD: 6 / 540 + 6/hp
9 HD: 7 / 2,000 + 12/hp
12 HD: 8 / 4,300 + 16/hp

General information: Vacuum quasi-elementals have no physical attack: three times a round they can encase targets within 120 ft. inside a vacuum sphere that immediately collapses, causing the indicated damage. In addition, there is a 25% chance per attack that deafness results unless appropriate ear protection is used.

Physical description: Vacuum quasi-elementals are floating spheres of pure vacuum. They are only detectable due to a lensing effect of the medium around them (typically air).



REDCAP

RED CAP

SIZE: Small (4 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 2
HIT DICE: 2+1
ATTACKS: 1
DAMAGE: 1-8 or by weapon +7
SPECIAL ATTACKS: Hurling rocks for 2-16 hit points
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 20%
RARITY: Very rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 25%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Very
ALIGNMENT: Neutral evil
LEVEL/X.P.: 4 / 205 + 2/hp

General information: Red cap faeries are named for their tendency to crush their opponents with thrown boulders and then dip their caps in their blood. They also usually consume their victims as well.

Red caps can throw a rock from 10-200 ft., inflicting 2-12 hit points of damage, and they can catch rocks (regardless their size) 20% of the time. Any other missile than a rock (or a sling stone, since it's rock as well) launched upon a red cap turns back upon the launcher, attacking with a -4 to hit. A missile treated with holy water is immune to this effect and gains a +2 to hit against red caps.

Languages: Red cap speak their own language as well as Sprite, Pixie, and Hobgoblin. They have the ability to mumble, sounding as if they're speaking a language that can't just quite be made out.

Physical description: Red cap are small thin faeries with strength (19) that far surpasses their size. They enjoy pretending they are weak and even crippled or hobbled.





SAKABASHIRA - SANDMAND, OBSIDIAN - SATORI - SERPENTIAN - SHADOW WEIRD - SKELETON, FUNGAL - SNAKE, GIANT TRANSLUCENT - SORDAG - SPIDER, CRYSTALLINE - SPIDER, SHADOW - SPRITE, GRASS - SPRITE, LEAF - SQUATGRUNK - SQUIDHEAD - SQUID, ICE - SQUONK - STEED OF CHAOS - STUHAC - SVART ALFAR

SAKABASHIRA

SIZE: Large (8+ ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 7
HIT DICE: 6+6
ATTACKS: 2
DAMAGE: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Saves made at +2
RARIETY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 585 + 8/hp

General information: Sakabashira are a special type of spirit: one which is both immaterial and physical. They hide within a wooden pillar that was installed upside down. While in the pillar, they cannot be detected, although the pillar detects as magic. They choose specific tasks for themselves, such as guarding a room, preventing access past their pillars, etc. Why they choose the tasks they do is unknown

Once per day, sakabashira can *warp metal* at the 6th level of ability. Treat this as *warp wood*, but for metal. Magical metal can be spared if the bearer succeeds on a save vs. spells.

Weapons not suitable for the felling of wood (ie axes and such) do 2 fewer hit points of damage per hit, potentially reducing damage to 0.

Languages: Sakabashira speak Common.

Physical description: Sakabashira look like stick-figure people made from the same type of wood as the pillar they hide within. It takes a full round for them to emerge from their pillar.

SANDMAN, OBSIDIAN

SIZE: Medium (5-7 ft. tall)
MOVE: 120 ft., soil burrowing 60 ft.
ARMOR CLASS: 4
HIT DICE: 4+1
ATTACKS: 1
DAMAGE: 1-4

SPECIAL ATTACKS: Sleep, blood drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARIETY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 80%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
LEVEL/X.P.: 5 / 350 + 4/hp

General information: These dark figures present an immediate danger to any creature that comes within 20 feet because anyone within that radius must save vs. magic or fall into a sleep, regardless of experience level. Those above 5HD, however, roll at +2. Those hit by the obsidian sandman's fists must also make a similar save. This sleep lasts at least 3 turns, and a sleeping creature cannot be woken during this period by anything other than a *dispel magic* or similar spell. After three turns, a victim is allowed another save every turn to awake. Violently shaking a sleeping creature will awaken it during this period.

Obsidian sandmen are immune to normal missiles and take half damage from edged or piercing weapons.



They can disincorporate, resulting in all their sand-stuff immediately falling to the ground, and travel through sand at the indicated burrowing speed. While moving in this manner they cannot be harmed except by attacks that reach into the ethereal nor can they attack in any manner.

An obsidian sandman will attack until all members of a party are asleep and then alight upon a single creature, draining it of 1 hp per turn. Hit points lost in this manner require a full month's rest (or magical healing) to return. An obsidian sandman can drain up to 100 hp before satiation, after which it cannot feed again for a week.

Physical description: An obsidian sandman is a man-like biped completely made of dark sand and held together via the obstinate will of many souls who have perished upon the volcanic black sand the sandman calls its native home. An obsidian sandman seems to always be in a slight wind, and particulate matter blows off it in all directions.

SATORI

SIZE: Large (9 ft. tall)
MOVE: 150 ft.
ARMOR CLASS: 6
HIT DICE: 8+8
ATTACKS: 2
DAMAGE: 2-8, 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 5%
RARITY: Very rare
NO. ENCOUNTERED: 1 or 1-6
LAIR PROBABILITY: 20%
TREASURE: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1,900 + 12/hp

General information: Satori are contemplative ape-like creatures that live on the rooftops of the world. They are avid and exceptional star-gazers and have the ability to predict the future for any being they encounter. These predictions always come true, but when they will occur is never revealed.

They enjoy testing people they meet with riddles or philosophical questions. They have ESP, allowing them to know the thoughts of those they encounter, so they rarely lose these challenges. Those who put up a "good fight" are allowed to pass unmolested, but those found lacking must pay tribute to pass. Those determined to be beyond reform are killed and eaten.

Satori attack with two claws, and if both hit the same target, the poor unfortunate is trapped in a bear hug. The hug deals an additional 2-12 hit point of damage and can only be broken with a successful bend bars/lift gates rolled with a +20%.

They can choose to cause paralysis with their gaze. Those subjected to this attack must save versus paralysis or be unable to move for 2-5 turns out of primal fear.

Satori are difficult to see until within 10-30 ft. The chance of spotting them is 5% per level or HD above the first (ie. a 4th-level character has a 15% chance of spotting one). Rangers have a +5% bonus to this check per level.

They are immune to cold, and suffer double damage from fire attacks. They tend to retreat when confronted with fire to formulate a new plan of attack.

Satori and yeti hate each other and will immediately attack if they come within 150 ft. of each other.

Languages: Satori speak Yeti (which they call Satori) and Common.

Physical description: Satori are difficult to distinguish between the debased yeti that descend from them. They are taller and more muscular, with longer arms. They favor purple and green eye colors over the pale blue of their degenerated offspring.

Variants: Although most commonly encountered in high mountains or in high plateaus, some satori live in low mountains provided there is significant tree cover. The lowland-dwelling satori have lost their white hair and have hair that varies in color from dark brown to a tawny auburn.

SERPENTIAN

SIZE: Medium or Large
MOVE: 120 ft. or 90 ft.
ARMOR CLASS: 4 or 2
HIT DICE: 3-6
ATTACKS: 1 or 2
DAMAGE: See below
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Immune to poison
MAGIC RESISTANCE: 10%
RARITY: Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 70%
TREASURE: In Lair: 1-6k cp (20%), 1-4k sp (30%), 1-2k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Highly to genius
ALIGNMENT: Chaotic evil



LEVEL/X.P.: 3 / 125 + 2/hp (Lowblood)
 4 / 175 + 3/hp (Highblood)
 5 / 355 + 6/hp (Chosen)

General information: Serpentians are all that remain of the ancient race of serpent people who once ruled the world. They worship ancient gods of madness and chaos and regard all serpents and snakes as the highest form of life. There are three types of serpentian: low-blooded, high-blooded, and the chosen.

Serpentians with snake bodies move at 90 ft. while bipedal serpentians move at 120 ft. Those with human heads can cast the following spells once per day: *cause fear*, *darkness 15 ft. radius*, *neutralize poison*, *snake charm*, *suggestion*.

The weaponry of serpentians that can use weapons is shown typically below:

Short sword (1-6) & spear (1-6)	25%
Battleaxe (1-8) & spear (1-6)	15%
Short sword (1-6) & shortbow (1-6)	15%
Bardiche (1-8) & sling (1-4)	25%
Two-handed sword (1-10)	20%

Serpentians worship the ancient snake god Apep. Serpentine shamans can rise to the 7th level in clerical ability and can *detect good* at will.

Languages: Serpentians speak their own language as well as any language of snakes or snake-like creatures. Those with human heads speak Common and their alignment tongue.

Physical description: See variants below.

Variants: Lowbloods are serpentians that have the least in common with their ancient fathers. They bare only slight serpentine differences from a normal human, such as a forked tongue, a general serpentine look about them, or scaly feet, hands or neck. They are the weakest of serpentians (having only 3 hit dice) and can easily pass as human 90% of the time.

Highblood have 5 hit dice. Halfbloods share one of four distinctive traits of their namesake. Determine their appearance on the below table.

- 1 = No legs, torso turns into a 15-foot-long tail. This highblood is large-sized and can constrict for 1-4 damage.
- 2 = Snake head. This highblood bites for 1-10 damage.
- 3 = Body covered by strong scales. This highblood has AC 2.
- 4 = Arms are snakes. This highblood has two attacks dealing 1-6 damage.

Chosen serpentians are the toughest (6 hit dice, AC 2) and strongest (large-sized) of their race. They are either fully giant-snakelike (two attacks, bite 1-10 and constrict 2-8) or possess only a human head, much like a naga.

SHADOW WEIRD

SIZE: Large (10 ft. + long)
 MOVE: 120 ft.
 ARMOR CLASS: 4
 HIT DICE: 4+4
 ATTACKS: 1
 DAMAGE: None
 SPECIAL ATTACKS: Shadow displacement
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1-3
 LAIR PROBABILITY: 50%
 TREASURE: In Lair: 1-4k cp (25%), 1-6k sp (20%), 1-2k ep (25%), 2-12k gp (70%), 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%)
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 5 / 415 + 4/hp

General information: The shadow weird is a snake-like life form native to the demiplane of shadow. They are summoned from that plane to act as guardians, bringing some of their demiplane with them in the form of four shadow pools—any light sources within 20 feet of a shadow weird's shadow pool are reduced in effectiveness by 25%.

Shadow weirds form out of one of their pools after two rounds and strike as 8 HD creatures. Any creature hit is dragged into the shadow pool unless it saves against paralyzation. A creature dragged into a shadow pool travels into the demiplane of shadows where it loses one point of Constitution per round until death. It may be able to "swim" back out of the pool based upon Intelligence on the following table (one chance per round):

Intelligence of Creature	Chance to Escape
under 3	1 in 20
3 to 5	1 in 12
6 to 8	1 in 10
9 to 11	1 in 8
12 to 14	1 in 6
15 to 17	1 in 4
18 and up	2 in 4

After dragging a victim into a shadow pool a shadow weird relocates itself to another one of its pools. Its pools are non-contiguous on the shadow demiplane and creatures dragged into a pool are trapped and

entirely alone. A shadow weird can only drag in 3 victims before it ceases attacking—ensuring that at least one of its pools remains empty of “visitors” and it safe from attack from the demiplane of shadow. Once one of its victims perishes, it returns to feed.

Shadow weirds suffer 1 point of damage from sharp weapons and 2 points from blunt weapons. Magical weapons deal full damage. When a shadow weird is “killed” it dissipates into one of its pools to reform in 2-12 rounds. Cold and fire do half damage. A *light* spell dissipates it immediately, while a *continual light* permanently kills a shadow weird.

Shadow weirds constantly hiss, even when resting in their pools, providing the wary some warning that danger is nearby.

Physical description: Shadow weirds look like long shadow-stuff constrictor snakes.

SKELETON, FUNGAL

SIZE: Medium
MOVE: 60 ft.
ARMOR CLASS: 7 (or by armor)
HIT DICE: 2
ATTACKS: 1

DAMAGE: 1-6 + special
SPECIAL ATTACKS: Fungal poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 0%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 40 + 1/hp

General information: Fungal skeletons are the remains of long-dead victims of the creeping peril (See Appendix A: Additional Material). Fungal skeletons differ from normal skeletons in that the colony that controls the body can tap into the victim's mind when he or she died. In most cases this means one or two memories might remain (readable using *ESP* or other mind-reading spells), but in the case of spellcasters one 1st or 2nd level spell (randomly determined) will remain. Such spells are always released at the first opportunity when in combat, and when discharged function as though cast by a living magic user. Fungal skeletons can only infect their opponents if they hit an opponent with their claws; an attack with a weapon will not cause an infection. Fungal skeletons can be turned as ghouls. Anyone killed by a fungal skeleton will rise as a fungal zombie (see below) in 1-4 days.



Physical description: Fungal skeletons are covered with extensive yellow, spongy growths, and spores drift off of them constantly.

Variants: The more powerful initial variant, the fungal zombie, is created once a person dies from the creeping peril. These creatures are identical to fungal skeletons, but have 3 Hit Dice and are turned as wights. The fungus slowly consumes the flesh of the zombies, and turns them into fungal skeletons in about two months. They are worth 65+2/hp experience points.

