

Evolved Grottoes & Griffons

TERATIC TOME

by Rafael Chandler



EVOLVED GROTTOES & GRIFFONS



UNIQUE SOURCE MATERIAL

TERATIC TOME

1st Edition, January, 2013

A LISTING OF BEASTS AND MONSTERS, INCLUDING FEEDING
PATTERNS, WEAKNESSES, ABILITIES, LOCALES, AND TREASURES.

by Rafael Chandler

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Dedication

In memory of my father, Ronald Lee Chandler.
I ran a game for him, back in 1987.
He fought some kobolds and killed Bargle.
He told me to follow my dreams.

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EXPLANATORY NOTES

TAZ (Target Armor Zero): This is the number the monster must roll in order to hit someone with armor class 0.

MOVE: If two numbers are provided, the first refers to ground movement, and the second refers to flying or swimming.

TREASURE TABLES

For copper, silver, electrum, gold, and platinum:

assortment	d10 cp, d10 sp, d10 ep
cache	3d20 cp, 3d20 sp, 2d10 ep, d10 gp
coinage	d100 cp, d100 sp, 2d20 ep, d20 gp
fortune	d100 ep, d100 gp, d20 pp
hoard	d10,000 cp, d1,000 sp, d100 gp
loot	d100 sp, d100 gp, 5d10 pp
lucre	d1000 cp, d1000 sp, d1,000 ep, d1,000 gp
purse	d100 gp, d100 pp
riches	d10,000 cp, d10,000 sp, d1,000 ep, d10,000 gp, d100 pp
trove	d10,000 cp, d100,000 sp, d10,000 ep, d10,000 gp, d1,000 pp

For jewels, gems, scrolls, potions, and magic items:

few	d4-1
many	d8-1
numerous	d12-1
several	2d10-2

d100 = roll 2 ten-sided dice in order

d1,000 = roll 3 ten-sided dice in order

d10,000 = roll 4 ten-sided dice in order

d100,000 = roll 5 ten-sided dice in order

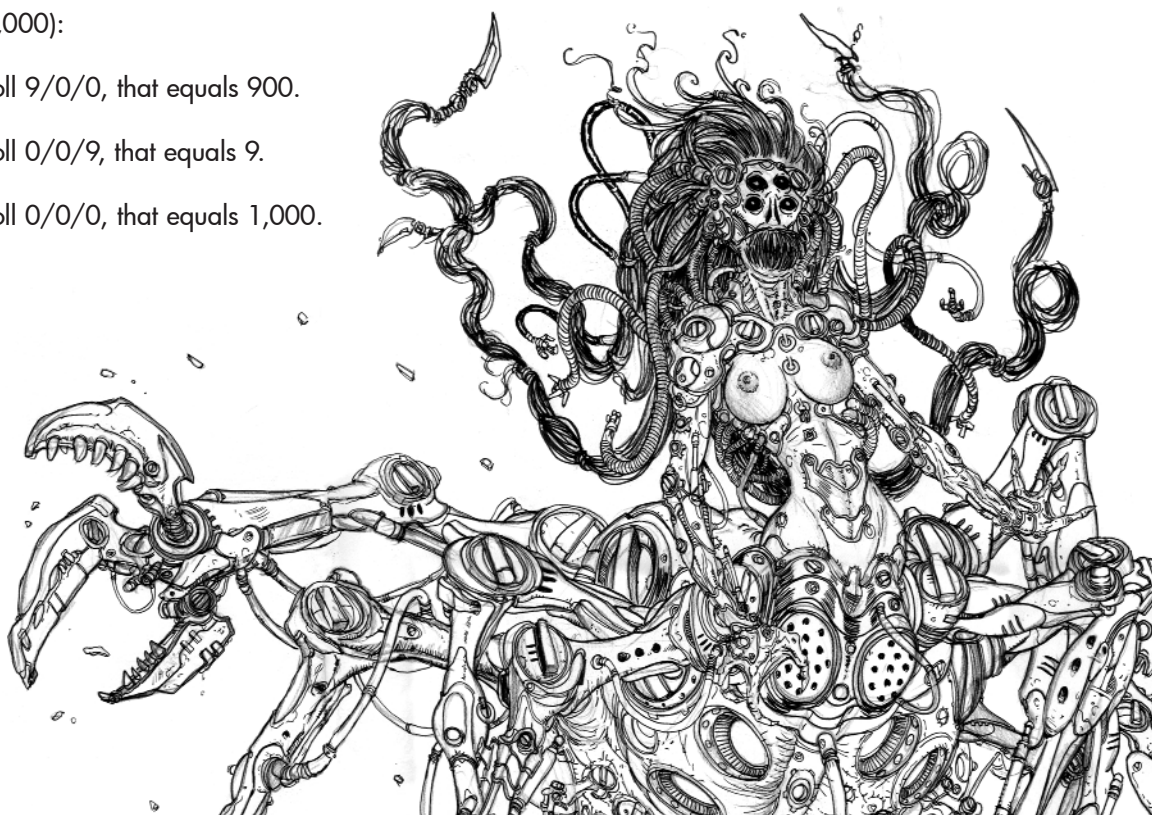
Any d10 that rolls a 0 is counted as zero, unless they're all zeros (in which case the result is the maximum).

Example (for d1,000):

If you roll 9/0/0, that equals 900.

If you roll 0/0/9, that equals 9.

If you roll 0/0/0, that equals 1,000.





ACRONICAL — AGONIST — AKESTIC — ALTAR BEAST — AMBULATOR — AUDIENCE —
AVERNAL MAIDEN

ACRONICAL

FREQUENCY: Rare
NO. ENCOUNTERED: 1-8
SIZE: L (10' tall)
MOVE: 150 ft
ARMOR CLASS: 2
HIT DICE: 5
ATTACKS: 2
DAMAGE: 2d4+2
TAZ: 15
SPECIAL ATTACKS: Attribute drain
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Very
ALIGNMENT: Neutral
TREASURE: Personal, none; in lair, coinage, a few gems, many objects, a few magic items.
LEVEL: 5
XP: 230+6/hp

The acronical is a large insectile predator that strides on six armored legs. Eight feet tall at the shoulder, it has a dark maroon exoskeleton and serrated black hooks at the end of both arms. It reeks of vomit.

Created by anhedonic priests many centuries ago, this nocturnal creature stalks and kills adulterers. It hunts married people who stray from the beds of their spouses, and it hunts those who fornicate with married people.

Acronicals are drawn to the scent of such persons, and can detect it from miles away. Hunting in small packs, the beasts crawl across walls and ceilings, silent and careful, closing in on their victims. They stalk everyone who was peripherally involved in the duplicity -- neighbors who turn a blind eye, innkeepers who knew exactly what was going on, and so forth. Those involved are tracked down, attacked while alone, hamstrung, and devoured by the acronicals while still alive.

Then the creatures will hunt the adulterers themselves. They will be captured, brought together, and given a chance to survive: a fight to the death, with the victor set free.



However, the creatures have no intention of living up to their end of the deal. After one has killed the other, the monster will amputate the victor's arms and legs, then sing songs of love while the fornicator bleeds to death.

Adventurers may encounter the acronical in the wild. It tends to favor caves or dungeons, where it can stage the fatal battle between lovers.

The creature leaves behind a watery orange stool, and when it is agitated, its chitin flakes off in small amounts. Heroes tracking the beast will find this evidence in its wake.

In combat, the acronical attacks with its scythe-like claws, which inflict 4-10 points of damage. Each time the monster hits, the target must make a saving throw against poison or lose a point from a random attribute (roll 1d6 to determine which attribute is affected). This loss can only be remedied when the acronical in question has been slain, at which point the attribute(s) will be restored.

AGONIST

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 60 ft / 150 ft
 ARMOR CLASS: 0
 HIT DICE: 7
 ATTACKS: 2
 DAMAGE: 1d8+4
 TAZ: 13
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: Spells
 MAGIC RESISTANCE: 20%
 LAIR PROBABILITY: None
 INTELLIGENCE: High
 ALIGNMENT: Neutral Evil
 TREASURE: Personal, purse; in lair, coinage, many gems, numerous objects, a few magic items.
 LEVEL: 7
 XP: 1450+10/hp



Created in a rare moment of collaboration between High Devil Ahriman and the Demon Queen Abyzou, the agonists hunt the proud and the overconfident.

Working alone, each agonist is drawn to the arrogant and stiff-necked, and is compelled to humiliate them.

A demonic female, she sports cloven hooves and ram's horns. Where not covered in black armor, her body is covered in runic tattoos in pink and violet ink. Behind her, black wings tipped with shards of wide bone are spread over a reptilian tail ending in a thick white spike. In each hand she clutches a brutal-looking knife, edged with jagged spikes. Her eyes glow bright red and she is surrounded by waves of black fire. Her flesh reeks of burning hair.

She has a single purpose: those who are worshiped and adored must be taught to kneel. To that end, she takes away that which they crave most: adulation. She finds ways to ruin them, taking away wealth, prestige, beauty, and success, leaving behind nothing but failure and mediocrity; she loves nothing more than to destroy a haughty noblewoman or much-fêted knight of the realm.

This can be accomplished in a number of ways. Sometimes the agonist kills a trusted friend or associate, then assumes that person's form, and uses her new access to destroy the victim's wealth. In other cases, she entices the victim into illegal or immoral behavior, which will destroy the victim's reputation when revealed. She can also use its access to influence the victim into making careless decisions, which can have horrific repercussions (a tavern brawl which results in the death of a child, goading a subordinate into taking unnecessary risk).

The agonist then urges her victim to take desperate and ill-advised actions in an effort to regain the spotlight. Sometimes, these actions are merely foolish or repulsive. Other times, they're dangerous or illegal: a mage whose powers dwindle turns to demon-summoning in order to regain his authority; a disgraced knight leads his untrained squires against an ogre chieftain; a toppled hierophant undertakes a pilgrimage to a forgotten temple in the heart of enemy territory.

The victim inevitably makes one wrong decision too many, resulting in tragedy. Or else the tormentor gets tired of waiting and crucifies the victim, then moves on.

If interrupted or challenged, the agonist will attack without hesitation, inflicting 1d8 with her fists, or using a bladed weapon of some kind (in either case, with a damage bonus of +4). She can use any of the following spells, once per day, as a 7th level cleric: *cause serious wounds*, *cause disease*, *darkness*, and *animate dead*.

AKESTIC

FREQUENCY: Rare

NO. ENCOUNTERED: 1

SIZE: L (12-15' long)

MOVE: 150 ft

ARMOR CLASS: 5

HIT DICE: 4+1

ATTACKS: 1

DAMAGE: 2d4

TAZ: 15

SPECIAL ATTACKS: Singing

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 75%

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TREASURE: Personal, none; in lair, hoard, many gems, a few objects, a few magic items.

LEVEL: 5

XP: 155+4/hp

A pale worm, a foot thick and over ten feet in length, the akestic has a circular maw ringed with six-inch spikes. Its grey-and-black segments are hard and rough; this makes it easy for the creature to hide in rocky terrain.

The akestic haunts lonely places and lonely people. It casts its thoughts far away, until it has found a victim lonely and desperate enough to feed it.

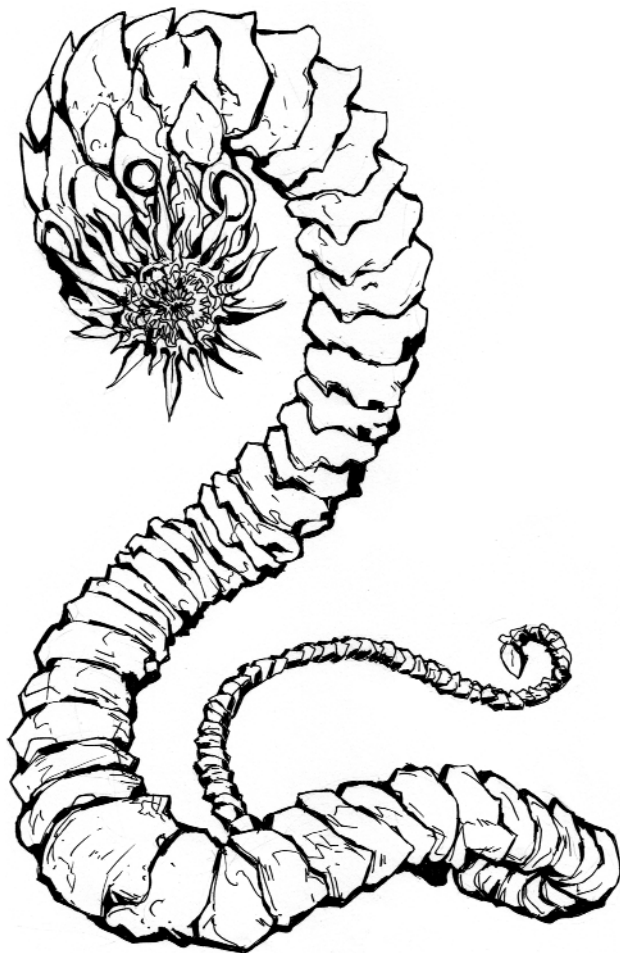
Then, it slowly drives him mad, planting thoughts of murder in his mind.

It typically hides underground, in a dungeon, basement, or sewer. From its hiding place, the akestic will cast out its mind, sifting through nearby towns and villages, hoping to find a lonely person, someone with neither friends nor family. Its ideal victim is a recluse who pursues powerful magics; necromancers, evil paladins, and priests of dark gods are typical targets.

Upon finding a potential victim, the akestic will begin to sing to him, in a voice like that of a small child. If the victim saves vs. spells, the music is inaudible, and the magic has no effect.

If the victim fails the saving throw, then only the victim will be able to hear this music, which will take its toll over the next few days. The spell will function like *charm person* cast by a 4th-level magic user.

The akestic will finally appear to the victim, in the form of a numinous person with feathered wings, and it will identify itself as an emissary of the gods.



Then it will command its victim to find and punish the wicked. At first, the victim may resist, but the akestic is patient, and will wear him down. It knows his weakness, and it will persist until he does as commanded.

The creature will also speak to the victim, from miles away, whispering in his ear, telling him that he is special, that he is loved, that he is important. It will insist that those who belittle or ignore him, those who think that they're better, will all perish in due time.

Then, the visions begin. The victim sees acts of violence perpetrated on beautiful, successful, or wealthy people, such as guild leaders, nobles, or even royalty.

Eventually, the victim gives in, and these visions become reality. Using magic, and any enchanted items at his disposal, the victim embarks on a series of grisly murders.

The victim is then guided to the place where the starving akestic waits, coiling its tentacles in anticipation. Devouring the food that its victim has brought, the akestic will thank its victim and send him back out into the world to procure more food.

Adventurers may encounter this creature in the wild; it will sometimes be accompanied by the victim that it has bewitched, who will attack any interlopers immediately.

In combat, the creature bites or whips with its tail; either attack inflicts 2-8 points of damage. Once per day, it can instead opt to sing to an enemy, effectively casting *charm person*.

ALTAR BEAST

FREQUENCY: Very rare

NO. ENCOUNTERED: 1

SIZE: L (12' tall)

MOVE: 100 ft

ARMOR CLASS: 3

HIT DICE: 8+1

ATTACKS: 4

DAMAGE: 1d6+1

TAZ: 11

ASPECIAL ATTACKS: Bile

SPECIAL DEFENSES: None

MAGIC RESISTANCE: 15%

LAIR PROBABILITY: None

INTELLIGENCE: High

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, assortment, several gems, numerous objects.

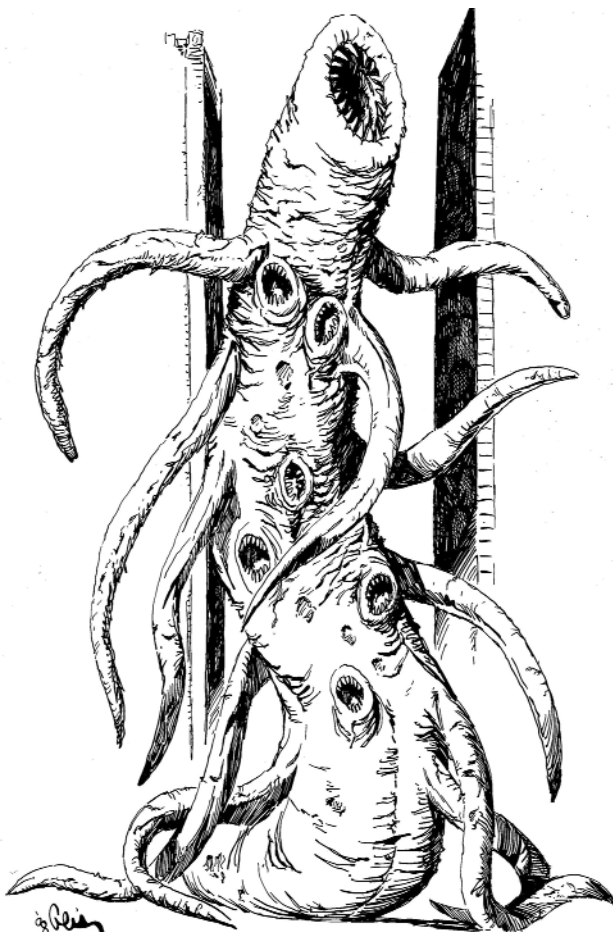
LEVEL: 7

XP: 900+12/hp

Created by a long-forgotten god of matrimony, the altar beast is a towering, wormlike entity with rubbery mauve skin that scrapes off as it undulates across the ground. Its numerous scarlet and pink mouths drool a grey mucus that smells of strawberries. It has a dozen tentacles, ranging in color from yellow to sepia, along its body. The altar beast has a large maw, capable of swallowing a man whole.

The creature preys upon those who dissolve sacred bonds of marriage. This can include spouses, clerics, priests, nobles, and anyone who participates in the annulment of marriage. First, it takes control of one of the two people who are trying to get divorced. It attacks the victim when he or she is alone. After incapacitating the victim (without causing serious injury), the beast transforms itself into liquid and enters the target's body. The victim is now possessed (a condition which can be remedied by use of the *exorcise* spell).

The altar beast accesses the victim's memories and knowledge, and makes a list of everyone involved in the divorce proceedings.



Using the host body as its instrument, the monster systematically seeks out and destroys everyone who permits or encourages this sin.

After each kill, the altar beast emerges in liquid form from its victim's orifices. It then coalesces into its actual shape, and feeds on the corpse of the murder victim while the host watches, horrified. If the host tries to flee, the beast will capture him or her, but without causing permanent harm (since it needs the body to fulfill its purpose).

Eventually, the monster will have killed everyone on its list. It will then leave the host's body, turn around, and swallow the victim whole, digesting the body over a period of hours. Afterward, it slowly returns to its lair, where it rests for several days before repeating the cycle.

If it's confronted, the host will involuntarily vomit up the beast, which immediately resumes its shape and attacks. In combat, it lashes out with its numerous tentacles, inflicting 2-7 points of damage, and it spits a caustic bile that blinds its opponents (take 2-7 points of damage and save vs. poison or suffer blindness for 1-3 rounds).

AMBULATOR

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1 / 2-12
 SIZE: M (5' tall)
 MOVE: 120 ft
 ARMOR CLASS: 3/9
 HIT DICE: 3+3
 ATTACKS: 1
 DAMAGE: 1d12
 TAZ: 16
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard (see below)
 LAIR PROBABILITY: None
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 TREASURE: None.
 LEVEL: 4
 XP: 105+3/hp



Built by the lunatic sorceress Shauva Tiridan, ambulators were fashioned from the eyes of Audiences (q.v.), which she harvested by hand, and the bodies of giant spiders. Combining these parts by means of a heinous ritual, Tiridan created her legion of spies, which she used to keep tabs on her enemies throughout the realm.

After her death, the ambulators continued to crawl through tunnels and over rooftops, observing the habits of all they encounter. At any time, the ambulator can cast *invisibility* on itself, remaining hidden from view for a period of 24 hours, at which point the spell wears off and the creature blinks into view; eventually, its primitive brain reminds it to cast the spell once again, but by this time, it may have been spotted.

If confronted, the lone ambulator will attack, and will fight to the death. Its body has an armor class of 3, and its eye, which has 15 hit points, has an armor class of 9. If the eye is destroyed, the creature is blind, and can no longer cast *invisibility*.

Any other ambulators in the area (between 2 and 12) will swarm to the site of the conflict, lending their counterpart a hand. In a city with a large population of ambulators, this can lead to a veritable swarm of attackers.

If a *charm monster* spell is cast on an ambulator, it will not be able to perform any kind of saving throw, and will become permanently attached to the spellcaster. Obedient until death (or until someone else casts *charm monster* on it), the ambulator will follow, or even scout ahead, returning to scrawl crude diagrams with a claw, depicting ambushes or enemy positions.

Ambulators carry no treasure, but an audience will pay dearly for an ambulator eye.

AUDIENCE

Created by the Tenebrous Halflings of the Infinite Crypt, audiences were once among the most dreaded of monsters.

When several of the Tenebrous Halflings neared death, they would perform a necromantic ritual that transferred their souls into a monstrous body that had been stitched together by their surgeons. Within this new body, a floating sack of flesh adorned with tentacles, each audience was a collection of diverse personalities.

The audience then continued to stalk the silent corridors of the Infinite Crypt, gathering information, tormenting lesser beings, and assembling troves of forbidden knowledge.

Then Shauva Tiridan, the mad mage, took their eyes.

A wizard of unimaginable power, she hunted down every audience and carved out its eyes to create her legion of ambulators (q.v.).

Now blind and insane, the audiences still glide through dark tunnels, but their mutilator died years ago, so they have no one to vent their rage on save for the occasional adventurer who blunders into their path. Though eyeless, an audience is nonetheless acutely aware of its surroundings, and is not penalized for blindness -- nor is it affected by illusions, or spells such as *darkness*.

AUDIENCE

Each audience has the power (and the intellect, and the souls) of several ancient halfling mages, but much of that strength was blunted when the eyes were taken; still, an audience is a formidable foe.

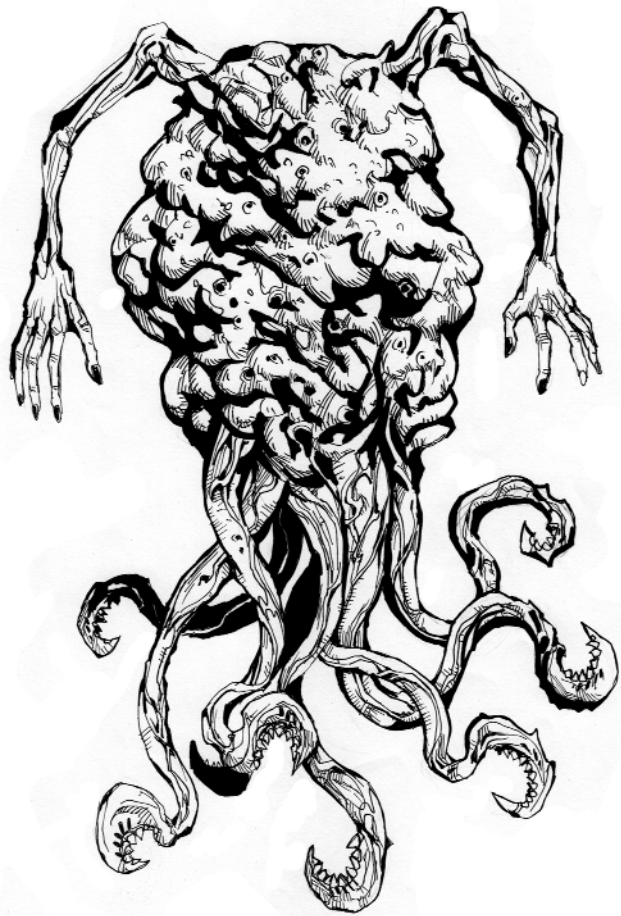
Discerner

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-3
SIZE: L (7' tall)
MOVE: 40 ft
ARMOR CLASS: 2/3/8
HIT DICE: 10+5 (special)
ATTACKS: 10
DAMAGE: 1d6 / 2d4
TAZ: 9
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 60%
INTELLIGENCE: High
ALIGNMENT: Lawful Evil
TREASURE: Personal, a few rods and/or wands; in lair, several gems.
LEVEL: 10
XP: 15,000+20/hp

From a discerners lumpy brown body hang 8 glittering purple and crimson tentacles, which make it visible from a great distance as it glides towards its prey. Each tentacle ends in a serrated white talon. It sometimes wields enchanted items (typically wands or rods) in its two scrawny arms. Typically found prowling silent corridors and mines in search of precious gemstones, the discerners loves nothing more than to find fresh playthings to boil and flay.

Ten halfling elementalists, bound together, abandoned their decrepit bodies to become a single entity known as the discerners. Masters of fire and ice, discerners were once nigh-unstoppable; now, they have been weakened by the loss of their eyes.

Though much of its power has been lost, the entity is still a dangerous foe. Two souls control its hands, which strike for 1d6, or use a weapon; eight souls control the flailing tentacles, each armed with a hook that inflicts 2-8 points of damage.



Each hand can cast *cone of cold* twice per day (6d4+6, save vs. spells for half damage); one can cast *wall of fire* (inflicts 2d6+6, no save) once per day, and one can cast *wall of ice* (can be dropped on foes for 3d10) once per day. In addition, each tentacle can cast *fireball* once per day (6d6, save for half damage).

Discerners are immune to fire and cold-based attacks, magical or otherwise.

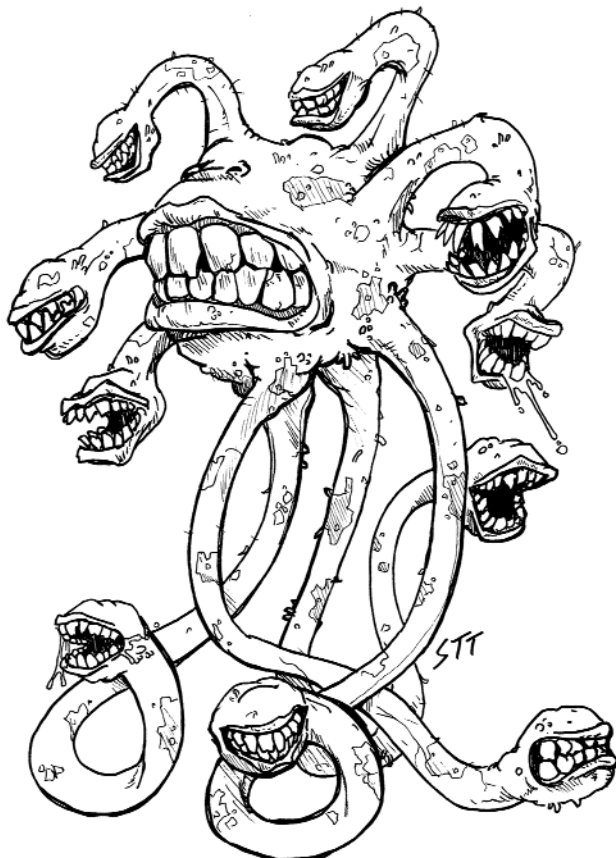
The body has 10+5 hit dice, each arm has 12 hit points, and each tentacle has 10 hit points.

In its lair, which is typically strewn with the bones and viscera of its victims, each discerners will keep gems of varying quality and various rods or wands.

Onlooker

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-2
 SIZE: L (4' diameter)
 MOVE: 40 ft
 ARMOR CLASS: 1/5
 HIT DICE: 12/3
 ATTACKS: 11
 DAMAGE: 1d8+2 / 2d6
 TAZ: 8
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Special
 LAIR PROBABILITY: 80%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Lawful Evil
 TREASURE: Personal, none; in lair, fortune, several gems, several objects, a few magic items.
 LEVEL: 10
 XP: 16,500+20/hp

The onlooker appears as a large sphere of greenish-blue tissue, from which dangle 10 tentacles of different lengths. An enormous mouth protrudes from the four-foot-wide central sphere, and each of the tentacles ends in a chattering mouth. The monster sweats a milky substance that reeks of fresh fruit.



Often found near crypts, ossuaries, or graveyards, the onlooker's eleven souls bicker and argue incessantly, debating the necromantic lore that once was their bailiwick. Now, eyeless and stripped of many powers, they float through dust-blanketed necropoleis in search of the interesting-tasting cadavers that sustain them (and occasionally serve as raw material for an experiment of some kind).

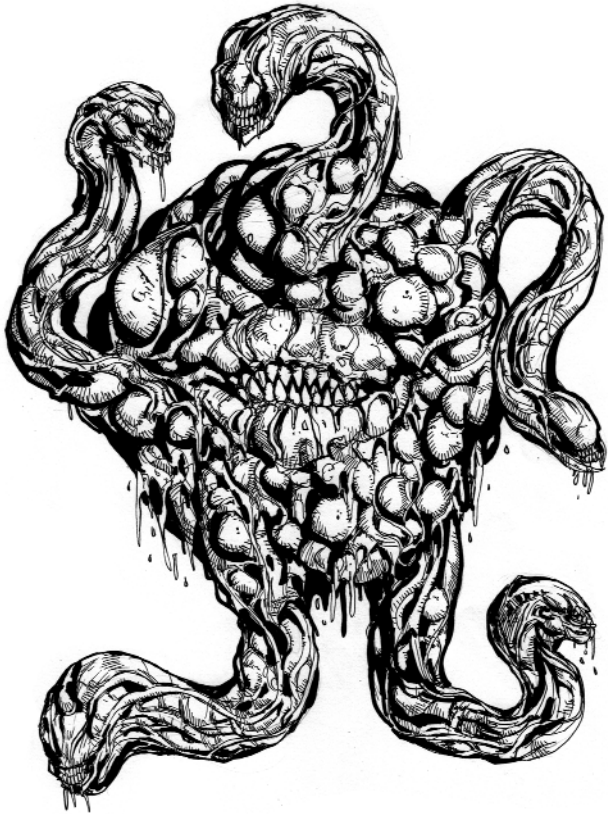
If approached, the onlooker will stop chattering long enough to bite with its tentacled mouths (3-10 points of damage) or its central maw (2-12 points); if it feels that the enemy is a dangerous enough foe to warrant it, the central maw can spit forth magic missiles (6d4+6, 180' range, once per day), and the ten other mouths can utter the following spells (once per day each):

1. *Dispel magic*
2. *Fear*
3. *Fumble*
4. *Hold person*
5. *Interposing hand*
6. *Polymorph other*
7. *Power word: stun*
8. *Shield*
9. *Sleep*
10. *Web*

Witness

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: L (4' diameter)
 MOVE: 50 ft
 ARMOR CLASS: -1/3
 HIT DICE: 14/5
 ATTACKS: 6
 DAMAGE: 2d8+4 / 6d4+4
 TAZ: 5
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Special
 LAIR PROBABILITY: 80%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Lawful Evil
 TREASURE: Personal, none; in lair, many potions, many scrolls, numerous random magical items, and 1 talisman.
 LEVEL: 10
 XP: 18,500+20/hp

Swollen and covered in suppurating buboes, the violet-skinned witness has a vast maw ringed by 5 stubby tentacles, bright orange and leathery. The snapping jaws at the end of each tentacle hiss insults as they bite and spit.



Unlike their lesser counterparts, witnesses spend a great deal traveling through the various planes of existence, scouring distant realms for forbidden knowledge. Though sightless, they are still adept learners, and are always hungry for new information.

The central mouth can bite (10-28 points of damage) and spit acid (treat as a breath weapon for 3d12, saving throw halves damage). The five tentacled mouths can bite (6-20 points) and *curse* (treat as the reversed version of the first-level cleric spell *bless*, except that this is cumulative, so each additional cursing lowers a victim's to hit rolls by 1).

The six summoners who had their souls cast into each fleshy construct were all expert at calling forth entities from distant realms.

Thus, each of the five tentacled mouths can perform an additional spell, once per day, as a 14th-level magic user or cleric:

1. *Cacodemon*
2. *Conjure elemental*
3. *Gate*
4. *Monster summoning 6*
5. *Conjure animals* (typically prehistoric)

AVERNAL MAIDEN

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1-4

SIZE: M (6' tall)

MOVE: 60 ft/210 ft

ARMOR CLASS: 1

HIT DICE: 7

ATTACKS: 2

DAMAGE: 2d6+2

TAZ: 13

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: 20%

LAIR PROBABILITY: 30%

INTELLIGENCE: Average

ALIGNMENT: Lawful Evil

TREASURE: Personal, purse; in lair, assortment.

LEVEL: 7

XP: 1200+10/hp



The Avernal maiden appears as a nude human female with pale green skin. She has two black horns that curl from her brow, a bright red forked tongue, and a wide mouth crammed full of sharp teeth. In lieu of a left hand, she has a long spike of white bone.

In Avernus, their native realm, Avernal maidens hunt in small packs, running down their prey and gorging themselves on the flesh. Though not true devils, they are nonetheless typically allied with devils, and occasionally serve an arch-devil or lord of Hell.

When found outside of Avernus, maidens often use *polymorph self* to appear as damsels in distress; they lure adventurers into traps with tales of abduction, or chain themselves to walls and cry for help.

In combat, the maiden attacks with her spike, inflicting 4-14 points of damage; each time she hits, the victim must save vs. poison or take an additional 2d6 from her caustic venom.

At will, the maiden can cast the aforementioned *polymorph self*, plus *darkness, gate* (as the 9th level magic user spell), and *protection from good, 10' radius* (as the fourth-level cleric spell).



BANSHEE, IVORY — BASKRA — BENASIM — BOTHRIAN — BULETTE, DESERT

BANSHEE, IVORY

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 5
 ARMOR CLASS: -1
 HIT DICE: 8
 ATTACKS: 2
 DAMAGE: 1d12 or 1d4+3
 TAZ: 12
 SPECIAL ATTACKS See below
 SPECIAL DEFENSES: +1 weapon or better to hit
 MAGIC RESISTANCE: 20%
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Chaotic evil
 TREASURE: None.
 LEVEL: 8
 XP: 2900+12/hp

The ivory banshee is the ghost of an elven woman who worshiped the Demon Queen Abyzou. From the waist up, she resembles the woman it once was, but her features are deformed; yellowish wings grow from her shoulder blades, and a cluster of cream-colored tentacles dangles from her waist.



BANSHEE, IVORY

Filled with a hatred for all life, the ivory banshee haunts the places that she knew: her home, her place of work, her place of worship. There, the ghost kills all whom it encounters. Over time, an ivory banshee will destroy an entire village (sometimes, as punishment for her trial and execution, if she was put to death for blasphemous rites).

The sight of an ivory banshee causes *fear* (save vs. spells negates). A touch from its freezing claws inflicts 1-12 points of damage. A slash from its clawed tentacles inflicts 4-7 points of damage, and the victim must save vs. poison or temporarily lose a point of strength (which will be restored when the banshee is slain).

Once per day, after the sun has gone down, it can *wail*, which forces all creatures within 30 feet to save vs. spells or die. Twice per day, the spirit can *gate* in a lesser demon.

BASKRA

FREQUENCY: Very rare (unique)

NO. ENCOUNTERED: 1

SIZE: L (9' tall)

MOVE: 120 ft

ARMOR CLASS: -3

HIT DICE: 108 hit points (24 hit dice)

ATTACKS: 2

DAMAGE: 2d8+4 or 3d6

TAZ: 1

SPECIAL ATTACKS See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: 75%

LAIR PROBABILITY: None

INTELLIGENCE: Exceptional

ALIGNMENT: Lawful Evil

TREASURE: Personal, purse; in lair, riches, 1-4 gems, 1-20 potions, 1-4 magic items.

LEVEL: 10

XP: 30,000

Unlike surgeons and other practitioners of medicine, who employ clysters, leeches, cautery, and venesection, the entity known as Baskra practices a horrid magic of his own devising.

He resembles a grotesquely deformed fetus, standing roughly nine feet tall, with a large cranium and sagging pink skin. His teeth, talons, and umbilical cord are all fish-belly white; his eyes are black, and glitter with a terrible humor.



Baskra preys upon the elderly, tormenting them in their dreams with visions of youth and agility, and with nightmares of death and decay. Feeding on their regrets and memories of missed opportunities, the fiend weakens and debilitates them until they expire. He cares nothing for commoners, and focuses his attentions on the powerful: aging regents, infirm high priests, and liver-spotted archmages.

Baskra stands next to his sleeping victim and places a mangled hand on his brow. Entering his mind, the fiend forces two dreams on him. In the first, the victim relives the joys and accomplishments of youth. Running, dancing, kissing, he recalls all the exhilaration of a functioning body again. Nights of passion and revelry are revisited, accolades are garnered, and victories are won.

In the second dream, the victim sees his own body, as if from above, and it is young and supple. Then he sees Baskra standing nearby, a bonesaw in its rotting claws. The victim's body begins to decay. Ligaments and tendons strain and snap, muscles wither beneath the skin, and hair loses all color, then falls out in clumps.

His veins darken, cheeks hollow, and eyes cave in. Slowly, his body disintegrates, splitting open to reveal a writhing mass of worms and vermin, squirming out from the desiccated torso. After three or four such nightmares, the victim's body gives out, and he suffers a fatal coronary or other such affliction.

However, sometimes the entity cannot stand the wait, and he takes a more direct approach. On such occasions, he guts his victim with medical implements, just as the nightmare has reached its horrific climax.

Baskra is also something of a voyeur, and will return to a scene of a crime after one of his victims has perished.

If he perceives that someone is hunting him, he will begin to play tricks on his enemies. For instance, Baskra will torment the elderly king with dreams in which the adventurers are revealed as the source of the nightmares, ensuring that the victim remains fearful and uncooperative when the adventurers are around.

He typically attacks with his bonesaw, inflicting 6-20 points of damage, and if he hits, the victim must save vs. poison to avoid contracting the plague (60%) or becoming afflicted with a form of insanity (40%). He sometimes uses a scalpel, which inflicts 3d6 points of damage; if he hits, the victim must save vs. spells or lose a point of strength (a condition which usually lasts 1-4 days, unless cured through magical means; the effect is cumulative, so Baskra may strike the same victim again and again during combat).

Once per day, Baskra can cast the following spells as a 20th-level druid: *cause critical wounds*, *cause disease*, *confusion*, *contaminate water*, *feeblemind*, *finger of death*, *insect plague*.

In his lair (an ossuary), he is attended by 1d20 ghouls, 1d8 zombies, and 1d4 ghosts.

BENASIM

FREQUENCY: Common

NO. ENCOUNTERED: 1-6

SIZE: L (9' tall)

MOVE: 60 ft

ARMOR CLASS: 7

HIT DICE: 2+2

ATTACKS: 1

DAMAGE: 1d6+2

TAZ: 17

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 55%

INTELLIGENCE: High

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, coinage, 1-4 gems, 1-4 objects, 1-4 potions.

LEVEL: 3

XP: 95+2/hp



BENASIM

Created by a long-forgotten spirit naga during a war with demihumans, the benasim is a misshapen mass of limbs and purple flesh. Its skin ripples as new limbs and organs emerge and sink into its leathery folds. Its eyes are pure white, as are its teeth, and the creature's face is always the same: tight skin drawn over a skull, grinning with hatred. It reeks of sweat.

A relentless predator, the benasim stalks demihumans, preferring halflings and elves, but settling for gnomes and dwarves if need be.

Strangely, the fiend tends to exhibit a contemplative streak, penning short verse in the blood of its victims after a kill. Sometimes, these poems include clues about the location of the monster's lair.

