

CREATURE CATALOG

Scott Greene and Erica Balsley

ADHERER

Medium-Size Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 17 (+1 Dex, +6 natural)

Attacks: Slam +5 melee

Damage: Slam 1d3+3 and adhesion

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Improved grab, adhesion, suffocation

Special Qualities: Fire vulnerability, darkvision 60 ft

Saves: Fort +2, Ref +2, Will +4

Abilities: Str 14, Dex 12, Con 12, Int 4, Wis 11, Cha 11

Skills: Hide +7*, Listen +5, Spot +6

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful evil

Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

The adherer is a strange creature that closely resembles a mummy. Anyone viewing the adherer at a distance greater than 10 feet can make a Spot check (DC 15) to realize that it is in fact not a mummy, but something else.

The adherer is humanoid, and it is covered in white folds of flesh that resemble the bandage wrappings of a mummy.

Despite its mummy-like appearance, the adherer is not undead.

COMBAT

The adherer attacks by pummeling its foe with its fists. Those successfully attacked will be stuck to the adherer. A favorite tactic of the adherer is to bind up an opponent and use it as a shield.

It will usually hide by sticking debris and leaves and such to its body, and attempt to ambush an unwary victim.

Improved Grab (Ex): To use this ability, the adherer must hit with its slam attack. A successful hit also allows it to use its adhesion ability.

Adhesion (Ex): Any weapon or creature striking an adherer deals only half damage and will become stuck to its skin in the process. Creatures using natural weapons are automatically grappled if they get stuck.

Likewise, the adherer sticks to any creature it successfully hits with its slam attack. Only stone weapons are immune to the foul-smelling and sticky secretions of the adherer. Stuck creatures or weapons can be freed by making a successful Strength check (DC 22).

Anyone attempting to free a stuck creature must succeed at a Reflex save (DC 12) or become stuck as well.

Stuck weapons or creatures can be freed by applying boiling water, fire or the *universal solvent* to the adherer. The adherer can release stuck weapons or creatures at will. Creatures and weapons are automatically freed 1-2 hours after the adherer dies.

Suffocation (Ex): If the adherer manages to cover a foe's nose and mouth with its body, the victim takes suffocation damage (Suffocation, page 88 in the *Dungeon Master's Guide*).

Fire Vulnerability (Ex): An adherer takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Skills: *An adherer receives a +12 racial bonus to Hide checks when it uses its surroundings to camouflage itself (such as sticking leaves and twigs to its body when in the wilderness).

The Adherer first appeared in the *Fiend Folio* (1981).

ALGOID

Medium-Size Plant

Hit Dice: 5d8+15 (37 hp)

Initiative: +0

Speed: 20 ft

AC: 15 (+5 natural)

Attacks: 2 slams +7 melee

Damage: Slam 1d8+6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Animate trees, mind blast

Special Qualities: Plant, damage reduction 20/+2, fire resistance 30, susceptibilities, low-light vision

Saves: Fort +7, Ref +1, Will +1

Abilities: Str 19, Dex 10, Con 16, Int 4, Wis 10, Cha 11

Skills: Hide +4*, Listen +4, Move Silently +4

Climate/Terrain: Temperate and warm forest, marsh, and underground

Organization: Solitary, pair, or cluster (3-6)

Challenge Rating: 4

Treasure: 50% coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. The algoid appears as a green humanoid with coarse, rough features.

COMBAT

Animate Trees (Ex): 90 ft. range, two trees, as the *liveoak* spell cast by a 10th-level druid.

Mind Blast (Su): 1/day, deals 2d6 points of damage (no save).

Plant: The algoid is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing attacks.

Susceptibilities: The algoid is vulnerable to *control water* spells. It takes 1d6 points of damage (maximum 10d6) per caster level when affected by a *control water* spell.

Skills: The algoid receives a +4 racial bonus to Hide, Listen, and Move Silently checks. *They receive a +12 racial bonus to Hide checks when in a swampy or forested area.

The Algoid first appeared in the *Fiend Folio* (1981).

ANT LION

Large Vermin

Hit Dice: 8d8+8 (44 hp)

Initiative: -1 (Dex)

Speed: 30 ft., burrow 10 ft.

AC: 18 (-1 size, -1 Dex, +10 natural)

Attacks: Bite +8 melee

Damage: Bite 2d8+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved grab, tear

Special Qualities: Vermin

Saves: Fort +7, Ref +1, Will +3

Abilities: Str 16, Dex 9, Con 13, Int –, Wis 13, Cha 11

Skills: Listen +7, Spot +7

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground

Organization: Solitary or nest (mated pair and 1-4 noncombatant young)

Challenge Rating: 5

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 9-12 HD (Large); 13-24 HD (Huge)

The ant lion is a huge, vicious insect that lurks at the bottom of deep pits, feeding on creatures unlucky enough to fall in.

The ant lion resembles a cross between a mole and a giant ant. Its body, gray or sandy brown in color, is covered completely by a leathery exoskeleton with patches of coarse black bristles that are sensitive to movement and odor. It has deep-set beady eyes, rows of jagged teeth capable of both tearing and grinding, and six thick legs with sharp claws and flat bristles. The claws are used for digging while the bristles sweep away the loose soil. The ant lion's most prominent features are its mandibles, silvery gray and razor-edged, extending three feet from its mouth. A single barb centered on the inner ridge of each mandible is used to impale and hold prey.

COMBAT

The ant lion seldom stalks its prey. Instead, it digs deep, tapering pits about 60 feet in diameter, buries itself at the bottom beneath a covering of sand, gravel, and stone, and waits for its prey.

When a victim lands in the bottom of the pit, the ant lion bursts from its covering of sand and stones and attempts to grab its foe with its mandibles. If successful, the ant lion will not release its prey until either it or the prey is dead.

Improved Grab (Ex): To use this ability, the ant lion must hit with its bite attack.

Tear (Ex): An ant lion automatically hits a held opponent with its bite attack each round it maintains the hold.

Vermin: Immune to mind-influencing effects.

The Ant Lion first appeared in the *Monster Manual II* (Gary Gygax, 1983).

APPARITION

Medium-Size Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+2 Dex, +3 deflection)

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal touch 0 and strangle

Face/Reach: 5 ft. by 5ft./5ft.

Special Attacks: Strangle, create spawn

Special Qualities: Undead, detect living, incorporeal, darkvision 60 ft., turn resistance +2, unnatural aura, sunlight powerlessness

Saves: Fort +2, Ref +3, Will +7

Abilities: Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16

Skills: Hide +13, Listen +12, Search +11, Spot +12

Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-24 HD (Medium-size)

An apparition appears as a translucent skeletal humanoid dressed in rags. Its eyes glow with a pale crimson flame.

COMBAT

The apparition attacks by fear alone. By grasping a target's throat, it attempts to actually scare the life out of him. If overpowered or if it fails in its attempt to slay a living creature it will flee.

Strangle (Su.): If an apparition hits with its incorporeal touch, it can strangle an opponent. An apparition attacks by grasping a victim's throat with its incorporeal hand and implanting a *suggestion* in the victim's mind that the apparition can actually cause him harm. On a successful attack, the target must succeed at a Will save (DC 17) or be stricken with horror. On a successful save the *suggestion* fails. A failed Will save requires the victim to make another save (this time Fortitude, DC 15) or die from fright. Even on a successful Fortitude save, the victim will flee in terror for 1d6 rounds.

Detect Living (Su.): An apparition can sense living creatures up to 100 feet away.

Unnatural Aura (Su.): Both wild and domesticated animals can sense the unnatural presence of an apparition at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Create Spawn (Su.): A creature slain by an apparition will rise in 1d4 hours as an apparition. Spawn are not commanded by or under the control of the apparition who created them. They possess none of the abilities they had in life.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Sunlight Powerlessness (Ex.): Apparitions are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. An apparition caught in sunlight cannot attack and can take only partial action.

The Apparition first appeared in the *Fiend Folio* (1981).

ARCHER BUSH

Small Plant

Hit Dice: 2d8+6 (15 hp)

Initiative: -1 (Dex)

Speed: 10 ft.

AC: 13 (+1 size, -1 Dex, +3 natural)

Attacks: 6 thorns +2 ranged

Damage: Thorn 1d3+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Thorns

Special Qualities: Plant, tremorsense

Saves: Fort +3, Ref -1, Will +0

Abilities: Str 13, Dex 8, Con 16, Int 2, Wis 11, Cha 9

Climate/Terrain: Any underground

Organization: Solitary, patch (4-8), or colony (11-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Small)

The archer bush appears as a normal bush, five to six feet tall, that has many thick, supple branches, sparse leaves, and small pale buds of golden or purple hue. Closer examination reveals 6" long thorns spaced evenly apart on these branches. The thorns are hard and very sharp.

COMBAT

The archer bush attacks by firing a volley of thorns at anyone within 20 feet of it.

Thorns (Ex.): An archer bush can loose a volley of 6 thorns at one target as a standard action. This attack has a range of 20 feet with no range increment. A thorn threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch 4 volleys (twenty-four thorns) in one day.

Plant: The archer bush is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind influencing attacks.

Tremorsense (Ex.): The archer bush can automatically sense the location of anything in contact with the ground within 60 ft. of its body.

The Archer Bush first appeared in B3 *Palace of the Silver Princess* (1981, Tom Moldvay and Jean Wells).

ASCOMOID

Large Plant

Hit Dice: 6d8+18 (45 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 17 (-1 size, +1 Dex, +7 natural)

Attacks: Slam +5 melee

Damage: Slam 1d6+3

Face/Reach: 5 ft by 5 ft/0 ft (30 ft with spores)

Special Attacks: Spores, trip

Special Qualities: Plant, weapon immunities, resist fire and electricity, tremorsense

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 14, Dex 13, Con 17, Int 1, Wis 11, Cha 1

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 6

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral (evil tendencies)

Advancement: 7-13 HD (Large); 14-18 HD (Huge)

The ascomoid appears as a 5-10 foot diameter puffball-like fungi with brownish-green leathery skin. The surface of the ascomoid is covered with small pocks that serve as sensory organs.

COMBAT

The ascomoid attacks by rolling into or over its opponents. It can fire a jet of spores from the pocks on its skin.

Spores (Ex): line, 30 feet; billows into 20-foot diameter cloud upon impacting a solid surface; Fortitude save (DC 16) or die in 1d4 rounds from spore infection. On a successful save foes are blinded and nauseated 1d4 rounds.

Trip (Ex): An ascomoid that hits with its slam attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ascomoid.

Weapon Immunities (Ex): Ascomoids take no damage from blunt weapons and half damage from slashing weapons.

Resist Fire and Electricity (Ex): An ascomoid receives a +4 resistance bonus on all saves against fire and lightning. On a successful save, the ascomoid suffers half damage.

Tremorsense (Ex): An ascomoid can automatically sense the location of anything within 60 feet that is in contact with the ground.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Ascomoid first appeared in the *Monster Manual II* (Gary Gygax, 1983).

ATOMIE

Tiny Fey

Hit Dice: 1/2d6+1 (2 hp)

Initiative: +3 (Dex)

Speed: 40 ft, fly 60 ft (good)

AC: 17 (+2 size, +3 Dex, +2 natural)

Attacks: Dagger +5 melee; or light crossbow +5 ranged

Damage: Dagger 1d4-3; or light crossbow 1d6

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Spell-like abilities

Special Qualities: SR 16, darkvision 60 ft

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 5, Dex 17, Con 13, Int 12, Wis 13, Cha 14

Skills: Animal Empathy +5, Concentration +4, Craft (any one) +4, Escape Artist +6, Handle Animal +4, Hide +14*, Listen +6, Move Silently +6*, Perform (dance, melody, plus any other one) +6, Search +6, Sense Motive +4, Spot +6

Feats: Dodge, Weapon Finesse (dagger)

Climate/Terrain: Temperate forest

Organization: Gang (2-4), band (6-11 plus 2-4 grigs), or tribe (20-80)

Challenge Rating: 1

Treasure: No coins; 50% goods; standard items

Alignment: Always chaotic neutral

Advancement: 1-3 HD (Tiny)

The smallest of sprites, the atomies are found in secluded glens. They are a nocturnal race and issue forth at night to gather food and frolic. Atomies dwell in trees, verdant banks, and similar adobes.

Atomies are about 1 foot tall and very thin. Their skin is a light green in color. They have long arms, legs, and fingers. Their heads are long as are their narrow ears. Their features are rather pointy, but attractive, especially when compared to the other sprites. They often dress in brightly colored clothes.

Atomies speak Sylvan and Common.

COMBAT

Atomies avoid combat when possible using their quickness to allude would be attackers. If cornered they rely on their spell-like abilities and dagger or crossbow to get them out of trouble.

Spell-Like Abilities: 3/day—*blink*, *entangle*, *invisibility* (self only), *pass without trace*, and *speak with animals*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Skills: *Atomies receive a +5 racial bonus to Move Silently checks when in forest settings and their Hide check bonus increases to +9.

The Atomie first appeared in the *Monster Manual II* (Gary Gygax, 1983).

AXEBEAK

Large Beast

Hit Dice: 3d10+9 (19 hp)

Initiative: +3 (Dex)

Speed: 60 ft.

AC: 14 (-1 size, +3 Dex, +2 natural)

Attacks: 2 claws +4 melee, bite -1 melee

Damage: Claw 1d6+3, bite 2d6+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +6, Will +1

Abilities: Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10

Skills: Listen +3, Spot +3

Climate/Terrain: Temperate and warm land

Organization: Solitary, pair, or flock (3-6)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-5 HD (Large); 6-9 HD (Huge)

The axe beak is a prehistoric flightless carnivorous bird. It is an aggressive hunter, and resembles an ostrich with a strong, thick neck and sharp beak.

COMBAT

The axe beak attacks using its taloned feet and beak.

The Axebeak first appeared in the *Monster Manual* (Gary Gygax, 1977).

BANSHEE

Medium-Size Undead (Incorporeal)

Hit Dice: 7d12 (45 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 17 (+3 Dex, +4 deflection)

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal touch 1d8

Face/Reach: 5ft. by 5ft./5 ft.

Special Attacks: Fear aura, wail

Special Qualities: Detect living, immunities, incorporeal, SR 20, turn resistance +4, undead, unnatural aura, vulnerability

Saves: Fort +2, Ref +5, Will +8

Abilities: Str —, Dex 17, Con —, Int 16, Wis 16, Cha 18

Skills: Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15

Feats: Alertness, Blind-Fight, Improved Initiative, Ability Focus (wail)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-21 HD (Medium-size)

The banshee is the undead spirit of an evil female elf. Banshees hate the living and seek to destroy whomever they meet.

A banshee appears much as she did in life, though her form is now translucent. Her hair is unkempt and her eyes burn with a fiery hatred like none have ever seen.

COMBAT

A banshee's primary attack is her wail. If a creature survives the wailing attack, the banshee will retreat to her lair. She will return the next night until all creatures are dead or have left her territory. The banshee will not attack creatures that are powerful enough to withstand her wail. Lesser creatures will be dispersed via the wail or her claw attack.

Fear Aura (Su.): Anyone viewing a banshee must make a Will save (DC 16) or flee in terror for 1d6+4 rounds. Whether or not the save is successful, the creature is immune to the fear aura of that banshee for one day.

Wail (Su.): 1/day at night only; 30 ft. radius; Will save (DC 17) or die.

Detect Living (Su.): The banshee can sense all living creatures up to 5 miles away.

Unnatural Aura (Su.): Both wild and domesticated animals can sense the unnatural presence of a banshee at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities: Banshees are immune to cold and electricity-based attacks.

Vulnerability (Ex.): Holy water deals 2d4 points of damage per vial to a banshee. A *dispel evil* deals 1d6 points of damage per caster level (maximum 10d6).

The Banshee first appeared in the *Monster Manual I* (Gary Gygax, 1977).

BASIDIROND

Medium-Size Plant

Hit Dice: 5d8+10 (32 hp)

Initiative: +1 (Dex)

Speed: 20 ft

AC: 16 (+1 Dex, +5 natural)

Attacks: Slam +5 melee

Damage: Slam 1d8+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spores, hallucination cloud

Special Qualities: Plant, tremorsense, immunity to cold

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 14, Dex 13, Con 15, Int 1, Wis 11, Cha 1

Climate/Terrain: Any underground

Organization: Solitary or pair

Challenge Rating: 5

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral (evil tendencies)

Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

The basidirond is a fungal monster found underground. Its body is leathery and orange. Their cone-shaped upper portion resembles a reversed umbrella, the interior of which is sooty black. A basidirond has 4-6 stems (each 5 feet long) hanging underneath its body.

COMBAT

The basidirond attacks by firing a line of spores from its cone-shaped cap at a single target. If it stands still, the basidirond can emit a cloud of hallucinatory spores that affect all within 20 feet.

Spores (Ex): line, 10 feet; Fortitude save (DC 14) or die in 1d4+1 rounds from spore infection unless *remove disease* is cast on the victim.

Hallucination Cloud (Ex): The basidirond can release spores in a 20-foot radius (centered on its body) as a full round action. Those within the cloud must make a successful Fortitude save (DC 14) or hallucinate for as long as they remain in the cloud plus 1d4 rounds afterwards.

Hallucinations are determined randomly for each creature affected.

1d8 Hallucination

- 1 Swamp- Individual believes he is in a swamp and strips off gear and armor to avoid sinking.
- 2 Spiders- Individual believes he is being attacked by a swarm of spiders. He attacks floor and surrounding area.
- 3 Viper- Individual believes item held has turned into a viper; drops item and retreats back from it.
- 4 Suffocation- Individual believes he is suffocating and gasps for air and clutches throat.
- 5 Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.
- 6 Individual believes his associates have contracted a disease. He will not come closer than 10 feet.
- 7 Individual believes he is melting; grasps self in attempt to hold together.
- 8 Leeches- Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

Immunity to Cold (Ex): A basidironnd takes no damage from cold-based attacks but is affected as by the *slow* spell. This also prevents spore attacks for a number of rounds equal to the duration of the spell.

Tremorsense (Ex): A basidironnd can automatically sense the location of anything within 60 feet that is in contact with the ground.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Basidironnd first appeared in the Monster Manual II (Gary Gygax, 1983).

BLINDHEIM

Small Monstrous Humanoid

Hit Dice: 4d8 (18 hp)

Initiative: +1 (Dex)

Speed: 20 ft

AC: 16 (+1 size, +1 Dex, +4 natural)

Attacks: Bite +4 melee

Damage: Bite 1d4-1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Blinding gaze

Special Qualities: Darkvision 60 ft

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 8, Dex 12, Con 11, Int 2, Wis 13, Cha 10

Skills: Hide +4, Listen +9, Spot +5

Feats: Weapon Focus (bite)

Climate/Terrain: Any underground

Organization: Solitary or gang (2-4)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

The blindheim is a 4-foot tall frog-like humanoid with huge eyes that shine like searchlights. When in repose, the creature keeps its eyes “turned off” by means of an extra eyelid.

The blindheim is colored in varying shades of yellow, the darker shades on its back. If the eyes of a dead blindheim are opened they are a dull gold in color.

COMBAT

A blindheim attacks by first blinding a foe with its gaze, and then rushing in to use its bite attack. If overmatched, a blindheim will flee.

Blinding Gaze (Su): Blindness (as the spell) for 1 hour, 30 feet, Fortitude save (DC 12).

Skills: Blindheims receive a +4 racial bonus on all Listen checks.

The Blindheim first appeared in the *Fiend Folio* (1981).

BOALISK

Large Magical Beast

Hit Dice: 3d10+3 (19 hp)

Initiative: +3 (Dex)

Speed: 20 ft, climb 20 ft, swim 20 ft

AC: 15 (-1 size, +3 Dex, +3 natural)

Attacks: Bite +5 melee

Damage: Bite 1d6+4

Face/Reach: 5 ft by 5 ft (coiled)/5 ft

Special Attacks: Gaze, improved grab, constrict

Special Qualities: Scent, darkvision 60 ft, low-light vision

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 14

Skills: Balance +11, Climb +14, Hide +7, Listen +9, Spot +9

Climate/Terrain: Warm forest and aquatic

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-7 HD (Large); 8-9 HD (Huge)

The boalisk appears as a normal constrictor snake about 12 feet long.

COMBAT

A boalisk hunts by grabbing prey with its mouth and then squeezing with its powerful body. More powerful opponents (or if the boalisk has recently eaten) will be attacked with the boalisk's gaze attack.

Gaze (Su): Inflicts *mummy rot* (Disease, *Dungeon Master's Guide*, page 74), range 30 feet, Fortitude negates (DC 13).

Improved Grab (Ex): To use this ability the boalisk must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A boalisk deals 1d6+4 points of damage with a successful grapple check against Medium-size or smaller creatures.

*The Boalisk first appeared in S4 *The Lost Caverns of Tsjocanth* (Gary Gygax, 1981).

BOGGART

Small Aberration (Air)

Hit Dice: 6d8+6 (33 hp)

Initiative: +4 (Dex)

Speed: 20 ft

AC: 20 (+1 size, +4 Dex, +5 natural)

Attacks: Slam +5 melee

Damage: Slam 1d3+1 and 2d6 electricity

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Confusion, electricity, electrical discharge

Special Qualities: Alternate form, detect thoughts, invisibility, spell immunity, darkvision 60 ft

Saves: Fort +3, Ref +6, Will +6

Abilities: Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 11

Skills: Bluff +8, Hide +16, Listen +12, Search +9, Sense Motive +8, Spot +12

Feats: Alertness, Blind-Fight, Dodge

Climate/Terrain: Any marsh

Organization: Solitary, pair, or pack (2-5)

Challenge Rating: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-12 HD (Small)

The boggart is the immature form of a will-o-wisp. It appears as a small humanoid (goblin, gnome, halfling, or norker), or will-o-wisp. It usually appears in humanoid form so as to lure its victims to their death.

COMBAT

The boggart will initially attack using its *confusion* ability. It then uses its electrical attack, changing forms as it desires. Once it is reduced to 5 or less hit points the boggart will try to escape by changing to its will-o-wisp form and moving across grounds its enemies cannot traverse.

Confusion (Su): 1/day; by screeching or yelling, 30-foot radius, *confused* as the spell cast by an 8th-level sorcerer (save DC 13). Each additional boggart screeching adds +1 to the DC.

Electricity (Su): By touch, a boggart discharges electricity that causes 2d6 points of electrical damage. Any creature hit receives a Fortitude save (DC 14) for half damage.

Electrical Discharge (Su): 10-foot range, no range increment, line of electricity from its hands, 2d6 points of damage; Reflex save (DC 14) halves. Can discharge one bolt every 1d4 rounds.

Alternate Form (Su): The boggart's natural form is that of a small will-o-wisp. In will-o-wisp form it retains its ability scores, detect thoughts, invisibility and spell immunity, but cannot use its electrical attacks or confusion ability. The boggart's AC increases to 24 in will-o-wisp form.

Its other form is that of a small humanoid. In humanoid form, the boggart gains all the abilities of the form (for example, a boggart in dwarf form has dwarven racial traits). The boggart keeps its ability scores and all of its powers in humanoid form.

The boggart can assume either form as a standard action, but cannot maintain one form longer than 10 rounds. A change in form cannot be dispelled, nor does the boggart revert to its natural form when killed. A

true seeing spell, however, reveals its natural form if it is in humanoid form.

Invisibility (Sp): Maximum of 10 minutes/day in any form. While invisible it can use its confusion special attack without becoming visible.

Detect Thoughts (Su): A boggart can continuously detect thoughts as the spell cast by an 8th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Spell Immunity (Ex): Boggarts are immune to all spells save *magic missile*, *maze*, and *magic circle against evil*, *magic circle against chaos*, *protection from chaos*, and *protection from evil*.

The Boggart first appeared in the *Monster Manual II* (Gary Gygax, 1983).

BOGGLE

Small Humanoid (Boggle)

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (Dex)

Speed: 20 ft, climb 10 ft

AC: 15 (+1 size, +2 Dex, +2 natural)

Attacks: 2 claws +6 melee, bite +1 melee

Damage: Claw 1d3+1, bite 1d3

Face/Reach: 5 ft by 5 ft/5 ft (10 ft when elongated)

Special Attacks: Rend, oil secretion

Special Qualities: Damage reduction 5/piercing, scent, elongation, slippery, dimension door, fire resistance 30, spider climb, darkvision 60 ft.

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7

Skills: Climb +8, Escape Artist +23, Hide +8, Listen +2, Pick Pocket +8, Spot +5

Feats: Alertness, Weapon Focus (claw)

Climate/Terrain: Temperate forest and underground

Organization: Solitary, gang (2-4), or band (5-8)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: By character class

Boggles are 3-foot tall, roughly humanoid creatures. Their rubbery skin varies in color from blackish-blue to dark gray. Boggles have large bulbous heads and the rest of their body parts are disproportionate and vary from individual to individual (arms of different lengths, spindly legs, etc.).

Boggles organize in tribes. A boggle lair is always well hidden and will be littered with small holes (boggle holes) in the walls. They have no language per se, but tend to whine and gibber when dealing with others. Outside their lairs they are cowardly. Inside their lairs, they are very aggressive, and will not hesitate to attack.

COMBAT

Though low on Intelligence the boggle has a variety of ways they attack. One of their favorite ways, in order to gain surprise on an opponent, is to cling to the ceiling of their lair, and drop on unwary opponents.

Their second favorite method utilizes their *dimension door* power. A boggle can reach into a boggle hole, *dimension door* his hands, and attack an opponent in another part of the lair.

Boggles also love to cover the floor with the oil they secrete from their pores and then move in and attack a fallen opponent. A boggle will try and steal (pick pockets) any one item from a fallen character (determine item randomly).

Rend (Ex): If a boggle hits with both claws, it latches onto the opponent's body and bites at it's flesh. This attack requires no attack roll and automatically deals 1d3+1 points of damage.

Elongation (Ex): A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

Oil Secretion (Ex): Acts as a permanent oil of slipperiness (*Dungeon Master's Guide*, page 191).

A boggle may excrete the oil onto the floor (full round action) in a 5-foot spread. Anyone entering the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Those remaining in the area covered with this oil must make a new save each round or slip and fall.

The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

Slippery (Ex): The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, don't affect boggles, and they can usually wriggle free from most other forms of confinement.

Dimension Door (Su): At will, and as the spell cast by an 8th-level sorcerer, though the range is limited to 30 feet.

A favorite tactic of the boggle is, by using the various holes in the walls of its lair (boggle holes), to *dimension door* its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17.

Spider Climb (Su): At will, as the spell as cast by a 7th-level sorcerer.

Skills: Boggles receive a +20 racial bonus to Escape Artist checks and a +4 racial bonus to Pick Pocket and Spot checks.

BOGGLE CHARACTERS

A boggle's favored class is rogue; most boggle leaders are rogues.

The Boggle first appeared in A2 Secret of the Slavers Stockade (Harold Johnson and Tom Moldvay, 1981)

BONESNAPPER

Medium-Size Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 16 (+2 Dex, +4 natural)

Attacks: Bite +5 melee, tail slap +0 melee

Damage: Bite 1d8+2, tail slap 1d3+1

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10

Skills: Listen +3, Spot +4

Climate/Terrain: Temperate forest, hills, plains, marsh, and underground

Organization: Solitary or pack (2-4)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

The bonesnapper is believed by sages to be a small descendant of a long-extinct class of carnivorous dinosaur. Though unintelligent, the bonesnapper is fond of decorating its lair with the bones of its victims, particularly the jawbones.

The bonesnapper resembles a man-sized tyrannosaurus rex, gray-green in color, mottled with dark gray spots. Its eyes are scarlet and its teeth yellow-white.

COMBAT

The bonesnapper attacks with its powerful bite and tail slap. The bonesnapper will fight to the death.

Improved Grab (Ex.): To use this ability the bonesnapper must hit with its bite attack.

The Bonesnapper first appeared in the *Fiend Folio* (1981).

BOOKWORM

Fine Vermin

Hit Dice: 1/2d8 (2 hp)

Initiative: +0

Speed: 20 ft., burrow 10 ft.

AC: 18 (+8 size)

Attacks: —

Damage: —

Face/Reach: ½ ft. by ½ ft./0 ft.

Special Attacks: Burrow through paper

Special Qualities: Vermin, scent paper, chameleon

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 1, Dex 11, Con 11, Int —, Wis 10, Cha 2

Climate/Terrain: Any land and underground

Organization: Swarm (1d4×10)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 1-2 HD (Fine)

This small worm, only one inch long, is greatly feared by mages because it is attracted to paper in all forms. Bookworms inhabit libraries, eating through the pages and bindings found there. They cannot eat living matter, but they will burrow through dead wood, leather, and other normal book materials at a surprising rate. They are very fast and seek to avoid capture and combat when discovered. Normally a dull gray color, a bookworm's chameleon-like abilities enable it to instinctively blend into any background.

When an adventurer is careless enough to encounter a new brood of bookworm larvae, he can inflict incredible damage by carrying them unwittingly with him to other places. A handful of larvae hiding in a backpack traveling down a city street can find new homes readily, destroying the libraries of sages, temples, wizards, and governments in the process.

COMBAT

A bookworm lair is always a library or storeroom of some kind, whether in use or long forgotten. When a bookworm is encountered, there may be undamaged paper items remaining (30% chance). In such cases, the surviving objects will be as follows: a map (60%), scroll (30%), or an arcane work of level 1-8 (10%). If spell books are indicated, they should be appropriate for the level of the characters finding them but will be 0%-90% (1d10-1) destroyed by the worms.

A feeding bookworm is motionless until attacked. After any attack it will flee (if possible) by first jumping 10 feet and then crawling back to its lair at top speed.

Burrow Through Paper (Ex): A bookworm can burrow through dead wood or leather at a rate of 10 feet per round and through a leather scroll case or pack in one round, but cannot digest living matter of any type. It will destroy spell books and scrolls at the rate of one spell level per round (i.e., five rounds for a scroll of a single 5th-level spell).

Scent Paper (Ex): A bookworm can smell scrolls, maps, arcane tomes, and spell books at a distance of 60 feet.

Chameleon (Ex): A bookworm can, as a free action, alter its color to blend instinctively with its surroundings. A bookworm gains a +15 circumstance bonus on Hide checks when using this ability.

Vermin: Immune to all mind-influencing spells and effects.

The Bookworm first appeared in the *Monster Manual II* (Gary Gygax, 1983).

BROWNIE

Tiny Fey

Hit Dice: 1/2d6 (2 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 20 ft

AC: 17 (+2 size, +4 Dex, +1 natural)

Attacks: Short sword +6 melee

Damage: Short sword 1d4-2

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Spell-like abilities

Special Qualities: SR 16, low-light vision

Saves: Fort +0, Ref +6, Will +4

Abilities: Str 7, Dex 18, Con 11, Int 14, Wis 14, Cha 16

Skills: Bluff +6, Craft (woodworking) +6, Craft (leatherworking) +6, Craft (metalworking) +6, Escape Artist +7, Hide +12*, Move Silently +8, Listen +9, Search +5, Sense Motive +5, Spot +10

Feats: Dodge, Improved Initiative, Weapon Finesse (short sword)

Climate/Terrain: Temperate and warm forest

Organization: Gang (2-4) or band (5-12)

Challenge Rating: 1

Treasure: No coins; 50% goods; 50% items

Alignment: Always lawful good

Advancement: 1-3 HD (Tiny)

The brownie is believed by some to be a distant relative of the halfling and pixie. Brownies are quiet, shy creatures and tend to dwell away from others, preferring to live in pastoral areas.

Brownies appear as 1 1/2 feet tall humanoids. They have brown hair and blue or green eyes and favor brightly colored garments.

Brownies speak Common, Sylvan, and Halfling.

COMBAT

Brownies shun combat, but will attack if cornered. If unable to employ any spells, brownies attack with tiny short swords (treat as a dagger).

Spell-Like Abilities: 1/day— *confusion*, *continual flame*, *dancing lights*, *dimension door*, *magic circle against evil*, *mirror image*, and *ventriloquism*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

Skills: Brownies receive a +2 racial bonus to Listen and Spot checks (in addition to the normal +2 bonus granted to all sprites, See page 172 in the *Monster Manual*). *They also receive a +5 racial bonus to Hide checks in a forest setting.

The Brownie first appeared in the *Monster Manual* (Gygax, 1977).

BUCKAWN

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 20 ft

AC: 17 (+1 size, +4 Dex, +2 natural)

Attacks: Dagger +0 melee; or dart +4 ranged

Damage: Dagger 1d4; or dart 1d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, poison use

Special Qualities: SR 12, scent, low-light vision

Saves: Fort +0, Ref +6, Will +3

Abilities: Str 11, Dex 18, Con 11, Int 12, Wis 13, Cha 16

Skills: Bluff +7, Escape Artist +8, Hide +12, Jump +4, Listen +11, Move

Silently +12, Sense Motive +5, Spot +11, Wilderness Lore +5

Feats: Alertness, Improved Initiative

Climate/Terrain: Temperate forests

Organization: Gang (2-4), band (6-11), or tribe (12-20)

Challenge Rating: 2

Treasure: No coins; no goods; 50% items

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Buckawn are relatives of the brownie (q.v.). They are less friendly and far trickier than their distant cousins. Buckawn shun contact with most other races, including other fey creatures.

Buckawn stand about 2 feet tall and have dark skin and hair. Their eyes are green or brown. They tend to dress in russets and greens.

Buckawn speak Common and Sylvan.

COMBAT

Buckawn favor daggers and darts in combat. They readily use poisoned blades when confronted with a tough opponent or one they don't particularly care for.

Spell-Like Abilities: At will—*change self*, *dancing lights*, *entangle*, *invisibility* (self only), *pass without trace*, and *summon swarm*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level).

Poison Use: Buckawn are so used to employing poison that they never risk accidentally poisoning themselves when applying poison to a blade. They favor deathblade poison.

Skills: Buckawn receive a +4 racial bonus to Listen, Move Silently, and Spot checks.

The Buckawn first appeared in the *Monster Manual II* (Gary Gygax, 1983).

CATERWAUL

Medium-Size Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +6 (Dex)

Speed: 60 ft (on two legs) or 80 ft (on four legs), climb 30 ft

AC: 18 (+6 Dex, +2 natural)

Attacks: 2 claws +6 melee, bite +4 melee

Damage: Claw 1d4+2, bite 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Screech, pounce, improved grab, rake

Special Qualities: Scent, increased speed, darkvision 60 ft, low-light vision

Saves: Fort +6, Ref +8, Will +2

Abilities: Str 14, Dex 22, Con 15, Int 7, Wis 12, Cha 6

Skills: Balance +12, Climb +14, Hide +10*, Jump +7, Listen +6, Move Silently +12, Spot +6

Feats: Multiattack

Climate/Terrain: Temperate forest and mountain

Organization: Solitary

Challenge Rating: 3

Treasure: No coins; double goods (gems only); no items

Alignment: Always chaotic evil

Advancement: 5-12 HD (Medium-size)

The caterwaul is a vicious feline-like, bipedal creature. It has short midnight blue fur, yellow eyes, and a long catlike tail. It makes its home in caves, and litters it with twigs and rushes.

COMBAT

The caterwaul begins combat by utilizing its screech attack. After that, it uses its claws and bite attacks each round. A caterwaul will fight to the death.

Screech (Su): 3/day, 60-foot spread, the caterwaul can emit a high-pitched screech that deals 1d8 points of damage to anyone hearing it. A successful Fortitude save (DC 14) negates the damage.

Pounce (Ex): If a caterwaul leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the caterwaul must hit with its bite attack. If it gets a hold, it can rake with its claws.

Rake (Ex): A caterwaul that gets a hold can make two rake attacks (+6 melee) with its claws for 1d4+2 damage each.

Increased Speed (Ex): The caterwaul can increase its base rate of speed by dropping to all fours. It can maintain this increased speed for a number of rounds equal to its Constitution score. After that it must succeed at a Constitution check (DC 10) each round to maintain its pace. The DC increases by 1 for each check made. When the check fails, the caterwaul cannot use this ability for 10 rounds, and cannot move any faster than its base rate of speed (60 ft.).

It may run in either mode using the normal rules for running (see Run, page 127 in the *Player's Handbook*).

Skills: The caterwaul receives a +4 racial bonus to Balance, Hide, Listen, Move Silently, and Spot checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

The Caterwaul first appeared in the *Fiend Folio* (1981).

CATOBLEPAS

Large Aberration

Hit Dice: 6d8+18 (45 hp)

Initiative: +0

Speed: 20 ft.

AC: 13 (-1 size, +4 natural)

Attacks: Tail slap +7 melee

Damage: Tail slap 1d6+6 and stun

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Death gaze, stun

Special Qualities: Susceptibility, darkvision 60 ft.

Saves: Fort +5, Ref +2, Will +6

Abilities: Str 18, Dex 10, Con 16, Int 4, Wis 12, Cha 14

Skills: Listen +9, Search +7, Spot +5

Climate/Terrain: Any swamp

Organization: Solitary or pair

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 7-15 HD (Large); 16-18 HD (Huge)

The catoblepas is a creature from nightmares that inhabits swamps and marshes. Its most terrifying feature is its bloodshot eyes, from which its death gaze emanates.

Its body resembles a large, bloated buffalo, and its legs are short and stumpy, similar to a hippopotamus. Its long, snake-like tail is swift for the creature's size. The head of the catoblepas sits upon a long, very weak neck that can barely hold up its warthog-like head.

COMBAT

The catoblepas attacks using either its tail slap or its gaze. In most cases, the catoblepas relies on its tail as its primary weapon, as it has a very slim chance of lifting its head and using its death gaze.

Death Gaze (Su.): 60 feet, Fortitude save (DC 17) or die. Even if the save is successful, the target takes 3d6+6 points of damage.

Susceptibility (Ex.): The catoblepas must succeed at a Strength check (DC 15) each round to lift its head high enough to use its gaze attack. If the target is smaller than the catoblepas, lower the DC by -1 for each size category difference. If the target is larger, add +1 to the DC for each size category difference. If the catoblepas has to swing its head back and forth to follow a target (such as one that is constantly moving) the DC is increased by +4.

If the catoblepas is aware of its enemies and can attack in the surprise round, one target automatically meets its gaze and must make a successful Fortitude save (DC 17) or die.

Stun (Ex.): A creature hit with the catoblepas' tail must succeed at a Fortitude save (DC 17) or be stunned for 1d3 rounds. Stunned creatures cannot act and lose any Dexterity bonus to AC. Attackers get a +2 bonus on attack rolls against a stunned opponent.

The Catoblepas first appeared in the *Monster Manual* (Gary Gygax, 1977).

CAVE FISHER

Medium-Sized Vermin

Hit Dice: 3d8+9 (22 hp)

Initiative: +1 (Dex)

Speed: 10 ft.

AC: 16 (+1 Dex, +5 natural)

Attacks: Filament +3 ranged, or 2 claws +8 melee

Damage: 2 claws 2d4+9

Face/Reach: 5 ft. by 5 ft./5 ft. (60 ft. with filament)

Special Attacks: Filament

Special Qualities: Vermin, darkvision 60 ft.

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 23, Dex 12, Con 16, Int 3, Wis 10, Cha 8

Skills: Climb +17, Hide +4, Move Silently +2, Spot +3

Climate/Terrain: Any underground

Organization: Gang (1-4)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Medium-size), 7-9 HD (Large)

Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of their kind. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

The cave fisher appears as a large insectoid that combines many of the characteristics of a spider and a lobster. It has a hard, chitinous shell of overlapping plates and eight legs. The six rear legs are used for movement and traction on stony walls and corridors. The front pair of legs is equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament.

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope that is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots greatly increases traction for climbing (treat as masterwork gloves and boots which provide a +4 to Climb checks).

COMBAT

The cave fisher has two ways of hunting. Its preferred method is to use its adhesive to anchor itself to a ledge and then string its long filament in the vicinity of its lair. If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in before shooting it at the prey. It will try to snare its prey in this manner so long as it remains within the fisher's established territory.

Filament (Ex): If the filament hits the prey, it deals no damage but draws the prey 10 feet closer each subsequent round (no attack of opportunity) unless the creature breaks free, which requires a successful Escape Artist check (DC 27) or Strength check (DC 23). The cave fisher can draw a creature within 10 feet of itself and use its claw attack with a +4 attack bonus in that round.

A single attack with a slashing weapon that deals at least 10 points of damage severs the filament. Also, any liquid with high alcohol content (such as the cave fisher's blood) will dissolve the adhesiveness of the filament, as will an application of the *universal solvent*.

Skills: Cave fishers receive a +8 racial bonus to Climb checks.

Vermin: Immune to all mind influencing spells and effects.

The Cave Fisher first appeared in A4 In the Dungeons of the Slave Lords (Lawrence Schick, 1981).

CAVE MORAY

Medium-Size Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +3 (Dex)

Speed: 5 ft

AC: 18 (+3 Dex, +5 natural)

Attacks: Slam +5 melee

Damage: Slam 1d6+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Ambush, charge

Special Qualities: Tremorsense, darkvision 60 ft

Saves: Fort +5, Ref +4 Will +2

Abilities: Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 10

Skills: Hide +6*, Intuit Direction +4, Listen +5

Climate/Terrain: Any underground

Organization: Cluster (4-6) or Colony (7-16)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)

These slug-like creatures can be found underground living in small cyst-like burrows in the walls.

The cave moray resembles a slug made of brownish-gray rock. Its head is knobby and splotched with two dull brown eyes.

A cave moray is about 1 foot in diameter and 5 feet long.

COMBAT

A cave moray's favored tactic is to lie in wait in its cyst-like burrow in the wall and attack whenever prey passes nearby. Two or more will strike in unison, one from each side of the passage. After an attack, a cave moray will recoil into its cyst before striking again.

Ambush (Ex): If a cave moray surprises its opponent, it gains a +4 conditional bonus to its attack roll for that round.

Charge (Ex): A cave moray's attack is always considered a charge attack since it recoils into its cyst after an attack to lunge at its opponent again.

Tremorsense (Ex): Cave morays can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: A cave moray receives a +4 bonus to Hide skills when in rocky or stony surroundings due to its coloration.

The Cave Moray first appeared in S4 Lost Caverns of Tsojcanth (Gary Gygax, 1982).

CHAINWORM

Large Vermin

Hit Dice: 3d8 (13 hp)

Initiative: +3 (Dex)

Speed: 30 ft, climb 20 ft

AC: 15 (-1 size, +3 Dex, +3 natural)

Attacks: Bite +2 melee; or sting +2 melee

Damage: Bite 1d6+1; or sting 1d8+1 and poison

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Poison

Special Qualities: Vermin, web, light blindness, darkvision 60 ft

Saves: Fort +3, Ref +4, Will +1

Abilities: Str 13, Dex 16, Con 10, Int –, Wis 10, Cha 2

Skills: Climb +8, Hide +1, Listen +2, Spot +3

Climate/Terrain: Underground

Organization: Solitary, gang (2-4), or nest (5-10)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-7 HD (Large); 8-9 HD (Large)

A chainworm appears as a silver-scaled caterpillar 8'-10' long with a razor sharp barb on its tail.

A chainworm can spin a web that covers an area of 5 ft. by 5 ft. in one round. Chainworms do not spin these webs at victims, rather they cover an area and wait for prey to become trapped in the near metal strength strands. Once trapped, a chainworm moves in and attacks its prey.

COMBAT

A chainworm attacks by biting or stinging its prey. The sting of a chainworm is poisonous. It usually prefers to wait until a victim is caught in its web before engaging in combat, but if threatened a chainworm will not cower.