SNAKE, GIANT TRANSLUCENT

SIZE: Large (50 ft. long)
MOVE: 60 ft.
ARMOR CLASS: 5
HIT DICE: 9
ATTACKS: 2
DAMAGE: 1-6, 3-18
SPECIAL ATTACKS: Constriction, surprise 1-4
SPECIAL DEFENSES: Translucent
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 0%
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1,300 + 12/hp

General information: These monstrous constrictor snakes are found in marshy jungles and swamps, where the water helps bear their great weight (3,000 lbs). They are sometimes taken as pets/guards by the translucent cannibal people of their native lands who treat them as living emblems of the great God of Snakes and Wisdom.

Giant translucent snakes are 80% likely to be invisible in the dark and they have a 25% chance of remaining unseen when unmoving in lighted conditions. Because of this, they surprise on a 1-4.

Physical description: Giant translucent snakes are entirely translucent, except for their bones, which tend towards a gray color. They are often mistaken for animated skeletons of a giant snake, and many a cleric attempting a turning has found out just how wrong such an assumption is.

Variants: Some giant translucent snakes have bones that are becoming translucent, resulting in a 95% chance of being invisible at night and a 50% chance of being unseen while unmoving in light.

SORDAG

SIZE: Small (2 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 6
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 10%
RARITY: Rare
NO. ENCOUNTERED: 20-200
LAIR PROBABILITY: 20%
TREASURE: In Lair: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%)
INTELLIGENCE: None
ALIGNMENT: Neutral evil
LEVEL/X.P.: 2 / 55 + 1/hp



General information: Sordag dwell in foetid swamps and marshes, often where ancient civilizations once reigned. They are aggressive faeries with little sense of self-preservation. They attack first from a distance, using their tiny, poison-coated blowguns if they have them (50% chance), and then close when their targets are reeling from the effects. Sordag live in large groups, posing a significant danger to the lazy or unwary.

If more than 40 sordag are encountered, they will be led by lieutenant (HD 1+1, AC 5) who can use *improved phantasmal force* at will. If encountered in their lair, they will be led by a chieftain (HD 2+1, AC 4) who can use *spectral force* and *cure light wounds* at will.

Sordag have three different poisons they apply to their blowgun darts. Those who fail to save against the drowsy poison are subject to a -2 penalty on all actions and a 10 ft. reduction in movement. Those who fail to save against the hallucination poison suffer vivid hallucinations (10% chance to act normally, 45% chance to wander away for 1 round, 45% chance to stand confused for 1 round) for the next turn, and those who fail to save against the burning poison suffer 2-5 HP of damage.

Sordag continually move silently and have a 75% chance of hiding in shadows.

Physical description: Sordag are small wild faeries with round heads and sharpened teeth. They have dark gray to dark green skin and wild white hair or of a color similar to their skin.



SPIDER, CRYSTALLINE

SIZE: Medium (6 ft. wide)
MOVE: 150 ft.
ARMOR CLASS: 4
HIT DICE: 5+5
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Poison, crystal webs
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: None
TREASURE: See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 400 + 6/hp

General information: Crystalline spiders are native to the quasi-elemental plane of Mineral. They are hunting spiders, but can throw their webs out to 40 ft. Those hit by a thrown web find it immediately hardens into a crystalline substance that is unbreakable to those of less than 18 Strength. Those of 18 Strength or greater can free themselves after two rounds. The webs soften in 2-5 turns, allowing all to escape.

The poison of a crystalline spider turns the victim into crystal over a period of three rounds. To eat, the crystalline spider regurgitates a strong acid that turns the crystal into slurp-able goo.

Physical description: Crystalline spiders are spiders made entirely from gem-like minerals from their native plane. When killed, there is a 10% chance that some of the minerals will remain, resulting 2-8 gems worth 50 or 100 gp each.

SPIDER, SHADOW

SIZE: Small (1.5 ft. wide)
MOVE: 60 ft., in web 150 ft.
ARMOR CLASS: 7
HIT DICE: 1-7 hit points
ATTACKS: 1
DAMAGE: 1
SPECIAL ATTACKS: Poison, shadow wrap
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Common
NO. ENCOUNTERED: 5-20
LAIR PROBABILITY: 75%
TREASURE: In Lair: 3-24 cp, 3-18 sp, 2-12 ep, 2-8 gp, 1-6 pp, 1-4 gems (50%)
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 1 / 11 + 1/hp



General information: Shadow spiders spontaneously appear among normal spiders that live in areas of complete, or near complete, darkness. They eventually populate an area, establishing a lair if circumstances favor. They are 50% unable to be seen in shadowy environments: and when seen, it is typically their eyes that give them away.

Shadow spiders attack by jumping upon an opponent, quickly biting with envenomed fangs (save vs poison or have movement reduced by 20 ft. per cumulative failed save), and then jumping away. Any creature rendered immobile (movement 0 ft.) finds itself quickly enrobed in shadow webs, webs which transform the victim into a shadow in 1-4 rounds, which the shadow spiders then feed upon.

As can be imagined, shadows fear shadow spiders (as much as undead can fear anything) and retreat before them, for they are affected by their shadow poison which kills upon a failed save.

Physical description: Shadow spiders are about half the size of a large spider. They are composed of a mix of material and shadow stuff. They have dull white or ivory eyes.

SPRITE, GRASS

SIZE: Small (1-3 ft. tall)
 MOVE: 60 ft., flying 150 ft. (AA: level V)
 ARMOR CLASS: 5
 HIT DICE: 1+1, 1+3, 1+6
 ATTACKS: 1
 DAMAGE: 1, 1-2, or 1-3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 50%
 RARITY: Uncommon
 NO. ENCOUNTERED: 30-300

LAIR PROBABILITY: 25%
 TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
 INTELLIGENCE: Low
 ALIGNMENT: Neutral good
 LEVEL/X.P.: 2 / 50 + 1/hp

General information: Grass sprites are the most common of sprites and regardless their physical appearance, all grass sprites have the same abilities, although there are three differing levels of durability. They arm themselves with pointed bits of wood appropriate to their size. They spend most of their time sunning, and in winter they burrow into the earth to rest until spring.

When standing still, grass sprites are indistinguishable from normal grass to all but druids. They can burrow into the soil to a depth of 8 feet to hide from surface dangers. When burrowed they look like roots of the grass they're attuned to. They store their treasure in neatly organized piles in pockets under the earth at roughly that depth.

Grass sprites have the following spell-like powers, usable at will, one at a time, at the 6th level of ability: *entangle*, *invisibility*, *speak with plants*. Once per day they can *summon insects*. They possess infravision to 120 feet and are only surprised on a 1 in 6. They move silently through grass.

Languages: Leaf sprites speak Sprite and Elven.

Physical description: Grass sprites come in a dazzling variety of shapes, as many of the different types of grasses they're attuned with.

SPRITE, LEAF

SIZE: Small (1 ft. tall)
 MOVE: 60 ft., flying 150 ft. (AA: level V)
 ARMOR CLASS: 5
 HIT DICE: 1
 ATTACKS: 1
 DAMAGE: 1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 10%
 RARITY: Rare
 NO. ENCOUNTERED: 10-100
 LAIR PROBABILITY: 25%
 TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
 INTELLIGENCE: Average
 ALIGNMENT: Neutral (varies)
 LEVEL/X.P.: 3 / 90 + 1/hp

General information: Leaf sprites are capricious faeries of the forest. They are generally shy and avoid contact with larger creatures, but their varying natures sometimes get the better of them, and they're responsible for the ill reputation of some forests. Their abilities vary by season, but some abilities they possess the entire year. They have the following spell like powers which they can employ at will, one at a time and one per round (at 6th level): *audible glamor*, *change self*, *phantasmal force*, and *invisibility*.

During spring, leaf sprites are light green and chaotic neutral. During this period they are quite mischievous and less shy than at other times. During spring they can attack with a *color spray* twice per day. During summer, they are emerald green and lawful neutral. Summer leaf sprites are the most-reliable and those who wish to entreat with them would do best at such times. During summer they can attack with *heat metal* or *warp wood*. During autumn, leaf sprites are red and yellow and neutral evil. During this period they should be avoided as they enjoy cruel tricks and even the flesh of dwarves and gnomes. During fall they can attack with *burning hands*.

Leaf sprites sleep throughout winter, during a pure white color. They bury themselves a few feet into the earth and encase themselves in a cocoon-like structure woven from their spittle. They cannot be woken during this period. Between each season, there's a week where leaf sprites transition between forms. During this period they are true neutral and possess all the abilities of the season they are leaving and the one to which they are arriving.

Leaf sprites live in large groups and hide their accumulated treasure under the roots of large trees.

Languages: Leaf sprites speak Sprite, Pixie, and Elven.

Physical description: During spring, leaf sprites are light green and chaotic neutral. During summer they are emerald green and lawful neutral. During fall they are red and yellow and neutral evil. They sleep during winter and are pure white for the season.

SQUATGRUNK

SIZE: Small (4 ft. tall)
 MOVE: 60 ft.
 ARMOR CLASS: 6
 HIT DICE: 2+2
 ATTACKS: 2
 DAMAGE: By weapon
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: +6 to saving throws
 MAGIC RESISTANCE: None
 RARITY: Uncommon
 NO. ENCOUNTERED: 1, 5, 11, or 100-200
 LAIR PROBABILITY: 35%
 TREASURE: Individuals: 3-18 sp , 2-8 gp. In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%), 2-8 potions (40%)
 INTELLIGENCE: Low to average
 ALIGNMENT: Lawful evil
 LEVEL/X.P.:
 2+2 HD: 3 / 80 + 2/hp (squatgrunk)
 3+3 HD: 4 / 205 + 3/hp (kersant)
 4+4 HD: 5 / 280 + 4/hp (vanrik)
 5+5 HD: 5 / 490 + 6/hp (kapen)
 6+6 HD: 6 / 685 + 8/hp (kenral)

General information: Squatgrunk are a rarely encountered humanoid race of the under earth. They are lawful evil in nature, but favor the lawful side more than the evil side: they are a rigidly hierarchical and organized people. Squatgrunk occasionally work with duergar when their aims are not in opposition.

They are typically encountered in small bands of 5 led by a kersant (sergeant). Squatgrunk employ only cesti (3-6 damage) for melee combat and darts (1-3 damage) for missile combat. The average squatgrunk carries 6 darts upon their person, loosing all six during a single melee round before closing for melee.

The squatgrunk hierarchy:

No. Enc.	Composition
1 (60%)	Squatgrunk
5 (30 %)	4 squatgrunk, 1 kersant
11 (10%)	8 squatgrunk, 2 kersant, 1 vanrik
In Lair	As above, plus 2 kapen, and 1 kenral



All exceptional squatgrunk have average Intelligence. Kersant (sergeants) have 3+3 HD, AC 5, and cast as 3rd-level clerics. Vanrik (lieutenants) have 4+4 HD, AC 4, +1 damage, and cast as 4th-level clerics. Kapen (captains) have 5+5 HD, AC 3, +2 damage, and cast as 5th-level clerics. Kenral (generals) have 6+6 HD, AC 2, +4 damage, and cast as 6th-level clerics.

Squatgrunk are mostly female, with only 1 in every 10 being male. They rarely reproduce successfully. When encountered in their lair, there will be an additional 10% of the population of children. When defending their children, squatgrunk gain +2 to hit and to damage, and can fight down to -5 hit points before dying.

Squatgrunk are immune to psionics. Because of their thick plate-like skin they take half damage from fire.

Languages: Squatgrunk speak their own language, as well as Duergar.

Physical description: Squatgrunk are primitive bipedal humanoids roughly as wide as they are tall. They have gray skin that's as tough as a rhinoceros's are remarkably strong. Their heads are about half the width of their body, with sloped foreheads and heavy brow ridges. They have small pure-black eyes and a small mouth filled with several dozen square black teeth. The hair that covers their body in random tufts is wiry and green.

SQUIDHEAD

SIZE: Small (3 ft. wide)
 MOVE: 90 ft. through any fluid (including air)
 ARMOR CLASS: 5
 HIT DICE: 6+1
 ATTACKS: 1 + 1-4
 DAMAGE: 2-8 + 1-4 poison attacks
 SPECIAL ATTACKS: Poison, blinding flash
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: None
 RARITY: Very Rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 100%
 TREASURE: None
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 5 / 465 + 8/hp

General information: A product of some twisted corner of the lowest planes, the squidhead is an attack dog for more powerful and evil creatures. Nevertheless, it occasionally gets summoned to this plane for whatever reason and is a deadly creature.

When first encountered, the creature's eye sockets will emit a green flash of light blinding all characters



facing it for 1-3 rounds unless a successful save vs. rods, staves, wands is made. After the flash, the squidhead will rush through the air to bite an opponent for 2-8 HP damage before detaching and trying again. Any bite suffered by a target will be sufficient enough to ensure further bleeding for 1-4 HP over the next 1-6 rounds unless staunched. Additionally, any target thus bitten stands a 2 in 6 chance of contracting a wasting disease. The disease will rob the target of 1-6 HP per day until removed with a *cure disease* spell. Up to four of the many tentacles of the squidhead are capable of injecting a sharp poison forcing the target to save vs. poison or begin retching for 1-3 hours. Affected PCs will be able to do little but walk and cannot defend themselves.

Physical description: The squidhead appears as a human or orc skull with rotting flesh still intact and with many two-foot-long squid tentacles underneath. The tentacles give the creature the ability to swiftly move through any fluid (including air).