Now let us venture into fields replete
With warm sap, brim-full of tender tissue,
Slender stalks swaying neath blossoms swollen
With nectar and pollen, drowsy with heat.
Now let us cull the dry chaff from the wheat
And enter pink skin to force the issue;
We'll separate the loose fronds of sullen
Sweet flesh, and thresh hard bone from pliant meat.

Usually found in squalid settings, such as alleys or slums, the benasim ventures out at night to hunt its prey. It toys with them, entertaining itself by chasing them, and then finally settles on a victim to feed on. If there's a small group of benasim, they'll all feed on the same victim, but will hunt more than once on that night.

When the victim is cornered, the benasim sinks its teeth into its victim's throat, drinking the sweet blood. At this point, it doesn't even care if anyone's watching -- now that the moment has arrived, the fiend will have its way, regardless of whether or not it's exposed.

The creature can cast three spells per day (either one of each, or the same spell three times): *sleep*, *charm person*, and *darkness*, 15' radius. In combat, it strikes with its malformed limbs, inflicting 3-8 points of damage.

BOTHRIAN

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1-4

SIZE: M (6' tall)

MOVE: 120 ft

ARMOR CLASS: 6

HIT DICE: 7+5

ATTACKS: 3

DAMAGE: 1d4+poison or by weapon

TAZ: 12

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: 90%

LAIR PROBABILITY: 55%

INTELLIGENCE: Genius

ALIGNMENT: Lawful evil

TREASURE: Personal, cache; in lair, purse, a few gems, a few objects, a few potions.

LEVEL: 8

XP: 2450+10/hp



Elegant and formal, the bothrians are a mild-mannered race of beings that seek only to enjoy the good things in life -- to carefully slice flavorful meat and sip chilled wine while listening to music and watching their victims scream as the skin is carefully peeled away from the muscle.

Slender humanoids with octopoid features, their smooth, moist skin ranges in hue from violet to bright green, and changes slightly with mood. Most bothrians favor damp climates, and are typically found near pools where they can soak when the mood arises. Their tentacles undulate while they speak, and many of them have pierced, tattooed, or otherwise decorated their appendages to indicate status.

If provoked, a bothrian typically tries to cause as much harm as possible, while amusing itself by using its abilities to manipulate and bewilder its intellectually-inferior foes. Bothrians have spent centuries honing their mental powers, and can use the following spell-like abilities at will: *ESP*, *levitate*, *phantasmal force*, and *wizard eye*. In addition, it can use these abilities once per day: *charm person*, *confusion*, *fear*, and *suggestion*.

Three times per day, the bothrian can employ *mind-blade*, a magical attack which functions like a breath weapon with a 60 ft cone (5 ft at base and 20 ft at end); victims must save vs. breath weapon or suffer the effects of a *feeblemind* spell for 1d6 rounds and a *confusion* spell (for the standard duration). All abilities are performed at 7th-level mastery.

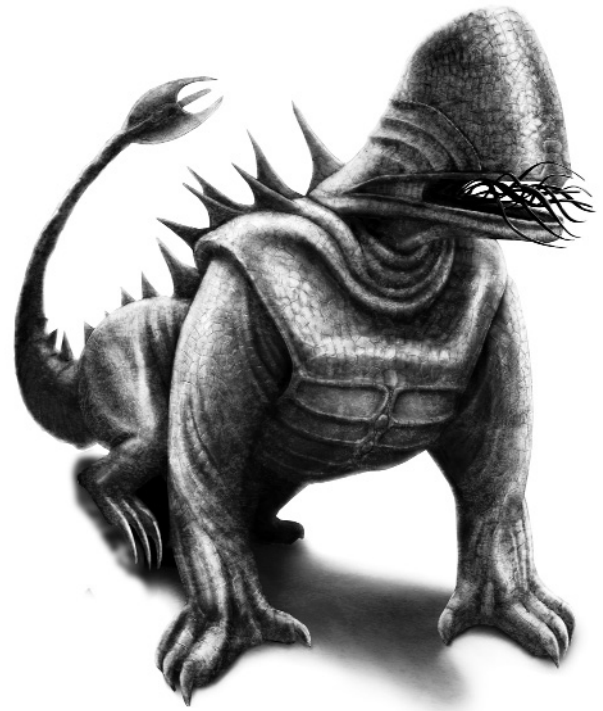
They can also attack with their tentacles; a successful hit inflicts 1-4 damage, and the victim must save vs. poison or lose 1 point of intelligence. The following round, the victim must make an additional saving throw or lose another point. Thus, a hit means that the target will lose 0-2 points of intelligence per hit. The effect is usually temporary (intelligence is restored in 1d6 rounds); however, in 10% of cases, the intelligence loss is permanent, and must be remedied somehow.

BULETTE, DESERT

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: L (14' long)
 MOVE: 100 ft
 ARMOR CLASS: -3/2
 HIT DICE: 10
 ATTACKS: 3
 DAMAGE: 5d10 / 3d8+2
 TAZ: 10
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: None
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 TREASURE: Personal, assortment (in stomach), a few gems; in lair, cache, a few gems, a few magic items.
 LEVEL: 7
 XP: 2600+14/hp

Once hatched, the desert bulette is a massive creature, roughly twenty feet at the shoulder. Its scaled body ranges in hue from aquamarine to dark green, and ends in a long tail tipped with a three-pronged pincer. Its bright blue head is featureless, save for a vast toothless maw, surrounded by six-foot barbed tentacles. Huge ragged spines, beginning at its neck, follow the curve of its spine all the way down to the tail. Its massive feet end in six-inch talons.

Initially, the desert bulette begins as an invertebrate: Size M (5' long); move 30 ft; AC 8; HD 1; Atk 1; Dam 1d4; TAZ 19; L 1; XP 15.



A mass of pale blue tissue, roughly the size of a man, it undulates along the ground, rolling its slimy bulk and leaving a trail of moisture behind.

The monster stalks its prey in lonely places, and kills them by suffocating them. Generally, it attacks lone gnomes or dwarves, but may make an exception in the case of a pair, particularly when it hasn't been successful locating solitary targets.

Once it has killed, it hauls the body back to its lair, where it dumps the corpse on the ground and heads out in pursuit of new meat. When the monster has collected between 15 and 20 bodies, it will gather them all into a pile and begin to consume them.

BULETTE, DESERT

After it's absorbed all organic tissue (leaving behind items like coins, gems, belt buckles, and weapons), expanding dramatically in the process, the blob's exterior will begin to harden into a massive chrysalis. Over the next few hours, movement will be visible within. Finally, the shell will split open and the creature will emerge.

A monstrous carnivore with a ferocious appetite, the desert bulette will immediately head for the largest high-population area that it can find. Drawn to crowds, the monster will begin to attack anything that moves, flipping over carts, demolishing homes, and swallowing people whole.

It favors gnomes, but its hunger is monstrous upon awakening, and it will feed on anything it can catch. After the slaughter, the monstrosity will return to the desert, where it will hunt among the dunes.

In combat, its bite inflicts a devastating 5-50 points of damage; fortunately, it can only bite once per round. Its monstrous claws deal 5-26 points of damage.

If injured, it will employ its breath weapon (which can only be used once per day): a blast of fire that inflicts damage equal to half the creature's current hit points (saving throw halves the amount). Its thick body armor provides it with an armor class of -3, but the soft underbelly has an AC of 2. This is only exposed if the desert bullet rears up to use its breath weapon.

When it is slain, the bulette's body will split open and a new invertebrate will emerge. If not captured or killed, it will try to enter a sewer or body of water so that it can escape and begin the cycle again.



CHIMÆRA QUEEN — COLONIST — CONTRIVANCE — CRAANOI — CURHADAC

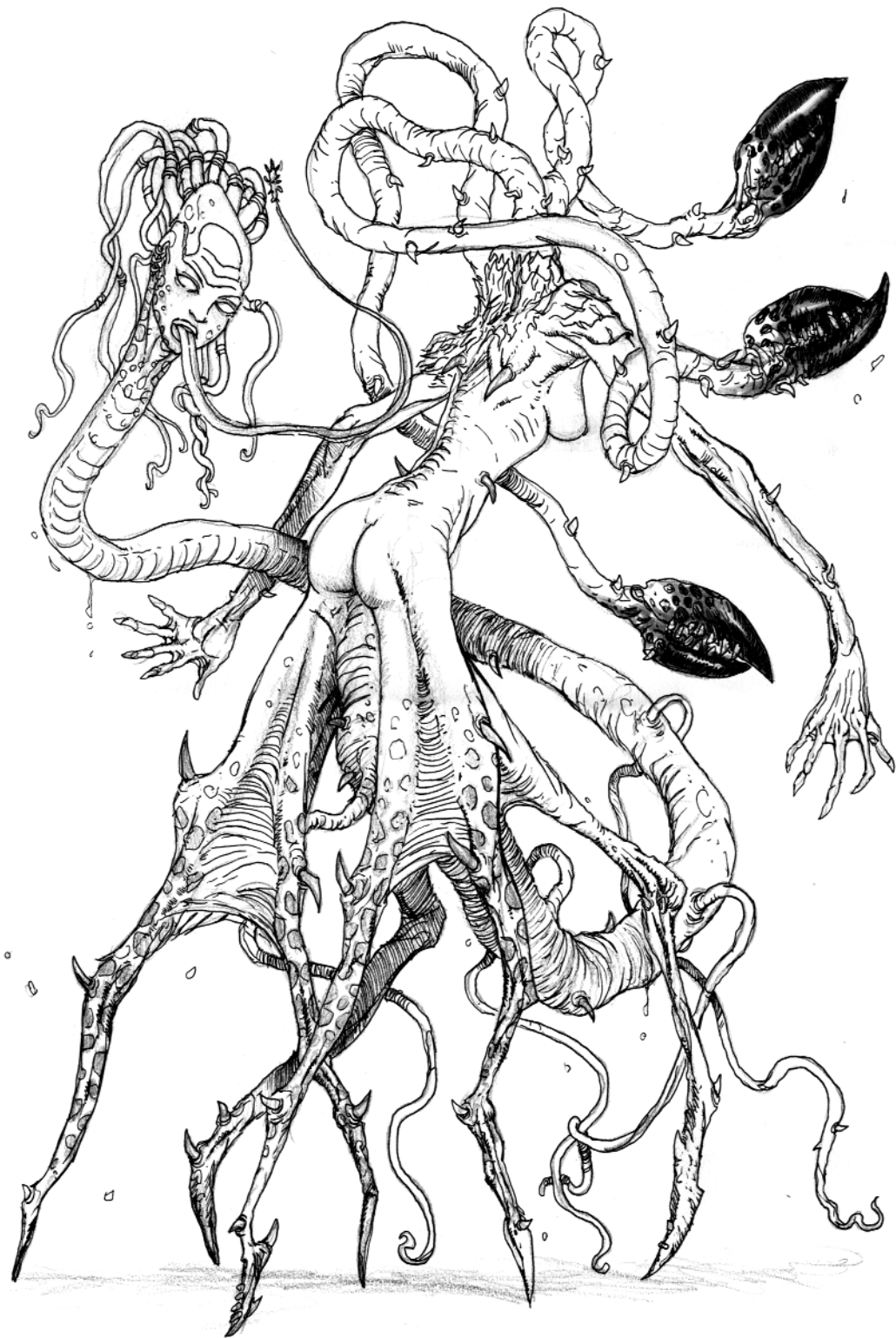
CHIMÆRA QUEEN

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (10' tall)
MOVE: 150 ft
ARMOR CLASS: -3
HIT DICE: 99 hp (15 hit dice)
ATTACKS: 2
DAMAGE: 3d4+4
TAZ: 5
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50%
LAIR PROBABILITY: 85%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
TREASURE: Personal, purse; in lair, trove, a few gems, numerous objects, a few potions, a few scrolls, a few magic weapons, numerous magic items.
LEVEL: 10
XP: 28,000

The Chimæra Queen has the torso of a humanoid female. From between her shoulders juts a cluster of green tentacles ending in three black claws. Her arms are long, and her body is covered with pale green thorns. Between her legs, there's a thick pale blue tentacle from which grow several smaller tentacles. This main tentacle ends in her head, which is topped by thin white tentacles that writhe around her face. The Queen's tongue is long and grey and dry, ending in a wad of tissue tipped with spikes. Her legs are pale blue with dark brown spots, each ending in three spikes.

The brutal Chimæra Queen, revered by her fire-breathing offspring, rules from a misshapen throne of alabaster in her citadel atop the Evolution Aerie. Hidden far from civilized beings, surrounded by the chimærae and manticores that she created, she surveys a range of snow-capped mountains where her experimental portmanteaus (as she calls them) can roam free, preying upon the occasional explorer, pilgrim, or lost traveler.

She doesn't kill her prey outright. Rather, she captures a group of victims and then imprisons them in a dungeon populated with chimæra, sphinxes, and cockatrices. Then she hunts her quarry.



CHIMAERA QUEEN

First, however, she provides them with weapons. She also allows them a chance to escape or to defend themselves. Due to her strength and speed, she invariably wins the game, and winds up tearing the victims apart. Then she feasts on the corpses.

Usually, she captures her prey by force, but other times she employs magical trickery. Many adventurers have awakened with brutal hangovers on desolate islands, stripped of all their possessions save a single magical item or weapon.

The queen can use the following abilities at will, one at a time per round: *wall of stone*, *lightning bolt*, *haste*, *invisibility*, *monster summoning 4*, *polymorph other*. Once per day, she can cast the following: *meteor swarm*, *maze*, *temporal stasis*, *monster summoning 7*, *power word: blind*, and *vanish*.

She is typically attended by 2-8 chimærae, 2-8 manticores, and at least one dracolisk and/or hippogriff. They serve their queen without question, and will fight to the death to protect her.

Any small magical items in her treasury will be carried on her person, though she rarely dons enchanted armor or carries magical weapons unless she anticipates conflict.

COLONIST

FREQUENCY: Common

NO. ENCOUNTERED: 2d4 or 5d20

SIZE: L (9' tall)

MOVE: 90 ft

ARMOR CLASS: 8

HIT DICE: 1+1

ATTACKS: 1

DAMAGE: 1d4

TAZ: 18

SPECIAL ATTACKS: None

SPECIAL DEFENSES: Half damage from edged weapons

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 100%

INTELLIGENCE: Low

ALIGNMENT: Neutral

TREASURE: Personal, assortment, a few gems; in lair, hoard, many objects, a few magic items

LEVEL: 2

XP: 45+1/hp

The colonist is a six-legged predator with a humanoid torso; its segmented arms end in curved hooks. Two long curved horns curl from its brow, and its mouth is a round maw, like that of a lamprey.



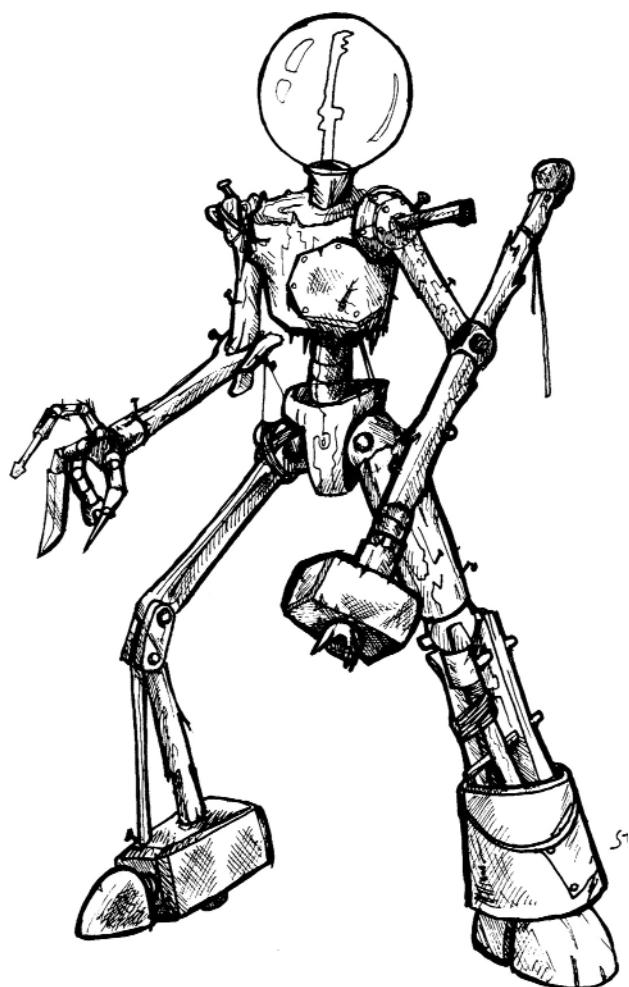
Believed to be the first wave of soldiers from another realm, colonists tend to establish their nests in inhospitable places like deserts and volcanic plains. Night and day, they construct monstrous spires in specific patterns, but no one has ever determined why -- or how close they are to completing their task. They have no leadership, nor do they ever ally themselves with others. Colonists reject all attempts at parlay or truce, and attack other life forms on sight.

A nest consists of up to 100 colonists, and they frequently send out raiding parties of 2-8 in search of fresh meat.

In combat, their exoskeletons shield them from edged weapons (half damage), but they are quite susceptible to all forms of magical attack (double damage).

CONTRIVANCE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 60'
 ARMOR CLASS: 5
 HIT DICE: 4+4
 ATTACKS: 2
 DAMAGE: 1d8
 TAZ: 15
 SPECIAL ATTACKS: Critical hit on 17
 SPECIAL DEFENSES: Immune to certain spells
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 TREASURE: Personal, none; in lair, loot, a few gems, a few objects, a few magic items
 LEVEL: 5
 XP: 270+4/hp



Built from spare parts by infernal gnomes, contrivances are mechanical golems that guard the passages to the long-forgotten subterranean clockwork kingdom of Mecha Zel. Waiting in silence for centuries, the contrivance will activate if approached by any living being. Without hesitation, it will move to attack, stopping only when destroyed.

A contrivance is immune to any *charm* or *illusion* spells, and is unaffected by any spell that impedes vision (such as *darkness* or *power word: blind*). In addition, it deals double damage on a natural 17 or higher.

A contrivance can fetch hundreds of gold pieces (or even thousands, depending on the condition) from certain gnomish rulers, who seek to gather information on their underground kin.

The post where a contrivance waits usually leads to a long-abandoned passageway to the ruins of Mecha Zel, and is doubtless littered with the remains of others who sought to enter.

CRAANOI

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1-4
 SIZE: L (6' diameter)
 MOVE: 120 ft
 ARMOR CLASS: 4
 HIT DICE: 5+5
 ATTACKS: 1
 DAMAGE: 1d8+1
 TAZ: 14
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: Spells
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 50%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, none; in lair, assortment, several gems, a few objects, many magic items
 LEVEL: 5
 XP: 370+6/hp

The craanoi appears like a vaguely spherical sea creature. Though hard as iron, its glistening aquamarine skin is translucent, displaying the monster's internal organs. Six feet wide, it hovers in the air, trailing tentacles and spindly limbs. The craanoi has large blue eyes, white lips, and pale green bristles around its mouth.

CRAANOI

This eerily silent monster is typically found in coastal climes, floating over the water, where it feeds on sailors, fishermen, and stray merfolk. It sometimes flies farther inland, entering towns at night to pick off drunkards or beggars. If a group of craanoi gather together for a raid, they may snatch a few unwary townsfolk to take home with them (to eat later). The craanoi lair is typically a seaside cave that affords them access to the water, and also an above ground place to stash their victims, whom they typically eat while still alive. Their lair is usually guarded by sea creatures such as sharks or giant crabs.



In combat, the craanoi inflicts 2-9 points of damage with its tentacles, and can cast the following spells once per day: *protection from good* (good creatures receive -2 to hit, craanoi saves against their magic with +2 bonus), *magic missile* (a wad of acid that inflicts 3d4+3), and *cause light wounds*.

There may be sightings of monstrous fish-like creatures, which could lead to a local ruler hiring adventurers to kill the creatures (or rescue captured victims).

CURHADAC

FREQUENCY: Very rare

NO. ENCOUNTERED: 1

SIZE: L (9' tall)

MOVE: 240 ft

ARMOR CLASS: 0

HIT DICE: 9+3

ATTACKS: 2

DAMAGE: 2d4+4

TAZ: 10

SPECIAL ATTACKS: Scream

SPECIAL DEFENSES: Immune to charm, sleep

MAGIC RESISTANCE: 30%

LAIR PROBABILITY: 75%

INTELLIGENCE: Very

ALIGNMENT: Lawful evil

TREASURE: Personal, a few magic items; in lair, lucre, several objects.

LEVEL: 7

XP: 2500+13/hp



Eight feet high at the shoulder, curhadacs look like bizarre hybrids of man and insect; they are rumored to be a creation of Ahriman (q.v.). Their gold-and-crimson coloration is offset by bright blue multifaceted eyes and bright green limbs.

The curhadac is an artist. It begins by selecting a victim, typically an isolated person who won't be missed for some time. After studying the movements of its prey, the monster will attack and incapacitate the victim, then carry him to a remote location. It will then repeat this process six more times, assembling an audience of seven captives.

The curhadac will select one of its prisoners at random and disassemble him before the others, slowly and painfully. It will then create its instruments. Using the victim's bones and hair, it will create paintbrushes. After flaying the victim, it will stretch the skin over a frame made of bones, creating a canvas. Squeezing various bodily fluids from the victim's glands and organs, it will create paint.

After assembling all of the necessary components, it will paint a portrait of one of its other victims. When finished, it will drag the portrait's subject from captivity and create new paints, brushes, and canvas. It will continue in this fashion until six portraits have been painted. The last victim is set free and given the paintings as a gift.

In combat, the creature attacks with its claws and blades, inflicting 6-12 points of damage. It is immune to *charm* spells, as well as *sleep*. If it carries any magic items, it will use these during combat.

Once per round, the curhadac may *scream*. The first time it utters that strange ululating cry, one of its opponents will take 1d8 points of damage (save vs. breath weapon will halve the damage). The second time, if it targets the same victim, the *scream* will inflict 2d8 damage (and again, a successful save halves damage). This effect is cumulative until the creature is inflicting 5d8 with each successive *scream*.

If it switches targets, and *screams* at another opponent, then it must start at 1d8 again, and even if it returns its attentions to its original target, it will need to start at 1d8 again. Thus, a curhadac typically selects a single foe and *screams* until that opponent is dead. To anyone else who hears the sound, it is merely an animalistic roar of anger, but to the victim, it brings up hideous memories of past suffering, and inflicts physical damage to the body.

Its lair is littered with coins that it has stripped from its victims, and it also has several works of art (2d10-2 objects) that it has created, which are worth a great deal in certain markets.

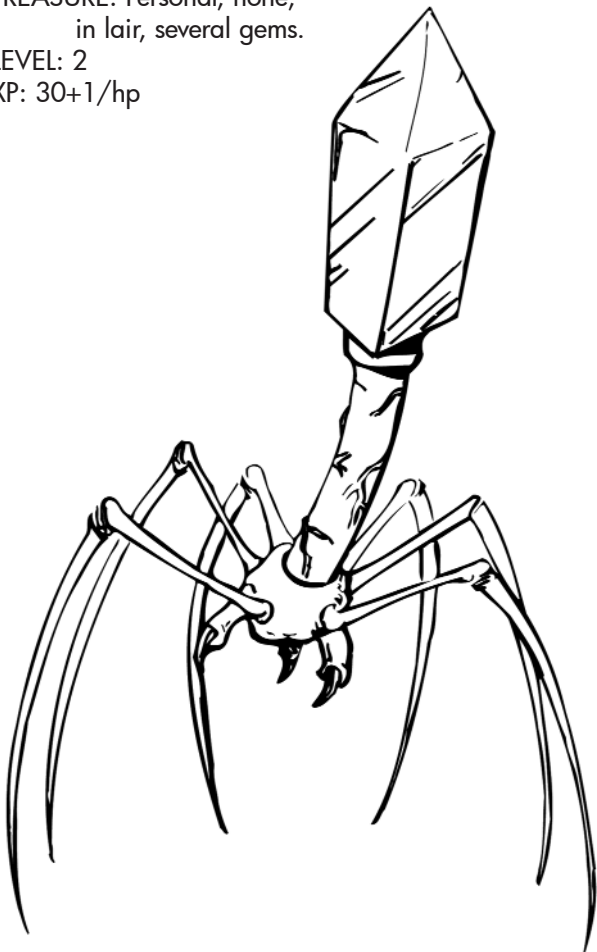




DAMSEL STONE — DEMIMONDAINE — DEMON — DEVIL — DRAGON — DRAGONIAC — DREG-STALKER

DAMSEL STONE

FREQUENCY: Common
 NO. ENCOUNTERED: 2d8
 SIZE: S (1' tall)
 MOVE: 30 ft
 ARMOR CLASS: 9
 HIT DICE: 1+1
 ATTACKS: 1
 DAMAGE: 1d4
 TAZ: 18
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 TREASURE: Personal, none;
 in lair, several gems.
 LEVEL: 2
 XP: 30+1/hp



The damsel stone is actually an arthropod with an enlarged tail, which appears to be a translucent gemstone that glows with a faint blue, red, or green light. The creature digs into the earth and waits for an animal (or person) to approach, lured by the light.

It is not alone: large predators usually wait near a cluster of damsel stones, and when the prey gets near, these monsters burst from their hiding places and attack. Afterward, the damsel stone picks its way over on six spindly legs and nips bits of flesh from the carcass with its three mandibles.

If encountered without another predator, the damsel stone can still be a dangerous opponent to the unprepared, though veterans will find these creatures no threat.

It is often clustered near actual gems for camouflage.

DEMIMONDAINE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 100 ft
 ARMOR CLASS: 2
 HIT DICE: 8+2
 ATTACKS: 2
 DAMAGE: 2d6+3
 TAZ: 11
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 45%
 LAIR PROBABILITY: None
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 TREASURE: Personal, assortment; in lair, none.
 LEVEL: 8
 XP: 3000+12/hp

A murderous undead entity, the demimondaine appears as the rotting corpse of a woman. Its eyes have been gouged out, and foul black liquid seeps from its mouth and nostrils. The legs have been transformed into huge grey claws. It reeks of sewage.

The demimondaine, in the form of a pale green light, descends upon the body of an unavenged female murder victim, typically a prostitute or courtesan. The undead spirit animates the corpse and sends it lurching after the murderer.



After taking control of the deceased, and investing it with supernatural strength and speed, the demimondaine typically sets off in search of the killer. Homing in on him unerringly, the entity finds him and tears him apart, literally. Usually, the monster will start with the murderer's feet.

It then begins to hunt any others who might have slighted, injured, or offended the deceased. Silent and relentless, the demimondaine sends the shambling corpse against those who aggrieved it in life. Without words, hesitation, or pity, the demimondaine rends these offenders limb from limb and walks away.

The demimondaine does not discriminate. Anyone who lied to, insulted, mocked, stole from, ignored, or rejected the deceased is fair game. The corpse will stalk the streets, a blood-drenched corpse in dirt-caked rags, flinging town guards aside as it strides towards its prey with single-minded purpose. It will not be dissuaded from its mission until it has completely exhausted whatever remains of its host's memories.

Sometimes, the entity will start with those least important targets, and work its way towards the murderer.

Whatever the case, when the demimondaine perceives that the mission is complete, or if the body is killed, it will open its mouth and vomit forth a pale green light, leaving behind a rotting carcass that collapses to the ground, inanimate once more. The light then seeks a new corpse to inhabit.

The adventurers may become involved when the head guardsman hires them to find and kill a creature that slaughtered three pikemen last night. Or they may hear that someone who's supposed to be dead was seen walking down the street in broad daylight.

If the murderer is still alive, the adventurers may wind up crossing paths with him. He may be remorseful, or he may be in denial. If pressed, he may even attack them, or have others attack them, in order to keep the murder a secret.

If the murdered woman was a courtesan in the employ of a powerful ruler, a group of adventurers may be offered a considerable amount of money to resolve this issue quietly. The question of who will be attacked next will require the adventurers to investigate the life of the deceased.

During this time, they will also meet a number of people who knew the deceased, any one of which could be the next target.

Given the sheer number of otherwise-innocent people who may have offended or slighted the dead person during his or her lifetime, the adventurers will need to determine the demimondaine's pattern.

In combat, it strikes with its claws for 5-15 points of damage. If the to-hit roll is 5 or more greater than the score needed to hit, the creature drains a point of strength from its victim, and it is able to cast *cure serious wounds* upon itself (2d8+1). It can only cast this spell upon itself each time that it has drained someone's strength, and it requires an action to do so.

The demimondaine can only be struck by silver or enchanted weapons, and is unaffected by mind-altering spells such as *illusions*, *charms*, and *holds*. It is, however, affected by *sleep* spells.

DEMON

The demons of Ghorom (216th layer of the Abyss) are chaotic evil monstrosities who feed on weakness and decency. Aggressive and hateful, they throw themselves at their opponents until cut down. Lacking any sense of honor or loyalty, they only serve those powerful enough to kill them, which is why their lord Phenex maintains power by sporadically crucifying random underlings.

Demons take full damage from acid, *magic missile* attacks, and poison; they take half damage from cold, electricity, fire, and poisonous gases. They take no damage from silver or iron weapons unless they are affected by unenchanted weapons, in which case they take normal damage.

Forever trapped in the obsidian wastes of Ghorom, most demons are unable to travel to other planes; however, they are able to enter the Prime Material plane if summoned with a spell (conjunction, gate, wish, et cetera) or certain magical items.

These demons all possess the following magical abilities: *infravision*, *teleport* (with no chance of error), and *darkness*.

Abyzou (Queen of the Succubi)

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (12' tall)
 MOVE: 150
 ARMOR CLASS: -4
 HIT DICE: 189 hit points (41 hit dice)
 ATTACKS: 3
 DAMAGE: 2d6+6
 TAZ: 4
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +2 or better weapon to hit
 MAGIC RESISTANCE: 65%
 LAIR PROBABILITY: 65%
 INTELLIGENCE: Genius
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, purse; in lair, trove, numerous gems, a few objects, many scrolls, many potions, numerous magic items.
 LEVEL: 10
 XP: 58,000 (for material form)



Seductive and murderous, Abyzou rules from a palace of obsidian in northern Ghorom. There, she plots revenge against Beleth (q.v.), who slighted her some aeons ago.

She appears as a dark-haired giantess with extremely long arms and fingers. Her forearms are patterned with wine-colored splotches and marks, and her fingers are tipped with eight-inch talons of dark metal. Thick fur covers her lower legs, which end in cloven hooves. She smells of jasmine, and her voice is husky.

In her palace, she is attended by 1d4 mariliths, 1d6 succubi, 2d8 blood faeries, and 1d10 assorted lamiae. There, she meditates on the nature of passion, authoring paeans to carnal satisfaction, which her attendants then sing for her as her undying victims (the lustful damned) are subjected to acts of depravity and sadism.

She normally employs a great barbed whip, which deals 8-18 points of damage (because of her +6 strength bonus); if there are any magic weapons in her lair, she will employ them if able.

In addition, with each successful strike (from any weapon), her target must save against spells or else his/her maximum hit points will permanently be lowered by 1d4; only a significant magic, such as a wish, will restore them.

In addition to her other attacks, she can use the following spell-like powers at will (one per round), at 20th level: *continual darkness*, *disintegrate*, *dispel magic*, *fear*, *feeblemind*, *freezing sphere*, *magic missile*, *polymorph self*, *polymorph other*, *trap the soul*, *unholy word*.

She can cast the following once per day: *meteor swarm*, *power word: kill*, and *wish*.

It is said that those who would seek a boon from her may seek her out in her palace, and instead of attacking her, respond to her attendants' fury with poetry in praise of Abyzou's beauty; should the verse satisfy her vanity, she may well grant a wish to her petitioners -- but only after they perform the vile deed she assigns them.

Beleth (Locust Prefect)

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (12' tall)

MOVE: 150

ARMOR CLASS: -4

HIT DICE: 189 hit points (41 hit dice)

ATTACKS: 3

DAMAGE: 2d6+6 or 2d4+poison

TAZ: 4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: 65%

LAIR PROBABILITY: 65%

INTELLIGENCE: Genius

ALIGNMENT: Chaotic evil

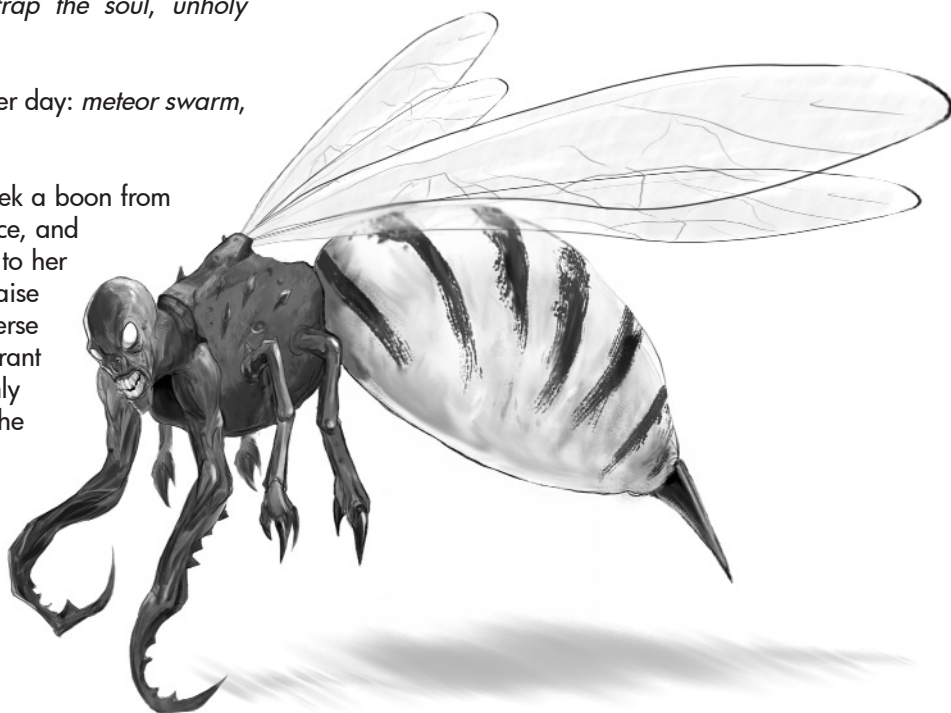
TREASURE: Personal, loot; in lair, trove, many gems, several objects, a few scrolls, a few potions, a few magic weapons, numerous magic items.

LEVEL: 10

XP: 58,000 (for material form)

Massive and insectile, Beleth is a sadistic and imperious fiend with a love of games (and a tendency to cheat). His skull-like rictus is dark green, as are his hooked forelimbs and his thorax. From his gleaming golden abdomen depends a thick stinger that drips a sizzling venom. A mercurial and impulsive entity, he moves fast, talks fast, and thinks fast. There are typically 5-50 ekivu demons in attendance upon him, and 1-20 giant wasps.

He typically travels without armor or weaponry, though he may (50%) carry a rod or wand in one of his smaller arms. His razor-sharp claws inflict 8-18 damage, and his stinger inflicts 2-8 -- anyone struck must make a saving throw vs. poison or suffer a penalty of -2 to hit (cumulative).



Beleth is able to use any of the following magical powers, one per round: *charm person*, *detect invisible objects*, *detect magic*, *dispel magic* (as 20th-level magic user), *fear* (as fear wand), *gate* in 1-20 random lesser demons, *hold person*, *invisibility*, *magic missile* (3/day, 7d4+7), *polymorph self*, *read languages*, and *read magic*.

If challenged to a game, Beleth usually accedes. He favors dice games such as passage, tali, and hazard, and he tends to wager vast sums when he gets excited. If his opponent loses, Beleth may have the loser crucified, or task him with some blasphemous deed, or do something rather unpleasant to him.

DEMON (GUSION)

Gusion (Countess of Misery)

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: M (6' tall)
MOVE: 120 ft
ARMOR CLASS: -3
HIT DICE: 135 hit points (30 hit dice)
ATTACKS: 3
DAMAGE: by weapon +5
TAZ: 4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 45%
LAIR PROBABILITY: 65%
INTELLIGENCE: Supra-genius
ALIGNMENT: Chaotic evil
TREASURE: Personal, purse; in lair, trove, many gems, many objects, numerous scrolls, many potions, numerous magic items.
LEVEL: 10
XP: 49,000 (for material form)

Gusion appears as an emaciated woman with dark blue skin and cloven hooves. Short black horns jut from her temples, and a pair of long tentacles emerges from her shoulder blades, each tipped with a circular orifice which drips a clear fluid that smells of pine.

Calm and patient, Gusion hates nothing more than to kill a foe before the will has been broken, the body's organs ruptured, and the mind erased by countless hours of unrelenting agony. In the Hall of Paroxysm, a vast dungeon consisting of room after room full of instruments of torture, Gusion directs a legion of lesser demons who torment the wailing damned in a thorough and efficient manner. Her goal is to keep each subject alive as long as possible, so that her Anguish Engine might draw on the emanations of pain and despair and continue to manufacture the lesser demons that she deploys against her hated foe, the devil Verrine (q.v.).

Fond of charts and lists, Gusion rotates her victims from brazen bull to guided cradle, from choke pear to strap-pado, from physical violation to mental, always ensuring that the tormented are unable to acclimate to their agony.

In combat, she attacks with any enchanted weapons in her treasure trove, inflicting an additional +5 due to her strength. A successful hit means that the victim must save vs. spells or temporarily lose 2d6 points of dexterity (the effect is not cumulative, and lasts for 2d4 rounds), and the victim has been infected with a random disease or mental illness.



She can, at will, use any of the following powers as a 20th-level cleric: *animate dead*, *cause blindness*, *cause critical wounds*, *cause disease*, *curse*, *degenerate* (reversed version of *regenerate*), *detect good*, *dispel good*, *fear*, *gate* in 1-10 greater demons, *hold person*, and *protection from good*. She can also use the following powers once per day, as a 20th-level cleric: *harm*, *symbol of pain*, and *unholy word*.

While she is likely to incapacitate and disfigure any who intrude upon her Hall, she may deign to provide an audience with any who bring unto her new and cruel methods of torture which she has not yet implemented.

Phenex (Prince of Odium)

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (13' tall)
 MOVE: 120 ft
 ARMOR CLASS: -6
 HIT DICE: 153 hit points (34 hit dice)
 ATTACKS: 3
 DAMAGE: by weapon +5
 TAZ: 1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +2 or better weapon to hit
 MAGIC RESISTANCE: 65%
 LAIR PROBABILITY: 95%
 INTELLIGENCE: Supra-genius
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, purse; in lair, trove, many gems, several objects, many scrolls, many potions, several magic items.
 LEVEL: 10
 XP: 58,000 (for material form)

Phenex is a lean humanoid with long curled horns, a mouth crammed full of sharp teeth, long black nails, and chalk-white skin. The demon prince is surrounded by dark blue flames, which burn cold. He is typically surrounded by 3-18 ghouls (all horribly-scarred children who died from ghoul attacks), 2-12 ghosts (all unborn fetuses aborted while in the womb), and 3-18 greater demons.

Phenex is perpetually ravenous, and sends his minions to the Prime Material plane in search of food. He favors two dishes: a young cleric, soaked in pressed dretch fluids for several days, impaled on a spike and served with roast dryad or braised shedu; or a virginal human or demihuman, cut open, stuffed full of quasits and treant seeds, sewn shut, and baked alive.