Poison (Ex): Tail sting, Fortitude save (DC 15), initial and secondary damage 1d6 temporary Strength.

Web (Ex): A chainworm's web is strong enough to support the chainworm and one creature of the same size. An approaching creature must succeed at a Spot check (DC 20) to notice a web. If caught, Strength check (DC 26) or Escape Artist check (DC 20) to free a stuck creature. Each 5-foot section has damage reduction 5/fire and 6 hit points.

A chainworm may move across its web at its normal climb rate, and can sense the exact location of any creature caught in its web.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the chainworm for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Vermin: Immune to all mind-influencing effects (charms, compulsions, phantasms, and morale effects).

Skills: The chainworm has a +8 racial bonus to all Climb checks.

The Chainworm first appeared in *The Bestiary* for the Mythus game system (Gary Gygax, 1992)

CHIMERA, UNDEAD

The undead chimera has the same stats as its living cousin (Chimera, page 35 in the *Monster Manual*) with the following exceptions and additions.

- Type changes to Undead
- Immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects. Not subject to critical hits, subdual damage, ability damage, or death from massive damage.
- Has no Constitution score. Therefore, the undead chimera is immune to any effect requiring a Fortitude save.
- Does not have low-light vision.
- Can be turned or rebuked by clerics. Turn resistance is +4.
- Breath weapon from dragon head is always cone of cold.
- CR 8 for undead chimera

The Undead Chimera first appeared in X11 *Saga of the Shadowlord* (1986, Stephen Bourne).

CLOCKWORK HORROR

Climate/Terrain: Any land and underground

Organization: Copper: Gang (2-10)
Silver: Gang (1-10)
Electrum: Gang (1-6)
Gold: Solitary
Platinum: Solitary
Adamantine: Solitary

Challenge Rating: Copper: 1
Silver: 2
Electrum: 2
Gold: 5
Platinum: 7
Adamantine: 8

Treasure: None

Alignment: Always neutral evil

Advancement: Copper: 3-6 HD (Small)
Silver: 4-9 HD (Small)
Electrum: 5-12 HD (Small)
Gold: 6-15 HD (Small)
Platinum: 7-18 HD (Small)
Adamantine: 9-21 HD (Small)

Clockwork horrors are a form of arcane apparatus. They look something like mechanical spiders (though they have only four legs). While the body of the horror is only about two feet in diameter, the legs give the creature an overall diameter of about four feet. In the front of the body is a crystal that enables the horror to see. Two depressions, one on each side of this lens, serve the horror as hearing organs. Two limbs (located roughly below the hearing dishes) serve a number of purposes as described later.

The body of a clockwork horror is always cast as a single piece from some type of metal. The most common type of horror is created from copper, but others may be cast from gold, silver, electrum, platinum, or even adamantite. The surface of the body is always highly polished and covered with pulsating runes of mystical power.

Clockwork horrors communicate with each other by means of clicks, whirs, and similar mechanical sounds. The exact nature of their language is unknown. It is believed, however, that the horrors use a type of dot-and-dash code similar to that employed by sailors when they signal each other with lights.

Clockwork horrors make radical changes in the worlds they visit. A clockwork horror fleet (which almost always consists of 10d10 captured neogi (q.v.) ships) leaves the worlds it visits stripped of all their natural resources. Metals are strip-mined, living things are removed as useless and troublesome, and everything that can be exploited is drained away. This process takes only two or three centuries.

The powerful weapons of the clockwork horrors are highly prized by most artificers. While they do not retain their powers after removal from the horror, they are interesting to study.

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much

advantage as they can out of their small size, and often try to flank opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries.

Construct: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death, effects and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage

Spell Vulnerabilities (Ex): A *shatter* spell directed at the horror's seeing crystal will blind it for one round per level of the caster. Similarly, a *dispel magic* paralyzes the horror for a like duration. Cold and heat affect them normally, as do all other types of spells.

Electrical Immunity (Ex): Clockwork horrors are immune to all electricity effects.

COPPER HORROR

Small Construct

Hit Dice: 2d10 (15 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 16 (+1 size, +1 Dex, +4 natural)

Attacks: Slam +3 melee

Damage: Slam 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 13, darkvision 60 ft.

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 12, Dex 13, Con —, Int 7, Wis 8, Cha 8

The copper horror is the most commonly encountered horror. While all of the other horrors have a built in weapon of some type, the copper horror is not so equipped.

Combat

Copper horrors serve as the menial work force of the race. The special appendages that they use in their daily labors, however, can often be used in combat with some success. When a copper horror is forced to engage in melee, it uses its tool-arm. It should be noted, however, that the exact nature of this attack varies, depending on the task that the horror was assigned.

SILVER HORROR

Small Construct

Hit Dice: 3d10 (20 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 18 (+1 size, +1 Dex, +6 natural)

Attacks: Razor saw +4 melee; or spring-caster +3 ranged

Damage: Razor saw 1d6+1; or spring-caster 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 15, darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +1

Abilities: Str 13, Dex 13, Con —, Int 9, Wis 10, Cha 10

The silver horror is somewhat less common than its copper kin, but far more dangerous. The silver horror is the warrior of the race. It is often encountered as a patrol or guard at work sites or in horror-dominated regions.

Combat

Razor Saw: The right manipulator arm of the silver horror is fashioned to serve a dual purpose. In addition to enabling it to grasp and handle objects in the manner of a human hand, it can present sharp blades for combat. Once extended, they spin at high speed, turning the manipulator into a deadly rotating saw.

Spring-Caster: Where the copper horrors have a secondary manipulator arm, the silver horrors have a hollow black tube. Known as the spring caster, this weapon is a clockwork-driven device that can eject a barbed dart at high velocity. The dart has a range increment of 40 feet. The rate of fire is one per round.

ELECTRUM HORROR

Small Construct

Hit Dice: 4d10 (25 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 20 (+1 size, +1 Dex, +8 natural)

Attacks: Razor saw +6 melee; or steam-caster +4 ranged

Damage: Razor saw 1d8+2; or steam-caster 2d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 17, darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +2

Abilities: Str 14, Dex 13, Con —, Int 11, Wis 12, Cha 12

The electrum horror fills the role of commanding officer or overseer. It is often found heading patrols of silver horrors or directing the operations of a large number of copper horrors.

Combat

Razor Saw: The electrum horror is equipped with the same combination manipulator/razor saw that is found on the silver horror. However, the electrum razor saw is sharper and more dangerous than those cast of silver.

Steam Caster: Where the silver horror has its spring caster, the electrum horror has the steam caster. The steam caster uses a jet of high-pressure steam to fire its missiles; the rate of fire is one per round. The range increment of the steam caster's darts is 80 feet.

GOLD HORROR

Small Construct

Hit Dice: 5d10 (30 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 22 (+1 size, +1 Dex, +10 natural)

Attacks: Razor saw +6 melee

Damage: Razor saw 2d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Lightning bolt

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 21, darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +3

Abilities: Str 15, Dex 13, Con —, Int 13, Wis 14, Cha 14

The gold horror is a high-ranking member of the horror social structure. As a rule, there is only one gold horror to a planet, and its task is the direction of all horror operations on that world. In addition to its keen intelligence, the gold horror's combat capabilities make it more than able to carry out its mission.

Combat

The gold horror attacks with its razor saw and lightning rod.

Razor Saw: The gold horror's razor saw is one of the sharpest cutting devices known.

Lightning Bolt: From a black tube in place of its second arm; line of lightning 5 feet wide, 5 feet high, and 30 feet long, once per 1d4 rounds, damage 3d6, Reflex half (DC 15).

PLATINUM HORROR

Small Construct

Hit Dice: 6d10 (35 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 24 (+1 size, +1 Dex, +12 natural)

Attacks: Razor saw +8 melee

Damage: Razor saw 2d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Lightning bolt

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 25, darkvision 60 ft.

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 16, Dex 13, Con —, Int 15, Wis 16, Cha 16

There is hardly ever more than one platinum horror in any given crystal sphere. Where the gold horrors direct the actions of the lesser horrors, the platinum directs the gold horrors.

Combat

The weapons of the platinum horror are the same as those of the gold horror.

Razor Saw: The blade of the platinum razor saw is incredibly sharp, and encrusted with diamond chips.

Lightning Bolt: From a black tube in place of its second arm; line of lightning 5 feet wide, 5 feet high, and 30 feet long, once per 1d4 rounds, damage 3d6, Reflex half (DC 16).

ADAMANTITE HORROR

Small Construct

Hit Dice: 7d10 (38 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 26 (+1 size, +1 Dex, +14 natural)

Attacks: Razor saw +8 melee; nightmare stick
Damage: Razor saw 4d6+3; or nightmare stick 0 and disintegration
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Nightmare stick
Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 29, darkvision 60 ft.
Saves: Fort +2, Ref +3, Will +6
Abilities: Str 17, Dex 13, Con —, Int 17, Wis 18, Cha 18

The so-called "father" of the clockwork horror race, there is but one adamantite horror known to exist. A cold and calculating entity, the adamantite horror is fond of intricate strategies and devious planning.

Combat

When drawn into actual combat, a rare occurrence, the adamantite horror is far from helpless.

Razor Saw: As its first line of defense, the adamantite horror has its trusty razor saw. Even more dangerous than that of the platinum horror, the adamantite razor saw is honed to a near molecular sharpness.

Nightmare Stick: The adamantite horror wields a weapon known as a nightmare stick. Once every 1d4 rounds, the nightmare stick is able to function as a *disintegrate* spell as cast by a 12th-level sorcerer. A Fortitude save (DC 20) negates the effects. Even if successful, the foe takes 5d6 points of damage.

CLOCKWORK HORROR SOCIETY

The wisest sages tell us of an ancient humanoid race known only as "the Lost Ones." Records of their origins have long since faded, but frightening tales are still told of their demise. The lost ones were fond of mechanisms. The more subtle and clever their devices, the better they liked them. In the end, however, their own love of such toys brought them down. One of their most brilliant artificers built a magnificent adamantite machine with workings so advanced that none but he could fathom its operation. In addition, he wove powerful spells about the contraption, bestowing upon it intelligence and mystical abilities. In gratitude for its creation, the adamantite machine destroyed him. Over the course of the next few decades, the adamantite horror built an army of mechanical followers, each in its own image but of lesser quality. As the horrors rose to power in their sphere, they eliminated all life in it. In the end, they tore apart the worlds in their sphere and used the raw materials thus obtained to build more and more horrors.

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers.

Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape. The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such

creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.

COFFER CORPSE

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 20 ft

AC: 12 (+2 natural)

Attacks: 2 claws +4 melee

Damage: Claw 1d4+6 and death grip

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Fear aura, improved grab, death grip

Special Qualities: Undead, damage reduction 10/+1, darkvision 60 ft, turn resistance +2

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 18, Dex 11, Con -, Int 6, Wis 11, Cha 10

Skills: Intimidate +3, Hide +5, Listen +4, Sense Motive +3, Spot +5

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-4 (Medium-size); 5-6 HD (Large)

The coffer corpse is an undead creature seeking its final rest. They are most often found in stranded funeral barges and the like. They hate life, and will attack any living creature that disturbs them.

A coffer corpse resembles a zombie in appearance.

COMBAT

A coffer corpse attacks using its claws. It will attempt to grab a foe around the neck. Once successful it will attempt to suffocate its victim. The coffer corpse will not release its grip until either it or its victim is dead.

Fear Aura (Su): 5-foot radius, Will save (DC 11) or be affected as though by *fear* as cast by a 7th-level sorcerer. Whether the save is successful or not an affected creature is immune to the coffer corpse's *fear* for one day.

Improved Grab (Ex): To use this ability, the coffer corpse must hit an opponent of up to Large size with its claw attack. If it gets a hold, it uses its death grip ability.

Death Grip (Ex): A coffer corpse deals 1d4+6 points of damage with a successful grapple check against a Large or smaller creature. Because the coffer corpse grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components.

A creature caught can hold its breath for a number of rounds equal to its Constitution score. After this time, the character must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by 1 for each previous success. If the victim runs out of breath, she falls unconscious (0 hp), and begins taking suffocation damage. (See page 88 of the *Dungeon Master's Guide*).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Coffer Corpse first appeared in the *Fiend Folio* (1981).

CRABMAN

Large Monstrous Humanoid (Aquatic)

Hit Dice: 3d8+6 (19 hp)

Initiative: +0

Speed: 20 ft, swim 20 ft

AC: 16 (-1 size, +7 natural)

Attacks: 2 claws +6 melee

Damage: Claw 1d6+4

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Improved grab, squeeze

Special Qualities: Amphibious, darkvision 60 ft

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 10

Skills: Craft (any two) +3, Listen +3, Search +3, Spot +3, Swim +16

Feats: Power Attack

Climate/Terrain: Temperate and warm forest, marsh, and underground

Organization: Gang (2-12)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Large); 8-9 HD (Huge)

Crabmen are man-sized intelligent crabs. They walk upright on two pairs of legs. The small pincers tipping the short arms above their legs are used for fine manipulation. The two longer arms end in large claws. Two slender eyestalks bob above the beak-like collection of mandibles that makes up the crabman's mouth. Male crabmen are often brightly colored and females may be reddish-brown, green, or black.

Crabmen speak their own language, which consists mostly of hisses and clicks. They also understand but apparently cannot speak Aquan. The crabmen's xenophobia and the extreme difficulty of their language make it virtually impossible for humans and similar races to learn to speak the crabman tongue. Those few sages who know anything about the language know only a few basic words.

At certain times, population pressure and food shortages will cause crabmen to voraciously hunt other creatures. Most such attacks are directed towards other tribes of crabmen or other coastal inhabitants. However, they will occasionally raid coastal towns for food, attacking anything that moves. Such savage frenzies last only a few days, during which the crabman population is generally reduced back to a tolerable level.

Crabmen are attracted to shiny metal, particularly silver-colored metal, though they seem unable to differentiate between silver, platinum, and steel. Crabman lairs often contain piles of these metals, with many pieces worked into sculptures. If the metal has rusted or tarnished, it is sometimes scraped to reveal the shine again, but often simply thrown into a refuse pile.

Crabman shells dry out and become brittle soon after they are removed or molted, so they cannot be used as armor.

COMBAT

Though generally peaceful, crabmen will fight back with their large claws if attacked. Males of certain subspecies have an enlarged claw on one

side which deals 1d8 damage, rather than 1d6. Crabmen have never been known to wield weapons.

If severed, a crabman's limbs and eyestalks will grow back in 1-4 weeks.

Improved Grab (Ex): To use this ability, the crabman must hit with a claw attack.

Squeeze (Ex): A crabman that gets a hold automatically deals claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

Amphibious (Ex): Crabmen can survive indefinitely on land and underwater.

Swim: Crabmen receive a +8 racial bonus to Swim checks.

Crabman Society

Crabmen live as simple hunter-gatherers, subsisting primarily on carrion and algae. Much of each crabman's day is spent hunting, filtering algae, or scavenging along the shore. Crabmen often gather large amounts of sand into their mouths, suck out all the organic material, and spit out fist-sized pellets of sand and dirt. These hardened pellets betray the presence of a nearby crabman lair.

Crabmen generally live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each crabman has an individual lair, situated near a large, central meeting area.

Males and females are found in approximately equal numbers in a tribe. They mate at irregular times throughout the year. The female produces about 100 eggs within two weeks. They are laid in the ocean, where they hatch into clear, soft-shelled, crablike larvae. In six months they molt, develop a stronger shell, and begin to dwell on land. The eggs and larvae are delicious, and predators greatly reduce their numbers before they reach adulthood. Larvae are almost defenseless.

Crabmen continue to grow and molt throughout their lives, and specimens as tall as 10 feet have been reported. A crabman can live for up to 20 years.

A crabman tribe seldom has commerce with other tribes, and almost never with other intelligent races. They produce few artifacts, primarily seaweed weavings, driftwood carvings, and seashell constructions. Though these are often impermanent, some are quite beautiful. Though details of crabman religion are unknown, most artifacts are believed to be religious in nature, and are jealously guarded.

Each tribe appears to be led by a dominant, elder male or female. These leaders have maximum hit points, but are otherwise unremarkable.

The Crabman first appeared in the *Fiend Folio* (1981).

CRIMSON DEATH

Medium-Size Aberration

Hit Dice: 13d8+13 (71 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Fly 40 ft. (average)

Fly 20 ft. (after feeding)

AC: 20 (+2 Dex, +8 natural)

16 (+2 Dex, +4 natural) (after feeding)

Attacks: Tentacle +11/+6 melee

Damage: Tentacle 1d6 and 1d6 temporary Constitution damage

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Constitution drain, vaporous tentacles

Special Qualities: Damage reduction 20/+2, SR 30, susceptibility, darkvision 60 ft.

Saves: Fort +5, Ref +6, Will +12

Abilities: Str 11, Dex 14, Con 12, Int 18, Wis 18, Cha 18

Skills: Hide +12*, Listen +13, Move Silently +13, Search +9, Spot +13

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse (tentacle)

Climate/Terrain: Temperate marsh

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral evil

Advancement: 14-39 HD (Medium-size)

The crimson death appears as a roughly humanoid creature of translucent vapor. Its lower torso fades into a misty tail like end below the knees. The crimson death moves by hovering above the ground.

After killing an opponent, the crimson death will drag the victim's body to its lair (usually a hollowed-out place under a windfall or undercut bank), to conceal its presence. The crimson death collects its victim's treasure to use as a lure for its next victim.

COMBAT

A crimson death attacks by enveloping its victim in its body and draining it of all of its body fluids. Once it has drained a victim of all its fluids, the death will flush crimson (hence the name).

Vaporous Tentacles (Ex.): A crimson death can engulf an opponent by moving on top of them. It wraps its tentacles around its foe and uses its Constitution drain to draw forth the victim's body fluids.

Constitution Drain (Su.): A victim reduced to Constitution 0 dies as the crimson death devours the last of the victim's body fluids.

Susceptibility: After draining a victim of all of its Constitution points, the crimson death, sated from its feeding, moves at half its normal speed, loses its racial bonus to Hide checks (because it flushes crimson, hence the name), and suffers a -4 penalty to its AC. This lasts for 1 hour.

Skills: *The crimson death's body is pale and vaporous. This grants it a +12 racial bonus to all Hide checks when in mist or fog.

The Crimson Death first appeared in the *Monster Manual II* (Gary Gygax, 1983).

CRYPT THING

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: Claw +4 melee

Damage: Claw 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Teleport other

Special Qualities: Undead, darkvision 60 ft, damage reduction 10/+1, turn resistance +4

Saves: Fort +2, Ref +4, Will +7

Abilities: Str 12, Dex 14, Con –, Int 12, Wis 14, Cha 15

Skills: Bluff +8, Intimidate +7, Listen +12, Move Silently +8, Search +6, Sense Motive +9, Spot +13

Feats: Alertness, Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 7-13 HD (Medium-size); 14-18 HD (Large)

Crypt things are undead creatures that are found guarding tombs, graves, corpses, and crypts.

A crypt thing appears as a skeleton wearing a brown or black hooded robe. Its eyes appear as small, red pinpoints of light. If left undisturbed the crypt thing will not attack.

A crypt thing, despite its undead status, can speak Common.

COMBAT

A crypt thing will avoid combat if possible by using its teleport other ability. If any creature succeeds at its Will save, the crypt thing will attack with its claws.

Teleport Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are teleported in a random direction (roll 1d4; 1-north, 2-south, 3-east, 4-west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its save. A teleported creature never arrives in solid material and will arrive in the closest open space available, if the target spot is solid; however, victims need not arrive at floor level.

A creature that succeeds at its save is unaffected by that crypt thing's teleport other ability for one day.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Crypt Thing first appeared in the *Fiend Folio* (1981).

Variant Crypt Thing

There exists, in some parts of the world (and maybe only truly in legend) a variant of the crypt thing. This variant has all the same abilities and powers as a normal crypt thing with the following changes.

The variant does not possess the Teleport Other ability. Instead it possesses an ability known as Cloak Other.

Cloak Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are simultaneously *paralyzed* and turned *invisible*. Those affected will remain so for 2d4 days before the effects wear off.

A creature that succeeds at its save is unaffected by the crypt thing's cloak other ability for one day.

Create Crypt Thing

Necromancy [Evil]

Level: Clr 7, Death 8, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. +5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may create a crypt thing with this spell. This spell must be cast in the tomb, grave, or corpse that the crypt thing is assigned to protect.

A crypt thing can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so no oozes, worms, or the like). If a crypt thing is made from a corpse, the flesh falls from the bones. The statistics for the crypt thing depend on its size; they do not depend on what abilities the creature may have had while alive. Only one crypt thing is created with this spell and it will remain in the tomb where it was created until destroyed.

Material Component (for Crypt Thing): A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. Once animated into a crypt thing, the gem is destroyed.

CYCLOPS

Huge Giant (Earth)**Hit Dice:** 13d8+78 (136 hp)**Initiative:** +1 (Dex)**Speed:** 40 ft.**AC:** 21 (-2 size, +1 Dex, +12 natural)**Attacks:** Gargantuan greatsword +22/+17 melee; or rock +11/+6 ranged**Damage:** Gargantuan greatsword 4d6+19; or rock 2d8+13**Face/Reach:** 10 ft. by 10 ft./15 ft.**Special Attacks:** Rock throwing**Special Qualities:** Rock catching, darkvision 60 ft.**Saves:** Fort +14, Ref +5, Will +5**Abilities:** Str 37, Dex 13, Con 23, Int 7, Wis 12, Cha 11**Skills:** Climb +7, Listen +6, Spot +6**Feats:** Cleave, Point Blank Shot, Power Attack, Sunder

Climate/Terrain: Temperate hills and mountains**Organization:** Solitary, gang (2-5), or clan (2-4 plus 35% noncombatants), hunting/raiding party (6-9), or tribe (21-30 plus 35% noncombatants)**Challenge Rating:** 11**Treasure:** Standard**Alignment:** Usually chaotic evil**Advancement:** By character class

The cyclops is a single-eyed giant, standing around 20 feet tall and weighing over 5,000 pounds. Females are slightly shorter and weigh slightly less.

A single red eye dominates the center of their forehead. Their hair is either deep blue or black and is always matted and unkempt. A cyclops has a dark, ruddy skin tone, and a deep, bellowing voice.

A cyclops can live to be 500 years old.

COMBAT

A cyclops will fight using its greatsword and boulders. It prefers throwing rocks at an opponent first, and should any foe survive the hail of boulders, the cyclops will move to attack with its sword. A cyclops' thrown rocks have a range increment of 150 feet.

* For rock throwing and rock catching, see the Giant entry in the *Monster Manual*, page 100.

CYCLOPS SOCIETY

Cyclops can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable foods. While they live off the land, they do not live with it. They have absolutely no sanitary practices, and rarely even cook their meals. They take no care to preserve their environment while hunting.

CYCLOPS CHARACTERS

Most groups of cyclopes are fighters or warriors, though an occasional cleric will be encountered. Cyclopes clerics have access to any two of the following domains: Evil, Chaos, Destruction, and War (most choose Destruction or War).

The Cyclops first appeared in *Deities and Demigods* (Gary Gygax, 1980).

DARK CREEPER

Small Humanoid (Dark Creeper)

Hit Dice: 1d8+1 (5 hp)

Initiative: +3 (Dex)

Speed: 20 ft

AC: 16 (+1 size, +3 Dex, +2 clothing*)

Attacks: Dagger +1 melee

Damage: Dagger 1d4 and poison

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Darkness, death throes

Special Qualities: Detect magic, light blindness, darkvision 60 ft

Saves: Fort +1, Ref +5, Will +0

Abilities: Str 11, Dex 16, Con 12, Int 11, Wis 11, Cha 10

Skills: Climb +5, Hide +7, Listen +2, Move Silently +7, Pick Pocket +7, Spot +2

Feats: Blind-Fight

Climate/Terrain: Temperate forests, mountains, and underground

Organization: Gang (2-4), or clan (20-80 plus 1 dark stalker per 25 dark creepers)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

The dark creeper (a folk name for the race since the race name is unknown and their language is incomprehensible to all save the dark creepers) appears as a humanoid about the same height as a dwarf. They are of slight-build and light of weight. Members of the race dress in somber clothing, concealing as much of their pallid skin as possible.

It is rumored they never remove clothing. Instead they add new layers of clothing as the layers beneath molder away.

Dark creepers speak their own language and nothing more.

COMBAT

A dark creeper will always seek to create darkness in a combat situation, using its power repeatedly until expended. Once darkness is achieved, the dark creeper will move into the party to steal or destroy sources of illumination. Its second priority is magic, the more powerful, and portable the better. Daggers, rings, and jewelry are particular favorites. Dark creepers know how to most efficiently find such items, and it will attempt to take them in the quickest and easiest way, as many a four-fingered adventurer can attest. A dark creeper will always fight to the death or flee, understanding neither surrender nor negotiation.

Darkness (Su): 3/day—*darkness* as the spell cast by an 8th-level sorcerer.

Death Throes (Ex): When killed, the dark creeper spontaneously explodes in a flash of white-hot flame, blinding all creatures facing it within 10 feet for 10 minutes unless those affected succeed at a Fortitude save (DC 11).

The creepers remains and all nonmetallic and nonmagical items turn to ash. Metal has an 80% chance of surviving while magical items, metal or otherwise, are allowed a Fortitude save (DC 11) to avoid the effects. Worn, held, or carried items save using the dark creepers Fortitude bonus.

Magic items that fail this save lose their magical abilities and become normal items of their type.

Other dark creepers who witness this self-immolation must make a Will save (DC 15) or flee in terror for 1d6 rounds. Illusionary or other simulated death-fires may be similarly effective against those dark creepers that fail to save against the illusion.

Detect Magic (Su): A dark creeper can continuously detect magic as the spell cast by a 12th-level sorcerer. It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark creepers for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Armor: *Dark creepers rarely, if ever, remove clothing. They add layer after layer as the ones underneath molder away. This gives them a +2 armor bonus.

Skills: Dark creepers receive a +4 racial bonus to Climb and Move Silently checks.

DARK CREEPER SOCIETY

Little is known of the habits and social organization of the dark creepers. They live in villages of 20 to 80, deep underground and shrouded in constant darkness. It is not uncommon for the approaches to the villages to be littered with traps, pits, and deadfalls. The villages are generally centered around a pit or crude stairway that leads to lower levels of the subterranean caverns in which they dwell, and can be used as a means of rapid escape. Because the village is cloaked in darkness, this pit presents a significant danger to reckless adventurers who charge into the village. Small magical items have been found along the rim of the pit or hole, leading some to believe that the dark creepers use their innate detect magic ability to place and locate path markers.

DARK CREEPER CHARACTERS

The favored class of a dark creeper is rogue. Multiclass dark creepers always include the rogue class. Strangely enough, however, they tend to shy away from the magical classes—perhaps it is inability with magic that fuels their relentless hunt for magical treasure.

The Dark Creeper first appeared in the *Fiend Folio* (1981).

DARK STALKER

Medium-Size Humanoid (Dark Stalker)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +2 clothing*, +2 natural)

Attacks: Short sword +1 melee

Damage: Short sword 1d6+1 and poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, poison, death throes

Special Qualities: Detect magic, light blindness, darkvision 60 ft.

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 13, Dex 14, Con 14, Int 11, Wis 12, Cha 13

Skills: Climb +5, Hide +6, Listen +3, Move Silently +6, Pick Pocket +6, Spot +3

Feats: Blind-Fight

Climate/Terrain: Temperate forests, mountains, and underground

Organization: Solitary or troupe (5-8 dark creepers)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Dark stalkers are the rarely seen leaders of the dark creepers. They are nearly a race apart, for they breed almost exclusively amongst themselves. They are instantly noticeable amongst a group of dark creepers as they are man-sized and stand head and shoulders above their underlings.

Dark stalkers speak a language only they and the dark creepers can understand.

COMBAT

When confronted with a combat situation, dark stalkers will use their *fog cloud* to complement the darkness being generated by their minions, but will usually reserve their second *fog cloud* and their own *darkness* abilities for escape in the event of imminent defeat.

If forced to fight, they will first attempt to escape by use of their *darkness* and *fog cloud* abilities. If unsuccessful, they will wield their short sword.

Spell-Like Abilities: 3/day—*darkness*; 2/day—*fog cloud*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 12 + spell level).

Death Throes (Ex): When killed, the dark stalker spontaneously explodes in a flash of white-hot flame equal to a *fireball* as cast by a 3rd-level sorcerer; 3d6 points of fire damage, Reflex save (DC 14) for half.

Poison: Dark stalkers coat their blades with poison; Fortitude save (DC 15), initial and secondary damage 1d4 temporary Strength.

Detect Magic (Su): A dark stalker can continuously detect magic as the spell cast by a 12th-level sorcerer. It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark stalkers for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Armor: *Dark stalkers rarely, if ever, remove clothing. They add layer after layer as the ones underneath molder away. This gives them a +2 armor bonus.

Skills: Dark stalkers receive a +4 racial bonus on Climb, Disable Device, Listen, Open Lock, Pick Pocket, and Spot checks. They receive a +8 racial bonus on Hide and Move Silently checks.

DARK STALKER SOCIETY

Dark stalkers are the ruling elite of the dark creepers. They are man-sized and almost always encountered with 25 or more dark creepers. Dark stalkers are feared and obeyed by dark creepers and often direct the attacks of dark creepers during a large-scale battle. Stalkers have never been seen to work or do any sort of manual labor. Instead, they stand impassively, directing the activities of dark creepers, while other creepers attend to their needs. The

stalkers appear to be ruthless and vicious masters. Dark creepers have been seen to offer up their magical items to a dark stalker. Whether this is done as a matter of worshipful obeisance, or is an outright bribe, is unclear.

DARK STALKER CHARACTERS

The favored class of a dark stalker is rogue. Dark stalkers are likely to be fighters or fighter/rogues as well. Unlike their lesser kin, dark stalkers do sometimes follow the magical professions. Most magic-using dark stalkers are sorcerers.

The Dark Stalker first appeared in the *Fiend Folio* (1981).

DEATH DOG

Medium-Size Beast

Hit Dice: 2d10+4 (15 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: 2 bites +3 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Disease, trip

Special Qualities: Scent, darkvision 60 ft., low-light vision

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 4, Wis 12, Cha 6

Skills: Listen +5, Spot +5, Swim +5

Feats: Weapon Finesse (bite)

Climate/Terrain: Warm land and underground

Organization: Solitary, pair, or pack (4-7)

Challenge Rating: 1

Treasure: None

Alignment: Always lawful evil

Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)

Death dogs are large two-headed hounds that can be distinguished by their penetrating double bark. Death dogs hunt in packs.

COMBAT

A death dog attacks by biting, with each head biting independently of the other.

Disease (Ex): The bite infects the opponent with a rotting disease (incubation 1d6 days, 1d2 points of Dexterity and Constitution damage) if a Fortitude save (DC 13) is failed. If a character takes damage, she must make an additional saving throw to avoid losing 1 point of each permanently instead.

Trip (Ex): A death dog that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Skills: Death dogs receive a +4 racial bonus to Listen and Spot checks. *They receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

The Death Dog first appeared in the *Fiend Folio* (1981).

DEMILICH

Tiny Undead

Hit Dice: 8d12 (52 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 0 ft. (see text)

AC: 26 (+2 size, +14 natural)

Attacks: See text

Damage: See text

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Animate dust, howl, trap the soul, curse

Special Qualities: Undead, spell immunity, turning immunity, weapon immunities, discern powerful creature, rejuvenation, susceptibility

Saves: Fort +5, Ref -2, Will +15

Abilities: Str –, Dex 1, Con –, Int 20, Wis 23, Cha 20

Skills: Knowledge (any two) +16, Listen +17, Sense Motive +16, Spot +17

Feats: Ability Focus (trap the soul), Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 15

Treasure: Double Standard

Alignment: Any evil

Advancement: 9-24 HD (Tiny)

The demilich (the name is a misnomer, for it is not a lesser form of a lich, but the waning soul of a lich, centuries old) appears as nothing more than a human (or humanoid skull), dust, and a few bones.

Closer inspection of the skull reveals 1d4+4 gems set in the skull's eye sockets and in place of its teeth.

COMBAT

When the lair of the demilich is first entered, the dust around the skull swirls and rises into the air and forms a vaguely humanoid shape.

When a creature touches the skull of the demilich, it rises 6 feet into the air and begins its attack sequence.

It will use its howl ability, directed at the most powerful creature present and then drains the soul of the most powerful creature, storing its soul in one of the gems in the skull. If the most powerful creature is affected by the howl, then the next most powerful creature is the target of the soul drain.

Afterwards, the demilich is sated, and sinks down. If disturbed again, it will repeat its attacks as above. This process repeats as long as the skull is intact and continues to be molested.

If all the gems are filled, the demilich resorts to its howl ability and curse ability.

Animate Dust (Ex.): As a 5 HD wraith (Wraith, page 185 in the *Monster Manual*). The wraith is immune to all forms of attack (though it will feign damage by wavering and falling back) and cannot be turned. If the shape is ignored, it will dissipate in 3 rounds.

Once the wraith has taken 52 points of damage, it dissipates and reforms on the next round as a 10 HD wraith. The 10 HD wraith can be attacked and damaged. It cannot be turned however.

If the demilich is destroyed, the wraith is destroyed as well. Left undisturbed the wraith loses 1 hit point per day. At zero hit points, it dissipates.

Howl (Su.): Once per round, 20-foot radius, Fortitude save (DC 19) negates; Irrevocably slain on a failed save. Nothing short of a god's magic can raise the victim.

Trap the Soul (Su.): Once per round, 60-feet, as *trap the soul* cast by a 20th-level. No save to avoid. Spell resistance is likewise ineffective.

The soul is drawn into one of the gems contained in the skull. The victim's body immediately crumbles to dust.

If the skull is destroyed, each trapped soul is allowed a Fortitude save (DC 15). Those that fail the save are irrecoverable, devoured by the demilich. A successful save means the creature's soul is still present in the gem. The soul

can be freed by crushing the gem, though a material body (clone, simulacrum) must be present and within 30 feet of the gem when it is crushed. A soul released when no receptacle is present is lost forever.

Curse (Su.): Once per round (and only when all gems are filled), the demilich can unleash a powerful curse—such as, always hit in combat by any attacking opponent, never succeed at a successful saving throw, never gain XP from creatures slain or treasure gained, or something equally as powerful. The curse can be removed with a *remove curse*, but the victim loses 1 point of Charisma permanently when the curse is removed.

Discern Powerful Creature (Su.): The demilich can detect the most powerful creature (from a group) when two or more creatures move within 100 feet of it.

Rejuvenation (Su.): When destroyed, the skull fragments and any other remaining pieces must be immersed in holy water, followed by the casting of a *dispel magic*, or the creature will reform at full strength in 1d10 days.

Spell Immunity (Ex.): The only spells that can affect a demilich are *desecrate* (forces the skull to sink down without howling or draining a soul), *dispel evil* (deals 1d4+4 points of damage), *hallow* or *halt undead* (forces skull to sink without howling or draining a soul), *shatter* (deals 3d6 points of damage), *power word kill* (destroys it if cast by an astral or ethereal caster), and *holy word* (deals 5d6 points of damage).

Weapon Immunities (Ex.): The demilich is immune to all weapon attacks save for the following, which deal normal damage: A barbarian, fighter, or ranger wielding a *vorpal* weapon or weapon of +5 or greater enchantment; a paladin with a *vorpal* weapon or weapon of +4 or greater enchantment.

Any other creature wielding a weapon with a +4 or greater enchantment or a *disruption* weapon can deal 1 point of damage per successful attack. Note the demilich is immune to the *disruption* power of the weapon.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Demilich first appeared in the module S1 *Tomb of Horrors* (Gary Gygax, 1981).

FARASTU (Tarry) (Demodand)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 11d8+44 (93 hp)

Initiative: +1 (Dex)

Speed: 40 ft, fly 60 ft (average)

AC: 24 (+1 Dex, +13 natural)

Attacks: 2 claws +17 melee, bite +15 melee

Damage: Claw 1d6+6, bite 1d8+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, adhesion, rage, summon demodands

Special Qualities: Damage reduction 20/+2, SR 24, demodand qualities, darkvision 60 ft

Saves: Fort +11, Ref +8, Will +8

Abilities: Str 23, Dex 13, Con 19, Int 12, Wis 12, Cha 14

Skills: Bluff +14, Climb +16, Concentration +17, Hide +11, Listen +13, Move Silently +11, Search +11, Sense Motive +11, Spot +13

Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5)

Challenge Rating: 13

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 12-17 HD (Medium-size); 18-33 HD (Large)

The farastu, or tarry demodand, inhabits the manifold planes of Tarterus. They are the commoners of the plane.

It appears as a 7-foot tall humanoid, slender, with long arms, and dull gray skin. Its eyes are green. Its long bat-like wings are dull gray in color.

Farastu speak Abyssal and Common.

COMBAT

The farastu attacks with its claws and bite in combat.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fear*, *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisible*, and *tongues*; 3/day—*fog cloud*, *unholy aura*, and *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (DC 12 + spell level).

Adhesion (Ex): The tar-like secretions of a tarry demodand are extremely adhesive. If the farastu hits an opponent, or an unarmed attacker successfully hits a farastu and fails a Reflex save (DC 19), the opponent becomes stuck to the farastu's body.

An opponent striking a farastu with a weapon must succeed at a Reflex save (DC 19) or have the weapon become stuck to the farastu's body (weapon enchantments apply to the check).

Stuck creatures or weapons can be dislodged from the farastu by succeeding at a Strength check (DC 23). Creatures attempting to dislodge a weapon are considered flat-footed.

Rage (Ex): A farastu that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily.

Summon Demodands (Sp): Once per day, a farastu can attempt to summon 1-2 farastu with a 35% chance of success.

KELUBAR (Slime) (Demodand)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 13d8+65 (123 hp)

Initiative: +1 (Dex)

Speed: 40 ft, fly 50 ft (average)

AC: 27(+1 Dex, +16 natural)

Attacks: 2 claws +20 melee, bite +18 melee

Damage: Claw 1d6+7 and 1d6 acid, bite 1d8+3 and 1d6 acid

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, stench, acid, improved grab, tear, summon demodands

Special Qualities: Damage reduction 20/+2, SR 24, demodand qualities, darkvision 60 ft

Saves: Fort +13, Ref +9, Will +10

Abilities: Str 25, Dex 13, Con 20, Int 14, Wis 14, Cha 16

Skills: Bluff +13, Climb +17, Concentration +17, Hide +11, Jump +17, Knowledge (arcana) +14, Listen +16, Move Silently +11, Search +12, Sense Motive +12, Spellcraft +14, Spot +16

Feats: Alertness, Cleave, Great Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5)

Challenge Rating: 16

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 14-20 HD (Medium-size); 21-39 (Large)

The middle class of Tarterus is populated with the kelubar, or slime demodand.

Kelubars appear as bloated, ebon-hued, 6-foot tall humanoids. Their skin glistens with slime. Their bat-like wings are likewise in color and glisten with slime. Their hands are large and their heads are huge and oval shaped.

A kelubar speaks Abyssal, Infernal, and Common.

COMBAT

The kelubar attacks with its claws and bite in combat.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fear*, *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisible*, and *tongues*; 3/day—*fog cloud*, *unholy aura*, and *unholy blight*; 1/day—*ray of enfeeblement*. These abilities are as the spells cast by a 14th-level sorcerer (DC 13 + spell level).

Stench (Ex): The foul smelling slime excreted from a kelubar will sicken those within 30 feet if they fail a Fortitude save (DC 21). Those affected suffer a –2 on all rolls for 2d6 rounds.

Acid (Ex): The slimy secretions of the kelubar are highly acidic. If the kelubar hits an opponent, or an unarmed attacker successfully hits the kelubar, the opponent takes 1d6 points of acid damage in addition to normal damage.

Improved Grab (Ex): To use this ability, the kelubar must hit a Medium-size or smaller creature with a claw attack.

Tear (Ex): A kelubar automatically hits an opponent with all its melee attacks each round it maintains the hold. It deals normal damage and acid damage with each attack.

SHATOR (Shaggy) (Demodand)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 15d8+75 (142 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft, fly 50 ft (average)

AC: 30 (+1 Dex, +19 natural)

Attacks: 2 claws +23 melee, bite +21 melee; or morningstar +23/+18/+13 melee

Damage: Claw 1d6+8, bite 2d6+4; or morningstar 1d8+8

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, summon demodands

Special Qualities: Damage reduction 30/+3, SR 24, resistance to edged weapons, demodand qualities, darkvision 60 ft

Saves: Fort +14, Ref +10, Will +13

Abilities: Str 27, Dex 13, Con 21, Int 18, Wis 18, Cha 16

Skills: Bluff +18, Climb +18, Concentration +23, Diplomacy +21, Hide +13, Jump +20, Knowledge (arcana) +22, Listen +17, Move Silently +13, Search +16, Sense Motive +16, Spellcraft +19, Spot +17

Feats: Alertness, Cleave, Great Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5)

Challenge Rating: 18

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 16-22 HD (Medium-size); 23-45 (Large)

The shator are the ruling nobility of Tarterus.

The great shator stand about 6-feet tall, are squat, and broad. Their humanoid form appears draped in shaggy skins. The huge head is mostly mouth with jaws resembling those of a giant bullfrog.

Shators speak Abyssal, Common, Ignan, Infernal, and Terran.

COMBAT

The shator attacks with its claws and bite, but has is known to use weapons (most usually a morningstar or bastard sword) in combat.

Spell-Like Abilities: At will—*charm person*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fear*, *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisible*, and *tongues*; 3/day—*cloudkill*, *stinking cloud*, *unholy aura*, and *unholy blight*; 1/day—*ray of enfeeblement*. These abilities are as the spells cast by a 15th-level sorcerer (DC 13 + spell level).

Resistance to Edged Weapons (Ex): The shaggy folds of skin offer the shator protection to attacks from edged weapons. All piercing and slashing weapons deal –2 points of damage.

Summon Demodands (Sp): Once per day, a shator can attempt to summon 1-2 shators, 1-4 kelubars, or 1-6 farastu with a 35% chance of success.

Demodand Qualities (Ex): Immune to acid and poison, mind-influencing effects and fear effects; cold and fire resistance 20

The Shator Demodand first appeared in the *Monster Manual II* (Gary Gygax, 1983).

Summon Demodands (Sp): Once per day, a kelubar can attempt to summon 1-2 kelubars or 1-4 farastu with a 35% chance of success.

Demodand Qualities (Ex): Immune to acid and poison, mind-influencing effects and fear effects; cold and fire resistance 20

The Kelubar Demodand first appeared in the *Monster Manual II* (Gary Gygax, 1983).

Demodand Qualities (Ex): Immune to acid and poison, mind-influencing effects and fear effects; cold and fire resistance 20

The Farastu Demodand first appeared in the *Monster Manual II* (Gary Gygax, 1983).

BOOK OF DEMONS

This book contains all of the demons found in the Creature Catalog, including all of the original demon lords and princes as described in the first edition of Advanced Dungeons and Dragons.

The following can be found within the pages of this book.