SQUID, ICE

SIZE: Large (30 ft. long)
 MOVE: Swimming 120 ft.
 ARMOR CLASS: 4
 HIT DICE: 6
 ATTACKS: 9
 DAMAGE: 1-4 +1 (x 8), 3-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1

LAIR PROBABILITY: 50%
TREASURE: In Lair: 2-8k gp (40%), 1,000-6,000k pp (50%),
4-32 gems (55%), 1-12 jewelry (45%)
INTELLIGENCE: Semi
ALIGNMENT: Neutral evil
LEVEL/X.P.: 5 / 415 + 6/hp

General information: Ice squid are voracious feeders and will attack almost any creature they happen upon. They often lurk just below the surface of ice-fields, remaining motionless amidst floating ice and slush until unwary seal-hunters, fishermen or whalers come into range. Then, in an eruption of primal violence, the ice squid strikes by dragging victims into the icy depths. Each tentacle does 1-4 points of damage plus 1 point of cold on the first melee round it hits, and thereafter it constricts the opponent for 2-8 points of damage and an additional 1 point of cold each melee round. The beast can strike up to 20 feet away. The beak bites for 3-12 hit points of damage.

A creature grabbed by an ice squid is 25% likely to have both upper limbs pinned, 50% likely to have one pinned, and 25% likely to have both free. If both arms are pinned, the victim is unable to attack; if one is pinned the victim can attack at -3. Only one tentacle will strike creatures of man-sized or smaller at any one time. An ice squid's tentacle takes 6 hit points before being severed.

If 4 or more of an ice squid's arms are severed or it has otherwise lost more than half its hit points, or if it takes more than 10 hp of damage from a fire-based attack, the creature is 80% likely to squirt out a cloud of crystallized black ink 20 feet high and 4 feet long, and jet backward to escape. The ink cloud completely obscures all vision within it, and causes 2-8 hit points of cold damage.

In their natural, arctic environment ice squids are lethargic and spend much of their time in a state of near-hibernation, their body functions slowed to a near stop. Only when they sense prey do they come alert, emerging from their torpor as fierce killing machines. Anything that moves can be considered a meal; seals, sharks, and humanoids are all eagerly consumed. Frost giants consider ice squids a particular delicacy, and will pay as much as 500 gp for an average-sized corpse.

Though unusual, when food is scarce ice squid may venture into more temperate waters. These desperate creatures are even more bloodthirsty than normal, since they must feed more frequently to sustain a metabolism that speeds up with the rise in water temperatures.

Physical description: Ice squids are bone-white, their bodies and ten lashing tentacles encased in a film of ice. Beneath the mass of tentacles, a vicious beak-like

mouth snaps hungrily in anticipation of its next meal. They are strange amalgams of flesh and ice. Internal organs are protected by frozen flesh encased in a thick layer of ice.

SQUONK

SIZE: Small (3 ft. tall)
MOVE: 120 ft., swimming 90 ft.
ARMOR CLASS: 6
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Liquefaction
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 1 / 15 + 1/hp

General information: Squonks are originally native to the Elemental Plane of Water, but have adapted well to the Material Plane and now can only rarely be found on their home plane. Although adapted they show a definite dissatisfaction with their current appearance, constantly crying about how ugly they are. They are solitary creatures.

Squonks can turn into liquid whenever they desire, making them extremely hard to capture. The tears they constantly shed increase the potency of any spell scroll ink, resulting in a spell that is 10-50% more effective than normal.

Physical description: This strange creature has a pig-like body with dog-like legs. It is covered in wrinkly, ill-fitting skin coated with short brown fur. It has big elephant-like ears and it constantly cries tears of shame due its warty, blemished appearance.



STEED OF CHAOS

SIZE: Large (8 ft. long)
MOVE: 240 ft. (through any medium)
ARMOR CLASS: 7
HIT DICE: 5
ATTACKS: 2 or 1
DAMAGE: 1-8, 1-8, or 1-6 + strangulation
SPECIAL ATTACKS: Strangulation
SPECIAL DEFENSES: Stability
MAGIC RESISTANCE: 20%
RARITY: Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: High
ALIGNMENT: Chaotic neutral
LEVEL/X.P.: 5 / 370 + 4/hp

General information: Steeds of chaos are ridden by powerful chaotic beings. They attack with two hooves or with by launching one of their face tentacles to strangle a target. On a hit, the tentacle has wrapped around the neck of the victim and the victim will asphyxiate in three rounds unless the tentacle is removed, requiring a successful bend bars attempt or 20 hit points of damage (AC 9). Steeds of chaos can launch up to four tentacles, which regrow at the rate of one per day.

Steeds of chaos radiate a stability aura that allows them and their riders to travel through all mediums as if they were travelling on the ground. This allows them to "swim" or "burrow" at speed. A side effect of this is that any area attacks, magical or non-magical, deals 1 less point per die upon them.



Hershey

Steeds of chaos have infravision to 120 ft. They can travel to the Ethereal Plane and the Astral Plane at will. They regenerate 1 hp per turn.

Languages: Steeds of chaos can telepathically communicate with any creature within 120 ft.

Physical description: Steeds of chaos are of similar build and composition to a light horse. However, they have six to twelve eyes and a mass of tentacles where their mouth should be.

STUHAC

SIZE: Large (8 ft. tall)
MOVE: 120 ft., climbing 120 ft.
ARMOR CLASS: 7
HIT DICE: 6
ATTACKS: 2
DAMAGE: 1-10, 1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 35%
TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 5 / 320 + 6/hp

General information: Stuhac are evil creatures that live in high mountains and steep barren places. They spend much of their time clinging onto the sides of mountains hunting mountain goats. They lair in caves that are almost absolutely inaccessible to non-flying creatures and gather impressive amounts of treasure over their 300+ year lives.

Stuhac attack twice per round, either upon one opponent (gaining a +2 to hit) or upon two opponents. If wounded below 50% of hit points, Stuhac attempt to rip a leg muscle from a creature, succeeding if it makes two hits upon the same target. They then run away to consume the looted muscle, gaining 2-20 hit points in the process: the victim of the ripping moves at half speed until fully healed of damage. If a stuhac fails to steal a muscle on the next round after falling below 50% of hit points, it retreats from combat.

Languages: Stuhac speak Troll and Ogre.

Physical description: Stuhac are tall, lanky humanoids lacking skin: all their muscle and tendons are on full display. They have bifurcated arms below the elbows, resulting in two lower arms and hands per limb.

SVART ALFAR

SIZE: Small (4 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 3
HIT DICE: 4 or more
ATTACKS: 1 or more
DAMAGE: by weapon +1
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Save at 4 levels higher
MAGIC RESISTANCE: As above
RARITY: Very rare
NO. ENCOUNTERED: 2-40
LAIR PROBABILITY: 80%
TREASURE: 10-40k gp (50%), 100-2,000 pp (50%), 5-20
gems (30%), 1-10 jewelry (25%), any 4 magic items
+ 1 scroll (15%)
INTELLIGENCE: Above average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 2 / 60 + 4/HP

General information: The svart alfar are a rare race of evil dwarves, similar in some respects to duergar or derro. They are sometimes servants and worshippers of Sorana, Goddess of Death, hence their presence in places of conflict. They are extremely rare and much hated by their common kindred, many of whom do not even believe in their existence.

Most svart alfar are powerful warriors (level 4 or better), though some are spell-casters, as well. Magic-users and illusionists are more common than clerics. Like normal dwarves, they are resistant to magic and poison and save at 4 levels higher for each. They have standard infravision, as well.



Languages: Svart alfar speak the Frost Tongue, Common, and Dwarven.

Physical description: Svart alfar resemble normal dwarves, with hair most commonly being black. They do have an evil look about them, largely in their expressions. This can be hidden for a time, and they enjoy deceiving others into thinking they are normal dwarves in this manner.



TERPLIP - THREE-LEGGED CROW - TIKBALANG - TROLL, BLACK - TROLL, NORTHERN

TERPLIP

SIZE: Small (1-4 ft. tall)
MOVE: 90 ft., 150 ft. swimming
ARMOR CLASS: 5
HIT DICE: 1-4
ATTACKS: 1
DAMAGE: 1 & 2 HD = 1-6
3 & 4 HD = 2-12
SPECIAL ATTACKS: Cavitation
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 12-144
LAIR PROBABILITY: 40%
TREASURE: In Lair: 1-6k sp (30%), 1-2k ep (25%), 1-4
gems (50%)
INTELLIGENCE: Low

ALIGNMENT: Neutral

LEVEL/X.P.:

1HD = 1 / 15 + 1/hp
2HD = 2 / 40 + 1/hp
3HD = 3 / 65 + 2/hp
4HD = 3 / 105 + 3/hp

General information: Intelligent humanoid mantis shrimp, terflip are a rare and elusive race. They occupy uninhabited shorelines far from civilization and are equally at home on land as in water, but they must periodically return to the sea at least once a week to maintain their carapace integrity. Every additional week spent out of the water lowers the AC of a terflip by 1.

Terflip have mantis-like raptorial arms that end in large club-like masses. Just over the clubs are two

semi-opposable feelers that allow a modicum of digital dexterity. The clubs at the end of their raptorial arms hit with fearsome speed that cavitations occur when used under water. Any submerged creature targeted by a terflip's clubs suffers 1-6 hp of damage from cavitation, even if the terflip misses its attack. Because of the speed of their attacks, terflip attack as monsters possessing 2 HD more than their own.

Terflip have two social orders: warriors and priests. The priests pray to local gigantic fauna, such as giant crabs or lobsters, and provide the giant creatures with a steady supply of food. This creates a symbiotic relationship wherein terflip will not be attacked by these larger predators. Terflip priests gain no spells.

Languages: Terflip can speak humanoid languages, but with a strange accent.

Physical description: Terflip possess a partial carapace around their head and thorax. They have two prominent arms, folded as a praying mantis, in front of their erect bodies. They have six legs and are often very colorful, appearing in a number of bright, prismatic shades.

THREE-LEGGED CROW

SIZE: Small (2 ft. tall)
MOVE: 60 ft., flying 680 ft. (AA: level V)
ARMOR CLASS: -10
HIT DICE: 10
ATTACKS: 1
DAMAGE: 4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Supra-genius
ALIGNMENT: Chaotic good
LEVEL/X.P.: 9 / 8,500 + 13/hp

General information: Three-legged crows are powerful spirits of good. As they never directly communicate, they are often rather inscrutable. As best sages can tell, they function as independent servants of the goals of the gods of Good, but not even the gods seem to have them under control.

Three-legged crows are never seen by creatures they don't wish to be seen by. Merely seeing one provides all good creatures a +1 bonus to all rolls for the next month, and all experience earned is increased by +10%. They have the abilities of 20th-level clerics and use their magics to help Good and hinder Evil.

Three-legged crows cannot be affected by spells or spell-like effects unless they wish to be. Even spells of the gods have only a 10% chance of affecting a three-legged crow, and they are still allowed appropriate saves. They can only be hit by +3 weapons or better. They are immune to psionics.

Languages: Three-legged crows do not speak, but they do possess ESP and understand the languages of all creatures.

Physical description: Three-legged crows are just that: crows with three legs. They are larger than the average crow, but not by much. Their feathers have a slight golden glow under direct sunlight.

TIKBALANG

SIZE: Large (18 ft. tall)
MOVE: 150 ft.
ARMOR CLASS: 3
HIT DICE: 8
ATTACKS: 2
DAMAGE: 2-12, 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1 or 1-4
LAIR PROBABILITY: 15%
TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
INTELLIGENCE: High
ALIGNMENT: Neutral evil
LEVEL/X.P.: 7 / 1,850 + 10/hp



General information: Tikbalang are evil creatures native to rainforests, swamps, and mountains. They are territorial creatures that use their abilities to mislead travelers, sending them out of their claimed lands or into dangerous situations before attacking.

They can use the following spell-like abilities at will, once per round, one at a time at the 8th level of ability: *invisibility*, *spectral force*, *polymorph self*, and *telekinesis* (2,000 gp). Once per day they can use *wall of ice*.

Tikbalang can be subdued much like a dragon: the intent to subdue must be announced and each attack afterward does non-lethal damage. At the end of every round percentile dice are rolled and if the result is less than the percentage of remaining hit point compared with maximum hit points the tikbalang is subdued. Tikbalang are less cravenly than dragons and have a +20% on their roll. The value of a subdued Tikbalang is 100 gp per hit point, and it will serve faithfully for one year. After that, there is a 1% cumulative chance per day the tikbalang shakes off its subdual and leaves.

Tikbalang can see in darkness, even magical darkness. They are immune to cold and poison.

Languages: Tikbalang speak their own language, as well as Troll, Hill Giant, and Ogre.

Physical description: Tikbalang are thin, giant bipeds with a horse's head and legs. Their legs are so long their knees are at head height when they squat. They have long, powerful, claw-tipped hands.

TROLL, BLACK

SIZE: Large (10+ ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 2
HIT DICE: 7+10
ATTACKS: 3
DAMAGE: 7-14, 1-14, 2-12
SPECIAL ATTACKS: Hurl rocks (1-10), spells
SPECIAL DEFENSES: Hit only by magic, regeneration, demon resistances
MAGIC RESISTANCE: 30%
RARITY: Uncommon in the Abyss, very rare elsewhere
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 40%
TREASURE: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 7 / 2,600 + 10/hp

General information: Black trolls dwell on some of the layers of the Abyss and are believed to be descendants of normal trolls who were changed by demonic forces. Black trolls are as strong as an ogre and can, in addition to their claw/claw/bite attacks, hurl rocks up to 180 feet for 1-10 hp damage each.