Irritable and short-sighted, Phenex is oblivious to the war raging between Gusion and Verrine, and wouldn't care if someone explained the situation to him; he concerns himself with "churn" (the constant influx of new damned, and the ever-diminishing space in which to torment, hunt, flay, quarter, and violate them) and his endless hunger.

If approached with a gift of food (a live pegasus or gynosphinx, for example), Phenex will listen, albeit impatiently. His manner is brusque, but a full belly can improve his mood for several minutes.



He wields *Fustuarium*, a monstrous +4 cudgel that inflicts 3d8 damage, plus his strength bonus of +5 (for a total of 12-33 damage). Three times per day, the cudgel can inflict *symbol of pain*. The cudgel is intelligent, prejudiced against dwarves, and must be soaked in the blood of a lawful good monster once a week or it will die.

Phenex can, at will, use any one of the following powers at the 15th level of mastery: *animate dead*, *charm person*, *conjure elemental* (fire), *continual darkness*, *curse*, *detect good*, *detect invisibility*, *detect magic*, *dispel magic*, *gate* in 1-8 lesser demons, *lightning bolt*, *mass invisibility*, *polymorph other*, *polymorph self*, *project image*, *shape change*, and *wall of fire*. He can use the following once per day: *feeblemind*, *incendiary cloud*, and *power word: stun*.

DEMON (PROCURER)

Procurer Demon

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: L (9' tall)
MOVE: 100 ft
ARMOR CLASS: -1
HIT DICE: 8+1
ATTACKS: 2
DAMAGE: 3d4
TAZ: 11
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
TREASURE: Personal, none; in lair, riches, many magic items.
LEVEL: 8
XP: 3400+12/hp

These demons work alone, scouring the Prime Material plane for ambitious adventurers who have just begun their quests. Unlike other demons, they can travel back and forth between planes at will.

Appearing in a more pleasing form, the demon will attempt to strike a bargain with them, offering them power (in the form of gold, potions, scrolls, and/or other magical items) in exchange for service at a later time.

The bargain is sealed with a blood ritual, which means that the procurer demon can find the adventurers wherever they go, and that it has the power to gate them to Ghorom at any time. If the bargain is rejected and the demon is attacked, it will simply leave, returning to Ghorom.

If the bargain is accepted, then the demon will return periodically, presenting additional gifts, reminding the heroes that they will need to perform a service in years to come. Again, if the demon is attacked, it will return to Ghorom, but it will come back later, at the appointed time, to collect what is due.

Eventually, it will return and demand payment from the adventurers, in the form of a heinous act which will advance the cause of demonkind -- releasing a vile necromancer from captivity, escorting a caravan delivering human sacrifices to a temple of evil, slaughtering pregnant women who may be carrying future saviors, butchering sprites and unicorns to make way for a goblinoid army.



Should the adventurers refuse, or fail to fulfill their orders completely, the demon will reveal its true form -- a malformed humanoid with a large, irregularly-shaped mouth full of teeth and four fish-like eyes -- and attempt to take them to Ghorom to face Phenex, or it will kill them if necessary.

A procurer demon is able to perform any one of the following at will: *charm person*, *clairaudience*, *ESP*, *fireball* (at 8th level), *gate* in a lesser demon, *polymorph self*, or *suggestion*.

DEVIL

The devils of Mictlan are powerful entities who obey a rigid chain of command. Bound by honor and tradition, devils are typically arrogant and narrow-minded. Led by the soul-drinking arch-devil Ahriman, the devils are locked in a perpetual war with the death-god Mictlantecuhtli. The diabolical territories currently account for a half of the domain, with the other half belonging to Mictlantecuhtli.

Devils take full damage from acid, magic missile attacks, poison, electricity, and silver; they take half damage from cold and poisonous gas. Iron weapons inflict no additional damage, and fire does no damage at all.

Forever trapped in the gloomy plains of Mictlan, devils are unable to travel to other planes; however, they are able to enter the Prime Material plane if summoned with a spell (conjunction, gate, wish, et cetera) or certain magical items. Atrabilious devils are the only ones who can travel between planes at will.

The following devils all possess the following magical abilities: *animate dead*, *charm person*, *fear*, *know alignment*, *phantasmal force*, *suggestion*, *teleport*, *summoning* (as *monster summoning 1*, but for other devils).

Ahriman (Arch-devil)

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (11' tall)
 MOVE: 120 ft
 ARMOR CLASS: -3
 HIT DICE: 126 hit points (28 hit dice)
 ATTACKS: 2
 DAMAGE: 4d4+6 + agony
 TAZ: 1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 75%
 LAIR PROBABILITY: 85%
 INTELLIGENCE: Genius
 ALIGNMENT: Lawful Evil
 TREASURE: Personal, purse, a few magic weapons; in lair, trove, several gems, several objects, several magic weapons, several magic items
 LEVEL: 10
 XP: 52,000

A tall humanoid with burgundy skin and chalk-white wings, Ahriman rules the diabolic territories of Mictlan from a floating palace of crystal known as Cardiodynia; at its highest floors, he supervises the ceaseless work of venesection, occasionally descending to other levels to check on the progress in the rupture laboratories, impregnation chambers, diaphoresis vaults, and clyster wards.

Blood from the highest floors of Cardiodynia is funneled into a vein-like network of drains which crisscross as they descend to the base of the towers, tinting the entire palace pink. The structure, devised by the legendary architect Mulciber, is particularly striking at dawn, when an enslaved phoenix is lashed to a great disc of copper and hauled into the sky. Agony fuels Cardiodynia, which sprays blood on the imps and lemures below as it floats above the feces-caked steppes of Mictlan.

An arch-devil of great power, Ahriman is organized and meticulous; he insisted that Cardiodynia should be transparent because true leadership is transparent. He takes a methodical approach to violence, insisting on the maximization of pain quotients and the optimization of brutality. Clumsy and inefficient torturers are given private tutelage, and those who survive return to their work with more deliberation.



DEVIL (AHRIMAN)

Ahriman detests any and all unscheduled circumstances, and flies into a horrific rage at any interruption. However, those would-be petitioners who first consult with Xolotl (q.v.) are far more likely to gain an audience with Ahriman.

In combat, the arch-devil wields a lawful good trident named *Thalan Zur*, which contains the soul of a heroic Templar who stood against Ahriman and was cut down. The weapon is bound to Ahriman, and nothing short of his death will release the spirit of Thalan Zur, who spends every day in agony as he is forced to participate in the torment and slaughter of innocents. The weapon inflicts 10-22 points of damage per hit, and the victim must save vs. spells or be afflicted with Thalan Zur's *agony*, losing 1d4 points of constitution.

He can use the following powers at will, one per round: *animate dead*, *charm monster*, *charm person*, *confusion*, *detect invisible*, *detect magic*, *dispel illusion*, *dispel magic*, *feign death*, *gate* in 1-3 greater devils, *geas*, *globe of invulnerability*, *illusion*, *invisibility*, *know alignment*, *polymorph self*, *read languages*, *read languages*, *read magic*, *suggestion*, *teleportation*, and *wall of fire*. Once per day, he can cast the following: *clone*, (fulfill another's) *wish*, and *shape change*.



Atrabilious (Lesser Devil)

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1
SIZE: M (6' tall)
MOVE: 120 ft
ARMOR CLASS: 5
HIT DICE: 3+1
ATTACKS: 1
DAMAGE: 1d6+1
TAZ: 16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 15%
LAIR PROBABILITY: 35%
INTELLIGENCE: Average
ALIGNMENT: Lawful evil
TREASURE: None
LEVEL: 5
XP: 295+8/hp

Malevolent tricksters, atrabilious devils tend to spend most of their time on the Prime Material plane, where they can do the most damage. Typically, they hunt the covetous and avaricious, treating them like game (to be hunted for sport).

An atrabilious devil will set traps in a remote area, and try to persuade its victims (often an adventuring company) that a treasure is hidden there. It speaks of great amounts of gold, gems, enchanted weapons, whatever the victims want to hear.

Surreptitiously following its prey to the site, the devil watches gleefully as its targets inadvertently spring the traps, and it takes great satisfaction in the cries of despair and anguish.

The atrabilious devil appears in different guises to different people. It sometimes appears as a wise old man, dapper and well-spoken; or an elegant older woman, perhaps with the suggestion of some magical ability; or the ghost of a wealthy person from days long gone.

Its true form is that of a huge skeleton covered in buzzing insects. In combat, it attacks with claws, which inflict 2-7 points of damage. It can also use the following spell-like powers, once per round: *burning hands*, *jump*, and *shocking grasp*. Anyone who strikes an atrabilious devil must save vs. spells or take a point of damage from the huge insects swarming around it.

Sanguine (Greater Devil)

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-2
 SIZE: M (6' tall)
 MOVE: 60 ft / 150 ft
 ARMOR CLASS: -2
 HIT DICE: 11+1
 ATTACKS: 2
 DAMAGE: 2d8
 TAZ: 8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +2 or better weapon to hit
 MAGIC RESISTANCE: 55%
 LAIR PROBABILITY: 45%
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 TREASURE: Personal, none; in lair, riches, numerous gems, many magic weapons, many magic items
 LEVEL: 10
 XP: 11,000+16/hp



A scaled horror that feeds on the teeth of children, the sanguine devil is cheerfully violent. Its first reaction is to kill, each and every time. Without hesitation, the creature will slash and stab anything and everything that it runs across, taking pleasure only in screams of agony.

After the slaughter, the demon will extract the teeth of any dead children, placing them in a small receptacle. Gingerly, it will chew the teeth like candies, one at a time.

Sanguine devils patrol the flatlands of Mictlan, but are occasionally summoned to the Prime Material plane by cultists or mages. Under such conditions, they are obedient servants as long as they are supplied with the crunchy foodstuffs that they crave.

If engaged in combat, a sanguine devil will strike with serrated chakrams, inflicting 2-16 points of damage. A hit means that the victim must save vs. poison or vomit blood uncontrollably, suffering an additional 1-4 points of damage and losing a point of constitution in the process.

A sanguine devil can perform any of the following at will: *cone of cold*, *detect invisible*, *detect magic*, *gate* in 1-3 lesser demons, *hold person*, *polymorph self*, and *wall of ice*.

It can use the following once per day: *power word blind*, *symbol of insanity*, and *trap the soul*.

Sanguine devils hate the forces of Mictlantecutli, and will do anything to strike a blow against their foe.

Verrine (Margrave of Hell)

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 120 ft
 ARMOR CLASS: -1
 HIT DICE: 90 hit points (20 hit dice)
 ATTACKS: 2
 DAMAGE: 2d6+3
 TAZ: 1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 45%
 LAIR PROBABILITY: 70%
 INTELLIGENCE: Genius
 ALIGNMENT: Lawful evil
 TREASURE: trove, numerous gems, numerous objects, many scrolls, many potions, many magic items
 LEVEL: 10
 XP: 28,000

DEVIL (VERRINE)



Verrine is a monstrous spider-creature with four bristly arms, bright red eyes, and brown mandibles that drip mucus. He stinks of urine.

Driven by a boundless hatred for Demon Countess Gusion (q.v.) and his own rival Xolotl, Verrine spends most of his time scheming impotently against foes real and imagined. He secretly covets Ahriman's throne, but must first obliterate his enemies. Only after they are both dead can he move against his master; still, he is loath to move against either, for fear that the other will strike when he is occupied with the prosecution of war. Thus, he is immobilized.

Because of his position -- a leader of armies at the edge of the diabolical territories -- he is closest to the front line of the hordes led by Mictlantecuhtli, who seeks nothing more than the extermination of all devils.

Verrine is trapped, desperate, and looking for a way out. He's eager for any assistance, and will listen to any ideas, but if his paranoia wins out, he may perceive his new allies as double agents and respond accordingly.

At will, he can use the following powers once per round: *animate dead*, *bestow curse*, *cause blindness*, *cause critical wounds*, *cause disease*, *fumble*, *haste*, *protection from good*, and *speak with dead*. Once per day, he can cast *feeblemind*, *symbol of pain*, and *unholy word*.

Xolotl (Infernal Advisor)

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (30' wide)

MOVE: 60 ft

ARMOR CLASS: -4

HIT DICE: 99 hit points (22 hit dice)

ATTACKS: 2

DAMAGE: 1d10+7

TAZ: 1

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 70%

LAIR PROBABILITY: 95%

INTELLIGENCE: Supra-genius

ALIGNMENT: Lawful evil

TREASURE: Personal, purse; in lair, trove, numerous gems, many objects, many scrolls, several potions, a few magic weapons, many magic items

LEVEL: 10

XP: 29,000

Xolotl is a ten-foot humanoid monstrosity with emerald skin. A muscular nightmare with claws of jade, his neck ends in a glistening orifice ringed with razor-sharp teeth and four pale blue tentacles. Droplets of lavender-scented saliva cling to his neck and drip down his chest.



After betraying his master, Mictlantecuhtli, Xolotl joined the diabolical legions of Ahriman, whom he now serves as a trusted advisor. Under Mictlantecuhtli, Xolotl was responsible for a great many tasks, which fatigued him immensely; now, he merely furnishes his lord with advice, then spends the rest of his time eating, writing verse, napping, and impaling his wailing victims on blunt wooden poles.

A gluttonous beast, Xolotl feeds constantly; by dint of several mouths, he is also able to converse, issue commands, and recite villanelles while gorging himself on poached nixie intestine stuffed with blink dog pups.

Cheerful, sardonic, and self-indulgent, Xolotl thinks of himself as someone who knows all the angles and has already imagined all contingencies. He's quite fond of saying, "I thought you might respond that way." He also takes a perverse pleasure in foreshadowing his plans, giving his enemies an opportunity to escape his machinations, then reveling in their failures later on.

Loathed by Verrine, whom he has supplanted, he is nonetheless valued by Ahriman, whom he has helped in the endless war against the native inhabitants of Mictlan.

In combat, he strikes with his claws, which inflict 8-17 points of damage. He can cast the following (as a 22nd-level druid) at will: *detect magic*, *dispel magic*, *entangle*, *feign death*, *fire trap*, *insect plague*, *summon insects*, and *wall of fire*.

Once per day, he can cast *cause critical wounds*, *conjure fire elemental*, *creeping doom*, *finger of death*, *fire storm*, and *wall of thorns*.

DRAGON

The Venerable Dragons are ten in number. Ancient and vitriolic, they regard themselves as a weary decadarchy who bear the burden of governing the lesser beings. These ten dragons cannot be subdued, nor will they show mercy to their opponents. Found in long-forgotten places, sleeping under thick layers of dust or mud, these horrid creatures cause nothing but misery when awakened.

Venerable Dragons can bite once or twice, alternating. They can utilize their breath weapon four times per day (each round, there's a 50% chance that the dragon will breathe as one of its attacks).

Athonak-Amet, Vermilion Dragon

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (69' long)

MOVE: 90 ft / 270 ft

ARMOR CLASS: -2

HIT DICE: 152 hit points (19 hit dice)

ATTACKS: 3

DAMAGE: 2d8 or 8d6

TAZ: 1

SPECIAL ATTACKS: Breath weapons, spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 95%

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, trove, several gems, several objects, many scrolls, many potions, numerous magic items

LEVEL: 10

XP: 34,300



A spiteful red dragon, Athonak-Amet's crimson skin is covered in bright pink sores that ooze a foul-smelling white discharge. His head is salmon and orange in hue, and his vast maw is crammed full of broken and rotting teeth. The dragon's wings are ragged and torn, but his flight is still swift, and his muscles are unimaginably powerful.

DRAGON (ATHONAK-AMET)

Brutal and merciless, Athonak-Amet was responsible for the decimation of many empires and kingdoms in aeons past. Should this vast scarlet dragon decide that another realm has become too proud, and needs to be brought low, he will leave his mountain lair and commence destruction anew.

First, he rains down fire, and poisons the air with sulfur, immolating and asphyxiating all that it can. In the immediate aftermath, the toxins exhaled by the dragon will induce sickness in the city's surviving population: nausea and bowel-churning agony will ensue. This breath weapon inflicts the dragon's current hit points (save vs. breath weapon means the target takes half damage).

Panic follows as the dragon soars through the city, toppling structures and flinging its victims into the air. He is especially violent towards the wealthy and prosperous, squeezing them into jelly with his claws. Those who attempt to flee are chased down, picked up, and rammed into his suppurating maw.

In combat, he bites for 8-48 or he claws for 2-16.

He can use the following once per day, as a 20th-level magic user: *burning hands*, *conjure fire elemental*, *fire trap*, *fireball*, *flame arrow*, *hold monster*, *invisibility*, *magic missile*, *stinking cloud*, and *wall of fire*.

Dar-khatep Nah, Azuline Dragon

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (44' long)

MOVE: 90 feet / 240 feet

ARMOR CLASS: 0

HIT DICE: 144 hit points (18 hit dice)

ATTACKS: 3

DAMAGE: 3d6 or 3d12

TAZ: 1

SPECIAL ATTACKS: Breath weapon, spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 95%

INTELLIGENCE: High

ALIGNMENT: Lawful evil

TREASURE: Personal, none; in lair, trove, many gems, many objects, many scrolls, many potions, many magic items

LEVEL: 10

XP: 23,400

This oleaginous monstrosity is usually only visible as a vast shape under the water. The dripping turquoise scales on her torso darken as they reach her jet-black tail, and sapphire tentacles undulate below her in lieu of wings.

Dar-khatep Nah dwells in an ocean trench, five thousand fathoms down. On occasion, she rises to wreak havoc on the surface-dwellers whom she despises. The dragon is preceded by peculiar phenomena at sea. In the days before her ascension, the waters blacken, and the sky overhead is lit by a sickly orange glow. During this time, Dar-khatep Nah will occasionally rise from the depths to attack ships at sea, be they merchant vessels or military.



When the time has come, the dragon will summon a monstrous storm, then thunder through the city, smiting all those she encounters. Any who stand against her will be picked up and hurled far out to sea. Should they survive the impact, they will be consumed by the aquatic beasts which follow the dragon, including giant squid or dragon turtles.

Dar-khatep Nah's breath weapon is a blast of blue lightning in a straight line, 200 feet long. She can also bite enemies in melee range for 3-36 points of damage (one or two times per round), or lash enemies up to 12' away with her tentacles for 3-18.

She can cast the following once per day, as a 20th-level druid: *call lightning*, *cause critical wounds*, *charm person*, *control weather*, *control winds*, *dispel magic*, and *entangle*.



Ke-Sectat Hatath, Porphyrous Dragon

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (56' long)
 MOVE: 120 ft / 300 ft
 ARMOR CLASS: -4
 HIT DICE: 160 hit points (20 hit dice)
 ATTACKS: 3
 DAMAGE: 2d8 or 7d6
 TAZ: 1
 SPECIAL ATTACKS: Breath weapon, spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 95%
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 TREASURE: Personal, none; in lair, trove, several gems, several objects, many scrolls, many potions, numerous magic items
 LEVEL: 10
 XP: 28,900

Ke-Sectat Hatath is a vast purple dragon with mauve wings and thick violet legs. His bright blue eyes are fish-like and unblinking, and its scarred snout is tufted with coarse white bristles. From his grey-gummed mouth, the dragon exhales a rancid musk that induces crippling nausea in any animal under 3 hit dice. This monstrosity is preceded by swarms of locusts, which devour food and flesh, obliterating crops and harassing livestock.

On the day of the dragon's ascension from the reeking waste-pits where it dwells, the sun burns red. Ke-Sectat Hatath soars into the city, accompanied by giant insects and flying vermin. Without mercy, he lays waste to all living things. After toppling the tallest structures, and dropping rubble on any escape routes, he begins to seize and devour (or flay, if it is not hungry) anything that moves.

Some are hurled into the swarm of giant insects (the dragon's 50'-radius breath weapon), and they are borne aloft as the flesh is stripped from their bones (take the dragon's current hit points or save vs. breath weapon for half damage).

Once per day, he can use the following spell-like powers as a 20th-level druid: *cause serious wounds*, *creeping doom*, *insect plague*, *obscurement*, *repel insects*, and *summon insects*.

Makkas-Nephata, Chlorochrous Dragon

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (58' long)
 MOVE: 90 ft / 240 ft
 ARMOR CLASS: 0
 HIT DICE: 136 hit points (17 hit dice)
 ATTACKS: 3
 DAMAGE: 2d6 or 3d10
 TAZ: 3
 SPECIAL ATTACKS: Breath weapon, spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 95%
 INTELLIGENCE: Very
 ALIGNMENT: Lawful evil
 TREASURE: Personal, none; in lair, trove, many gems, many objects, many scrolls, many potions, many magic items
 LEVEL: 10
 XP: 19,600

DRAGON (MAKKAS-NEPHATA)



Makkas-Nephata is a pitiless and utterly silent green dragon with shiny emerald-and-jade scales. His immense mouth can swallow a dozen screaming victims, and his talons can slice plate armor open carefully enough to extract the wailing knight within.

This dragon is preceded by unnatural rains. On one day, blood will drip down from the sky; on another, frogs will plummet to ground, splattering all over the city; on a third, snake venom will blind those caught outside during the deluge; on a fourth, bile will sicken and nauseate all those drenched in the downpour.

Makkas-Nephata will thunder into the city on the appointed day, slamming through buildings and other obstacles as he careens towards his prey.

The fortunate will be sliced and chopped into pieces by his massive teeth; the luckless will be swallowed whole, partially digested, and excreted alive, all within an instant. Though not immediately fatal, their injuries will be particularly horrific (any who are killed by bite damage suffer the former fate; those who are not killed suffer the latter).

His breath weapon is an enchanted mist that causes all trapped within the 60'-radius cloud to save vs. breath weapon or take the dragon's current hit points in damage (save halves, as usual); the damage is accompanied by nightmarish hallucinatory visions during which every person in the cloud suffers through someone else's worst experience.

Makkas-Nephata bites for 3-30 points of damage, and every other round, he can bite twice; the rest of the time, he claws for 2-12 points of damage, or uses the following spell-like abilities (which he can employ once per day): *cloudkill*, *fear*, *gust of wind*, *haste*, *slow*, and *wall of iron*.

Mhego Rui-Sa, Nacreous Dragon

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (49' long)

MOVE: 90 ft / 240 ft

ARMOR CLASS: -3

HIT DICE: 128 hit points (16 hit dice)

ATTACKS: 3

DAMAGE: 1d10 or 6d6

TAZ: 3

SPECIAL ATTACKS: Breath weapon, spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 95%

INTELLIGENCE: High

ALIGNMENT: Neutral evil

TREASURE: Personal, none; in lair, trove, many gems, many objects, many scrolls, many potions, many magic items

LEVEL: 10

XP: 23,300

A shimmering horror, Mhego Rui-Sa is covered with iridescent mother-of-pearl scales that catch the light. His tail undulates and twitches constantly.

Any humanoids with 3 or fewer hit dice who observe the pattern of the dragon's tail will not comprehend that the monster is writing his true name in the air, but they will nonetheless be compelled to take their lives immediately (save vs. spells or try to commit suicide).

When Mhego Rui-Sa arrives, plummeting from the sky to land with a tremendous impact atop a castle or fortress, the resulting shockwave will permanently deafen hundreds of people (save vs. spells or go deaf). Those who flee will be crushed, and those who attempt to mount a defense will be swatted into oblivion. He bites for 6-36 points of damage, crushes for 1-10 points, and breathes a cone of hot sulfur 80 feet long and 30 feet wide at its end (damage equal to his hit points).

Once per day, he can use the following spell-like powers as a 20th-level illusionist: *fear*, *invisibility*, *mass-morph*, *prismatic wall*, *shades*, *summon shadow*, and *wall of fog*.



Nahui Ankeru-Zem, Flavescent Dragon

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (37' long)

MOVE: 90 ft / 240 ft

ARMOR CLASS: 0

HIT DICE: 120 hit points (15 hit dice)

ATTACKS: 3

DAMAGE: 2d8 or 6d4

TAZ: 6

SPECIAL ATTACKS: Breath weapon, spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 95%

INTELLIGENCE: Very

ALIGNMENT: Neutral evil

TREASURE: Personal, none; in lair, trove, many gems, many objects, many scrolls, many potions, many magic items

LEVEL: 10

XP: 15,200

Nahui Ankeru-Zem, a venerable yellow dragon, is an obscene beast with squamous urine-colored flesh and a jaundiced underbelly. The tips of her wings are a ghastly white in color, and her eyes are dark and sunken. Swift and powerful, this beast can detect and identify movement in the water for miles around. She favors swamps and stagnant lakes near the coast.

When she has decided to storm a civilization, Nahui Ankeru-Zem is preceded by a red tide, during which algae rapidly grow, turning the water bloody. This tide produces toxins which cause horrific sickness in land animals that drink or even wash in it; a few hours after exposure, the victim's skin begins to slough off, but the victim remains conscious and alive even after most of the epidermis has peeled away, revealing the tissue beneath (save vs. poison or become infected). Even those who make no contact with the algal bloom are affected, as they suffer from respiratory issues and nausea (save vs. poison or contract respiratory disease).

Marine predators will be driven mad with pain, and will try to exit the water, hurling themselves into boats and trying to bite anything in reach. The larger creatures will try to capsize smaller craft, and will ram their hulls repeatedly.

DRAGON (NAHUI ANKERU-ZEL)

Bright lights will be seen in the sky on the night before the dragon's arrival. These lights will zigzag across the horizon, hover, burn brightly and fade out, and zoom dangerously close to any ships or coastal structures before disappearing. Dead fish will float to the surface by the thousands, and creatures will ascend from the dark depths so quickly that their bodies will explode. Finally, Nahui Ankeru-Zem will reveal herself, rising from the water and gliding overhead. Keeps and towers will be smashed, dams will be shattered, walls will be pulverized, and armies will be eradicated. Then the dragon will sing.

This sound (which has a 50-foot radius) is at such a low frequency that it is inaudible to humans, in the same way that a dog whistle is at a frequency so high that people can't hear it; however, the sound produced is of such high volume that it has an effect on the body, even though it is not heard. At first, the song will cause disorientation and pain as pressure builds inside their heads. The volume increases until their skulls explode (save vs. breath weapon or take damage equal to dragon's current HP; a save halves the damage).

Once per day, she can use the following spell-like powers as a 15th-level magic user: *fire charm*, *fire shield*, *fireball*, *flame arrow*, *pyrotechnics*, and *wall of fire*.

Niska-Getherkhet, Albicant Dragon

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (26' long)
MOVE: 120 ft / 300 ft
ARMOR CLASS: 1
HIT DICE: 120 hit points (15 hit dice)
ATTACKS: 3
DAMAGE: 1d8 or 3d8
TAZ: 5
SPECIAL ATTACKS: Breath weapon, spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 95%
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
TREASURE: Personal, none; in lair, trove, many gems, many objects, many scrolls, many potions, many magic items
LEVEL: 10
XP: 13,800

A white dragon from the joyless northern lands, Niska-Getherkhet favors the coldest of climes, but sometimes ventures into civilized territories in search of sport.

The advent of this monster is heralded by repulsive deformities. Animals and children born in the days before the arrival of the dragon are mutated in strange ways: extra fingers or limbs, rubbery and oddly-colored appendages, huge fish-like eyes, and full sets of teeth.

Niska-Getherkhet blasts the realm with horrid weather, crushing homes under hailstones the size of boulders and freezing rain that hardens to treacherous sheets of ice.

He bites for 3-24 points of damage, or breathes out a great cone of cold 100' long and 40' wide. Once per day, he can use the following spell-like powers as a 15th-level magic user: *cone of cold*, *fire shield*, *freezing sphere*, *gust of wind*, *ice storm*, and *wall of ice*.

Sagha Thutmolud, Chromatophoric Dragon

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (44' long)
MOVE: 90 ft / 240 ft
ARMOR CLASS: -2
HIT DICE: 144 hit points (18 hit dice)
ATTACKS: 3
DAMAGE: 3d4 or 5d6
TAZ: 2
SPECIAL ATTACKS: Breath weapon, spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 95%
INTELLIGENCE: High
ALIGNMENT: Lawful evil
TREASURE: Personal, none; in lair, trove, several gems, several objects, many scrolls, many potions, numerous magic items
LEVEL: 10
XP: 29,000

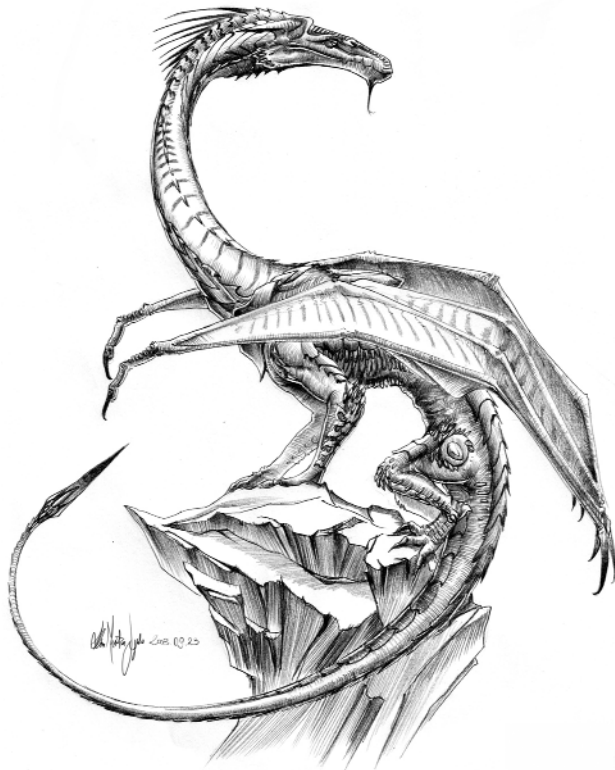
Sagha Thutmolud, the chameleonic dragon, sleeps in the ruins of an ancient temple along the far western coast. When she rises, agony ensues.

Her chromatophoric scales change color constantly, ranging from aquamarine to scarlet to bright green.

The advent of Sagha Thutmolud is preceded by a hail of brimstone and fire. This event lasts for several days, and it falls in a perfect circle around the city. All of those within its circumference suffer from the heat and smoke. Those who try to flee are cut down by burning stones, which tumble from sky like hailstones carved from obsidian, or they are crushed under boulders of fiery rock which strike as if thrown. (These phenomena function like a breath weapon; saving throw means half damage.) Those within the ring are trapped in the city until the dragon arrives.

Invisible, due to her ever-changing scales, she lands in the middle of the city, then reveals her true form. Filled with dark joy, she emits harsh buzzing laughter that drives all those with 4 or fewer hit dice to attack each other like wild animals (save vs. spells or attack a stranger). Those who are within her shadow must save vs. paralysis or be wracked by horrific seizures and vomit up their putrefied internal organs (save vs. spells or take 1d20 damage; a save negates).

In combat, she attacks with her bite (5-30) once or twice per round, alternating, and she can strike with a claw for 3-12. In addition, she can cast each of the following spells once per day as an 18th-level illusionist: *chaos*, *continual darkness*, *improved invisibility*, *maze*, *prismatic spray*, *shadow monsters*, *suggestion*, and *veil*.



Setharam Uus-Ezochel, Gamboge Dragon

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (39' long)

MOVE: 90 ft / 240 ft

ARMOR CLASS: -1

HIT DICE: 136 hit points (17 hit dice)

ATTACKS: 3

DAMAGE: 2d4 or 6d4

TAZ: 3

SPECIAL ATTACKS: Breath weapon, spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 95%

INTELLIGENCE: Very

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, trove, many gems, many objects, many scrolls, many potions, many magic items

LEVEL: 10

XP: 19,600

Setharam Uus-Ezochel is a massive orange dragon; a ridge of bright tangerine-colored spines run from the tip of her nose to the end of her tail. As she strides across the land, wings folded up along its back, the tips of her talons glow with vivid green light as they make contact with the soil. The dragon makes thunderous cracking sounds as she walks, like the sound of a thousand branches breaking. When she takes to the air, cyclones fling dust and sand, and sudden tornadoes touch down to shred homes and villages.

On the day that Setharam Uus-Ezochel arrives, black clouds will gather in the sky overhead, blotting out the sun and shrouding the city in darkness. The sky becomes a sickly green, and the air is thickened with pollen that causes widespread outbreaks of asthma. Weeds grow to vines, which whip and strangle passersby. Flowers develop serrated teeth, like Venus flytraps, and nip at ankles.

Preferring to walk, Setharam Uus-Ezochel thuds into town and attacks. She breathes out spores, which sear the lungs, burn the skin, and begin to grow into thick lichen inside the bodies of those who are affected; the 60-foot-diameter cloud inflicts her current hit points in damage (a successful save will halve the damage).

Once per day, she can use the following spells as a 17th-level druid: *fire seeds*, *hold plant*, *locate plants*, *plant growth*, *tree*, and *wall of thorns*.

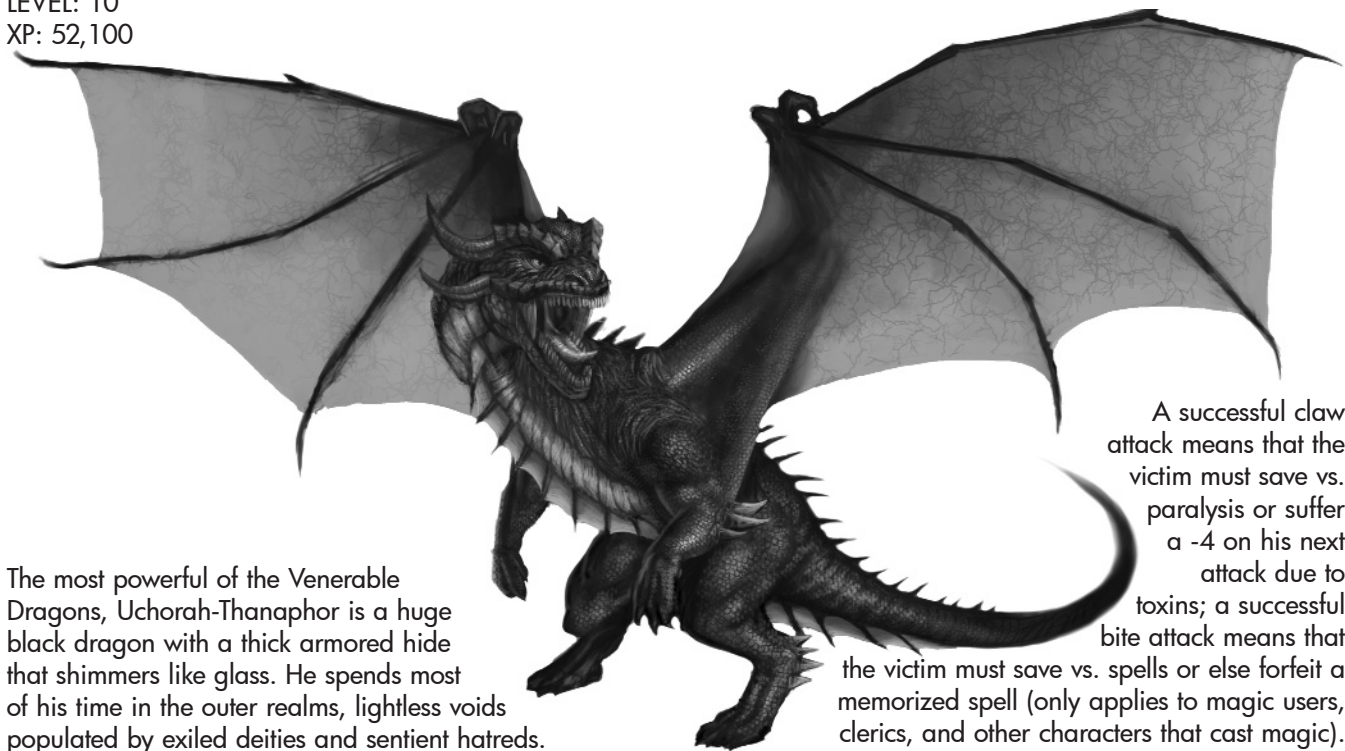
Uchorah-Thanaphor, Atrous Dragon

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (65' long)
MOVE: 90 ft / 180 ft
ARMOR CLASS: -5
HIT DICE: 176 hit points (22 hit dice)
ATTACKS: 3
DAMAGE: 4d6+4 or 5d10
TAZ: 4
SPECIAL ATTACKS: Breath weapon, magic
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: 15%
LAIR PROBABILITY: 95%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
TREASURE: Personal, none; in lair, trove (rolled twice), many gems, many objects, numerous scrolls, several potions, numerous magic weapons, several magic items
LEVEL: 10
XP: 52,100

Just before Uchorah-Thanaphor appears, the area will be wracked by sudden outbreaks of unexplained violence and suicide. Victims and perpetrators of these crimes will experience visions of the carnage yet to come, but will be incapable of describing what they have seen.

Uchorah-Thanaphor appears in a blast of crimson electricity, emerging from a Gate far from the city. He flies overhead, passing through rural areas, feeding on the souls that he encounters. The dragon then enters the city, where he collapses towers and devours helpless victims. After the destruction has concluded, the dragon will ascend into the heavens, vanishing from view.

His claws inflict 8-28 points of damage, and a bite from his jagged maw inflicts 5-50 points of damage.



The most powerful of the Venerable Dragons, Uchorah-Thanaphor is a huge black dragon with a thick armored hide that shimmers like glass. He spends most of his time in the outer realms, lightless voids populated by exiled deities and sentient hatreds.

The dragon is preceded by anomalous weather patterns. These sudden shifts in pressure and temperature wreak havoc in small animals, which are driven from the wilderness into the city en masse.

They swarm over people and homes, and flocks of birds descend from the clouds to smack into the cobblestones at high speed. Random bolts of lightning strike buildings and structures, and the earth itself rumbles as seismic shifts herald the appearance of the dragon.

A successful claw attack means that the victim must save vs. paralysis or suffer a -4 on his next attack due to toxins; a successful bite attack means that the victim must save vs. spells or else forfeit a memorized spell (only applies to magic users, clerics, and other characters that cast magic).

Uchorah-Thanaphor can also breathe great sprays of black acid in a six-foot-wide stream, with a range of 90 feet. He can cast the following spells, once per day, as a 20th-level magic user: *cacodemon*, *darkness*, *death spell*, *hold person*, *magic jar*, *polymorph other*, *prismatic sphere*, *scare*, and *symbol of pain*.

DRAGONIAC

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 120
 ARMOR CLASS: 7
 HIT DICE: 3+1
 ATTACKS: 2
 DAMAGE: 2d4
 TAZ: 16
 SPECIAL ATTACKS: Breath weapon, spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 15%
 INTELLIGENCE: High
 ALIGNMENT: Varies
 TREASURE: Personal, assortment; in lair, coinage, a few magic items
 LEVEL: 5
 XP: 265+3/hp



When a dragon has turned against its kind, and commits an act of murder against another, or breaks a sacred oath, then it is exiled.

The process of excommunication is an arduous one, during which the exiled dragon's body is transformed by powerful magics into a new frame, one which limits the dragon's power immeasurably.

The face is unchanged, but shrinks to match its new body, which is roughly six feet tall, and human from the neck down -- save for the spikes of bone in lieu of forearms. The tattered wings make flight impossible.

Dragoniacs respond to the transformation in different ways. Some are bitter and hostile, some become brigands, others turn to philosophy or religion to cope, and some use their knowledge of dragon lore (and their knowledge of their peers' lairs) and raise armies to attack other dragons in order to steal their treasure and take vengeance for the humiliation.