Alu-Demon
Babau Demon
Bar-Lgura demon
Chasme Demon
Manes Demon
Nabassu Demon
Rutterkin Demon

Baphomet
Demogorgon
Fraz-Urb luu
Graz'zt
Juiblex
Kostchtchie
Lolth
Orcus
Pazuzu
Yeenoghu
Miska the Wolf-Spider
The Queen of Chaos

ALU-DEMON (demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (Dex)

Speed: 30 ft, fly 50 ft (average)

AC: 16 (+1 Dex, +5 natural)

Attacks: Claw +7 melee; or longsword +7 melee

Damage: Claw 1d4+1 and vampiric touch; longsword 1d8+1

Face/Reach: 5 ft by 5 f./5 ft

Special Attacks: Spell-like abilities, vampiric touch

Special Qualities: Damage reduction 10/+1, SR 17, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +7, Ref +6, Will +7

Abilities: Str 13, Dex 13, Con 15, Int 14, Wis 14, Cha 14

Skills: Bluff +9, Concentration +10, Hide +8, Intimidate +10, Listen +10, Move Silently +8, Search +8, Spellcraft +9, Spot +10

Feats: Dodge, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: Double coins; standard goods; standard items

Alignment: Usually chaotic evil

Advancement: By character class

The alu-demon is the offspring of the mating of a succubus and a

human. They are always female.

An alu-demon demon appears quite human, having very small horns that can be hidden under her hair. Only their rather small bat-like wings betray them for what they actually are.

COMBAT

The alu-demon attacks with either her claws or longsword.

Spell-Like Abilities: At will—*charm person*, *desecrate*, *detect thoughts*, *shapechange* (to a humanoid their own approximate height and weight only), and *suggestion*; 1/day—*dimension door*. These abilities are as the spells as cast by an 8th-level sorcerer (save DC 12 + spell level).

Vampiric Touch (Su): Touch; adds a number of hit points to the alu-demon's current hit points. Hit points gained equal damage dealt. This cannot raise the alu-demon's hit point total above her total, undamaged hit points (that is, she does not gain bonus hit points from this ability).

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Alu-demons can communicate with any creature within 100 feet that has a language.

The Alu-Demon first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

BABAU (demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 8d8+24 (60 hp)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 23 (+2 Dex, +11 natural)

Attacks: Longsword +12/+7 melee; or longspear +10 ranged; or 2 claws +12 melee, bite +10 melee

Damage: Longsword 1d8+4; or longspear 1d8+4; or claw 1d6+4, bite 1d6+4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, enfeeblement gaze, sneak attack, summon demons

Special Qualities: Damage reduction 20/+2, SR 21, weapon immunity, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +9, Ref +8, Will +8

Abilities: Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 14

Skills: Climb +12, Concentration +14, Disable Device +7, Hide +13, Knowledge (any one) +6, Listen +18, Move Silently +11, Open Lock +8, Pick Pocket +6, Search +7, Sense Motive +8, Spot +13

Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-12 HD (Medium-size); 13-24 HD (Large)

The babau is called the 1-horned horror or ebony death. Babau are hated by vroek, hezrou, and glabrezu. They are particularly fond of the

flesh of Nalfeshnee and are thus both despised and feared by the latter.

These horrid creatures look much like great skeletons covered with dark, form-fitting leather. They have a great horn protruding from the back of their skulls. Babau typically have long, wicked claws covered with dirt, blood, and decaying flesh.

COMBAT

Babua prefer to attack with weapons in combat. If necessary, they will attack with their claws and bite.

Spell-Like Abilities: At will—*change self*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fear*, *fly*, *heat metal*, *magic circle against good*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Enfeeblement Gaze (Su): Affected as if by *ray of enfeeblement* cast by a 12th-level sorcerer, 20 feet; Will save (DC 16).

Sneak Attack (Ex): Babau can sneak attack as a rogue of 9th-level. Damage is +5d6 if a successful hit is scored.

Weapon Immunity (Ex): A babau's body exudes a reddish slime that protects it during combat. Due to this slime, a babau takes only half damage from piercing and slashing attacks.

Summon Demons (Sp): Once per day a babau can attempt to summon 3d10 dretches or another babau with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Babaus can communicate with any creature within 100 feet that has a language.

Skills: Babau receive a +8 racial bonus to Listen and Spot checks.

The Babau first appeared in the *Monster Manual II* (Gary Gygax, 1983).

BAR-LGURA

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (Dex)

Speed: 30 ft, climb 30 ft

AC: 20 (+1 Dex, +9 natural)

Attacks: 2 claws +9 melee, bite +4 melee

Damage: Claw 1d4+3, bite 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, summon demons

Special Qualities: Damage reduction 10/silver, SR 12, chameleon, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +7, Ref +6, Will +6

Abilities: Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 10

Skills: Climb +17, Concentration +8, Hide +7, Move Silently +7, Listen +9, Search +6, Sense Motive +6, Spot +9

Feats: Alertness, Dodge, Spring Attack*

Climate/Terrain: Any land and underground

Organization: Gang (2-5) or pack (6-11)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

The Bar-Igura or leaping demon, is similar to an orangutan except for its gruesome visage and tushes. Its hands and feet have six digits with exceptionally long claws.

COMBAT

The bar-Igura attacks with its claws and bite in combat. The favored tactic is to assault a foe from ambush, with all leaping to the attack at the same instance.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect thoughts*, *entangle*, *fear*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 2/day—*change self*, *invisibility*, and *spectral hand*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 10 + spell level).

Chameleon (Ex): As a free action, the bar-Igura can change its coloration to match that of its surroundings. This grants it a +12 racial bonus on Hide checks.

Summon Demons (Sp): Once per day a bar-Igura can attempt to summon 1d6 additional bar-Iguras with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Bar-Iguras can communicate with any creature within 100 feet that has a language.

Feats: Bar-Iguras gain Spring Attack as a bonus feat.

The Bar-Igura first appeared in S4 The Lost Caverns of Tsojcanth (Gary Gygax, 1982).

CHASME (Demon)

Large Outsider (Chaotic, Evil)

Hit Dice: 7d8+21 (52 hp)

Initiative: +2 (Dex)

Speed: 20 ft, climb 20 ft, fly 60 ft (good)

AC: 22 (-1 size, +2 Dex, +11 natural)

Attacks: 2 claws +10 melee, bite +5 melee

Damage: Claw 2d4+4, bite 1d8+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, improved grab, blood drain, drone, fear aura, summon demons

Special Qualities: Damage reduction 20/+2, SR 19, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +8, Ref +7, Will +6

Abilities: Str 18, Dex 14, Con 17, Int 14, Wis 13, Cha 12

Skills: Concentration +13, Hide +7, Knowledge (any one) +10, Listen +13, Move Silently +11, Search +10, Sense Motive +11, Spellcraft +11, Spot +13

Feats: Power Attack, Cleave

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or squad (5-6)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-12 HD (Large); 13-21 HD (Huge)

The chasme, also known as the fly demon, hates most all other types of demons, especially vrocks and hezrous. The chasmes are intelligent enough to avoid fighting with the other demons unless the chasme has the advantage. They are not particularly fond of rutterkins or dretches, but use them to further their own ends.

The chasme resembles a cross between a common fly and human. It stands on four fly-like hind legs and grasps with its human-like forelimbs, which end in chitinous claw-like fingers. A chasme has wings and the blue-black, hairy body of a fly. The head is human with saucer eyes and is topped with a backswept bristled mane. The mouth is tiny, but the nose is long and sharp and is used to pierce and draw blood.

A chasme can walk on walls and ceilings as a normal fly can.

COMBAT

The chasme attacks using its spell-like abilities and claws and bite in combat. It will attempt to drain blood from any sleeping victim, though not at the expense of turning its back on any remaining foes.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *see invisible*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 11 + spell level).

Improved Grab (Ex): To use this ability, the chasme must hit with its bite attack.

Blood Drain (Ex): On a successful grapple check a chasme drains blood, dealing 1d4 points of temporary Constitution damage for each round it remains attached. An attached chasme has an AC of 20.

Sleep Drone (Su): At all times, except when using any spell-like abilities, the chasme drones and buzzes like a fly. Every creature within a 30-foot radius must succeed at a Will save (DC 16) or fall into a comatose sleep for 2d4 hours. A creature that makes a successful save is immune to the droning of that chasme for 24 hours.

If a chasme attaches itself to a sleeping victim and drains blood, the victim receives a save (DC 12) on the first round to awaken.

Fear Aura (Su): As a free action, 30-foot radius to anyone viewing the chasme, Will save (DC 16) negates, as a *fear* spell cast by an 8th-level sorcerer. A creature that makes a successful save is immune to the fear effect of that chasme for 24 hours. Other demons are immune to the aura.

Summon Demons (Sp): Once per day a chasme can attempt to summon 2d8 dretches or another chasme with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Chasmes can communicate with any creature within 100 feet that has a language.

Skills: Chasmes receive a +8 racial bonus on Listen and Spot checks.

The Chasme first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

MANES (demon)

Small Outsider (Chaotic, Evil)

Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 20 ft
AC: 12 (+1 size, -1 Dex, +2 natural)
Attacks: 2 claws +1 melee, bite -1 melee; or mace +1 melee
Damage: Claw 1d4-1, bite 1d4-1; or mace 1d8-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Acid cloud
Special Qualities: Damage reduction 5/silver, immunity to mind effects, reformation, demon qualities, darkvision 60 ft
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 8, Dex 8, Con 10, Int 4, Wis 6, Cha 11
Skills: Listen +2, Spot +2
Feats: Multiattack

Climate/Terrain: Any land and underground
Organization: Swarm (6-15), mob (10-40), or horde (50-100)
Challenge Rating: 1
Treasure: None
Alignment: Always chaotic evil
Advancement: 2-3 HD (Small)

Those dead that go to the 666 layers of the Abyss become manes. The more evil of them are confined in the tiers of flames of Gehenna. Demon lords and princes sometimes feed upon these creatures, destroying them utterly.

Manes do not possess the telepathic ability of other demons.

COMBAT

Manes attack with their claws and bite or with a mace. Most of the time they forgo their weapon attacks to use their natural attacks.

Acid Cloud (Ex): When slain, a manes dissipates in a noxious cloud of acidic vapor. Those within 10 feet must succeed at a Fortitude save (DC 10) or take 1d6 points of acid damage.

Immunity to Mind Effects (Ex): Immune to mind-influencing effects.

Reformation (Su): When slain, a manes is not truly dead. It will reform at full strength in 1 day. Demon lords, princes, and other creatures of equal power can permanently slay a manes by devouring its physical body.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

The Manes first appeared in the *Monster Manual* (Gary Gygax, 1977).

NABASSU (Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 7d8+14 (46 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft, fly 40 ft (average)
AC: 23 (+1 Dex, +12 natural)
Attacks: 2 claws +11 melee, bite +9 melee
Damage: 2 claws 1d4+4, bite 1d6+2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, feed, paralysis aura, summon

ghasts

Special Qualities: Damage reduction 10/+1, ethereal jaunt, SR 21, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +7, Ref +6, Will +7

Abilities: Str 19, Dex 13, Con 14, Int 14, Wis 14, Cha 13

Skills: Climb +11, Escape Artist +9, Hide +9, Intimidate +10, Jump +11, Knowledge (arcana) +7, Listen +8, Move Silently +7, Search +8, Spot +8

Feats: Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Medium-size); 15-21 HD (Large)

Nabassu are foul creatures that live portions of their lives on the Material Plane. These monsters are spawned in the Abyss, but travel to the Material Plane to devour living flesh while they mature.

At first sight a nabassu is unmistakably a demon. It stands about 7 feet tall and resembles a gargoyle at first glance. It is gaunt with tightly corded muscles. A nabassu has great claws on its hands and feet. Its skin is leathery. Its eyes gleam a steel-gray and its mouth is lined with sharp fangs.

COMBAT

Nabassu attack using claw and bite. This is their preferred method as they enjoy watching their foes die a slow and very painful death.

Spell-Like Abilities: At will—*deeper darkness*; 1/day—*death gaze* (functions as *finger of death*). A nabassu that gains 10+ HD can also use the following: 1/day—*energy drain*, *silence*, and *vampiric touch*. These abilities are as the spells cast by a 12th-level sorcerer (DC 11 + spell level).

Feed (Su): When a nabassu slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 HD or levels a nabassu consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

Paralysis Aura (Su): As a free action, a nabassu can create an aura of paralysis in a 10-foot radius. It is otherwise identical with *ghoul touch* cast by a 12th-level sorcerer (save DC 13). If the save is successful, that creature cannot be affected again by that nabassu's paralysis aura for one day. Other demons are immune to the aura.

Ethereal Jaunt (Su): Twice per day a nabassu can shift from the Ethereal to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material. The ability is otherwise identical with *ethereal jaunt* cast by a 12th-level sorcerer.

Summon Ghasts (Sp): Once per day a nabassu can automatically summon 1d6 ghasts.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Nabassu can communicate with any creature within

100 feet that has a language.

NABASSU SOCIETY

Nabassu are a scourge of humanity. They are the only demon that lives a portion of its life on the Material Plane. Once they return to the Abyss from their tour of carnage on the Material Plane, they take up residence in some fortress and live there for the duration of their immortal existence.

The Nabassu first appeared in the *Monster Manual II* (Gary Gygax, 1983).

RUTTERKIN (Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 4d8 (18 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft

AC: 20 (+10 natural)

Attacks: 2 claws +5 melee; or snap-tongs +5 melee; or guisarme +5 melee; or longsword +5 melee; or triple-dagger +4 ranged

Damage: Claw 1d4+1; or snap-tongs 2d4+1; or guisarme 2d4+1; or longsword 1d8+1; or triple dagger 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, snap-tongs, summon demons

Special Qualities: Darkvision 60 ft, damage reduction 5/silver, demon qualities, telepathy, SR 6

Saves: Fort +4, Ref +4, Will +5

Abilities: Str 12, Dex 11, Con 11, Int 10, Wis 12, Cha 11

Skills: Hide +6, Listen +9, Move Silently +6, Search +6, Spot +9

Feats: Alertness, Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 7-10 HD (Medium-size); 11-12 HD (Large)

The rutterkin wander the planes of the Abyss, outcasts in their own deranged society. They are hated and abused by most sorts of demons and return the favor whenever opportunity presents itself, especially with respect to the dretch, a lone vrock, or a single hezrou.

Rutterkin are humanoid and resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

COMBAT

The preferred method of attack is with one or more weapons, particularly the snap-tongs. A rutterkin can also attack with its two misshapen claws. This method of attack is not favored by the rutterkin because their malformed bodies are subject to pain if they strike someone.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *fear*, *fly*, *scare*, and *telekinesis*; 3/day—*invisibility* (self only). These are as the spells cast by a 5th-level sorcerer (save DC 10 + spell level).

Snap-Tongs: Large exotic weapon. It deals 1d10 points of bludgeoning damage, threatens on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent foe. A wielder that hits an opponent of at least small size, but no larger than Large size, attempts to start a grapple as a free action without provoking an attack of opportunity.

If the wielder gets a hold, the snap-tongs grab the opponent and deal 1d10 points of damage each round the hold is maintained.

Triple Dagger: Tiny exotic weapon, it is a three-bladed dagger. Deals 1d4 points of damage, threatens on a 19-20, and deals double damage on a critical hit. It can be used to disarm an opponent. Wielder gains a +3 attack bonus to opposed attack roll when attempting to disarm an opponent. This bonus applies to the opposed roll to keep from being disarmed if the wielder fails to disarm his opponent.

Not normally thrown, the rutterkin have developed a sling-like device that they use to fire a triple dagger. It has a range increment of 10 ft.

Summon Demon (Sp.): Once per day a rutterkin can attempt to summon 1d6 dretches or another rutterkin with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Rutterkin can communicate with any creature within 100 feet that has a language.

The Rutterkin first appeared in S4 *The Lost Caverns of Tsjocanth* (Gary Gygax, 1982).

BAPHOMET (Demon Lord of Minotaurs)

Large Outsider (Chaotic, Evil)

Hit Dice: 35d8+420 (577 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 40 (-1 size, +6 Dex, +25 natural)

Attacks: Bite +48 melee, butt +46 melee, Huge +4 *halberd* +50 melee; or Huge +4 *halberd* +52/+47/+42/+37/+32 melee

Damage: Bite 1d8+13, butt 1d8+6, Huge +4 *halberd* 2d8+10; or Huge +4 *halberd* 2d8+17

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, breath weapon, roar, summon demons, summon minotaurs

Special Qualities: Damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +31, Ref +25, Will +30

Abilities: Str 36, Dex 23, Con 34, Int 26, Wis 32, Cha 32

Skills: Bluff +41, Climb +43, Concentration +46, Diplomacy +36, Disguise +36, Escape Artist +31, Gather Information +41, Intimidate +41, Intuit Direction +48, Jump +38, Knowledge (arcana) +33, Knowledge (planes) +33, Listen +49, Move Silently +33, Scry +28, Search +38, Sense Motive +33, Spellcraft +46, Spot +49

Feats: Cleave, Combat Casting, Great Cleave, Improved Initiative, Mutliattack, Power Attack, Weapon Focus (bite, butt, huge halberd)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-8 minotaurs)

Challenge Rating: 55

Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Baphomet is the lord of minotaurs. He is hated by Yeenoghu, and the two are warring against each other.

Baphomet appears as a 12-foot tall bullheaded ogre, with large curving horns. His body is covered with black hair and his hands and feet are broad and thick with stubby fingers and toes. His tail is bovine.

COMBAT

Baphomet attacks using his bite, butting with his head, and his huge +4 halberd.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *passwall*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 3/day—*maze*, *shapechange*, and *wall of stone*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: Baphomet casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 21 + spell level). He has access to the domains of Chaos, Evil, and War.

Breath Weapon (Su): Line of unholy water, 5 feet wide, 5 feet high, and 10 feet long, 4d6 points of damage to outsiders of any good alignment, once per 1d4 rounds, Reflex save half (DC 33).

Roar (Su): Three times per day, 30-foot radius, Will save (DC 33) or flee in fear for 1d6 rounds.

Summon Demons (Sp): Three times per day Baphomet can automatically summon one balor or nalfeshnee, or 1d3 mariliths.

Summon Minotaurs (Sp): Once per day Baphomet can automatically summon 2d4 minotaurs.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Baphomet can communicate telepathically with any creature within 100 feet that has a language.

Baphomet first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

DEMOGORGON (Demon Prince)

Huge Outsider (Chaotic, Evil)

Hit Dice: 66d8+1056 (1353 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 44 (-2 size, +8 Dex, +28 natural)

Attacks: 2 tentacles +82 melee, tail lash +80 melee, 2 bites +80 melee

Damage: Tentacle 2d6+18 and disease, tail lash 2d6+9 and energy drain, bite 2d6+9

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Spell-like abilities, spells, disease, energy drain, summon demons, gaze attacks

Special Qualities: Damage reduction 40/+4, SR 34, demon qualities,

telepathy, darkvision 60 ft

Saves: Fort +51, Ref +43, Will +48

Abilities: Str 47, Dex 26, Con 43, Int 36, Wis 36, Cha 38

Skills: Balance +73, Bluff +83, Climb +83, Concentration +85, Diplomacy +83, Disguise +69, Escape Artist +63, Gather Information +68, Heal +78, Intimidate +83, Jump +73, Knowledge (arcana) +82, Knowledge (planes) +82, Knowledge (religion) +82, Listen +73, Move Silently +68, Scry +78, Search +78, Sense Motive +78, Spellcraft +82, Spot +73

Feats: Ambidexterity, Blind-Fight, Combat Casting, Cleave, Dodge, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Multiattack, Power Attack, Spring Attack, Sunder, Weapon Focus (bite, tentacle, tail)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1-2 balors plus 1-4 glabrezu)

Challenge Rating: 65

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

It is contended by some that this demon prince is supreme. His hatred for Orcus is immense and unending, followed closely by his hatred for Graz'zt.

Demogorgon appears as an 18-foot tall reptilian-humanoid. He has two heads that bear the visages of baboons. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. In place of arms, he has two huge tentacles.

COMBAT

Demogorgon attacks first using his gaze weapons and should any survive the onslaught, he will utilize his tentacles, tail, and bites. He uses his spells and spell-like abilities liberally in combat, and should the combat go against him, he will summon demons to cover his escape.

Spell-Like Abilities: At will- *blasphemy*, *charm monster*, *charm person*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *fear*, *greater dispelling*, *polymorph self*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of ice*; 1/day—*feeblemind*, *power word* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

Spells: Demogorgon casts arcane spells as a 20th-level sorcerer (save DC 24 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Chaos, Evil, Trickery, and War.

Disease (Su): Supernatural disease—tentacle attack, Fortitude save (DC 59), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, this continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease page 74 in the *Dungeon Master's Guide*).

Energy Drain (Su): Living creatures hit by Demogorgon's tail lash receive two negative levels. The Fortitude save to remove a negative level has a DC of 57.

Gaze Attacks (Su): Each of Demogorgon's head's can emit one gaze

effect; hypnotism and insanity. If he focuses both gazes on one foe, he can *dominate* his opponent. Each is usable once per round.

Each gaze effect resembles a spell cast by a 20th-level sorcerer. All gazes have a range of 50 feet and a save DC of 57.

Hypnotism: Left head; the target must succeed at a Will save or be affected as though by the spell.

Insanity: Right head; the target must succeed at a Will save or be affected as though by the spell.

Domination: Both heads combined; the target must succeed at a Will save or be affected as though by the spell.

Summon Demons (Sp): Three times per day Demogorgon can automatically summon 1d2 balors, 1d3 nalfeshnees or glabrezu, or 1d4 mariliths.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Demogorgon can communicate telepathically with any creature within 100 feet that has a language.

Demogorgon first appeared in the *Monster Manual* (Gary Gygax, 1977).

FRAZ-URB 'LUU (Prince of Deception)

Huge Outsider (Chaotic, Evil)

Hit Dice: 77d8+924 (1270 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 50 ft (average)

AC: 38 (-2 size, +5 Dex, +25 natural)

Attacks: 2 slams +92 melee, bite +90 melee, tail slash +90 melee

Damage: Slam 2d6+16, bite 2d6+8, tail slash 2d4+8

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Spell-like abilities, spells, improved grab, tear, summon demons, summon prince or lord

Special Qualities: Damage reduction 30/+3, SR 30, immunities, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +52, Ref +45, Will +51

Abilities: Str 42, Dex 20, Con 34, Int 32, Wis 32, Cha 36

Skills: Bluff +93, Concentration +93, Diplomacy +93, Hide +91, Intimidate +93, Intuit Direction +93, Knowledge (arcana) +93, Knowledge (planes) +93, Knowledge (history) +93, Knowledge (geography) +93, Knowledge (religion) +93, Listen +93, Move Silently +91, Scry +93, Search +93, Sense Motive +93, Spellcraft +93, Spot +93

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Empower Spell, Extend Spell, Great Cleave, Improved Critical (slam, bite, tail), Improved Initiative, Improved Unarmed Attack, Multiattack, Power Attack, Quicken Spell, Spell Penetration, Stunning Fist, Weapon Focus (slam, bite, tail)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-4 nalfeshnees or 1-2 balors)

Challenge Rating: 65

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Fraz-Urb 'Luu dwells on an abyssal plane that seems totally flat and

featureless. The dreary place is actually alive to the demon's wishes, and shapes itself accordingly into hills, caves, etc. From the experiences of two individuals who have been there and returned, the horrible place is not only depressing and sickening, but magic items there lose their dweomer. Therefore, it seems almost certain that any magic treasure Fraz-Urb 'Luu possesses (save for artifacts and relics) will be spoiled.

For several centuries Fraz-Urb 'Luu was trapped under Castle Greyhawk in a stone prison. Many adventurers unwary enough to converse with him were destroyed forever. Eventually two powerful individuals, a wizard and a cleric, were duped into performing a series of heroic deeds that set him free. As their just rewards, the demon prince transported them to his abyssal lair where they still serve as his slaves.

Fraz-Urb 'Luu is looking for his staff, a powerful artifact which is said to combine the powers of several staves and rods. The dreaded artifact was stolen from him while he was imprisoned, and even the other demon princes do not desire its recovery.

Fraz-Urb 'Luu appears as a hulking, 18-foot tall humanoid. His body is covered in short, coarse, blue hair. His feet are broad and splayed, and his hands are large and stubby. His visage is beautiful, but cruel, and the mouth is huge and fanged. Large, ragged ears jut from the central portion of the skull to beyond the domed, rather pointed, head. He has pale gray skin and two vast wings of dull black project from his back. His tail is hairless, from a gray base to a pale blue tip.

COMBAT

Fraz-Urb 'Luu will pummel and bite a foe in combat, or use his tail to slash an opponent or entwine an opponent while he bites and pummels him.

One of his favorite tactics, after a group of would-be-slayers has been worn down, is to summon another demon prince to deal with them.

Fraz-Urb 'Luu will teleport away when the prince or lord arrives.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *hypnotic pattern*, *mislead*, *polymorph self*, *polymorph other*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*plane shift*, *power word blind*, and *prismatic spray*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Fraz-Urb 'Luu casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and Trickery.

Improved Grab (Ex): To use this ability, Fraz-Urb 'Luu must hit an opponent with a slam attack or his tail attack. If he gets a hold he tears the flesh.

Tear (Ex): Fraz-Urb 'Luu automatically hits a held opponent with all his melee attacks each round he maintains the hold.

Summon Demons (Sp): Three times per day Fraz-Urb 'Luu can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Prince or Lord (Sp): Once per day Fraz-Urb 'Luu can attempt to deceive another demon prince or lord into believing that he or she has been summoned by the party (so long as the party and Fraz-Urb 'Luu are on the same plane) with a 70% of success. If the

deception succeeds, the summoned demon prince (lord) or princess (lady) appears believing to have been summoned by those opposing Fraz-Urb 'Luu.

Immunities (Ex): Fraz-Urb 'Luu is immune to all mind-influencing effects and detection spells and effects.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Fraz-Urb 'Luu can communicate telepathically with any creature within 100 feet that has a language.

Fraz-Urb 'Luu first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

GRAZ'ZT (Demon Prince)

Large Outsider (Chaotic, Evil)

Hit Dice: 62d8+868 (1147 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 47 (-1 size, +8 Dex, +25 natural, +5 shield)

42 (*without shield*)

Attacks: Large +5 *vorpal bastard sword* +79/+74/+69/+64/+59 melee; or large +5 *vorpal bastard sword* +79 melee and +3 *guisarme* +74 melee

Damage: Large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid; or large +5 *vorpal bastard sword* 2d8+17 and 2d4 acid and +3 *guisarme* 2d4+9

Face/Reach: 5 ft by 5 ft/10 ft (15-20 f. with *guisarme*)

Special Attacks: Spell-like abilities, spells, fear aura, summon demons

Special Qualities: Damage reduction 40/+4, SR 30, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +47, Ref +41, Will +45

Abilities: Str 34, Dex 26, Con 38, Int 36, Wis 36, Cha 40

Skills: Bluff +79, Concentration +79, Craft (weaponsmith) +62, Diplomacy +79, Disguise +79, Escape Artist +58, Gather Information +77, Heal +62, Intimidate +79, Jump +63, Knowledge (arcana) +77, Knowledge (planes) +77, Knowledge (religion) +77, Listen +77, Move Silently +73, Scry +77, Search +77, Sense Motive +77, Spellcraft +77, Spot +77

Feats: Ambidexterity, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Two-Weapon Fighting, Weapon Focus (bastard sword), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-4 lamias plus 2-4 succubi or mariliths)

Challenge Rating: 64

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

One of the most powerful demon rulers in the Abyss is Lord Graz'zt, dedicated foe of both Demogorgon (q.v.) and Orcus (q.v.). The never-ending war between Graz'zt and the other demon lords rages across

the Abyss showing no mercy to those that get in its way.

Graz'zt is one of the handsomest of the demon lords, at least by human standards. He appears as a large, 9-foot tall humanoid with black skin and green glowing eyes. His slanted eyes and pointed ears are merely indicative of his demonic nature. Graz'zt has six fingers on each hand and six toes on each foot.

COMBAT

Graz'zt attacks using his spells, spell-like abilities and bastard sword. On occasion he has been known to forego the use of his shield and wield two weapons, his bastard sword and a guisarme (that he wields one-handed).

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic missile, mirror image, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight*, and *wall of fire*; 1/day—*disintegrate, fire storm, polymorph any object*, and *trap the soul*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Graz'zt casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and War.

Fear Aura (Su): 60 feet; Will save (DC 55) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Graz'zt's fear aura for one day.

Summon Demons (Sp): Three times per day Graz'zt can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Graz'zt can communicate telepathically with any creature within 100 feet that has a language.

Graz'zt first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

JUIBLEX (The Faceless Lord)

Large Outsider (Chaotic, Evil)

Hit Dice: 29d8+435 (565 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 10 ft.

AC: 31 (-1 size, +22 natural)

Attacks: Slam +39 melee

Damage: Slam 2d6+16 and 1d6 acid

Face/Reach: 5 ft by 20 ft/10 ft

Special Attacks: Spell-like abilities, spells, acid, slime spittle, summon demons

Special Qualities: Amorphous, damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +31, Ref +16, Will +25

Abilities: Str 32, Dex 10, Con 40, Int 28, Wis 28, Cha 28

Skills: Climb +35, Concentration +47, Decipher Script +35, Diplomacy +39, Escape Artist +25, Gather Information +27, Intimidate +39, Intuit

Direction +38, Knowledge (arcana) +34, Knowledge (planes) +34, Listen +41, Move Silently +32, Scry +35, Search +35, Sense Motive +34, Spellcraft +36, Spot +41, Wilderness Lore +34

Feats: Cleave, Concentration, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Track

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-8 ochre jellies, 1-4 gray oozes, and 1-4 black puddings)

Challenge Rating: 55

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

There is no question that this is the most disgusting and loathsome of all demons. Juiblex is foul and nauseating in the extreme, reclusive and resentful of intrusion by any form of normal creature. He surrounds his person with oozes of all kinds. It is said by some that all such creatures are his spawn and find their way to the Prime Material by oozing through the cracks of the earth from the depths of the Abyss.

Juiblex has no set form. He takes the form of a 9-foot tall column of ooze, striated in disgusting blackish greens, foul browns and yellows, and sickly translucent grays. From this mass protrude several glaring red eyes. Juiblex can spread himself into a vast pool of slime or rise in a towering column of disgusting ordure 12 or more feet in height.

COMBAT

Juiblex's dripping form can lash forward in melee to cause terrible damage—both from the force of his blow and the caustic properties of his noisome secretions.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Spells: Juiblex casts arcane spells as a 20th-level sorcerer (save DC 29 + spell level) and divine spells as a 20th-level cleric (save DC 31 + spell level). He has access to the domains of Chaos, Evil, and Water.

Acid (Ex): Juiblex secretes an acid that dissolves only flesh. Any melee hit deals acid damage.

Slime Spittle (Su): Once per minute, 20 foot line of slime; Fortitude save (DC 40) or 1d6 points of acid damage and 1d6 points of temporary Constitution damage per round. On the first round the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the slime.

Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness, but not that of wood. The slime does not harm stone.

A metal or wooden weapon that touches the slime dissolves immediately unless it makes a successful Reflex save (DC 40).

Amorphous (Ex): Juiblex is not subject to critical hits, and having no clear front or back, cannot be flanked.

Summon Demons (Sp): Three times per day, Juiblex can automatically summon one balor, or two nalfeshnee or glabrezu, or 1d6 hezrous.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Juiblex can communicate telepathically with any creature within 100 feet that has a language.

Juiblex first appeared in the *Monster Manual* (Gary Gygax, 1977).

KOSTCHTCHIE (Demon Lord)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 32d8+256 (400 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 36 (+1 Dex, +25 natural)

Attacks: Large two-handed +4 *warhammer* +49/+44/+39/+34/+29
melee

Damage: Large two-handed +4 *warhammer* 2d6+22

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, stun, summon demons

Special Qualities: Damage reduction 30/+3, SR 26, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +26, Ref +19, Will +26

Abilities: Str 35, Dex 13, Con 27, Int 26, Wis 26, Cha 23

Skills: Bluff +29, Climb +44, Concentration +40, Diplomacy +38, Escape Artist +26, Gather Information +38, Intimidate +38, Intuit Direction +40, Jump +32, Knowledge (arcana) +40, Knowledge (planes) +39, Listen +43, Move Silently +26, Search +39, Sense Motive +41, Spellcraft +38, Spot +43

Feats: Blind-Fight, Cleave, Combat Casting, Expertise, Great Cleave, Improved Critical (warhammer), Improved Disarm, Power Attack, Weapon Focus (warhammer)

Climate/Terrain: Any land and underground

Organization: Troupe (two Huge 18 HD leucrottas or two Huge 18 HD winter wolves) or squad (2-4 frost giants and one Huge ancient 30 HD white dragon that serves as his steed)

Challenge Rating: 55

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Kostchtchie is a powerful demon lord, so evil, that he is even hated by those of his own kind.

He appears as a 7-foot humanoid with short, bandy legs. He is relatively slow (compared to other demon lords). His head is a flat oval with slitted eyes and gross features. His torso and arms bulge with muscles. His skin is pale yellow and hairless save for eyebrows.

COMBAT

Kostchtchie fights with his warhammer in battle.

Spell-Like Abilities: At will—*bestow curse*, *blasphemy*, *command*,

deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic circle against good, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, and unholy blight; 1/day—harm and poison. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Spells: Kostchtchie casts arcane spells as a 20th-level sorcerer (save DC 16 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Destruction.

Stun (Su): Any creature hit by Kostchtchie's warhammer must make a Fortitude save (DC 20) or be stunned for 1d3 rounds.

Summon Demons (Sp): Three times per day Kostchtchie can automatically summon one balor or nalfeshnee, or 1d4 babau demons (q.v.).

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Kostchtchie can communicate telepathically with any creature within 100 feet that has a language.

Kostchtchie first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

LOLTH (Demon Queen of Spiders)

Large Outsider (Chaotic, Evil)

Hit Dice: 46d8+540 (746 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 50 ft, climb 30 ft

AC: 48 (-1 size, +9 Dex, +30 natural)

Attacks: Bite +59 melee

Damage: Bite 1d8+19 and poison

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Spell-like abilities, spells, web, poison, summon demons, summon spiders

Special Qualities: Damage reduction 30/+3, SR 32, susceptibility to holy water, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +37, Ref +34, Will +38

Abilities: Str 36, Dex 28, Con 34, Int 32, Wis 36, Cha 40

Skills: Bluff +61, Climb +67, Concentration +58, Diplomacy +61, Disguise +50, Escape Artist +44, Gather Information +56, Hide +46, Intimidate +60, Jump +60, Knowledge (arcana) +58, Knowledge (planes) +58, Knowledge (religion) +58, Listen +62, Move Silently +54, Scry +51, Search +51, Sense Motive +52, Spellcraft +57, Spot +62

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Great Cleave, Improved Initiative, Maximize Spell, Mobility, Power Attack, Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe

Challenge Rating: 57

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Lolth is a very powerful and feared demoness. Her Abyssal lairs are

collectively and rightfully known as the Demonweb pits. She usually takes the form of a large, 9-foot long black widow spider, though she enjoys appearing as an exquisitely beautiful female drow. Little is known about her aims, and only the fact that the drow worship of Lolth causes her to assume form on the Material Plane permits compilation of any substantial information whatsoever.

COMBAT

Lolth attacks using her bite and spell-like abilities in combat. If she is confronted in drow form she will use her spells, before assuming her true form; that of a giant black widow spider.

Spell-Like Abilities: At will—*blasphemy, confusion, deeper darkness, desecrate, detect good, detect law, dispel magic, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, and unholy blight*; 3/day—*heal* (self only) and *shapechange*; 1/day—*word of chaos*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Lolth casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). She has access to the domains of Chaos, Evil, Destruction, and Trickery.

Web (Ex): Lolth can shoot webs from her abdomen at a range of 30 feet. This attack resembles the *web* spell with the following exceptions: the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 45, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

In addition, the webs are coated with an acidic poison that deals 1d6 points of damage per round of contact.

Poison (Ex): Bite, Fortitude save (DC 45); initial damage 3d6 temporary Constitution, secondary damage 3d6 temporary Constitution.

Summon Demons (Sp): Three times per day Lolth can automatically summon 1d4 vrocks or hezrous, or 1d3 glabrezus.

Summon Spiders (Sp): Three times per day Lolth can automatically summon 2d4 Medium-size, 1d6 Large, 1d4 Huge, or 1d2 phase spiders.

Susceptibility to Holy Water (Ex): Lolth is especially vulnerable to holy water, taking 3d6 points of damage from a direct hit, and 3 points of damage from a splash.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20

Telepathy (Su): Lolth can communicate with any creature within 100 feet that has a language.

Lolth first appeared in D3 *Vault of the Drow* (Gary Gygax, 1980).

ORCUS (Demon Prince of Undead)

Large Outsider (Chaotic, Evil)

Hit Dice: 50d8+750 (975 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (average)

AC: 40 (-1 size, +6 Dex, +25 natural)

Attacks: 2 slams +67 melee, tail sting +64 melee; or *Wand of Orcus* +67 melee, tail sting +64 melee
Damage: Slam 2d6+17, tail sting 2d4+8 and poison; or *Wand of Orcus* 1d8+17 and death
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, fear aura, poison, summon demons, summon undead
Special Qualities: Damage reduction 40/+4, SR 30, demon qualities, telepathy, speak with dead, darkvision 60 ft
Saves: Fort +42, Ref +33, Will +39
Abilities: Str 45, Dex 23, Con 40, Int 34, Wis 34, Cha 36
Skills: Bluff +63, Climb +62, Concentration +65, Diplomacy +63, Disguise +63, Escape Artist +51, Gather Information +62, Heal +62, Intimidate +66, Jump +62, Knowledge (arcana) +62, Knowledge (planes) +62, Knowledge (undead) +65, Listen +65, Move Silently +56, Scry +62, Search +57, Sense Motive +65, Spellcraft +62, Spot +65
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Multiattack, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (slam, *Wand of Orcus*)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1-2 mariliths plus 4-20 zombies or shadows)
Challenge Rating: 60
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Orcus is one of the strongest and most powerful of all demon lords. He fights a never-ending war that spans the many layers of the Abyss with the forces of Graz'zt. Orcus is known as the Prince of the Undead, for it is said in secret that he alone invented the first undead that walked the worlds.

Orcus appears as a grossly fat demon some 15 feet tall. His gray body is covered with goatish hair, and his head is goat-like, although his horns are similar to those of a ram. His great legs are also goat-like, but his arms are human. Vast bat-like wings sprout from his back, and his long snaky tail is tipped with a razor sharp poisonous tip.

COMBAT

Orcus prefers to melee with his fists. If pressed, he will use his spells and spell-like abilities. He wields his Wand whenever possible. If combat is going against him, he will summon demons and undead to cover his escape.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm monster*, *charm person*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *dispel magic*, *fear*, *greater dispelling*, *lightning bolt*, *polymorph self*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*feeblemind*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Orcus casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Death, Evil, and War.

Fear Aura (Su): 60 feet; Will save (DC 48) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Orcus' fear aura for one day.

Poison (Ex.): Tail sting, Fortitude save (DC 50); initial damage 3d6 temporary Constitution, secondary damage death.

Wand of Orcus: Obsidian rod topped with a humanoid skull. Any creature of less than 40 HD that touches it (or is touched by it) must succeed at a Fortitude save (DC 40) or die immediately. Creatures slain by this power cannot be raised or resurrected by any means short of a god's magic. Orcus can suppress this power, and has been known to do so, when he lets the *Wand* pass into the Material Plane into the hands of one of his followers. In addition, the *Wand* also has the following powers.

- At will—*detect good, detect thoughts*
- 1/day—*animate dead, destruction, speak with dead, unhallow*
- 3/day—*magic circle against good*
- Can use *summon monsters* or *summon nature's ally* to summon undead of equal HD.

The wielder of the *Wand* suffers the following side effects (these do not apply to Orcus or any creature over 40 HD).

- Death stench in a 10-foot radius around wielder (no real harm, other than stinking).
- Each time a power is used, wielder must make a Will save (DC 20) or gain 1 negative level. There is no DC to remove the negative level. Negative levels automatically vanish at the rate of one per day when the wielder gets rid of the *Wand*.

Speak with Dead (Su): Orcus can, at will, speak with dead (as the spell of the name).

Summon Demons (Sp): Three times per day, Orcus can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Undead (Sp): As their prince, Orcus can, three times per day, automatically summon 4d8 skeletons or zombies, 3d6 ghouls, ghosts, or shadows, 2d4 wights, spectres, or wraiths.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Orcus can communicate telepathically with any creature within 100 feet that has a language.

Orcus first appeared in the *Monster Manual* (Gary Gygax, 1977).

PAZUZU (Prince of the Lower Aerial Kingdoms)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 51d8+510 (739 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (perfect)

AC: 44 (+9 Dex, +25 natural)

Attacks: +4 greatsword +68/+63/+58/+53/+48 melee; or 2 claws +64 melee

Damage: +4 greatsword 2d6+16; or claw 1d8+12

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, spells, breath weapon, summon demons, summon aid, dominate aerial creatures

Special Qualities: Damage reduction 30/+3, SR 32, plane shift, fast healing 5, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +37, Ref +36, Will +37

Abilities: Str 34, Dex 28, Con 30, Int 30, Wis 30, Cha 30

Skills: Bluff +55, Climb +62, Concentration +60, Diplomacy +60, Escape Artist +54, Gather Information +60, Heal +50, Intimidate +60, Intuit Direction +60, Jump +57, Knowledge (arcana) +60, Knowledge (planes) +60, Listen +60, Move Silently +59, Scry +55, Search +60, Sense Motive +58, Spellcraft +60, Spot +60

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (claws, greatsword)

Climate/Terrain: Any land

Organization: Solitary or troupe (3-6 balors)

Challenge Rating: 60

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Pazuzu is unlike all other lords of the Abyss in that he rules the skies above all the layers, at least to some extent. He differs from the others in several other ways as well. He does not compete for rulership on any plane or place, for he considers himself above competition. Instead, he treats all those with power on the lower planes equally (if not actually regarding them as equals). He is known to be on amicable terms with the mighty daemons and the dukes of Hell.

Pazuzu can appear as any creature (using his *shapechange* ability), although he usually takes the form of either a human or some creature of the air. In his true form, he appears as a 7-foot tall humanoid with four great wings jutting from his back. Although he is handsome, his features betray a great evil, and his eyes glow red. He has a noble brow and large head, a solid muscular body, and taloned, avian feet.

COMBAT

Pazuzu relies on his spells and spell-like abilities in combat rather than his sword or claws. If engaged in melee, he will usually summon his demon allies to his aid and retreat to attack from afar.

In general, Pazuzu prefers to play with and torment opponents rather than use radical attack forms, except in life or death situations.

Spell-Like Abilities: At will—*blasphemy*, *control weather*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *flesh to stone*, *greater dispelling*, *lightning bolt*, *pyrotechnics*, *read magic*, *shapechange*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of stone*; 1/day—*wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

Spells: Pazuzu casts arcane spells as a 20th-level sorcerer (save DC 20 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Chaos, Evil, and Air.

Breath Weapon (Su): Each breath weapon's effect resembles a spell cast by a 20th-level sorcerer, and each is usable once per day. Each is

a cone 100 feet long and has a save DC of 45.

Creeping Doom: This works like the spell of the same name.

Insect Plague: This works like the spell of the same name.

Corrosive Gas: The target must succeed at a Reflex save or take 2d6 points of acid damage.

Summon Demons (Sp): Three times per day, Pazuzu can automatically summon 2d4 succubi.