Like other trolls, they regenerate 3 hp per round and can reattach severed limbs. Black trolls are also known as demon trolls. Rangers, dwarves, and gnomes receive the same attack and defense bonuses against black trolls as they receive against normal trolls or giant-size monsters.

The most powerful attack a black troll has is a 6-36 bolt of *chain lightning* (usable three times daily). A black troll can produce such a bolt up to 70-feet-long. Black trolls sometimes use this attack during hand-to-hand combat because of their natural resistance to electrical attacks.

Black trolls can also perform the following spell-like abilities at will: *darkness 10-foot-radius*, *pyrotechnics*, *telekinesis* (5,000 gp weight), *dispel magic*, and *teleport without error*. Black trolls can also gate in 1-2 normal trolls (40%), 2-5 dretch demons (20%), or another 1-2 black trolls (40%) with a 50% chance.

Languages: Black trolls have acquired the demonic variety of telepathy.

Physical description: Among the largest of all trolls, black trolls have black skin, gleaming green eyes, and crown of small red horns. Unlike most trolls, they are smooth skinned and oddly humanlike in physical appearance and form.

TROLL, NORTHERN

SIZE: Large (8 feet tall)
MOVE: 120 ft.
ARMOR CLASS: 2
HIT DICE: 5+2
ATTACKS: 1
DAMAGE: by weapon +6
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-20
LAIR PROBABILITY: 70%
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 2-8 gems (40%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%), 2-8 potions (40%)
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 4 / 225 + 6/HP

General information: These are not traditional Trolls, but rather a race akin to ogres and/or hill giants. They are typically more intelligent than common trolls or ogres, though this can vary widely, as well. Most have little use for humans, at best seeking to avoid them but more often exhibiting hostility.

Though physically powerful, northern trolls have an intense fear of sunlight, as direct exposure will cause them to turn to stone. They are also extremely frightened of lightning, and magical lightning attacks will almost certainly cause them to break and run (the fear stems from some sort of cultural

memory regarding the god Thor). Northern trolls may be bargained with, and they will occasionally take delight in confounding good-aligned humans.

Languages: Northern trolls speak the Frost Tongue, Common, and either Troll or Ogrish.

Physical description: Northern trolls vary widely in appearance and temperament. While most are misshapen and ugly, others can be nearly human in appearance (albeit large in size). All are quite strong, regardless of size or appearance (similar to an ogre).



UNDEAD RAT, GHOULRAT - UNDEAD RAT, SKELIRAT - UNDEAD RAT, WIGHTRAT - UNDEAD RAT, ZOMBIRAT - UNIHORN JACKEL

UNDEAD RAT, GHOULRAT

SIZE: Small (3 ft. long)
MOVE: 120 ft., 60 ft. swimming
ARMOR CLASS: 7
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Disease (5% per bite), paralyzation (2-8 turns)
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral evil
LEVEL/X.P.: 2 / 40 + 1/hp

General information: Ghoulrats are developed undead from zombirats who managed to slay and eat a man-sized opponent of average intelligence or greater. They add the flesh of the corpse to their own, transforming into a ghoulrat the next day. They are semi-intelligent and fond of group tactics. Their

bite has a chance of causing disease (5%) as well as paralyzing as does ghoul, but only for 2-8 turns. They share the ghoul's immunity to *sleep* and *charm* spells. If they consume 10 man-sized opponent of average intelligence or greater they transform into the final type of undead giant rat, the wightrat.

Physical description: Ghoulrats look like emaciated hairless giant rats with eyes that flash emerald green when exposed to light.

UNDEAD RAT, SKELIRAT

SIZE: Small (3 ft. long)
MOVE: 120 ft.
ARMOR CLASS: 7
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1-3
SPECIAL ATTACKS: Disease (5% per bite)
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 1 / 10 + 1/hp

General information: Skelirats are the animated remains of giant rats. They are mindless, attacking anything that moves. If they manage to kill a large enough animal (roughly the size of a medium-sized dog or larger) they add some of the creature's flesh to their own and transform into a zombirat the next day. They turn as skeletons.

Physical description: Skelirats look like skeletal giant rats.



UNDEAD RAT, WIGHTRAT

SIZE: Small (3 ft. long)
MOVE: 120 ft., 60 ft. swimming.
ARMOR CLASS: 6
HIT DICE: 2+2
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Disease (5% per bite), energy drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 3 / 110 + 2/hp

General information: The final stage of undead rat development, wightrats live only to kill and raise their victims as zombies. The bite of a wightrat has a chance to cause disease, but more fearsomely it may drain an energy level if the victim fails a save against death magic. Any human drained of all life energy rises as a zombie under the control of the wightrat. Wightrats are turned as ghouls, and are immune to *sleep*, *charm*, *hold*, and cold-based attacks.

Physical description: Wightrats look like hairless giant rats with eyes that permanently glow ruby red.

UNDEAD RAT, ZOMBIRAT

SIZE: Small (3 ft. long)
MOVE: 90 ft., 30 ft. swimming
ARMOR CLASS: 7
HIT DICE: 1+2
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Disease (10%)
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 30 + 1/hp

General information: Zombirats are developed undead from skelirats who managed to slay and eat some local animals. Zombirats have a very primitive sort of intelligence (akin to dogs) and are capable of using group tactics against prey. They seek out intelligence flesh to consume to add to their own, transforming into ghoulrats. Just a single human-sized corpse is enough to transform 10 zombirats into ghoulrats. Zombirats turn as zombies.

Physical description: Zombirats look like zombified giant rats.

U-V

UNIHORN JACKAL - VENUS FLYTRAP, GIANT - VINE, WARRIOR

UNIHORN JACKAL

SIZE: Small (4 ft. long)
MOVE: 150 ft.
ARMOR CLASS: 6
HIT DICE: 1+2
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 4-16
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 40 + 1/hp

General information: Packs of unihorn jackals inhabit the drier regions of the world. They are successful scavengers that are unafraid to attack when hungry



enough. They begin combat with a charge that deals 2-8 damage upon a hit.

Physical description: Unihorn jackals are thin long-legged dogs with a single horn protruding from their forehead. They're almost lipless and their back vertebrae protrude through their loose skin

VENUS FLYTRAP, GIANT

SIZE: Large (15' diameter)
MOVE: 0 ft.
ARMOR CLASS: 6
HIT DICE: 9
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Acid
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-10
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 600 + 12/hp

General information: These creatures use scent to draw prey to step up to it and climb into the flowers. There are one to four flowers on each such plant. Anyone within 60' of must save versus poison or feel compelled to come closer to the smell. Those who approach it feel compelled to climb inside as it opens up and allows entry. The leaves then close around them and the person takes 1 point of acid damage per round times his or her armor class (minimum of one) while inside the plant while still seeing no need to exit. After two rounds, equipment needs to make saving throws against acid, with a failure indicating complete destruction.

Physical description: Giant Venus flytraps appear as larger versions of their standard cousins.

VINE, WARRIOR

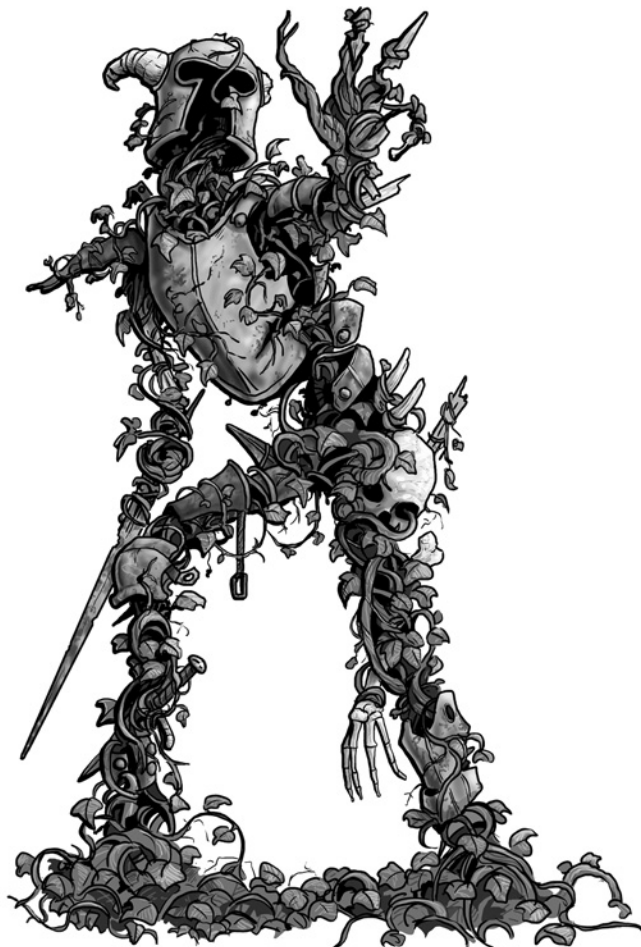
SIZE: Large (20'-60' diameter)
MOVE: 0 ft.
ARMOR CLASS: 6, or by armor worn
HIT DICE: 2, 4, or 6
ATTACKS: 1
DAMAGE: 1-4, or by weapon
SPECIAL ATTACKS: Strangulation
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%

TREASURE: 3-24 cp, 3-18 sp, 2-12 ep, 2-8 gp, 1-6 pp, 1-4 gems (50%), magic weapon or armor (10%)
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 2 HD: 3 / 90 + 1/hp
4 HD: 4 / 175 + 4/hp
6 HD: 5 / 350 + 6/hp

General information: These wild-growing plants are now most often found in defensive fortifications, covering choke points with unwavering vigilance. They are carnivorous, attacking via strangulation. After killing a victim, they can "animate" some of their vines to mimic a creature recently (within a few months) killed. They do this so well that they can even mimic a human in armor, which is the reason for their common name. Warrior vines have 2 HD per every 20' of diameter.

When not mimicking a creature, they attack with a whipping vine dealing 1-4 HP of damage. On a successful hit, strangulation begins if the target fails a save versus death magic. Strangled creatures suffer an automatic 1-6 HP of damage per round and fall unconscious after three rounds. Breaking free requires a successful lift gates check.

Killing a warrior vine is a difficult process. They are immune to damage from blunt and piercing weapons, and if brought to 0 HP, the vine no longer



has the ability to attack, but is still not dead. It will heal at the rate of 1 HP per day, but needs to feed within the first week or else truly perish. Digging up the roots of the central stalk is the only way to kill a warrior vine with certainty.

Over time, warrior vines accumulate accidental treasure, most of which is mundane equipment that quickly becomes useless in the open weather, but

occasionally (10% chance) a magic weapon or suit of armor is found in the mundane accumulation.

Physical description: Warrior vines are nearly indistinguishable from ivy arum. They are creepers that grow from a central stalk out to a 60' radius. They produce silver pods annually, the seeds of which are useful in potion making (particularly *heroism* and *super heroism*).



WASP, SPARK - WEGGEEST - WENDIGO - WORM, CAVE - WORM, FURNACE - WRITHE - WYRM, CRYSTALLINE - WYRM, ENSLAVING - WYRM, KURGAN - WYRM, TYPHON

WASP, SPARK

SIZE: Small (3 ft. wide)
MOVE: 30 ft., flying 180 ft. (AA: level V)
ARMOR CLASS: 5
HIT DICE: 2
ATTACKS: 2
DAMAGE: 1-4, 1-6
SPECIAL ATTACKS: Shocking stinger
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None

ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 50 + 1/hp

General information: Spark wasps are a species of small giant wasp that specializes in hunting water-based food, such as fish, amphibians, and reptiles. Their stingers release a shock of electricity instead of poison, which is quiet effective against their aquatic prey. They can attack with a bite if needed, but rely upon their stingers.

Those hit by a stinger suffer physical (1-4) and electrical (1-6) damage and must save vs spells to avoid a temporary paralyzation of 1-2 rounds. If the target is immersed in water, the damage increases by 1-6 HP and the save is made with a -2 penalty.

Physical description: Spark wasps are a small species of giant wasp. They are blue and yellow in color and have long stingers that can discharge when needed.



WEGGEEST

SIZE: Medium (6 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 7
HIT DICE: 3
ATTACKS: 2
DAMAGE: 2-5, 2-5
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: In Lair: 1-4k cp (25%), 1-3k sp (20%)
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 3 / 140 + 2/hp

General information: Weggeest are spirits of humans killed upon a particular path or road. They haunt their death's location, claiming a mile of the path as their

territory. Those who walk this path during the night will be subjected to tricks and trials, for the weggeest cannot harm any upon its path, but if they step off, it can assume physical shape to eat them.

In ghost form weggeest can use the following spell-like abilities as desired: *invisibility*, *ventriloquism*, *audible glamor*, *phantasmal force*.

In physical form, weggeest attack with their two claws. They are covered in black filth which corrodes non-magical weapons that strike it, reducing them by -1 damage each strike. The black filth is also somewhat fireproof, allowing the weggeest to take only half damage from fire.

Languages: Weggeest speak the languages of any creatures currently upon its claimed path.