In combat, a dragoniac strikes with its claws, or bites, for 2-8 points of damage. It can also use a breath weapon, which is equal to its hit points (a saving throw will halve the damage). Most dragonians know 3 or 4 first-level spells (cleric or magic user).

DREG-STALKER

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1-3
 SIZE: L (6' diameter)
 MOVE: 60 ft
 ARMOR CLASS: 6
 HIT DICE: 2+2
 ATTACKS: 2
 DAMAGE: 1d8+1
 TAZ: 17
 SPECIAL ATTACKS: Vermin
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 55%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, none; in lair, cache
 LEVEL: 3
 XP: 65+2/hp

An amorphous blob of tissue with sensory organs that are little more than thick pores on its oily skin, the dreg-stalker is a predator that stalks sewers and alleys.

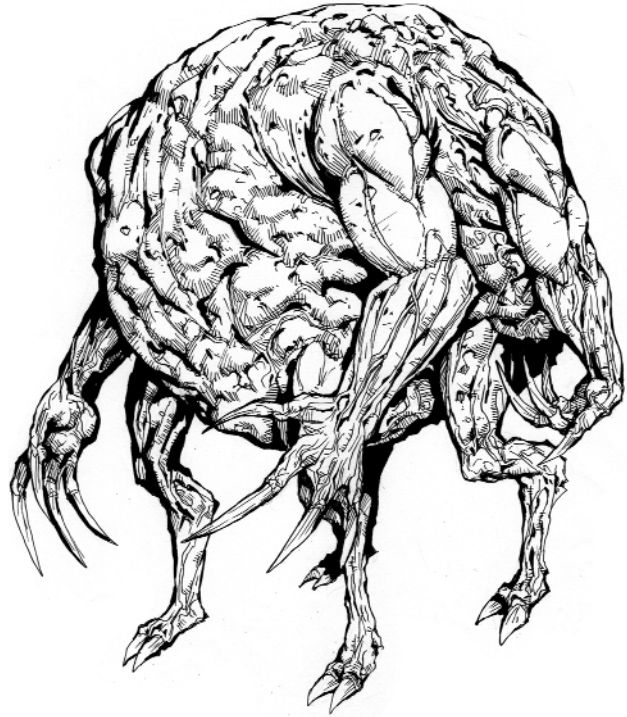
The monster lurks below the city, surfacing at night to feed upon solitary victims: vagrants, drunkards, prostitutes, and night watchmen. Its four muscular arms end in sharp claws, which it uses to eviscerate its victims. Then the corpse is stuffed into the pulpy wad of beige tissue that is the dreg-stalker's body.

DREG-STALKER

If confronted, the creature will command the vermin that follow it to attack: giant fire beetles, rats, and other small creatures will defend the dreg-stalker to the death.

Because the dreg-stalker also absorbs its victims' memories, it is highly prized by interrogators, who feed accused persons to the beast, then ask it for information (as payment for the food).

Sometimes, of course, they learn that the person in question was telling the truth, and was innocent of the crimes in question.



ELVEN KHATUN — EPEXIAN — EREMIT — ERSATZ — EXCRUCIATOR

ELVEN KHATUN

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: M (5' tall)
MOVE: 120 ft
ARMOR CLASS: -2
HIT DICE: 7+1
ATTACKS: 2
DAMAGE: By weapon
TAZ: 13
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 90% to sleep and charm
LAIR PROBABILITY: 15%
INTELLIGENCE: Very to Supra-Genius
ALIGNMENT: Lawful evil
TREASURE: Personal, purse, a few magic weapons, a few magic items; in lair, trove, numerous gems, several objects, many scrolls, many potions, several magic items
LEVEL: 7
XP: 1350+10/hp

It has been prophesied that the long-simmering hatred between the elves and goblinkind will soon boil over into outright war. Haughty and xenophobic, convinced of their own nobility, the elves have conquered much, and plan to take even more territory from their foes. Anyone who stands in their way will be exiled (as is the case with many elves who seek to pursue a less-aggressive path in life) or destroyed.

Each elven empire is ruled by a Khatun, a preternaturally intelligent queen with superior physical attributes and an iron will.

A Khatun is an elven woman chosen by the Prelates while still young. After a century of rigorous training, she is declared a Charag ("Blood Drinker"), an elite assassin. She's immediately assigned to the Imperial Legion, a group of warriors who conduct seek-and-destroy missions against enemies of the empire.



When the current Khatun dies, one of Charags must take her place. To determine which Charag is granted this honor, all of the members of the Imperial Legion fight to the death, and the last survivor is crowned Khatun.

New Charags are sworn in, the Khatun is crowned, and during the coronation ceremony (traditional dish: fried shurull cutlets with violet fungi shoots, steamed nephropic claws in gorgon butter), a new enemy of elvenkind is identified and war is declared.

A Khatun seeks nothing more than to expand her empire, typically via the construction of underground tunnels which connect her realm to those of her enemy.

Below her empire are vast dungeons where opponents will be tortured when the war is over; these are constructed and walled off, in preparation of the day when the elves have conquered all others and the Great Bloodletting can begin.

A typical Khatun wields powerful magic weapons and items (anything found in her treasury), and usually wears elven chain +5.

As a result of her training, she's usually a 7th-level fighter and 11th-level magic user. (7+1 hit dice, or calculate hit points as per multi-classed individual, but with high hit points due to constitution score.)

EPEXIANT

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1

SIZE: L (12' tall)

MOVE: 120 ft

ARMOR CLASS: 3

HIT DICE: 6+3

ATTACKS: 1

DAMAGE: 1d8+poison or 3d4+2

TAZ: 13

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 45%

INTELLIGENCE: Animal

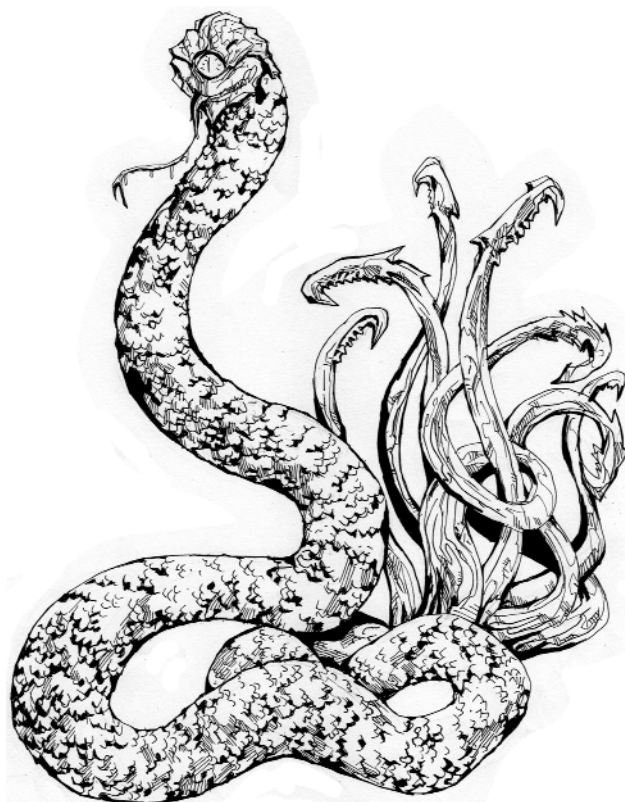
ALIGNMENT: Neutral

TREASURE: Personal, none; in lair, coinage, some gems, some objects

LEVEL: 6

XP: 705+8/hp

The epexiant is a twelve-foot-long serpent with glistening emerald skin. The monster's single eye is blood-red, as are the serrated hooks at the end of its seven tentacles.



EPEXIAN

It preys upon those who are so racked by grief that they are unable to move on with their lives. For days, it will hunt for a suitable victim, someone who has lost a loved one and is crippled by the sorrow.

Typically, the victim mourns a spouse or child who passed away some time ago. The creature prefers to torment those who can't let go of the sadness and get on with the business of living.

When a victim has been selected, the epexiant will visit at night. After sneaking in, it will vomit up a small quantity of greenish ichor into the victim's mouth -- and then depart, its mission accomplished.

Inside the victim, the ichor will begin to spread, overtaking healthy tissue like a cancer. The victim's body will begin to change; eyes and skin will be tinted green; hair will fall out in clumps, revealing a bright emerald scalp; and fingernails and teeth will loosen and slide out.

By midnight, the victim will be nearly unrecognizable. Awakening with an unslakable thirst for blood, she will leave her home at once. Wandering aimlessly, she will attack anyone she encounters, without hesitation.

After the killing, she'll will drink as much of the victim's blood as possible. Because of the epexiant within, she'll attack with a +3 to hit and +4 damage, and her armor class will improve by 3.

Meanwhile, a new life will grow inside her. A monstrous worm the size of a man's forearm, the epexiant swells in her abdomen. At dawn, the victim will find a quiet place to sleep and hide. For twelve or thirteen hours, she will hibernate, gorged with blood. In the meantime, the new epexiant will continue to grow.

At dusk, her carcass will split open to reveal a new epexiant, which will begin to repeat the cycle. If she is killed, the epexiant within will slither out -- and it will only have 20-80% of its full hit points.

If attacked, the epexiant slashes with its hooks for 5-14, or bites for 1-8 (and the target must save vs. poison or take an additional 1-4 damage for the next 1-4 rounds).

Many apothecaries claim that an elixir crafted from ground epexiant bone acts as a powerful aphrodisiac, and wealthy clients have been known to hire swordsmen to gather a specimen.

EREMITE

FREQUENCY: Rare

NO. ENCOUNTERED: 1

SIZE: L (8' tall)

MOVE: 90 ft

ARMOR CLASS: 2

HIT DICE: 5+2

ATTACKS: 2

DAMAGE: 1d6+poison or 2d4+4

TAZ: 14

SPECIAL ATTACKS: Traps, poison

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 85%

INTELLIGENCE: High

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, fortune, a few gems, many objects, a few magic items

LEVEL: 6

XP: 300+6/hp

Eremites look like women with pale white skin, long hair, and bright green or blue eyes. In lieu of arms, they have two segmented golden tentacles attached to their shoulders, and instead of legs, two muscular arms that grip the earth. At the crotch, three glistening black serpents hiss and snap. Eremites smell of cloves.

Created by the cannibalistic priests of Tola-Xor in the deserts of Nephren-Ka, eremites were designed to seek out and destroy those who spread the word of rival deities. Specifically, each eremite targets members of religious groups who do not worship Tola-Xor.

Disguised as a lost soul in search of illumination -- typically a female human or demi-human -- the eremite allows itself to be indoctrinated into the religion's teachings. It proves an enthusiastic convert, and learns everything there is to know about the organization and its tenets.

Meanwhile, it studies the clerics and the congregation, and it makes an effort to speak with each one face-to-face. In order to determine who is pure and who is utterly corrupt, the eremite must touch a person's brow. Afterward, it can decide who shall be damned and who shall be saved.

When it is time for judgment, the damned are taken aside and given a chance to repent. The monster reveals itself and demands repentance. The victim must renounce worship of all other gods, swearing eternal obedience to Tola-Xor.



EREMITE

Those who repent are set free. The damned (those who refuse to worship Tola-Xor and convert to his cannibalistic faith) are captured, incapacitated, and taken into a specially-devised lair which the eremite has constructed.

This lair has been covered with traps that will snare, mutilate, and kill the unwary: spring-loaded spike traps, tripwire-activated hammers, and false floors that give way to bladed pits. For the next few hours, the screaming victims will try to escape, but the creature will have taken all contingencies into account, and only a few will be able to escape with their lives. These lucky survivors will be stalked and apprehended, then torn apart by its tentacles, or slowly flattened under its massive palms.

In combat, an eremite strikes with its massive fists, inflicting 6-12 points of damage, or lashes with one of its tentacles, dealing 1-6 (and a successful hit means that the victim is poisoned and loses 1-3 points of dexterity for a period of 1-12 hours; the effect is not cumulative). It can cast *charm person* and *polymorph self* at will.

ERSATZ

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: M (3-6' tall)
MOVE: 60 ft
ARMOR CLASS: 7
HIT DICE: 2+1
ATTACKS: 1
DAMAGE: 1d6+1
TAZ: 17
SPECIAL ATTACKS: Throwing rocks, 1d4
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 85%
INTELLIGENCE: Very
ALIGNMENT: Neutral
TREASURE: Personal, several gems; in lair, none
LEVEL: 3
XP: 110+2/hp

The ersatz, a sentient wad of clay-like tissue, seeks nothing more than a life of its own. First, however, it must find and kill a humanoid victim.

When a humanoid passes near the pile of muck where an ersatz dwells, it rises as a vaguely humanoid lump of clay, dirt, gravel, and stones with a barely-discernible face and arms.

After standing up, it makes no motion. If attacked, it responds in kind, punching with its heavy fists (2-7) or throwing rocks (1-4) with a range of 30 feet.

However, if spoken to it will pull a gem (an ornamental stone worth 1-10 gold) from its body and hand it to the speaker (regardless of what is said); this unsuspecting person is now the ersatz's template. If spoken to a second time, the ersatz will repeat what was said, mimicking the speaker's voice. From this point forward, it will only communicate in the template's voice, and only by using phrases that the template has uttered. Each time that the template speaks to the ersatz, it will respond, and periodically, it will produce another gem from its body and hand it over as a gift.



Accompanying the template, the ersatz will sometimes protect him/her in combat (and other times cower in fear), and will help carry heavy objects; being quite strong, it can carry 185 pounds of material, and will gladly do so without complaint.

With each passing day, its body will change slightly, becoming more mannequin-like, and eventually becoming humanoid. Its skin softens and becomes flexible, like soft leather, and its features eventually become more defined, looking like those of the template. It grows skin that approximates the color and shape of the clothing that the template wore on the day that they met.

Eventually, it no longer repeats phrases that were spoken by the template; now, it speaks its own mind, in the template's voice. It no longer furnishes gifts; now, it makes demands, insisting on an equal share of any treasures discovered. If refused, it will mock and belittle the template, criticizing his/her decisions and questioning everything that's said.

One day, it will fly into a rage and attempt to murder the template. Usually, this is done from behind. It will attack until one of them is dead.

At any point, if anyone in the group orders the ersatz to leave, it will do so. But it will lead predators to the group's position, or come back later and attempt to attack them while they sleep, speed to their destination and rig traps, or alert their enemies.

If it is killed and split open, a number of gems will be found inside (2d10-2, minus any already given as gifts to the template).

EXCRUCIATOR

FREQUENCY: Rare

NO. ENCOUNTERED: 1

SIZE: 1

MOVE: 60 ft

ARMOR CLASS: 1

HIT DICE: 5+5

ATTACKS: 1

DAMAGE: 2d6+3

TAZ: 14

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: 15%

LAIR PROBABILITY: 55%

INTELLIGENCE: High

ALIGNMENT: Lawful evil

TREASURE: Personal, none; in lair, hoard, many gems, a few objects, a few magic items.

LEVEL: 7

XP: 860+6/hp

The excruciator is a reptilian beast from whose dripping crimson maw emerges the head of a woman, flanked by two chitinous claws. Black spines dot its mottled burgundy-and-brown hide. The woman's voice is mellifluous and kind.

Intelligent and spiritual, this monster does not think of itself as a predator. Rather, it regards itself as a liberator, a messiah, a benefactor. It seeks out those who have given up on life, and it offers them a moment of pure bliss, a way to find meaning and fulfillment. The excruciator feels that this single (albeit fatal) pinnacle of sensation is preferable to a long and fruitless life, so it actually derives satisfaction from the happiness of others. Unfortunately, the only way that its victims can achieve this personal zenith is to tear themselves apart.

Using magic and stealth, the creature passes unnoticed through cities, observing the interactions of men and women until it has selected its quarry: a powerful person cripple by despair; surrounded by fawning attendants, yet without hope.



EXCRUCIATOR

It guides the mind of its victim, and the body, and drives its prey to self-mutilation on an epic scale. While the monster watches, invisible, the victim begins to rend her flesh, inflicting grotesque wounds on her own body. However, the experience is painless. The victim feels enlightened and vindicated, and derives great pleasure from the wounds. Some victims feel holy, whereas others feel that they are stripping away a veneer of some kind. The victims never suspect the presence of the creature, and are swayed by the excruciator that they never question what they're doing to themselves.

While under the monster's influence, the victims are stronger than ordinary humans. In addition, a telltale skin discoloration marks the dissolution of the softer tissues, which facilitates the mutilation to come. For several hours before a victim begins to tear herself apart, one can see the dark patches about her throat, face, and abdomen.

Ultimately, when the carnage has begun, the victim doesn't stop until a goal of some sort has been reached.

Each victim finds a single part of her body that symbolizes pain; typical selections include the face, the heart, or sex organs. After the victim finds and removes the offending body part, she typically dies.

When the blood has been spilled, and the body part extracted, the excruciator takes it gently from the hands of the victim, and leaves without disturbing anything else. It keeps body parts as souvenirs; it is a sentimental beast, and its subterranean lair is full of such keepsakes.

When the monster has chosen a victim, it stays close by, and rarely leaves the person's side. When stalking its prey, the excruciator is typically invisible. However, in combat, it shrugs off its invisibility and reveals itself. If anyone tries to stop the suicide from taking place, the monster will manifest and attack, killing the interloper immediately.

At will, the excruciator can use the following spell-like powers once per day: *charm person*, *cure/cause light wounds*, *cure/cause serious wounds*, *invisibility*, *polymorph self*, *silence 15' radius*, *sleep*, and *wizard lock*.



FAERIE, BLOOD — FARRAGO — FOTHOQ

FAERIE, BLOOD

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: S (4' tall)
MOVE: 60 ft
ARMOR CLASS: 5
HIT DICE: 3+1
ATTACKS: 1
DAMAGE: 1d10
TAZ: 16
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
TREASURE: Personal, assortment; in lair, coinage, a few magic items
LEVEL: 5
XP: 355+3/hp



The blood faerie looks like a young woman with multifaceted eyes. Her canine teeth are long, giving her a vampiric appearance. In addition, two long tentacles grow from her shoulders in lieu of arms. She smells faintly of incense.

Blood faeries are drawn to kings, high priests, and other powerful people trying to keep a scandal a secret. They live to sow chaos and fear by targeting those at the highest levels of government.

Whether the problem in question is a criminal activity, infidelity, or embezzlement from the royal coffers, the blood faerie finds joy in the victim's panic at the thought of this problem becoming public knowledge. Once she has found a victim, she stalks him, watching from the shadows, eavesdropping. When the victim opens a secret door, the faerie learns the mechanism. When the victim buries a clue (or a corpse), she watches and learns. When crucial evidence is torn to shreds, she picks up the pieces and reassembles them.

She hoards evidence, clues, and bits of information. When she decides that the time has come, the faerie begins her campaign of terror. First, she targets the victim's family and friends. After days of harassment and taunts from the shadows, she will select one of the victim's loved ones and kill her. Clues left at the scene will appear to implicate her target.

Over the next few hours, she will repeat this pattern. If she cannot get to the victim's family or loved ones, she'll pursue those who suspect something. Fellow nobles or clergy, royal guards, viziers -- anyone who suspects the victim of misdeeds or impropriety -- all are targets of the blood faerie.

After murdering more victims as brutally as possible, the blood faerie will leave behind more clues, or will scrawl one-word messages in blood, near the corpse's hand, to make it look like a final attempt to identify the murderer.

All of this will, of course, point the finger of suspicion directly at the victim, who will have absolutely no idea what is going on. She will not stop until the victim commits suicide, is taken into custody, or dies at someone else's hands.

In combat, the faerie slashes with her tentacles for 1-10 points of damage, or uses any magic weapons in her inventory. At will, she can cast *darkness*, *hypnotism*, *invisibility*, or *change self* as a 3rd-level illusionist.

FARRAGO

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1

SIZE: See below

MOVE: See below

ARMOR CLASS: See below

HIT DICE: See below

ATTACKS: See below

DAMAGE: See below

TAZ: See below

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None

MAGIC RESISTANCE: See below

LAIR PROBABILITY: None

INTELLIGENCE: See below

ALIGNMENT: Chaotic evil

TREASURE: None

LEVEL: varies

XP: varies

A nightmarish melange of arms, legs, limbs, heads, mouths, and randomly placed eyes and spines, the far-rago reeks of rotten eggs and vinegar.

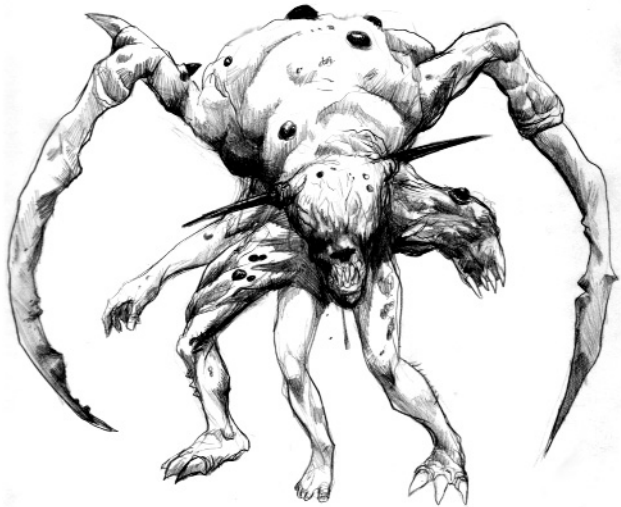
Universally hated by all life forms, it is killed on sight by nearly every intelligent being that encounters it; still, no one knows where the entity comes from, or why its worms are found in every part of the world.

It starts as a malformed worm-like creature, several inches long. Moving swiftly, and biting with various jaws and mandibles, it attacks and devours other life forms: small mammals, birds, reptiles, and fish.

After several weeks of gorging, it finds a safe space to enter a dormant period, then experiences a massive growth spurt over a two-day period. It emerges in a new shape: larger, faster, and hungrier. Then it moves to larger prey, such as livestock and humans. Several hooves, claws, beaks, tails, wings, and snouts jut from its new body.

In its third stage, it's as large as a human, incredibly powerful, and no longer driven by an animal intelligence; it can think like a person.

FARRAGO



Its fourth and fifth stages are utterly horrific, as it becomes larger, smarter, and more powerful. Years ago, a fifth-stage farrago attacked during a battle between dwarves and ogres, killing thousands on both sides; it then wiped out four gnomish cities and annihilated a garrison of orcs swarming to defend an outpost.

Now, when intelligent creatures encounter a farrago that can't be killed immediately, they band together and put out a summons for aid. All hatreds are forgotten, in order to stop mutual threat. Of course, when it's over, all bets are off.

If a farrago is disturbed while sleeping between stages, it will rise and attack, and its stats will be somewhere between the numbers delineated for the two stages.

Farrago stages:

Stage 1

Size S (1'); move 10 ft; AC 10; HD 1; Att 1; Dam 1d3 or 1d6; TAZ 20; MR Standard; Int Animal; L/XP 1/10+1/hp

Stage 2

Size S (3'); move 20 ft; AC 7; HD 5; Att 1; Dam 1d4 or 1d8; TAZ 15; MR Standard; Int Low; L/XP 4/110+4/hp

Stage 3

Size M (6'); move 30 ft; AC 4; HD 10; Att 2; Dam 1d6 or 2d6; TAZ 10; MR Standard; Int Average; L/XP 7/700+13/hp

Stage 4

Size L (10'); move 60 ft; AC 1; HD 20; Att 2; Dam 1d8 or 5d4; TAZ 1; MR Standard; Int Very; L/XP 8/4,000+30/hp

Stage 5

Size L (30'); move 120 ft; AC -2; HD 30; Att 3; Dam 1d12 or 4d8; TAZ 1; Standard; Int High; L/XP 10/8,000+35/hp

FOTHOQ

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1-3

SIZE: L (10' tall)

MOVE: 100 ft

ARMOR CLASS: 5

HIT DICE: 4+4

ATTACKS: 2

DAMAGE: 1d6+1

TAZ: 15

SPECIAL ATTACKS: None

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 40%

INTELLIGENCE: Average

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, coinage, several gems

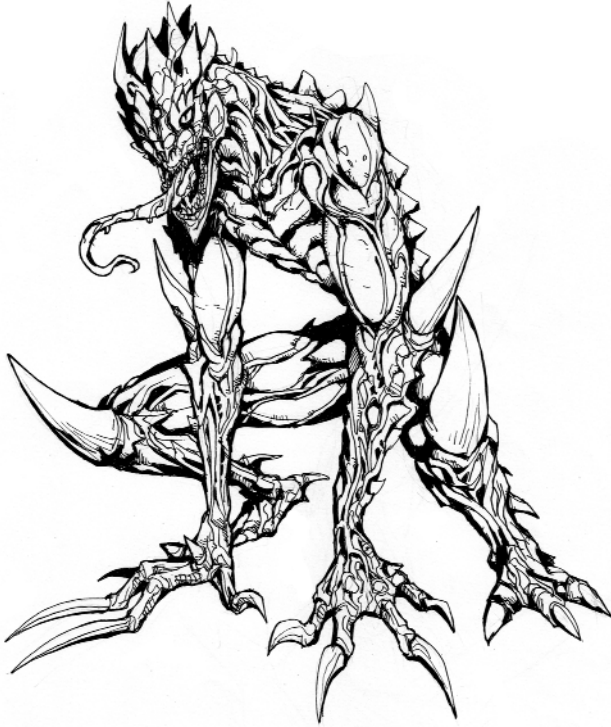
LEVEL: 5

XP: 190+4/hp

The fothoq is sleek and powerful. Its body is dark, and covered with large spikes that jut from its skin at its joints (elbows, knuckles, and knees). Its face is vaguely reptilian, with a massive mouth that juts outward, bristling with teeth. Each of its hands ends in four talons. The fothoq smells of roasted meat.

A nocturnal monster, the fothoq spends most of the day lurking near a settlement or village, waiting for darkness. Moving alone (or sometimes with a small group), the creature attacks as many victims as possible before dragging their dead or unconscious bodies into the forest or swamp. The lair is usually located some miles from the hunting ground; there, the monster will consume the prey that it has captured.

It only takes half damage from normal (unenchanted) weapons, but takes double damage from silver or enchanted weapons.



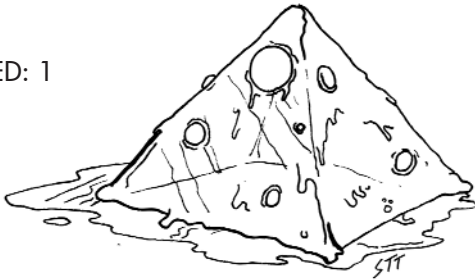
A fothoq lair is littered with excrement and decaying limbs, but is typically decorated with a shrine to a demon lord; these shrines are often decorated with a collection of gems taken from corpses. Those who dig among the dead bodies dumped in the refuse heap at the back of a fothoq lair are likely to find a decent amount of treasure, depending on how long the fothoqs have been active.



GELATINOUS PYRAMID — GHAIST, ASH — GHAIST, CICATRIX — GHOST, PALIMPSEST — GHOUL, LESION — GIANT, CHIASMIC — GIANT, OBSIDIAN — GNOLL, AQUATIC — GOBLIN PRINCESS

GELATINOUS PYRAMID

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: L (10' wide)
 MOVE: 60 ft
 ARMOR CLASS: 8
 HIT DICE: 4+1
 ATTACKS: 1
 DAMAGE: 2d4
 TAZ: 15
 SPECIAL ATTACKS: Paralyze
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 TREASURE: Personal, assortment; in lair, coinage, a few gems, a few objects, a few magic items.
 LEVEL: 4
 XP: 200+6/hp



Dungeon scavengers created by halflings, gelatinous pyramids sweep dungeons for organic material. Sliding through corridors, they gather up any organic material that cannot outrun them. The touch of a gelatinous pyramid paralyzes for 3d8 rounds (save vs. paralyzation will negate).

Unlike their counterparts the gelatinous cubes, the pyramids are peripherally aware of their surroundings because of their translucent blue eyes (of which there are several). They can be frightened away by large fires or powerful foes.

In addition to the random items inside of a gelatinous pyramid, it also maintains a latrine where it ejects any inorganic materials that it has absorbed.

Gelatinous pyramids are unaffected by *electricity*, *fear*, *sleep*, *charm*, *hold*, *paralysis*, and *polymorph* spells. They are unable to reach high walls and ceilings, and are powerless to harm enemies there.

GHAST, ASH

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: M (6' tall)
MOVE: 120 ft
ARMOR CLASS: 2
HIT DICE: 6+3
ATTACKS: 2
DAMAGE: 2d4+2
TAZ: 13
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
TREASURE: Personal, none; in lair, lucre, many gems, numerous objects, many magic items.
LEVEL: 7
XP: 1425+8/hp

The ash ghost is a woman with mother-of-pearl skin whose body ripples with dark red flame. Her face is a skull with bright white lights deep in the eye sockets, and her fingers are tipped with short black talons. The ash ghost reeks of putrefaction.

This pyrokinetic spirit seems happiest in the throes of an inferno. Guiding the flame from a distance, the ash ghost does its best to trap its living victims in the flame.

When there is blackened meat to be had, the ash ghost will descend upon the burned victims (alive or dead, it doesn't matter) and feed on their flesh. It will eat only the skin, unless the innards have been cooked as well.

If the fiend is discovered while feeding in the fire, it will be hard to spot, given its nacreous skin, which tends to reflect the flames around it. However, it can be heard, as it sings while it eats, in a voice like that of a child.

The stench of decay clings to the ghost; each round, those within 50' must save vs. poison to avoid succumbing to it. Those affected suffer a cumulative -1 to all actions, including to-hit rolls and saving throws.

In addition to being immune to all fire-based attacks (including spells), ash ghosts are immune to *sleep* and *charm* spells. However, they are susceptible to *protection from evil*, and they can be turned by clerics.



The ash ghost can cast the following spells once per day, as a 6th-level magic user: *affect normal fires*, *burning hands*, *fireball*, *flame arrow*, *pyrotechnics*, and *stinking cloud*.

Typically, her lair is a burned-out ruin of some kind, such as a church. Some ash ghosts favor extremely hot lairs, such as active volcanoes.

GHAIST, CICATRIX

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-3
 SIZE: M (6' tall)
 MOVE: 120 ft
 ARMOR CLASS: 4
 HIT DICE: 5+1
 ATTACKS: 3
 DAMAGE: 2d6 or breath weapon
 TAZ: 14
 SPECIAL ATTACKS: Breath weapon
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 10%
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, none; in lair, loot, many gems, many objects, a few magic items.
 LEVEL: 6
 XP: 460+6/hp

The cicatrix ghost appears as a murder victim, covered in bleeding wounds. Despite the gruesome appearance, the spirit is smiling. Its eyes are blank and white, and it leaves ephemeral trails -- like liquid smoke -- in the air behind it as it moves. The cicatrix ghost smells of vomit.



This spirit haunts those who have taken lives. It ignores those who have never killed -- it only pursues those who have killed, regardless of the reason why.

Anyone who has ever taken the life of a humanoid (including orcs, demons, humans, elves, goblins, or any other such creature, but excluding the undead and half-human entities like centaurs) is a target for this spirit.

Appearing to its target in the form of the deceased, the cicatrix ghost screams threats and accusations that only the killer can hear. Deformed, mangled, and caked with graveyard dirt, the spirit follows the killer around, invisible to everyone else. If confronted in any way, it will attack.

If it encounters a group of people who have each killed, then each of them will see (and hear) a different corpse screaming imprecations. It's the same entity, but everyone perceives it differently, except for those who have never killed -- to them, it is invisible and inaudible.

Three times a day, the ghost can breathe a cloud of fetid vapors in a cone 50' long, 30' wide at its farthest point. Anyone caught in the area must save vs. breath weapon or suffer a penalty of 1-3 to all saving throws for the next 24 hours. This effect is cumulative.

Cicatrix ghosts are immune to *sleep* and *charm* spells. However, they are susceptible to *protection from evil*, and they can be turned by clerics.

GHOST, PALIMPSEST

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: M (5' tall)
 MOVE: 120 ft
 ARMOR CLASS: 0/9
 HIT DICE: 12+1
 ATTACKS: 1
 DAMAGE: See below
 TAZ: 7
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: 20%
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 TREASURE: Personal, none; in lair, riches, numerous gems, many objects, many potions, a few magic items
 LEVEL: 9
 XP: 5,500+17/hp

GHOST, PALIMPSEST

The palimpsest ghost is the spirit of a halfling so ferocious in its cruelty that it has broken the bonds of mortality to become undead. These spirits despise heroism and strength, and seek to draw the life from all whom they encounter.

The mere sight of a palimpsest ghost causes humanoids to lose 1d4 points from a randomly-selected attribute and then flee in terror for 1-3 hours (unless a save vs. spells is made). Clerics and druids above 6th level are immune to this fear, and anyone else over 6th level gets a cumulative +1 to the saving throw per level (thus, a 10th-level fighter would save at +4).

Palimpsest ghosts are non-corporeal, but must become semi-corporeal in order to attack (at which point its armor class becomes 0). Silver and enchanted weapons do full damage against the spirit in this case.



A successful strike from a palimpsest ghost will permanently subtract 1-4 points from a randomly chosen attribute (save vs. spells, no level bonus to saving throw, clerics and druids are affected).

Palimpsest ghosts can only be attacked by spells from entities in the ethereal plane. Anyone who enters the ethereal plane to battle this ghost can attack as though it were armor class 9. However, if the ghost retaliates, its touch subtracts 1-8 points from a random attribute (saving throw, as in the previous paragraph).

GHOUL, LESION

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1-12

SIZE: M (6' tall)

MOVE: 90 ft

ARMOR CLASS: 6

HIT DICE: 2+2

ATTACKS: 2

DAMAGE: 1d6

TAZ: 17

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 20%

INTELLIGENCE: Low to average

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, loot, a few scrolls

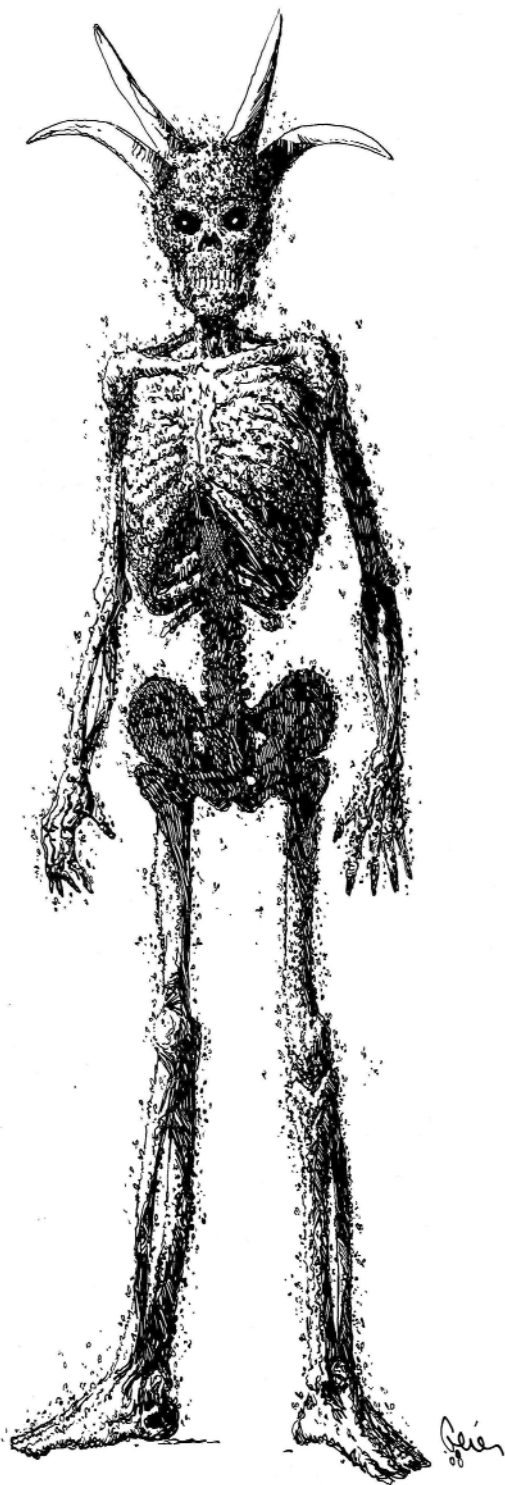
LEVEL: 4

XP: 170+2/hp

From a distance, the lesion ghoule appears to be a helmed humanoid with burning yellow eyes. Closer inspection will reveal that the creature's body is actually nothing more than a charred black corpse buried under a writhing layer of dark blue insects. Four dark horns curl from its smoking skull, and its fingerbones are tipped with long white talons. The insects (beetles, dragonflies, and wasps) will scatter if the ghoul is struck, but will immediately return to swarm about it. Destroying them has no effect on the creature.

Created by an errant demon lord while visiting the Prime Material plane, lesion ghouls target failures, those who have amounted to nothing despite the opportunities that were presented to them. They particularly favor people who blame others for the state of their lives. The beaten, the downtrodden, the addicted -- these are the ghouls' prey.

Once the lesion ghoul has settled on a target, it begins to locate each of the people that the person blames for his failures. One by one, the ghoul locates and kills them. In some cases, the transgression is real, such as in the case of a merchant whose business partner swindled him out of a fortune, leaving him bankrupt. In other cases, the crime is imagined, such as a noble who mistakenly believes that a judge sentenced him unfairly. The ghoul doesn't care; it just finds and kills its victims, slowly and painfully.



After it grows weary of this game, it ambushes the host and eviscerates him. Each time the ghoul kills someone, blue insects are found near the dead body of the host afterward.

The lesion ghoul attacks with its talons, which cause 1-6 points of damage; the victim must save vs. paralysis or become paralyzed for 1-4 rounds.

Once per day, the ghoul can cast *death grip* (functions as *shocking grasp*, but as it grabs its prey, the insects swarm and bite over the victim's arms) and *bile spray* (functions as *magic missile*, but the ghoul vomits up a spray of burning bile).

Lesion ghouls are immune to *sleep* and *charm* spells. However, they are susceptible to *protection from evil*, and they can be turned by clerics.

GIANT, CHIASMIC

FREQUENCY: Rare

NO. ENCOUNTERED: 1-6

SIZE: L (15' tall)

MOVE: 120 ft

ARMOR CLASS: 3

HIT DICE: 14+7

ATTACKS: 1

DAMAGE: 4d8+4 or 2d12

TAZ: 5

SPECIAL ATTACKS: Stone throwing

SPECIAL DEFENSES: Impervious to illusion

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 35%

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic evil

TREASURE: Personal, fortune; in lair, riches, several gems, many magic items

LEVEL: 9

XP: 3,500+19/hp

The chiasmic giant is a fifteen-foot humanoid with extremely long arms and fingers. The single eye in the middle of its brow is dark green or violet, and they often decorate their faces with tattoos. On its back, the giant typically wears a carved length of wood known as a *chiasmus*, which it uses to display severed heads and dried entrails.

Chiasmic giants inhabit desolate regions, far from civilization; there, they erect shimmering citadels of metal and glass, and they enslave wild beasts to do their bidding. 1-6 vargrs (q.v.) and/or hell hounds will accompany a group of giants on patrol. In a chiasmic citadel, where dozens of giants can be found, one is more likely to find chained manticores serving as guards, and wyverns as aerial scouts.



In combat, the giant strikes for a devastating 8-36 points of damage, and can hurl boulders for 2-24 points of damage (with a range of 200 feet).