Summon Aid (Sp): Three times per day, Pazuzu can automatically summon 3d4 harpies, 1d4 perytons, or 1d6 gargoyles with a 50% chance of success.

Dominate Aerial Creatures (Ex): Pazuzu has a natural power of domination over all evil aerial creatures. Those of 5 Hit Dice or less will obey his every command if he is within sight of them.

Plane Shift (Sp): Pazuzu can enter any of the Lower Planes, the Astral Plane, or the Material Plane. This ability transports Pazuzu only; he cannot take others with him. It is otherwise similar to the spell of the same name.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Pazuzu can communicate telepathically with any creature within 100 feet that has a language.

Pazuzu first appeared in the *Monster Manual II* (Gary Gygax, 1983).

YEENOGHU (Demon Lord of Gnolls)

Large Outsider (Chaotic, Evil)

Hit Dice: 45d8+585 (787 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 42 (-1 size, +8 Dex, +25 natural)

Attacks: +4 *heavy flail* +60/+55/+50/+45/+40 melee

Damage: +4 *heavy flail* 1d10+15 plus *confusion* or *paralysis*

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, summon demons, summon gnolls, summon ghouls

Special Qualities: Damage reduction 30/+3, SR 29, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +39 Ref +32, Will +36

Abilities: Str 32, Dex 26, Con 36, Int 26, Wis 34, Cha 34

Skills: Bluff +60, Climb +46, Concentration +56, Diplomacy +54, Disguise +54, Escape Artist +43, Gather Information +48, Intimidate +52, Jump +46, Knowledge (arcana) +46, Knowledge (planes) +46, Listen +60, Move Silently +47, Scry +38, Search +43, Sense Motive +52, Spellcraft +53, Spot +60

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (heavy flail), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (6-20 gnolls or 2-8 ghouls)

Challenge Rating: 56

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Amongst the ranks of the demon princes, Yeenoghu is one of the most powerful and most feared. He dwells in a great mansion the size of a large city. It rolls across the barren salt-waste of his layers, pulled by slaves and controlled by gnolls.

Yeenoghu resembles a human in general form, but only at first glance. His head is that of a hyena, his chest is canine in form, his hands are paw-like, and his feet are pawed. Yeenoghu is thin to the point of being skeletal, and his only body hair is a mangy crest of putrid yellow from his head to his mid-back. Yeenoghu's skin is a dead gray in color, and it is smooth. His eyes are lambent amber and large.

COMBAT

Yeenoghu attacks with his flail and spell-like abilities in combat.

Spell-Like Abilities: At will—*blasphemy*, *comprehend languages*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *hold person*, *invisibility*, *pyrotechnics*, *read magic*, *see invisible*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 3/day—*magic missile*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Yeenoghu casts arcane spells as a 20th-level sorcerer (save DC 22 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Evil, and Trickery.

Heavy Flail: A creature struck by the flail will be affected by the following. Each is as the spell cast by a 20th-level sorcerer and has a save DC of 20.

Confusion (Su): Will save or be affected as though by the spell.

Paralysis (Su): Fortitude save or be paralyzed for 2d8 rounds.

Summon Demons (Sp): Three times per day Yeenoghu can automatically summon one balor, nalfeshnee, or 1d3 mariliths.

Summon Gnolls (Sp): Three times per day, as the Prince of Gnolls, Yeenoghu can summon 5d12 gnolls.

Summon Ghouls (Sp): Twice per day Yeenoghu can automatically summon 3d6 ghouls.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Yeenoghu can communicate telepathically with any creature within 100 feet that has a language.

Yeenoghu first appeared in the *Monster Manual* (Gary Gygax, 1977).

MISKA (The Wolf Spider)

Large Outsider (Chaotic, Evil)

Hit Dice: *Current:* 24d8+168 (138 hp)

Full Essence: 24d8+168 (276 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft, climb 30 ft

AC: 31 (-1 size, +2 Dex, +20 natural)

Attacks: *Current:* 4 slams +30 melee, 2 bites +28 melee; or +3 scimitar of speed +33/+33 melee, +5 scimitar of disintegration +33

melee, 2 +3 *morningstars* +31 melee, 2 bites +28 melee

Full Essence: 4 slams +37 melee, 2 bites +35 melee; or +3 *scimitar of speed* +40/+40 melee, +5 *scimitar of disintegration* +40 melee, 2 +3 *morningstars* +38 melee, 2 bites +35 melee

Damage: *Current*: Slam 1d8+10, bite 1d8+3 and poison; or +3 *scimitar of speed* 1d6+10, +5 *scimitar of disintegration* 1d6+6, +3 *morningstar* 1d8+6, bite 1d8+3 and poison

Full Essence: Slam 1d8+14, bite 1d8+3 1d8+7 and poison; or +3 *scimitar of speed* 1d6+17, +5 *scimitar of disintegration* 1d6+12, +3 *morningstar* 1d8+10, bite 1d8+7 and poison

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, summon demons, poison, web, acidic blood

Special Qualities: Damage reduction 30/+3, SR 28, freedom of movement, demon qualities, telepathy, sound imitation, regeneration 10, darkvision 120 ft

Saves: Fort +21, Ref +16, Will +18

Abilities: Str 25 (39)*, Dex 15, Con 25, Int 10 (20)*, Wis 18, Cha 20

Skills: Bluff +20, Climb +27 (+38)*, Concentration +34, Diplomacy +32, Gather Information +24, Intimidate +29, Knowledge (arcana) +27 (+32)*, Knowledge (planes) +27 (+32)*, Knowledge (religion) +27 (+32)*, Listen +24, Move Silently +17, Search +20 (+25)*, Sense Motive +24, Spellcraft +15 (+20)*, Spot +24

Feats: Blind-Fight, Cleave, Great Cleave, Improved Initiative, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 55

Treasure: None plus +3 *scimitar of speed*, +5 *scimitar of disintegration*, and two +3 *morningstars*

Alignment: Always chaotic evil

Advancement: By character class

* Part of Miska's essence is stored in the *Rod of Seven Parts*. He can transfer his essence back to his body if he can but grasp the fully assembled *Rod* with two hands or if the *Rod's true resurrection* power is used on him. If successful, he gains the ability scores, skills, hit points, and attack and damage bonuses listed.

The *Rod* will fly 10d10x100 feet away from Miska once his essence is drawn from it.

During the ancient war between Law and Chaos, Miska was an invincible general. He was leading the hordes of Chaos to victory until the heroic vaati (Wind Dukes) pierced him with the *Rod of Seven Parts* at the battle of Pesh and subsequently imprisoned him to protect the multiverse.

Miska appears as an enormous half-human half-wolf spider. He has three heads. The central head is human and stunningly handsome; two sleek and terrible wolf heads flank the human one. He has four massive arms covered with long, stiff hairs.

The fur on the wolf heads is rust red, as are the hairs on Miska's arms. His human head has long, flowing hair as black as night. His spider body is blue-black, like a knife blade discolored by flame, and marked with bands of gray, silver, and blue. His arms are as white as bleached ivory.

COMBAT

Miska is a very deadly opponent in combat. He uses all of his powers to their fullest. His favorite method is physically assaulting his opponent with his vast array of weaponry.

Miska wields a +3 *scimitar of speed*, two +3 *morningstars*, and a +5 *scimitar* that disintegrates any lawful creature it touches. While he attacks with his weapons, his wolf heads will bite an opponent.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol (any)*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, and *unholy blight*; 3/day—*slow*, *shapechange*; 1/day—*implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Poison (Ex): Bite, Fortitude save (DC 29); initial damage 2d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Acidic Blood (Ex): When Miska is struck by a piercing or slashing weapon for 10 points of damage or more, the attacker must succeed at a Reflex save (DC 29) or die from the poisonous blood that sprays from the wound. Even if save is successful, the attacker suffers 2d6 points of damage from the caustic properties of the ichor.

Web (Ex): Every 1d4 rounds Miska can shoot webs from his abdomen. This attack is like a *web* spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the web is 29, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

Freedom of Movement (Ex): Miska cannot be trapped in webs of any kind, magical or normal.

Sound Imitation (Ex): Miska can mimic any sound or voice. Will save (DC 27) to detect.

Summon Demons (Sp): Twice per day Miska can automatically summon 1d2 *bebiliths*, two *balors*, two *mariliths*, or two *glabrezus*.

Regeneration (Ex): While the *Rod* exists Miska cannot be slain, even by a *miracle* or *wish*. As long as the *Rod of Seven Parts* exists, no form of attack does normal damage to him. Miska regenerates even if slain with death magic or *disintegrated*. These attack forms merely reduce him to –10 hit points. He is immune to effects that produce incurable or bleeding wounds, such as a *sword of wounding*, mummy rot, or a clay golem's wound ability.

If slain, his weapons disappear, and he reforms (with his weapons) in 1d10 minutes.

Lost limbs regrow in 1d6 minutes. Miska can reattach severed limbs immediately by holding it to the stump.

If Miska regains his essence, he may be slain as any other demon, though the would-be slayers must contend with his increased powers.

Scimitar of Disintegration: Any lawful creature struck by this scimitar must succeed at a Fortitude save (DC 19) or be destroyed as if by a *disintegrate* spell.

Scimitar of Speed: Miska gains one extra attack at his full attack bonus with this weapon each round.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Miska can communicate telepathically with any creature within 100 feet that has a language.

NOTES ON MISKA

Miska is currently trapped in a prison on the plane of Pandemonium. Once reunited with the *Rod of Seven Parts*, the bubble of Law that binds him will weaken enough for him to break free, and take his place as general of the armies of Chaos.

Miska was first mentioned in the *Dungeon Master's Guide* (Gary Gygax, 1979) and was fully detailed in the *Rod of Seven Parts* boxed set (Skip Williams, 1996).

THE QUEEN OF CHAOS

Huge Outsider (Chaotic, Evil)

Hit Dice: 46d8+552 (759 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft

AC: 31 (-2 size, +1 Dex, +22 natural)

Attacks: +5 *chaotic trident* +59 melee, 2 tentacle slaps +52 melee, bite +52 melee

Damage: +5 *chaotic trident* 1d8+14 and 2d6 chaotic damage to lawful creatures, tentacle 2d4+4, bite 2d6+4

Face/Reach: 10 ft by 20 ft/10 ft (60 ft with primary tentacles)

Special Attacks: Spell-like abilities, spells, improved grab, constrict, crush, noxious cloud, chaos gate, summon demons

Special Qualities: Damage reduction 30/+3, SR 30, regeneration 10, demon qualities, telepathy, empathic link, darkvision 60 ft

Saves: Fort +37, Ref +26, Will +36

Abilities: Str 29, Dex 13, Con 34, Int 32, Wis 32, Cha 32

Skills: Balance +46, Bluff +60, Concentration +61, Diplomacy +60, Gather Information +60, Intimidate +60, Intuit Direction +60, Knowledge (arcana) +60, Knowledge (planes) +60, Knowledge (*Rod of Seven Parts*) +60, Knowledge (religion) +60, Listen +60, Move Silently +50, Scry +60, Search +60, Sense Motive +56, Spellcraft +60, Spot +60

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (trident, tentacle, bite)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-4 lycosidilith spider-demons and 1 raklupis spider-demon)

Challenge Rating: 57

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

The Queen of Chaos is a native of Limbo and rules the Steaming Fen. Her main goal and primary objective is to retrieve the *Rod of Seven Parts* and use it to heal Miska and resume the War of Law and Chaos.

Her lower body is a mass of squid-like tentacles, mauve in color; a beak lies hidden among her lower tentacles. The tentacles are always shiny with slime, and a twisted network of red and purple veins can be seen through her skin. Her upper body is humanoid, female, and grossly fat with bluish skin. Her eyes and hair are dark green and hangs in drooping curls. She stands about 25 feet tall.

COMBAT

The Queen attacks with her spell-like abilities and her trident, both as a ranged weapon and in melee. If she grabs an opponent with her tentacles, she will pass it to her lower tentacles where she can deal bite damage as well, with the beak hidden amongst them.

Spell-Like Abilities: At will—*blasphemy*, *chain lightning*, *clairvoyance/clairaudience*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect magic*, *fear*, *greater dispelling*, *major image*, *magic circle against law*, *magic missile*, *mass charm*, *pyrotechnics*, *read magic*, *see invisible*, *slow*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *ventriloquism*; 3/day—*polymorph any object*; 1/day—*circle of death*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: The Queen can cast divine spells from the Chaos domain as a 20th-level cleric (save DC 21 + spell level).

Improved Grab (Ex): To use this ability, the Queen must hit an opponent with a tentacle attack. If she gets a hold, she can constrict.

Constrict (Ex): The Queen deals 2d4+9 points of damage with a successful grapple check against Large or smaller creatures. She may pass a trapped creature to the tentacles on her lower body in order to free up her primary tentacles. This is a free action. A foe still takes constriction damage each round regardless of which tentacle holds it.

An attack with a +3 or greater slashing weapon that deals at least 15 points of damage severs a tentacle (AC 25).

Tear (Ex): A beak hidden among her tentacles automatically bites a trapped opponent for 2d6+4 points of damage each round.

Noxious Cloud (Su): Affected as by *deeper darkness* and *stinking cloud*, cone, 30 feet, every hour; Fortitude save (DC 35).

Crush (Ex): The Queen may place a constricted opponent under her massive lower body as a standard action. A trapped opponent takes 2d6+9 points of crushing damage per round. A creature may escape by making an Escape Artist check or Strength check with a DC of 29.

Empathic Link (Su): The Queen has a sixth sense concerning the *Rod of Seven Parts* and can sense its precise location when a creature begins assembling the pieces or when the wielder uses one of the *Rod's* powers. This ability is not inhibited by distance or plane, though she can only detect the *Rod* if it is on Limbo, the Material Plane, or the current plane in which she is traveling.

Chaos Gate (Su): Three times per hour, when the Queen detects the *Rod* being used, she can create a *gate* within 30 feet of her. The other end opens on Limbo or the Material Plane 30-120 feet away from the current wielder of the *Rod*. For each piece of the *Rod* that has been assembled, subtract 10 feet from the distance the gate appears in front of the wielder. Through this gate, the Queen will send a pack or troupe of spider-demons to slay the wielder and retrieve the *Rod*.

Any creature, save the Queen, a demon, or a creature native to Limbo, that steps through the gate (on either side) has a 25% chance of being swept to a random outer plane of existence.

Objects and magical effects cannot pass through the chaos gate unless worn or carried.

Summon Demons (Sp): Three times per day the Queen can automatically summon 1d3 raklupis spider-demons, 1d6 lycosidilith or phisarazu spider-demons, or 2d4 spithriku spider-demons, or 2d8 kakkuu spider-demons.

Chaotic Trident: Her trident deals +2d6 points of chaotic damage to

any lawful creature it hits. Any lawful creature touching it gains one negative level, so long as the trident is in hand.

The Queen, if she hurls this weapon, can retrieve it as a free action using the rope attached to it (the other end is attached to her wrist). The rope (hardness 5, 20 hp) is 75% resistant to magical fire and 100% resistant to normal fire.

Regeneration (Ex): The Queen of Chaos takes normal damage from holy and blessed weapons of at least +3 enchantment.

If she loses a tentacle or body part, the lost portion regrows in 4d12 hours.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): The Queen of Chaos can communicate telepathically with any creature within 100 feet that has a language.

The Queen of Chaos was first mentioned in the *Dungeon Master's Guide* (Gary Gygax, 1979) and was fully detailed in the *Rod of Seven Parts* boxed set (Skip Williams, 1996).

KAKKUU (Spider-Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (Dex)

Speed: 40 ft, climb 20 ft

AC: 18 (+2 Dex, +6 natural)

Attacks: Bite +6 melee

Damage: Bite 1d6+1 and poison

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, poison, web, summon demons

Special Qualities: Damage reduction 10/silver, SR 8, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +5, Ref +6, Will +4

Abilities: Str 12, Dex 15, Con 13, Int 4, Wis 11, Cha 11

Skills: Climb +7, Hide +15, Listen +6, Move Silently +7, Spot +6

Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Pack (2-5), swarm (6-11), or mob (10-20)

Challenge Rating: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-7 HD (Medium-size); 8-12 HD (Large)

The kakkuu are the weakest and least intelligent of the spider-demons. They are very animalistic and behave much like ordinary giant spiders. Most other spider-demons use the kakkuu to do their bidding.

They appear as 5-foot long spiders with bloated bodies and mangy, filthy wolf heads. They communicate with each other using a series of snarls, barks, and growls, or telepathy.

COMBAT

A favorite tactic of a kakkuu is to lie in wait on a ledge or outcropping waiting for its foe to pass underneath. When its opponent comes into range, it drops a sticky strand of webbing attempting to catch the creature and reel it in where it can bite and inject its poison.

Spell-Like Abilities: At will—*darkness*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 4th-level sorcerer (save DC 10 + spell level).

Poison (Ex): Bite, Fortitude save (DC 13); initial and secondary damage 1d6 temporary Strength.

Web (Ex): Eight times per day a kakkuu shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 13, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The kakkuu can perform one of the following special tactics with its webs once per round.

Sticky Glob: A kakkuu can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the kakkuu reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the kakkuu and one creature of the same size.

Summon Demons (Sp): Once per day a kakkuu can attempt to summon 1d8 kakkuu with a 35% chance of success.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Kakkuu can communicate telepathically with creatures within 100 feet that speak Abyssal.

Skills: The kakkuu's coloration gives it a +8 racial bonus to Hide checks.

The Kakkuu Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

LYCOSIDILITH (Spider-Demon)

Large Outsider (Chaotic, Evil)

Hit Dice: 10d8+30 (75 hp)

Initiative: +1 (Dex)

Speed: 40 ft, climb 20 ft

AC: 24 (+1 Dex, +13 natural)

Attacks: Bite +16 melee, 2 morningstars +13 melee; or 2 claws +15 melee, bite +13 melee; or composite shortbow +10 ranged

Damage: Bite 1d6+5 and poison and continuous wounding, morningstar 1d8+2; or claw 1d4+5, bite 1d6+2 and poison and continuous wounding; or composite shortbow 1d6+5

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Spell-like abilities, poison, continuous wounding, web, summon demons

Special Qualities: Damage reduction 20/+2, SR 21, see invisible, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +10, Ref +8, Will +8

Abilities: Str 21, Dex 13, Con 16, Int 15, Wis 13, Cha 12

Skills: Climb +23, Concentration +13, Hide +19, Jump +15, Knowledge (any one) +12, Listen +11, Move Silently +11, Search +12, Sense Motive +11, Spot +11

Feats: Ambidexterity, Blind-Fight, Multiattack, Two-Weapon Fighting, Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Pair or pack (2-5)

Challenge Rating: 13

Treasure: Standard coins; double goods; standard items

Alignment: Always chaotic evil

Advancement: 11-14 HD (Large); 15-30 HD (Huge)

These are the personal guards and escorts of the Queen of Chaos. They are often employed as ambassadors and for other missions that require subtlety and tact.

The lycosidilith appears as an 8-foot long, hairless spider with the head of a wolf. The wolf's head is furry, but backed with bony plates. The lycosidilith is usually green or blue overall, with yellow, black, or orange spots or rings.

COMBAT

As masters of ambush, the lycosidilith freely use their abilities of *darkness* and *invisibility*. They frequently use their *polymorph self* ability to appear as harmless creatures, attempting to gain surprise on a foe.

The lycosidilith attacks using its claws and bite, or weapons and bite.

Spell-Like Abilities: At will—*alter self*, *darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility*, *mirror image*, *polymorph self*, and *unholy blight*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 11 + spell level).

Poison (Ex): Bite, Fortitude save (DC 18); initial and secondary damage 2d6 temporary Strength.

Continuous Wounding (Ex): A creature bitten by a lycosidilith loses 1 hit point per day per bite as the wound festers into a putrid, tissue destroying sore. The hit point loss can be stopped by casting *neutralize*

poison. The lost hit points cannot be cured normally or magically until *neutralize poison* has been cast to stop the loss.

Web (Ex): Eight times per day a lycosidilith shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 18, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The lycosidilith can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 50 feet, as the *entangle* spell cast by a 10th-level sorcerer.

Sticky Glob: A lycosidilith can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the lycosidilith reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the lycosidilith and one creature of the same size.

Fear Glob: A lycosidilith can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 18) or flee in terror for 1d6 rounds.

Glitterdust: A lycosidilith can fire cone of thread, 40 feet long, affects any in the area as by the *glitterdust* spell cast by a 6th-level sorcerer (save DC 18).

See Invisible (Su): A lycosidilith can continuously see invisible creatures as the spell cast by a 10th-level sorcerer.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Lycosidilith can communicate telepathically with any creature within 100 feet that has a language.

Summon Demons (Sp): Once per day a lycosidilith can attempt to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1d2 lycosidiliths with a 50% chance of success.

Skills: The lycosidilith's coloration gives it a +8 racial bonus to Hide checks.

Feats: The lycosidilith gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

The Lycosidilith Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

PHISARAZU (Spider-Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 9d8+27 (67 hp)

Initiative: +2 (Dex)

Speed: 40 ft, climb 20 ft

AC: 23 (+2 Dex, +11 natural)

Attacks: Bite +11 melee, 2 morningstars +8 melee; or 2 claws +10 melee, bite +8 melee; or 2 hand crossbows +7 ranged

Damage: Bite 1d6+1 and poison, morningstar 1d8; or claw 1d4+1, bite 1d6 and poison; or hand crossbow 1d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, poison, web, summon demons

Special Qualities: Damage reduction 20/+2, SR 18, see invisible, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +9, Ref +8, Will +7

Abilities: Str 12, Dex 15, Con 16, Int 12, Wis 13, Cha 12

Skills: Climb +18, Concentration +12, Hide +19, Jump +10, Listen +10, Move Silently +11, Search +10, Sense Motive +10, Spot +10

Feats: Ambidexterity, Blind-Fight, Multiattack, Two-Weapon Fighting, Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Pair or pack (2-5)

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 10-16 HD (Medium-size); 17-27 HD (Large)

Phisarazu resent anything less loathsome than themselves, which is just about everything. They delight in torturing creatures that are weaker or less intelligent than they. Very few creatures in the planes see the phisarazu as anything more than enemies or potential victims.

The phisarazu appears as a 7-foot long, hairy spider with the head of a wolf. Two pale humanoid arms sprout from the base of the neck, and a line of knobby, hairless lumps runs down the back of the neck to the tip of the creature's abdomen. Its coat is mostly black with a green or blue tint.

COMBAT

Phisarazu are cunning and merciless; they love a good ambush and freely use their powers of *darkness* and *invisibility*. They attack with weapons and a bite, or claws and a bite.

Spell-Like Abilities: At will—*alter self*, *darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility*, *mirror image*, and *unholy blight*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Poison (Ex): Bite, Fortitude save (DC 17); initial and secondary damage 2d4 temporary Strength.

Web (Ex): Eight times per day a phisarazu shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 17, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The phisarazu can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 30 feet, as the *entangle* spell cast by a 9th-level sorcerer.

Sticky Glob: A phisarazu can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the phisarazu reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the phisarazu and one creature of the same size.

Fear Glob: A phisarazu can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 17) or flee in terror for 1d6 rounds.

Glitterdust: A phisarazu can fire a cone of thread, 20 feet long, affects all creatures in the area as the *glitterdust* spell cast by a 6th-level sorcerer (save DC 17).

See Invisible (Su): A phisarazu can continuously see invisible creatures as the spell cast by a 9th-level sorcerer.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Phisarazu can communicate telepathically with any creature within 100 feet that has a language.

Summon Demons (Sp): Once per day a phisarazu can attempt to summon 2d10 kakkuu, 1d8 spithriku, or 1d4 phisarazu with a 50% chance of success.

Skills: The phisarazu's coloration gives it a +8 racial bonus to Hide checks.

Feats: The phisarazu gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

The Phisarazu Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

RAKLUPIS (Spider-Demon)

Large Outsider (Chaotic, Evil)

Hit Dice: 12d8+36 (90 hp)

Initiative: +1 (Dex)

Speed: 40 ft, climb 20 ft

AC: 26 (+1 Dex, +15 natural)

Attacks: Bite +19 melee, 2 morningstars +16 melee; or 2 claws +18 melee, bite +16 melee; or composite shortbow +12 ranged

Damage: Bite 1d6+8 and poison and improved continuous wounding, morningstar 1d8+4; or claw 1d4+8, bite 1d6+4 and poison and improved continuous wounding; or composite shortbow 1d6+8

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Spell-like abilities, poison, improved continuous wounding, haunting chant, web, summon demons

Special Qualities: Damage reduction 30/+3, SR 24, see invisible, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +11, Ref +9, Will +11

Abilities: Str 27, Dex 13, Con 16, Int 18, Wis 16, Cha 16

Skills: Climb +28, Concentration +15, Diplomacy +15, Hide +22, Jump +20, Knowledge (any two) +16, Listen +15, Move Silently +13, Search +16, Sense Motive +15, Spot +15

Feats: Ambidexterity, Blind-Fight, Multiattack, Power Attack, Two-Weapon Fighting, Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 15

Treasure: Standard coins; double goods; standard items

Alignment: Always chaotic evil

Advancement: 13-17 HD (Large); 18-36 HD (Huge)

The raklupis serve the Queen of Chaos as her generals and advisors. Two stand in for Miska the Wolf-Spider in his absence. About a dozen or so are scattered throughout the planes searching for the *Rod of Seven Parts*.

The raklupis appears as a 10-foot long, sleek, spider with a hard, smooth shell covering its abdomen and back. The creature's wolf head is covered with fur, and a triple row of sharp looking spines runs down the back of the neck to the spider body. The fur is black or gray, and the shell and spines can be almost any color and are always vividly marked with swirls, bands or spots of contrasting colors. Two humanoid arms jut from the base of the wolf neck. The arms are covered in tufts of dark hair.

COMBAT

Raklupis readily employ all manner of weapons in combat, favoring the morningstar or flail above others. They, like their cousins, are masters of ambush, and will usually begin combat by hurling a glob of venom at their foes.

Spell-Like Abilities: At will—*alter self*, *darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility*, *mirror image*, *shapechange*, and *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Poison (Ex): Bite, Fortitude save (DC 19); initial and secondary damage 2d6 temporary Strength.

Improved Continuous Wounding (Ex): A creature bitten by a raklupis loses 1 hit point per hour per bite as the wound festers into a putrid, tissue destroying sore. The hit point loss can be stopped by casting *neutralize poison*. The lost hit points cannot be cured normally or magically until *neutralize poison* has been cast to stop the loss.

Haunting Chant (Su): 3/day—all within 30 feet are affected as by *mass charm* cast by a 12th-level sorcerer (save DC 21).

Web (Ex): Eight times per day a raklupis shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 19, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The raklupis can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 30 feet, as the *entangle* spell cast by a 12th-level sorcerer.

Sticky Glob: A raklupis can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the raklupis reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the raklupis and one creature of the same size.

Fear Glob: A raklupis can fire a small glob of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 19) or flee in terror for 1d6 rounds.

Glitterdust: A raklupis can fire cone of thread, 60 feet long, affects any in the area as by the *glitterdust* spell cast by a 6th-level sorcerer (save DC 19).

Blindness/Deafness Glob: Glob of poison filled webbing, 30-foot range, bursts in a 20-foot radius. Those that fail a Fortitude save (DC 19) are affected as by *blindness* and *deafness* for 1d6 rounds.

See Invisible (Su): A raklupis can continuously see invisible creatures as the spell cast by a 12th-level sorcerer.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Raklupis can communicate telepathically with any creature within 100 feet that has a language.

Summon Demons (Sp): Once per day a raklupis can attempt to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, 1d2 lycosidiliths or raklupis with a 50% chance of success.

Skills: The raklupis' coloration gives it a +8 racial bonus to Hide checks.

Feats: The raklupis gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

The Raklupis Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

SHADOW DEMON

Medium-Size Outsider (Chaotic, Evil) (Incorporeal)

Hit Dice: 7d8+21 (52 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Fly 30 ft. (perfect)

AC: 16 (+2 Dex, +4 deflection)

Attacks: Incorporeal touch +9 melee, incorporeal bite +4 melee

Damage: Incorporeal touch 1d6, incorporeal bite 1d8

Face/Reach: 5 ft. by 5ft./5ft.

Special Attacks: Spell-like abilities, leap, malevolence

Special Qualities: Shadow blend, incorporeal, darkvision 60 ft., immunities, resistances, sunlight powerlessness

Saves: Fort +8, Ref +7, Will +6

Abilities: Str –, Dex 15, Con 17, Int 14, Wis 13, Cha 16

Skills: Hide +12, Intuit Direction +7, Jump +12, Listen +7, Search +7, Sense Motive +8, Spot +8

Feats: Dodge, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-11 HD (Medium-size); 12-21 HD (Large)

The shadow demon is the essence of a demon imprisoned in the form of a shadow. Sages and scholars contend that a shadow demon is formed from a manes demon (q.v.), though the high intelligence of the shadow demon seems to put this theory in doubt. A shadow demon is not undead and therefore cannot be turned.

COMBAT

A shadow demon physically attacks by leaping at its opponent and attacking with its claws and bite. Otherwise it uses its spell-like abilities and malevolence.

Leap (Ex): If a shadow demon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Spell-like Abilities: 1/day—*darkness* and *fear*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Malevolence (Su.): Once per day, a shadow demon can merge its body with a creature on the Prime Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell does not negate this ability. A *daylight* spell, however, will.

Resistances (Ex.): Cold, fire and acid resistance 20.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Immunities (Ex.): Immune to poison and electricity.

Sunlight Powerlessness (Su.): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only partial actions.

The Shadow Demon first appeared in the *Fiend Folio* (1981).

SPITHRIKU (Spider-Demon)

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 7d8+14 (45 hp)

Initiative: +2 (Dex)

Speed: 40 ft, climb 20 ft

AC: 20 (+2 Dex, +8 natural)

Attacks: Bite +9 melee

Damage: Bite 1d6+1 and poison

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, poison, web, summon demons

Special Qualities: Damage reduction 10/+1, SR 12, see invisible, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 11

Skills: Climb +11, Hide +10, Jump +11, Listen +10, Move Silently +9, Search +8, Sense Motive +9, Spot +10

Feats: Blind-Fight, Weapon Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Pack (2-5) or swarm (6-11)

Challenge Rating: 10

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-10 HD (Medium-size); 11-21 HD (Large)

While the kakkuu form the rank and file of the Queen of Chaos' army, the spithriku serve as her primary servants and messengers.

The spithriku looks like a larger, meaner version of the Kakkuu (q.v.), which it really is. They appear as 6-foot long spiders with the head of a wolf. Two long pedipalps grow from the base of the wolf neck. These cannot be used to manipulate objects, but aid the spithriku when using its senses.

COMBAT

The spithriku usually begins combat using its *darkness* spell-like ability. Then it and its brethren will *teleport* to surround a foe. If faced with physically stronger adversaries, the spithriku will use its *teleport* ability to stay out of melee range and flank its opponents.

Spell-Like Abilities: At will—*darkness*, *fear*, *scare*, *telekinesis*, and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level).

Poison (Ex): Bite, Fortitude save (DC 15); initial and secondary damage 1d6 temporary Strength.

Web (Ex): Eight times per day a spithriku shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 15, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The spithriku can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 30 feet, as the *entangle* spell cast by a 7th-level sorcerer.

Sticky Glob: A spithriku can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower

this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the spithriku reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the spithriku and one creature of the same size.

Fear Glob: A spithriku can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 15) or flee in terror for 1d6 rounds.

See Invisible (Su): A spithriku can continuously see invisible creatures as the spell cast by a 7th-level sorcerer.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Spithriku can communicate telepathically with any creature within 100 feet that has a language.

Summon Demons (Sp): Once per day a spithriku can attempt to summon 2d8 kakkuu or 1d4 spithriku with a 35% chance of success.

Skills: The spithriku's coloration gives it a +8 racial bonus to Hide checks.

The Spithriku Spyder-Fiend first appeared in the *Rod of Seven Parts* Boxed Set (Skip Williams, 1996).

BOOK OF DEVILS

This book contains the original eight arch-devils from 1st edition Advanced Dungeons and Dragons and several of the Dukes of Hell. Tiamat is not included. Her stats can be found in Dragon 272. All the arch-devils have been updated for the new edition of the rules.

The rulers and their planes are as follows:

Plane	Ruler
1st (Avernus)	Tiamat
2nd (Dis)	Dispater
3rd (Minauros)	Mammon
4th (Phlegethos)	Belial
5th (Stygia)	Geryon
6th (Malbolge)	Moloch
7th (Maladomini)	Baalzebul
8th (Caina)	Mephistopheles
9th (Nessus)	Asmodeus

Quick Look at the Politics of the Hells

The arch-devils are split into three opposing groups.

- Asmodeus commands the unswerving loyalty of Geryon and Tiamat.
- Baalzebul has Moloch as a stated vassal and has been recruiting Belial, whose rivalry with Geryon is unbounded.
- Mephistopheles seeks to appear as a force of reason and restraint; he has Dispater and the ever-greedy Mammon on his side.

Both Baalzebul and Mephistopheles seek to dethrone Asmodeus as the Overlord of the Hells, but cannot rely on the members of their faction, who will only defy Asmodeus when victory is certain. Arch-devils will quickly turn on their allies if they can gain additional realms and responsibilities. Also, the faction that is not revolting, will side with Asmodeus, hoping to gain the spoils when the revolt is defeated.

Asmodeus plays the factions against each other, never letting his supporters know where they stand in his eyes.

ASMODEUS (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 66d8+990 (1287 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 47 (-1 size, +8 Dex, +30 natural)

Attacks: *Ruby Rod* +86/+81/+76/+71/+66 melee; or slam +81 melee

Damage: *Ruby Rod* 1d10+21 and serious wounds; or slam 1d6+16

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, chilling fear and weakness gaze, *Ruby Rod of Asmodeus*, summon devils

Special Qualities: Damage reduction 40/+4, SR 33, regeneration 30, devil qualities, see in darkness, telepathy, darkvision 60 ft

Saves: Fort +50, Ref +43, Will +48

Abilities: Str 42, Dex 26, Con 40, Int 34, Wis 36, Cha 42

Skills: Bluff +85, Concentration +84, Craft (weaponsmith) +67, Diplomacy +85, Disguise +85, Gather Information +85, Heal +82, Hide +47, Jump +66, Knowledge (arcana) +81, Knowledge (history) +81, Knowledge (nobility) +81, Knowledge (planes) +81, Knowledge (religion) +81, Listen +82, Move Silently +77, Search +81, Sense Motive +82, Scry +81, Spellcraft +81, Spot +82

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Maximize Spell, Mobility, Power Attack, Silent Spell, Sunder

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 pit fiends)

Challenge Rating: 65

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Asmodeus, the Overlord of Hell, rules the dukes and arch-devils by might and wit. Of all the arch-devils he is the most cunning and artful. His mighty palace rests upon the floor of the lowest rift in Nessus, Hell's ninth, and bottommost plane.

Asmodeus appears as a very handsome human standing about 13 feet tall. His hair is black, as is his goatee; his eyes burn red. Small horns jut from his forehead.

COMBAT

Asmodeus will attack first using his gaze weapon, then his spells and spell-like abilities, followed up by his *Ruby Rod*. If things go against him (not likely) or he becomes bored with combat, he will summon other devils to finish the combat, while he attends to business elsewhere.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *hold monster*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *mass charm*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, *wall of ice*, and *wish*; 1/day—*greater restoration*, *meteor swarm* (any),

shapechange and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

Spells: Asmodeus casts arcane spells as a 20th-level sorcerer (save DC 26 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Evil, Knowledge, Law, and Strength.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dimensional anchor*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

Chilling Fear and Weakness Gaze (Su): 30 feet; Will save (DC 59) or flee in fear for 2d6 rounds, and be affected by a *ray of enfeeblement* and a *slow* spell as cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected by Asmodeus' gaze for one day.

Ruby Rod of Asmodeus: Asmodeus carries a glowing ruby rod that has the following powers.

- Acts as a *rod of absorption* (Rods, *rod of absorption*, page 196 in the *Dungeon Master's Guide*).
- Functions as a +5 *greatclub*.
- Any creature touched is affected as if by *inflict serious wounds* as cast by a 20th-level cleric (3d8+15 points of damage).
- Once per round, it may fire a ray of acid (24d4 points of acid damage), frost (12d6 points of cold damage), or lightning (24d8 points of electrical damage) to a range of 60 feet, Reflex save (DC 20) for half. Each may be used a total of three times per day.

Summon Devils (Sp): Three times per day Asmodeus can automatically summon 1d2 cornugons or gelugons, or 1d4 pit fiends.

Regeneration (Ex): Asmodeus takes normal damage from holy and blessed weapons of at least +4 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Asmodeus can communicate telepathically with any creature within 100 feet that has a language.

Asmodeus first appeared in the *Monster Manual* (Gary Gygax, 1977).

BAALZEBUL (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 55d8+825 (1072 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 42 (-1 size, +8 Dex, +25 natural)

Attacks: 2 slams +59 melee, bite +54 melee

Damage: Slam 1d8+15, bite 1d8+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, spells, psionics, fear and weakness gaze, summon devils

Special Qualities: Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy, darkvision 60 ft

Saves: Fort +44, Ref +37, Will +42

Abilities: Str 40, Dex 26, Con 40, Int 30, Wis 36, Cha 36

Skills: Bluff +71, Concentration +73, Diplomacy +71, Disguise +53, Gather Information +71, Heal +53, Hide +56, Intimidate +71, Knowledge (arcana) +68, Knowledge (planes) +68, Knowledge (religion) +68, Listen +71, Move Silently +64, Scry +68, Search +60, Sense Motive +71, Spellcraft +68, Spot +71

Feats: Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Maximize Spell, Mobility, Power Attack, Silent Spell

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 cornugons)

Challenge Rating: 62

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

The sixth and seventh planes of Hell, Malbolge and Maladomini, are ruled by Baalzebul, "Lord of the Flies". He is an arch-devil of great power, second only to Asmodeus.

Maladomini is a black stone plane filled with stinking vapors, fire pits, and huge caves and caverns. On this plane will be found the huge fortress of Baalzebul.

Baalzebul appears as a 12-foot tall humanoid with a large, long head. Two huge fly-like eyes dominate the head. His mouth is filled with razor sharp teeth. Two large horns jut from the sides of his head.

COMBAT

Baalzebul attacks with his slam and bite, as well as his spells and spell-like abilities. He will open combat with his gaze attack.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *hold monster*, *improved invisibility*, *magic circle against good*, *major image*, *mass charm*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*; 1/day— *greater restoration*, *meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Baalzebul casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Evil, Knowledge, Law, and Trickery.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear and Weakness Gaze (Su): 30 feet; Will save (DC 50) or flee in fear for 2d6 rounds and be affected by a *ray of enfeeblement* spell as cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected again by Baalzebul's gaze for one day.

Summon Devils (Sp): Three times per day Baalzebul can automatically summon 1d6 cornugons or 1d2 pit fiends.

Regeneration (Ex): Baalzebul takes normal damage from holy and blessed weapons of at least +4 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Baalzebul can communicate telepathically with any creature within 100 feet that has a language.

Baalzebul first appeared in the *Monster Manual* (Gary Gygax, 1977).

BAEL (Duke of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+420 (577 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 40 (-1 size, +3 Dex, +8 chain mail, +20 natural)

Attacks: +3 *telescoping morningstar* +43/+38/+33/+28/+23 melee

Damage: +3 *telescoping morningstar* 1d8+11

Face/Reach: 5 ft by 5 ft/10 ft (15-20 ft with +3 *telescoping morning star*)

Special Attacks: Spell-like abilities, psionics, fear aura, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +30, Ref +22, Will +28

Abilities: Str 27, Dex 17, Con 33, Int 28, Wis 28, Cha 26

Skills: Bluff +38, Climb +40, Concentration +47, Craft (weaponsmith) +33, Diplomacy +33, Disguise +37, Escape Artist +31, Intimidate +38, Knowledge (arcana) +33, Knowledge (engineering) +34, Knowledge (planes) +31, Knowledge (nobility) +31, Knowledge (religion) +29, Listen +34, Move Silently +25, Scry +44, Search +44, Sense Motive +44, Spellcraft +44, Spot +39

Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (morningstar), Improved Initiative, Power Attack, Sunder, Weapon Focus (morningstar)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 cornugons and 4-8 hamatulas)

Challenge Rating: 17

Treasure: Standard plus +3 *chainmail* and +3 *telescoping morningstar*

Alignment: Always lawful evil

Advancement: By character class

Bael is vassal to Mammon, commanding 66 companies of hamatulas in his master's service.

Bael appears as an 8-foot tall golden skinned humanoid. He wears battered bronze-colored +3 *chainmail* armor. His bovine head features large round eyes, a long broad nose, and protruding ears. He has forward curling horns.

COMBAT

Bael attacks with his +3 *telescoping morningstar* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *inflict serious wounds*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wind walk*; 2/day—*shapchange*; 1/day—*meteor swarm* (any), *symbol* (any), and *wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Psionics (Sp): At will—*astral projection*, *charm monster*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Fear Aura (Su): As a free action, Bael can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level

sorcerer (save DC 35). If the save is successful, that creature cannot be affected by Bael's fear aura for one day.

Summon Devils (Sp): Three times per day, Bael can automatically summon three lemures, hamatulas, or barbazus, or two erinyes, osyluths or cornugons, or one pit fiend.

Regeneration (Ex): Bael takes normal damage from holy and blessed weapons of at least +3 enchantment.

Telescoping Morningstar: As a standard +3 *morningstar*, but handle can extend and retract from 4-8 feet in length as a free action.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Bael can communicate telepathically with any creature within 100 feet that has a language.

Bael first appeared in *Dragon* #75 (Gary Gygax, 1983).

BELIAL (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 51d8+663 (892 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 40 ft, 60 ft (good)

AC: 41 (-1 size, +7 Dex, +25 natural)

Attacks: +5 *Military fork of pain* +67/+62/+57/+52/+47 melee

Damage: +5 *Military fork of pain* 1d8+16 and pain

Face/Reach: 5 ft by 5 ft/10 ft (15 ft. with fork)

Special Attacks: Spell-like abilities, spells, psionics, fear gaze, summon devils

Special Qualities: Damage reduction 30/+3, SR 31, regeneration 25, devil qualities, see in darkness, telepathy, darkvision 60 ft

Saves: Fort +40, Ref +34, Will +37

Abilities: Str 32, Dex 24, Con 36, Int 30, Wis 30, Cha 40

Skills: Bluff +69, Concentration +61, Diplomacy +69, Disguise +69, Gather Information +64, Heal +64, Intimidate +69, Knowledge (arcana) +64, Knowledge (planes) +64, Knowledge (religion) +64, Listen +64, Move Silently +61, Scry +64, Search +64, Sense Motive +64, Spellcraft +64, Spot +64

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (military fork), Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (military fork), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-3 pit fiends)

Challenge Rating: 60

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Great Belial rules Phlegethos, Hell's fourth plane from his citadel located in the volcanic city of Abriymoch. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. Belial must guard against the machinations of Mammon, so he does not have freedom to act.

Belial appears as a 10-foot tall handsome humanoid with blue-black skin. His eyes are slanted and red. Belial has no wings.

COMBAT

Belial prefers to use his military fork in combat as well as his spells and spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*, 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Belial casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Evil, Law, and War.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Fear Gaze (Su): 30 feet; Will save (DC 50) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Belial's gaze for one day.