Physical description: Weggeest appear as ghosts in their native form. They can transform their ghost self into the shape of any medium-sized or smaller creature desired. In physical form, they are hunched humanoids, covered in black filth that constantly drips from overlarge pores. They have long arms, fingers with an extra joint, and sharp claws.

WENDIGO

SIZE: Large (8 ft. tall)
MOVE: 180 ft.
ARMOR CLASS: 3
HIT DICE: 7
ATTACKS: 2
DAMAGE: 2-5, 2-5
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +4 to saving throws
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral evil
LEVEL/X.P.: 6 / 985 + 8/hp

General information: Wendigo are spirits of hunger and desire. They walk out of the cold lands to afflict local communities with hunger and cannibalism. They feed upon the souls of those consumed by the creatures they curse, and those unfortunates cannot be raised from the dead. Wendigo avoid physical combat, and although only semi-intelligent, are very crafty in their behavior.

The sight of a wendigo causes fear in those with fewer than 6 HD. This fear manifests as paralyzation: the viewer is so terrified they cannot move. Wendigo fear lasts as long as the viewer can see the wendigo

and 2-5 rounds after it passes from sight. Creatures of less than 2HD are not allowed a save against this effect. Creatures with 3-5 HD save at a -1.

The touch of a wendigo causes hunger in those with fewer than 6 HD who fail a save against death magic. The affected immediately cease doing what they're doing to eat: pulling out rations or other foodstuffs instead of engaging in other tasks. The hunger of a wendigo lasts 2-5 rounds.

Those afflicted by a wendigo's hunger attack, have a 25% chance of being *curse*d with cannibalism. The cursed creature begins to obsess about eating other creatures of its species until eventually it can't control itself and attempts to kill to do so. Every week the creature must succeed in a save against death magic or move closer to cannibalistic insanity: four cumulative failed saves brings it on. After satisfying the cannibalistic urge, the creature starts anew, and will only kill again after four cumulative failed saves.

Wendigo are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, *death magic*, and spells that affect the mind. They are turned as ghosts by Good clerics and as vampires by Evil clerics.

Languages: Wendigo appear to speak the native language of whoever hears them, although this is an illusionary effect: creatures immune to illusions cannot hear a wendigo speak. They have ESP.

Physical description: Wendigo are tall, lanky, and emaciated. More detail cannot be provided than that as each individual sees wendigo in a form they find terrifying.

WORM, CAVE

SIZE: Large (3 ft. wide)
MOVE: 30 ft., 10 ft. climbing
ARMOR CLASS: 6
HIT DICE: 3+6
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: Surprise on 1-5
SPECIAL DEFENSES: Regeneration, stone form
MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: 100%
TREASURE: 200-800 gp, 1-4 gems (x2) (50%)
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 135 + 3/hp

General information: Cave worms are ambush predators that live in coiled tubes they create in solid rock. While waiting for prey to wander by, the worms

change themselves into solid stone, fully sealing up their tubes. They then change back to normal form to surprise passing creatures on a 1-5. They regenerate 1 hp/round unless wounded by fire or acid. Gems are occasionally found at the end of their coiled tubes, but sages debate on just what processes are placing them there.

When alive but wounded below 5 hp, cave worms turns into stone for 10-100 hours. During this time they do not regenerate, but they are generally invulnerable to tools not designed to injure stone. Any earth or stone related spell (such as *move earth*, or *stone to flesh*) cast upon a cave worm while in stone form instantly kills it.

Physical description: Cave worms are 20 ft. long blubbery worms with a fearsome toothy maw on their business end.

WORM, FURNACE

SIZE: Large (15+ ft. long)
MOVE: 20 ft., stone burrow 10 ft., soil burrow 20 ft.
ARMOR CLASS: 8
HIT DICE: 8+1
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: None

SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 0%
TREASURE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 175 + 3/hp

General information: Furnace worms are rare and unusual beasts treasured by the dwellers of the under depths. These large worms devour rock and excrete whatever valuable metals existed in their food. This means that a furnace worm eating rock containing gold ore excretes the gold in fine pellets. A furnace worm can consume 20 tons of rock per day as it slowly moves through the earth, leaving behind a valuable trail.

Furnace worms cannot eat or pass through refined metals and avoid them when possible. Furnace worms grow a foot a year until adult size, at which time they grow 1 inch per year. Once they achieve 30 feet in length, they reproduce by separating into 10 individual 3-foot-long baby furnace worms. Furnace worms will attack other furnace worms until one is dead.

Physical description: Furnace worms are long, almost-perfect, giant replicas of the common earthworm



excepting a rather fearsome toothy maw at the front end. They are very warm to the touch (over 120F) and are dark red in color. Furnace worms are very thin; at adult size (15 feet) they are barely 1 foot in diameter.

WRITHE

SIZE: Small
MOVE: 60 ft. flying (AA: level VI)
ARMOR CLASS: 5
HIT DICE: 6+2
ATTACKS: 1
DAMAGE: 4-9 or 1-4 (see below)
SPECIAL ATTACKS: Strangle
SPECIAL DEFENSES: Invisible when still
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-6
LAIR PROBABILITY: 70%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 465 + 8/hp

General information: When still the writhe cannot be seen except through methods of detecting the invisible or if a fine mist or dust is spread through the air; when on the hunt it moves through the air in a strange twisting fashion as if blind. Once within five feet of a target, it will quickly attempt to surround the victim's neck and strangle him.

Once attached, it cannot be pried off as there is nothing physical to grab. Once it makes a successful attack, it will strangle the target for 4-9 HP per round until death. Note that neck protection such as hard armor (but not soft) will protect the victim from damage; soft armor such as leather will reduce damage taken to 1-4 HP per round. The writhe is affected by fire, cold, and electrical attacks; such attacks deal normal damage to both creature and victim. PCs able to become ethereal or astral will find the writhe easy to grab and pull off.

Physical description: The eerie writhe is an anomaly in our dimension; it appears as a subtle twist in the air: perhaps three feet in length and with the circumference of a staff.

WYRM

Wyrm are the progenitors of dragons: before dragonkind rose, wyrms ruled. They ruled until their spawn started to mutate into the forms of the dragons that we know and eventually started spawning themselves. Over millennia, wyrms produced so few offspring and the new dragons grew so numerous that they usurped the wyrms and drove them to

near extinction. The oldest and most powerful of dragons sometimes refer to themselves as "wyrms" to demonstrate their prowess.

Given the nature of their connection, it's not surprising that wyrms and dragons have many similar traits.

Hit Dice: Wyrms use d12 instead of d8 for hit point determination.

Size: Wyrms have four size categories that determine their Hit Dice. To determine a wyrm's size roll a d12: 1-3 = small, 4-9 = average, 10-11 = large, 12 = huge.

Senses: Wyrms see in the night as if it were day. They also have infravision to 120 ft. They have keen senses of smell and hearing allowing them to *detect invisible* or hidden creatures within 10 ft. per age category.

Age: Wyrms pass through 12 stages in their life, gaining prowess with each stage.

1. Hatchling (1 hp/die) – 1-5 years
2. Very Young (2 hp/die) – 6-10 years
3. Young (3 hp/die) – 11-15 years
4. Sub Adult (4 hp/die) – 16-25 years
5. Young Adult (5 hp/die) – 26-100 years
6. Adult (6 hp/die) – 101-300 years
7. Old (7 hp/die) – 301-500 years
8. Very Old (8 hp/die) – 501-1,000 years
9. Ancient (9 hp/die) – 1,001- 2,000 years
10. Very Ancient (10 hp/die) – 2,001-3,000 years
11. Lord (11 hp/die) – 3,001- 5,000 years
12. Tyrant (12 hp/die) – 5,000 + years

Fear: Wyrms may radiate a primal fear if desired. When a wyrm expresses anger by roaring or charging consult the following:

1. 2HD or fewer creatures immediately flee in a panic for 4-24 turns.
2. 3HD creatures must save versus magic or be paralyzed for 2-5 rounds, after which they flee as above. A successful save results in -1 on to hit rolls.
3. 4-6 HD creatures must save versus magic or fight at -1 to their to hit rolls.
4. Each age category over Young provides a -1 penalty to the roll. For example, rolls against an Ancient Wyrms fear are made with a -4 penalty.

Dragon Fear: Dragons particularly fear wyrms. Any non-adult dragon flees before them, and even adult dragons must succeed on a save against fear to confront them. Dragons gain a +1 to these saves per dragon confronting the wyrm. For example, two dragons confronting a wyrm provide a +2 to the roll for each dragon, but a single dragon doesn't get a bonus as it is alone.

Dragon Breath: The breath of a dragon cures a wyrm of 2-8 hit points of damage plus 1 point per age category of dragon. Wyrms originally kept dragons alive for this ability as well as their ability to fly.

Speaking: All wyrms speak Wyrms, the proto-language all draconic languages descend from. It's possible that they could speak other languages, but as of yet no wyrm has demeaned themselves by doing so. Wyrms can be understood (about 75%) by anyone who knows any of the dragon languages.

Sleeping: Dragons inherited their sleepiness from their Wyrms forbearers. Wyrms only sleep in their lair and awaken upon loud noises such as shouting, forcing doors, etc. if the noise is within 120 ft. Sleeping wyrms wake if attacked, and attacks against a sleeping wyrm are made with a +3 bonus.

Spell Use: Wyrms have a base chance of magic use. The chance indicated should be modified by +5% for every age category. So a base chance of 20% would result in a 70% chance of magic use for a Very Ancient wyrm.

Subdual: Wyms cannot be subdued. They are not some cowering, puffed up lizard!

Treasure: Hatchling and Very Young wyrms will have no treasure as they still live with their parent. Young wyrms have a 10% chance for 10% of normal treasure: they still live with their parent but are accumulating their own horde. Sub Adults and Young adults have 50% of the indicated treasure, and Adults to Ancient have 100%. Very Ancient wyrms have 125%, Lords have 200%, and Tyrants have 300%.

Saving Throws: Wyrms gain a +1 bonus to saving throws per age category.

Psionics: Wyms are immune to psionics. Attacking a wyrm psionically causes a feedback loop that does 2-8 hit points of damage, drains 100 points of psionic ability, and stuns for 2-5 rounds.

LEVEL/X.P. Values: GMs will need to determine the level and X.P. values for each individual dragon based upon size (small, average, large, huge) and age category. There are tremendous differences between a small Sub Adult compared to a huge Ancient wyrm!

WYRM, CRYSTALLINE

SIZE: Large (65 ft. long)
MOVE: 180 ft., burrowing 180 ft.
ARMOR CLASS: -5
HIT DICE: 14-17
ATTACKS: 1

DAMAGE: 6-48

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 10%

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 85%

TREASURE: In Lair: (roll for each category twice) 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%)

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic neutral

CHANCE OF:

 Magic Use: 40%

 Sleeping: 60%

LEVEL/X.P.: Varies

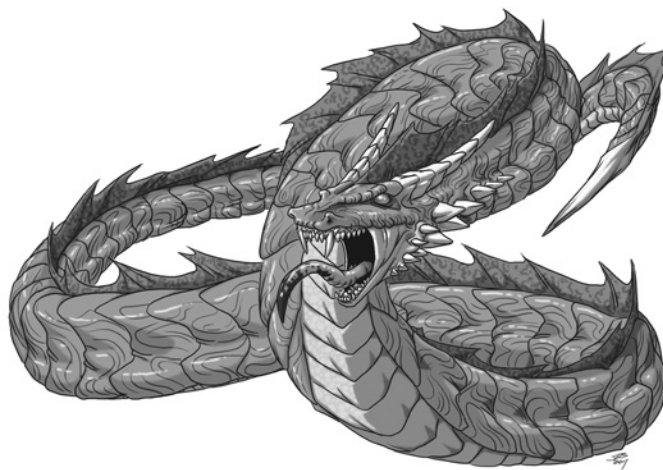
General information: Crystalline wyrms live in dry lands, either mountainous or badlands. They avoid sandy deserts, disliking the feel of moving through sand. They can travel through earth and stone as if didn't exist. They lair in caves in the earth that have but a single connection to the greater world, making them difficult to locate.

Any creature bitten by a crystalline wyrm turns into crystal unless a save versus petrification is made. They are immune to petrification.



Magic-use: Magic-using crystalline wyrms can cast spells of 1st through 9th level. As a Hatchling it can only cast a single 1st level spell, but it gains a new spell of the next level until reaching 9th level at Ancient. At Very Ancient a crystalline wrym casts two spells of each level, as a Lord it casts three spells per level, and as a Tyrant it casts four spells per level.

Physical description: Crystalline wyrms are long snake-like wyrms covered with crystal scales. Large scales can be turned into +3 shields in the hands of the right armorer.



WYRM, ENSLAVING

SIZE: Large (56 ft. long)
 MOVE: 180 ft., swimming 120 ft.
 ARMOR CLASS: -2
 HIT DICE: 12-15
 ATTACKS: 2
 DAMAGE: 4-32, 2-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 5%
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 75%
 TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%), 2-8 potions (40%), 1-4 scrolls (50%)
 INTELLIGENCE: High
 ALIGNMENT: Neutral evil
 CHANCE OF:
 Magic Use: 20%
 Sleeping: 70%
 LEVEL/X.P.: Varies

General information: Enslaving wyrms live in wet lands, either forests or swamps. They avoid grasslands, disliking the feeling of exposure the flat lands give them. They lair in large mounds built out of trees and special enchanted mud. Over time, they harden to an almost stone-like toughness. Many of the levels of their lairs are underwater as they can breathe water.