Sometimes, a chiasmic giant in search of amusement will hurl a stone golem, vilstrak, or xorn instead of a boulder, though this is likely to kill the creature upon impact (because it, too, sustains 2-24 points of damage).

Chiasmic giants are impervious to *illusion*, and can cast the following at will: *audible glamour*, *dancing lights*, and *wall of fog*.

GIANT, OBSIDIAN

FREQUENCY: Very rare

NO. ENCOUNTERED: 1-3

SIZE: L (24' tall)

MOVE: 150 ft

ARMOR CLASS: -1

HIT DICE: 15+5

ATTACKS: 2

DAMAGE: 4d10+4

TAZ: 4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: None

INTELLIGENCE: Average to high

ALIGNMENT: Chaotic evil

TREASURE: Personal, purse (under the exoskeleton)

LEVEL: 10

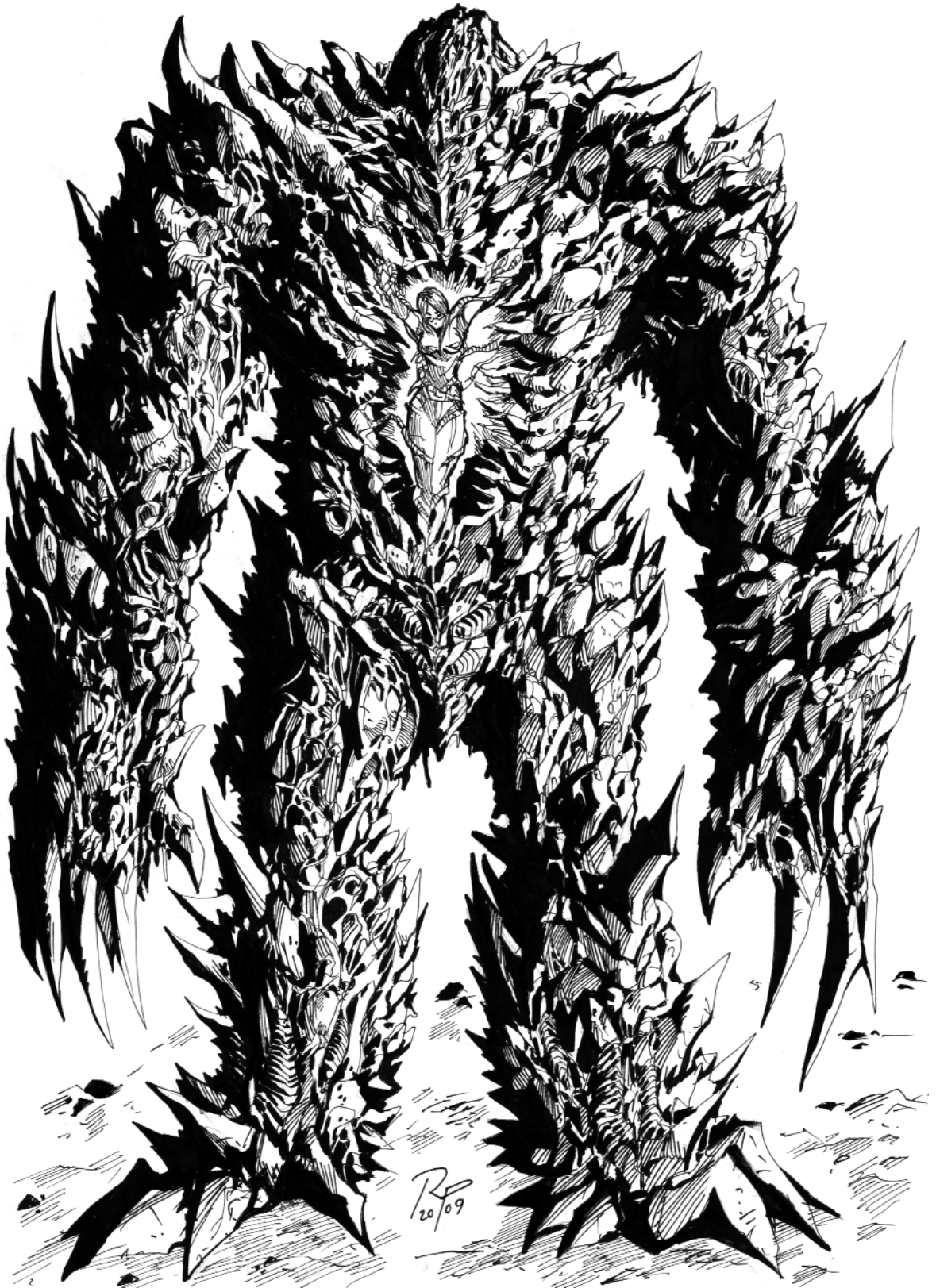
XP: 9350+20/hp

Obsidian giants are not true giants; they are elves. Ages ago, a group of igneous elves from a distant land transformed themselves in order to save their people from destruction. Using forbidden magic, they created massive exoskeletons of obsidian that completely encased them; the giant arms are tipped with long, powerful claws of black metal, and the entire structure is covered in barbed spikes and razors of black stone. Within the armor, these igneous elves were able to turn the tide of a horrific battle, and saved their realm.

However, in the aftermath, it was discovered that they could not escape the armor -- they were bound within, and their magics could not set them free. In the days that followed, as their sorcerers tried every means they could think of, the elves learned that those trapped within the exoskeletons were starving, and the only sustenance that would satiate them was magic itself, in the form of magic items or magic creatures. By crushing magic items, or slaying enchanted creatures like unicorns, the imprisoned elves could assuage the hunger raging within.

Their people had no choice: they banished these brave warriors, and sent them far away, lest they destroy the very land they sought to defend.

Now, years later, these hunger-maddened creatures wander foreign lands, where they are known as obsidian giants. No one knows that under the hard exterior lies a demented igneous elf with no memory of its previous life.



GIANT, OBSIDIAN

Obsidian giants are driven by a lust for magic; it is all that sustains them. If they detect a magical item (or even suspect its presence), they will attack and try to destroy it, so they can feed upon its essence. If they encounter a magical creature (such as a griffon or pegasus), they will attempt to kill it, so they can devour its soul.

Their massive claws inflict 8-44 points of damage, and they can perform the following spells, one at a time, once per day (at the 15th level): *fireball*, *fire trap*, and *wall of fire*.

A *wish* will extract the igneous elf from its sorcerous armor; if the armor is destroyed, killing the elf in the process, then the body will be visible.

Should someone extract the elf from its exoskeleton, it will be necessary to cure the insanity which has taken hold. In time, the elf's personality (and true alignment) may be restored.



GNOLL, AQUATIC

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1d10 / 10d10 (lair)

SIZE: M (6' tall)

MOVE: 90 ft

ARMOR CLASS: 4

HIT DICE: 3+1

ATTACKS: 2

DAMAGE: 2d4

TAZ: 16

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 20%

INTELLIGENCE: Low to average

ALIGNMENT: Lawful evil

TREASURE: Personal, none; in lair, fortune, several gems, and a few magic items.

LEVEL: 3

XP: 75+3/hp

Aquatic gnolls have greenish-gray scales, with flat black eyes and huge circular mouths ringed with needle-like teeth. Their claws and webbing are pale green.

Unlike their surface kin, aquatic gnolls live in a society of strict laws; their eldest form a council, which issues decrees and laws obeyed by all their kind.

Any magical items in their lair will be wielded by their champion, a gnoll with the maximum hit points and a +1 to hit and damage.

They inhabit coastal waters and pitch-dark depths, and in any underwater environment they enlist the aid of huge sea creatures, such as giant squids and dragon turtles, which serve as guards and pets. Those opponents whom the gnolls capture are fed to these beasts.

When not collecting pearls and angler-lights, war-bands of 1-10 gnolls will head up-river or into marshes in search of fresh meat. As they are amphibians, they're able to survive out of water for a few hours before their skin dries out.

It is rumored that they serve vast aquatic behemoths which stalk the ocean floor, but no one has ever confirmed this.



GOBLIN PRINCESS

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: S (4' tall)
 MOVE: 90 ft
 ARMOR CLASS: 5
 HIT DICE: 4+1
 ATTACKS: 2
 DAMAGE: 1d8+1
 TAZ: 15
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 55%
 LAIR PROBABILITY: None
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 TREASURE: Personal, fortune, a few magic items
 LEVEL: 6
 XP: 560+4/hp

A goblin princess is agile and muscular, with orange or maroon skin and yellow eyes.



Unlike her male counterparts, who tend to focus on petty skirmishes, a goblin princess is trained from birth to expand goblin territory by infiltrating enemy civilizations and destroying them from within. Working with traitors, secessionists, revolutionaries, and heretics, she finds a way to strike against enemy power structures, making it all the easier for goblinkind to invade and destroy.

Using magic and guile, the princess locates dissidents and joins the group of humans, gnomes, dwarves, halflings, or elves. Performing whatever tasks she must in order to become one of them, she manages to gain their trust.

Whether they're rebels who protest the king's heavy taxes, or a religious cult who oppose the teachings of the archon, she steps in, takes charge, and ensures that the group takes violent action.

The princess delegates roles, coordinates motion, procures the necessary equipment, and evaluates risk at every stage of the process. The risk of death does not concern her, but she is wary of discovery. If the plan is foiled, innocents will survive, and she cannot abide this.

Throughout the process, she reiterates, time and again, the need for secrecy, and the righteousness of the cause that they are willing to kill for. By the time the plan is ready for execution, the rebels are convinced that they are on a holy quest to save the world from itself.

The princess is cunning and patient, and takes few chances. What began as a plot to petition the king for redress will eventually become an assassination plot. An attempt to gain the ear of a high priest will become a desecration of a holy temple and the bloody massacre of clergy.

After the carnage, the goblin princess moves on to a new target, always in search of new chaos.

She can use the following spell-like abilities once per day: *audible glamour*, *change self*, *charm person*, *comprehend languages*, *ESP*, *friends*, *invisibility*, *magic missile*, *shield*, *sleep*, and *spider climb*.

Typically, she wears chainmail and carries a sword of some kind. If there are any magical weapons in her treasure, she will use these (and other items) in combat.



HALFLING — HELL HOUND, ALPHA

HALFLING

FREQUENCY: Common
 NO. ENCOUNTERED: 1-10 or 10-100 (lair)
 SIZE: S (4' tall)
 MOVE: 90 ft
 ARMOR CLASS: 7
 HIT DICE: 1+1
 ATTACKS: 1
 DAMAGE: 1d6
 TAZ: 18
 SPECIAL ATTACKS: +3 with bow
 SPECIAL DEFENSES: +4 to all saving throws
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 70%
 INTELLIGENCE: Very
 ALIGNMENT: Lawful evil
 TREASURE: Personal, assortment; in lair, lucre, a few gems, a few objects, a few magic items
 LEVEL: 2
 XP: 50+1/hp



Small and quiet, halflings are the servitors of Lady Elizabeth Lack-Heart. A diligent people, they work constantly to bring about the return of their bilious goddess. Pale-skinned, favoring short hair and simple clothing, halflings look like short elves with sturdier frames. They are serious and hard-working.

In each halfling colony, there will be 1-4 warriors with 5 hit dice, chainmail armor, and enchanted weapons. There's also a chance that a 4th-level necromancer will be present, armed with spells like *darkness*, *protection from good*, and *scare*.

In a major halfling city (with a population of hundreds or thousands), it's typical to find 1-20 warriors, 1-4 champions (8 hit dice, heavy armor), and 1-4 dark priests of Elizabeth (7th-level clerics), armed with spells like *cause disease*, *curse*, *fear*, and *cause serious wounds*.

In any group of halflings, there are likely to be several vargr (q.v.) or hell hounds, used as guard dogs and sentries.

When attacking with bows, halflings gain a bonus of +3, and they roll +4 on all saving throws.

Their subterranean cities, villages, and colonies are arranged in such a way that if all of halfling civilization is mapped, it spells out Elizabeth Lack-Heart's name in halfling runes. The name is not finished. No one knows what will happen when construction is completed and the name is spelled out.

Most sentient creatures will fight halflings to the death, because they know that if they're captured, they will be subjected to the only form of entertainment permitted by halfling culture: scaphism.

HELL HOUND, ALPHA

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: L (9' tall)
 MOVE: 150 ft
 ARMOR CLASS: 2
 HIT DICE: 8+4
 ATTACKS: 1
 DAMAGE: 1d12
 TAZ: 11
 SPECIAL ATTACKS: Hellfire
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 45%
 LAIR PROBABILITY: 30%
 INTELLIGENCE: Average
 ALIGNMENT: Lawful evil
 TREASURE: Personal, none; in lair, hoard, a few gems, a few magic items
 LEVEL: 7
 XP: 1400+12/hp

Born under a lacerated sky, the alpha hell hound is the strongest and most hateful of its breed. Larger than its counterparts, and wreathed in smokeless black flame, the spectral predator leads a pack of hell hounds into the hunt.

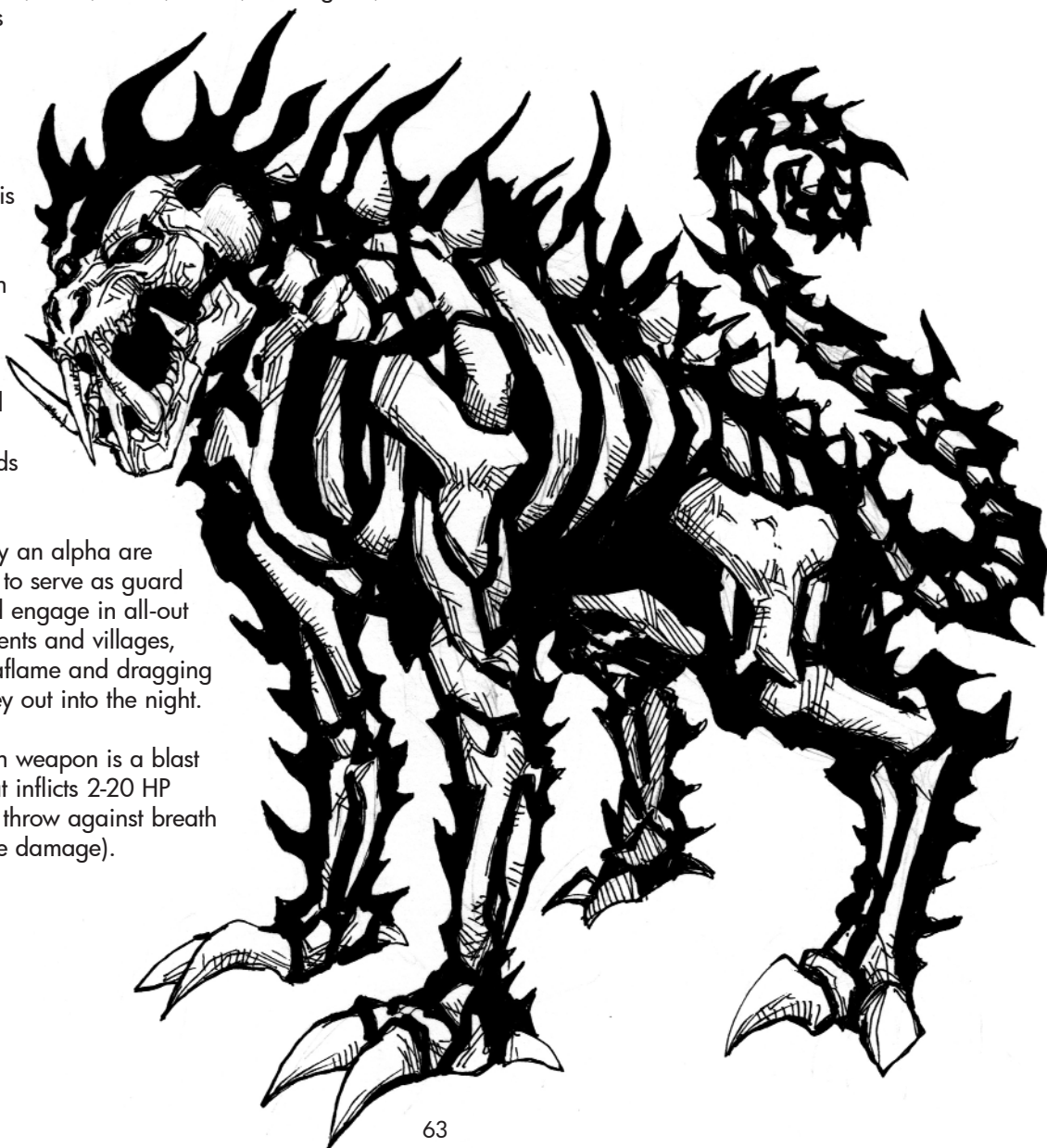
Hell hounds led by an alpha are no longer content to serve as guard dogs; they instead engage in all-out attacks on settlements and villages, setting buildings aflame and dragging their shrieking prey out into the night.

The alpha's breath weapon is a blast of white flame that inflicts 2-20 HP (successful saving throw against breath weapon halves the damage).

Silent and shrouded in darkness, the alpha can surprise on a roll of 1-4. Because its senses are so acute, it can only be surprised on a roll of 1, and 50% of the time, it can spot hidden or invisible creatures.

An alpha's howl is dreadful, a mournful low sound like the tolling of a graveyard bell, and it causes confession (anyone who hears the howl must save vs. spells or immediately confess a deep secret, as loudly as possible). The alpha can only howl once per night.

Alphas dissipate in the light of the sun (but not other forms of light), and they can only return when darkness has fallen.

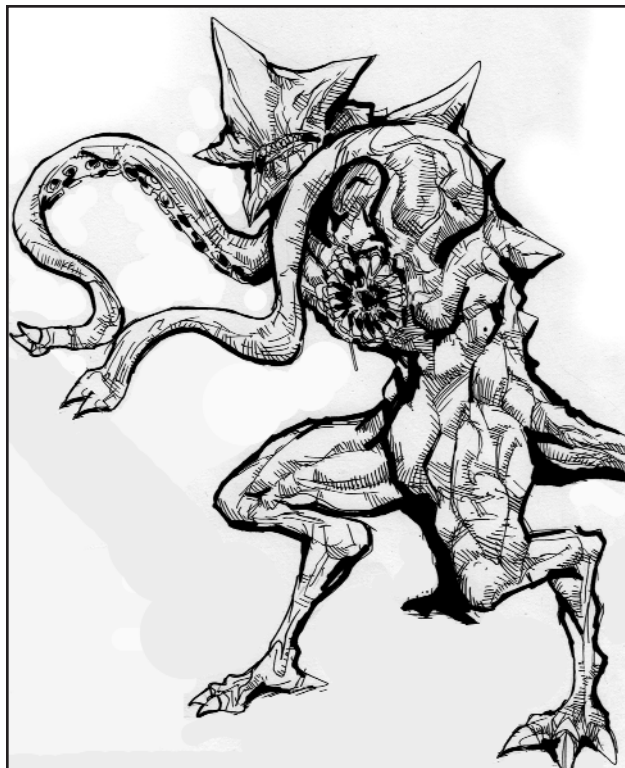




INFILTRATOR — INGENUE — INIMICUS

INFILTRATOR

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 120 ft
 ARMOR CLASS: -3
 HIT DICE: 90 hit points (20 hit dice)
 ATTACKS: 2
 DAMAGE: by weapon + poison
 TAZ: 1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 15%
 INTELLIGENCE: Genius
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, purse, a few magic items; in lair, riches, many gems, numerous objects, a few potions, a few scrolls, a few magic weapons, a few magic items
 LEVEL: 10
 XP: 40,000



In its natural form, the infiltrator is a pink-skinned humanoid with lavender tentacles and a red-lipped circular maw in its chest. It smells of fresh-peeled orange rind. However, it changes shape as needed, employing magical disguises in order to carry out its task.

Years ago, the rivalry between the Guild of Reapers and the Sodality of Assassins erupted into war, and the assassins stole the First Sickle from the Temple of Murder. In retaliation, the reapers slew Patrizia Azierno, the Queen of Assassins. Leaderless, the assassins petitioned their dark deity for aid, and were granted the infiltrator.

This minion was created to infiltrate the Guild of Reapers, destroy it from within, and then return to the infernal cesspit that spawned it, but something went wrong and it still functions. Centuries later, the Guild of Reapers is only a memory, but the infiltrator still carries out its mission.

The infiltrator has a single goal: war in the streets. It gravitates towards clandestine crime organizations, such as a thieves' guild or a smuggling syndicate, with the goal of bringing them into armed conflict that claims the life of innocent civilians and destroys the group from within. This was the strategy employed when the infiltrator destroyed the Guild of Reapers, and it is compelled to repeat this pattern again and again.

After weeks of studying the leader of a criminal organization, the infiltrator attacks and kills its target, then uses magic to impersonate the deceased. It then initiates war with rival organizations. Asserting that the time for truces and agreements is over, the infiltrator commands its subordinates to prepare for open conflict. Declaring that peace is for weaklings, it will push its men to new aggression.

Claiming new territory and resources, the infiltrator will push rival groups to retaliate. After torturing and killing enemy operatives, it will cross all boundaries and violate long-standing covenants: betraying former allies, murdering town guards, and targeting the families of its enemies.

If any of its men voice objections, the infiltrator will kill them, then blame the enemy organization for the murders (and the same goes for anyone who begins to voice suspicions about the true identity of the group's leader).

The infiltrator secures control by 'retiring' those who have served loyally for many years, claiming that they're past their prime. In their place, the ignored and unintelligent are promoted to positions of control and authority as a reward for loyalty and bravery. They are shown respect and responsibility that they've never enjoyed before, and they are also showered with gold. Money is no object because the infiltrator has no interest in keeping the organization afloat: every copper piece is dedicated to the cause of creating all-out war with the authorities.

Once everything is in place, the infiltrators strike. It sends assassins after the families of the city guards that are investigating the organization. The families are tortured and killed, and their remains are sent home, along with threats of further violence.

One way or another, the organization is torn apart: either by internal conflicts, or by war with another criminal organization, or by antagonizing the authorities, or by some combination of the above. Long before the daggers come out and the operation is destroyed, the infiltrator moves on.

If confronted, it first attempts to escape, but if it perceives that it is being hunted, it will turn on its pursuers. It typically wields any enchanted blades found in its treasure trove, and coats them with whatever poisons are available.

In addition, the infiltrator can employ the following spell-like abilities at will, one per round: *change self*, *charm person*, *clairaudience*, *clairvoyance*, *confusion*, *ESP*, *forget*, *friends*, *hypnotic pattern*, *invisibility*, *mass charm*, *misdirection*, and *sleep*. The following can be used once per day: *feblemind*, *mass suggestion*, and *polymorph self*.

INGENUE

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1

SIZE: M (5' tall)

MOVE: 130 ft

ARMOR CLASS: 4

HIT DICE: 4+4

ATTACKS: 2

DAMAGE: 1d8 or weapon

TAZ: 15

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Special

LAIR PROBABILITY: None

INTELLIGENCE: High

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, fortune, many gems, many potions, a few magic items.

LEVEL: 6

XP: 550+4/hp

Humanoid females with shimmering blue skin, ingenues are covered in gray spikes, and two short white horns adorn their gleaming skulls. Their eyes glow with hateful intensity, and their movements are quick and abrupt. Ingenues change their minds constantly, and they live for cruel jokes and pranks. Ingenues typically live in caves or grottoes, fairly close to a major city or village.



INGENUE

Created by Shauva Tiridan, a lunatic sorceress, ingenues are bloodthirsty predators with a whimsical streak. They thirst for the blood of men -- elf or human, if they can get it; halfling, gnome, or dwarf, if need be -- and they avoid women altogether. To an ingenue, the blood of a dominant man is the sweetest, so many of them seek out nobles, royalty, or similarly powerful men; sometimes, she'll even take the victim back to her lair so that she can drain him completely.

An ingenue will carry any magic weapons (or usable items) from her treasury, and she'll use them in combat, along with her magical abilities. She can employ the following spell-like powers once per day: *blink*, *change self*, *charm person*, *dispel magic*, *fly*, *hold person*, *invisibility*, and *sleep*. She takes one-third damage from any spells cast by males, but double damage from any spells cast by females.

INIMICUS

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1-20

SIZE: L (12' tall)

MOVE: 150 ft

ARMOR CLASS: -1

HIT DICE: 7+7

ATTACKS: 2

DAMAGE: 1d12+5

TAZ: 12

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 75%

INTELLIGENCE: Average

ALIGNMENT: Lawful evil

TREASURE: Personal, none; in lair, riches, many gems, many objects, many magic items

LEVEL: 6

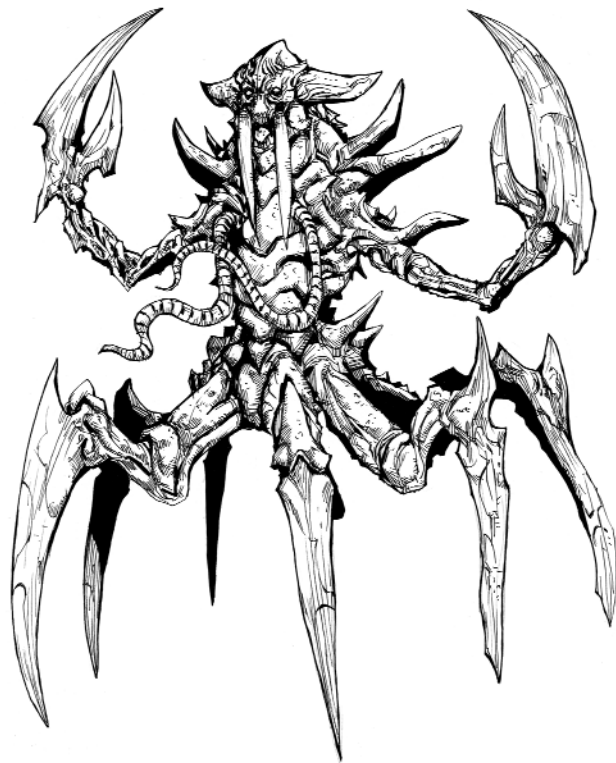
XP: 350+10/hp

An inimicus is covered by an exoskeleton that ranges in color from bright blue to dark green. Its powerful arms are tipped with shiny black claws, and its two thin pink tentacles (which the monster uses to execute more complex tasks) are tipped with pale blue. Its face is covered in the same chitinous shell, but its baleful yellow eyes are visible. The creature's mouth is bracketed by two white spikes of bone, each roughly a foot long. The inimicus stands on six legs covered with ivory chitin.

Little is known about the race of subterranean beings that periodically send inimici to the surface in search of battle; the typical inimicus says little about its people, simply noting that it was sent up "from below" to test its mettle against the light-dwellers. Then it goes about its business: attacking any surface-dweller it encounters. Stalking underground labyrinths, dungeons, caverns, and crypts, the inimicus searches for humanoids to fight.

Having encountered a prospective foe, it will challenge him to battle, outlining its terms: a fair fight, to the death, devoid of treachery or sorcery. On the table, its considerable purse. If the terms are not immediately agreed to, it moves on.

What no one has yet learned is that the vast armored body is not the true form of the inimicus; the twelve-foot creature with the thick exoskeleton is merely a beast of burden, bred by the inimici, and worn like a suit of armor. The inimicus is a worm, a few inches long, which burrows into that great body and controls it, wearing it like a suit of armor, using it to do battle. When the body is killed, the parasite waits for the victor to leave, then crawls from one of the corpse's orifices (unless the parasite within was killed during combat, which happens on occasion).



If the victor searches the area, he will find a note from the inimicus, praising the warrior for puissance, and including instructions leading to a considerable treasure. However, if the victor fought dishonorably (employing trickery, poisons, or sneak attacks), and if the inimicus survived, then it just might track the warrior down and exact vengeance later on -- with a stronger body.

These strange worm-like entities dwell in a tiny city, far below the earth; the way is guarded by fearsome beasts, and even demon lords think carefully before antagonizing the inimici.



KARKINOS — KINARSETTE — KOBOLD MARAUDER — KRITARCH

KARKINOS

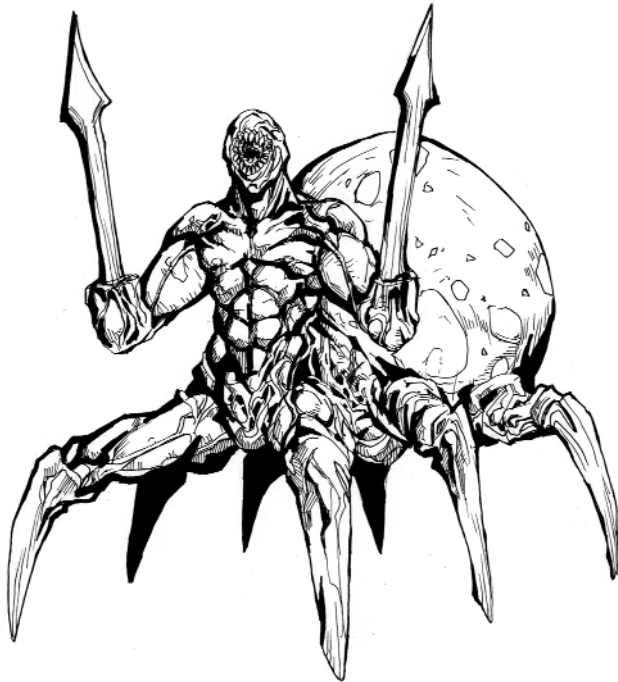
FREQUENCY: Common
 NO. ENCOUNTERED: 1-8 or 4d10+20
 SIZE: L (13' tall)
 MOVE: 30 ft / 120 ft
 ARMOR CLASS: 6
 HIT DICE: 2+2
 ATTACKS: 3
 DAMAGE: 1d4
 TAZ: 17
 SPECIAL ATTACKS: Venom
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 45%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral evil
 TREASURE: Personal, none; in lair, hoard, several gems, a few magic items
 LEVEL: 3
 XP: 65+2/hp

Karkinoi are huge bipedal crustaceans. These sea-dwelling monstrosities are covered in blue-and-crimson exoskeletons. Two of their arms end in white-tipped claws, and the other two have several tiny finger-like appendages. The head of a karkinos is bright orange, and though it appears featureless, they are somehow able to see and hear perfectly. Slow on land, their movement rate quadruples in the water.

These rabid carnivores occasionally foray onto land in search of new prey. In small groups, they raid coastlines in search of mammalian flesh. 24-60 of them will be found in their underwater colony, which is ruled by a mated pair of giant karkinoi (5+5 HD, damage 1d12, TAZ 14).



Anyone hit by a karkinos must save vs. poison or suffer the debilitating effects of a mild venom (-3 to next hit roll, or suffer a one-time AC penalty of 3, player choice, non-cumulative).



KINARSETTE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: L (12' tall)
 MOVE: 100 ft
 ARMOR CLASS: -1
 HIT DICE: 7+7
 ATTACKS: 2
 DAMAGE: 1d6 or 2d4+4
 TAZ: 12
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: Immune to illusion magic
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: None
 INTELLIGENCE: High
 ALIGNMENT: Chaotic Evil
 TREASURE: Personal, none; in lair, lucre and a purse, several gems, a few magic weapons, many magic items
 LEVEL: 8
 XP: 3250+10/hp

The kinarsette's body consists of a bulbous abdomen with eight long, bristly legs, like those of a tarantula. Where the head should be is a humanoid torso, hairless except for short patches of black bristles along the back and shoulders. Its face is featureless, save for a gaping mouth crammed full of short teeth.

The monster seeks out failures: unhinged recluses, lonely souls with delusions of grandeur, failed applicants to sorcerous academies, scorned prophets, and deposed monarchs. Telling its victim whatever he needs to hear, the monster preys upon the feelings of inadequacy and anger, and offers the promise of power in a new world order. It offers the spurned and vengeful a way to wipe away the pain and frustration, promising that a new age draws near: the ancients who once ruled the world are going to return, and they will enslave all of humankind, sparing only those who have served them loyally.

The kinarsette furnishes the victim with ancient texts that must be deciphered. The books are full of nonsensical scribblings, but the victim is so wrapped up in the fantasy that he's able to convince himself that he's discovered ancient rituals and mystical secrets. The texts tell the story of ancient gods that once ruled the earth, and whose return will cover the earth in fire and misery. Of course, they require the assistance of a mortal being on this plane.

The victim is instructed to recruit others for the cause, and in due time, a cult is formed. Their mission is to spill blood in accordance with the rituals described in the ancient tomes. The cultists capture and kill innocent victims, which are then devoured by the kinarsette. If any of the cult members show signs of hesitation, or any indication that they're having thoughts of leaving, the kinarsette will kill and devour them, an object lesson for the others.

The cult's founder is rewarded with any magic items that have been accumulated by the monster, which may well transform an ordinary failure into a dangerous combatant. In addition, cult members will be well-armed, as they provide the lazy charlatan with a steady supply of food, and it doesn't wish to see its meal tickets endangered. Wiping out a kinarsette's cult is no easy task.

The monster itself can use the following spell-like abilities once per day (and typically employs these during "rituals" in order to convince its cult members that they are, in fact, communing with dark deities): *audible glamour*, *change self*, *color spray*, *dancing lights*, *fog cloud*, *hallucinatory terrain*, *hypnotic pattern*, *hypnotism*, *magic mouth*, *phantasmal force*, *spectral force*, and *suggestion*. In addition, the kinarsette employs a strange variant of *flesh to steel* that allows it to transmute its taloned hands into five-foot blades which inflict 6-12 points of damage. This can be done at will.



KOBOLD MARAUDER

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-20
 SIZE: S (4' tall)
 MOVE: 90 ft
 ARMOR CLASS: 7
 HIT DICE: 1
 ATTACKS: 1 or 2
 DAMAGE: 1d6
 TAZ: 19
 SPECIAL ATTACKS: Special
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 80%
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 TREASURE: Personal, assortment; in lair, coinage, several gems, a few objects
 LEVEL: 2
 XP: 15+1/hp

Small and lean, kobolds are humanoids with canine features, short horns, and scaly green skin. Their unique appearance is attributed by some scholars to millennia of interbreeding between lesser demons and humans, back when demons still ruled the Prime Material plane.

Kobolds are usually found in small tribes, only uniting when an outside threat compels them to gather together under a single chieftain. (Rumor has it that thousands of kobolds inhabit the mountain kingdom of Heidekreis.)

A typical raiding party of kobold marauders consists of 1 to 20 kobolds, including a few warriors (who have 2 attacks, and wield a shortbow from a distance, or a shortsword up close), a few priests (level one, a single offensive spell or *cure light wounds*), and a few mages (level one, a single offensive spell).

KRITARCH

Kritarchs are the three servants of Nemesis, ancient goddess of retribution. These sisters are remorseless predators that torment their living prey, feeding on the resulting hatred and misery. Once confined to some unknown outer plane, they were summoned ages ago by a teratologist who died by his own hand shortly thereafter. Now they walk this world, but are rarely found in the same realm. It's said that they meet in a new location every 1000 days to discuss their victories.

Araniella

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (7' tall)
 MOVE: 150 ft
 ARMOR CLASS: 3
 HIT DICE: 45 hit points (5+5 hit dice)
 ATTACKS: 2
 DAMAGE: By weapon
 TAZ: 14
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 25%
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Lawful evil
 TREASURE: Personal, a few gems; in lair, purse, several gems, a few magic items
 LEVEL: 7
 XP: 1,600

KRITARCH (ARANIELLA)

From the waist up, Araniella is a bald humanoid female; where her eyes should be are two small mouths lined with sharp teeth. Though eyeless, her enchanted nature allows her to see in all directions, making surprise impossible. From the waist down, her shape is insectile, consisting of a bulbous violet body and six bristly red legs.



Araniella is drawn to the treachery of others, and feeds off of the negative emotions that emerge when the truth is discovered. Concealing her cruelty beneath a veneer of piety, she transforms herself into the guise of a religious figure of some kind (curate, abbess, hegumen, matriarch). She becomes involved in the lies, insinuating herself into the conflict, augmenting her natural charisma (a score of 17) with magic when necessary.

Typically, Araniella follows a pattern: when reaching a new location, she conceals herself in a dark place (an old barn, an abandoned silo) and begins her investigation: for days, she studies the inhabitants of the town, creeping from her hiding place at night to eavesdrop outside windows. She feeds on the emotional fallout from lies, and so she uses her magical abilities to find those who live with such falsehood.

When she has found a suitable deceit, she assumes the guise of a holy woman, and explains herself to the townsfolk as a wandering pilgrim. Through ostensible good will and charitable acts, she ingratiates herself to the community, and soon becomes vital to its spiritual well-being.

She uses her influence to gain the attention of those engaged in the deceit, and slowly begins to aggravate the condition. For the abused daughter who conceals her self-loathing and hatred, she feigns concern, and serves as her confessor, prodding her with questions until she admits her terrible secret. For the cuckold who turns a blind eye to her husband's infidelity, Araniella is a patient friend and listener who eventually winks out the truth.

Carefully sculpting the woman's anger into a weapon, she then cautiously approaches the father, serving him in a similar fashion, guiding and warping his progress until his shame and guilt are hammered into a vengeful fury at the young temptress who drove him to sin -- or she goads the adulterous husband into blaming his cold wife for forcing him to take comfort in the arms of another woman.

By coaxing the truth from the lips of those who are afraid to speak it, and by shaping their confusion and pain into rage, Araniella forces a conflict that can only end in blood and tears. Eventually, these situations end in death, and Araniella is there to speak holy words and bow her head, but the waves of grief, agony, and sorrow have fed and energized the creature, and she then moves on to the next duplicity.

She survives on these complex tragedies, craving the emotional web created when a person harms someone that once felt love instead of fear; the sensation is amplified when the tormentor still has feelings for the victim.

There are countless scenarios: an embezzling almoner and his paranoid duchess, the bloodthirsty thieves hiding out in a remote village with their loot, the brutal murderer and his intimidated witness. In each of these cases, Araniella lurks behind a collar or habit, dispensing platitudes and sympathy, relishing every moment.

Sometimes, she will weave a massive web of hatred and treachery that takes weeks or even months to manifest, resulting in a frenzy of bloodshed in which nearly everyone in the town is driven to murder, arson, or suicide. In these cases, it's possible for Araniella to turn a thriving community into a ghost town overnight.

Many religious organizations have dispatched clerics to seek out this monster and kill her, but none have succeeded.

She can use the following spell-like abilities at will: *change self*, *charm*, *darkness*, *ESP*, *friends*, *invisibility*, *polymorph self*, and *scare*.

If discovered, she reveals her true form and attacks with any magic weapons in her inventory. She typically maintains a lair in the form of a religious office befitting her impersonated station. There, she carefully hides any other treasures she possesses.

Eriophora

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (7' tall)
 MOVE: 150 ft
 ARMOR CLASS: 2
 HIT DICE: 54 hit points (6+6 hit dice)
 ATTACKS: 2
 DAMAGE: By weapon
 TAZ: 13
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 35%
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Lawful evil
 TREASURE: Personal, many gems; in lair, purse, several gems, a few potions, a few magic items
 LEVEL: 7
 XP: 2,800

From the waist up, Eriophora resembles a human female. She has four arms, each ending in a dark red claw. From the waist down, her body is like that of a giant spider, covered in shimmering silvery chitin.

She is galvanized by the sweat of adulterers, and by the blood of their victims.

First, she finds an unfaithful man in a position of authority (a noble, a guildmaster); then, she finds the pretty young woman he's been spending time with. Killing her, mutilating her body, and stealing her identity, Eriophora will then assume her shape.