Summon Devils (Sp): Three times per day Belial can automatically summon 1d6 osyluths, 1d4 barbazus, or 1d2 hamatulas or pit fiends.

Regeneration (Ex): Belial takes normal damage from holy and blessed weapons of at least +3 enchantment.

Military Fork of Pain: Huge Martial weapon, reach, 1d8 points of piercing damage, x3 crit. Any creature struck must succeed at a Fortitude save (DC 20) or be affected as if by a *symbol of pain* cast by a 20th-level sorcerer.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Belial can communicate telepathically with any creature within 100 feet that has a language.

Belial first appeared in the *Monster Manual II* (Gary Gygax, 1983).

CAARCRINOLAAS (Duke of Hell)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 34d8+340 (493 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, 60 ft (good)

AC: 41 (+3 Dex, +8 chainmail, +20 natural)

Attacks: +3 *scythe* +46/+41/+36/+31/+26 melee; or horn +42 melee

Damage: +3 *scythe* 2d4+11; or horn 1d6+8

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, fear, summon devils

Special Qualities: Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +29, Ref +22, Will +28

Abilities: Str 27, Dex 17, Con 31, Int 26, Wis 28, Cha 28

Skills: Bluff +35, Climb +30, Concentration +47, Diplomacy +46, Disguise +39, Gather Information +35, Intimidate +43, Knowledge (arcana) +45, Knowledge (planes) +39, Knowledge (religion) +28, Listen +39, Move Silently +38, Scry +40, Search +31, Sense Motive +36, Spellcraft +43, Spot +39

Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical, Improved Initiative, Power Attack, Sunder, Weapon Focus (*scythe*)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 barbazus, and 4-7 hamatulas)

Challenge Rating: 17

Treasure: Standard plus +3 *chainmail* and +3 *scythe*

Alignment: Always lawful evil

Advancement: By character class

Caarcrinolaas is a duke in the service of Mammon. He leads 36 companies of hamatulas into combat. He is indifferent to the ambitions of others, preferring to follow orders and wait for any opportunity that comes along to better himself. Let others risk their necks in intrigues; Caarcrinolaas will sit and watch patiently.

Caarcrinolaas appears as a gray-brown furred humanoid with a dog's head and yellow eyes. He has scarlet bat-like wings and upright, scarlet horns. His hooves are black and his forked tail is scarlet. In the center of his brow is a third horn. Taller than the other two, it stands straight up, and Caarcrinolaas can use it in combat, though he rarely, if ever, does. He wears +3 *chainmail*.

COMBAT

In combat, Caarcrinolaas attacks with his +3 *scythe*. He wears an iron collar that protects him from any form of decapitation.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fire shield*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wish*; 2/day—*flesh to stone*; 1/day—*circle of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear (Su): Touch; Will save (DC 37) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Caarcrinolas' fear touch for one day.

Summon Devils (Sp): Three times per day, Caarcrinolaas can automatically summon 3 lemures, hamatulas, barbazus, or 2 erinyes, osyluths, or cornugons, or one pit fiend.

Regeneration (Ex): Caarcrinolaas takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Caarcrinolaas can communicate telepathically with any creature within 100 feet that has a language.

Caarcrinolaas first appeared in *Dragon* #75 (Ed Greenwood, July 1983).

DISPATER (Arch-Devil)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 48d8+624 (840 hp)

Initiative: +14 (+10 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 42 (+10 Dex, +22 natural)

Attacks: *Staff of Dis* +61/+56/+51/+46/+41 melee; or claw +56 melee

Damage: *Staff of Dis* 2d6+12; or claw 1d6+8

Face/Reach: 5 ft by 5 ft/5 ft (10 ft with staff)

Special Attacks: Spell-like abilities, spells, psionics, chill and fear gaze, summon devils, *Staff of Dis*

Special Qualities: Damage reduction 30/+3, SR 31, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft

Saves: Fort +39, Ref +34, Will +38

Abilities: Str 26, Dex 26, Con 36, Int 30, Wis 34, Cha 34

Skills: Alchemy +50, Bluff +63, Concentration +63, Craft (any one) +58, Diplomacy +63, Disguise +57, Gather Information +63, Intimidate +57, Intuit Direction +50, Knowledge (arcana) +61, Knowledge (any three) +61, Listen +57, Move Silently +53, Scry +61, Search +55, Sense Motive +61, Spellcraft +61, Spot +58

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 erinyes and 3-18 Medium-size zombies)

Challenge Rating: 58

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Dispater is the ruler of Dis, Hell's second plane. His capitol is the iron city of Dis, named for the entire plane. The iron city is filled with zombies, erinyes, and a sprinkling of hamatula.

Dispater is evilly handsome, and only his small horns, tail, and cloven left hoof betray his true identity.

COMBAT

Dispater attacks using his staff, spells and spell-like abilities in combat.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *create undead*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *restoration*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Dispater casts arcane spells as a 20th-level sorcerer (save DC 22 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Law, and Magic.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *levitate*, and *protection from good*.

These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Chill and Fear Gaze (Su): 30 feet; Will save (DC 46) or *slowed* as the spell cast by a 20th-level sorcerer and flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Dispater's gaze for one day.

Summon Devils (Sp): Three times per day Dispater can automatically summon 1d4 erinyes, 1d3 hamatula, or 1d2 pit fiends.

Regeneration (Ex): Dispater takes normal damage from holy and blessed weapons of at least +3 enchantment.

Staff of Dis: Large bludgeoning weapon, as a +4 staff, deals 2d6+4 points of damage per hit. It possesses all the abilities of a *rod of rulership* (*Rod of Rulership*, page 198 in the *Dungeon Master's Guide*).

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Dispater can communicate telepathically with any creature within 100 feet that has a language.

Dispater first appeared in the *Monster Manual* (Gary Gygax, 1977).

FOCALOR (Duke of Hell)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 40d8+440 (620 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 35 (+3 Dex, +22 natural)

Attacks: Slam +48/+43/+38/+33/+28 melee; or +3 staff

+51/+46/+41/+36/+31 melee

Damage: Slam 1d6+7; or +3 staff 1d6+10

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, breath weapon, summon devils

Special Qualities: Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft

Saves: Fort +33, Ref +25, Will +31

Abilities: Str 25, Dex 17, Con 33, Int 28, Wis 28, Cha 28

Skills: Bluff +44, Climb +42, Concentration +51, Diplomacy +37, Disguise +48, Gather Information +40, Intimidate +40, Knowledge (arcana) +49, Knowledge (engineering) +37, Knowledge (planes) +41, Knowledge (religion) +35, Listen +41, Move Silently +37, Scry +49, Search +39, Sense Motive +39, Spellcraft +49, Spot +40, Swim +49

Feats: Blind-Fighting, Cleave, Combat Casting, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Sunder, Weapon Focus (slam, staff)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazus)

Challenge Rating: 17

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Focalor acts as seneschal to Mammon and wields much of the real power in Minauros. He is a master strategist and carefully watches over Mammon's palace as well as Glasya (Mammon's consort and Asmodeus' daughter).

Many in the Hells believe Mammon would be easy prey were it not for his dukes and the care of Focalor. Many arch-devils have tested Focalor's loyalty in the past and come away disappointed, as he is unshakable in his dedication to Mammon.

Focalor appears human—a thin, bearded, and middle-aged sage with power and heavy concerns—until he unfurls his feathered wings from his flowing robes or reveals his brown cloven hooves. He wears an iron gauntlet on his right hand as his badge of office.

COMBAT

Focalor attacks using his spell-like abilities or his staff and fists. If the battle is going against him, he will gate in a troupe of barbazus or hamatula and flee. If Glasya is present and in trouble, Focalor will protect her at all costs, including that of his own life.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, control weather, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, lightning bolt, magic circle against good, major image, produce flame,*

passwall, polymorph self, pyrotechnics, see invisibility, suggestion, teleport without error (self plus 50 pounds of objects only), *unholy aura, unhallow, water breathing*, and *wish*; 2/day—*bestow curse* and *blink*; 1/day—*blindness/deafness, meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection, deeper darkness, detect evil, detect law, dispel good, levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Breath Weapon (Su): Line of fear, 5 feet wide, 5 feet high, and 30 feet long, once per round; Will save (DC 31) or affected as *fear* cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected by Focalor's fear breath weapon for one day.

Summon Devils (Sp): Three times per day, Focalor can automatically summon three lemures, osyluths, or barbazus, or two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Focalor takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Focalor can communicate telepathically with any creature within 100 feet that has a language.

Focalor first appeared in *Dragon* #75 (Ed Greenwood, July 1983).

GERYON (Arch-Devil)

Huge Outsider (Evil, Lawful)

Hit Dice: 44d8+616 (814 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft, fly 50 ft (average)

AC: 33 (-2 size, +2 Dex, +23 natural)

Attacks: 2 claws +58 melee, tail sting +57 melee

Damage: Slam 2d6+16, tail sting 2d4+8 and poison

Face/Reach: 10 ft by 30 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, poison, fear gaze, improved grab, tear, bull's horn, summon devils

Special Qualities: Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft

Saves: Fort +38, Ref +26, Will +32

Abilities: Str 42, Dex 14, Con 38, Int 26, Wis 26, Cha 36

Skills: Bluff +60, Concentration +61, Diplomacy +60, Disguise +53, Heal +48, Intimidate +60, Knowledge (arcana) +53, Knowledge (planes) +52, Knowledge (religion) +48, Listen +53, Move Silently +42, Scry +53, Search +48, Sense Motive +53, Spellcraft +55, Spot +53

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (tail sting), Improved Initiative, Mobility, Multiattack, Power Attack, Weapon Focus (tail sting)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 osyluths)

Challenge Rating: 56

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Geryon is the ruler of Stygia, Hell's fifth plane. Geryon dwells in a great fortress in the city of Tantlin in the very middle of the plane, and seldom ventures forth.

He appears as a 10-foot tall snake-humanoid. His upper torso is that of a handsome man with dark hair and eyes, while his lower torso is that of a huge, 30-foot long, snake. Huge, black bat-like wings protrude from his back. His tail ends in a razor-sharp stinger.

COMBAT

Geryon attacks with his massive fists and poisonous tail in combat. One of his favorite tactics is to grab an opponent and sting it to death with his tail.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *deseccate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of ice*, and *wish*, 1/day—*mass charm*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Geryon casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Evil, Law, and Strength.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear Gaze (Su): Gaze, 30 feet; Will save (DC 45) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Geryon's gaze for one day.

Improved Grab (Ex): To use this ability, Geryon must hit with a claw attack. If he gets a hold he can sting with his tail.

Tear (Ex): Geryon automatically hits a held opponent with all his melee attacks each round he maintains the hold.

Poison (Ex): Tail sting, Fortitude save (DC 46); initial and secondary damage 2d6 points of temporary Constitution damage.

Summon Devils (Sp): Three times per day Geryon can automatically summon 1d3 osyluths or barbazus, or 1d2 hamtula or pit fiends.

Regeneration (Ex): Geryon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Bulls Horn: Geryon carries a great horn which he can blow as a full round action. The horn summons 5d4 6 HD minotaurs. It may be blown thrice per week.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Geryon can communicate telepathically with any creature within 100 feet that has a language.

Geryon first appeared in the *Monster Manual* (Gary Gygax, 1977).

GLASYA (Princess of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 23d8+184 (287 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 34 (-1 size, +3 Dex, +22 natural)

Attacks: +3 *short sword of venom* +32/+27/+22/+17/+12 melee

Damage: +3 *short sword of venom* 1d6+9 and poison

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, fear, summon devils

Special Qualities: Damage reduction 25/+3, SR 27, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +21, Ref +16, Will +22

Abilities: Str 23, Dex 17, Con 27, Int 26, Wis 28, Cha 32

Skills: Bluff +36, Climb +20, Concentration +31, Diplomacy +37, Disguise +34, Gather Information +35, Intimidate +28, Knowledge (arcana) +31, Listen +29, Move Silently +26, Scry +31, Sense Motive +25, Spellcraft +35, Spot +28

Feats: Ability Focus (fear), Blind-Fight, Combat Casting, Dodge, Empower Spell, Improved Initiative, Maximize Spell, Mobility, Weapon Focus (shortsword)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazus)

Challenge Rating: 15

Treasure: Standard plus +3 *short sword of venom*

Alignment: Always lawful evil

Advancement: By character class

As consort to Mammon, Glasya is one of the more powerful and influential female devils. Glasya is the daughter of Asmodeus, the Overlord of the Hells.

Glasya appears as a very beautiful female standing about 9 feet tall. She has copper-colored skin, small horns, and black bat-like wings.

COMBAT

Glasya very rarely enters combat, but when pressed, she will attack using her short sword or spell-like abilities. Given the chance she will *teleport* away, but not before summoning other devils to deal with the interlopers.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *unhallow*; 1/day—*finger of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Psionics (Sp): At will—*astral projection*, *charm monster*, *detect evil*, *detect law*, *dispel good*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Fear (Su): By speaking, 30-foot radius, Will save (DC 32) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Glasya's fear aura for one day.

Summon Devils (Sp): Three times per day Glasya can automatically summon three lemures, osyluths, or barbazus, or two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Glasya takes normal damage from holy and blessed weapons of at least +3 enchantment.

Short Sword of Venom: Functions as a *dagger of venom*.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Glasya can communicate telepathically with any creature within 100 feet that has a language.

Glasya first appeared in *Dragon* #75 (Gary Gygax, 1983).

MAMMON (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 46d8+644 (851 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 50 ft. (average)

AC: 37 (-1 size, +5 Dex, +23 natural)

Attacks: +5 *Unholy fauchard-fork of wounding* +62/+57/+52/+47/+42 melee; or 2 slams +56 melee, bite +54 melee

Damage: +5 *Unholy fauchard-fork of wounding* 1d10+16; or Slam 1d8+11, bite 2d8+5

Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with fauchard-fork)

Special Attacks: Spell-like abilities, spells, fear gaze, summon demons

Special Qualities: Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft.

Saves: Fort +39, Ref +30, Will +36

Abilities: Str 32, Dex 20, Con 38, Int 30, Wis 32, Cha 32

Skills: Bluff +60, Concentration +63, Diplomacy +60, Disguise +60, Gather Information +60, Heal +60, Intimidate +60, Knowledge (arcana) +59, Knowledge (planes) +59, Knowledge (religion) +59, Listen +60, Move Silently +51, Scry +59, Search +56, Sense Motive +60, Spellcraft +59, Spot +60

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (fauchard-fork), Improved Initiative, Mobility, Multiattack, Power Attack, Sunder, Weapon Focus (fauchard-fork)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (18 HD Huge nightmare, 5-12 hellhounds)

Challenge Rating: 57

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

From the black stone city of Minauros (named after the plane), Mammon rules Hell's third plane. Mammon and Dispatier are supposed allies and purportedly support Mephistopheles, but neither has ever failed to obey Asmodeus. Mammon's realm is a boundless series of rifts with slime streams along the bottoms. Hot ash sprays from volcanoes and cover the plane.

Mammon is red-gold in color and his scaled wings gleam like rubies. His form is bloated and soft looking. His head is bald and his eyes are black with red pupils. A large toothy maw dominates his head. Small horns jut from the top of his head.

COMBAT

Mammon attacks with his fauchard-fork in battle as well as his spells and spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*, 1/day— *meteor swarm*

(any), *shapechange*, and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: Mammon casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 21 + spell level). He has access to the domains of Evil, Law, and Trickery.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Fear Gaze (Su): Gaze, 30 feet; Will save (DC 44) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Mammon's gaze for one day.

Summon Devils (Sp): Three times per day Mammon can automatically summon 1d4 hamatula or barbazus, or 1d2 pit fiends.

Regeneration (Ex): Mammon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Unholy Fauchard-Fork of Wounding: Large Martial weapon, reach, 1d10 piercing damage, x3 crit; acts as a weapon of wounding and an unholy weapon (Unholy, Wounding, page 187 in the *Dungeon Master's Guide*).

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Mammon can communicate telepathically with any creature within 100 feet that has a language.

Mammon first appeared in the *Monster Manual II* (Gary Gygax, 1983).

MELCHON (Duke of Hell)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 33d8+363 (511 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 33 (+3 Dex, +20 natural)

Attacks: Greataxe +41/+36/+31/+26/+21 melee; or tail sting +40 melee

Damage: Greataxe 1d12+7; or tail sting 2d4+7

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, fear aura, corrupt water, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +28, Ref +21, Will +27

Abilities: Str 25, Dex 17, Con 31, Int 26, Wis 28, Cha 28

Skills: Bluff +34, Climb +37, Concentration +46, Diplomacy +45, Disguise +29, Gather Information +39, Heal +34, Intimidate +34, Knowledge (arcana) +44, Knowledge (planes) +33, Knowledge (religion) +33, Listen +39, Move Silently +28, Scry +34, Search +38, Sense Motive +34, Spellcraft +34, Spot +38

Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (greataxe), Improved Initiative, Power Attack, Sunder, Weapon Focus (greataxe)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 barbazus, and 7-12 erinyes)

Challenge Rating: 16

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Melchon is a duke in the service of Mammon, on whose behalf he leads 18 companies of erinyes in battle. A devil most jealous of his stronger fellows, Melchon is something of a malcontent in Minauros, and would welcome any setback to Bael or Focalor. He keeps his true feelings well hidden concerning such things.

Melchon stands 6 feet tall and appears as a red skinned humanoid with upturned, bull-like horns; black, curling brows and beard. His hooves are black and he has large crimson wings.

COMBAT

Melchon disdains the use of magical weapons and uses his greataxe in battle as well as his spell-like abilities. Melchon is fond of poison and uses poisons equal to Deathblade poison (Poison, page 80 in the *Dungeon Master's Guide*).

Both his greataxe and tail will already be envenomed (90% chance) when he enters combat.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wish*; 2/day—*fireball*; 1/day—

meteor swarm (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear Aura (Su): As a free action, 30-foot radius, Will save (DC 35) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Melchon's fear aura for one day.

Corrupt Water (Ex): Touch transforms up to 66 gallons of water into a deadly poison equal to Deathblade poison.

Holy water is unaffected by this ability. Magical waters or potions receive a save (DC 36) to avoid corruption. A potion's save is equal to 2+one-half its caster level.

Summon Devils (Sp): Three times per day, Melchon can automatically summon 3 lemures, erinyes, or barbazus, or 2 osyluths, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Melchon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Melchon can communicate telepathically with any creature within 100 feet that has a language.

Melchon first appeared in *Dragon* #75 (Ed Greenwood, July 1983).

MEPHISTOPHELES (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 62d8+868 (1147 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 44 (-1 size, +8 Dex, +27 natural)

Attacks: +5 *vorpal pitchfork* +80/+75/+70/+65/+60 melee; or 2 claws +74 melee

Damage: +5 *vorpal pitchfork* 2d6+18 and 2d6 electrical, fire, or cold; or Claw 1d8+13

Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with pitchfork)

Special Attacks: Spell-like abilities, spells, psionics, fear gaze, summon devils

Special Qualities: Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy, darkvision 60 ft

Saves: Fort +47, Ref +41, Will +45

Abilities: Str 36, Dex 26, Con 38, Int 34, Wis 34, Cha 38

Skills: Bluff +79, Concentration +79, Craft (weaponsmith) +62, Diplomacy +79, Disguise +79, Escape Artist +58, Gather Information +77, Heal +62, Intimidate +79, Jump +63, Knowledge (arcana) +77, Knowledge (planes) +77, Knowledge (religion) +77, Listen +77, Move Silently +73, Scry +77, Search +77, Sense Motive +77, Spellcraft +77, Spot +77

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (pitchfork), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (pitchfork), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 gelugons)

Challenge Rating: 64

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

The eighth plane of Hell, Caina, is ruled by Mephistopheles. His main aim is to wrest the seventh plane from Baalzebul and with the strength gained, challenge Asmodeus for the overlordship of the hells.

His great iron citadel sits in the icy mountains of the frozen plane. The eighth plane is a plane of frozen marshes and steaming slime pits.

Mephistopheles appears as a great blue-black humanoid about 8 feet tall. He has very handsome features with black scales. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils. His normal speech is a whispering wind.

COMBAT

Mephistopheles attacks using his fear gaze, followed by his spells and spell-like abilities. If engaged in melee combat, he will use his +5 *pitchfork*, rarely relying on his talons.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *cone of cold*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50)

pounds of objects only), *unholy aura*, *unhallow*, *wall of ice*, and *wish*, 1/day—*mass charm*, *meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

Spells: Mephistopheles casts arcane spells as a 20th-level sorcerer (save DC 24 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Knowledge, Law, and War.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

Fear Gaze (Su): 30 feet; Will save (DC 55) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Mephistopheles' gaze for one day.

Summon Devils (Sp): Three times per day Mephistopheles can automatically summon 1d6 gelugons or 1d2 pit fiends.

Regeneration (Ex): Mephistopheles takes normal damage from holy and blessed weapons of at least +4 enchantment.

Vorpal Pitchfork: +5 *vorpal pitchfork*, treat as a trident; deals 2d6 points of damage and 2d6 points of cold, electrical, or fire damage (Mephistopheles chooses the type of additional damage each time he hits with his trident). It also has the vorpal weapon special qualities (Vorpal, page 187 in the *Dungeon Master's Guide*).

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Mephistopheles can communicate telepathically with any creature within 100 feet that has a language.

Mephistopheles first appeared in Dragon 75 (Gary Gygax, 1982).

MOLOCH (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 42d8+546 (735 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 38 (-1 size, +6 Dex, +23 natural)

Attacks: 2 claws +52 melee, bite +50 melee; or +5 *6-tailed shocking whip* +52 ranged

Damage: Claw 1d6+11, bite 1d8+5; or +5 *6-tailed shocking whip* 2d6+16 and 1d10 electrical

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, breath weapon, improved grab, summon devils

Special Qualities: Damage reduction 30/+3, SR 29, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft

Saves: Fort +36, Ref +29, Will +32

Abilities: Str 32, Dex 22, Con 36, Int 26, Wis 28, Cha 30

Skills: Bluff +55, Concentration +58, Diplomacy +55, Disguise +55, Intimidate +55, Knowledge (arcana) +53, Knowledge (planes) +53, Knowledge (religion) +53, Listen +54, Move Silently +46, Scry +53, Search +54, Sense Motive +54, Spellcraft +53, Spot +54

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Mobility, Multiattack, Power Attack, Sunder

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1-4 cornugons)

Challenge Rating: 55

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Moloch is a grand duke, viceroy of Baalzebul, and the lord of Malbolge, Hell's sixth plane. Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between the two, much to Moloch's detriment and Mephistopheles' delight.

Moloch is a great, square-bodied creature standing around 14 feet tall. He has red-orange skin, short thick arms and legs, and huge square hands and feet. His feet and head are horned. His head is huge with slanting eyes and gaping mouth.

COMBAT

Moloch attacks with either a claw/claw/bite routine or his weapon and spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *burning hands*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *fire charm*, *fly*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*, 1/day— *flame strike*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

Spells: Moloch casts arcane spells as a 20th-level sorcerer (save DC 20 + spell level) and divine spells as a 20th-level cleric (save DC 19 + spell level). He has access to the domains of Evil, Law, and Strength.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

Breath Weapon (Su): 30 feet, cone, Will save (DC 44) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Moloch's breath weapon for one day.

Improved Grab (Ex): To use this ability, Moloch must hit a Large or smaller creature with a claw attack.

Tear (Ex.): Moloch automatically hits a held opponent with his claws and bite attacks each round he maintains the hold.

Summon Devils (Sp): Three times per day Moloch can automatically summon 1d4 cornugons or 1d2 pit fiends.

Regeneration (Ex): Moloch takes normal damage from holy and blessed weapons of at least +3 enchantment.

6-Tailed Shocking Whip: Medium-size +5 ranged weapon, 2d6+5 points of subdual damage and 2d6 points of electrical damage.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Moloch can communicate telepathically with any creature within 100 feet that has a language.

Moloch first appeared in Dragon 75 (Gary Gygax, 1982).

ZIMIMAR (Duke of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+280 (437 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (average)

AC: 33 (-1 size, +2 Dex, +22 natural)

Attacks: +3 *vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee

Damage: +3 *vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +27, Ref +21, Will +24

Abilities: Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 20

Skills: Bluff +40, Climb +43, Concentration +43, Diplomacy +40, Disguise +30, Gather Information +37, Hide +33, Intimidate +35, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35

Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1-2 pit fiends, 2-5 hamatulas, and 6-10 osyluths)

Challenge Rating: 18

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

The great pit fiend Zimimar leads 6 companies of osyluths in the service of Mammon. He serves as “protector” of Mammon’s palace on Minauros, and is thus almost always found there, or in the company of Mammon himself. Zimimar does not like nor trust Bael or Focalor, though he keeps his suspicions to himself.

Zimimar appears as a normal pit fiend.

COMBAT

Great Zimimar attacks with his +3 *vorpal bastard sword* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Fear Aura (Su): As a free action, Zimimar can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level

sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Zimimar's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 33); initial damage 1d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

Improved Grab (Ex): To use this ability, Zimimar must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Zimimar deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

Summon Devils (Sp): Three times per day Zimimar can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Zimimar takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Zimimar can communicate telepathically with any creature within 100 feet that has a language.

Zimimar was first mentioned in *Dragon* #75 (Ed Greenwood and Gary Gygax, 1983).

ALASTOR THE GRIM (Executioner of Hell)

Huge Outsider (Evil, Lawful)

Hit Dice: 39d8+390 (565 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 34 (-2 size, +1 Dex, +25 natural)

Attacks: *Huge +4 vorpal battleaxe* +56/+51/+46/+41/+36 melee; or 2 claws +51 melee, 2 wings +49 melee, bite +49 melee, tail slap +49 melee

Damage: *Huge +4 vorpal battleaxe* 2d8+18; or claw 2d4+14, wing 1d6+7, bite 2d8+7 and poison plus disease, tail slap 2d6+7

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d6+21, summon devils

Special Qualities: Damage reduction 30/+3, SR 30, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft

Saves: Fort +31, Ref +22, Will +30

Abilities: Str 39, Dex 13, Con 30, Int 28, Wis 28, Cha 24

Skills: Bluff +47, Climb +44, Concentration +52, Diplomacy +49, Disguise +42, Gather Information +51, Hide +29, Intimidate +49, Jump +54, Knowledge (arcana) +51, Knowledge (planes) +51, Listen +53, Move Silently +37, Search +49, Sense Motive +44, Spellcraft +44, Spot +53

Feats: Alertness, Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Multiattack, Power Attack, Weapon Focus (battleaxe)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (3-6 pit fiends)

Challenge Rating: 23

Treasure: Standard coins; double goods; standard items

Alignment: Always lawful evil

Advancement: —

Alastor the Grim, the greatest pit fiend of all, serves Asmodeus as Hell's executioner. It is said that if the Hell's were swept away and Asmodeus could choose but one devil as a companion, that it would be neither consort nor lieutenant, but Alastor the Grim.

Alastor appears as a normal pit fiend standing about 16 feet tall. His body is scarred and his wings are broken. Alastor never speaks.

COMBAT

Alastor attacks with his *huge +4 vorpal battleaxe* and his spell-like abilities in combat.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Fear Aura (Su): As a free action, Alastor can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level

sorcerer (save DC 39). If the save is successful, that creature cannot be affected again by Alastor's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 39); initial damage 2d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 39) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

Improved Grab (Ex): To use this ability, Alastor must hit a Large or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Alastor deals 2d6+21 points of damage with a successful grapple check against Large or smaller creatures.

Summon Devils (Sp): Three times per day Alastor can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, cornugons, or pit fiends.

Regeneration (Ex): Alastor takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Alastor can communicate telepathically with any creature within 100 feet that has a language.

Alastor was first mentioned in *Dragon* #75 (Ed Greenwood and Gary Gygax, 1983).

DEVIL DOG

Medium-Size Magical Beast (Cold)

Hit Dice: 6d10+12 (45 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 15 (+2 Dex, +3 natural)

Attacks: Bite +8 melee

Damage: Bite 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Frightful presence, throat-rip

Special Qualities: Scent, cold subtype, darkvision 60 ft., low-light vision

Saves: Fort +7, Ref +7, Will +3

Abilities: Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 10

Skills: Hide +5*, Listen +9, Move Silently +8, Spot +9, Wilderness Lore +2*

Feats: Alertness

Climate/Terrain: Any cold land

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-9 HD (Medium-size); 10-18 HD (Large)

Stark-white predators that inhabit the cold regions of the world, devil dogs roam in packs in an endless search for food. They will always attack humanoid parties, being sly enough to use their protective coloration to the best advantage.

A devil dog resembles a white-furred wolf with icy blue eyes. They typically grow to be 5 feet long and stand 3 feet tall at the shoulder.

COMBAT

Devil dogs hunt in packs. A pack usually circles an opponent, each wolf attacking in turn to exhaust it.

Frightful Presence (Ex): Activated when the devil dog bays, it forces creatures within 30 feet with fewer Hit Dice than the devil dog to make a Will save (DC 13) or become *frightened* (see Chapter 3 of the *Dungeon Master's Guide*). The effect lasts for 5d6 rounds.

Throat-Rip (Ex): A devil dog always takes the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the devil dog delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the devil dog has ripped the opponent's throat open. A character killed in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Skills: Devil dogs receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. *Their natural coloration grants devil dogs a +7 racial bonus to Hide checks in areas of snow and ice. A devil dog has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

The Devil Dog first appeared in the *Fiend Folio* (1981).

DISENCHANTER

Large Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 15 (-1 size, +3 Dex, +3 natural)

Attacks: Snout touch +6 melee

Damage: Snout touch disenchantment

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Disenchantment

Special Qualities: Damage reduction 10/+1, darkvision 60 ft.

Saves: Fort +6, Ref +7, Will +1

Abilities: Str 16, Dex 16, Con 14, Int 2, Wis 11, Cha 4

Skills: Listen +4, Spot +4

Climate/Terrain: Any land and underground

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-12 HD (Large); 13-15 HD (Huge)

The disenchanter resembles a spindly dromedary-like animal with a long, flexible snout. It is pale blue in color and slightly translucent.

COMBAT

A disenchanter is able to discern the most powerful magical items in a group and will always attack those first, unless the item in question is too difficult to reach (such as hidden in a backpack), in which case the disenchanter will choose to attack a more readily available target (such as a magical shield). It fastens its snout onto an item and drains the item's magical properties.

Magical weapons striking a disenchanter will not be drained of their magical properties.

Disenchantment (Ex): a disenchanter that makes a successful touch attack with its snout causes the target magical item to be instantly and permanently drained of any magic it possesses.

Items worn or carried have an AC equal to the target creature's Dexterity modifier plus any magical deflection bonus (such as from a *ring of protection*) to AC the creature may have. For example, if the disenchanter attacks a creature with Dex 14 (+2 bonus) wearing +1 plate armor, it needs only to hit AC 12 (+2 for the Dex bonus). The armor bonus does not apply.

A held object (such as a +1 *longsword*) receives a +5 bonus to AC because the creature can quickly move it out of harm's way.

An item struck receives a Fortitude save (DC 14) to negate the effects of the disenchantment. The save is equal to the target creature's base Fortitude save bonus as long as the targeted item is being held, touched or worn. Otherwise, the magic item has a base save bonus of 2 + one-half its caster level (see the *Dungeon Master's Guide* page 176).

If the save is successful, the item retains its magic. If failed, it becomes a normal nonmagical item forevermore.

Detect Magic (Su): A disenchanter can continuously detect magic as the spell cast by a 12th-level sorcerer. It can suppress or resume this ability as a free action.

The Disenchanter first appeared in the *Fiend Folio* (1981).

DOOM GUARD

Medium-Size Construct

Hit Dice: 5d10 (27 hp)

Initiative: +0

Speed: 30 ft.

AC: 18 (+8 full plate)

Attacks: Longsword +8 melee

Damage: Longsword 1d8+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, magic immunity, darkvision 60 ft.

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 20, Dex 10, Con –, Int –, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Medium-size), 11-15 HD (Large)

The doom guard is an animated creature similar in nature to a golem. Created by a series of arcane enchantments, these frightening automatons are often used as guards in the castles and towers of those who create them. Doom guards are found in both western and eastern (oriental) styles as well as a variety of others.

Doom guards never speak and, thus, have no language of their own. They are able to obey simple commands from their creator, but these are generally limited to one or two rudimentary concepts. Typical orders include "stay in this room and attack anyone but me who enters" or "kill anyone who opens this chest until I tell you otherwise."

Doom guards are not undead, although they are often mistaken for creatures of this type. They cannot be turned or affected by spells that are intended for use against the living dead.

COMBAT

The doom guard is an unsubtle and straightforward opponent. When their instructions call for them to engage in combat, they simply move toward their intended target and strike with their weapons. Subtle planning can often enable a party to outwit doom guards without having to battle them one-on-one.

Most doom guards are armed with some manner of sword, axe, or bludgeon. In rare cases (about 1 in 10), they are equipped with heavier or lighter weapons.

Magic Immunity (Ex): A doom guard is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Lightning-based effects deal normal damage to a doom guard. A *transmute metal to wood* spell deals 1d6 points of damage per caster level. Fire and cold-based effects deal half damage to a doom guard, and no damage if the doom guard succeeds at its saving throw.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

CREATING A DOOM GUARD

A doom guard costs 50,000 gp to create, which includes 1,500 gp for the body. Assembling the body requires successful Craft (armorsmithing or weaponsmithing) check (DC 15).

The creator must be 12th level and have the Craft Wondrous Item feat. The ritual to complete the doom guard requires one week of time. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's shop and a smithy and costs 1,000 gp to establish.

The Doom Guard first appeared in the *Ravenloft MCA*.

DRACOLISK

Large Magical Beast

Hit Dice: 7d10+21 (52 hp)

Initiative: +2 (Dex)

Speed: 30 ft, fly 60 ft (poor)

AC: 17 (-1 size, +2 Dex, +6 natural)

Attacks: Bite +10 melee, 2 claws +5 melee

Damage: Bite 2d6+4, claw 2d4+2

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Breath weapon, petrifying gaze

Special Qualities: Darkvision 60 ft, low-light vision

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 18, Dex 14, Con 17, Int 6, Wis 13, Cha 12

Skills: Listen +11, Spot +12

Feats: Blind-Fight

Climate/Terrain: Any marsh or underground

Organization: Solitary or pair

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-9 HD (Large); 10-21 HD (Huge)

The dracolisk is believed to be the offspring of a black dragon and basilisk. The dracolisk is a very territorial creature, attacking all who come within its domain.

The dracolisk has deep-brown scales, six legs, and resembles a black dragon in all respects.

COMBAT

The dracolisk attacks first with its breath weapon and gaze attack. After this, it attacks with its bite and clawed forelegs.

Breath Weapon (Su): Line of acid 5 feet wide, 5 feet high, and 30 feet long, once every 1d6 rounds; damage 4d4, Reflex half DC 16

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 14).

Skills: Dracolisks receive a +2 racial bonus to Listen and Spot checks.

The Dracolisk first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

again cut its own way out. The dust digger's gizzard can hold two Small creatures, four Tiny, eight Diminutive, or sixteen Fine or smaller opponents.

Burrow (Ex): A dust digger can glide through sand, loose soil or almost any sort of loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an are containing a burrowing dust digger flings the dust digger back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Tremorsense (Ex): A dust digger can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: *Dust diggers receive a +8 racial bonus to Hide checks when in sand covered terrain.

The Dust Digger first appeared in the *Monster Manual II* (Gary Gygax, 1983).

FAERIE DRAGON

Tiny Dragon

Hit Dice: 2d12+2 (15 hp)

Initiative: +0

Speed: 15 ft., 60 ft. (good)

AC: 15 (+2 size, +3 natural)

Attacks: Bite +4 melee

Damage: Bite 1

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Spells, breath weapon

Special Qualities: Improved invisibility, immunities, SR 21, darkvision 60 ft., low-light vision, telepathy

Saves: Fort +4, Ref +3, Will +7

Abilities: Str 11, Dex 11, Con 13, Int 18, Wis 18, Cha 16

Skills: Hide +5, Listen +9, Search +9, Spot +9

Feats: Hover

Climate/Terrain: Temperate and warm forest

Organization: Solitary or clan (3-6)

Challenge Rating: 4

Treasure: Double standard

Alignment: Always chaotic good

Advancement: 3-5 HD (Tiny); 6 HD (Small)

A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.

Faerie dragons are about 2 feet long and resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm. The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

They speak Draconic, Common, Sylvan, and Elven,

COMBAT

Faerie dragons shun combat, but if pressed, they will turn invisible and attack with their spells and breath weapon.

Improved Invisibility (Su.): A faerie dragon can turn invisible and attack as if using the spell *improved invisibility*. The effect can be dispelled, but the faerie dragon can create it again as a free action on its next turn.

Breath Weapon (Su.): Cone, 5 feet, once every 1d4 rounds; Reflex save (DC 12) or wander aimlessly in a state of euphoric bliss for 2d6 rounds. Creatures so affected cannot act, and lose their Dexterity bonus to AC.

The victim can keep his mind on the situation if he succeeds at a Will save (DC 12) each round; if he fails, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

Spells: Faerie dragons can replicate arcane spells (65% chance) as 6th-level sorcerers (save DC 13 + spell level) or divine spells (35% chance) as 8th-level druids (save DC 14 + spell level).

Immunities (Ex.): Faerie dragons are immune to sleep and paralysis effects.

Telepathy: Faerie dragons can communicate telepathically with one another with a range of 2 miles.

The Faerie Dragon first appeared in *Monster Manual II* (Gary Gygax, 1983).

DRAGON, YELLOW

Dragon (Fire)

Climate/Terrain: Warm plains and hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 2; very young 3; young 4; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; greay wyrm 23

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: Wyrmling 6-7 HD (Small); very young 9-10 HD (Medium-size); young 12-13 HD (Medium-size); juvenile 15-16 HD (Large); young adult 18-19 HD (Large); adult 21-22 HD (Huge); mature adult 24-25 HD (Huge); old 27-28 HD (Huge); very old 30-31 HD (Huge); ancient 33-34 HD (Gargantuan); wyrm 36-37 HD (Gargantuan); great wyrm 39+ HD (Gargantuan)

Yellow dragons love deserts, preferring areas of sandy, windswept desolation. They are most comfortable in daytime temperatures of 105 degrees and up, although they can easily survive subfreezing temperatures at night. A yellow dragon's scales at birth are tan in color, but slowly, as the dragon ages, change to a desert sand color. Their scales are dull and lackluster, but this is to their advantage for they do not reflect light very well. Their teeth and claws are of similar color.

Yellow dragons are solitary, selfish creatures that form no close bonds with any other creature, including other yellows. They are highly territorial; the only time they'll let another yellow into their territory is to mate, which is actually quite rare. Immediately afterward, the dragons separate. The mother raises the offspring, but won't go out of her way to protect them from attackers. The young dragons usually leave home before they reach the juvenile age category. The main enemies of yellow dragons are brass dragons, which actively hunt the smaller creatures.

COMBAT

Although preferring guile to combat and ambush to attack, yellows are fierce and cunning fighters. Even if forced into a situation where direct combat is inevitable, they'll still use their spells and innate abilities so as to mislead, misdirect, and distract their opponents.

A favorite hunting tactic for a yellow is to dig a steep-walled, cone-shaped depression in the sand, and then bury itself at the bottom of this crater with just its eyes and nostrils showing. When a creature stumbles into the depression, the dragon moves its wings in the sand, causing the steep walls of the cone to collapse and drawing the prey straight to the dragon's mouth.

Breath Weapon (Su): A yellow dragon has one type of breath weapon, a cone of scorching air and earth.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Silence (Sp): The dragon can use this ability as the spell of the same name, a number of times per day equal to its age category.

Other Spell-Like Abilities: 3/day—*create/destroy water*, *improved invisibility*, and *wind wall*; 1/day—*wall of stone* and *enervation*.

YELLOW DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	5d12+5 (37)	15 (+1 size, +4 natural)	+7	+5	+4	+4	1d6 (13)	-	-
Very young	M	8d12+16 (68)	17 (+7 natural)	+10	+8	+6	+6	2d6 (16)	-	-
Young	M	11d12+22 (93)	20 (+10 natural)	+14	+9	+7	+8	3d6 (17)	-	-
Juvenile	L	14d12+42 (133)	22 (-1 size, +13 natural)	+17	+12	+9	+11	4d6 (20)	-	-
Young adult	L	17d12+68 (178)	25 (-1 size, +16 natural)	+22	+14	+10	+12	5d6 (22)	20	19
Adult	H	20d12+100 (230)	27 (-2 size, +19 natural)	+26	+17	+12	+15	6d6 (25)	23	21
Mature Adult	H	23d12+115 (264)	30 (-2 size, +22 natural)	+30	+18	+13	+16	7d6 (26)	24	22
Old	H	26d12+156 (325)	33 (-2 size, +25 natural)	+34	+21	+15	+19	8d6 (29)	27	24
Very old	H	29d12+174 (362)	36 (-2 size, +28 natural)	+38	+22	+16	+20	9d6 (30)	28	25
Ancient	G	32d12+224 (432)	37 (-4 size, +31 natural)	+40	+25	+18	+23	10d6 (33)	31	27
Wyrmling	G	35d12+280 (507)	40 (-4 size, +34 natural)	+44	+27	+19	+24	11d6 (35)	32	28
Great wyrmling	G	38d12+304 (551)	43 (-4 size, +37 natural)	+48	+29	+21	+27	12d6 (37)	33	30

YELLOW DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average) burrow 20 ft.	13	10	13	10	11	10	Create/destroy water	-
Very young	40 ft., fly 150 ft. (poor) burrow 20 ft.	15	10	15	10	11	10		-
Young	40 ft., fly 150 ft. (poor) burrow 20 ft.	17	10	15	12	13	12		-
Juvenile	40 ft., fly 150 ft. (poor) burrow 20 ft.	19	10	17	14	15	14		1st
Young adult	40 ft., fly 150 ft. (poor) burrow 20 ft.	23	10	19	14	15	14	Damage reduction 5/+1	3rd
Adult	40 ft., fly 150 ft. (poor) burrow 20 ft.	27	10	21	16	17	16	Improved invisibility	5th
Mature Adult	40 ft., fly 150 ft. (poor) burrow 20 ft.	29	10	21	16	17	16	Damage reduction 10/+1	7th
Old	40 ft., fly 150 ft. (poor) burrow 20 ft.	31	10	23	18	19	18	Wind wall	9th
Very old	40 ft., fly 150 ft. (poor) burrow 20 ft.	33	10	23	18	19	18	Damage reduction 15/+2	11th
Ancient	40 ft., fly 200 ft. (clumsy) burrow 20 ft.	35	10	25	20	21	20	Wall of stone	13th
Wyrmling	40 ft., fly 200 ft. (clumsy) burrow 20 ft.	37	10	27	20	21	20	Damage reduction 20/+2	15th
Great wyrmling	40 ft., fly 200 ft. (clumsy) burrow 20 ft.	39	10	27	22	23	22	Enervation	17th

DUNE STALKER

Medium-Size Outsider (Evil, Fire)

Hit Dice: 6d8+12 (39 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 16 (+1 Dex, +5 natural)

Attacks: 2 claws +8 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sonic attack, kiss of death

Special Qualities: Damage reduction 15/+1, SR 17, improved tracking, darkvision 60 ft.