Enslaving wyrms are one of the few wyrms to associate with the lesser species. They keep large cadres of slaves about. Roughly 100 HD worth of slaves per age category of the enslaving wyrm can be encountered in an enslaving wrym lair. Water breathing species are obviously favored.

Enslaving wyrms attack with a bite as well as a poisonous sting. The stinger can deliver three different poisons (each at -2 to save): paralyzation (2-5 turns), enslavement, or death. The enslavement poison *charms* the victim to obey the commands

of the enslaving wyrm, even if the victim does not speak Wyrms. Enslaved creatures completely obey the desires and command of the wyrm. Victims are allowed another save on the anniversary of their enslavement. This second save is made without modifiers. If the second save fails, the creature is permanently enslaved. A *neutralize poison* and a *dispel magic* is required to free a creature from the enslavement poison.

Enslaving wyrms are immune to poison and mind-affecting magics.

Magic-use: Magic-using enslaving wyrms can cast spells of 1st through 9th level. As a Young wyrm it can only cast a single 1st level spell, but it gains a new spell of the next level until reaching 9th level at Lord. At Tyrant age category an enslaving wrym casts two spells of each level.

Physical description: Enslaving wyrms are long snake-like wyrms covered with green and purple scales. Their tail is tipped with a stinger that can deliver different poisons.

WYRM, KURGAN

SIZE: Large (42 ft. long)
 MOVE: 180 ft., burrowing 120 ft.
 ARMOR CLASS: -1
 HIT DICE: 10-13
 ATTACKS: 3
 DAMAGE: 1-8, 1-8, 3-30
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 20%
 RARITY: Very rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 65%
 TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion +1 scroll (15%)

INTELLIGENCE: Very
ALIGNMENT: Neutral evil
CHANCE OF:
 Magic Use: 10%
 Sleeping: 40%
LEVEL/X.P.: Varies

General information: Kurgan wyrms live in grasslands. They avoid forests (which they cannot burrow under) and deserts, which lack the water sources they need. They lair in large burrows they dig out of the soil.

Kurgan wyrms feed upon anything, but particularly seek out the buried dead, finding them nearly irresistible. Intelligent undead fear kurgan wyrms (as much as undead can fear, that is) for kurgan wyrms deal double damage upon them and the wyrms enjoy the flavor of undead even more than the buried dead.

Kurgan wyrms are immune to poison, death magic, life drain, and cold attacks.

Magic-use: Magic-using kurgan wyrms can cast spells of 1st through 9th level. As a Hatchling it can only cast a single 1st level spell, but it gains a new spell of the next level until reaching 9th level at Ancient. At Very

Ancient a kurgan wrym casts two spells of levels 1st-4th, as a Lord it casts two spells of levels 5th-8th, and as a Tyrant it casts two 9th-level spells..

Physical description: Kurgan wyrms are nearly lizard-like in appearance, with long necks and fairly short limbs. They have a skeletal head, with clipped snout and slaving mouth.

WYRM, TYPHON (equivalent to a lesser god)

SIZE: Large (300 ft. long)
MOVE: Swimming 480 ft.
ARMOR CLASS: -8
HIT DICE: 400 hit points
ATTACKS: 2
DAMAGE: 7-56, 7-56
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 95%
RARITY: Unique
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 65%
TREASURE: In Lair: (roll for each category five times)
 5-30k cp (25%), 1-100k sp (40%), 10-40k ep (40%),
 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems
 (50%), 10-40 jewelry (50%), any 4 magic items + 1
 potion +1 scroll (15%), plus once of the following
 10-80 gems (90%), 5-30 jewelry (80%), 1 of each
 magic item excluding potions and scrolls (70%), 2
 of each magic item excluding potions and scrolls
 (85%)

INTELLIGENCE: Godlike
ALIGNMENT: Neutral evil
CLERIC/DRUID: 20th level in each
MAGIC USER/ILLUSIONIST: 20th level in each
CHANCE OF:

 Magic Use: 100%
 Sleeping: 20%
LEVEL/X.P.: 10 / 100,000 + 35/hp*
S: 25 (+7, +14), I: 23, W: 20, D: 18, C: 25, CH: 23

General information: Typhon, Mother of Wyrms is a a monster capable of challenging the gods themselves. Typhon once roamed the waters of the Multiverse freely, but the gods arrived and eventually they shunt her away to a small corner. She is currently imprisoned in a pocket dimension on the Elemental Plane of Water that the gods have warded against entry, but she can travel to the Material for 2-4 days every decade or so as her bonds weaken. Another confrontation with the gods is imminent...

Typhon can *control weather* as she likes and can smash down one of her mighty necks to create a massive rogue wave (dealing 3-36 points of hull damage and having a 75% chance of capsizing a sailing vessel into splinters) or a tsunami (dealing 6-60 points of siege damage against buildings and 3-300





hit points of damage against non-aquatic creatures within half a mile of any coast).

Typhon as all the abilities of a lesser god, but has few worshippers remaining. Those few that are faithful to her gain permanent *water breathing* as a sign of her blessing. Her imprisonment has made her very angry and she and her followers are constantly seeking for her freedom. Typhon cannot leave the water for any extended period of time, she can muster only 2-5 rounds per hour outside the water.

She can cast any cleric, druid, magic user, or illusionist spell once per round, at will, at the 20th level of ability. The gods' decision to imprison her instead of kill her has resulted in a strange situation: she cannot be truly killed except in her prison, which none can enter. If she escapes and is killed, she is simply re-imprisoned. The X.P. value above is for the latter circumstance. If someone were to find a way to kill her permanently, the experience point value should be tripled.

Physical description: Typhon is a giant two-headed aquatic wyrm.



XIAROEN - YALI - YUXA - ZIBURINIS - ZOMBIE, HOUND

XIAROEN

SIZE: Medium (6 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 0
HIT DICE: 6+6
ATTACKS: 4
DAMAGE: 1-3, 1-3, 1-3, 5-20
SPECIAL ATTACKS: Surprise on 1-5
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 60%
TREASURE: In Lair: 1-4k cp (25%), 1-6k sp (30%), 1-2k ep (25%), 2-12k gp (70%), 1-4 gems (50%), 1 misc. magic item + 1 potion (60%)
INTELLIGENCE: High
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 905 + 8/hp

General information: Xiaroen are members of the xorn family, and both xorn and xaren consider them as "elder brothers" due their intelligence. Xiaroen have the same hunger for precious metals that a xorn has, but they also hunger for fossils. If presented one as a trade, they will happily acquiesce to anything reasonable. Consuming a fossil gives them 1 permanent hit point. Because of this, most xiaroen encountered have 6-8 hit points per hit dice. Even when at maximum hit points, they still crave fossils and may even barter for them.

Xiaroen are immune to fire and cold, and take only half damage from electrical attacks (no damage when saving throws are successful). A xiaroen can swim through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. A *phase door* spell will utterly destroy a xiaroen that is travelling through rock or readjusting its composition.

Xiaroen are particularly vulnerable to spells that affect earth and stone. *Move earth* spells may be used to hurl a xiaroen backwards 30 ft. and stun them for a full round. *Stone to flesh* and *rock to mud* spells weaken the xiaroen's elemental structure, increasing the creature's AC to 9 until the xiaroen concentrates for a full round to readjust its composition. *Passwall* spells do 11-20 points of damage, no saving throw.

Languages: Xiaroen speak Xorn and Common.

Physical description: Xiaroen are relatives of the xorn. They look like a slightly larger, less armored xorn.

YALI

SIZE: Large (9 ft. long)
MOVE: 120 ft., flying 300 ft. (AA: level IV)
ARMOR CLASS: 0
HIT DICE: 8
ATTACKS: 1
DAMAGE: 2-5, 2-5, 2-12
SPECIAL ATTACKS: Rear claws for 2-8, 2-8
SPECIAL DEFENSES: Immune to electricity
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 2-5, or 4-10
LAIR PROBABILITY: 10%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful good
LEVEL/X.P.: 6 / 850 + 10/hp

General information: Yali are regal creatures, taking the royal aspects of the griffon's lion and eagle mix and adding in a deep intelligence and unwavering commitment to Law and Good. They live in the same environments as griffons and often find themselves

in regrettable conflict with the animals, who seem unable to tolerate their presence. Yali try to avoid the griffons whenever possible out of concern for the griffons' welfare.

If attacking from above, or in the air, yali can use their rear claws in a raking attack.

Languages: Yali speak their own tongue, but have a telepathic linkage (to 240ft.) with those of Good alignment allowing them to converse in that manner.

Physical description: Yali have the body and heads of lions and eagle's wings. Their legs are eagle's legs.

ZIBURINIS

SIZE: Medium (5-6 ft. tall)
MOVE: 100 ft.
ARMOR CLASS: 6
HIT DICE: 2
ATTACKS: 2
DAMAGE: 1-4, 1-4
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 50 + 1/hp

General information: Spirits of dead who passed away in the forest, ziburinis have the green glow of the forest upon them. They attack with their claws and upon a hit light up their target with a green *faerie fire*. The *faerie fire* lasts for 2-5 turns.

Humanoids killed by ziburinis have a 10% chance to rise as a ziburinis within 24 hours. Ziburinis created in this manner do not have a chance of creating additional ziburinis when they slay a humanoid.

Any non-magical weapon composed of wood that strikes a ziburinis is warped, as per *warp wood* spell. They turn as ghouls.

Physical description: Ziburinis are skeletons that glow with a green phosphorescence.

ZOMBIE, HOUND

SIZE: Small (4 ft. long)
MOVE: 90 ft.
ARMOR CLASS: 4
HIT DICE: 4+4
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 2-8
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 155 + 4/hp

General information: Zombie hounds are the risen corpses of large canines, such as war dogs, wolves, or mastiffs. They are aggressive, attacking anything larger than a housecat that wanders into their perception. They are slow, attacking last in a round. Anyone bitten by them has a 10% chance of catching a disease. Zombie hounds are turned as ghouls.

Although they typically attack on sight, there is a 10% chance that a zombie hound will "imprint" on a particular PC, following them around like real dog. It won't obey commands, and will act as it always does, but it will not attack that PC unless attacked.

Physical description: Zombie hounds look like large, rotting dogs or wolves.



Thus ends this tome.

APPENDIX A: ADDITIONAL MATERIAL

The Creeping Peril: This fungus itself takes the form of tiny yellow puff-balls that attach themselves to anything in close proximity. These puff-balls expel negative-energy-filled spores when touched. The spores are ingested or inhaled by their hosts, and remain dormant as they circulate throughout the bloodstream. The spores do not “activate” until they reach a certain concentration (50%) in their host, at which time they mature and multiply. Spore concentration increases as long as a victim remains in a contaminated area, at a rate of 10% every half-hour – which means that from time of first exposure a victim will begin to succumb to the effects after 2 ½ hours of continuous exposure. Spores cannot survive outside their habitat for long, and will begin to die off after the host leaves, or is removed from, a contaminated area for at least six hours. Concentrations in the blood fall afterwards, at a rate of 2% per hour. The decline stops as soon as the victim re-exposes themselves to contamination. Casting the clerical spell *cure disease* removes all spores from the bloodstream.

If someone is bitten or hit by something infected by the fungus, they must save vs. poison or become

infected. As with environmental contamination, the fungal concentrations in the victim’s blood will increase only as long as they are in an area where the fungus is present. Once the concentration exceeds 50%, the following symptoms manifest:

Conc.	Effects
51-65%	Victim begins to feel feverish and lethargic (-1 to hit and damage, -10% penalty on other actions).
65-75%	Skin develops yellow patches, lethargy increases (-2 to hit and damage, -20% penalty on other actions, movement rate penalised by 25%).
76-85%	Fungal growths sprout on body, lose 1-4 hit points per hour.
86-95%	State of delirium and hallucinations. GM discretion if victim is unable to distinguish friend from foe.
96-99%	Coma.
100%	Death. Victim reanimates as a fungal zombie in 1-2 days.