Once she has met the man in secret and consummated their affair at least once, Eriophora begins her real work. Methodically, she stalks every female in her lover's life, and she disfigures them all. Wife, sisters, mother, colleagues, and daughters are all stalked, attacked, and brutalized. However, the attacks are not fatal. Eriophora seeks only to inflict pain, and to mangle their faces. Eyes are clawed out, noses are bitten off, and lips are slashed. When the carnage is over, Eriophora finds a new identity and a new lover.



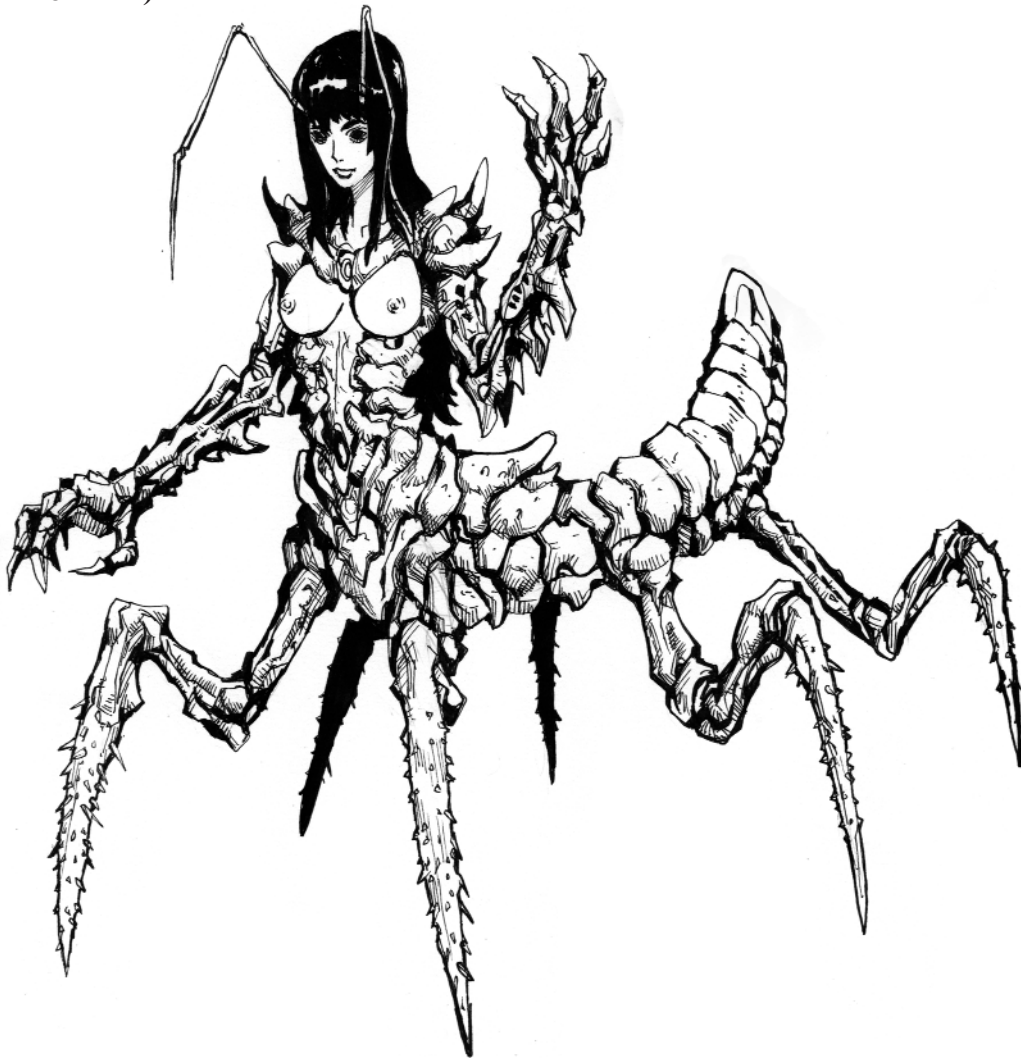
Having scarred more than one noblewoman, Eriophora is desperately sought-after by numerous authorities, and there are multiple bounties upon her head.

She can use the following spell-like abilities at will: *change self*, *charm*, *clairaudience*, *ESP*, *fear*, *forget*, *friends*, *hold person*, *invisibility*, and *polymorph self*.

Thelacantha

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (7' tall)
 MOVE: 150 ft
 ARMOR CLASS: 1
 HIT DICE: 63 hit points (7+7 hit dice)
 ATTACKS: 2
 DAMAGE: By weapon
 TAZ: 13
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 45%
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Lawful evil
 TREASURE: Personal, many gems; in lair, purse, several gems, many potions, a few scrolls, a few magic items
 LEVEL: 8
 XP: 4,800

KRITARCH (THELACANTHA)



Thelacantha has an insectile lower body, covered in a gleaming green exoskeleton. Her face is beautiful, but her eyes are flat and red, and two antennae protrude from her brow.

Thelacantha feasts on the agony of false prophets. She is drawn to those who feign piety or humility, but who secretly crave worship and adulation. She's particularly fond of religious figures who love praise and affection from their congregations; however, garden-variety attention whores like bards don't really interest her.

She seeks out her prey -- a high-ranking clergyman with a massive ego -- while he is sleeping; using a modified form of *magic jar*, she enters the victim's body by turning into mist and seeping into his mouth and nostrils. She then takes over, shoving her host's psyche into the back, where he can still see what's being done to his body.

Thelacantha then dismantles every aspect of his life as quickly and permanently as possible. She seduces his friends' wives and daughters, beats his children, insults his superiors, and spends all of his money.

She embezzles church funds, burns down buildings (his faith's temples, his home), and murders other members of his clergy or congregation.

She then returns control to her victim and watches as he responds to his destruction.

If the authorities attempt to apprehend the host, Thelacantha will temporarily take control and use magic to kill them or escape, then return control to her victim. The same thing will happen if the victim tries to commit suicide.

She can use the following spell-like abilities at will: *change self*, *charm*, *clairaudience*, *ESP*, *fear*, *fireball*, *forget*, *friends*, *hold person*, *invisibility*, *magic jar*, and *polymorph self*.

If discovered, she reveals her true form and attacks with any magic weapons in her inventory. Her lair is typically the home of her victim, a high-ranking clergyman.



LAMIA — LEYAK — LOCUST MYRMIDON — LUNAMIC

LAMIA

Bonegrinder

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: L (10' long)
 MOVE: 90 ft
 ARMOR CLASS: 5
 HIT DICE: 3+1
 ATTACKS: 1
 DAMAGE: 1d10 or 1d6+1
 TAZ: 16
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 45%
 INTELLIGENCE: High
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, none; in lair, lucre, several gems, a few magic items
 LEVEL: 5
 XP: 235+3/hp

From the waist up, the bonegrinder lamia appears as a humanoid female with four arms: the lower two end in large green claws and the top two end in human hands with long black fingernails. From the waist down, it has the body of a massive serpent, with the coloring of a coral snake (bands of black, red, and gold). Its tail ends in a hook that drips venomous green foam.

The bonegrinder lamia is a powerful warrior that delights in tormenting good creatures, particularly self-styled heroes. Disguising itself as a wandering merchant, it tries to sell them bread, which it claims was baked by monks in a secret priory miles away.

If the adventurers refuse to part with their money, the lamia will give them a loaf as a gift. The bread is actually enchanted, baked by the lamia itself, and restores 2-3 hit points (functioning as a healing potion or a cure light wounds spell).

The bread, however, is made from the bodies of clerics and druids; the lamia hunts them, kills them, and grinds their bones.

The bonemeal is mixed with flour and baked into the bread, and a necromantic ritual is performed by the lamia that imbues the bread with its healing qualities.

The lamia will usually have 1-4 loaves of this bread on its person, and will sell all of them to the heroes for a pittance. If they investigate the merchant, or the priory, the trail will eventually lead to the lair -- and the mutilated bodies of dead clerics and druids.

If the lamia encounters a cleric or druid, there's a 50% chance it will abandon its disguise and attack, then take the bones back to its lair.

Once per day, it can use the following spell-like abilities: *charm person*, *darkness*, and *polymorph self*.

In combat, it attacks with its claws (1-10 points of damage), or with its stinger; the venom inflicts 2-7 points of damage, and temporarily drains 1 wisdom from the victim (save vs. spells or lose a point of wisdom for 1 hour; the effect is cumulative, but not the duration).



Scalptaker

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (12' long)
MOVE: 150 ft
ARMOR CLASS: 1
HIT DICE: 11+1
ATTACKS: 3
DAMAGE: By weapon or 2d4+4
TAZ: 6
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: +1 weapon or better to hit
MAGIC RESISTANCE: 45%
LAIR PROBABILITY: 15%
INTELLIGENCE: Exceptional
ALIGNMENT: Chaotic evil
TREASURE: Personal, none; in lair, riches, numerous gems, many objects, a few magic items, a few potions
LEVEL: 10
XP: 14,250+16/hp

From the waist up, the scalptaker lamia is a large-eyed human female. From the waist down, her body is that of a grey-scaled reptile, with four massive legs covered in spikes and short horns. Two serpents with russet scales grow from between her shoulder blades; they hiss obscenities as they bite.

Scalptaker lamias dwell in desolate places; unlike their lesser cousins, they prefer hot, wet climes like tropical jungles.

They live to hunt and kill good creatures. For them, it is more than just a question of food, or sport: they derive spiritual fulfillment from the chase and the kill and the ritual disembowelment.

Proud hunters, they refuse to see anyone else walk away with their glory. For this reason, a scalptaker lamia may very well interfere with the work of another monster, to prevent it from killing its quarry. Once it's settled on a group of good creatures, it wants to be the one to kill them.

This lamia may appear early in an adventuring company's career, to "save" them from an attack or threat. It will say nothing; it will merely appear, help to defeat the enemy, and then walk away. Weeks, or even months later, it will return.

When it is time for the hunt to begin, the scalptaker lamia lures its prey into the open, then attacks.

First, the monster stalks and kills an ordinary person, someone who doesn't have any connection to the prey. It then carefully removes the victim's internal organs and arranges them into a crude map. The intestines form roads or rivers, the kidneys and lungs indicate buildings or other large structures, and the eyes are placed on top of the heart, which indicates the target location. An elegantly-written note accompanies this butchery, and it's left in a place where the prey will be sure to find it. The lamia will be waiting for them there; if they fail to show, it will stalk them and attack when they are at their weakest.

Once per day, it can use the following spell-like abilities (at the 11th level of mastery): *charm person*, *dispel magic*, *fear*, *flame arrow*, *hold person*, *illusion*, *invisibility*, *magic missile*, *mirror image*, *monster summoning 3*, *polymorph other*, *polymorph self*, *shield*, *suggestion*, and *wall of stone*.

Its serpent fangs inflict 6-12 points of damage, and a successful hit means that the lamia has permanently drained 1 point of wisdom from the victim (no save).



LEYAK

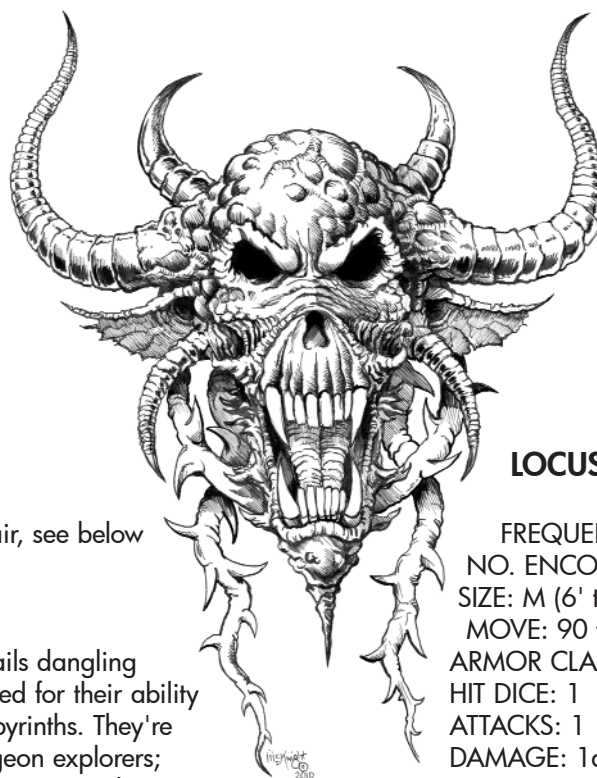
FREQUENCY: Rare
 NO. ENCOUNTERED: 1-6
 SIZE: S (2' tall)
 MOVE: 120 ft
 ARMOR CLASS: 4
 HIT DICE: 5+4
 ATTACKS: 2
 DAMAGE: 2d4+3
 TAZ: 7
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 15%
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral evil
 TREASURE: Personal, map; in lair, see below
 LEVEL: 7
 XP: 1100+6/hp

Flying demonic heads with entrails dangling below, leyaks are architects prized for their ability to create bloody and horrific labyrinths. They're sometimes encountered by dungeon explorers; this usually means that the work is incomplete, and the dungeon isn't finished yet.

Builders and bricklayers in the service of the dreaded goddess Rangda, leyaks cut corridors 6.66 cubits wide, set vicious guillotine traps, and rig pressure plates to poisoned darts. They corral lesser monsters, imprison them in chambers towards the back of the dungeon, and scatter enticing piles of coin throughout. Then, its sacred ritual complete, the entity travels back to the outer plane where Rangda reigns.

If interrupted before the traps are set and the monsters are all emplaced, the leyak may respond with amusement, rage, or brusque impatience. It may try to shoo them out and tell them to return later. On the other hand, if it's behind schedule, it may ask the interlopers for help. For example, it may require food, in the form of a newborn humanoid; it doesn't matter what kind, as long as it's still alive.

Or it may need help with dungeon construction, though it will prove to be an exacting (and condescending) taskmaster. There are rewards, however, for rigging the dangerous traps and capturing monsters alive: the leyak will pay good coin to its subcontractors, and may also offer a partial map of a few key areas (delineating traps, secret passages, and monster locations).



It can use any of the following spell-like abilities at will, one per round: *charm monster*, *dig*, *false trap*, *floating disk*, *hold monster*, *move earth*, *phantasmal force*, *polymorph other*, *push*, *sleep*, *stone shape*, *telekinesis*, *transmute rock to mud*, and *unseen servant*. Once per day, it can cast the following: *fire ball*, *flame arrow*, *lightning bolt*, and *magic missile*.

LOCUST MYRMIDON

FREQUENCY: Common
 NO. ENCOUNTERED: 1-10 or 10-100
 SIZE: M (6' tall)
 MOVE: 90 ft
 ARMOR CLASS: 10
 HIT DICE: 1
 ATTACKS: 1
 DAMAGE: 1d3
 TAZ: 19
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 65%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 TREASURE: See below
 LEVEL: 1
 XP: 15+1/hp

Four-legged arthropods with waxy green chitin, locust myrmidons attack small communities, devouring crops and livestock. These unintelligent creatures will attack anything that moves, and know no fear. In combat, they bite with their pincers for 1-3 points of damage.

If a locust myrmidon is killed, it vomits up a huge wad of bile as it keels over; anyone in a 10' range must save vs. poison or be nauseated by the stench (lose 1 point of constitution for 1-8 minutes, the effect is cumulative, but the duration is not).

A myrmidon hive contains 10-100 of them, and it also contains eggs. Though they do not collect treasure, their eggs are worth 2-4 gold apiece, and there are 20-120 eggs in a hive. Many people consider myrmidon eggs a delicacy, and they can be sold in most towns.



However, transportation may be an issue, as locust myrmidon eggs are both fragile and fragrant; the former means that they must be transported slowly, and the latter means that many predators will be attracted by the scent.

LUNAMIC

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: M (6' tall)
MOVE: 90 ft
ARMOR CLASS: 2
HIT DICE: 48 hit points (7+1 hit dice)
ATTACKS: 2
DAMAGE: 2d6+3 or 1d8+poison
TAZ: 12
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 35%
LAIR PROBABILITY: 25%
INTELLIGENCE: High
ALIGNMENT: Neutral evil
TREASURE: Personal, none; in lair, several scrolls
LEVEL: 7
XP: 2200

No one knows where this entity came from, but Lunamic despises mercantilism. It wanders the desert, laying siege to merchant caravans, devouring traders and bodyguards alike.

It abandons their horses, camels, and goods to the sands, taking with it only the written word, which Lunamic adores (particularly spellbooks and scrolls). Its lair is a cool, dry cave where it stores a vast library of books and scrolls, which it has gathered and protected over the years.

If encountered by people, it will only attack if it believes them to be merchants of some kind. If it is offered a gift of literature, it might permit others to peruse the contents of its library, though they will be prohibited from taking anything with them.

In combat, he strikes for 5-15 points of damage, or stabs with his tail (thrice per day) for 1-8, and the victim must then save vs. poison or lose 1-4 points of dexterity for a period of 1-12 hours. Lunamic can use the following spell-like abilities once per day: *detect magic*, *invisibility*, *locate object*, *message*, *read magic*, and *write*.





MAGISTRATE — MALCHIOR — MINOTAUR, DAEDAL — MOPPET

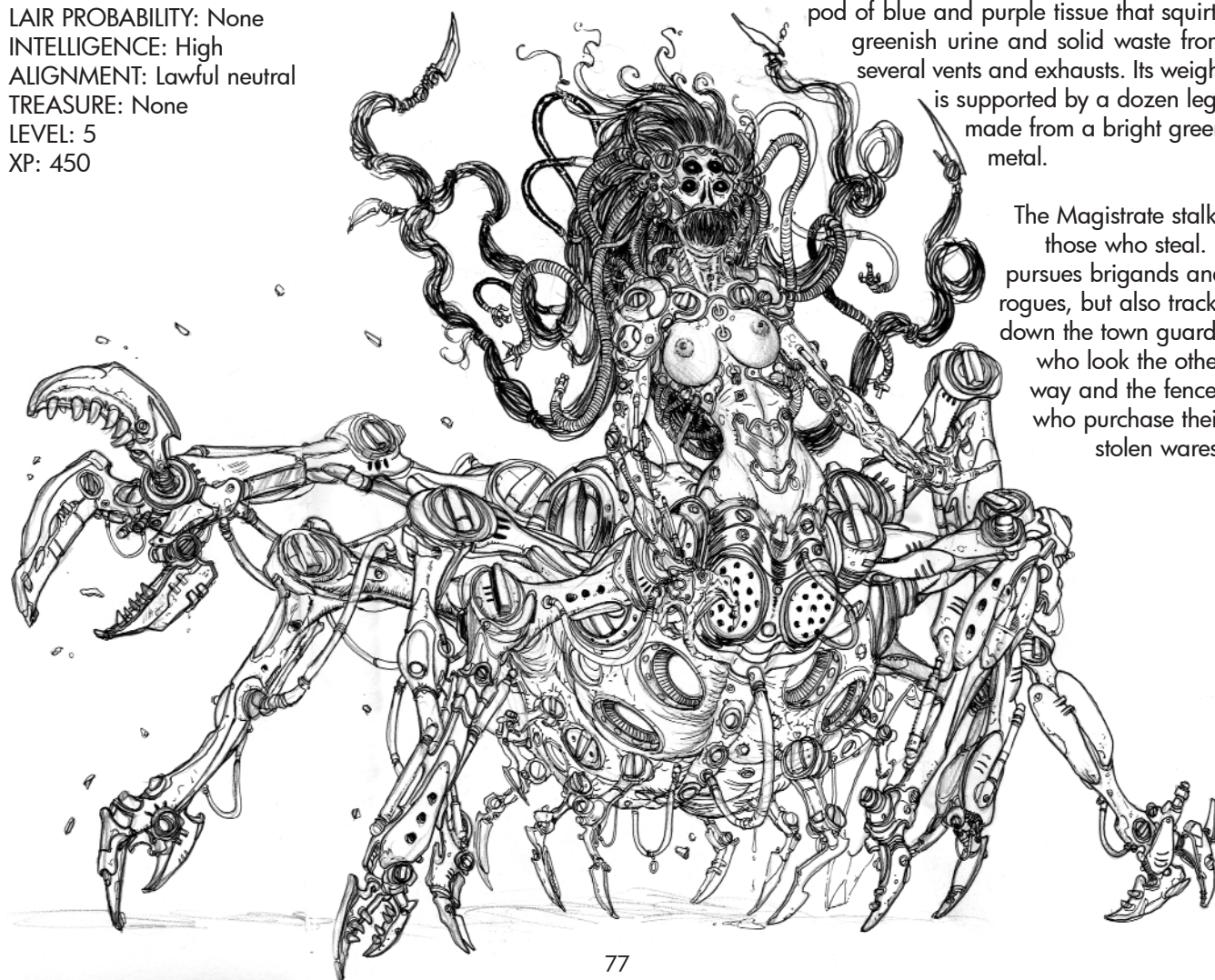
MAGISTRATE

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (8' tall)
 MOVE: 90 ft
 ARMOR CLASS: 3
 HIT DICE: 35 (4+4 hit dice)
 ATTACKS: 3
 DAMAGE: 1d6+4
 TAZ: 15
 SPECIAL ATTACKS: Breath weapon
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: None
 INTELLIGENCE: High
 ALIGNMENT: Lawful neutral
 TREASURE: None
 LEVEL: 5
 XP: 450

The final creation of the gnomes of Mecha Zel, the Magistrate is a mechanized horror. Its torso is bright blue, covered in copper wires and steel plates. The skin of its arms and hands is pale blue, and its fingers are pale, white, and corpse-like. In the middle of each palm is the nozzle of a weapon that runs up through the arm into the construct's torso.

Dark red tentacles curl from its brow and shoulders, each tipped with a small black claw. Its body is covered in wires of silver and gold, with flashing lights all over its torso that blink randomly as it clanks towards its prey. Its four unblinking eyes are flat and black. From the waist down, the entity's body is mostly a large fleshy pod of blue and purple tissue that squirts greenish urine and solid waste from several vents and exhausts. Its weight is supported by a dozen legs made from a bright green metal.

The Magistrate stalks those who steal. It pursues brigands and rogues, but also tracks down the town guards who look the other way and the fences who purchase their stolen wares.



MAGISTRATE

The Magistrate favors direct action. It locates, hunts, and kills its prey as efficiently as possible. If it is in pursuit of a large group of thieves, it will pick them off one at a time.

In addition to petty criminals, the Magistrate also targets large-scale thieves. This can include heads of criminal organizations, like the Thieves' Guild, as well as priors or nobles who embezzle funds.

For these, a special punishment is reserved. After casting *hold person* on the target, the Magistrate injects several eggs in his bowels, using its foot-long stinger. After a period of several excruciating minutes, these hatch into blood flukes, which eat their way out of the screaming victim unless the condition is treated with magic (1d10 points of damage per round for 1d6 rounds, a save halves all damage).

In addition to its mechanical claws (which deal 5-10 points of damage), the Magistrate can attack thrice per day with a blast of bright green light from a circular aperture in its midsection. It functions as a breath weapon, 60' long and 10' wide at the far end of the cone; it inflicts the monster's current hit points, but a saving throw will halve the damage. Those affected are burned, though they feel no heat: their skins redden and blister, and hair falls out in clumps.

Though it carries no treasure, and has no lair, it frequently murders large numbers of criminals, leaving their unattended wealth behind.

MALCHIOR

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: M (6' tall)

MOVE: 150 ft

ARMOR CLASS: -4

HIT DICE: 120 hit points (24 hit dice)

ATTACKS: 2

DAMAGE: By weapon

TAZ: 8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 45%

LAIR PROBABILITY: None

INTELLIGENCE: Supra-genius

ALIGNMENT: Neutral evil

TREASURE: Personal, purse, several gems, a few scrolls, a few magic items, and see below

LEVEL: 10

XP: 15,000

A legendary thief, Malchior the Deft accumulated great wealth during his adventures, but it was never enough. Eventually, he heard tales of the Malist Oubliette, a horrific dungeon. There, those who use magic are hunted and destroyed; those who pray are excoriated; those who stand and fight are rent and devoured; and those who skulk and sneak are rewarded for their guile.

He deceived his fellow adventurers, and they entered the Oubliette; treachery ensued. Malchior backstabbed his allies and left them to die so that he could survive the dungeon.



Eventually, he reached the Inconcessus, a place where a daring thief might even steal the secrets of death itself. He did so, and became a lich. Deathless and alone, he wanders from place to place, stealing anything he fancies, then discarding it. If he hears of a unique magical item or talisman, he may try to steal it; if he learns of a promising rogue, he may seek to tutor the thief, in the hope of anointing a successor.

His mere touch inflicts 2-20 points of cold damage, and the victim must save vs. paralyzation or be frozen for 1-6 hours. Anyone at the 5th level or lower who gazes upon him must save vs. magic or flee in *fear*. He is immune to *charm*, *sleep*, *feeblemind*, *polymorph*, *cold*, *electricity*, *symbol*, *insanity*, or *death* spells, and can only be struck by enchanted weapons.

In addition, Malchior possesses all thieving abilities at 99%, and receives a +6 to backstab (quintuple damage). He can cast the following spells, once per day, at the 24th level of mastery: *burning hands*, *darkness 15' radius*, *invisibility*, *lightning bolt*, *sleep*, and *spider climb*.

He carries the following magical items, in addition to any others: Drakeskin, a suit of enchanted leather armor +3; Rogue's Ward, a bracer that lowers his armor class by 3; and Lady's Favor, a shortsword that causes uncontrollable bleeding, which inflicts an additional 1d10 damage each round for 1d4 rounds. He is also the possessor of Verdant, an emerald clasp which contains Malchior's life essence (and which he has concealed in a plain wooden box, deep within the Malist Oubliette).

MINOTAUR, DAEDAL

FREQUENCY: Uncommon
 NO. ENCOUNTERED: 1-4
 SIZE: L (8' tall)
 MOVE: 150 ft
 ARMOR CLASS: 3
 HIT DICE: 7+5
 ATTACKS: 2
 DAMAGE: 2d8+3
 TAZ: 12
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: Surprised only on a 1
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 90%
 INTELLIGENCE: High
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, none; in lair, riches, a few gems, a few objects, a few magic items
 LEVEL: 6
 XP: 350+10/hp

Taller and more muscular than others of their kind, daedal minotaurs are known for the complex mazes which they design. They're also renowned for their cruelty.

Daedal minotaurs construct elaborate dungeons, which feature traps, false walls, and shifting rooms to confuse map-keepers.

In order to test the efficacy of a maze, the daedal minotaurs will sometimes abduct local townsfolk and force them into the underground network of tunnels. In the name of fairness, the monsters usually leave various melee weapons lying around for the victims to use. Then, the minotaurs track them down and eviscerate them.

If warriors invade, the daedal minotaurs will retreat into the maze and wait. But first, they will release smaller monsters, who will wander the maze in search of fresh meat (the terrified victims, whom the warriors can rescue or ignore).



When the warriors have reached the core of the maze, they will find the minotaurs there, waiting for them. Some daedal minotaurs are accompanied by 1-3 regular minotaurs, who act as servants or henchmen.

MOPPET

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: S (2')
 MOVE: 30'
 ARMOR CLASS: 9
 HIT DICE: 1
 ATTACKS: 1
 DAMAGE: 1
 TAZ: 19
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Special
 LAIR PROBABILITY: None
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 TREASURE: None
 LEVEL: 1
 XP: 40+1/hp

MOPPET

A strange-looking newborn inside a translucent red egg, the moppet is a boon and a burden to those who find it. It seems to be a demonic infant, which is able to walk within hours, but never speaks.



When the egg hatches and the moppet crawls out, those persons closest to it will become attached to it, albeit without their knowledge. From that moment, they will receive bonuses to saving throws (+2) and they'll recover hit points twice as quickly. In addition, once the small creature can walk, it will guide them unerringly towards any magic item within 30 feet (functioning as a constant *detect magic* spell).

However, this is not without a price. The creature must eat magic, three times per day. In order to consume magic, it must consume the flesh of a good magical being (such as a brownie or unicorn), or it must devour a 'plus' from an enchanted weapon (permanently lowering its efficacy by 1), or it must drink a potion, devour a scroll with a spell written upon it, and so forth.

If none of this is possible, it will actually *leech* magic from those to whom it is attached -- for example, a cleric or magic user. The victim will need to save vs. magic, and a failure means that the creature has drained the spellcaster of one spell.

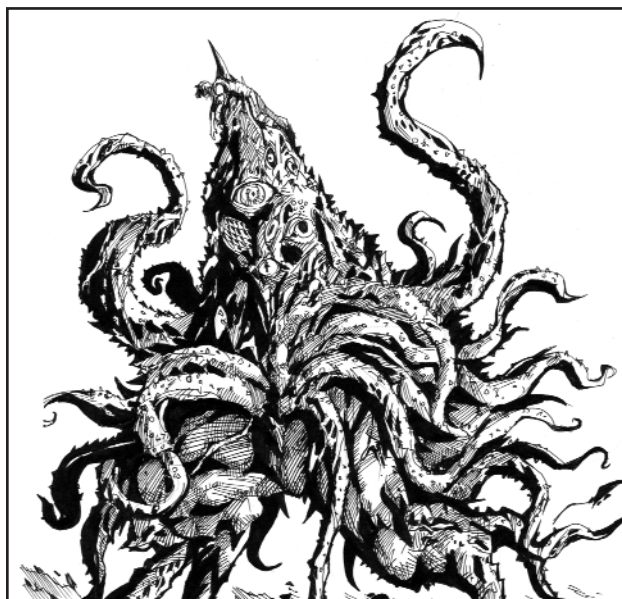
The drain is not permanent; the spellcaster will be able to cast the spell again 12 hours later. Again, because the creature must eat three times a day, it will be necessary for it to drain a spellcaster of three spells per day.

Further complicating the issue is the fact that over time the tiny child will require more meals -- four a day. And then, later, five. And so on.

There are three ways that this situation can be resolved: First, the the characters can resign themselves to a life without magic as the moppet devours their magical items and abilities.

Second, the child can die, either because they have killed it, or because they have abandoned it (or remanded it to someone else's care, eventually resulting in the child's death), which will earn them the attention, as well as the undying enmity, of the demon lord Phenex (q.v.) and his demonic legions.

The third option is no easy task: the moppet's family must escort the demonic youngling to the Imprecatory Vault in Ghorom, the 216th layer of the Abyss, where it will spend the next 666 years learning to rule as a demon lord.





NAGA, CRIMSON — NEPHROPIC — NETHASQ — NODULE

NAGA, CRIMSON

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1-2
 SIZE: L (18' long)
 MOVE: 150 ft
 ARMOR CLASS: 2
 HIT DICE: 13+1
 ATTACKS: 2
 DAMAGE: 1d12
 TAZ: 6
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: Impervious to fire
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 85%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Chaotic evil
 TREASURE: None
 LEVEL: 10
 XP: 9,400+18/hp

From the waist up, the crimson naga is a humanoid with maroon skin and glittering green eyes. Below the waist, its body consists of a long snakelike tail, which is dark orange, flecked with yellow scales.

Native to volcanic realms, crimson nagas toy with fire, bathe in it, and swim through lava streams. Fiercely xenophobic, they will attack outsiders on sight.

In combat, their burning fists deal 1-12 points of damage. Though impervious to flame, they take double damage from cold-based attacks.

Crimson nagas can employ the following spell-like abilities once per day (as 13th-level magic users): *burning hands*, *conjure fire elemental*, *fire charm*, *fire trap*, *fireball*, *flame arrow*, and *pyrotechnics*.



NEPHROPIC

FREQUENCY: Uncommon
NO. ENCOUNTERED: 2-8 or 2-40
SIZE: Large (9' tall)
MOVE: 90 ft / 60 ft
ARMOR CLASS: 5
HIT DICE: 2+2
ATTACKS: 2
DAMAGE: 1d6
TAZ: 4
SPECIAL ATTACKS: Sonic shriek 1d4+1
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 15%
INTELLIGENCE: Low to average
ALIGNMENT: Neutral
TREASURE: Personal, none; in lair, several gems (all pearls)
LEVEL: 3
XP: 65+2/hp



Nephropics, known to coastal populations as lobstermen, are amphibians covered in hard blue exoskeletons. Though usually peaceful, they are known to attack humanoids on sight, due to the constant raids from elves seeking to feed their Khatun (q.v.).

Their large pincers inflict 1-6 points of damage. Once per day, a nephropic can attack with an eerie, high-pitched *shriek* that inflicts 2-5 points of damage to its target (no save possible).

In lieu of coinage, they store pearls of all kinds in their underwater lairs, which are usually populated by 2-40 nephropics.

NETHASQ

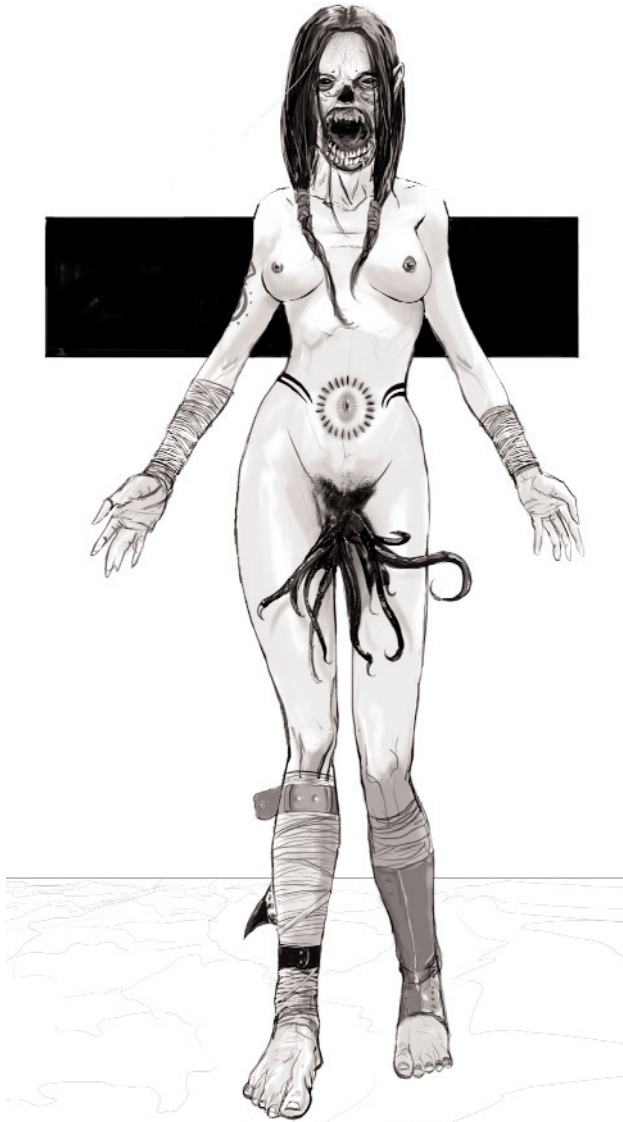
FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M (6' tall)
MOVE: 150 ft
ARMOR CLASS: 1
HIT DICE: 6+1
ATTACKS: 2
DAMAGE: 2d4+2 or 1d6+bleeding
TAZ: 13
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Silver or enchanted weapon to hit
MAGIC RESISTANCE: 20%
LAIR PROBABILITY: 80%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
TREASURE: Personal, none; in lair, hoard, a few magic items
LEVEL: 6
XP: 545+8/hp

The nethasq is a humanoid female with a hideously distorted face, massive jaws that reveal several rows of teeth, two slits for a nose, and eyes that are completely black. Its hands end in talon-like fingernails, roughly four inches long.

Where its genitals should be, it sports a glistening mass of foot-long tentacles that end in barbs and hooks. Its skin smells of lavender.

The nethasq haunts places where women have been defiled.

When a man enters a place that the monster has claimed for its own, he begins to seep blood from his mouth, anus, and urethra. Though this is not painful, it is usually fatal, because it signals his presence.



The nethasq possesses an astounding sense of smell. It can detect blood nearly a mile away. Therefore, when a male nears the creature's lair, it knows immediately.

It attacks with its claws, or it bites, doing 4-10 damage in either case. If it attacks with its tentacles, doing 1-6 points of damage, the victim must save vs. poison or the tentacles will inject an anticoagulant into the bloodstream, resulting in profuse bleeding (suffer 1-3 damage each round for 1-4 rounds). Any *cure* spell will stop the bleeding.

A nethasq can only be hit by silver or enchanted weapons. Though not undead, the nethasq can be turned by female clerics.

It will only kill a woman in self-defense, preferring to escape if possible (but not until every male has been killed).

NODULE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-2
 SIZE: M (4' wide)
 MOVE: 60 ft
 ARMOR CLASS: 9
 HIT DICE: 1
 ATTACKS: 1
 DAMAGE: 1d4
 TAZ: 19
 SPECIAL ATTACKS: Spittle
 SPECIAL DEFENSES: Stickiness
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 85%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 TREASURE: None
 LEVEL: 2
 XP: 20+1/hp



The nodule is a sickening blob of flesh. Its hue is a mottled mix of pink, brown, beige, peach, and fishbelly white. As it hovers, beads of thick brown sweat drop to the floor.

Forever hungry, nodules haunt underground chambers, floating through the air in search of food. They tend to feed on rats and other small vermin, but are sometimes so hungry that they will attack humanoids.

In combat, a nodule claws with its talons, or bites; in either case, the damage is 1-4. Three times per day, it can spit odorous stomach acid with a range of 15 feet; the target must save vs. poison or temporarily lose a point of strength for 1-3 rounds (the effect is cumulative).

Anytime a nodule is struck by a weapon, the attacker must make a strength check, or the weapon will be stuck inside the creature's sticky body.

It's said that nodules were once elves whose gluttony angered a khatun (q.v.), and that they were transformed for their transgression; but this has never been proven.



OOZE, GOLDEN — ORC, BRINE — ORPHAN — OWLBEAR

OOZE, GOLDEN

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: L (9' - 10' wide)
MOVE: 60 ft
ARMOR CLASS: 2
HIT DICE: 4
ATTACKS: 1
DAMAGE: 2d8 + see below
TAZ: 16
SPECIAL ATTACKS: Ambush
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 75%
INTELLIGENCE: Animal
ALIGNMENT: Neutral
TREASURE: Personal, none; in lair, loot, several gems
LEVEL: 4
XP: 175+3/hp

Golden ooze appears as a wad of pulsing yellow tissue, covered in translucent mucus. It emanates a golden glow, which is visible in the dark.



The ooze can eat through chainmail in 1 round, and plate in 2. However, it does no damage to wood, stone, or precious metals like gold and silver. Magic based on heat or cold has no effect on it, but lightning does. It takes full damage from weapons, but if they're made of steel or iron, they will dissolve in 1 or 2 rounds.

Possessed of an animal cunning, the ooze knows when humanoids have disturbed its lair. It covers itself in gold coins, then waits for the intruders to try to gather the gold. It then attacks, surprising on a 1-4.

When it is slain, the mucus dissolves, but the yellow wad of tissue at its core remains intact, and is used by sorcerous alchemists to make powerful potions.

ORC, BRINE

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-20
SIZE: M (6' tall)
MOVE: 90 ft
ARMOR CLASS: 7
HIT DICE: 2+1
ATTACKS: 1
DAMAGE: 1d8
TAZ: 17
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Immune to charm
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: Average to Very
ALIGNMENT: Lawful evil
TREASURE: Personal, a few pearls; in lair, riches, a few pearls, a few magic items
LEVEL: 3
XP: 65+2/hp

Shiny, teal-skinned, and web-fingered, brine orcs are amphibious predators that haunt swamps, lakes, and coastlands. When not waging their endless war with merfolk, they venture onto land in search of meat.