Saves: Fort +7, Ref +6, Will +7

Abilities: Str 12, Dex 13, Con 14, Int 14, Wis 14, Cha 14

Skills: Climb +8, Escape Artist +8, Hide +9, Knowledge (any one) +8, Listen +10, Move Silently +7, Search +10, Spot +11

Feats: Improved Initiative, Weapon Focus (claw)

Climate/Terrain: Any warm land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 7-10 HD (Medium-size); 11-18 HD (Large)

A vile naked humanoid in appearance, bony, and with long sharp fingers and clawed toes, the dune stalker roams the Material Plane in response to summons from evil spellcasters. The dune stalker originates from the Para-Elemental Plane of Magma.

Dune stalkers speak Common, Ignan and Auran.

COMBAT

The dune stalker's principal ranged attack is by sonic vibration. The dune stalker's broad chest allows it to take in a huge quantity of dry, hot air, which is then forced out under tremendous pressure through a resonance chamber in the nasal passages.

At close range, the dune stalker will attempt to deliver a kiss of death to whichever target within melee range is most identifiable as good. This is accomplished when the dune stalker places its lips in direct contact with the bare skin of its victim, and makes a sonic vibration attack.

Sonic Attack (Su): Once every 1d4 rounds, a dune stalker can emit a blast of ear-shattering sound that stuns all within 30 feet for 1d4 rounds unless a successful Fortitude save (DC 15) is made.

Kiss of Death (Su): Touch, Fortitude save (DC 15) or die.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

The Dune Stalker first appeared in the *Fiend Folio* (1981).

DUST DIGGER

Large Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 10 ft

AC: 16 (-1 size, +7 natural)

Attacks: 5 tentacles +5 melee

Damage: Tentacle 1d6+3

Face/Reach: 10 ft by 10 ft/5 ft

Special Attacks: Sinkhole, improved grab, swallow whole

Special Qualities: Burrow, tremorsense, darkvision 60 ft

Saves: Fort +2, Ref +1, Will +4

Abilities: Str 14, Dex 10, Con 13, Int 2, Wis 11, Cha 10

Skills: Hide +0*, Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Warm desert

Organization: Solitary, gang (4-8), or colony (9-20)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Dust diggers dwell in arid climates that have loosely packed, sandy soil, such as desert dunes. They travel above ground only at night and never longer than a few minutes at a time.

A dust digger resembles a starfish with 5 arm-like tentacles around a central maw.

COMBAT

A dust digger buries itself and waits for its prey. When a creature walks on top of a dust digger, the dust digger deflates its body, creating an area very much like a sinkhole. Once fully deflated, the dust digger folds its arms up around the victim and forces it into its maw.

Sinkhole (Ex): By deflating its body (when buried in sand), the dust digger uses the sands shifting toward its mouth to slow the escape of its prey.

A creature caught in the shifting sand can only move at half speed, and must make a Reflex save (DC 13 with the DC increasing by +1 per round to a maximum of +3) each round to maintain its footing. If the save fails, the creature falls and slides toward the dust digger's mouth. On a successful save, the creature maintains its footing, but must make another Reflex save (same DC) for each round it remains in the shifting sand.

Improved Grab (Ex): To use this ability, the dust digger must hit with two of its tentacles. If it gets a hold, it can bite or swallow its prey.

Swallow Whole (Ex): By making a successful grapple check, a dust digger can swallow a grabbed opponent of Medium-size or smaller. Once inside, the creature takes 2d8+2 points of crushing damage plus 6 points of acid damage per round from the dust digger's digestive juices. A swallowed creature can climb out of the digger with a successful grapple check. This returns it to the digger's maw where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must

again cut its own way out. The dust digger's gizzard can hold two Small creatures, four Tiny, eight Diminutive, or sixteen Fine or smaller opponents.

Burrow (Ex): A dust digger can glide through sand, loose soil or almost any sort of loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an are containing a burrowing dust digger flings the dust digger back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Tremorsense (Ex): A dust digger can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: *Dust diggers receive a +8 racial bonus to Hide checks when in sand covered terrain.

The Dust Digger first appeared in the *Monster Manual II* (Gary Gygax, 1983).

EAR SEEKER

(CR 6)

Ear seekers are small maggot-like insects that occupy decaying wood. As adults, they are harmless as they spend their days deep within rotting logs happily eating the wood. As larvae, the ear seekers can be lethal to warm-blooded creatures.

Female ear seekers lay their eggs in warm, moist areas. Generally, the warm moistness of decaying vegetable matter suits them. On rare occasions, however, they will enter the ear of a living creature and deposit their eggs there.

An adult ear seeker will lay 1d8+8 tiny eggs and then fly off to die. The incubation time of the eggs is 4d6 hours, at which time the tiny larvae hatch and begin to consume the only available food source: the surrounding flesh. Preferring warmth, they will burrow inwards to where the most food and body heat is. The host must succeed at a Fortitude save (DC 18) or die in 1d4 days as the ear seekers devour its brain tissue. Even if the save is successful, the host suffers 3d6 points of permanent Intelligence and Wisdom damage.

After satiating themselves, the larvae will turn to pupae. The agony for the host finally ends. This stage lasts about two weeks, at which time adult ear seekers crawl out of the host and fly away.

A *cure disease* spell destroys the eggs and larvae. A *restoration* spell will heal the ability damage dealt by an ear seeker, but it must be cast twice; once for Intelligence damage and once for Wisdom damage.

The Ear Seeker first appeared in the *Monster Manual* (Gary Gygax, 1977).

AERIAL SERVANT

Medium-Sized Elemental (Air)

Hit Dice: 16d8+64 (136 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: Fly 60 ft. (perfect)

Armor Class: 21 (+7 Dex, +4 natural)

Attacks: Slam +19/+14/+9 melee

Damage: Slam 2d8+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, constrict, windblast

Special Qualities: Elemental, damage reduction 10/+1, natural invisibility, find target, empathic link

Saves: Fort +9, Ref+17, Will +5

Abilities: Str 18, Dex 25, Con 18, Int 4, Wis 10, Cha 11

Skills: Intuit Direction +10, Listen +6, Move Silently +11, Search +1, Spot +6

Feats: Improved Initiative, Weapon Finesse (slam)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement Range: 17-33 HD (Medium-size); 34-48 HD (Large)

This creature is a form of air elemental native to the plane of elemental Air, as well as the Ethereal and Astral planes, and can be summoned to the Prime Material plane by spellcasters foolish enough to do so.

Normally invisible, if seen on their home plane, they resemble legless humanoids of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands.

COMBAT

They rarely engage in combat, using a shearing blast of intensely focused wind to pummel their opponents when they do so and using their slam attack if pressed.

Improved Grab (Ex): To use this ability, the aerial servant must hit an opponent of up to Large size with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): An aerial servant deals 2d8+6 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in the aerial servant's grasp cannot speak or cast spells with verbal components.

Wind Blast (Su): Line 5 feet wide, 5 feet high, and 80 feet long, once ever 1d4 rounds; 4d8 points of damage and creatures of Large or smaller size are knocked down and back 1d4x10 feet. A successful Reflex save (DC 26) halves the damage and negates the knockdown.

Natural Invisibility (Su): This ability is constant, allowing the aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell.

Find Target (Sp): When ordered to locate a creature or an object, an aerial servant does so unerringly, as though guided by *discern location*. The caster must know the designated creature.

Empathic Link (Ex): When summoned, the aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it will return to the caster and attack. The aerial servant can find the caster as long as they are on the same plane of existence. Should the caster leave the plane, it will temporarily break the link, though it will be reestablished once the caster returns to the same plane as the aerial servant.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SUMMONING AN AERIAL SERVANT

An aerial servant is summoned using the clerical spell *planar ally* or the arcane spell *planar binding*.

An aerial servant obeys the commands of the one who conjured it with respect to finding and returning whatever object or creature is described. Of course, the object or creature must be such as to allow the aerial servant to physically bring it to its caster.

It will also disappear when its duty is fulfilled, it is dispelled, the caster releases it, or the caster is slain.

If an aerial servant is prevented from completing its mission, it will return to the caster and either attack or attempt to carry him back to the elemental plane of Air. The unfortunate spell caster will likely never be seen again.

The Aerial Servant first appeared in the *Monster Manual* (Gary Gygax, 1977).

GALEB DUHR

Large Elemental (Earth)

Hit Dice: 8d8+48 (84 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 22 (-1 size, -1 Dex, +14 natural)

Attacks: Slam +12/+7 melee

Damage: Slam 2d8+10

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, animate boulders

Special Qualities: Elemental, SR 15, fire resistance 10, electrical immunity, cold vulnerability, camouflage, darkvision 60 ft.

Saves: Fort +12, Ref +1, Will +3

Abilities: Str 25, Dex 8, Con 22, Int 12, Wis 12, Cha 12

Skills: Hide +9, Listen +12, Spot +12

Feats: Alertness, Power Attack

Climate/Terrain: Any hill and mountain

Organization: Solitary or clan (2-5)

Challenge Rating: 8

Treasure: No coins; double goods (gems only); 50% items

Alignment: Always neutral

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

The galeb duhr is a native of the Elemental Plane of Earth. It appears as a large boulder-like creature with two large legs and feet. These act as its hands and feet.

COMBAT

The galeb duhr shuns combat if at all possible. It will use its *transmute rock to mud* ability to sink into the ground and disappear. If pressed, though a galeb duhr will not hesitate to fight.

Spell-Like Abilities: At will—*stone shape*; 1/day—*move earth*, *passwall*, *transmute rock to mud*, and *wall of stone*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 11 + spell level).

Animate Boulders (Sp.): A galeb duhr can animate rocks within 180 feet at will, controlling up to two rocks at a time. The boulder has a move speed of 10 and fights as a galeb duhr in all respects. Animated boulders lose their ability to move if the galeb duhr who animated them is incapacitated or moves out of range.

Camouflage (Ex.): The galeb duhr receives a +12 racial bonus on Hide checks in rocky terrain as long as it remains motionless.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Electrical Immunity (Ex): The galeb duhr is immune to all electrical effects.

Cold Vulnerability (Ex): The galeb duhr suffers double damage from all cold-based effects, except on a successful save.

MUDMAN

Small Elemental (Water)

Hit Dice: 2d8 (9 hp)

Initiative: -1 (Dex)

Speed: 10 ft.

AC: 13 (+1 size, -1 Dex, +3 natural)

Attacks: Slam +3 melee; or mud glob +0 ranged

Damage: 1d4+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Mud throwing, engulf

Special Qualities: Elemental, damage reduction 10/+1, dormant state, immunities, susceptibility, tremorsense

Saves: Fort +3, Ref -1, Will +0

Abilities: Str 14, Dex 9, Con 11, Int 3, Wis 10, Cha 10

Skills: Listen +4, Spot +3

Climate/Terrain: Temperate and warm water and underground

Organization: Solitary, gang (3-6), or pack (7-12)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Small)

Mudmen are formed in pools of mud where enchanted waters collect and evaporate.

Mudmen resemble short, stocky humanoids, formed of mud. They have a barrel shaped body, and long, thick arms that end in huge, roughly formed hands.

COMBAT

Mudmen cannot detect living creatures outside their mud pool, but once a creature enters a pool, the mudman senses it and assumes its humanoid form.

A mudman attacks using its fists or hurling mud at its foes (its preferred form of attack).

Dormant State (Ex.): A mudman will lie below the surface of the pool with the substance of their body spread throughout the pool. This is its natural form. In this form it is immune to all weapon attacks, but is still susceptible to attacks from spells.

When the presence of a living creature is detected in the pool, the mudman assumes its humanoid form. This is a standard action. It may alternate between forms, but does not heal damage any faster in its dormant state.

Mud Throwing (Ex.): A mudman attacks by hurling globs of mud at its opponent. These globs deal no damage and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit suffers a -2 penalty to its attack rolls and a -4 penalty to effective Dexterity. The creature must make a Reflex save (DC 15) or be stuck to the ground. Even with a successful save, the creature can only move at half speed.

A creature stuck to the ground can break free with a successful Strength check (DC 22) or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon. Breaking the mud off, or another creature assisting, does not require an attack roll; hitting the mud is automatic, after which the creature that hit makes a damage roll to see how much of the mud happened to be broken off.

Breaking the mud off is a standard action that does provoke an attack of opportunity.

A character capable of spellcasting that is bound by the mud must make a Concentration check (DC 15) to cast a spell.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not stack.

Engulf (Ex.): A mudman may hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack roll destroys the mudman,

but covers the creature (if Medium-size or smaller) with mud that solidifies around the target's head instantly.

A creature caught in this manner takes suffocation damage (Suffocation, page 88 in the *Dungeon Master's Guide*).

The hardened mud can be attacked automatically and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. It can also be pried off (Strength check DC 25).

If the mudman misses its attack, it must spend one full round reforming.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Immunities: Immune to all mind-influencing effects.

Susceptibility: *Dispel magic* acts as a fireball spell (1d6 per caster level to a maximum of 10d6) against mudmen. *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8).

Tremorsense (Ex.): A mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

NEREID

Medium-Size Elemental (Water)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft., swim 60 ft.

AC: 12 (+2 Dex)

Attacks: Spit +5 ranged

Damage: Spit 0 and poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison, beguilement, kiss, shape water, control water, water mastery

Special Qualities: Elemental, SR 21, immunity to attacks, darkvision 60 ft., vulnerability

Saves: Fort +6, Ref +3, Will +4

Abilities: Str 11, Dex 14, Con 14, Int 12, Wis 12, Cha 18

Skills: Bluff +7, Hide +9, Listen +7, Spot +8

Feats: Dodge, Iron Will

Climate/Terrain: Any aquatic

Organization: Solitary, gang (2-4) or troupe (1 giant squid, giant octopus, or Large viper snake for each nereid)

Challenge Rating: 6

Treasure: No coins; no goods; standard items

Alignment: Usually chaotic neutral

Advancement: 5-12 HD (Medium-size)

Many a male has thrown his life away for the fleeting embrace of the "honeyed ones," the beautiful nereids from the Elemental Plane of Water. Playful and flighty, and as unpredictable as their watery homes, the nereids tempt and trick sailors to their dooms. They assume human form on contact with the air.

Gorgeous and voluptuous, these forms are almost always females, young and slim with long, golden hair, pearly white skin, and sparkling green eyes. Their voices are heavenly and their songs are engaging to those that listen. While they always carry a white shawl, either in their hands or draped over their shoulders, they are otherwise lightly clad in white and gold.

If confronted by only females, the nereid appears in a male guise, but its powers are not as effective on women and there is a chance (Spot check DC 10) that the women see the beguiling nereid's true form.

COMBAT

Nereids have few physical attacks, but if forced into combat, they will attack using their poison spittle and shape water attacks.

Beguilement (Su.): A creature of the opposite sex from the nereid seeing a nereid must make a Will save (DC 17) or be instantly smitten and beguiled. A beguiled creature will seek to kiss the nereid, seemingly at all costs.

Poison (Ex.): Spit, 20 feet, no range increments. Fortitude save (DC 14) or blinded for 2d6 rounds as per the *blindness* spell.

Kiss (Su.): Any creature meeting the lips of a nereid must succeed at a Fortitude save (DC 14) or die instantly as the creature's lungs fill with water.

Immunity to Attacks (Ex.): A nereid that is attacked by any weapon (including grappling attacks) can, by making a successful Reflex save (DC 15), instantly transform her body into water and flow away.

Shape Water (Su.): A nereid can form a volume of water into the shape of an arm ending in a clenched fist (AC 15, hp 15). The fist attacks using the nereid's attack roll and deals 1d4 points of damage. The nereid does not need to concentrate to maintain the arm, and is free to act.

Control Water (Su.): A nereid can control water as the spell cast by a 15th-level sorcerer.

Water Mastery (Ex.): A nereid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is land bound, the nereid suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block).

Transparency (Ex.): A nereid is effectively invisible in water until it attacks.

Vulnerability (Ex.): The nereid protects its shawl at all costs, for it contains the nereid's essence; if it is destroyed, the nereid dissolves into formless water.

Possession of a nereid's shawl gives a character control over the creature, which will accept commands to avoid damage to the shawl.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

The Nereid first appeared in the *Monster Manual II* (Gary Gygax, 1983).

PECH

Small Elemental (Earth)

Hit Dice: 4d8+4 (22 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 17 (+1 size, +1 Dex, +5 natural)

Attacks: Heavy pick +8 melee

Damage: Heavy pick 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, earth mastery

Special Qualities: Elemental, immunity to petrification, light blindness, darkvision 60 ft.

Saves: Fort +5, Ref +2, Will +1

Abilities: Str 19, Dex 13, Con 13, Int 11, Wis 10, Cha 10

Skills: Climb +9, Craft (stonemasonry) +11, Listen +5, Profession (miner) +7, Spot +6

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Gang (2-4), pack (5-20), or tribe (21-40)

Challenge Rating: 3

Treasure: No coins; standard goods (gems only); no items

Alignment: Always neutral good

Advancement: 5-9 HD (Small); 10-12 HD (Medium-size)

The pech are creatures of the plane of elemental Earth, though some have extensive mines in the deepest regions of the Prime Material plane. They dwell in dark places and work stone.

Pech are thin with long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or red-brown hair. Their eyes are large and pupilless.

COMBAT

The pech relies on its pick in combat.

Spell-Like Abilities: 4/day—*stone shape* and *stone tell*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 10 + spell level).

Four pech together can, once per day use *wall of stone* and *stone to flesh*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 10 + spell level).

Earth Mastery (Ex): A pech gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the pech suffers a –4 penalty to attack and damage. (These modifiers are not included in the statistics block).

Immunity to Petrification (Ex): Pech are immune to all petrifying effects (such as a gorgon's breath or medusa's gaze).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds pech for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Skills: Pech receive a +4 racial bonus to Craft (stonemasonry) checks.

The Pech first appeared in the *Monster Manual II* (Gary Gygax, 1983).

PHANTOM STALKER

Medium-Size Elemental (Fire)

Hit Dice: 6d8+12 (39 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (average)

AC: 17 (+2 Dex, +5 natural)

Attacks: 2 claws +7 melee

Damage: 1d4+3 and 1d6 fire

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, burn, fiery death

Special Qualities: Polymorph self, elemental, fire subtype

Saves: Fort +4, Ref +7, Will +2

Abilities: Str 17, Dex 15, Con 14, Int 4, Wis 11, Cha 11

Skills: Listen +8, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 7 HD (Medium-size); 8-18 HD (Large)

Phantom stalkers are creatures from the Elemental Plane of Fire. When encountered on the Prime Material it is usually in the service of a high level spellcaster, serving as a bodyguard. Spellcaster beware, for summoning a phantom stalker is risky indeed. They will follow their orders to the letter, attempting to pervert the intent, so as to gain release back to their home plane.

The phantom stalker appears as a muscular, reddish humanoid, 7 feet tall, with fiery eyes. Its face is an elongated version of a human face, with a pointed chin and high forehead.

Phantom stalkers speak Common and Ignan.

COMBAT

A phantom stalker attacks with its claws, attempting to grab its opponent and pull it into its body to burn it.

Improved Grab (Ex.): To use this ability the phantom stalker must hit with both of its claw attacks. If it does, it can burn the opponent.

Burn (Ex.): Those hit by a phantom stalker's claw attacks must succeed at a Reflex save (DC 15) or catch fire. The flame burns for 1d4 rounds (see Catching Fire, page 86 in the *Dungeon Master's Guide*). A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a phantom stalker with natural weapons or unarmed attacks take fire damage as though hit by the stalker's attack, and also catch fire unless they succeed at a Reflex save (same DC).

Polymorph Self (Su.): As the spell cast by an 8th-level sorcerer.

Fiery Death (Ex.): When a phantom stalker is reduced to 0 hit points or less, it explodes in a fiery blast equivalent to a *fireball* as cast by a 6th-level sorcerer (save DC 13).

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex.): Fire immunity, double damage from cold, except on a successful save.

The Phantom Stalker first appeared in the *Fiend Folio* (1981).

SANDMAN

Medium-Size Elemental

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 30 ft.

AC: 17 (+7 natural)

Attacks: Slam +3 melee

Damage: 1d6 and sleep

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sleep

Special Qualities: Darkvision 60 ft., SR 15

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 10

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: Double coins

Alignment: Usually neutral evil

Advancement: 5-12 HD (Medium-size)

A native of either the Elemental Plane of Earth or the Quasi-Elemental Plane of Dust (scholars are not sure which), the sandman appears as a human constructed entirely of sand.

COMBAT

A sandman attacks using its fists if pressed, but almost always relies on its sleep ability to affect those within range. Once a creature goes to sleep, the sandman will not attack it.

Sleep (Su.): 20-foot radius or by touch, Will save (DC 13) or sleep for 30 minutes. Each 1 minute thereafter, the victim must succeed at a Will save (DC 13) to wake up. Slapping or wounding a sleeping creature will wake it, though normal noise will not. Unconscious creatures, constructs, and undead are immune to the effects of this ability.

The Sandman first appeared in the *Fiend Folio* (1981).

SYLPH

Medium-Size Elemental (Air)

Hit Dice: 3d8+3 (16 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 60 ft. (good)

AC: 12 (+2 Dex)

Attacks: Dagger +2 melee

Damage: Dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Elemental, SR 21, low-light vision

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 10, Dex 14, Con 12, Int 16, Wis 16, Cha 18

Skills: Concentration +7, Escape Artist +4, Heal +6, Hide +5, Listen +6, Move Silently +5, Sense Motive +6, Spellcraft +6, Spot +8, Wilderness Lore +6

Feats: Alertness, Great Fortitude, Iron Will

Climate/Terrain: Any mountain

Organization: Solitary

Challenge Rating: 5

Treasure: No coins; double goods; 50% items

Alignment: Always neutral good

Advancement: 4-9 HD (Medium-size)

Sylphs make their home in the aerial reaches of the world, and are fond of flying about, taking in the beauty of nature. They rarely ever contact the ground, and if one is indeed encountered, she is likely to be far away from her home.

The sylphs are very beautiful creatures akin to the nymphs. They have wings, 4-5 feet long and translucent, similar to that of dragonflies. Their hair is always long and flowing and varies in color from brown or blonde to green or purple.

Sylphs speak Auran, Common, and Sylvan.

COMBAT

Sylphs avoid combat whenever possible, fleeing when confronted by intruders or danger.

Spell-Like Abilities: At will, *invisibility* (self only); 1/week—summon a Large 8 HD air elemental.

Spells: Sylphs cast spells as 7th-level sorcerers (save DC 14 + spell level).

The Sylph first appeared in the *Monster Manual* (Gary Gygax, 1977).

WATER WEIRD

Large Elemental (Water)

Hit Dice: 3d8+3 (16 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 16 (-1 size, +2 Dex, +5 natural)

Attacks: Slam +3 melee

Damage: Slam 1d8+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved grab, drown, water mastery, drench

Special Qualities: Damage reduction 10/bludgeoning, elemental, fire resistance 10, transparency, reform body, control elemental, vulnerabilities

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 15, Dex 17, Con 12, Int 12, Wis 11, Cha 11

Skills: Hide +9, Listen +6, Move Silently +9, Spot +6

Feats: Improved Initiative

Climate/Terrain: Any aquatic and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 4-7 HD (Large); 8-9 HD (Huge)

The water weird is a life form that has its origins on the Elemental Plane of Water. They attack all living things, draining their life's essence as the victim lay dying.

The water weird takes but two rounds to form from the body of water it inhabits. It appears as a large serpent constructed entirely of water.

COMBAT

The water weird lashes out, attempting to wrap itself around its prey, dragging it into the water where the weird attempts to drown it.

Improved Grab (Ex.): If the water weird scores a hit with its slam attack, it may attempt to grapple its opponent without provoking an attack of opportunity (see Grapple, page 137 in the *Player's Handbook*). The weird can only grab creatures of Medium-Size or smaller.

If the water weird succeeds at its grapple check, it drags its prey into the water where it pins the victim underwater and attempts to drown him.

Drown (Ex.): See the rules for drowning (Drowning, page 85 in the *Dungeon Master's Guide*). A victim can break free by making a successful Strength check (DC 15).

Water Mastery (Ex.): A water weird gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is land bound, the weird suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block).

Drench (Ex.): A water weird's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Medium-size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the weird's HD total.

Control Elemental (Ex.): The water weird has the ability to take control of a water elemental that is within 30 feet by making a successful Intelligence check (DC 10). If the elemental is being controlled by another creature, the water weird can gain control by making a successful Intelligence check (DC 10 + Intelligence modifier of caster currently controlling elemental).

Vulnerabilities (Ex.): Cold-based spells cause the water weird to act as if *slowed*. A *purify food and drink* deals 1d4 points of damage per caster level (maximum 10d4) to the water weird. These hit points are not regained when the weird reforms.

Reform Body (Ex.): When reduced to zero or less hit points the weird collapses back into the water. Two rounds later, it will reform at full strength.

Transparency (Ex.): A water weird is effectively invisible in water until it attacks.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

The Water Weird first appeared in the *Monster Manual* (Gary Gygax, 1977).

EXECUTIONER'S HOOD

Tiny Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +0 (Dex)

Speed: 10 ft., climb 5 ft.

AC: 14 (+2 size, +2 natural)

Attacks: Slam +1 melee

Damage: Slam 0 and suffocation

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Improved grab, suffocation

Special Qualities: Alcohol vulnerability, sleep immunity, darkvision 60 ft.

Saves: Fort +0, Ref +0, Will +2

Abilities: Str 10, Dex 10, Con 12, Int 4, Wis 8, Cha 10

Skills: Listen +4, Spot +4

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Tiny); 5-6 HD (Small)

The executioner's hood is a bag-like monster that resembles an actual executioner's hood. It is about 1 inch thick and 2 feet in diameter. There are two eye holes which actually can be used to see into or out of its cavity. The hood is dull black in color.

COMBAT

The executioner's hood will cling to a wall or ceiling awaiting its prey. When its prey passes under it, the hood drops and attempts to engulf the victim's head.

Improved Grab (Ex.): To use this ability, the executioner's hood must hit with its slam attack.

Suffocation (Ex.): An executioner's hood that gets a hold wraps itself around the head of a Medium-size or smaller creature as a standard action. The executioner's hood attempts a grapple that does not provoke an attack of opportunity. If it gets a hold it deals damage (equal to its slam attack) per round.

A creature can hold its breath for a number of rounds equal to twice its Constitution score. After this period of time, the creature must succeed at a Constitution check (DC 10) each round (the DC increases by +1 for each success). On a failed roll, the victim falls unconscious (0 hp). In the following round, the victim drops to -1 hit points and is dying. In the third round, the victim suffocates.

Attacks that hit the executioner's hood deal the same amount of damage to the victim. Spells that affect the executioner's hood have full effect on the victim as well (because the executioner's hood attaches many small fibrous strands to the victim).

Sleep Immunity (Ex.): Immune to *sleep* effects.

Alcohol Vulnerability: Pouring wine, ale, brandy, or the like on an executioner's hood deals 1 point of damage to it per round. After the hood has taken 4 points of damage, it will release its victim and drop to the floor. At least 1 full quart must be used.

EYE OF FEAR AND FLAME

Medium-Size Construct

Hit Dice: 12d8 (54 hp)

Initiative: +0

Speed: 30 ft. (can't run)

AC: 18 (+8 natural)

Attacks: Eye rays +11 ranged

Damage: Eye ray (see text)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Eye rays

Special Qualities: Construct, ethereal jaunt, detect law, greater command, immunities, telepathy, darkvision 60 ft.

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 12, Dex 11, Con –, Int 14, Wis 16, Cha 16

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 9

Treasure: None (the gems from its eyes are worth 1,000 to 3,000 gp each)

Alignment: Always chaotic evil

Advancement: 13-36 HD (Medium-size)

The eye of fear and flame is a hooded humanoid of average size. The face is always invisible, with the interior of the hood being seen as an opaque black screen. The eye constant stalks the world looking for lawful and good individuals in which to command and force into service. The deeds and commands given by an eye of fear and flame are always evil in nature.

The gems lose their magical properties when they are removed or when the eye of fear and flame is killed.

Sages say a dark and evil god created the eye of fear and flame to slay good and just creatures. Scholars believe that only twenty of these creatures exist.

COMBAT

If the eye is attacked, or its commands are not obeyed, it will cast back its hood to reveal its true visage; a bare red skull with a red jewel in its right eye socket and a black jewel in its left eye socket.

The eye of fear and flame will use its greater command ability when it first encounters a foe. If this fails, it will remove its hood and use its eye rays.

Eye Rays (Su.): Each eye's effects resemble a spell cast by a 12th-level sorcerer but follows the rules for a ray (see *Aiming a Spell*, page 148 in the *Player's Handbook*).

Fireball: red gem, once every 1d4 rounds, 880-foot range, 10d6 damage to all creatures within the area of effect, Reflex save (DC 19) for half.

Fear: black gem, continuously emits a *fear* ray, 60-foot range. Will save (DC 19) or flee in terror at full movement rate for 12 rounds. Affected creatures suffer a –2 morale penalty on saving throws for 12 rounds. Those succeeding at their save are unaffected for the remainder of the encounter.

The *fear* can be dispelled, but the eye of fear and flame can create it again as a free action on its next turn.

Greater Command (Sp.): At will—as the spell cast by a 12th-level sorcerer, 50-feet, Will save (DC 18).

Detect Law (Su.): An eye of fear and flame has a continuous *detect law* that affects a 30-foot radius. The aura can be dispelled, but the eye of fear and flame can create it again as a free action on its next turn.

Ethereal Jaunt (Su.): If melee is going badly for the eye of fear and flame it will make its escape through the Ethereal Plane. It can remain on the Plane for 12 rounds before reappearing on the Material Plane.

Immunities: Should anyone be foolish enough to cast a *blindness* or *power word, blind* spell at the eyes, they will be reflected back to the caster with full effect.

Telepathy (Su.): The eye of fear and flame can communicate telepathically with any creature within 100 feet that has a language.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Eye of Fear and Flame first appeared in the *Fiend Folio* (1981).

EYE OF THE DEEP

Medium-Size Aberration

Hit Dice: 10d8+20 (65 hp)

Initiative: +4 (Improved Initiative)

Speed: 5 ft., swim 20 ft.

AC: 15 (+5 natural)

Attacks: Eye rays +7 ranged touch, 2 claws +2 melee, bite +2 melee

Damage: Claw 2d4, bite 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Eye rays

Special Qualities: All-around vision, darkvision 60 ft.

Saves: Fort +5, Ref +3, Will +8

Abilities: Str 10, Dex 10, Con 14, Int 12, Wis 13, Cha 13

Skills: Hide +6, Listen +14, Search +11, Spot +14

Feats: Flyby Attack, Improved Initiative, Shot on the Run

Climate/Terrain: Any aquatic

Organization: Solitary, pair, or cluster (3-6)

Challenge Rating: 8

Treasure: Standard

Alignment: Always lawful evil

Advancement: 11-15 HD (Medium-size); 16-30 HD (Large)

It is believed that this creature is a relative of the beholder, for there are remarkable similarities between the two species. The eye of the deep dwells only at great depths of the ocean, floating slowly about as it stalks its prey.

The eye of the deep is a 5-foot wide orb dominated by a central eye and a large toothy maw. Two large crab-like pincers and two eyes on stalks sprout from the orb.

COMBAT

An eye of the deep attacks by using its eye rays, then grasping an opponent with its pincer-like claws and subjecting it to its awful bite.

Eye Rays (Su.): Both of the creature's eyes as well as the large central eye can produce a magical ray once per round, even when the eye of the deep is attacking physically or moving at full speed. The creature can aim all of its eyes in any direction.

Each eye's effect resembles a spell cast by a 12th-level sorcerer but follows the rules for a ray (see *Aiming a Spell*, page 148 in the *Player's Handbook*). All rays have a range of 150 feet and a save DC of 17.

Hold Person: The target must succeed at a Will save or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.

Hold Monster: The target must succeed at a Will save or be affected as though by the spell. This is used in the same manner as the *hold person* ray.

Stun Cone (Su.): An eye of the deep's central eye can, once per round, produce a 150-foot stun cone extending straight ahead from the creature's front. Creatures in the area must succeed at a Fortitude save or be stunned for 2d4 rounds.

Improved Grab (Ex.): To use this ability, an eye of the deep must hit a Small or smaller creature with a claw attack.

Rend (Ex): An eye of the deep that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d4 points of damage.

The Eye of the Deep first appeared in the *Monster Manual* (Gary Gygax, 1977).

FEYSTAG

Medium-Size Magical Beast

Hit Dice: 2d10+4 (15 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 50 ft

AC: 13 (+3 Dex)

Attacks: 2 claws +1 melee

Damage: Claw 1d4-1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Control magic item

Special Qualities: Identify magic item, Immunities, SR 25

Saves: Fort +5, Ref +6, Will +1

Abilities: Str 9, Dex 16, Con 15, Int 13, Wis 12, Cha 12

Skills: Animal Empathy +5, Hide +8*, Knowledge (arcana) +4, Knowledge (nature) +4, Listen +5, Move Silently +8, Spot +5, Use Magic Device +16, Wilderness Lore +5

Feats: Improved Initiative, Skill Focus (Use Magic Device)

Climate/Terrain: Any cold or temperate land

Organization: Solitary or mated pair

Challenge Rating: 1

Treasure: Standard coins; standard goods; double items

Alignment: Usually chaotic neutral

Advancement: 4-6 HD (Medium-size)

Feystags are often whispered of in woodcutter's tales, for their mastery over magic makes them fearsome opponents. These creatures can run on all fours and stand erect. Their limbs are clawed, they have coats of dusty brown hair, and antlers rise from their feline-like heads.

Feystags speak Common and Sylvan.

COMBAT

A feystag senses auras of enchanted items, and it can often identify the type, specific functions, and even "strength" (number of charges, uses, or spells remaining) of a magical item from but a glance.

The feystag's two clawed forearms can awkwardly wield one-handed weapons or rake with its claws.

Control Magic Item (Su): If a feystag learns how to operate an item power triggered by force of will, silent mental command, or spoken word by using its identify magic item ability, it can make the item function from 20 feet away.

Feystags can't control or activate items they haven't identified, and they can activate only one item per round, once, but items that operate continuously for more than one round will do so even after the feystag has turned its attention to another item.

The bearer of an item a feystag activates can wrest control from the creature if the item is controlled by physical means or if the bearer speaks command words. (The bearer's words override the feystag's long-range commands.) If the bearer tries to regain control of a power activated by will, he must make two consecutive Wisdom checks (DC 10 + ½ the feystag's HD + the feystag's Charisma modifier). If only one check succeeds, the bearer must make a Will save (DC 12) or be confused for 1d6 rounds. No one can operate the item during this time if the bearer still holds it. If both Wisdom checks fail, the bearer cannot wrest control from the feystag.

Immunities (Su): A feystag is immune to all enchantment/charm and greater divination magic, and to psionics that duplicate mind reading and mind influencing effects.

Identify Magic Item (Su): A feystag automatically senses all magical auras within a 60-foot radius, seeing them as auras of differing brightness. A feystag that studies an item for one round makes a Use Magical Device check to determine if it divines how to activate or control a property of the item. (Some magical items defy identification or have too faint a dweomer for the feystag to learn their powers—DM's discretion.)

Note that the creature can study only one item per round, but it can do so in addition to other physical, mental, and magical activity. A feystag able to handle an item gains a +1 bonus to its skill check.

Skills: Feystags receive a +8 racial bonus to Use Magic Device checks. *They receive a +4 racial bonus to Hide and Move Silently checks when in forested terrain.

FEYSTAG ECOLOGY

A feystag is usually a solitary forager (except during mating cycle). It habitually scouts out new territories, discovering springs, caverns, hiding places, and areas where pitfalls and snares can be set – often a feystag lair is surrounded by traps. The creature hoards magical items, delighted in their use and always trying to acquire more.

A few feystags dwell among humans in remote forest communities. They often bargain with or sell information about items brought to them, or they become sages.

Many creatures—their predators being the same as those for the common deer—prey upon Feystags. Feystags are friendly with korred, centaurs, and satyrs. They prefer to eat plants (particularly mint), certain mosses, and mistletoe.

The Feystag first appeared in the Monstrous Compendium Annual volume I (TSR, 1994)

FIRE TOAD

Small Magical Beast (fire)

Hit Dice: 4d10+4 (22 hp)

Initiative: +1 (Dex)

Speed: 10 ft

AC: 12 (+1 size, +1 Dex)

Attacks: Bite +4 melee

Damage: Bite 1d4-1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Breath weapon, leap

Special Qualities: Fire subtype, darkvision 60 ft, low-light vision

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 8, Dex 12, Con 12, Int 7, Wis 14, Cha 4

Skills: Hide +5, Listen +5, Spot +5

Climate/Terrain: Warm land and underground

Organization: Solitary or pack (2-5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 5-7 HD (Small); 8-12 HD (Medium-size)

The fire toad appears as a reddish toad about 4 feet high and covered with warty purple excrescences. They do not have a vulnerability to water, but despise it and will recoil from an attacker if water is thrown on it.

COMBAT

The fire toad begins combat with its breath weapon. It relies on its breath weapon almost exclusively, choosing to rarely ever bite an opponent.

Breath Weapon (Su): Cone of fire, once per round; damage 2d6, Reflex half DC 13.

Leap (Ex): A fire toad can leap up to 20 feet horizontally (5 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the fire toad must be at least 10 feet away from its foe.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

The Fire Toad first appeared in the *Fiend Folio* (1981).

FIRE Drake

Small Dragon (Fire)

Hit Dice: 4d12+4 (30 hp)

Initiative: +1 (Dex)

Speed: 20 ft, fly 60 ft

AC: 15 (+1 size, +1 Dex, +3 natural)

Attacks: Bite +7 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Breath weapon, pyrophoric blood

Special Qualities: Fire subtype, immunities, darkvision 60 ft, low-light vision

Saves: Fort +5, Ref +5, Will +4

Abilities: Str 13, Dex 13, Con 13, Int 4, Wis 11, Cha 11

Skills: Hide +5, Listen +6, Move Silently +5, Search +1, Spot +6

Feats: Flyby Attack, Weapon Focus (bite)

Climate/Terrain: Temperate hills and mountains

Organization: Pair, clutch (2-5), or family (6-8)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 5-9 HD (Small); 10-12 HD (Medium-size)

Although frequently mistaken on first sighting for a young red dragon, the firedrake is neither as intelligent nor as powerful as its dragon cousin.

This small dragonet is about 4 feet long, and a bit over 2 feet tall. It has the features and proportions of a miniature red dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the firedrake is somewhat mottled in color, with mauve and burgundy splotches over the red base color. The wings beat slowly, even when the dragonet is on the ground. In this manner the firedrake provides airflow to its body, and wards off pesky insects. A shimmer of heat rises off of the dragonet at all times.

COMBAT

The firedrake's primary attack is with its breath weapon, though it is not hesitant to use its bite.

Breath Weapon (Su): Cone of fire, 40 feet long, once per 1d4 rounds but not more than five times per day, 2d8 points of damage, Reflex save half (DC 13).

Pyrophoric Blood (Ex): A firedrake's blood is highly flammable and will ignite in a burst of flame upon contact with the air.

Any hit with a slashing or piercing weapon that deals 3 or more points of damage draws blood. The attacker must succeed at a Reflex save (DC 13) to avoid being caught in the flames that erupt from the wound. On a failed save the attacker takes 1d3 points of damage.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Immunities: Firedrakes are immune to sleep and paralysis effects.

FIRE Drake BLOOD

Firedrake blood can be kept, in its liquid state, in a sealed, airtight container, or underwater or some other inert liquid. It can then be used as a firebomb, equivalent to a torched flask of oil, or used to create

flaming weapons. The blood will burn for 1d6 rounds before the fire extinguishes. A weapon coated with the flaming blood deals 1d3 points of fire damage in addition to normal weapon damage.

The Firedrake first appeared in the *Fiend Folio* (1981).

FLIND

Medium-Sized Humanoid (Gnoll)

Hit Dice: 2d8+6 (15 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+3 Dex, +2 leather armor)

Attacks: Club +4 melee; or flindbar +4 melee

Damage: Club 1d6+3; flindbar 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +4, Will +1

Abilities: Str 17, Dex 13, Con 16, Int 10, Wis 13, Cha 10

Skills: Listen +4, Spot +4

Feats: Power Attack

Climate/Terrain: Temperate or warm land and underground

Organization: Solitary, pair, gang (2-5), mob (2-5 plus 10-20 gnolls), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 10-20 gnolls)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

The flind is similar to a gnoll in body style, though it is a little shorter, and broader. They are more muscular than their cousins. Short, dirty, brown and red fur covers their body. Their foreheads do not slope back as far, and their ears are rounded, but still animal like.

COMBAT

Flind combat tactics are similar to those of their lesser kin, the gnolls. They prefer to strike from ambush, using terrain and concealment to their best advantage. They are most often seen acting in the role of leaders to gnoll bands, keeping discipline with a ruthless hand and little mercy.

Flindbar: Treat as nunchaku (see page 109 of the *Player's Handbook*).

FLIND CHARACTERS

The flind's favored class is fighter. Flind leaders are always fighters, and are highly skilled in the use of the flindbar. Flind clerics usually worship the demon prince Yeenoghu and can choose two of the following domains: C haos, Evil, and Trickery.

The Flind first appeared in the *Fiend Folio* (1981).

FLOATING EYE

Diminutive Aberration

Hit Dice: 1/2d8 (2 hp)

Initiative: +2 (Dex)

Speed: Swim 60 ft.

AC: 16 (+4 size, +2 Dex)

Attacks: Slam –4 melee

Damage: Slam 0

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Attacks: Hypnotic gaze

Special Qualities: Transparency, darkvision 60 ft., low-light vision

Saves: Fort +0, Ref +2, Will +2

Abilities: Str 2, Dex 15, Con 11, Int 1, Wis 11, Cha 11

Skills: Hide +4

Climate/Terrain: Any aquatic

Organization: School (3-12)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement: 1-2 HD (Diminutive)

Floating Eyes are small saltwater fish that have transparent bodies and a single large eye about the size of a walnut.

COMBAT

Floating eyes get their name from the fact that their body is practically transparent. The creature's eye, however, is capable of bioluminescence and it has such minute control over the intensity and patterns of the light that it can mesmerize other creatures that see it.

Floating eyes are part of an unusual symbiotic relationship with a variety of predatory fish, including sharks. Once the floating eye has mesmerized its prey, predatory fish move in and consume it. After they have eaten, the floating eye moves in and gorges itself on the scraps.

Hypnotic Gaze (Su): Affected as if by the spell hypnotism cast by a 4th-level sorcerer, 30 feet, Will save (DC 10).

Transparency (Ex): A floating eye is all but invisible, save for its single eye. A Spot check (DC 15) is required to notice a floating eye.

The Floating Eye first appeared in the *Monster Manual* (Gary Gygax, 1977).

FROGHEMOTH

Huge Aberration

Hit Dice: 16d8+80 (152 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 30 ft.

AC: 16 (-2 size, +1 Dex, +7 natural)

Attacks: 4 tentacles +14 melee, tongue +12 melee, bite +12 melee

Damage: Tentacle 1d6+4, tongue 1d6+2, bite 2d8+4

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Electrical immunity, fire resistance 10, darkvision 60 ft.