APPENDIX B: MONSTERS BY LEVEL

LEVEL I

Demon, Red Hornets
Elepaio
Eloko
Foreboding
Horror, Ethereal Leech
Kneebiters
Spider, Shadow
Squonk
Undead Rat, Skelirat

LEVEL II

Ant, Giant Fungal
Broken Ones
Ceiling Anemone
Crow, Cavern
Fish-folk
Hedge Creeper
Horror, Walking Eye
Laelaps
Osseopod
Skeleton, Fungal
Sordag
Sprite, Grass
Svart Alfar
Undead Rat, Ghoulrat
Undead Rat, Zombirat
Unihorn Jackel
Wasp, Spark
Ziburinis

LEVEL III

Blob, Sewer
Blue Cap
Cavern Crawler
Children of Coyle
Devil, Ember
Horror, Gasiform
Iele
Ilbelaygna
Kooshdakhaa
Krabben
Leech, Anemonal
Pelesit
Sprite, Leaf
Undead Rat, Wightrat
Weggeest
Worm, Cave

LEVEL IV

Agarinid
Book Guardian
Cantrip
Crossbreed, Ogre/Bugbear
Deformed Ones
Dust Centurion
Dust Weird
Fromple

Fulgurant
Gnart
Horror, Eye Scorpion
Nariphon
Nekomata
Troll, Northern
Worm, Furnace
Zombie, Hound

LEVEL V

Animated Armor, Arcma's
Autumnal Rider
Awakened
Barrow Lord
Demon, Blattod
Dragon, Crustacean
Ghoul, Skin Thief
Horror, Gimmel
Jelly, Formaldehyde
Lares
Lesser Golem, Straw
Minnikin
Monster Vestige
Pishacha
Red Cap
Sandman, Obsidian
Shadow Weird
Spider, Crystalline
Squidhead
Squid, Ice
Steed of Chaos
Stuhac
Writhe

LEVEL VI

Caducean
Daemon, Phrenitikodaemon
Demon, Calcine
Demon, Effluvial
Giant, Guardian
Guishu
Haugbui
Lesser Golem, Rope
Makara
Sakabashira
Venus Flytrap, Giant
Wendigo
Xiaroen
Yali

LEVEL VII

Avenging Angel
Boulder Kind
Crossbreed, Shrieker/Shambling Mound
Crossbreed, Snake/Basilisk
Daemon, Asteridaemon
Daemon, Metaniodaemon
Daemon, Rhododaemon

Deep Spirit
Demon, Jorogumo
Devil, Chiropteran
Devil, Lightning
Giant, Gigantes
Golem, Barrow
Hercinia
Horror, Astral Stalker
Horror, Offal
Laurel Guardian
Lesser Golem, Leather
Mummy, Medusa
Satori
Snake, Giant Translucent
Tikbalang
Troll, Black

LEVEL VIII

Daemon, Arachnedaemon
Demon, Sawolitan
Horror, Ethereal Stalker
Lesser Golem, Wood
Medusa, Greater

LEVEL IX

Banfaet
Daemon, Sarcoptodaemon
Hakutaku
Horror, Spawner
Three-Legged Crow

LEVEL X

Chrotomaton
Demon, Halphas
Devil, Sheth
Horror, Volitant
Meliae
Wyrms, Typhon

VARIES

Terplip (1-4)
Serpentian (3-5)
Vine, Warrior (3-5)
Squatgrunk (3-6)
Annexing Digitalis (3-7)
Quasi-Elemental, Ash (5,7,8)
Quasi-Elemental, Dust (5,7,8)
Quasi-Elemental, Mineral (5,7,8)
Quasi-Elemental, Salt (5,7,8)
Quasi-Elemental, Steam (5,7,8)
Quasi-Elemental, Radiant (6-8)
Quasi-Elemental, Vacuum (6-8)
Peluda (6-8)
Exhumed (Varies)
Wyrms, Crystalline (Varies)
Wyrms, Enslaving (Varies)
Wyrms, Kurgan (Varies)

APPENDIX C: MONSTERS BY RARITY

Common

Spider, Shadow
Leech, Anemonal
Demon, Blattod
Daemon, Rhododaemon
Devil, Chiropteran

Uncommon

Demon, Red Hornets
Eloko
Horror, Ethereal Leech
Kneebiters
Undead Rat, Skelirat
Crow, Cavern
Fish-folk
Horror, Walking Eye
Sprite, Grass
Unihorn Jackel
Horror, Gasiform
Worm, Cave
Agarinid
Dust Centurion
Demon, Jorogumo
Vine, Warrior
Squatgrunk

Rare

Elepaio
Foreboding
Ant, Giant Fungal
Ceiling Anemone
Osseopod
Skeleton, Fungal
Sordag
Undead Rat, Ghoulrat
Undead Rat, Zombirat
Ziburinis
Blue Cap
Cavern Crawler
Devil, Ember
Krabben
Sprite, Leaf
Crossbreed, Ogre/Bugbear
Troll, Northern
Zombie, Hound
Animated Armor, Arcma's
Barrow Lord
Horror, Gimmel
Lares
Lesser Golem, Straw
Shadow Weird
Steed of Chaos
Writhe
Daemon, Phrenitokodaemon
Demon, Effluvial
Guishu
Lesser Golem, Rope

Boulder Kind
Daemon, Asteridaemon
Devil, Lightning
Horror, Astral Stalker
Snake, Giant Translucent
Daemon, Arachnedaemon
Horror, Ethereal Stalker
Serpentian

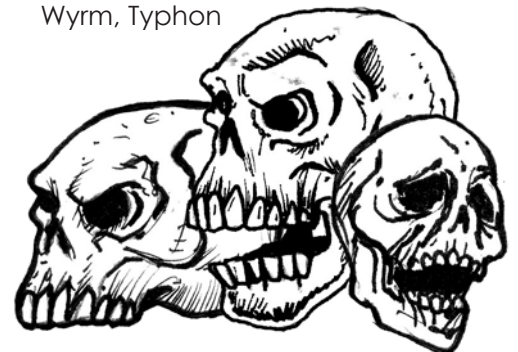
Very Rare

Squonk
Broken Ones
Hedge Creeper
Laelaps
Svart Alfar
Wasp, Spark
Blob, Sewer
Children of Coyle
Iele
Ilbelaygna
Kooshdakhaa
Pelesit
Undead Rat, Wightrat
Weggeest
Book Guardian
Cantrip
Deformed Ones
Dust Weird
Fromple
Fulgurant
Gnart
Horror, Eye Scorpion
Nariphon
Nekomata
Worm, Furnace
Autumnal Rider
Awakened
Dragon, Crustacean
Ghoul, Skin Thief
Jelly, Formaldehyde
Minnikin
Monster Vestige
Pishacha
Red Cap
Sandman, Obsidian
Spider, Crystalline
Squidhead
Squid, Ice
Stuhac
Caducean
Demon, Calcine
Giant, Guardian
Haugbui
Makara
Sakabashira
Venus Flytrap, Giant
Wendigo

Xiaroen
Yali
Avenging Angel
Crossbreed, Shrieker/ Shambling
Mound
Crossbreed, Snake/Basilisk
Daemon, Metaniodaemon
Deep Spirit
Giant, Gigantes
Golem, Barrow
Hercinia
Horror, Offal
Laurel Guardian
Lesser Golem, Leather
Mummy, Medusa
Satori
Tikbalang
Troll, Black
Demon, Sawolitan
Lesser Golem, Wood
Medusa, Greater
Banfaet
Daemon, Sarcoptodaemon
Hakutaku
Horror, Spawner
Three-Legged Crow
Chrotomaton
Horror, Volitant
Meliae
Terplip
Annexing Digitalis
Quasi-Elemental, Ash
Quasi-Elemental, Dust
Quasi-Elemental, Mineral
Quasi-Elemental, Salt
Quasi-Elemental, Steam
Quasi-Elemental, Radiant
Quasi-Elemental, Vacuum
Peluda
Exhumed
Wym, Crystalline
Wym, Enslaving
Wym, Kurgan

Unique

Demon, Halphas
Devil, Sheth
Wym, Typhon



APPENDIX D: MONSTERS BY TERRAIN TYPE

Underground or Ruin

Agarinid
Animated Armor, Arcma's
Annexing Digitalis
Ant, Giant Fungal
Awakened
Banfaet
Barrow Lord
Blue Cap
Book Guardian
Boulder Kind
Broken Ones
Caducean
Cantrip
Cavern Crawler
Ceiling Anemone
Children of Coyle
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/
Shambling Mound
Crossbreed, Snake/Basilisk
Crow, Cavern
Deformed Ones
Dust Centurion
Dust Weird
Exhumed
Giant, Gigantes
Giant, Guardian
Gnart
Golem, Barrow
Haugbui
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Eye Scorpion
Horror, Gasiform
Horror, Offal
Horror, Spawner
Horror, Walking Eye
lele
Ilbelaygna
Jelly, Formaldehyde
Kneebiters
Lares
Lesser Golem, Leather
Lesser Golem, Rope
Lesser Golem, Straw
Lesser Golem, Wood
Monster Vestige
Mummy, Medusa
Osseopod
Pelesit
Pishacha
Sakabashira
Sandman, Obsidian
Serpentian
Shadow Weird
Skeleton, Fungal
Sordag
Spider, Crystalline
Spider, Shadow
Squatgrunk
Squidhead
Svart Alfar

Troll, Black
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Worm, Cave
Worm, Furnace
Writhe
Xiaroen
Zombie, Hound

Cold Wilderness

Mountains

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/ Bugbear
Crossbreed, Shrieker/Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Giant, Gigantes
Hakutaku
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Gimmel
Horror, Volitant
Horror, Walking Eye
lele
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Satori
Stuhac
Three-Legged Crow
Troll, Northern
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Wendigo
Writhe
Wyrm, Crystalline
Yali

Hill and Rough

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/
Shambling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Giant, Gigantes
Hakutaku

Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Gimmel
Horror, Volitant
Horror, Walking Eye
lele
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Satori
Three-Legged Crow
Troll, Northern
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Wendigo
Writhe
Wyrm, Crystalline
Yali

Forest

Awakened
Banfaet
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Elepaio
Eloko
Gnart
Guishu
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Gimmel
Horror, Volitant
Horror, Walking Eye
Lares
Laurel Guardian
Medusa, Greater
Meliae
Minnikin
Nekomata
Osseopod
Peluda
Red Cap
Sprite, Leaf
Three-Legged Crow
Troll, Northern
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Wendigo
Writhe
Wyrm, Enslaving

Ziburinis

Swamp and Marsh

Awakened
Banfaet
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Sordag
Sprite, Grass
Sprite, Leaf
Three-Legged Crow
Troll, Northern
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Wasp, Spark
Wendigo
Writhe
Wyrm, Enslaving

Plain and Scrub

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Sandman, Obsidian
Sprite, Grass
Squonk
Three-Legged Crow

Troll, Northern
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Wendigo
Writhe
Wyrms, Kurgan

Desert

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Sandman, Obsidian
Three-Legged Crow
Troll, Northern
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Unihorn Jackel
Wendigo
Writhe
Wyrms, Crystalline
Yali

Cold Civilized

Mountains

Awakened
Boulder Kind
Broken Ones
Deformed Ones
Giant, Gigantes
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Volitant
Horror, Walking Eye
Ile
Lares
Meliae
Osseopod
Three-Legged Crow
Writhe
Yali
Annexing Digitalis
Cantrip
Children of Coyle
Dust Centurion

Exhumed
Ghoul, Skin Thief
Horror, Gimmel
Horror, Offal
Laelaps
Weggeest
Zombie, Hound

Hill and Rough

Awakened
Boulder Kind
Broken Ones
Deformed Ones
Giant, Gigantes
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Volitant
Horror, Walking Eye
Ile
Lares
Meliae
Osseopod
Three-Legged Crow
Writhe
Yali
Annexing Digitalis
Autumnal Rider
Cantrip
Children of Coyle
Dust Centurion
Exhumed
Ghoul, Skin Thief
Horror, Gimmel
Horror, Offal
Laelaps
Minnikin
Weggeest
Zombie, Hound

Forest

Awakened
Boulder Kind
Broken Ones
Deformed Ones
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Volitant
Horror, Walking Eye
Lares
Meliae
Osseopod
Three-Legged Crow
Writhe
Annexing Digitalis
Autumnal Rider
Cantrip
Children of Coyle
Dust Centurion
Elepaio
Eloko
Exhumed
Fromple
Ghoul, Skin Thief
Gnart
Guishu
Horror, Gimmel

Horror, Offal
Laelaps
Laurel Guardian
Nariphon
Nekomata
Peluda
Sprite, Leaf
Weggeest
Ziburinis
Zombie, Hound

Swamp and Marsh

Awakened
Boulder Kind
Broken Ones
Deformed Ones
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Volitant
Horror, Walking Eye
Lares
Meliae
Osseopod
Three-Legged Crow
Writhe
Annexing Digitalis
Cantrip
Children of Coyle
Dust Centurion
Exhumed
Ghoul, Skin Thief
Gnart
Horror, Offal
Laelaps
Sordag
Sprite, Grass
Sprite, Leaf
Wasp, Spark
Weggeest
Zombie, Hound

Plain and Scrub

Awakened
Boulder Kind
Broken Ones
Deformed Ones
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Volitant
Horror, Walking Eye
Lares
Meliae
Osseopod
Squonk
Three-Legged Crow
Writhe
Annexing Digitalis
Autumnal Rider
Cantrip
Children of Coyle
Dust Centurion
Exhumed
Ghoul, Skin Thief
Gnart
Hedge Creeper
Horror, Offal

Laelaps
Sandman, Obsidian
Sprite, Grass
Weggeest
Zombie, Hound

Desert

Awakened
Boulder Kind
Broken Ones
Deformed Ones
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Volitant
Horror, Walking Eye
Lares
Meliae
Osseopod
Three-Legged Crow
Writhe
Yali
Annexing Digitalis
Cantrip
Children of Coyle
Dust Centurion
Exhumed
Horror, Offal
Laelaps
Sandman, Obsidian
Unihorn Jackel
Weggeest
Zombie, Hound

Temperate Wilderness

Mountains

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Giant, Gigantes
Hakutaku
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Ile
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Satori
Squonk
Stuhac
Three-Legged Crow
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat

Undead Rat, Zombirat
Writhe
Wyrm, Crystalline
Yali

Hill and Rough

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Giant, Gigantes
Hakutaku
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Iele
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Satori
Squonk
Three-Legged Crow
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Vine, Warrior
Writhe
Wyrm, Crystalline
Yali

Forest

Agarinid
Ant, Giant Fungal
Awakened
Banfaet
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Elepaio
Eloko
Foreboding
Gnart
Guishu
Hercinia
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Laurel Guardian