Unlike their land-dwelling kin, brine orcs follow a rigid code of honor, handed down by their crab-god, Basatan. Brine orcs will never eat the flesh of a sentient creature, nor will they engage in torture or slavery.

In combat, they attack with swords and axes, inflicting 1-8 points of damage. In addition, they are immune to all *charm* spells.

Among a group of dozens of brine orcs, a chieftain with 3 hit dice will be found, and among a group of hundreds, a 5-hit-dice king and several 3rd-level clerics will be found.

Some brine orc tribes have formed peace treaties with nephropics, aquatic gnolls, and/or craanoi (q.v.), and these creatures may well be found in their lair.

ORPHAN

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: L (11' long)

MOVE: 120 ft

ARMOR CLASS: 2

HIT DICE: 72 hit points (16 hit dice)

ATTACKS: 2

DAMAGE: 2d8 or 1d8+venom

TAZ: 4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 15%

LAIR PROBABILITY: See below

INTELLIGENCE: High

ALIGNMENT: Chaotic evil

TREASURE: Personal, none; in lair, riches, several gems, several objects, many magic items

LEVEL: 10

XP: 10,100



A murderous entity from the outer planes, Orphan appears as a small child with big, sad eyes. In its true form, this fiend is a six-armed monstrosity with a barbed tail and two tentacles curling from its eye-sockets, each ending with a woman's face.

ORPHAN

While in the shape of a child, the Orphan finds those who have no children of their own, because they lost a child, or because they are unable to bring one into the world.

Clad in rags, dirty and mute, the child knocks at the door. It points to its mouth and rubs its belly. If permitted into the house, it acts just like a normal child, but immediately begins to scan the area, planning the traps that it will set.

Over time, should its adoptive parents come to accept their new child, it rewards their kindness with treachery: it poisons food, leaves marbles on the stairs, hides scorpions in the bedsheets, and sets traps throughout the house.

When the Orphan's work is done, and the victims have sprung the traps and died, it begins to work on the corpses. It makes toys from their bodies. Using their skins, it makes drums. From their hollowed-out femurs, whistles. From their dried and inflated stomachs, camp-balls for sport. From their vertebrae, rattles.

It takes these back to its lair, where it plays with them until it becomes bored -- at which point it seeks out a new family.

The Orphan's lair is strewn with treasures gathered over the centuries. It dwells in a cavern beneath a mountain; the entrance to its lair is typically guarded by enslaved manticores or cockatrices.

The Orphan can only be struck by enchanted weapons, and is immune to *charm* or *sleep* spells.

If confronted, it changes shape with *polymorph self* and reveals its true nature. Its bite inflicts 2-16 points of damage, and its stinger deals 1-8 (victim must then make a saving throw against poison or suffer the effects of bloodfire venom: double damage from all injury for the next hour).

It can use the following spell-like abilities at will: *cause light wounds*, *polymorph self*, and *darkness*.

OWLBEAR

Kodiak Hooter

FREQUENCY: Rare

NO. ENCOUNTERED: 1-3

SIZE: L (10' tall)

MOVE: 120'

ARMOR CLASS: 3

HIT DICE: 6+6

ATTACKS: 3

DAMAGE: 1d8

TAZ: 13

SPECIAL ATTACKS: Hug, hoot

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 30%

INTELLIGENCE: Low

ALIGNMENT: Neutral

TREASURE: Personal, none; in lair, several objects (all fabric)

LEVEL: 6

XP: 465+8/hp



The kodiak hooter's pelt is dark, interspersed with black feathers; its claws and beak are dark brown. Since this owlbear is primarily nocturnal, its coloration helps it to blend in.

Unlike other owlbears, kodiak hooters favor cool, rocky climes; they feed primarily on fish, berries, and deer. While foraging, they typically avoid or ignore people, but they'll aggressively defend their territory or lair if they feel someone's getting too close.

In combat, the monster attacks with its sharp talons and its curved beak, inflicting 1-8 points of damage. If it scores an 18 or better, that means that its target is grappled in a bear hug, and will take 3d6 points of damage that round, and every round thereafter, until the owlbear is killed.

It can also *hoot* once per day; anyone who hears the eerie, haunting sound must make a saving throw vs. spells or temporarily lose 1-6 points of strength (for 1-12 rounds).

A kodiak hooter typically lines its lair with fabrics, which range from worthless to quite expensive: rugs, tapestries, linens. It also seeks out soft garments, particularly the enchanted variety; this can include scarves, cloaks, robes, and tabards.

Tufted Grizzly

FREQUENCY: Rare

NO. ENCOUNTERED: 1-2

SIZE: L (14' tall)

MOVE: 90' / 150'

ARMOR CLASS: 2

HIT DICE: 8+8

ATTACKS: 3

DAMAGE: 2d4+2

TAZ: 11

SPECIAL ATTACKS: Breath weapon

SPECIAL DEFENSES: Immune to druid magic

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 45%

INTELLIGENCE: Low

ALIGNMENT: Neutral

TREASURE: Personal, none; in lair, riches, several gems, a few objects, a few magic items

LEVEL: 7

XP: 1300+12/hp

The tufted grizzly resembles a gigantic owl with the head of a bear atop it. The feathers range in color from beige to dark brown, and its eyes glow with a baleful green light. Ravenous and fiercely territorial, tufted grizzlies attack humanoids on sight.

Typically found in mountainous regions, tufted grizzlies build nests up high, far from the reach of land animals; there, they lay their eggs and store the shiny things that they have acquired (which can include armor, weapons, and treasure).



In addition to its claws and bite, which inflict 4-10 points of damage, the grizzly can *roar* once per day. This functions as a breath weapon, and inflicts the monster's current hit points (save vs. breath weapon to take half damage).

No one knows why they hate druids so, but grizzlies will single them out during combat. To make matters worse, they are immune to the magic of druids, although they are affected by cleric spells.



PANTAGRUEL — PEARL RIVERBEND — PONTIFF

PANTAGRUEL

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (208' tall)
 MOVE: 180 ft
 ARMOR CLASS: -5
 HIT DICE: 216 hit points (48 hit dice)
 ATTACKS: 3
 DAMAGE: 2d10 or 4d12
 TAZ: 1
 SPECIAL ATTACKS: Crush, energy drain, horror
 SPECIAL DEFENSES: +2 or better weapon to hit
 MAGIC RESISTANCE: 45%
 LAIR PROBABILITY: None
 INTELLIGENCE: Exceptional
 ALIGNMENT: Chaotic evil
 TREASURE: See below
 LEVEL: 10
 XP: 51,000

A legendary giant, known for his cheerful demeanor and his gentle pranks, Pantagrue vanished centuries ago. Embarking on a voyage to the west, he set sail aboard a massive vessel and never returned.

Until now.

When the 200-foot giant strides out of ocean and walks across the land, the footsteps are felt miles away. Any creature with 2 or fewer hit dice that gazes upon this monstrosity will die of sheer *horror*.

Pantagrue is no longer the mirthful creature he once was; what he saw in the western lands has changed him, and he now destroys everything he sees, obliterating all life to protect living creatures from the horrors yet to come. He will ignore smaller creatures, focusing on cities and other large population centers. His only goal is to kill as many sentient creatures as he can, in order to spare them.

If anyone's armor is struck by the giant's massive blade, Thanatoid, then it will be necessary to roll an item saving throw vs. crushing blow. Failure means that the armor has been destroyed, unless it is magical; if it's enchanted, the armor loses 1-2 points of enchantment.

On a natural 18 or higher, Pantagrue's blade absorbs 1-3 levels from the victim (a successful save against spells means that the victim has only lost 1 level).



During the days before Pantagruel's return, horrific phenomena will transpire:

- Animals are torn apart from within by hives of insects growing in their bowels
- Strange people with cadaverous grins wink and wave from inside mirrors
- Fluids slide up walls and across ceilings in defiance of gravity, then rain up into the sky
- Knives fling themselves from kitchen drawers and hurl themselves at people
- Statues lunge from their pedestals and devour children
- Laughter is heard in empty rooms, and then it turns into screams of utter agony
- Healthy and friendly animals suddenly attack their masters (or themselves)
- People vomit up living things which crawl away
- Paintings speak, telling of horrible calamities yet to come, then commit suicide

It is said that if Pantagruel's armor is taken to Mictlan and melted in the fires of Perdition, great weapons can be forged.

PEARL RIVERBEND

FREQUENCY: Unique

NO. ENCOUNTERED: 1

SIZE: M (5' tall)

MOVE: 120 ft

ARMOR CLASS: 8

HIT DICE: 17 hit points (3+1 hit dice)

ATTACKS: 2

DAMAGE: 1d8

TAZ: 16

SPECIAL ATTACKS: Crush, spittle

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 65%

INTELLIGENCE: High

ALIGNMENT: Chaotic neutral

TREASURE: Personal, none; in lair, assortment, a few magic items

LEVEL: 4

XP: 225

Pearl Riverbend is a beautiful young woman -- or she would be, were it not for the horrid enchantment cast upon her.

Her hairy arms are grotesquely large and powerful, so huge that she can walk upon them. Two hissing serpents grow from the flesh of her shoulders.



Once a gorgeous maiden, Pearl lived in a quiet fishing village near the coast. She never crossed the Red River, fearing the halfling vargr-riders on the other side.

One day, a sorcerer came to town. He was smitten with Pearl, but she rejected his advances. Enraged, he used a scroll upon her, which he'd stolen from his magister. It transformed Pearl into the creature that she is today.

She clutched him around the midsection and squeezed his innards out of either end. In grief and horror, she fled the village, where she was found by four injured kobold marauders. She was taken in by them, and helped protect them from the halflings. She is now a member of the kobold tribe.

In combat, she smashes with her massive fists for 1-8 damage; if she hits, she can also crush, inflicting 1-4 damage per round until slain (does not count as an attack). Her serpents can spit venom with a range of 20', inflicting 1-3 points of damage to their victims.

Pearl despises magic users, and will try to kill them on sight. She is fiercely loyal to the kobolds, and dwells with them in a small shack near the river. Inside the shack, she's hidden a few of the magic items that she looted from the dead sorcerer; she's never opened these, but doesn't quite want to throw them away yet.

PONTIFF

Pontiffs are muscular, sexless humanoids with blank faces whose sole feature is an orifice that serves as a mouth. They have long tails, bony limbs, and their bodies are covered with hard red chitin.

Driven by an urge to convert all the world to their monotheistic faith, pontiffs scour the world of polytheists and goddess-worshippers, destroying worshipers and shrines. Regardless of affiliation, they will attack female clerics and druids of either gender on sight. Male clerics who worship a male god are permitted to pass without incident, though their deity may not be the same as the one acknowledged by the pontiffs.

Pontiffs neither speak nor acknowledge communication, and it is unknown how they're able to discern the religious beliefs of those whom they encounter.

Acolyte

FREQUENCY: Common
NO. ENCOUNTERED: 1-6
SIZE: M (6' tall)
MOVE: 90 ft
ARMOR CLASS: 9
HIT DICE: 1+1
ATTACKS: 1
DAMAGE: 1d4
TAZ: 18
SPECIAL ATTACKS: Bile, sting
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Low
ALIGNMENT: Lawful neutral
TREASURE: None
LEVEL: 2
XP: 50+1/hp

Shock troops of the pontiff legion, acolytes are quiet and peaceful until they encounter blasphemy in the form of a polytheistic faith, a female cleric, or a goddess-worshiper. At that point, acolytes fly into a rage and attack.

Typically, they start by spitting; they can spit bile once per day, with a range of 20' and damage of 1-6. After that, they'll attack with their claws (1-4) or their stingers. Anyone hit by the stinger at the end of an acolyte's tail takes 1-2 points of damage, and must save vs. poison or be blinded for 1-4 rounds.

Confessor

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-4
SIZE: M (6' tall)
MOVE: 90 ft
ARMOR CLASS: 6
HIT DICE: 3+3
ATTACKS: 2
DAMAGE: 1d8
TAZ: 16
SPECIAL ATTACKS: Confession, stinger
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Very
ALIGNMENT: Lawful evil
TREASURE: None
LEVEL: 4
XP: 135+3/hp

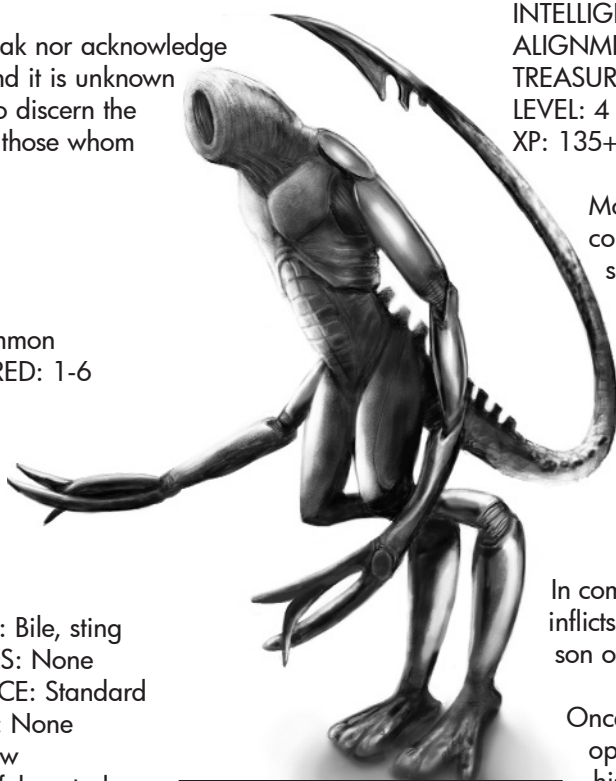
More heavily armored than acolytes, the confessor's chitin is a brighter red, perhaps signaling a warning.

Traveling in small groups, confessors prowl the wilderness in search of those who do not conform to their faith. They actively seek out temples, shrines, and religious sites visited by pilgrims. They've also been known to prowl cities at night, seeking out those whom they deem blasphemous.

In combat, they function as acolytes, but their stinger inflicts 1-4 damage, and the victim must save vs. poison or lose 1-4 points of wisdom for 1-8 rounds.

Once per day, the confessor may cast a spell on its opponent; the victim must save vs. spells or lose his next action and suffer 1-3 points of damage.

In addition, the victim must *confess* his worst sin aloud, at the top of his lungs, for all to hear. If the victim makes the saving throw, he only takes 1 point of damage, and contracts a crushing headache which lasts for a brief moment.





Hierophant

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: L (9' tall)
 MOVE: 120 ft
 ARMOR CLASS: 1
 HIT DICE: 6+6
 ATTACKS: 3
 DAMAGE: 1d10
 TAZ: 13
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: 90%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral evil
 TREASURE: Personal, none; in lair, riches, several gems, several objects, a few magic items
 LEVEL: 7
 XP: 900+8/hp

The largest and strongest of the pontiffs, the hierophant alone hears the voice of the deity whom they all worship.

It dwells in a cave, far from civilization, attended by 1-4 confessors and 1-12 acolytes. They provide the hierophant with a steady stream of food in the form of livestock, or the occasional blaspheming human or demi-human whom they have captured.

In combat, it attacks with its claws, or it bites for 1-10 points of damage. It can also use the following spell-like abilities, once per day: *curse*, *command*, and *darkness*.

If a spell is cast on a hierophant, there's a 50% chance that it will ricochet and strike someone else (selected at random).

Via parthenogenesis, the hierophant lays eggs which hatch in 10-12 days; there's a 65% chance the new pontiff will be an acolyte, and a 35% chance it will be a confessor.

Each year, the hierophant sends a large group of confessors to a major place of worship; there, they capture a druid, a female cleric, a polytheist, or a goddess-worshiper. This person is taken alive and brought back to the hierophant, who drives the toothed tip of its tail into the victim's belly. It lays a single egg in there, then commits suicide. A few days later, the egg hatches, and a new hierophant is born. It devours the still-living host, then takes control of the pontiff legion.





QOLISHUUL — QUERIST

QOLISHUUL

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-20
SIZE: M (6' tall)
MOVE: 60 ft
ARMOR CLASS: 10
HIT DICE: 2+1
ATTACKS: 1
DAMAGE: 1d4
TAZ: 18
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Non-intelligent
ALIGNMENT: Neutral
TREASURE: Personal, assortment
LEVEL: 2
XP: 50+2/hp



The qolishuul appears as a mass of writhing tentacles with a long, snakelike tail that ends in a barbed hook. The tentacles are a pale pink, and rubbery to the touch; their tips exude droplets of moisture that smell faintly of cloves.

Typically, the qolishuul is found inside the body of a host, protruding from the host's body through the abdomen, and walking around on its host's hands and feet like a quadruped.

Most animals instinctively know not to eat the fruit of the qolishuul tree, but it is sometimes eaten by unwary people. Inside, the seed grows slowly over the course of a week, adhering to the lining of the stomach so as not to be flushed out of the victim's body.

After that, it begins to grow rapidly, devouring the contents of the stomach, and then the stomach itself. In mere minutes, it has grown into a squirming pink horror that drives its barbed hook up the esophagus into the victim's brain, where it takes control. Tentacles rip out of the belly, and the monster begins to search for food, walking about on all fours.

It kills other people, or animals, and it drags their bodies into a pile. Then it settles down atop the corpses and drives its tentacles down, through them, into the earth. As the bodies decompose, it derives nourishment from them, and branches grow from the qolishuul's back; these sprout gorgeous violet blossoms with a sweet aroma, and shiny red fruit that will start the cycle anew.

In some unfortunate cases, an entire group of settlers or pilgrims will discover the fruit and eat it, not knowing the consequences; thus, the qolishuul has spread to distant regions, far from its origin.

Qolishuul nectar can be used to create a near-irresistible perfume, and is quite valuable.



QUERIST

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: L (12' tall)
 MOVE: 60 ft / 150 ft
 ARMOR CLASS: -3
 HIT DICE: 81 hit points (13+5 hit dice)
 ATTACKS: 2
 DAMAGE: 2d6+5
 TAZ: 6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +2 or better weapon to hit
 MAGIC RESISTANCE: 75%
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Chaotic neutral
 Treasure: Personal, a few magic weapons; in lair, riches, several gems, numerous objects, many magic items
 LEVEL: 10
 XP: 15,000

Once a mighty pit fiend, and personal servant of an archdevil in the coldest of the Hells, the devil known as Vassago was infected by a verminate zombie (q.v.) while on the Prime Material plane.

His body was transformed: though deathless, he decays, dropping bits of putrescent viscera as he stumbles from one room to the next, muttering to himself.

Naturally, the other devils despised what he'd become, and he was exiled to the Prime Material plane and left to die.

Driven insane by his fall from grace, he adopted the name Querist, and spends his time weaving a web of lunatic schemes. He topples kings, cures plagues, assassinates religious leaders, distributes poisoned bread to the poor, and throws gold coins at lepers.

If he encounters a group of would-be heroes, Querist is unlikely to attack on sight, and will attempt to parlay with them.

Curious about their motivations, he tends to ask specific questions, directed at various members of the party. He asks about character, ethics, achievements, destiny, and ambitions. He may even offer advice or cryptic clues.

He's quite genial and pleasant, despite the reek of rotting flesh that clings to him. However, if they lie, he will know, and he'll fly into a rage.

Querist controls a vast network of low-level henchmen, including orcs, goblins, humans, and demihumans, all of whom serve him fanatically. They murder his enemies, burn buildings, feed hungry children, and create random havoc in the streets.

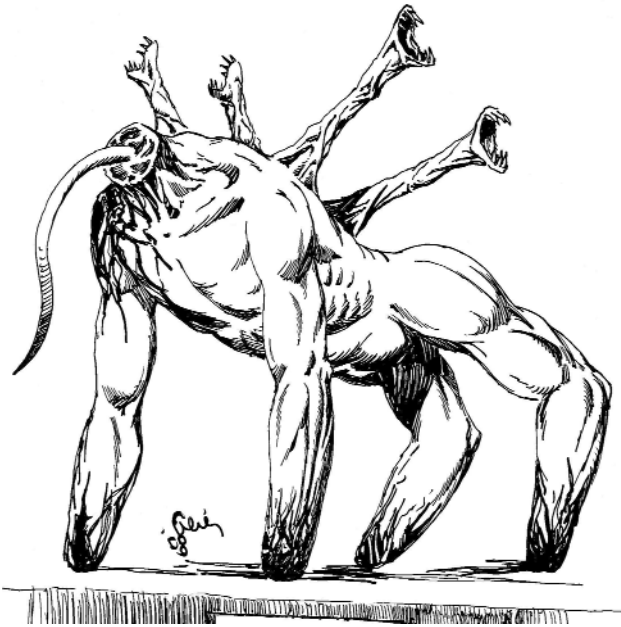
He exudes fear in a 20' radius, and he can use the following spell-like abilities at will: *continual light*, *detect invisibility*, *detect magic*, *gate* 1-3 lesser devils, *hallucinatory terrain*, *hold person*, *hypnotic pattern*, *invisibility*, *non-detection*, *paralyzation*, *polymorph self*, *pyrotechnics*, *ventriloquism*, and *wall of fire*.

Once per day, he can employ a *symbol of pain* (as the 7th level cleric spell).

Querist is immune to *sleep*, *hold* spells, and any spell that inflicts damage from cold. However, he takes 3-12 damage from vials of holy water.



REMNANT — RUQOLOI



REMNANT

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1
 SIZE: M (5' tall)
 MOVE: 90 ft
 ARMOR CLASS: 5
 HIT DICE: 10+10 (roll d10 for hit points)
 ATTACKS: 5
 DAMAGE: 1d10+6
 TAZ: 9
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: +1 or better to hit
 MAGIC RESISTANCE: 35%
 LAIR PROBABILITY: 75%
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 TREASURE:
 LEVEL: 10
 XP: 21,200+14/hp

The remnant looks like a humanoid scuttling about on all fours, except that it has four arms and no legs. Stranger still, each of its four arms ends in a bloody stump.

Where its head should be is another stump, from which protrudes a long pink tongue, like that of an anteater. Various snakelike limbs grow from its back, and each one has an eyeless head that screams and moans incessantly.

When a group of adventurers ventures into the Nethergaol below the Sullen Sea, they face the abhorrent beings known as The Immane. To be captured alive by these repulsive creatures is to face a gruesome fate, as they have mastered a form of *polymorph other* that produces great misery.

The captives are merged into a single being, known as a remnant. Decapitated, shorn of all sensory organs save a single flicking tongue protruding from a severed neck-stump, the remnant is driven by a wrenching and endless agony that only abates (albeit briefly) when it has murdered a sentient being. It stalks dusty corridors and desolate wastelands, looking for life-forms to attack.

Remnants move jerkily and clumsily, and they are blind; however, they invariably feature a rogue whose high dexterity is lent to the creature, and The Immane have imbued it with a permanent *shield* spell, resulting in a lower armor class.

In combat, the remnant attacks with the mouths (one for each adventurer trapped in the mutilated body), and it can also cast spells. Typically, it will execute 3 physical attacks (two for the fighter and one for the rogue) and cast one spell for each magic-user or cleric. If it contains the soul of a thief, it will often attempt to use thieving abilities in order to surprise the group for a triple-damage backstab.

Depending on the composition of the adventuring party that was ensorcelled, the remnant may possess the ability to cast magic user, illusionist, cleric, or druid spells at a fairly high level of mastery (usually between 9th and 12th level).

This is a typical selection of magic user and cleric spells for a remnant:

Magic user spells:

1st level: *magic missile, shocking grasp, sleep, spider climb*

2nd level: *continual darkness, detect invisibility, scare, strength*

3rd level: *fireball, flame arrow, haste, slow*

4th level: *confusion, fire shield, polymorph other*

5th level: *animate dead, conjure elemental, wall of stone*

Cleric spells:

1st level: *cause light wounds, command, curse, detect good, resist cold*

2nd level: *hold person, resist fire, snake charm, spiritual weapon*

3rd level: *animate dead, continual darkness, cause blindness, dispel magic*

4th level: *cause serious wounds, poison, protection from good 10' radius, sticks to snakes*

5th level: *cause critical wounds, flame strike*

6th level: *blade barrier*

In addition, the monster boasts a fighter's hit points and damage bonus, as well as a rogue's abilities (as follows): Find traps 70%; Hide in shadows 75%; Move quietly 75%, Open locks 80%; Pick pockets 75%.

RUQOLOI

FREQUENCY: Rare

NO. ENCOUNTERED: 1

SIZE: L (9' long)

MOVE: 120 ft

ARMOR CLASS: 6

HIT DICE: 3+3

ATTACKS: 2

DAMAGE: 1d6+1

TAZ: 16

SPECIAL ATTACKS: Silence

SPECIAL DEFENSES: Half damage from blades

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: None

INTELLIGENCE: Average

ALIGNMENT: Neutral

TREASURE: None

LEVEL: 4

XP: 215+3/hp

The ruqoloi is a vaguely insectile grotesquerie with an exoskeleton that ranges in color from pale blue to teal. It has a kidney-shaped cranium, flat white eyes, and a fanged mouth. Both arms end in four-pincer claws tipped with white, and it has six legs that scuttle and kick as it floats through the air. It smells faintly of cedar shavings.

Employed by the harshest of religious leaders, ruqoloi are summoned from an outer realm to serve a religious institution. Specifically, they hunt those who commit blasphemy.

This can include those who blaspheme when agitated, or in casual conversation, in the form of an expletive. It can also include those who blaspheme through word or deed (for instance, by denying sacred texts or challenging a religious leader's authority).

The ruqoloi locates and attacks the blasphemer, but if it is victorious, it doesn't deliver the killing blow. Instead, it drags the blasphemer to the place of worship and administers punishment, which depends on the type of offense.

If the blasphemy was verbal, it will tear out his tongue. If it was written, it will cut off his hands with its claws. It will then leave its victim bleeding on the ground.

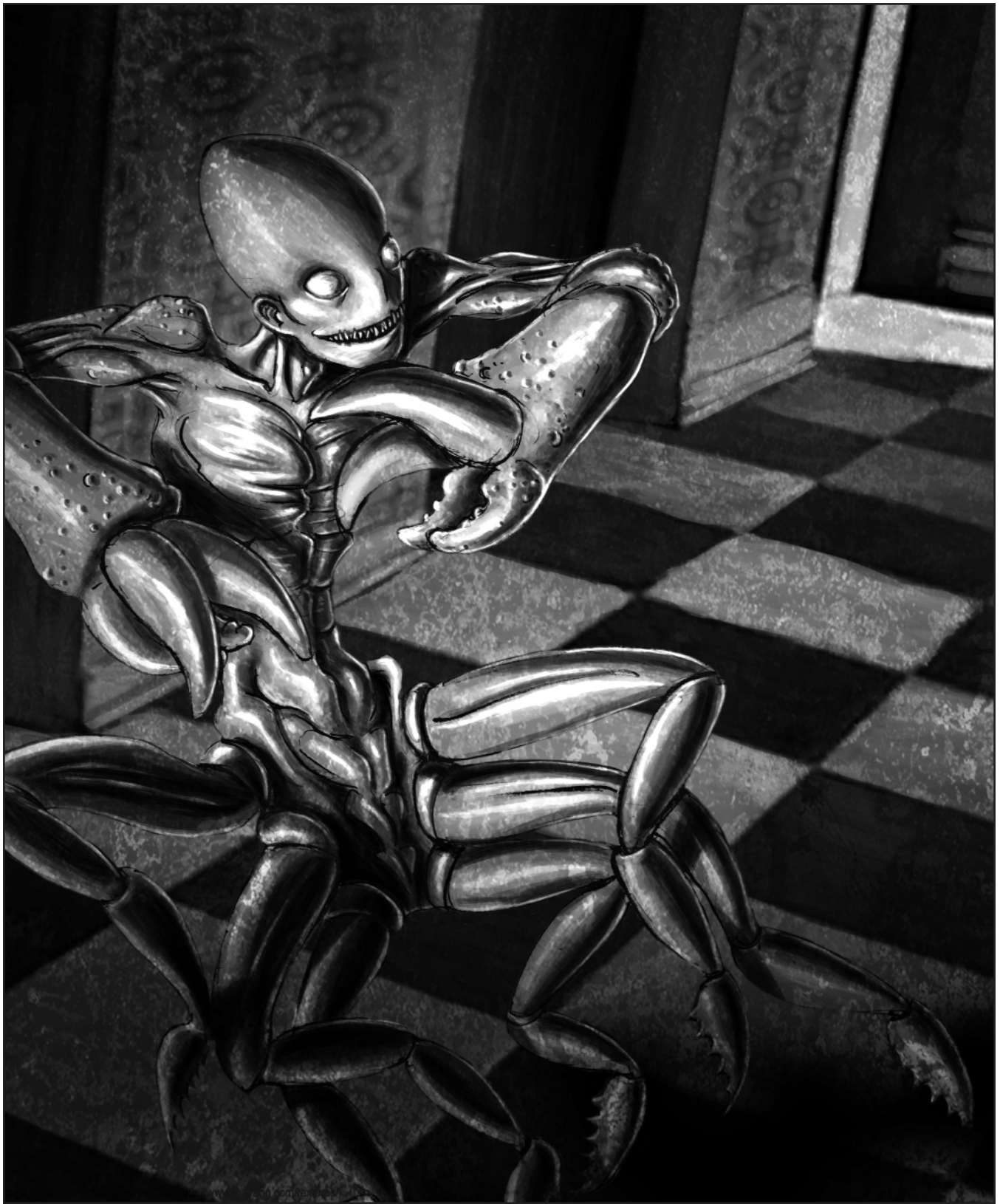
It occupies its time by tracking down and attacking those who did not protest the blasphemy in question. If they heard it but said nothing, it will puncture their eardrums. If they saw it, or read it, but raise no objection, then it will put out their eyes.

After this process, it will find the blasphemer once more. Regardless of where the blasphemer is, or who is around, the monster will tear the clothing from his back and write across the blasphemer's skin.

It typically inscribes details pertaining to the suffering of the holy institution's martyrs.

Any attempt to stop the attack will be met with force. The beast has no particular desire to engage in additional bloodshed; it was created by long-forgotten prelates to punish the sin of blasphemy, and it knows no other purpose, nor can it be dissuaded or scared away.

In combat, the ruqoloi attacks with its monstrous claws, and it can also cast a version of *silence* on a single target (save vs. spells or become mute, and lose spellcasting ability, for 1-2 rounds). Because of its thick exoskeleton, it only takes half damage from edged weapons.



Though it carries no treasure, the ruqoloi itself is worth a decent amount, as its exoskeleton is valued by many apothecaries (who create various medicines from the material).

A damaged corpse can fetch five hundred gold from a wealthy chemist, and an undamaged body can bring ten times that amount.



SCAVENGER — SCORPION, ALABASTER — SCREAM — SEAMSTRESS — SHURULL —
SKELETAL WARDEN — SLIME — SPECTRE, BATTLE — SPINE WORM

SCAVENGER

FREQUENCY: Common
NO. ENCOUNTERED: 1-12
SIZE: M (6' tall)
MOVE: 60 ft / 90 ft
ARMOR CLASS: 10
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1d3 or by weapon
TAZ: 19
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 55%
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
TREASURE: Personal, none; in lair, assorted, a few gems
LEVEL: 1
XP: 10+1/hp

Winged humanoids with grey feathers and scabby pink faces, scavengers look like human-vulture hybrids. They reek of the carrion that they feed on.

Most scavengers cultivate symbiotic relationships with powerful predators, which can include carnivorous dinosaurs, giant spiders, or humanoids such as gnolls or bugbears.

Using its piercing caw, and taunting its targets with the few common-tongue obscenities that it knows, the scavenger tries to lure its prey towards the predator, which then attacks. After the other creature has killed the target, the scavenger picks the scraps of meat off the bones.

A scavenger may also attempt to lure a group of adventurers into a dangerous location, such as a trap-heavy dungeon, by dropping coins which it has looted from various corpses -- scavengers have no use for money, but do love shiny things, so these coins will usually be retrieved afterward.



In combat, scavengers use makeshift daggers wrought from bones (1-3) or any weapons they can pilfer. Their treetop nests are stuffed full of useless items (spoiled iron rations, moldy bread, a four-foot length of rope with a bloody frayed end) and a few bits of treasure.

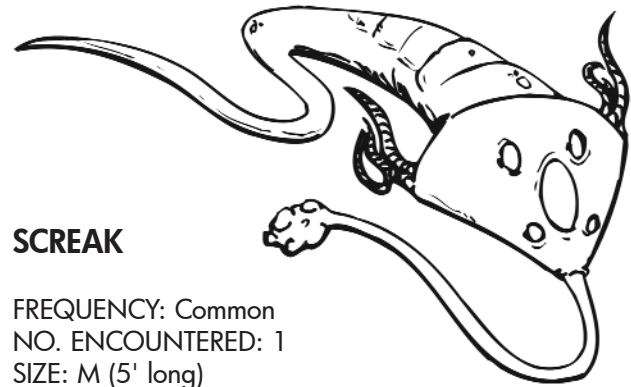
SCORPION, ALABASTER

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1
SIZE: M (5' long)
MOVE: 150 ft
ARMOR CLASS: 4
HIT DICE: 4+2
ATTACKS: 2
DAMAGE: 1d6 or 1d4+poison
TAZ: 15
SPECIAL ATTACKS: Paralyzation, blindness
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 50%
INTELLIGENCE: Animal
ALIGNMENT: Neutral
TREASURE: Personal, none; in lair, coinage, many gems
LEVEL: 5
XP: 270+4/hp

Found in the white sands of the most arid deserts, the alabaster scorpion is unique for its four large eyes, which it uses to paralyze its prey. The eyes are large, with pale grey irises.

In combat, it attacks with its pincers, which inflict 1-6, or with its tail which deals 1-4 damage (and the victim must save vs. poison or go blind for 1-3 rounds). Twice per day, it can attempt to use its glassy-eyed stare to paralyze a victim; this functions like a *hold person* spell, and the target must save vs. spells or be affected.

An alabaster scorpion may (50% chance) be accompanied by 1-4 giant scorpions.



SCREAM

FREQUENCY: Common
NO. ENCOUNTERED: 1
SIZE: M (5' long)
MOVE: 90'
ARMOR CLASS: 10
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1-4
TAZ: 19
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: Animal
ALIGNMENT: Neutral
TREASURE: None
LEVEL: 1
XP: 10+1/hp

True to its name, the scream utters a high-pitched cry that's audible for miles. A pale blue creature, it flutters and undulates through air like an eel in the water. Its white underbelly is often mistaken for a cloud by those on the ground below. Its skin smells of the ocean.

The scream is used as a hunting falcon by goblinkind; a symbiotic relationship has emerged in which orcs and gnolls use the creature to guard locations, track prey, and report intruders. Typically, a scream will fly in slow circles above a fixed point, or along a path, screaming bloody murder when it sees something. In return, its masters feed it well.

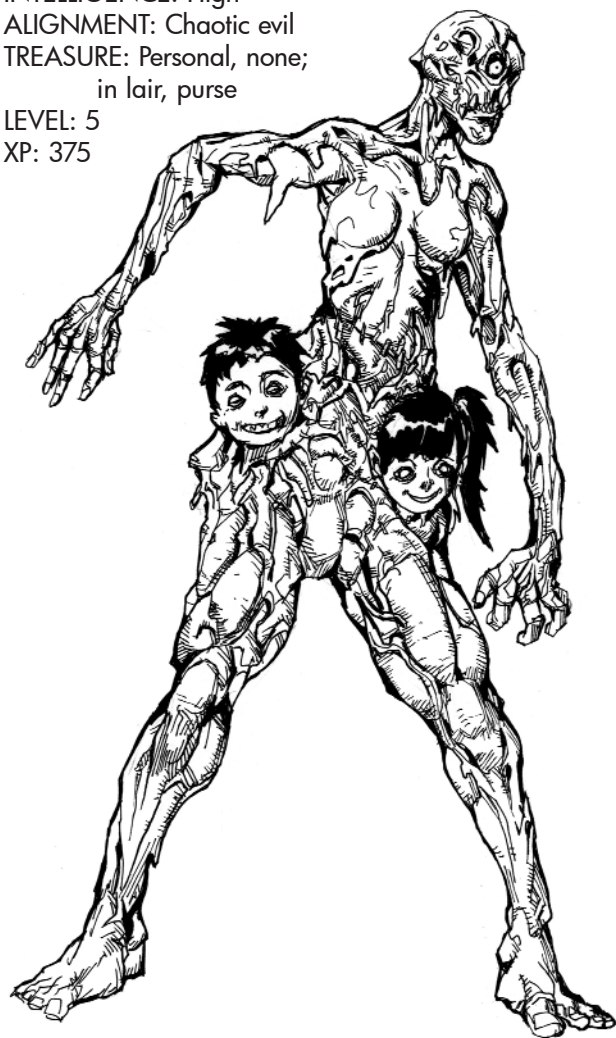
If a scream encounters a target, its first action will be to scream; then it will attack with the bony knob at the end of its proboscis. The only way to prevent it from summoning its masters is to kill or incapacitate the creature before it can scream.

If found while not in the employ of goblinkind, its cry has 50% chance of attracting wandering monsters.

SEAMSTRESS

Created by Heather Chandler

FREQUENCY: Unique
 NO. ENCOUNTERED: 1
 SIZE: M (5' tall)
 MOVE: 60 ft
 ARMOR CLASS: 8
 HIT DICE: 20 hit points (3+1 hit dice)
 ATTACKS: 1
 DAMAGE: 1d8
 TAZ: 16
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 95%
 INTELLIGENCE: High
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, none;
 in lair, purse
 LEVEL: 5
 XP: 375



The Seamstress is a demented old sorceress with a single blue-green eye in her forehead and a sagging mouth full of mismatched teeth that she extracted from a dozen victims.

Her patchwork skin is a riot of hues, as it was cut from humans, elves, dwarves, orcs, and goblins. She stitches bits and pieces of her victims into her skin, her clothing, and any of her other creations; the flesh is rotting, and reeks of putrefaction.

Though slow, the Seamstress is quite deadly, due to a handful of spells and an animalistic cunning. The witch is capable of contorting herself to fit inside tiny places, and she rarely exposes herself to combat, preferring to attack from shadows, then escape.

Her lair is a brightly-colored house covered in fabric, decorated with giant stuffed animals in the yard. Once she's set the house up, she alters her appearance with magic and lures children inside. Most are killed for their skins, but some are kept alive and forced to assist her with the sewing and stitching.

The Seamstress loves sewing notions: the inside of the lair is cluttered with needles, rotary cutters, pins, scissors, and a treadle-powered sewing machine. When not covering her wrinkled body with her skin suit, she also creates quilts, bags, and pillows made out of skin. These creations are quite valuable to demons, devils, and other powerful evil entities, who may pay as much as 500 gold for each one.

In combat, she attacks with a massive pair of sewing shears that inflict 1-8 damage. Once per day, she can use the following spell-like abilities: *change self*, *charm person*, *darkness 15' radius*, *hold person*, *invisibility*, *polymorph self*, *scare*, and *shield*.