Saves: Fort +10, Ref +6, Will +11

Abilities: Str 19, Dex 13, Con 20, Int 1, Wis 12, Cha 11

Skills: Hide +0*, Listen +6, Spot +6

Feats: Alertness, Cleave, Multiattack, Power Attack

Climate/Terrain: Temperate or warm marsh

Organization: Solitary

Challenge Rating: 13

Treasure: Standard

Alignment: Always neutral

Advancement: 17-30 HD (Huge); 31-48 HD (Gagantuan)

The froghemoth is a weird aberration that swells in marshes and swamps. It appears as a huge frog-like creature with 4 large tentacles in place of its front legs, a 10-foot long tongue, and a retractable eyestalk on top of its head. Its underbelly is yellow, its body is green, and its tentacles and upper legs are mottled green.

COMBAT

The froghemoth attacks using its tentacles and tongue to grab opponents and attempt to swallow them.

Improved Grab (Ex.): To use this ability, the froghemoth must hit with its tongue attack. If it gets a hold it can attempt to bite or swallow the opponent.

Swallow Whole (Ex.): A froghemoth can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check. A froghemoth that swallows an opponent can use its Cleave feat and grab another opponent.

The swallowed creature takes 2d8+4 points of crushing damage and 1d8 points of acid damage per round from the froghemoth's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The froghemoth's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Electrical Immunity (Ex): The froghemoth takes no damage from electrical effects, but is instead *slowed* for one round.

Skills: The froghemoth receives a +4 racial bonus to Listen and Spot checks.

*Due to its coloration it receives a +4 bonus to all Hide checks when in marshlands.

The Froghemoth first appeared in the *Monster Manual II* (Gary Gygax, 1983).

GAS SPORE

(CR 4)

Found in underground and temperate regions, the gas spore is 90% chance likely to be mistaken for a beholder. Even at close range there is a 25% chance that the gas spore will be mistaken for the eye tyrant.

The gas spore is a circular sphere with a false central eye, and rhizome growths on top of it that resemble a beholder's eyestalks.

The gas spore can move up to 30 feet per round, but cannot attack. If it is struck for even 1 point of damage it explodes in a 30-foot spread dealing 6d6 points of damage to all in the area. A Reflex save halves the damage.

A creature struck by the exploding gas spore must succeed at a Fortitude save (DC 14) or be infected with the rhizomes from the gas spore. A creature infected must get a *remove disease* or similar spell within 24 hours or die as his decomposing body sprouts 2d4 new gas spores.

The Gas Spore first appeared in the *Monster Manual* (Gary Gygax, 1977).

GENIE, DAO

Large Outsider (Earth, Evil, Genie)

Hit Dice: 8d8+24 (60 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 60 ft. (perfect), burrow 20 ft.

AC: 17 (-1 size, +3 Dex, +4 natural)

Attacks: Slam +12/+7 melee

Damage: Slam 1d8+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, earth mastery

Special Qualities: Plane shift, telepathy, darkvision 60 ft.

Saves: Fort +9, Ref +8, Will +8

Abilities: Str 20, Dex 14, Con 16, Int 12, Wis 15, Cha 15

Skills: Appraise +9, Concentration +11, Craft (any one) +9, Escape Artist +10,

Listen +11, Move Silently +10, Sense Motive +7, Spellcraft +9, Spot +11

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative

Climate/Terrain: Any land

Organization: Solitary, company (2-4), or band (6-15)

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral evil

Advancement: 9-11 HD (Large); 12-24 HD (Huge)

A dao is a genie from the Elemental Plane of Earth. While they are generally found on that plane (though even there they are uncommon), the dao love to come to the Material Plane to work evil.

Dao speak Common, Auran and Terran.

COMBAT

Dao prefer to use their spell-like abilities in lieu of physical attacks in combat. A dao that is overmatched will turn invisible and/or plane shift away.

Spell-Like Abilities: 3/day—*transmute rock to mud*; 1/day—grant 1 *wish* (to nongenies only), *change self*, *detect good*, *detect magic*, *invisibility (self only)*, *passwall*, and *wall of stone*. Once per day, a dao can assume *gaseous form* (as the spell) for up to 1 hour.

Earth Mastery (Ex): A dao gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the dao suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Plane Shift (Sp): A dao can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the dao and up to six other creatures, provided they all link hands with the dao. It is otherwise similar to the spell of the same name.

Telepathy (Su): A dao can communicate telepathically with any creature within 100 feet that has a language.

The Dao first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

GENIE, MARID

Huge Outsider (Water)

Hit Dice: 13d8+26 (84 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft, fly 40 ft (perfect), swim 40 ft.

AC: 20 (-2 size, +1 Dex, +9 natural)

Attacks: Slam +18/+13/+8 melee

Damage: Slam 2d6+10

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Spell-like abilities, water's fury, water mastery

Special Qualities: Plane shift, telepathy, amphibious, water walk, darkvision 60 ft

Saves: Fort +10, Ref +9, Will +10

Abilities: Str 25, Dex 13, Con 14, Int 18, Wis 15, Cha 15

Skills: Bluff +12, Concentration +15, Craft (any two) +17, Escape Artist +14, Intimidate +15, Knowledge (any two) +14, Listen +15, Move Silently +14, Sense Motive +14, Spellcraft +16, Spot +15

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Power Attack

Climate/Terrain: Any land and aquatic

Organization: Solitary, company (2-5), or band (6-11)

Challenge Rating: 10

Treasure: Standard coins; double goods; standard items

Alignment: Always chaotic neutral

Advancement: 14-21 HD (Huge); 22-39 HD (Gargantuan)

The marids are born of the ocean, and believed to have currents for muscles and pearls for teeth. These genies from the elemental plane of Water are the most powerful of all genies. They are also the most individualistic and chaotic of the elemental races, and only rarely deign to serve others.

On their own plane they are rare; marids travel so seldom to the Material Plane that many consider marids to be creatures of legend only.

A marid is about 18 feet tall. They speak Abyssal, Auran, Celestial, Common, Ignan, and Terran.

COMBAT

A marid will use its spell-like abilities and powerful fists in combat to batter and pummel a foe.

Spell-Like Abilities: At will—*create water*, *ethereal jaunt*, and *purify drink* (same as *purify food and drink*, but only affects liquids); 5/day—*control water*, *obscuring mist*, *wall of fog*, and *water breathing*; 2/day—*detect evil*, *detect good*, *detect magic*, *liquid form* (same as *gaseous form*, but changes into water instead of gas), *invisibility*, *polymorph self*, and *see invisible*.

Once per year a marid can cast *wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).

Water's Fury (Su): Line of water, 5 feet wide, 5 feet high, and 60 feet long, once per round; damage 1d6 and blindness (as the spell) for 1d6 rounds. Reflex negates DC 18.

Water Mastery (Ex): A marid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or marid is land-bound, the marid suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Plane Shift (Sp): A marid can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the marid and up to six other creatures, provided they all link hands with the marid. It is otherwise similar to the spell of the same name.

Telepathy (Su): A marid can communicate telepathically with any creature within 100 feet that has a language.

Amphibious (Su): A marid can breathe both air and water.

Water Walk (Su): The marid can continuously walk on water as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

The Marid first appeared in S4 *Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

GIANT FROG

Medium-Size Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 15 ft, swim 30 ft

AC: 13 (+2 Dex, +1 natural)

Attacks: Tongue +2 melee; or bite +0 melee

Killer Frog: 2 claws +0 melee

Damage: Tongue 0; or bite 1d6

Killer Frog: Claw 1d4

Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tongue)

Special Attacks: Adhesive tongue, swallow whole, leap

Special Qualities: Low-light vision

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 11, Dex 14, Con 13, Int 1, Wis 14, Cha 4

Skills: Hide +13, Listen +5, Spot +5

Feats: Weapon Finesse (tongue)

Climate/Terrain: Temperate and warm land and aquatic

Organization: Swarm (5-40)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium-size)

Giant frogs appear as larger versions of normal frogs. They are about 4 feet long.

COMBAT

Giant frogs attack by leaping at their prey and attempting to grapple with their tongue (dealing automatic bite damage) or by bite their opponents.

Adhesive Tongue (Ex): A giant frog can make a grapple attack that does not provoke an attack of opportunity with its tongue. If successful, an opponent is held and automatically takes bite damage each round. A giant frog can attempt to swallow a grappled opponent.

A successful attack against the tongue (AC 16) releases the frog's grip on its prey. If the tongue is successfully attacked, the frog will not attempt a grapple attack against that opponent for the remainder of the combat.

Leap (Ex): A giant frog can leap up to 30 feet horizontally (10 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the giant frog must be at least 10 feet away from its foe.

Swallow Whole (Ex): A giant frog can attempt to swallow a grabbed opponent of Small size or smaller by making a successful grapple check. Once inside, the opponent takes 1d4 points of acid damage per round from the frog's stomach acids. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 4 points of damage to the frog's gut (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The frog's interior can hold two Small, four Tiny, eight Diminutive, or sixteen Fine opponents.

Skills: Due to their coloration giant frogs receive a +4 racial bonus to Hide checks.

KILLER

Combat

Killer frogs can attack with their front forelimbs in addition to their tongue and bite attacks.

POISONOUS

Combat

Poison (Ex): Poisonous frogs secrete poison through their skin. A creature that touches or is bitten by a poisonous frog must succeed at a Fortitude save (DC 11) or suffer 1d4 points of temporary Dexterity damage. One minute later a second save is made to avoid another 1d4 points of temporary Dexterity damage.

GIANT MORAY EEL

Large Beast

Hit Dice: 5d10 (27 hp)

Initiative: +3 (Dex)

Speed: Swim 20 ft.

AC: 16 (-1 size, +3 Dex, +4 natural)

Attacks: Bite +5 melee, tail lash +0 melee

Damage: Bite 1d8 and disease, tail lash 1d4

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, tear, disease

Special Qualities: Immunities, amphibious, darkvision 60 ft., low-light vision

Saves: Fort +4, Ref +7, Will +2

Abilities: Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Hide +4, Listen +6, Spot +6

Feats: Weapon Finesse (bite)

Climate/Terrain: Warm aquatic

Organization: Solitary or school (4-8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Large); 10-15 HD (Huge)

A giant moray eel is a feared predator, known for its fearsome diseased bite.

It appears as an 8-foot long eel with mottled brown leathery skin, with lighter brown or yellow spots on its dorsal area. It has pronounced incisor teeth. Some species are known to be at least 20 feet long or more.

COMBAT

A giant moray eel will conceal itself in a reef, seaweed, or underneath stones. When its prey passes by, it lunges out, biting its prey and striking with blinding speed. It will attack almost anything that passes near it, regardless of the size of the prey.

The eel will only use its tail lash on a foe trapped in its jaws or on a foe attempting to flank it.

Improved Grab (Ex): To use this ability, a giant moray eel must hit a foe with its bite attack. If it gets a hold, it tears the flesh.

Tear (Ex): A giant moray eel automatically hits a held opponent with all its attacks each round it maintains the hold.

Disease (Ex): The bite inflicts its foe with a disease akin to *mummy rot*.

Immunities (Ex): Giant moray eels are immune to all forms of fear and disease, magical or otherwise.

Amphibious (Ex): Giant moray eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the Suffocation rules on page 88 of the *Dungeon Master's Guide*).

Skills: Giant Moray eels gain a +4 racial bonus to Hide, Listen and Spot checks.

Feats: The Giant Moray Eel gains Weapon Finesse (bite) as a bonus feat.

The Giant Moray Eel first appeared in the Night Below Campaign Boxed Set.

GIANT SLUG

Huge Vermin

Hit Dice: 12d8+60 (114 hp)

Initiative: -2 (Dex)

Speed: 20 ft.

AC: 16 (-2 size, -2 Dex, +10 natural)

Attacks: Bite +9 melee

Damage: Bite 2d6+7

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Spit acid

Special Qualities: Vermin, weapon immunity, blindsight

Saves: Fort +13, Ref +2, Will +4

Abilities: Str 21, Dex 6, Con 20, Int –, Wis 10, Cha 2

Skills: Climb +9, Hide +4

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 13-21 HD (Huge); 22-36 HD (Gargantuan)

Giant slugs dwell away from light, preferring the depths of dungeons and similar places. Giant slugs are able to eat substances like wood or burrow through very hard earth using their rasp-like tongues.

Giant slugs appear as larger versions of normal slugs. They are about 25 feet long and can grow to be 50 feet in length. Most are pale gray in color with a pale white underbelly.

COMBAT

A giant slug can attack with its bite, but prefers to attack targets with its highly corrosive spittle.

Spit Acid (Ex): Stream of acid, 5 feet high, 5 feet wide, and 30 feet long, once per round, damage 4d6, Reflex half DC 21.

Weapon Immunity (Ex): Due to its soft tissue and lack of bones, a giant slug takes no damage from bludgeoning attacks.

Blindsight (Ex): Giant slugs have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Salt Vulnerability (Ex): A giant slug is highly susceptible to salt. One pound of salt deals 1d8 points of damage to a giant slug.

The Giant Slug first appeared in the *Monster Manual* (Gary Gygax, 1977).

GIANT SPACE HAMSTER

Large Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (Dex)

Speed: 20 ft., burrow 10 ft.

AC: 12 (-1 size, +1 Dex, +2 natural)

Attacks: Bite +7 melee

Damage: Bite 1d8+6

Face/Reach: 5 ft. by 10 ft. /5 ft.

Special Attacks: Improved grab, cheek pouch

Special Qualities: Immune to disease, low-light vision

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 19, Dex 13, Con 16, Int 1, Wis 10, Cha 10

Skills: Climb +7, Listen +4, Spot +3

Feats: Endurance

Climate/Terrain: Temperate hills and plains

Organization: Small pack (1d4 adults, encounters of 2 or less will both be female, encounters of 3 will be two females one male, while encounters of 4 will be two males and two females, 20% per adult female that 1d4 young are present, and 20% per adult female that 1d4 juveniles are present)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Giant space hamsters are exactly what they sound like—cute brown bear-sized rodents with thick fur. Giant space hamsters are found in a variety of colors, but are usually golden brown with white underbellies, bands, and spots. They are well muscled though they appear to be fat. A giant space hamster can hold 200 pounds of food in its cheeks.

Like their tiny ancestors, giant space hamsters enjoy all sorts of green vegetables, fruits, nuts, grains, and water. They sometimes eat raw or cooked meat; wild giant space hamsters especially enjoy giant insects. One giant hamster can easily put away 30 pounds of food and 10 gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.

COMBAT

Giant space hamsters normally only have one type of attack—a nasty bite. They avoid even this on most occasions, as domestic breeds are quite cowardly.

However, wild breeds are more aggressive, and they briefly charge at anyone who approaches a burrow. Domesticated females protecting their litter may also attack.

Improved Grab (Ex): To use this ability, a giant space hamster must hit with its bite attack. If successful, it may stuff a foe in its cheek pouch.

Cheek Pouch (Ex): By making a successful grapple check against an opponent of Small or smaller size, the giant space hamster can stuff a foe in its cheek pouch. A trapped foe can escape by making a successful Strength check (DC 16) or by dealing 5 points of damage to the hamster's cheek. A trapped foe can only attack with a Tiny slashing or piercing weapon, and then only if it was in hand when the foe was stuffed in the cheek pouch.

Immune to Disease (Ex): Giant space hamsters are immune to all magical and nonmagical diseases.

Endurance: Giant space hamsters receive the Endurance Feat for free.

GIANT SPACE HAMSTER RANCHES AND GNOMES

Giant space hamsters are usually kept on huge hamster ranches run by gnome colonists on various worlds. These giant hamsters travel in small packs, browsing on the local landscape and living in special hamster hutches constructed by their gnomish keepers. The hamster hutches often include artificial burrows and

gnomes have constructed enormous and colorful pipe systems (some of them transparent) through which these creatures may crawl aboveground.

Wild packs of these creatures exist on worlds long settled by gnomes, though they make easy prey for many carnivores and are thus quite rare in the wilderness. Wild giant space hamsters are the same size as domestic ones, but they dig their own burrows (6 feet wide and 120 to 180 feet long) in hillsides.

Gnomes are unable to figure out how to reduce their breeding rates, aside from separating the sexes (this conclusion was suggested after a 22 year long research program that included five gnome fatalities). Giant space hamsters can easily have several litters in one year, and grow to breeding adulthood in about two years. These creatures live 18 years at most, and remain fertile all their adult lives.

These creatures did not evolve naturally, as one might guess. They were created by a gnome research committee attempting to develop a relatively passive creature large enough to wind up the giant rubber bands attached to the huge running wheels inside gnomish spelljammer craft. These devices produce internal power from torque. The giant space hamsters produced by the committee ran for hours inside their big wheels, and were eventually spread through space.

The Giant Space Hamster first appeared in the *Spelljammer Monstrous Compendium Supplement*.

GIANT, FIRBOLG

Large Giant

Hit Dice: 13d8+52 (110 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 23 (-1 size, +1 Dex, +10 natural, +3 hide)

Attacks: Huge great sword +16/+11 melee; or rock +10/+5 ranged

Damage: Huge great sword 2d8+10; or rock 2d6+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, rock throwing

Special Qualities: Rock catching

Saves: Fort +12, Ref +5, Will +8

Abilities: Str 25, Dex 13, Con 19, Int 18, Wis 18, Cha 13

Skills: Climb +10, Concentration +9, Jump +9, Listen +6, Spot +7, Wilderness Lore +10

Feats: Cleave, Deflect Arrows, Power Attack, Weapon Focus (greatsword)

Climate/Terrain: Temperate hills and forests

Organization: Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9 plus 1 5th level cleric), or tribe (21-30 plus 35% noncombatants plus 1-3 5th level clerics)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral but often chaotic good

Advancement: By character class

Of all the giant-kin, the firbolg is the most powerful, due to natural intelligence and considerable magical power. Firbolgs are cautious and crafty. They have learned to distrust and fear humans and most other humanoid.

Firbolgs appear to be normal humans, except that they are over 10 feet tall and weigh over 800 pounds. They wear their hair long and keep great, thick beards. Their skin is a normal fleshy pink, with any shade of hair color, although blonde and red are most common. Their voices are a smooth, deep bass, thick with rolling consonants.

COMBAT

If possible they avoid an encounter, either by hiding or with deception. If forced to fight, they do so with great strategy, utilizing the terrain and situation to best effect. They operate as a group, not a collection of individuals.

Firbolgs can use any Large size weapons in one hand without penalty; they disdain the use of armor or shields. Of manmade weapons, they prefer two-handed swords and halberds. Weapons of their own make are Huge equivalents of human weapons.

Firbolgs usually throw rocks only for sport, in the manner similar to that of the stone giants. Their thrown rocks have a range increment of 120 feet.

Spell-Like Abilities: 1/day—*alter self*, *detect magic*, *entangle*, *protection from elements*, and *reduce*. These abilities are as the spells cast by a 10th-level sorcerer (DC 11 + spell level).

Feats: Firbolgs gain the Deflect Arrows feat for free.

Firbolg Society

Firbolgs live in remote forests and hills. These giant-kin distrust most other civilized races, and stay well away from them. They keep on even terms with druids and the faerie creatures, including elves, neither asking nor giving much, but avoiding insult or injury. Strangers are met with caution, frequently in illusionary disguise as one of their own race. They do not attack or kill without reason, but do enjoy pranks, particularly those that relieve strangers of treasure.

Firbolg society is close-knit and centered around the family or clan. The clans live apart from each other, existing as gatherers and sometimes nomads. Their homes are huge, single-story, wooden houses with stout walls and a central fireplace opening in several directions in the common room. When great

decisions are needed, the clans involved meet in an enclave. This happens at least once a year at the fall solstice, just to celebrate if nothing else. The shamans preside over these events, and settle any disputes between clans.

Firbolgs live off the land and with it. Their homes are built from trees cleared from around the house. The clan does keep a field for harvest, but only enough to supplement their diet. They trade tasks involving great strength for food, usually with other peaceful folk in the forests or hills. Gathering and hunting an area up to 20 miles from their homestead is how they obtain the rest of their food. Meat is used in small quantities for most meals, although major celebrations always include a large roast of some sort.

Although many creatures are capable of killing a firbolg, none hunt them exclusively. They are stronger than most forest beasts, and intelligent creatures know better than to mess with them. They avoid true giants, except storm giants, and aggressively repel other giant-kin from their lands.

Firbolg Characters

The favored class of the firbolg is fighter. Most firbolg chieftains are fighters.

Firbolg clerics are called shamans and can choose two of the following domains: Animal, Earth, or War.

The Firbolg first appeared in the *Monster Manual II* (Gary Gygax, 1983).

GIANT, FOMORIAN

Large Giant

Hit Dice: 13d8+65 (123 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 21 (-1 size, -1 Dex, +10 natural, +3 hide)

Attacks: Huge greatclub +16/+11 melee

Damage: Huge greatclub 2d6+10

Face/Reach: 5 ft. by 5 ft./10 ft.

Saves: Fort +13, Ref +3, Will +4

Abilities: Str 24, Dex 8, Con 20, Int 10, Wis 10, Cha 13

Skills: Climb +10, Listen +3, Move Silently +7, Spot +3

Feats: Cleave, Great Cleave, Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any mountains and underground

Organization: Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9), or tribe (21-30 plus 35% noncombatants)

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Fomorians are the most hideous, deformed, and wicked of all giantkind.

A fomorian stands about 14 feet tall and will have terrible deformities, such as one arm misplaced; huge feet on short legs; eyes on the side like a fish's or one in the back of the head; a pointed, elongated head; flapping ears; a gaping or tiny mouth, and so on. Their bodies are covered with scattered patches of coarse hair.

COMBAT

Although their deformities prevent them from throwing rocks as other giants, the fomorians are very capable opponents in battle. They love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Fomorian Society

Fomorians dwell in mountain caves, abandoned mines, and other such places away from civilization. They rarely modify their lair, usually just adapting to their surroundings. Their lairs are often littered with the bodies of their enemies, and they leave any unusable treasure lying about. Fomorians take any metal pieces of armor and fashion their own from it, though it is patchwork armor at best, and usually falls apart soon after.

Their society is ruled by depravity and wickedness. The strongest and the cruelest giant rules over all the others. The women and children are treated as slaves. Acts of violence are not unknown among the fomorians.

Fomorians will work with other races for evil causes, though usually only if the other race is stronger than the fomorians. Once the fomorians no longer feel threatened by their cohorts, they quickly dissolve the agreement and attack their former allies.

The Fomorian first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

GIANT, VERBEEG

Large Giant

Hit Dice: 5d8+15 (37 hp)

Initiative: +0

Speed: 40 ft.

AC: 19 (-1 size, +6 natural, +3 hide, +1 shield)

Attacks: Huge greatclub +9 melee; or Huge longspear +2 ranged

Damage: Huge greatclub 2d6+9; or Huge longspear 2d6+10

Face/Reach: 5 ft. by 5 ft./10ft.

Saves: Fort +7, Ref +1, Will +2

Abilities: Str 23, Dex 10, Con 17, Int 12, Wis 12, Cha 10

Skills: Climb +9, Jump +9, Listen +4, Spot +4

Feats: Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any hills, mountains, and underground

Organization: Solitary, gang (2-5 plus 1-2 hill giants or ogres), band (6-9 plus 35% noncombatants and 1-4 hill giants or ogres), hunting/raiding party (6-9 plus 35% noncombatants, 1-4 hill giants or ogres, and 2-4 wolves or worgs), or tribe (5-30 plus 35% noncombatants, 2-5 ogres or hill giants, and 2-5 wolves or worgs; in arctic climates the wolves will be winter wolves or polar bears)

Challenge Rating: 3

Treasure: Standard

Alignment: Often neutral evil

Advancement: By character class

Known as "human behemoths," these human giants inhabit areas infested with hill giants and ogres.

Verbeeg vary in height from 8 to 10 feet tall, and weigh between 300 and 400 pounds. They are unusually thin for their height, although this does not inhibit their fighting ability. Some have minor deformities, such as clubfoot, uneven eyes, hair lips, etc. In all other respects they appear human, including skin, hair, and eye color. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. They almost always carry shields and have the best weapons they can steal. Typically this means clubs and spears.

COMBAT

Verbeeg are smart enough to let others soften up the enemy first. This does not mean that they are cowards, only selfish and practical. Since they are commonly found with hill giants and ogres, in the first few rounds of combat verbeeg drive their less intelligent companions before them into battle. This is accompanied by many curses, oaths, and highly descriptive accounts of the giants' and ogres' parentage.

Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears.

VERBEEG SOCIETY

Verbeeg are found in the same climates as ogres and hill giants. These human behemoths are very rarely found wandering alone.

A verbeeg lair is usually an underground place, such as a cave or inside old ruins. Each tribe will have a chieftain and at least one shaman (a cleric of 3rd-5th level).

The chieftain is responsible for all activities involving hunting, war and negotiations with strangers, while the shaman is responsible for all activities inside the tribe, dispensing judgments concerning law and all magic. Any magical items in the tribe belong to the shaman; he has a 90% chance of knowing how to use these. Most magical items that he does not understand are thrown into the tribal refuse heap before too long.

Verbeeg eat almost anything, but they love flesh of all sorts. They maintain a mutually beneficial relationship with the giants and ogres that share their lair. The verbeeg provide the intelligence and direction that these giant types lack, and the giants provide protection by their greater fighting prowess. To watch a group in

action can be hilarious, so long as you are not their intended victim. Hill giants and ogres are too stupid to think much on their own. They tend to follow directions too literally. This usually infuriates the verbeeg. They hop back and forth from foot to foot screaming insults at the befuddled giants that tower over them in height and size, as even the simplest instructions are misinterpreted by these denser humanoids.

The Verbeeg first appeared in *Monster Manual II* (Gary Gygax, 1983).

GLOOMWING

Large Magical Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +3 (Dex)

Speed: Fly 40 ft (average)

AC: 17 (-1 size, +3 Dex, +5 natural)

Attacks: 2 claws +6 melee, bite +1 melee

Damage: Claw 1d4, bite 1d8

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Confusion, weakness, improved grab, tear, summon gloomwings

Special Qualities: Darkvision 60 ft, low-light vision

Saves: Fort +5, Ref +6, Will +2

Abilities: Str 11, Dex 16, Con 13, Int 2, Wis 12, Cha 10

Skills: Hide +0*, Listen +4, Spot +5

Feats: Weapon Focus (claw)

Climate/Terrain: Temperate and warm land

Organization: Solitary

Challenge Rating: 5

Treasure: None (ivory mandibles are worth 25 gp)

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

The creature commonly called the gloomwing is the adult stage of the tenebrous worm (q.v.). They are native to the Plane of Shadow.

Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw. The extended mouth is equipped with a double set of ivory mandibles (25 gp value per gloomwing).

COMBAT

Gloomwings normally swoop to the attack. The gloomwing will hover, biting and flailing with its two front claws. During the second and each successive round of combat, the moth emits a potent pheromone that can attract other gloomwings and can cause weakness in any non-insect.

Confusion (Ex): Any creature viewing the moth squarely from above or below must succeed at a Will save (DC 12) or be affected by *confusion* as cast by a 6th-level sorcerer.

Weakness (Ex): The gloomwing emits a scent in a 30-foot radius that deals 1d2 points of temporary Strength damage each round a creature is within range unless a Fortitude save (DC 13) is made. Once a successful save is made, that creature cannot be affected by the pheromone from that gloomwing for one day.

Improved Grab (Ex): To use this ability, the gloomwing must hit an opponent with a claw attack.

Tear (Ex): A gloomwing automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Summon Gloomwings (Ex): The pheromone emitted by a gloomwing has a 20% chance per round (not cumulative) of attracting 1d4 additional gloomwings.

Skills: *A gloomwing receives a +8 racial bonus on Hide checks in areas covered in darkness.

The Gloomwing first appeared in the *Monster Manual II* (Gary Gygax, 1983).

GOLEM, Juggernaut

Huge Construct

Hit Dice: 12d10 (65 hp)

Initiative: -1 (Dex)

Speed: 40 ft. (see text)

AC: 23 (-2 size, -1 Dex, +16 natural)

Attacks: Crush +16 melee

Damage: Crush 4d6+13

Face/Reach: 10 ft. by 20 ft./0 ft.

Special Attacks: Trample

Special Qualities: Construct, slow moving, magic immunity, damage reduction 30/+2, immune to fire,

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 29, Dex 8, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 13-24 HD (Huge); 25-36 HD (Colossal)

These variant golems are close relatives of the dreadful stone golems.

They are generally created by powerful wizards and employed as guards or servants in a wide variety of settings.

The juggernaut appears as a huge, powerful stone vehicle of some sort, with wheels or rollers for locomotion.

COMBAT

A juggernaut is clumsy and slow moving, but it makes up for these handicaps by rolling right over opponents in a deadly crushing attack.

Anyone caught in the path of a juggernaut charge is overrun by the thundering behemoth.

Trample (Ex): A juggernaut can trample Large or smaller creatures for 4d6+13 points of damage. Opponents who do not make attacks of opportunity against the juggernaut can attempt a Reflex Save (DC 25) to halve the damage.

Slow Moving (Ex): A juggernaut has a movement rate of 10 feet in its first round of animation. This increases by 10 feet each round to a maximum of 40 feet.

A juggernaut is slow to turn, and can change direction only 90 degrees for every 30 feet of movement.

Fire Immunity (Ex): Juggernauts are immune to damage from fire and fire-based spells and attacks.

Magic Immunity (Ex): A juggernaut is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds, with no saving throw, while a transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Construction

A juggernaut's body is chiseled from several blocks of massive stone, the largest of which forms its body. Other blocks are carved into wheels or rollers, pinned in place by massive iron rods. A typical juggernaut weighs 6000 pounds.

The juggernaut costs 80,000 gp to create, which includes 1,500 gp for the body and wheels. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 18).

The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,700 XP from the creator and requires *geas/quest*, *limited wish*, and *polymorph any object*.

Juggernauts that can alter their form require an extra step in their creation, which normally resembles the process to make a stone golem.

Prior to animating a juggernaut, the creator must use the mimic blood as a material component in the final spells woven over the body. This addition gives this golem variant an Intelligence of 10 and an alignment within one step of the creator's.

JUGGERNAUT VARIANTS

Some juggernauts are a unique crossbreed of stone golem and mimic. Once animated, these juggernauts can alter their shape as a mimic does. They can grow up to six limbs, each designed for current needs.

For example, if it wishes to sound a warning, a limb may grow into a trumpet or horn. In combat, its limbs become maces or hammers that deal 2d6+9 points of damage each.

The Juggernaut first appeared in the *Monstrous Compendium* (TSR), though the original Stone Juggernaut appeared in S1 *Tomb of Horrors* (Gary Gygax, 1978).

GRELL

Large Aberration

Hit Dice: 5d8+10 (32 hp)

Initiative: +2 (Dex)

Speed: Fly 40 ft (average)

AC: 15 (-1 size, +2 Dex, +4 natural)

Attacks: 10 tentacles +5, bite -1 melee

Damage: Tentacle 1d4+2 and paralysis, bite 2d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Paralysis, improved grab, rend

Special Qualities: Electrical immunity, darkvision 60 ft

Saves: Fort +3, Ref +3, Will +5

Abilities: Str 14, Dex 14, Con 14, Int 11, Wis 13, Cha 13

Skills: Hide +4, Listen +9, Search +4, Spot +9

Feats: Weapon Focus (tentacle)

Climate/Terrain: Any underground

Organization: Solitary, brood (3-8), or colony (9-20)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral evil

Advancement: 6-12 HD (Large); 13-15 HD (Huge)

The grell is a fearsome carnivore that looks like a giant brain with a vicious beak and 10 dangling tentacles, each about 6 feet long. Some grell are "rogues", while others live in family units. The "civilized" grell is a hive or colony creature, much like an ant or a bee, but far more intelligent, arrogant, and dangerous.

Grell have a weird language composed of bird-like squawks and chirps, combined with motion and a limited telepathy with other grell. Other creatures cannot learn the grell language, and they would not deign to learn the language of "lesser beings" (a synonym for "food" in their language).

COMBAT

A grell attacks with its tentacles. Each tentacle has a row of small poisonous spines on it. This poison causes paralysis on any creature it touches. Once a victim is paralyzed the grell can lift it up toward the ceiling and devour the prey when desired. A grell automatically hits paralyzed prey each round.

Improved Grab (Ex): To use this ability, the grell must hit with two of its tentacle attacks. If it gets a hold, it can rend its opponent.

Rend (Ex): A grell that gets a hold latches onto the opponent's body and tears the flesh with its beak. This attack automatically deals 2d4+2 points of damage.

Paralysis (Ex): Touch with tentacle, Fortitude save (DC 14) negates. On a failed save the target is paralyzed for 1d6 minutes.

Electrical Immunity (Ex): Grell are immune to all electrical effects.

The Grell first appeared in the *Fiend Folio* (1981).

GRIPPLI

Small Humanoid (Grippli)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 20 ft., climb 20 ft.

AC: 14 (+1 size, +1 Dex, +2 natural)

Attacks: Short sword +1 melee; or dart +4 ranged; or net +4 ranged

Damage: Short sword 1d6-1; or dart 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Marsh move, darkvision 60 ft.

Saves: Fort +0, Ref +3, Will +1

Abilities: Str 8, Dex 13, Con 11, Int 12, Wis 12, Cha 9

Skills: Climb +8, Hide +0*, Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Warm aquatic, forest, and marsh

Organization: Solitary, pad (2-5), float (6-11), or village (20-30 plus 35% noncombatants plus 1 3rd level cleric)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Grippli resemble small, intelligent, humanoid tree frogs. They have a primitive culture and are non-aggressive.

They stand just over 2 feet tall and weigh 25 to 30 pounds. Their bodies are shaped like those of frogs, except for the human-like hands and hand-like feet. Their eyes are yellow with vertical slit pupils. Their skin is gray-green with camouflage stripes and swirling patterns. Although their skin looks wet and shiny, it is actually dry to the touch. Grippli smell of old, wet vegetation.

They love bright colors and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. A normal encounter with grippli outside of the village finds them wearing only thin belts or loincloths to hold weapons or acquired items.

They speak a language of croaks, groans, clicks, and squeaks. In a tribe there is usually at least one member that can speak Common or Sylvan.

COMBAT

Grippli defend themselves with snares, nets, poisoned darts, and the occasional sword or dagger. They have been known to use spears and blowguns on rare occasions. They never wear armor. Generally speaking the grippli prefer small weapons that don't get in the way of climbing.

They are very capable of formulating strategies and tactics to overcome a larger, more powerful force. Grippli prefer ambushes and traps to most other strategies. By trapping their opponents in snares and nets, they can hurl darts at them safely from high in the trees. If unprovoked, they attack only to steal various brightly colored baubles.

Marsh Move (Ex): Grippli suffer no movement penalties for moving in marshes or mud.

Skills: Grippli receive a +8 racial bonus to Climb checks. *They receive a +6 racial bonus to Hide checks when in marshes or forested areas due to their coloration.

GRIPPLI CHARACTERS

A grippli's favored class is rogue. Grippli leaders are usually rogues or rogue/fighters. Grippli priests are usually adepts. Grippli clerics have access to two of the following domains: Animal, Plant, Protection, and Travel.

GRIPPLI SOCIETY

A grippli village is made of small huts of wood and mud built on the ground, in the deep shadows of large trees. On rare occasions, a grippli village is found in the

strong limbs of the trees. Each village is led by a tribe mother, usually a 3rd-level cleric. She resembles any other grippli, save that she is 4 feet tall.

They have basic family units, just like humans, and each family has its own hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.

Their naturally high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as elves or the rare village of humans in their area.

Grippli eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. Grippli themselves are hunted as well. Giant snakes and spiders are fond of grippli as meals. Grippli are rare in the world, mostly because of their low birthrate. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the grippli defend their young ferociously.

The Grippli first appeared in the *Fiend Folio* (1981).

OGRE, HALF

Medium-Size Humanoid (Half-Ogre)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 30 ft. (20 ft. with hide armor)

AC: 15 (+2 natural, +3 hide)

Attacks: Greatsword +5 melee; or longsword +4 melee

Damage: Greatsword 2d6+3; or longsword 1d8+3 melee

Face/Reach: 5 ft. by 5 ft. 5 ft. (10 ft. with longsword)

Special Qualities: Ogre blood, darkvision 60 ft.

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 17, Dex 10, Con 14, Int 9, Wis 10, Cha 9

Skills: Climb +2, Listen +2, Spot +2

Feats: Weapon Focus (greatsword)

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2-4), or band (5-8)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Half-ogres are the offspring of a human and ogre. They are smaller than their ogre parent, but smarter, and have a better understanding of their opponent's in combat.

Half-ogres stand 7-8 feet tall and weigh from 315 to 425 pounds. Skin and hair color are variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green tint. Their odor is noticeable, but it is not as overpowering as that of a full-blooded ogre. The half-ogre traditionally wears heavy skins and furs, but rare individuals have the ability to make a shirt of chainmail.

Half-ogres speak Common and Giant. They live about 110 years. Their sense of smell is better than the average ogre, but it falls short of that of a human.

COMBAT

Half-ogres are often found with full-blooded ogres. If so, the half-ogre will most likely be leading the ogre party. The ogres fight more wisely when led by a half-ogre that concentrates assaults on characters it recognizes as spellcasters, and teaming up against skilled fighters. Ambushes are better planned and more carefully baited.

To earn command privileges, particularly when ogre leaders are present, a half-ogre must show quickness in battle and ferocity in combat. Half-ogres' usual weapon of choice is a greatsword, or a longsword. They sometimes employ longswords and large wooden shields.

Ogre Blood (Ex): For all special abilities and effects, a half-ogre is considered an ogre.

HALF-OGRE CHARACTERS

A half-ogres favored class is barbarian. Half-ogre leaders tend to be barbarians. Half-ogre clerics worship Vaprak "the Destroyer" (choose any two of the following domains: Chaos, Destruction, and Evil) or a human deity. Most half-ogre spellcasters are adepts.

Names: Half-ogres choose either a human name or an ogre name. This choice usually depends on which side of their lineage is predominant, and also where they choose to live (amongst humans or amongst ogres).

Half-Ogre Male Names: Antog, Gromlok, Morg, Mulk, Scurlug

Half-Ogre Female Names: Sushnak, Nugdish, Eroshnak

TABLE A-1: RANDOM STARTING AGES

Adulthood	Bar/Rog/	Brd/Fgr/	Clr/Drd/
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25	Sor +1d4	Pal/Rgr +1d6	Mnk/Wiz +2d6
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TABLE A-2: AGING EFFECTS

Middle Age	Old	Venerable	Max. Age
55 years	73 years	90 years	+2d20 years

TABLE A-3: RANDOM HEIGHT AND WEIGHT

Base Height	Height Mod.	Base Weight	Weight Mod.
7'	+2d10	240 lb.	x (2d4) lb.

HANGMAN TREE

Huge Plant

Hit Dice: 6d8+30 (57 hp)

Initiative: –2 (Dex)

Speed: 0 ft (see text)

AC: 17 (–2 size, –2 Dex, +11 natural)

Attacks: 3 vines +10 melee

Damage: Vine 0 and constrict 2d6+12

Face/Reach: 10 ft by 10 ft/0 ft (15 ft with vine)

Special Attacks: Improved grab, constrict, swallow whole

Special Qualities: Hallucinatory spores, SR 12, plant, fire vulnerability, vulnerabilities, blindsight

Saves: Fort +10, Ref +0, Will +1

Abilities: Str 27, Dex 6, Con 20, Int 4, Wis 8, Cha 4

Skills: Hide +0*

Climate/Terrain: Any temperate land

Organization: Solitary

Challenge Rating: 5

Treasure: 50% standard

Alignment: Usually neutral evil

Advancement: 7-12 HD (Huge); 12-18 HD (Gargantuan)

A tree of this sort resembles a thick oak with few branches and sparse foliage. There are knot-like protuberances where sensory organs are—usually high on the trunk. The lower trunk will show a scar-like place for expulsion of indigestible material.

The hangman tree is named for its ropy appendages. These sinewy vines are noose-like at their ends and when dropped down appear much as if they were hanging ropes. Hangman trees are deciduous and are found in temperate to sub-tropical climes. All are solitary. Their shallow root systems and small leaf areas require them to supplement their nutrition by direct ingestion of protein. Thus, each tree can move very slowly; once it is fully-grown, its effective movement is only a few feet per day. Saplings move about 6 feet per hour, mature trees about one-third that rate. During freezing weather, a taproot is put down and the tree is dormant.

A hangman tree has no interest in any sort of treasure, and as each moves constantly, it is unlikely that any treasure will be found near one, although indigestible items will be expelled from the belly-trunk periodically.

A tree of this sort can speak haltingly in Common as learned over the years.

COMBAT

The tree attacks by dropping its noose-like appendages around prey.

Improved Grab (Ex): To use this ability, the hangman tree must hit a Large or smaller opponent with its vine attack. If it gets a hold, it can try to swallow the foe.

A single attack with a slashing weapon that deals at least 10 points of damage severs a vine (AC 15).

Constrict (Ex): A hangman tree deals 2d6+12 damage with a successful grapple check against Large or smaller opponents. Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.

Swallow Whole (Ex): A hangman tree can try to swallow a Large size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d6+12 points of crushing damage per round plus 1d6 points of acid damage from the hangman tree's interior. A swallowed creature can cut its way out by using claws or a Small or Tiny weapon to deal 25 points of damage to the interior (AC 20). Once the creature exits, contraction closes the hole; another swallowed opponent must again cut its own way out.

The hangman tree's interior can hold one Large, two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Hallucinatory Spores (Ex): A hangman tree can release a cloud of hallucinatory spores that will cause all creatures within 50 feet to make a Will save (DC 18) or believe the tree to be of some ordinary sort. A creature affected will have no interest in attacking the hangman tree for 3d6 minutes, unless the hangman tree attacks him.

Vulnerabilities (Ex): Electrical attacks deal double damage to the hangman tree; cold-based attacks will paralyze the tree until the effect wears off; darkness causes it to act as if affected by the *slow* spell.

Fire Vulnerability (Ex): A hangman tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a successful save.

Blindsight (Ex): Hangman trees have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-influencing spells or effects.

Skills: *A hangman tree receives a +16 racial bonus to Hide checks made in forested areas.

The Hangman Tree first appeared in the *Monster Manual II* (Gary Gygax, 1983).

HIPPOCAMPUS

Large Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2 (Dex)

Speed: Swim 60 ft.

Armor Class: 15 (–1 size, +2 Dex, +4 natural)

Attacks: Tail slap +6 melee; or bite +6 melee

Damage: Tail slap 1d6+4; or bite 1d4+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 18, Dex 15, Con 16, Int 8, Wis 12, Cha 8

Skills: Hide +7*, Listen +6, Spot +7

Climate/Terrain: Any aquatic

Organization: Solitary, pair, or herd (3-8)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic good

Advancement Range: 5-12 HD (Large)

A hippocampus is also called a merhorse or sea horse. Like the merfolk, they are half-fish. The front half of a hippocampus resembles a horse, complete with a flowing mane and long, strong legs. The legs, however, end in wide fins rather than hooves. The hindquarters of the animal are that of a great fish. Their bodies are covered in fine scales in the fore parts, large scales elsewhere. Coloration is that of seawater. Typical colors include ivory, pale green, pale blue, aqua, deep blue, and deep green.

Aquatic races often tame these animals, and they make fine steeds for they are strong, swift, and very intelligent.

Although they cannot speak, they understand Aquan, and can learn another language if properly trained.

COMBAT

In combat a hippocampus will strike at its opponent with its powerful tail, inflicting bludgeoning damage. They rarely rely on their bite attack.