Medusa, Greater
Meliae
Minnikin
Nekomata
Osseopod
Peluda
Red Cap
Sprite, Leaf
Squonk
Three-Legged Crow
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Vine, Warrior
Writhe
Wyrm, Enslaving
Ziburinis

Swamp and Marsh

Agarinid
Awakened
Banfaet
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Sordag
Sprite, Grass
Sprite, Leaf
Squonk
Three-Legged Crow
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Venus Flytrap, Giant
Vine, Warrior
Wasp, Spark
Writhe
Wyrm, Enslaving

Plain and Scrub

Agarinid
Ant, Giant Fungal
Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-

bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Foreboding
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Sandman, Obsidian
Sprite, Grass
Squonk
Three-Legged Crow
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Vine, Warrior
Writhe
Wyrm, Kurgan

Desert

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Medusa, Greater
Meliae
Osseopod
Red Cap
Sandman, Obsidian
Squonk
Three-Legged Crow
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Unihorn Jackel
Writhe
Wyrm, Crystalline
Yali

Temperate Civilized

Mountains

Annexing Digitalis
Awakened
Boulder Kind

Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Ghoul, Skin Thief
Giant, Gigantes
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Iele
Laelaps
Lares
Meliae
Osseopod
Squonk
Three-Legged Crow
Weggeest
Writhe
Yali
Zombie, Hound

Hill and Rough

Annexing Digitalis
Autumnal Rider
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Ghoul, Skin Thief
Giant, Gigantes
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Iele
Laelaps
Lares
Meliae
Osseopod
Squonk
Three-Legged Crow
Vine, Warrior
Weggeest
Writhe
Yali
Zombie, Hound

Forest

Agarinid
Annexing Digitalis
Autumnal Rider
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones

Dust Centurion
Elepaio
Eloko
Exhumed
Foreboding
Fromple
Ghoul, Skin Thief
Gnart
Guishu
Hercinia
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Laurel Guardian
Meliae
Minnikin
Nariphon
Nekomata
Osseopod
Peluda
Sprite, Leaf
Squonk
Three-Legged Crow
Vine, Warrior
Weggeest
Writhe
Ziburinis
Zombie, Hound

Swamp and Marsh

Agarinid
Annexing Digitalis
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Ghoul, Skin Thief
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Meliae
Osseopod
Sordag
Sprite, Grass
Sprite, Leaf
Squonk
Three-Legged Crow
Venus Flytrap, Giant
Vine, Warrior
Wasp, Spark
Weggeest
Writhe
Zombie, Hound

Plain and Scrub

Annexing Digitalis
Autumnal Rider
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Foreboding
Ghoul, Skin Thief
Gnart
Hedge Creeper
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Meliae
Osseopod
Sandman, Obsidian
Sprite, Grass
Squonk
Three-Legged Crow
Vine, Warrior
Weggeest
Writhe

Desert

Annexing Digitalis
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Meliae
Osseopod
Sandman, Obsidian
Squonk
Three-Legged Crow
Unihorn Jackel
Weggeest
Writhe
Yali
Zombie, Hound

Tropical or Subtropical Wilderness

Mountains

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Shambling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Giant, Gigantes
Hakutaku
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Gimmel
Horror, Volitant
Horror, Walking Eye
lele
Lares
Medusa, Greater
Meliae
Osseopod
Pishacha
Satori
Serpentian
Skeleton, Fungal
Squonk
Stuhac
Three-Legged Crow
Tikbalang
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Writhe
Wyrms, Crystalline
Yali

Hill and Rough

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Shambling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Giant, Gigantes
Hakutaku
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Gimmel
Horror, Volitant
Horror, Walking Eye
lele
Lares
Medusa, Greater
Meliae
Osseopod
Pishacha

Satori
Serpentian
Skeleton, Fungal
Squonk
Three-Legged Crow
Tikbalang
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Vine, Warrior
Writhe
Wyrms, Crystalline
Yali

Forest

Agarinid
Ant, Giant Fungal
Awakened
Banfaet
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Shambling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Elepaio
Eloko
Gnart
Guishu
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Gimmel
Horror, Volitant
Horror, Walking Eye
Lares
Laurel Guardian
Medusa, Greater
Meliae
Minnikin
Nekomata
Osseopod
Peluda
Pishacha
Serpentian
Skeleton, Fungal
Sprite, Leaf
Three-Legged Crow
Tikbalang
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Vine, Warrior
Writhe
Wyrms, Enslaving
Ziburinis

Swamp and Marsh

Agarinid
Awakened
Banfaet
Boulder Kind

Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Leech, Anemonal
Medusa, Greater
Meliae
Osseopod
Pishacha
Serpentian
Skeleton, Fungal
Snake, Giant Translucent
Sordag
Sprite, Grass
Sprite, Leaf
Three-Legged Crow
Tikbalang
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Vine, Warrior
Wasp, Spark
Writhe
Wyrms, Enslaving

Plain and Scrub

Agarinid
Ant, Giant Fungal
Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Leech, Anemonal
Medusa, Greater
Meliae
Osseopod
Peluda
Pishacha
Sandman, Obsidian
Serpentian
Skeleton, Fungal
Sprite, Grass
Three-Legged Crow

Tikbalang
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Vine, Warrior
Writhe
Wyrms, Kurgan

Desert

Awakened
Boulder Kind
Broken Ones
Caducean
Crossbreed, Ogre/Bugbear
Crossbreed, Shrieker/ Sham-
bling Mound
Crossbreed, Snake/Basilisk
Deformed Ones
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gasiform
Horror, Volitant
Horror, Walking Eye
Lares
Medusa, Greater
Meliae
Osseopod
Pishacha
Sandman, Obsidian
Serpentian
Skeleton, Fungal
Three-Legged Crow
Undead Rat, Ghoulrat
Undead Rat, Skelirat
Undead Rat, Wightrat
Undead Rat, Zombirat
Unihorn Jackel
Writhe
Wyrms, Crystalline
Yali

Tropical or Subtropical Civilized

Mountains

Annexing Digitalis
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Ghoul, Skin Thief
Giant, Gigantes
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gimmel
Horror, Offal
Horror, Volitant
Horror, Walking Eye
lele

Laelaps
Lares
Meliae
Osseopod
Pishacha
Squonk
Three-Legged Crow
Tikbalang
Weggeest
Writhe
Yali
Zombie, Hound

Hill and Rough

Annexing Digitalis
Autumnal Rider
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Ghoul, Skin Thief
Giant, Gigantes
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Gimmel
Horror, Offal
Horror, Volitant
Horror, Walking Eye
lele
Laelaps
Lares
Meliae
Osseopod
Pishacha
Squonk
Three-Legged Crow
Tikbalang
Vine, Warrior
Weggeest
Writhe
Yali
Zombie, Hound

Forest

Agarinid
Annexing Digitalis
Autumnal Rider
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Elepaio
Eloko
Exhumed
Fromple
Ghoul, Skin Thief
Gnart
Guishu
Horror, Ethereal Leech

Horror, Ethereal Stalker
Horror, Gimmel
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Laurel Guardian
Leech, Anemonal
Meliae
Minnikin
Nariphon
Nekomata
Osseopod
Peluda
Pishacha
Sprite, Leaf
Three-Legged Crow
Tikbalang
Vine, Warrior
Weggeest
Writhe
Ziburinis
Zombie, Hound

Swamp and Marsh

Agarinid
Annexing Digitalis
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Ghoul, Skin Thief
Gnart
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Leech, Anemonal
Meliae
Osseopod
Pishacha
Snake, Giant Translucent
Sordag
Sprite, Grass
Sprite, Leaf
Three-Legged Crow
Vine, Warrior
Wasp, Spark
Weggeest
Writhe
Zombie, Hound

Plain and Scrub

Annexing Digitalis
Autumnal Rider
Awakened
Boulder Kind
Broken Ones

Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Ghoul, Skin Thief
Gnart
Hedge Creeper
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Meliae
Osseopod
Peluda
Pishacha
Sandman, Obsidian
Sprite, Grass
Three-Legged Crow
Vine, Warrior
Weggeest
Writhe
Zombie, Hound

Desert

Annexing Digitalis
Awakened
Boulder Kind
Broken Ones
Cantrip
Children of Coyle
Deformed Ones
Dust Centurion
Exhumed
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Volitant
Horror, Walking Eye
Laelaps
Lares
Meliae
Osseopod
Pishacha
Sandman, Obsidian
Three-Legged Crow
Unihorn Jackel
Weggeest
Writhe
Yali
Zombie, Hound

Urban or Settled

Cold

Animated Armor, Arcma's
Annexing Digitalis
Autumnal Rider
Book Guardian
Cantrip
Children of Coyle
Dust Centurion

Exhumed
Ghoul, Skin Thief
Golem, Barrow
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Walking Eye
Ilbelaygna
Laelaps
Lares
Osseopod
Pelesit
Sakabashira
Three-Legged Crow
Writhe

Temperate

Animated Armor, Arcma's
Annexing Digitalis
Autumnal Rider
Book Guardian
Cantrip
Children of Coyle
Dust Centurion
Exhumed
Ghoul, Skin Thief
Golem, Barrow
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Walking Eye
Ilbelaygna
Laelaps
Lares
Osseopod
Pelesit
Sakabashira
Three-Legged Crow
Writhe

Tropical or Subtropical

Animated Armor, Arcma's
Annexing Digitalis
Autumnal Rider
Book Guardian
Cantrip
Children of Coyle
Dust Centurion
Exhumed
Ghoul, Skin Thief
Golem, Barrow
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Walking Eye
Ilbelaygna
Laelaps
Lares
Osseopod
Pelesit
Sakabashira
Three-Legged Crow
Writhe

Underground

Animated Armor, Arcma's
Annexing Digitalis
Banfaet
Blob, Sewer
Book Guardian
Cantrip
Children of Coyle
Crow, Cavern
Dust Centurion
Exhumed
Ghoul, Skin Thief
Golem, Barrow
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Offal
Horror, Walking Eye
Ilbelaygna
Jelly, Formaldehyde
Lares
Lesser Golem, Leather
Lesser Golem, Rope
Lesser Golem, Straw
Lesser Golem, Wood
Osseopod
Pelesit
Sakabashira
Worm, Furnace
Writhe

Cold Freshwater

Surface

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Writhe

Depths

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Writhe

Temperate Freshwater

Surface

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Writhe

Depths

Awakened
Deep Spirit
Fish-folk

Horror, Ethereal Leech
Horror, Ethereal Stalker
Writhe

Tropical or Subtropical Freshwater

Surface

Blight Belcher
Dragon, Amohaji
Giant, Sea
Golem, Dragonship
Kingmaker Swan
Puddle Stalker
Rumble Lizard
White Foam

Depths

Giant, Sea

Cold Saltwater

Surface

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Krabben
Terplip
Writhe

Depths

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Krabben
Terplip
Writhe

Temperate Saltwater

Surface

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Krabben
Terplip
Writhe

Depths

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker

Krabben
Terplip
Writhe

Tropical or Subtropical Saltwater

Surface

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Krabben
Terplip
Writhe

Depths

Awakened
Deep Spirit
Fish-folk
Horror, Ethereal Leech
Horror, Ethereal Stalker
Krabben
Terplip
Writhe

Astral

Avenging Angel
Chrotomaton
Daemon, Arachnedaemon
Daemon, Asteridaemon
Daemon, Metaniodaemon
Daemon, Phrenitokodaemon
Daemon, Rhododaemon
Daemon, Sarcoptodaemon
Demon, Blattod
Demon, Calcine
Demon, Effluvial
Demon, Halphas
Demon, Jorogumo
Demon, Red Hornets
Demon, Sawolitan
Devil, Chiropteran
Devil, Ember
Devil, Lightning
Devil, Sheth
Horror, Astral Stalker
Horror, Ethereal Stalker
Horror, Spawner
Horror, Volitant
Makara
Meliae
Writhe

Ethereal

Avenging Angel
Chrotomaton
Daemon, Arachnedaemon
Daemon, Asteridaemon

Daemon, Metaniodaemon
Daemon, Phrenitokodaemon
Daemon, Rhododaemon
Daemon, Sarcoptodaemon
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Spawner
Horror, Volitant
Makara
Meliae
Writhe

Extraplanner

Avenging Angel
Chrotomaton
Daemon, Arachnedaemon
Daemon, Asteridaemon
Daemon, Metaniodaemon
Daemon, Phrenitokodaemon
Daemon, Rhododaemon
Daemon, Sarcoptodaemon
Demon, Blattod
Demon, Calcine
Demon, Effluvial
Demon, Halphas
Demon, Jorogumo
Demon, Red Hornets
Demon, Sawolitan
Devil, Chiropteran
Devil, Ember
Devil, Lightning
Devil, Sheth
Fulgurant
Horror, Astral Stalker
Horror, Ethereal Leech
Horror, Ethereal Stalker
Horror, Spawner
Horror, Volitant
Makara
Meliae
Quasi-Elemental, Ash
Quasi-Elemental, Dust
Quasi-Elemental, Mineral
Quasi-Elemental, Radiant
Quasi-Elemental, Salt
Quasi-Elemental, Steam
Quasi-Elemental, Vacuum
Shadow Weird
Spider, Crystalline
Spider, Shadow
Squonk
Steed of Chaos
Troll, Black
Writhe
Wyrm, Typhon
Xiaroen



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