SHURULL

FREQUENCY: Common
 NO. ENCOUNTERED: 2-8 or 20-80
 SIZE: L (8' tall)
 MOVE: 120 ft
 ARMOR CLASS: 9
 HIT DICE: 2
 ATTACKS: 1
 DAMAGE: 1d8
 TAZ: 18
 SPECIAL ATTACKS: Telekinesis
 SPECIAL DEFENSES: Immune to fire magics
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 45%
 INTELLIGENCE: High
 ALIGNMENT: Neutral good
 TREASURE: None
 LEVEL: 3
 XP: 90+1/hp

SHURULL

The Shurull is a centaur-like beast with four thick legs and a pair of ragged claws. Its sweet-smelling ruby skin is covered in emerald spines, and its six black eyes are shiny and expressive.



In combat, shurull typically attack with their enormous claws, inflicting 1-8 damage per hit. In addition, they can employ *telekinesis* at will. Fire magics have no effect on them.

The peaceful and communal culture of the shurull is marked by a focus on artistic endeavor and spirituality; they use their telekinetic abilities to manipulate paintbrushes, clay, and chisels to create breathtaking works of art. Generous to a fault, the shurull help wayfarers, establishing wilderness respites where pilgrims and travelers can rest and eat in safety.

However, the shurull believe that other intelligent species are dangerous; it is their contention that the "twin dragons" of technological development and imperialism will one day plunge the world into a barbarous age. This saddens them.

Every few generations, they enter a phase known as the Golden Swarm: thousands of shurull gather from all over the realm to attack a single city.

Attacking as a single army, led by the Council of Light (all of whom are shurull druids or rangers between 10th and 20th level), the Golden Swarm will annihilate the city and destroy all of its inhabitants. In the past, they destroyed the gnomish city of Mecha Zel, as well as great cities of elves and humans.

SKELETAL WARDEN

FREQUENCY: Very rare

NO. ENCOUNTERED: 1

SIZE: M (6' tall)

MOVE: 120 ft

ARMOR CLASS: -2

HIT DICE: 10+10

ATTACKS: 2

DAMAGE: By weapon +3

TAZ: 1

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: 45%

LAIR PROBABILITY: None

INTELLIGENCE: High

ALIGNMENT: Lawful evil

TREASURE: Personal, purse, one magic weapon; in lair, riches, several magic items

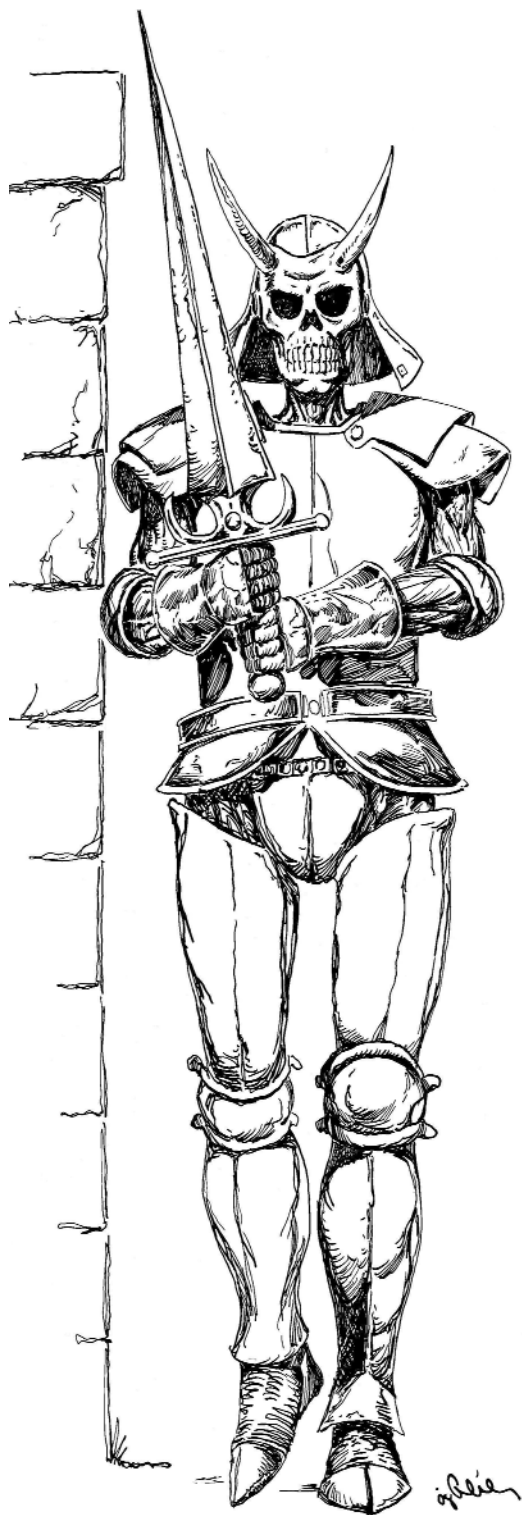
LEVEL: 10

XP: 15,300+14/hp

Twelve dark paladins served their dark masters so well that they continue to do so beyond death: these are the dreaded skeletal wardens. Heavily armored undead warriors, they carry out the will of their creators, the archdevils of Mictlan.

The twelve skeletal wardens are Lady Ardith, Lady Cathrynn, Lady Diera, Lady Eadgyth, Lady Odelyna, Lady Viradecthis, Sir Aethelbert, Sir Andsaca, Sir Byrtwold, Sir Fraomar, Sir Necthtan, and Sir Theomund. They dwell in the Prime Material plane; some inhabit its largest cities, while others inhabit distant reaches far from civilization. Wherever they are found, they are accompanied by undead servitors (a total of 50 hit dice worth of ghosts, ghouls, skeletons, wights, and zombies).

The wardens function as 8th level clerics, and each knows 16 spells (four apiece from levels 1 through 4). In addition, a skeletal warden can *cause disease* three times a week; *detect good*, 60', at will; *lay on hands* once per day, inflicting 48 hit points if successful (though a save against spells will reduce damage to 24 hit points); and *summon* a nightmare as a steed once every 10 years.



Once per day, the skeletal warden can exude *despair*, which functions as a breath weapon; anyone within a 50' range must save vs. spells or lose a level.

They are impervious to any weapon with less than a +2 enchantment, and they are unaffected by *sleep*, *hold*, *charm*, or *cold*-based spells, but each instance of *bless* will inflict 1-4 points of damage, and holy water will inflict 2-8 points of damage.

Skeletal wardens wield enchanted blades of significant power. For example, Lady Cathrynn wields *Ultion*, a +2 longsword that despises dwarves, and must be plunged into the mouth of a dwarf once a fortnight in order to maintain its edge; thrice per day, the blade can spit acid (functions as cone of cold, with a range of 50 feet, a 10 foot radius at base, and 10d4+10 points of damage).

SLIME

Azure Slime

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-4
 SIZE: S (4' wide)
 MOVE: 30'
 ARMOR CLASS: 9
 HIT DICE: 1
 ATTACKS: 1
 DAMAGE: 1d4
 TAZ: 19
 SPECIAL ATTACKS: Acid
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: 100%
 INTELLIGENCE: Non-intelligent
 ALIGNMENT: Neutral
 TREASURE: Personal, many gems
 LEVEL: 5
 XP: 300+2/hp

Created by orcish necromancers during the war with dwarvenkind, the azure slime is a bubbling puddle of viscous blue fluid. Less dangerous than green slime in some respects, it is nonetheless a threat to the reckless.

When potential prey gets close, the slime inflates -- it sucks all the air in the room into its body, which begins to swell up into a bubble. Torches are extinguished, and the air becomes thin. As the slime expands, it also begins to surge towards sources of food; if it makes contact, it inflicts 1-4 points of damage. The victim must make a saving throw or take 1-3 points of additional damage from the acid, and any applicable objects that make contact must make a saving throw against acid or be destroyed.

If it is hit or stabbed (or struck with attack spells like *fireball* or *magic missile*), it will pop, spraying bits of acid in a 10' radius; anyone in range must save vs. acid, as above.

SLIME (AZURE)



The slime dissolves wood and metal, but stones and gems will remain intact; thus, an azure slime is often full of rocks and precious stones.

Azure slime takes damage from weapons, but each time, an item saving throw vs. acid must be made, or the weapon will be destroyed. The slime takes full damage from cold or fire, and can be destroyed with a *cure disease* spell.

Crimson Slime

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1-3

SIZE: L (6' - 9' diameter)

MOVE: 60 ft

ARMOR CLASS: 8/4

HIT DICE: 3+6

ATTACKS: 1

DAMAGE: varies

TAZ: 16

SPECIAL ATTACKS: Dissolve wood and metal

SPECIAL DEFENSES: Immunities (see below)

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 100%

INTELLIGENCE: Average

ALIGNMENT: Neutral

TREASURE: Personal, several gems

LEVEL: 6

XP: 900+3/hp

Crimson slime appears as a mass of slippery red tissue that writhes and coils around itself. Ropes of oily flesh extrude from the central mass, then merge together to form hands, claws, or tentacles before sinking back into the body. The gelid tendrils and appendages leave a scarlet residue on everything they touch. Occasionally, faces can be glimpsed amid the folds of chilled slime, and these faces whisper, but it is impossible to make sense of what is said. The slime leaves small pieces of itself behind, and these eventually melt into a sticky goo.

Unlike its green and blue counterparts, the crimson slime is sentient and hateful. It hates all life, and seeks to devour everything it encounters.

In combat, it splits into smaller wads of slime, dividing its hit points among them; they work together to seal off exits, coat stairs, and attack a single target simultaneously. Each slime must have no fewer than 6 hit points, so the largest crimson slime can only produce 5 smaller slimes. However, if multiple crimson slimes are encountered, they can work together to form several smaller slimes, or one large entity.

The amount of damage a crimson slime can inflict is 1-6 for every 6 hit points. Therefore, a slime with 12 hit points will inflict 2-16 points of damage (as will a slime with 13, 14, or 17 hit points; but an 18-point slime inflicts 3-18).



The crimson slime dissolves wood and metal, but stones and gems will remain intact; thus, it is often full of rocks and precious stones.

It only takes 1 point of damage from physical attacks, but each time, an item saving throw vs. acid must be made, or the weapon will be destroyed. The slime takes full damage from cold or fire, and can be destroyed with a *cure disease* spell.

SPECTRE, BATTLE

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 150 ft
 ARMOR CLASS: 1
 HIT DICE: 8+4
 ATTACKS: 2
 DAMAGE: 1d10
 TAZ: 11
 SPECIAL ATTACKS: Energy drain
 SPECIAL DEFENSES: +1 weapon to hit
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: 20%
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 TREASURE: Personal, none; in lair, gold, many gems, a few magic items
 LEVEL: 9
 XP: 7800+12/hp

The battle spectre appears as a decaying warrior, bearing armor and weaponry. Its flesh is rotting from its bones, and it bears horrific wounds. It smells of decomposing flesh and oiled leather.

This undead spirit torments veterans of war who are unable to cope with the images of violence and horror that haunt their dreams. It typically stalks aging warriors of renown, mighty champions whose deeds are sung and whose victories are oft-cited.

Visiting its prey in the night, the spectre haunts him, invisible to everyone else.

The battle spectre stands over its victim at night, whispering of the terrible things that the veteran has seen and done, things that no one could possibly know. For the next few days, the veteran will be haunted by this spirit.

Then, the spectre will begin to toy with its victim's perceptions, inducing flashbacks. By prying further into the victim's psyche, it culls scenes of harrowing violence.

Playing these scenes back at inopportune times, it causes the victim to question his own sanity. During supper, it forces him to relive a painful interrogation, endured while a prisoner of war many years ago.

While walking through a village, he'll suddenly see a good friend of his ram a sword through another man's abdomen, laughing hysterically.

Over time, the victim will lose his grasp on what is real, and what is not. When the battle spectre feels that the victim is ready, it will begin to alter the world around him.

The victim's own loved ones will suddenly become foreign to him, taking on the appearance of the people in whose land he was a soldier. When his friends and family members suddenly bear the face of his enemy, the victim will snap, and will embark on a killing spree. After the carnage has ended, the battle spectre will move on, seeking out another victim.

In combat, its weapons deal 1-10 points of damage and drain 1 level (no save possible).

Once per day, the battle spectre can employ the following spell-like abilities: *audible glamor*, *change self*, *charm person*, *clairaudience*, *darkness*, *ESP*, *hallucinatory terrain*, *hold person*, *hypnotic pattern*, *hypnotism*, *invisibility 10' radius*, *invisibility*, *polymorph self*, *sleep*, *suggestion*, and *ventriloquism*.

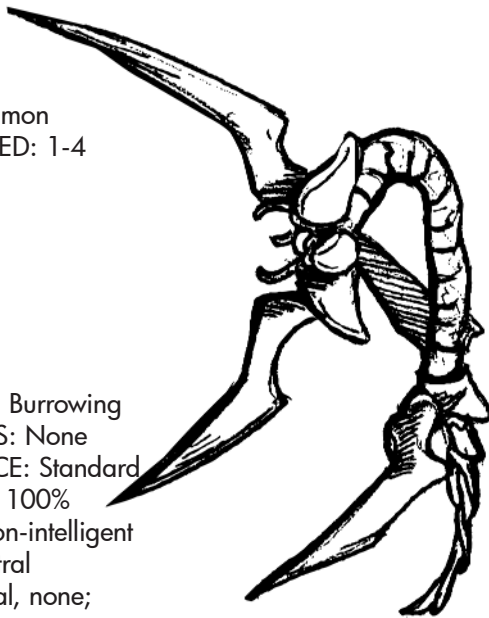


SPINE WORM

SPINE WORM

FREQUENCY: Common
NO. ENCOUNTERED: 1-4
SIZE: S (2')
MOVE: 60 ft
ARMOR CLASS: 9
HIT DICE: 1-4 hp
ATTACKS: 1
DAMAGE: 1d2
TAZ: 20
SPECIAL ATTACKS: Burrowing
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Non-intelligent
ALIGNMENT: Neutral
TREASURE: Personal, none;
in lair, assortment
LEVEL: 1
XP: 8+1/hp

The spine worm's body is a two-foot length of muscle and cartilage, covered in segmented brown chitin, ending in a flat beige head with two pincers. Its four limbs are little more than spikes.



Strong and agile, it spends its adult life hunting for a humanoid to infect. When it has found a suitable candidate, it tries to attack. A successful hit means that the creature has launched itself into the air and clambered onto the host's back. It can't rip through metal, but it will shred leather or fabric as it tries to dig into the skin.

If the spine worm hits, it inflicts 1-2 points of damage and begins to tunnel its way into the body. At this point, any attempt to injure the thing will inflict a point of damage to the victim. During the second round, the creature inflicts another point of damage as it aligns itself with the spine, two of its limbs pushing into the victim's buttocks, and the others digging into the shoulder blades.

In the third round, it attaches itself to the spinal column, sends fibrous tendrils through the body, and takes control of the victim's nervous system and brain. If the victim spends a round doing nothing but trying to rip the creature off, and makes a successful saving throw vs. spells, the creature is flung off, and can be killed.

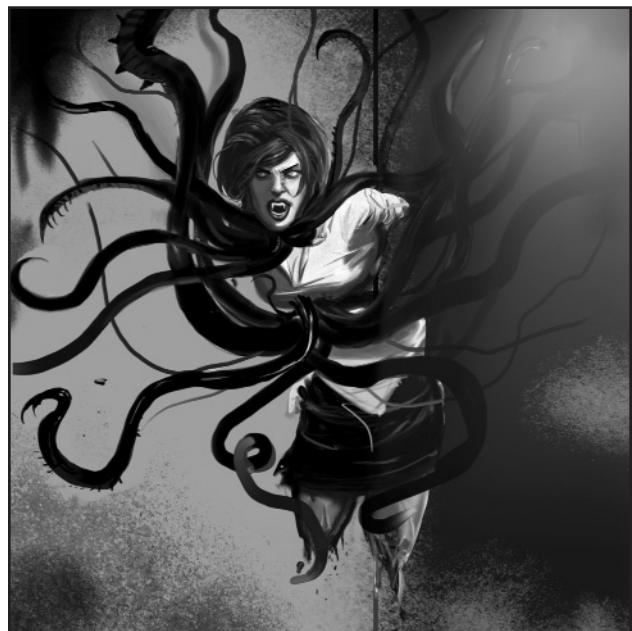
If the creature takes control, it will use the host body to try to kill any humanoids in the area, and any attempt to kill it will inflict half damage to the spine worm and half damage to the victim. At this stage, a *cure* spell kills the worm.



THRALLBORN — TUATARAN — TUTOR

THRALLBORN

FREQUENCY: Rare
NO. ENCOUNTERED: 1-3
SIZE: M (5' tall)
MOVE: 120 ft
ARMOR CLASS: 6
HIT DICE: 2+2
ATTACKS: 1
DAMAGE: 1d8
TAZ: 17
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 15%
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
TREASURE: Personal, none; in lair, a few magic items
LEVEL: 3
XP: 110+4/hp



When the physicians of Miravell were approached by an elven sorcerer who claimed to know of a cure for insanity, they were skeptical. But she proved herself; under her ministrations, a dozen lunatics were cured in as many days.

The physicians had no idea that she had extracted the madness in physical form, and transported it from the insane asylum. These beings are her thralls: shiny wads of black tissue covered in barbed tentacles and appendages. Madness incarnate, they slither and clamber across floors, walls, and ceilings until they have captured a live humanoid.

After wrenching off the victim's arms and legs, a thrall tunnels into the abdomen and latches on to the spinal column. It is now able to see through the eyes of the dying victim. As the victim bleeds to death, the corpse's teeth elongate, and its eyes redden.

In its new body, the monster swings from ceilings, clambers across walls, and scuttles across floors with alarming speed.

The sorceress, Catarina Tenaglia, vanished years ago, but the thrallborn continue their endless hunt.

TUATARAN

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-3
 SIZE: M (6' tall)
 MOVE: 120 ft
 ARMOR CLASS: 3
 HIT DICE: 5+5
 ATTACKS: 1
 DAMAGE: 1d6
 TAZ: 14
 SPECIAL ATTACKS: Gaze
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: Standard
 LAIR PROBABILITY: 25%
 INTELLIGENCE: Average to high
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, fortune; in lair, lucre, a few gems, a few objects, a few magic items
 LEVEL: 6
 XP: 600+6/hp

Tuatarans are vicious humanoids with three eyes and sharp teeth. Pale-skinned subterranean carnivores, they are known for being swift and certain killers.

In small groups, they stalk quiet corridors in search of food. Sometimes, driven by an urgent desire to consume human (or demihuman) flesh, they ascend to the world above, sneak into homes, and kill the occupants as swiftly as possible.

If a group of tuatarans are working together, they may be so brazen as to attack their prey in the streets, sometimes even in broad daylight, before scattering in different directions, each with a different piece of their victim.

Their three eyes make them lethal opponents; each eye is a different color (the hues vary), and each has a different ability. Once per day, a tuataran can use one of its eyes to cast a spell:

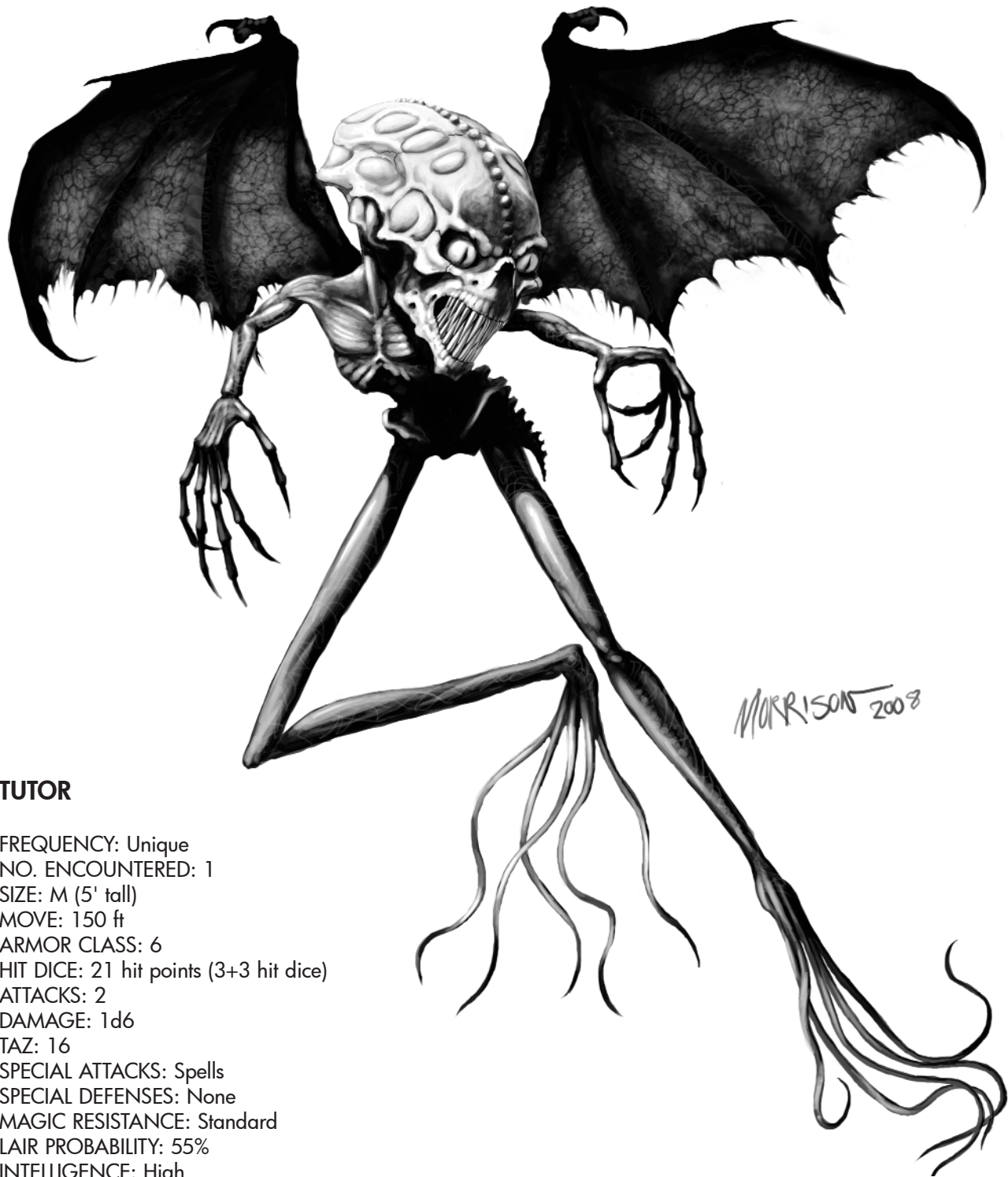
The right eye casts *cause serious wounds* (2d8+1, touch required, save negates).

The left eye casts a unique spell called *vagary*, which targets two of the tuataran's opponents; failure to save against spells means that the two victims' souls are exchanged. A mage finds himself in the warrior's body, and vice versa. The spell lasts for 1-6 rounds, and during that time, all rolls are made at a -2 (unless *dispel magic* is used to reunite the souls with the rightful bodies).

The central eye casts *exile*, a spell which immediately sends anyone in a 20' radius to an outer plane. No save is possible. Tuatarans rarely use this ability, because it also affects them, and they have no way of knowing which outer plane they'll be sent to. And if sent, it will be hours before it will be possible to cast the reverse of the spell (*return*), which brings everyone affected by the original spell back to the same location.



TUTOR



TUTOR

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: M (5' tall)
MOVE: 150 ft
ARMOR CLASS: 6
HIT DICE: 21 hit points (3+3 hit dice)
ATTACKS: 2
DAMAGE: 1d6
TAZ: 16
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 55%
INTELLIGENCE: High
ALIGNMENT: Lawful evil
TREASURE: Personal, a few magic items
LEVEL: 5
XP: 300

The Tutor has a withered, emaciated body, with long legs and a short arms. Its toes are long filaments of grey tissue that dangle as it flies through the air, and its fingers are tipped with sharp talons. Its skull-like cranium is long, and its eyes are slitted and green. It flies on ragged brown wings, and never lands.

The Tutor was created by Emma Sunderlight, teratologist of the fourth order. She used it on the man who broke her heart (and the mistress he'd taken); then Emma killed herself. Judging its work unfinished, the Tutor continued its process.

It abducts two people in love, and transports them to some dismal underground prison. Each is placed in a separate room and told, in no uncertain terms, that the only way to survive is to kill the other person.

To demonstrate its resolve, the monster injures its captives -- not enough to maim, but enough to terrify. The victims are armed with hand-held weapons, such as axes or daggers. Then the Tutor releases them and waits.

When the fight is over, the Tutor follows Sunderlight's instructions: if the woman wins the fight, the Tutor tears her apart; if the man wins, he is castrated. Then the Tutor moves on.



VARGR — VOMITORIAN

VARGR

FREQUENCY: Rare
 NO. ENCOUNTERED: 1-8
 SIZE: M (4' tall)
 MOVE: 100 ft
 ARMOR CLASS: 4
 HIT DICE: 5+5
 ATTACKS: 1
 DAMAGE: 1d12
 TAZ: 14
 SPECIAL ATTACKS: Nerve cluster bite
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 15%
 LAIR PROBABILITY: None
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 TREASURE: Personal, none; in lair, loot, a few gems, a few objects, a few magic items
 LEVEL: 5
 XP: 420+6/hp

The vargr is a wolf-sized monster with leathery brown and tan skin. It has a muscular tail, an orange underbelly, and a ridge of black bristles along its spine. Its paws are tipped with thick talons, and its mouth is a circular maw full of teeth.

The ghosts of dead dogs killed in war, vargr once raged across the plains of Gehenna. During the Great Vener, they were somehow given corporal form and access to the Prime Material plane. There, they hunt.

If confronted, it will attempt to explain its origins, and ask for clemency: it does as it was instructed, and continues to function as designed in the absence of its mistress. What else can it do? However, if attacked, it will respond in kind. In combat, it slashes with its claws for 1-6 points of damage. Once per day it can use the following spell-like abilities: *charm person*, *hold person*, and *sleep*. It will use any magic items in its inventory



Vargr feed on people who harm animals, such as hunters. Any adventurer who kills a displacer beast or chimæra also earns the animosity of these creatures. The same holds true for those who eat animal flesh while near a vargr pack's hunting grounds.

VARGR

They track their prey silently, sometimes for hours, then attempt to lure them into a carefully-selected ambush by imitating the sound of a wounded animal. When the hunters investigate, the vargr attack and pin down their victims, then consume their organs before killing them. Vargr lairs are full of gnawed human and demihuman bones.

On a natural 19 or 20, the vargr hits a nerve cluster and sinks its teeth in, reducing the victim's dexterity by 1 (which can only be cured with *cure critical wounds*, *heal*, or *wish*). It is unaffected by *charm* or *hold* spells, but takes double damage from silver weapons.

VOMITORIAN

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: L (15' tall)
MOVE: 90 ft
ARMOR CLASS: 5
HIT DICE: 3+3
ATTACKS: 2
DAMAGE: 1d4+4
TAZ: 16
SPECIAL ATTACKS: Emetics
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
TREASURE: See below
LEVEL: 6
XP: 800+3/hp

A vomitorian is a large, squat biped, roughly fifteen feet tall. It has rough grey-blue skin and four bright blue eyes. Its muscular arms are so long that they drag on the ground. From its toothless maw, it vomits up fleshy yellow organisms that wait like children and flail around until they smell prey (at which point they attack ferociously). The monster smells of ripe peaches.

Wrought by the Elven Khatun Madailein Aghadreena, a vomitorian is a horrid creature that lives only to seek out and destroy small human settlements and villages. Some estimate that there are as many as 100 of these fiends in the wildlands, seeking out pioneers and farming communities on the border.

A vomitorian begins by observing the town, using magic to conceal its true appearance as it walks among them, learning how they function. Then it strikes. In the dead of night, it murders any sentries or watchmen, and then it blocks any escape routes: roads are obstructed, horses are gutted, and cart wheels are broken. It then selects a single person, someone who is thought of as the community's center, a leader of some kind; the monster kills this person and uses *polymorph self* to impersonate him or her.

Using its magics, the vomitorian creates illusions to torment the townsfolk. It sounds the alarm, and as people emerge from their houses, the monster terrorizes them with visions plucked from their own minds. It brings their worst fears, their most horrific nightmares, and their most painful experiences to life.

Victims of sadistic abuse will relive their torment; a woman who fears dogs will be pursued through the streets by a pack of rabid hell hounds; a man who was tortured while a prisoner will believe that he is back in the gaol; a boy who fears demons will see them lurking everywhere.

The visions, though fundamentally harmless, are extremely vivid, and will instill fear and panic in those who endure them.

The vomitorian, still in the body of one of their own, will try to convince people that someone in the town was actually responsible for bringing this evil upon them. If it can, it will incite people to riot, possibly even leading them in a hanging or two before dawn.

If confronted or exposed, it will attack with its massive fists, inflicting 5-8 points of damage. It can also use one (or both) of its attacks to vomit up small yellow monsters (known as emetics) that attack the vomitorian's foes until slain: size S, move 30', AC 10, HD 1, Att 1, Dam 1d6, TAZ 19. It's likely that the monster will already have vomited up 1-8 emetics, simply to watch them torment the people of the village.

The vomitorian can use the following spell-like abilities at will: *blindness*, *change self*, *ESP*, *fear*, *hallucinatory terrain*, *hypnotic pattern*, *hypnotism*, *misdirection*, *scare*, *suggestion*, *ventriloquism*, and *wall of fog*. It can also cast the following once per day: *chaos*, *confusion*, *mass charm*, and *polymorph self*.

Though the monster carries no treasure, a reasonably-intact emetic corpse can fetch as much as a thousand gold (depending on its condition: if stabbed once, a thousand; if burned crispy, a hundred) from certain alchemists who operate without Guild sanction.





XARUALAC

XARUALAC

FREQUENCY: Rare
 NO. ENCOUNTERED: 1
 SIZE: M (6' tall)
 MOVE: 60 ft
 ARMOR CLASS: 6
 HIT DICE: 9+1
 ATTACKS: 2
 DAMAGE: 1d8+2
 TAZ: 9
 SPECIAL ATTACKS: Singing
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: 15%
 LAIR PROBABILITY: 65%
 INTELLIGENCE: High
 ALIGNMENT: Chaotic evil
 TREASURE: Personal, none; in lair, see below
 LEVEL: 8
 XP: 3700+13/hp

A gruesome undead entity, the xarualac appears as a humanoid with long stringy hair and a mouth that takes up its entire face. In place of legs, it has a second pair of arms; all four hands feature long fingers tipped with talons. There's a large orifice in the xarualac's belly, and four bladders full of air float beside it.

The xarualac is the restless spirit of a dead musician, one who loved music so much that it could not move on. It believes that sacred music is a reminder of the true nature of divinity, and that it has the power to elevate the soul.

First, the spirit hunts and kills the wealthy, the powerful, and (in its estimation) the soulless; it stalks noblemen, princesses, thanes, pythonesses, and anyone else who dwells too much in this world. It disassembles their bodies and uses the parts to create something new.

Then, under cover of darkness, disguised as a human, the monster hauls its creation into the heart of a major city and pulls back the curtain.

The instrument is a mechanical wonder that plays by itself. Bladders made from dried and inflated lungs and stomachs are used to pump air through vocal chords, and into flutes carved from femurs; xylophones made from femurs are struck, and hollowed skulls full of teeth are rattled. The music is quite beautiful.

In combat, the xarualac attacks with its talons, inflicting 3-10 damage. It can use the following abilities at will: *change self*, *charm*, *hypnotism*, *invisibility*, and *sleep*. Once per day, it can *sing*; the sound is eerie, and dredges up painful memories. Anyone in a 30' radius must save vs. spells or lose 1 action per round for the next 1-6 rounds.

Typically, a xarualac builds a nest in the highest point of elevation in the area, be it a mountaintop near the city, or a spire atop a castle. There, it stores its treasure: a collection of extremely valuable musical instruments.





ZOMBIE, VERMINATED

ZOMBIE, VERMINATED

FREQUENCY: Very rare
 NO. ENCOUNTERED: 1-2
 SIZE: S (2'-3' long)
 MOVE: 90 ft
 ARMOR CLASS: 8
 HIT DICE: 1+1
 ATTACKS: 1
 DAMAGE: 1d3
 TAZ: 18
 SPECIAL ATTACKS: Fleas
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 LAIR PROBABILITY: 40%
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 TREASURE: None
 LEVEL: 3
 XP: 100+1/hp

Verminated zombies are small animals, such as rats, weasels, rabbits, or cats, which have contracted the red plague. Undead, rotting, and driven by a boundless hunger, verminated zombies will attack anything they see.

Though they're hardly fearsome combatants to experienced warriors, they possess one unsettling attribute: undead fleas. These tiny parasites leap from their undead hosts whenever a living being comes within 20'; their attacks are so aggressive, and there are so many of them, that they function as a breath weapon. Anyone within range must save vs. breath weapon or become infected with the red plague.

A typical verminated zombie can only deploy fleas once per day. After infecting a victim, the fleas usually return to a verminated zombie.



Once infected with the red plague (known to surgeons as necrosis), a victim will lose 1-8 hit points per hour, and must also save vs. death each hour or become a zombie. A *cure wounds* spell will restore hit points, but the save vs. death must still be made on the hour. The only way to end the spell is with *cure disease*, *heal*, or *remove curse*.

Sleep, *charm*, and *hold* spells have no effect on verminated zombies, but vials of holy water inflict 2-8 points of damage.



ENCOUNTER TABLES

UNDEAD

1. Banshee, Ivory
2. Demimondaine
3. Ghast, Ash
4. Ghast, Cicatrix
5. Ghost, Palimpsest
6. Ghoul, Lesion
7. Malchior
8. Querist
9. Skeletal Warden
10. Spectre, Battle
11. Zombie, Verminated

UNIQUE

1. Baskra
2. Chimaera Queen
3. Demon, Abyzou
4. Demon, Beleth
5. Demon, Gusion
6. Demon, Phenex
7. Devil, Ahriman
8. Devil, Verrine
9. Devil, Xolotl
10. Dragon, Athonak-amet
11. Dragon, Dar-khatep Nah
12. Dragon, Ke-sectat Hatath
13. Dragon, Makkas-nephata
14. Dragon, Mhego Rui-sa
15. Dragon, Nahui Ankeru-zem
16. Dragon, Niska-getherkhet
17. Dragon, Sagha Thutmolud
18. Dragon, Setharam Uus-ezochel
19. Dragon, Uchorah-ithanaphor
20. Infiltrator
21. Kritarch, Araniella
22. Kritarch, Eriophora
23. Kritarch, Thelacantha
24. Lunamic
25. Magistrate
26. Malchior
27. Orphan
28. Pantagruel
29. Pearl Riverbend
30. Querist
31. Seamstress
32. Skeletal Warden
33. Tutor

AQUATIC

1. Craanoi
2. Dragon, Dar-khatep Nah
3. Dragon, Nahui Ankeru-zem
4. Gnoll, Aquatic
5. Karkinos
6. Nephropic
7. Orc, Brine

LEVEL 1

1. Locust Myrmidon
2. Moppet
3. Scavenger
4. Scream
5. Spine Worm

LEVEL 2

1. Colonist
2. Damsel Stone
3. Halfling
4. Kobold Marauder
5. Nodule
6. Pontiff, Acolyte
7. Qolishuul

LEVEL 3

1. Benasim
2. Dreg-stalker
3. Ersatz
4. Gnoll, Aquatic
5. Karkinos
6. Nephropic
7. Orc, Brine
8. Shurull
9. Thrallborn
10. Zombie, Verminated

LEVEL 4

1. Ambulator
2. Gelatinous Pyramid
3. Ghoul, Lesion
4. Ooze, Golden
5. Pearl Riverbend
6. Pontiff, Confessor
7. Ruqoloi

LEVEL 5

1. Acronical
2. Akestic
3. Contrivance
4. Craanoi
5. Devil, Atrabilious
6. Dragoniac
7. Faerie, Blood
8. Fothoq
9. Lamia, Bonegrinder
10. Magistrate
11. Scorpion, Alabaster
12. Seamstress
13. Slime, Azure
14. Tutor
15. Vargr

LEVEL 6

1. Epexiant
2. Eremite
3. Ghast, Cicatrix
4. Goblin Princess
5. Ingenua
6. Inimicus
7. Minotaur, Daedal
8. Nethasq
9. Owlbear, Kodiak Hooter
10. Slime, Crimson
11. Tuataran
12. Vomitorian

LEVEL 7

1. Agonist
2. Altar Beast
3. Avernai Maiden
4. Bulette, Desert
5. Curhadac
6. Elven Khatun
7. Excruciator
8. Ghast, Ash
9. Hell Hound, Alpha
10. Kritarch, Araniella
11. Kritarch, Eriophora
12. Leyak
13. Lunamic
14. Owlbear, Tufted Grizzly
15. Pontiff, Hierophant

LEVEL 8

1. Banshee, Ivory
2. Bothrian
3. Demimondaine
4. Demon, Procurer
5. Kinarsette
6. Kritarch, Thelacantha
7. Xarualac

LEVEL 9

1. Ghost, Palimpsest
2. Giant, Chiasmic
3. Spectre, Battle

LEVEL 10

1. Audience: Discerner
2. Audience: Onlooker
3. Audience: Witness
4. Baskra
5. Chimaera Queen
6. Demon, Abyzou
7. Demon, Beleth
8. Demon, Gusion
9. Demon, Phenex
10. Devil, Ahriman
11. Devil, Sanguine
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26. Lamia, Scalptaker
27. Malchior
28. Naga, Crimson
29. Orphan
30. Pantagruel
31. Querist
32. Remnant
33. Skeletal Warden

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Avernal maiden
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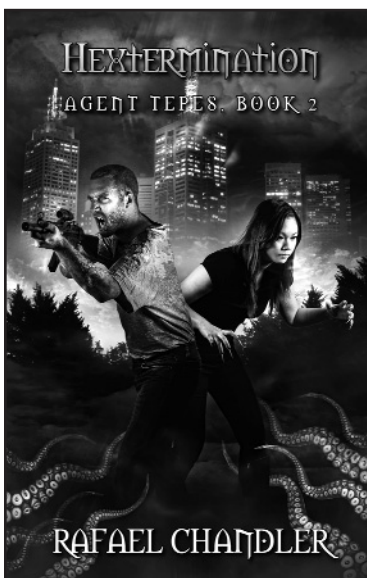


Hexcommunicated: Agent Tepes, Book 1

Agent Nick Tepes is a Vampoule, a synthetic vampire specializing in counterterrorism operations. When his team picks up chatter about an imminent attack from the Al-Hazred terrorist network, Tepes and his unit of FAE operatives move to intercept.

However, a psychic has already seen the future: as the sun comes up, the terrorists will strike, and Tepes will die. The team has one night to prevent this prophecy from coming true, but the psychics of Hex Division are never wrong...

An urban fantasy thriller set in a world of cybernetic werewolves, undead spies, and Lovecraftian terrorists.



Hextermination: Agent Tepes, Book 2

"It's Devil's Night in Raleigh, and the arsonists are dousing the city in accelerant. I just woke up from a week-long coma, and already the Joint Chiefs of Staff want to bark at me for insubordination. As if I don't have enough problems, cops are reporting contact with an unidentified FAE who can persuade people to commit suicide just by looking at them. Going to be a long night."

Who was in that interrogation room in Iran? Where is Agent Zheng? What's Svieta's agenda? What's Al-Hazred planning? And what the hell is a S.H.O.G.G.O.T.H.?

Coming in early 2013

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