Skills: *Due to their coloration, hippocampi receive a +8 bonus to Hide checks when underwater.

Training a Hippocampus

Training a hippocampus as an aquatic mount requires a successful Handle Animal check (DC21 for a young creature, or DC28 for an adult) and that the creature be willing. Hippocampi mature at the same rate as horses.

Trainers can reduce the DC by 5 and the rearing time by one-half by using a magical bridle enchanted for this purpose.

Hippocampi eggs are worth 1,500 gp apiece on the open market, while young are worth 2,500 gp each. Professional trainers (usually tritons) charge 1,000 gp to rear or train a hippocampus. Riding a trained hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot attack in the same round unless he or she succeeds at a Ride check (see Ride, page 72 in the *Player's Handbook*).

Carrying Capacity: A light load for a Hippocampus is up to 233lbs; a medium load 234-466lbs; and a heavy load, 467-700lbs.

The Hippocampus first appeared in the *Monster Manual* (Gary Gygax, 1977).

HOOK HORROR

Large Beast

Hit Dice: 5d10+20 (47 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 17 (-1 size, +1 Dex, +7 natural)

Attacks: 2 claws +5 melee, bite +0 melee

Damage: Claw 1d6+3, bite 2d6+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, rend, tear

Special Qualities: Blindsight, immunity to light, darkvision 60 ft., low-light vision

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 17, Dex 13, Con 16, Int 6, Wis 11, Cha 10

Skills: Climb +18, Hide +6, Listen +15, Spot +3

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or clan (5-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

The hook horror is a bipedal vaguely humanoid creature with the head of a vulture. Its arms end in sharp hook-like talons. A hook horror is covered with a very hard exoskeleton, mottled gray in color. Its eyes are yellow. Hook horrors have very poor eyesight and track their prey by sound.

Hook horrors cannot speak, but communicate with others of their kind by making clacking noises with the exoskeleton- a very eerie sound that can be heard up to 60 feet away.

COMBAT

A hook horror attacks using its razor sharp talons in melee. Once it has hooked an opponent, it bites with its beak.

Improved Grab (Ex.): To use this ability, the hook horror must hit with a claw attack.

Rend (Ex.): A hook horror that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Tear (Ex.): A hook horror automatically hits an opponent with all of its melee attacks each round it maintains the hold.

Blindsight (Ex.): Hook horrors have very poor eyesight but can ascertain all foes within 60 feet using sound.

Immunity to Light (Ex.): Due to their poor eyesight, hook horrors are effectively immune to all attacks that effect sight (*blindness*, *flare*, etc.).

Skills: A hook horror receives a +12 racial bonus to Listen and Climb checks.

The Hook Horror first appeared in the *Fiend Folio* (1981).

HUECUVA

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 17 (+2 Dex, +4 natural)

Attacks: Claw +2 melee

Damage: Claw 1d4+1 and disease

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Undead, change self, damage reduction 10/+1, darkvision 60 ft., turn resistance +2

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 12, Dex 15, Con –, Int 4, Wis 9, Cha 10

Skills: Listen +6, Spot +6

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or pack (5-10)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-size)

Huecuva are the remains of clerics who were unfaithful to their vows and turned to evil. As such they are condemned to eternal unlife.

Huecuva resemble robed skeletons and may be mistaken for them. Woe to those who make this mistake however, for the huecuva is more than just a mindless skeleton dressed in tattered priestly robes.

COMBAT

A huecuva attacks with its claws. It will fight to the death.

Disease (Ex.): Filth Fever—claw, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (Disease, page 74 in the *Dungeon Master's Guide*).

Change Self (Sp.): 3/day—as the spell cast by a 10th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Huecuva first appeared in the *Fiend Folio* (1981).

ICE TOAD

Large Magical Beast (cold)**Hit Dice:** 5d10+15 (42 hp)**Initiative:** +0**Speed:** 30 ft**AC:** 16 (-1 size, +7 natural)**Attacks:** Bite +7 melee**Damage:** Bite 2d6+4**Face/Reach:** 5 ft by 10 ft/5 ft**Special Attacks:** Cold, leap**Special Qualities:** Cold subtype, darkvision 60 ft, low-light vision**Saves:** Fort +7, Ref +4, Will +2**Abilities:** Str 17, Dex 10, Con 17, Int 11, Wis 12, Cha 4**Skills:** Hide +1*, Listen +5, Spot +5

Climate/Terrain: Any cold land and underground**Organization:** Solitary or pack (2-4)**Challenge Rating:** 4**Treasure:** Standard**Alignment:** Always neutral**Advancement:** 6-15 HD (Large)

The ice toad appears as a large variety of the normal toad. It is about 10 feet long and white in color.

COMBAT

The ice toad uses its powerful jaws to bite an opponent.

Cold (Ex): Ice toad's bodies generate intense cold, dealing 1d8 points of damage with their touch. Creatures attacking an ice toad unarmed or with natural weapons take cold damage each time their attacks hit.

Leap (Ex): An ice toad can leap up to 50 feet horizontally (20 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the ice toad must be at least 10 feet away from its foe.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Skills: *An ice toad, due to its coloration, receives a +8 racial bonus to Hide checks in its native environment.

The Ice Toad first appeared in the *Monster Manual* (Gary Gygax, 1977).

ICEDRAKE (Ice Lizard)

Small Dragon (Cold)

Hit Dice: 3d12+3 (22 hp)

Initiative: +1 (Dex)

Speed: 20 ft, fly 50 ft

AC: 18 (+1 size, +1 Dex, +6 natural)

Attacks: Bite +5 melee, 2 claws +0 melee

Damage: Bite 1d6+1, claw 1d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Breath weapon, spell-like abilities

Special Qualities: SR 18, cold subtype, immunities, vulnerabilities, darkvision 60 ft, low-light vision

Saves: Fort +4, Ref +4, Will +3

Abilities: Str 13, Dex 13, Con 13, Int 4, Wis 11, Cha 11

Skills: Hide +4, Listen +4, Move Silently +5, Search +3, Spot +4

Feats: Flyby Attack

Climate/Terrain: Cold hills and mountains

Organization: Pair, clutch (2-5), or family (6-8)

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 4-6 HD (Small); 7-9 HD (Medium-size)

Although frequently mistaken on first sighting for a young white dragon, the icedrake is neither as intelligent nor as powerful as its dragon cousin.

This small dragonet is about 3 feet long, and almost 2 feet tall. It has the features and proportions of a miniature white dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the icedrake is snow white in color.

COMBAT

The icedrake's primary attack is with its breath weapon, though it is not hesitant to use its bite and claws.

Breath Weapon (Su): Cone of cold, 40 feet long, once per 1d4 rounds but not more than five times per day, 2d6 points of damage, Reflex save half (DC 13).

Spell-Like Abilities: 2/day—*fear* and *sleep*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level).

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Immunities: Icedrakes are immune to sleep and paralysis effects.

Vulnerabilities: Icedrakes are highly susceptible to *charm monster* and *hold monster* spells. They receive a –2 on their saves against these spells.

The icedrake first appeared in the *Fiend Folio* (1981) as the Ice Lizard.

IXITXACHITL

Medium-Size Aberration (Water)

Hit Dice: 1d8+1 (5 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Swim 60 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: Bite +1 melee

Damage: Bite 2d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +3

Abilities: Str 13, Dex 15, Con 13, Int 12, Wis 12, Cha 12

Skills: Concentration +5, Hide +6, Knowledge (any one) +5, Listen +3, Search +4, Sense Motive +4, Spot +5

Feats: Improved Initiative

Climate/Terrain: Warm aquatic

Organization: Pack (5-12) or colony (10-100 plus 100% noncombatants plus 1 2nd level cleric per 10 adults, 1 3rd level cleric per 20 adults, 1 4th level cleric per 50 adults, and 1 vampiric ixitxachitl per 100 adults)

Challenge Rating: 1

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

The ixitxachitl (IX-it-CHA-chit'l), are a race of evil, intelligent manta-like beings that dwell in warm, shallow seas. They are about the size of a stingray, and closely resemble that animal.

An ixitxachitl has graceful, wing-like fins and a long, barbed tail. Unlike a manta ray, however, it has a mouthful of razor sharp teeth.

COMBAT

A favorite tactic of the ixitxachitl is to hide in the sand of the ocean floor, wait for its prey to pass by, then spring up and bite them.

Spells: Ixitxachitl clerics have access to two of the following domains: Chaos, Evil, Healing, Protection, and Water.

Skills: Ixitxachitl receive a +4 racial bonus on Hide and Spot checks.

IXITXACHITL, VAMPIRIC

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Swim 60 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: Bite +2 melee

Damage: Bite 2d4+1 and energy drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Energy drain

Special Qualities: Undead, fast healing 3, darkvision 60 ft.

Saves: Fort +0, Ref +2, Will +4

Abilities: Str 13, Dex 15, Con –, Int 12, Wis 12, Cha 12

Skills: Concentration +5, Hide +7, Knowledge (any two) +5, Listen +6, Search +6, Sense Motive +6, Spot +6

Feats: Improved Initiative, Power Attack

Climate/Terrain: Warm aquatic

Organization: Solitary, pack (2-8 ixitxachitl), or squad (4-20 ixitxachitl)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil
Advancement: By character class

Vampiric ixitxachitl are very rarely encountered and are far deadlier than their ordinary brethren due to their undead nature and vampiric abilities.

COMBAT

Energy Drain (Su): Living creatures hit by a vampiric ixitxachitl's bite attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Vampiric ixitxachitl receive a +4 racial bonus on Hide and Spot checks.

IXITXACHITL, GREATER VAMPIRIC

Large Undead

Hit Dice: 8d12 (52 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Swim 60 ft.

AC: 17 (+2 Dex, +5 natural)

Attacks: Bite +7/+2 melee

Damage: Bite 2d6+3 and energy drain

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Energy drain

Special Qualities: Damage reduction 15/+1, undead, fast healing 3, darkvision 60 ft.

Saves: Fort +2, Ref +4, Will +8

Abilities: Str 16, Dex 15, Con—, Int 14, Wis 14, Cha 16

Skills: Concentration +11, Hide +13, Knowledge (any one) +10, Listen +6, Search +7, Sense Motive +6, Spot +10

Feats: Improved Initiative, Weapon Focus (bite)

Climate/Terrain: Warm aquatic

Organization: Solitary or troupe (1-4 vampiric ixitxachitl plus 4-20 ixitxachitl per vampiric ixitxachitl)

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

These creatures are very rarely encountered. They can only achieve this status by being bitten by an existing greater vampiric ixitxachitl. They often act as the ruler of a city of ixitxachitl.

COMBAT

Energy Drain (Su): Living creatures hit by a greater vampiric ixitxachitl's bite attack receive two negative levels. The Fortitude save to remove the negative level has a DC of 17.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Greater vampiric ixitxachitl receive a +4 racial bonus on Hide and Spot checks.

The Ixitxachitl first appeared in the *Monster Manual* (Gary Gygax, 1977).

JACKALWERE

Medium-Size Shapechanger

Hit Dice: 4d8+12 (30 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (50 ft in jackal form)

AC: 16 (+2 Dex, +4 natural)

Attacks: Bite +5 melee; or longsword +4 melee

Damage: Bite 2d4+1; or longsword 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sleep gaze

Special Qualities: Alternate form, damage reduction 10/+1, darkvision 60 ft.

Saves: Fort +7, Ref +6, Will +5

Abilities: Str 13, Dex 15, Con 16, Int 12, Wis 14, Cha 12

Skills: Bluff +5, Disguise +4, Hide +8, Listen +4, Move Silently +6, Spot +6, Wilderness Lore +3

Feats: Scent, Track, Weapon Finesse (bite)

Climate/Terrain: Temperate land

Organization: Solitary or pack (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

First and foremost, the jackalwere is not a lycanthrope. Therefore, they do not carry and infect their victims with lycanthropy.

The jackalwere is a shapechanger. It can assume the form of a jackal (its true form), any Medium-Size humanoid, or a combination of the two. The jackalwere is the bane of humankind. They love the taste of human, elf, and halfling flesh.

COMBAT

The jackalwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in.

When ready to attack, the jackalwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon, as well as utilizing its bite.

If attacked in its full humanoid form, the jackalwere will seek escape, long enough to assume its hybrid form.

Alternate Form (Su.): A jackalwere's natural form is that of a jackal. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, jackal-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the jackalwere gains all the abilities of the form (for example, a jackalwere in dwarf form has dwarven racial traits). The jackalwere keeps its ability scores and can use its sleep gaze. It loses its special qualities of damage reduction and it cannot use its bite attack.

In hybrid form, a jackalwere looks like a bipedal jackal. The jackalwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

A jackalwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the jackalwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Sleep Gaze (Su.): 30 feet range, Will save negates DC 13, or affected as *sleep* spell cast by a 12th-level sorcerer. This ability is not limited by the target's HD.

The Jackalwere first appeared in the *Monster Manual* (Gary Gygax, 1977)

JERMLAINE

Tiny Humanoid (Jermlaine)

Hit Dice: 1/2d8 (2 hp)

Initiative: +0

Speed: 20 ft.

AC: 13(+2 size, +1 natural)

Attacks: Small halfspear -2 melee; or tiny sap -1 melee; or dart +0 ranged

Damage: Small halfspear 1d4-2; or tiny sap 1d4-2; or dart 1d4-2

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Sneak attack, teamwork

Special Qualities: Evasion, blindsight, darkvision 30 ft.

Saves: Fort +0, Ref +2, Will +0

Abilities: Str 6, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Skills: Hide +8*, Listen +5, Move Silently +9, Spot +2

Feats: Weapon Focus (tiny sap)

Climate/Terrain: Temperate land and underground

Organization: Gang (4-9), squad (10-24 plus 1-6 giant rats or 1-6 osquips), mob (25-48 plus 1-6 giant rats or 1-6 osquips and 1-6 normal rats), or clan (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level)

Challenge Rating: 1/6

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Jermlaines are opportunistic brigands who prey on unwary travelers in the subterranean regions.

Jermlaines appear as tiny humans dressed in baggy clothing and leather helmets, though in fact, the clothing and helmet are the jermlaine's body and pointed head. The fingernails and toenails are thick and filthy, although the fingers and toes are very nimble. Their gray-brown, warty hide blends well with natural earth and stone. When they wear rags or scraps as clothing, such items are likewise colored.

Jermlaines speak Common and their own language (a combination of squeaks and twitters that is often mistaken for bats or rats).

COMBAT

Jermlaines only attack when they feel there is no serious opposition.

They prefer to attack injured, ill, or sleeping victims. They avoid directly confronting strong, alert parties, although they may try to injure them out of sheer maliciousness.

The jermlaines' favorite tactic is capturing victims with nets or pits. In little-used passages the creatures prepare pits covered by doors, or they string nets overhead. In well-traveled passages, the jermlaines stretch ropes across the corridors in order to trip an unwary traveler. When a victim falls afoul of a trap, the jermlaines swarm to attack. Some pummel the victim with a sap while others use rope to bind their victims.

Jermlaines attack well-armored victims with acid or flaming oil missiles.

Slain victims and 5% of subdued victims are later devoured by the jermlaines. Most captives are robbed, stripped, shaved totally hairless, and left trussed in a passageway. If an unsuspecting victim pauses near a lurking band of jermlaines, they dart out and cut straps, belts, packs, and pouches. Each jermlaine in the band makes one such attack before

fleeing back into the shadows. Such attacks are usually not noticed until the slashed items begin to fall apart. They also try to steal, damage, or befoul victims' possessions.

Sneak Attack (Ex): Jermlaines share the rogue's ability to strike effectively when an opponent is unaware of their presence. Any time an opponent would be denied his Dexterity bonus to AC, or when the jermlaine flanks its victim, the jermlaine deals an additional 1d6 points of damage per attack.

Evasion (Ex): Like rogues, jermlaines who make their Reflex saving throw against an effect that would normally deal half damage instead avoid damage altogether.

Teamwork (Ex): For every two jermlaines that are grappling a foe, all jermlaines get a +2 competence bonus on attacks against this foe.

Blindsight (Ex): Jermlaines have very poor eyesight but can ascertain all foes within 30 feet (including invisible ones) using scent and sound.

Skills: Jermlaines receive a +8 racial bonus to Move Silently checks and a +4 racial bonus to Listen checks. *They receive a +8 racial bonus to Hide checks when in dirt or earth covered surroundings.

JERMLAINE SOCIETY

Jermlaines are extremely distant relatives of the gnomes. Their deeply rooted sense of inferiority at their own diminutive size has become a malicious need to humiliate normal-sized humanoids. They prey on hapless adventurers, who provide riches, sadistic amusement, and an occasional meal.

Jermlaine society is divided among clans whose members are united by blood. The clan chief is normally the strongest or cleverest of the elders. The chief both instructs the young jermlaine in the art of the ambush and leads important attacks (albeit from a secure location in the rear). Jermlaine family life centers on the mother, as the father may be unknown, off hunting, or dead. If a female jermlaine has dependent children, she normally concentrates on raising such children rather than participating in attacks. As the children mature, she and the clan chief take the young on practice attacks on potential victims and participate in the humiliation of captives.

Jermlaine lairs are cunningly hidden and physically impassable by most humanoids, as they are usually a series of small chambers and tunnels scaled to their tiny occupants. The typical jermlaine lair is a filthy cave or burrow, a short distance from a larger cavern complex. The only areas that can be easily reached by a Small or larger creature are the ones where living captives are held, and dead victims are butchered for food. Small, corridors or thin, normally impassable cracks in the rock walls control access past this area. The corridors lead directly to living areas and communal chambers. The living areas are furnished with crude furniture and items scavenged from past victims.

Treasures are concealed throughout the lair. Each family maintains a series of small, personal caches, while the communal hoard is hidden in a series of small chambers at the end of cunningly concealed crawl ways. Creatures of Small or larger size cannot fit into the crawl ways.

The Jermlaine first appeared in the *Fiend Folio* (1981).

KECH

Medium-Size Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +2 (Dex)

Speed: 40 ft., climb 20 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: 2 claws +4 melee, bite +0 melee

Damage: Claw 1d4+1, bite 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rend

Special Qualities: Pass without trace, darkvision 60 ft., low-light vision

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 13, Dex 15, Con 12, Int 11, Wis 13, Cha 12

Skills: Hide +10*, Listen +5, Move Silently +10, Spot +5, Use Rope +6

Climate/Terrain: Any forest

Organization: Pack or band (3-8)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral evil

Advancement: 6-15 HD (Medium-size)

A kech is monkey-like in gait and appearance, with a fang-filled mouth, protruding lower jaw, and fiery blue eyes. The frame is slim and finely muscled. Kech are equally at home in trees or on the ground. Their toes are long and prehensile, enabling them to grasp limbs and swing from branch to branch.

On the ground, kech run like baboons, using their knuckles and back legs to spring after opponents.

Their skin is tough and leathery, with leaf-like wrinkles and a natural green camouflage coloring.

They speak their own language and Common.

COMBAT

Kech prefer traps to outright attacks, constructing pit falls, snares, and so forth, to catch unwary travelers or weaken large parties of adventurers. They prefer lone targets but will attack a large, well-armed party at night.

During combat, kech usually concentrate on one or two members of the party (most likely the guards), trying to dispatch them quickly before the others awaken. The kech then disappear into the forest dragging their kill with them.

Rend (Ex.): If a kech hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d4+1 points of damage.

Pass Without Trace (Ex.): The kech can move across any ground—ice, snow, mud, without leaving any footprints. Tracking by nonmagical means is impossible.

Skills: Kech receive a +2 racial bonus to Listen and Spot checks. *Due to their coloration and leaf-like skin, kech receive a +15 racial bonus to Hide checks when in a forested area.

The Kech first appeared in *Monster Manual II* (Gary Gygax, 1983).

KENKU

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 50 ft. (poor)

AC: 14 (+2 Dex, +2 leather armor)

Attacks: 2 claws +2 melee, beak +2 melee; or weapon (scimitar or quarterstaff) +2 melee

Damage: 2 claws 1d4, bite 1d4; or scimitar 1d6 or quarterstaff 1d6/1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: SR 17, darkvision 60 ft.

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 10, Dex 15, Con 13, Int 10, Wis 10, Cha 10

Skills: Disguise +12, Escape Artist +4, Hide +6, Innuendo +8, Listen +3, Move Silently +4, Open Lock +4, Pick Pocket +4, Spot +3

Feats: Ambidexterity

Climate/Terrain: Any land

Organization: Company (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, 3 6th-level captains, and 1 7th-level leader)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Kenku are bipedal, humanoid birds that use their powers to annoy and inconvenience the human and demihuman races. The typical kenku resembles a humanoid hawk wearing human clothing. Kenku have both arms and wings. The wings are usually folded across the back and may be mistaken at a distance for a large backpack (DC 15 to detect as folded wings at a distance of greater than 10 feet). The feathers are predominantly brown with white underfeathers and face markings. The eyes are a brilliant yellow.

Kenku are a secretive race that lives among the other races without the bulk of the population ever being aware of their presence. Kenku may appear to be friendly, helpful, and even generous. They may offer nonverbal advice to humanoids, but this is carefully designed to mislead. It may actually lead the party into dangers and difficulties they might otherwise have avoided.

They do not speak; although they may give out bird-like squawks, these are gibberish. Kenku apparently communicate with each other telepathically, but this has not yet been proven. They are adept at symbols, sign language, and pantomime.

COMBAT

All kenku are expert fighters and usually attack with a scimitar or quarterstaff. If unarmed, they attack with either pair of claws, and their beak. If they are on foot, they use the hand claws. If in flight, the foot claws are used. They do not usually kill unless their own lives are threatened by the survival of their foe.

Spell Like Abilities: Kenku of 3 HD or higher have spell-like abilities as follows.

At 3 HD, once per day, a kenku can use *magic missile*. Once each 30 days it may use *polymorph self* and retain the chosen form for no more than seven days.

At 4 HD, once per day, a kenku can use *shocking grasp*. They can also use *invisibility* at will.

At 5 HD, once per day, a kenku can use *mirror image* or *web*. They can use *call lightning* at will.

These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level).

Skills: Kenku receive a +8 racial bonus to Disguise and Innuendo checks.

KENKU SOCIETY

The actual structure of kenku society is elusive. The kenku themselves either refuse to comment or lie. Those kenku lairs that have been encountered tend to be small underground chambers or cave complexes. It is believed that large caverns deep underground may hold sizeable kenku communities.

Kenku reproduction is similar to that of large birds. The female lays a clutch of two to four eggs that hatch after 60 days. New hatchlings are featherless, helpless, and have 1 hit point each. Hatchlings grow swiftly and gain 1 hit point each month. Within six to eight months they have adult feathers and are able to function independently as 1 HD kenku. At this point they begin to learn to use the skills they need as adults (thieving, fighting, disguise). If a hatchling is captured, it either lacks this training or has whatever minimal skills it acquired before capture.

Younger kenku are reckless and prone to audacious plans. They have been known to pass themselves off as gods and collect the worshipers' offerings. Older kenku are more reserved and cunning, preferring to kidnap wealthy humanoids as a source of revenue.

Domestically raised kenku are prized as servants. Kenku eggs are commonly sold for 250 gp, hatchlings for 300-500 gp. However, this is a form of slave trade, with all the attendant complications. If a kenku discovers captive kenku, it will attempt to secretly rescue the captive and, if possible, kidnap the slave trader or owner. They will avenge slain kenku.

KENKU CHARACTERS

The favored class of the kenku is rogue. Kenku leaders are generally rogue/fighters or rogue/sorcerers.

The Kenku first appeared in the *Fiend Folio* (1981).

KILLMOULIS

Diminutive Fey

Hit Dice: 1/2d6+1 (2 hp)

Initiative: +5 (Dex)

Speed: 20 ft

AC: 19 (+4 size, +5 Dex)

Attacks: Needle +1 melee

Damage: Needle 1d3-3

Face/Reach: 1 ft by 1 ft/0 ft

Special Qualities: Telepathy, SR 15, low-light vision

Saves: Fort +1, Ref +7, Will +2

Abilities: Str 5, Dex 21, Con 12, Int 10, Wis 14, Cha 6

Skills: Craft (any three) +4, Hide +19, Profession (farmer or miller) +2, Listen +6, Move Silently +9, Spot +6

Feats: Skill Focus (Hide)

Climate/Terrain: Any land or underground

Organization: Solitary or gang (2-4)

Challenge Rating: 1/4

Treasure: 1/10 standard

Alignment: Usually chaotic neutral

Advancement: 2 HD (Diminutive)

Killmoulis are diminutive beings that like to provide useful services but also commit mischief. Killmoulis always dwell in places where humans are involved in some form of industry, preferably in places where foodstuffs are handled. They make their homes under the floors, within the walls, or atop the dark rafters. They come out only when the workers are gone. Like their distant relatives the brownies, the killmoulis are torn between the benevolent performance of useful duties and a mischievous streak to perform harmless tricks. Killmoulis are tireless workers adept at performing simple tasks.

A killmoulis is about one foot in height. Although the overall shape is that of a thin humanoid, the head is immense in proportion. Killmoulis have no mouths or chins. They inhale food through their prodigious noses. Killmoulis do not speak but are apparently telepathic. They appear to be sexless.

COMBAT

Killmoulis are basically inoffensive beings. They lack any real ability or inclination to attack humans or other creatures. They sometimes use needles to stab dogs, cats, or rats, as these creatures eat killmoulis.

Telepathy (Su): Killmoulis can communicate telepathically with any creature within 100 feet that has a language. They rarely use this ability, but occasionally send barely noticeable telepathic messages of thanks and friendliness; the recipients generally perceive these as “warm feelings.”

Skills: Killmoulis receive a +8 racial modifier to Hide checks.

The Killmoulis first appeared in the *Fiend Folio* (1981).

KI-RIN

Large Magical Beast

Hit Dice: 12d10+72 (138 hp)

Initiative: +4 (Dex)

Speed: 50 ft., fly 80 ft. (average)

AC: 23 (-1 size, +4 Dex, +10 natural)

Attacks: Horn +17 melee, 2 hooves +15 melee

Damage: Horn 1d8+7, hoof 1d4+3

Face/Reach: 5 ft. by 10 ft./5 ft. (10 ft. with horn)

Special Attacks: Spells, spell-like abilities, psionics

Special Qualities: SR 29, darkvision 60 ft., low-light vision, telepathy

Saves: Fort +12, Ref +12, Will +13

Abilities: Str 25, Dex 18, Con 22, Int 20, Wis 22, Cha 24

Skills: Animal Empathy +14, Concentration +18, Listen +14, Spellcraft +14,

Spot +14, Wilderness Lore +12

Feats: Alertness, Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Multiattack, Trample

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 13

Treasure: Standard

Alignment: Always lawful good

Advancement: 13-36 HD (Large)

The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish. Ki-rins come to the aid of humanoids if asked properly, or if such beings are faced with a powerful, extremely evil being. Ki-rin believe in self-improvement, though, and do not casually come to a humanoid's aid except in the most dire of circumstances.

The ki-rin's coat is covered with luminous golden scales like a sunrise on a clear morning. The thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep violet. The ki-rin has a melodious voice.

Ki-rins speak their own language, Auran, Celestial, Common, Draconic, and Sylvan. Since they are telepathic, they are able to mentally or verbally converse with virtually any living thing.

COMBAT

The ki-rin can physically attack with its powerful hooves or a unicorn-like horn. Otherwise it employs its spells and spell-like abilities.

Spells: A ki-rin casts spells as an 18th-level sorcerer.

Spell-Like Abilities: At will—*call lightning*, *control weather*, *create food and water*, *gaseous form*, *major creation*, *persistent image*, and *wind walk*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 17 + spell level).

Psionics (Sp): At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts*, *invisibility*, and *polymorph self*. These abilities are as the powers manifest by a 12th-level psion.

Attack/Defense Modes (Sp): At will—all/all.

Plane Shift (Su): A ki-rin can shift from the Material Plane to the Ethereal or Astral Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). This ability is otherwise identical with *plane shift* as cast by a 12th-level sorcerer.

Telepathy (Su): Ki-rin can communicate telepathically with any creature within 100 feet that has a language.

The Ki-Rin first appeared in the *Monster Manual* (Gary Gygax, 1977).

KORRED

Small Fey

Hit Dice: 6d6+6 (27 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 15 (+1 size, +2 Dex, +2 natural)

Attacks: Slam +8 melee; or shears +8 melee; or cudgel +8 melee

Damage: Slam 1d2+4; or shears 1d4+4; or cudgel 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, animate rope, rock throwing

Special Qualities: SR 16, low-light vision

Saves: Fort +3, Ref +7, Will +6

Abilities: Str 19, Dex 15, Con 12, Int 12, Wis 13, Cha 11

Skills: Bluff +8, Hide +6, Listen +5, Move Silently +6, Perform +6, Search +4, Spot +5

Feats: Alertness, Dodge, Mobility

Climate/Terrain: Temperate forest

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: By character class

The korred are a fun loving race of fey creatures that inhabit the forests of the world. They always carry large cudgels and pouches with them. Their pouches contain their shears, hair, and other items considered valuable by that korred.

A korred stands roughly 3 feet tall, and resembles a satyr with long, unkempt hair and beard.

COMBAT

The korred attacks using its laugh, then its animate ability to animate its hair to entangle a foe. After that a korred will use either its shears or cudgel. If unarmed a korred can attack with its fists.

Animate Rope (Su.): A korred can weave its hair (contained in its pouch) into rope that it can animate to entangle creatures with, as the *animate rope* spell cast by a 12th-level sorcerer. It takes the korred 1 round to weave a rope.

Laugh (Su.): 3/day—60-foot spread, Will save (DC 14) or stunned 1d4 rounds (*Dungeon Master's Guide*, page 85). Whether the save is successful or not, the creature is immune to the laugh from that korred for one day.

Rock Throwing (Ex.): A korred can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. A korred has a range increment of 20 feet.

Spell-Like Abilities: At will—*shatter*, *stone shape*, *stone tell*, *transmute rock to mud*.

Cudgel: Treat as a club.

Shears: Small Martial weapon, 1d4 points of slashing damage, crit x3.

The Korred first appeared in the *Monster Manual II* (Gary Gygax, 1983).

KRAKENTUA

Colossal Aberration

Hit Dice: 50d8+450 (675 hp)

Initiative: +4 (Improved Initiative)

Speed: 50 ft., swim 30 ft.

Fly 30 ft. (poor) (females only)

AC: 16 (-8 size, +14 natural)

Attacks: Slam +45 melee, tentacle +43 melee

Damage: Slam 2d6+16, tentacle 2d6+8

Face/Reach: 40 ft. by 40 ft./25 ft.

Special Attacks: Spell-like abilities (female), constrict, trample, spit (male), mist (male)

Special Qualities: flight (female), send dreams (female)

Saves: Fort +30, Ref +14, Will +32

Abilities: Str 43, Dex 11, Con 28, Int 17, Wis 20, Cha 18

Skills: Listen +25, Spot +25, Wilderness Lore +33

Feats: Improved Initiative, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Track, Weapon Focus (tentacle)

Climate/Terrain: Temperate and warm aquatic

Organization: Solitary

Challenge Rating: 20

Treasure: standard

Alignment: always chaotic evil

Advancement: 50-150HD (Colossal)

Among the most fearsome creatures in all of Kara-Tur, the krakentua is a powerful creature with an insatiable appetite for destruction and an obsessive desire to enslave those it considers inferior.

The krakentua has the body of a human and the head of a kraken. It stands 80-100 feet tall, and wears luxuriant silken robes in rich colors, usually violet or red.

Its leathery, dark green skin is as cool to the touch as a serpent's scales. Seven tentacles extend from its head, each nearly 20 feet long. The tentacles are as agile as human hands, capable of wielding weapons and tools with ease.

The krakentua has huge red eyes with black pupils, and a chitinous beak hidden beneath its tentacles. Red mist continually oozes from the pores of its body. As a result, many observers to mistakenly believe the creature hovers atop a crimson cloud. The beast can breathe both water and air.

A master of language, the krakentua is conversant in the tongues of all lands and creatures of Kara-Tur.

COMBAT

A krakentua attacks with its tentacles, sometimes wielding Huge versions of normal weapons in its tentacles. Females use their spell-like abilities in addition to the aforementioned attacks.

Constrict (Ex): A krakentua tentacle deals 2d6+8 points of damage with a successful grapple check against Gargantuan or smaller opponents.

Trample (Ex): Krakentua can trample Gargantuan or smaller opponents for 8d12+16 points of damage. Opponents who do not take an opportunity of attack against the krakentua can attempt a Reflex save (DC 51) for half damage.

Spit (Su): Male krakentua only, line or cherry milk acid, 100 feet, blindness for 2d6 rounds; Reflex save (DC 44) to avoid.

Mist (Su): Male krakentua only, cone of mist, 50 feet, 1d4 points of damage; Fortitude save (DC 44) negates.

Spell-Like Abilities: Females only; at will—*clairaudience/clairvoyance*, *detect evil*, *detect good*, and *detect thoughts*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

Send Dreams (Su): A female can induce dreams in a sleeping opponent. The krakentua imprints the dreaming target's aura. This imprint allows the krakentua to track the target at a later date.

The sleeping victim is allowed a Will save (DC 40) to reject the dream. If the save fails the krakentua can imprint the target's mind for up to 1 hour.

For every 10 minutes spent imprinting a target, the krakentua gains a +2 to its Wilderness Lore roll to track the target. It can track a target anywhere on the same plane of existence as if using a *discern location* spell. The krakentua can move at full speed while tracking a target in this manner.

The tracking bonus disappears after 1 week as the imprint fades from the target's aura.

Creating the dreams is extremely stressful for the krakentua. She cannot create dreams for more than an hour a month, and she can never create more than three dreams in immediate succession.

KRAKENTUA SOCIETY

Krakentua can be found in any remote sea area of Kara-Tur. They prefer uninhabited islands or the warm ocean depths, but occasionally they dwell offshore near civilized coasts.

Krakentua reproduce asexually. The female has an eighth tentacle that functions solely as a reproductive organ. When the female reaches full maturity (about 1,000 years old), the eighth tentacle breaks off and sinks to the bottom of the ocean. One to four buds form on the tentacle. Each bud swells into a pod, 30 feet in diameter, then hatches a new krakentua.

Krakentua have no affinity for treasure. However, they are obsessed with maintaining a congregation of slaves (most often of human origin), who must worship and honor them.

LARVA

Medium-Size Outsider (Evil)

Hit Dice: 1/2d8+1 (3 hp)

Initiative: +0 (Dex)

Speed: 10 ft.

AC: 13 (+3 natural)

Attacks: Bite +1 melee

Damage: Bite 1d4+1 plus wounding and disease

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Wounding, disease

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +0, Will -2

Abilities: Str 12, Dex 10, Con 12, Int 4, Wis 6, Cha 2

Skills: Listen +1, Spot +1

Climate/Terrain: Any land and underground

Organization: Swarm (10-100)

Challenge Rating: 1/2

Treasure: None

Alignment: Any evil

Advancement: 1 HD (Medium-size)

Larvae are the evil dead from the Prime Material plane who led especially selfish lives. They are doomed to spend their wretched existences serving the whims of evil on the lower planes.

Larvae appear as man-sized worms approximately five feet long with a roughly humanoid head resembling the tortured soul's original appearance. They are sickly yellow in color and are covered with a thick, viscous, foul-smelling fluid.

Larvae communicate with one another through basic body language that cannot be interpreted by anyone else.

COMBAT

Larvae have essentially no will of their own. They simply lay in giant, quivering masses on the ground until commanded by a being of greater power than their own, at which point they will do the bidding of the one who commanded them.

Wounding (Ex): The bite of a larva will bleed for 1 additional point of damage per round until magically healed or until the victim receives a successful Heal check (DC 20).

Disease (Su): The bite of a larva will inflict the foe with a rotting disease (akin to *mummy rot*) unless a successful Fortitude save (DC 11) is successful. A *remove disease* spell destroys the disease.

LARVA SOCIETY

Larvae are herded by night hags who use them as bargaining chips to further their own ends. The larvae are sought after by most of the lower planar powers because they are used to form quasits and imps. Powerful lichs also seek larvae because they feed off the creatures' energies to maintain their immortal, undead status. The night hags will trade larvae to the lower planar denizens to keep them from entering their territory.

The hags will also trade larvae to the lichs for destroying those creatures that refuse to trade. It is a complex and wholly evil bartering system that is perpetuated by the growing numbers of lower planar inhabitants.

Larvae are the sole means for creating imps and quasits. Since the imps and quasits might later advance to become greater demons, it can be said that larvae are the foundation of the population of the lower planes.

There is no real criterion for selecting larvae to be made into greater creatures. Since all larvae are considered to be equally lowly, they are just randomly selected when the need for other types of creatures arises. How the larvae are transformed into greater creatures depends wholly on the race of fiends doing the transformation. Devils, for example, will cast the larvae into one of the many pools of flame found in Hell where the larvae must endure the suffering for 11

days. Once their time in the pool is complete, they emerge as the new creature, perhaps a little crueler than they were before they entered. Other fiends have different ways to advance larvae, but all are dark, evil, and a very painful ordeal.

LEPRECHAUN

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 15 (+1 size, +4 Dex)

Attacks: Dagger +5 melee

Damage: Dagger 1d4-2

Face/Reach: 5 ft. by 5ft./5ft.

Special Attacks: Spell-like abilities

Special Qualities: low-light vision, SR 27

Saves: Fort +0, Ref +6, Will +5

Abilities: Str 7, Dex 18, Con 11, Int 17, Wis 16, Cha 16

Skills: Bluff +7, Concentration +4, Craft (any one) +6, Escape Artist +8, Hide +8, Jump +2, Listen +15, Move Silently +8, Open Lock +6, Perform (comedy, dance, limericks, melody) +7, Pick Pocket +8, Search +6, Sense Motive +6, Spot +7

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse (dagger)

Climate/Terrain: Temperate forest

Organization: Gang (2-4), band (6-11), or family (12-20)

Challenge Rating: 4

Treasure: Double coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic, and causing harmless mischief. One of their favorite tactics is to pilfer an object from a person, turn invisible, and dash away.

Rumors persist that the leprechaun is a cross between a pixie (Sprite, page 172 in the *Monster Manual*) and a halfling. Whether this is true or not, no one knows.

They have pointed ears, and their noses also come to a tapered point. They stand about 2 feet tall.

Leprechauns are fond of wearing brightly colored clothes (green or gray coats, brown or green breeches) and flamboyant attire as well (pointed shoes and wide-brimmed hats or stocking caps). Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

COMBAT

Leprechauns shun combat and will usually turn invisible and flee if threatened. However, a leprechaun will not sit idly by while a helpless creature is attacked. When combating a foe, they take full advantage of their spell-like abilities to drive an opponent away.

Spell-Like Abilities: At will—*dancing lights*, *invisibility* (self only), *permanent image* (visual and auditory elements only), *polymorph any object*, *ventriloquism*. These are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

Skills: Leprechauns receive a +8 racial bonus to Listen checks.

LURKER ABOVE

Huge Aberration

Hit Dice: 10d8+40 (85 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 10 ft., fly 40 ft. (average)

AC: 14 (-2 size, +2 Dex, +4 natural)

Attacks: Buffet +15 melee

Damage: Buffet 1d6+15

Face/Reach: 15 ft. by 15 ft./10 ft.

Special Attacks: Improved Grab, smother

Special Qualities: Darkvision 60 ft.

Saves: Fort +7, Ref +5, Will +6

Abilities: Str 30, Dex 14, Con 19, Int 3, Wis 8, Cha 10

Skills: Hide +6*, Spot +7, Listen +7

Feats: Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

A carnivorous creature found only in dark, underground places, the lurker above resembles a manta ray of enormous size (with roughly a 20-foot wingspan). Its grayish belly is textured like stone, and the lurker above usually attaches itself to a ceiling where it is nearly invisible.

COMBAT

The lurker attaches itself to a ceiling and waits for its prey to pass underneath it. Then, it drops on its target and attempts to wrap its body around its foe.

Improved Grab (Ex.): To use this ability, the lurker must hit an opponent of up to Large size with its buffet attack. If it gets a hold it can smother.

Smother (Ex.): A lurker deals 1d6+15 points of constriction damage with a successful grapple check against Large or smaller creatures. A creature caught can hold its breath for a number of rounds equal to twice its Constitution score. After this period, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the creature fails a check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A victim can escape by making an opposed grapple roll or an Escape Artist check against the lurker's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage inflicted on a lurker while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the lurker above.

Skills: *A lurker above receives a +8 racial bonus to Hide checks when next to a stone surface.

The Lurker Above first appeared in the *Monster Manual* (Gary Gygax, 1977).

MAEDAR

Medium-size Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +2 (Dex)

Speed: 30 ft

AC: 15 (+1 Dex, +3 natural)

Attacks: 2 slams +9/+4 melee

Damage: Slam 1d3+4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Stone to flesh

Special Qualities: Stone walk, immunities, vulnerability, transfer to glyptar, darkvision 60 ft

Saves: Fort +4, Ref +7, Will +6

Abilities: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 12

Skills: Bluff +7, Disguise +5, Hide +7, Listen +7, Move Silently +7, Spot +7

Feats: Expertise, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or mated pair (medusa)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Maedar are the little-known male version of the medusas. They are extremely rare, however, and few medusas ever find a maedar spouse. Maedar lack the petrifying gaze of the females. The typical maedar is a muscular, hairless humanoid male, usually dressed in a kilt or tunic. The typical maedar is a monogamist who mates for life; he is fiercely devoted to his mate and will go to any length to assist or avenge her. A widowed maedar will pursue his mate's killer for years.

Because of the maedar's rarity, most sages are unaware of their existence. Maedar are rarely seen; generally they remain in the lair they share with a medusa mate. A maedar's magical power provides food for him and his mate. He smashes her petrified victims with his fists and then transforms them into flesh, which they both consume.

COMBAT

A maedar will enter combat unarmed, slamming opponents with its powerful fists.

Stone to Flesh (Su): Once every 30 minutes, by touch, stone to flesh as the spell cast by a 12th-level sorcerer (save DC 12 + spell level). The maedar can extent this touch ability into the Astral and Ethereal planes.

Stone Walk (Su): A maedar can pass through stone and rock at its normal movement rate without hindrance. Any type of wood or metal stops the maedar.

Vulnerability (Ex): A maedar that is the subject of a *phase door* spell while using its stone walk ability is instantly and irrevocably slain.

Immunities (Su): Maedar are immune to petrification and paralysis (including related spells, such as *hold person* and *slow*). They are immune to the poisonous bite of a medusa's serpentine hair.

Transfer to Glyptar (Su): When a maedar reaches 0 hp it can transfer its life force into the rocks where its spirit melds with a rock crystal known as a glyptar.

If the glyptar is removed intact from the ground, the maedar's spirit can animate the glyptar and any inorganic item or substance attached to it. Thus, if the glyptar is set in the eye of a stone statue, the maedar's life force animates it as a stone golem. Similarly, if the glyptar is set in the hilt or handle of a weapon, the weapon animates as a dancing weapon.

The maedar retains all mental abilities while in glyptar form, including its ability to stone walk, which is granted to anything the glyptar is attached to (not held by).

A glyptar is immune to all mind-influencing, controlling, and contacting effects (such as *telepathy* and *detect thoughts*) and the *phase door* spell.

The glyptar can perform a stone to flesh attack (Fortitude save DC 15) once every 30 minutes against any target touched by the glyptar or its setting.

A glyptar has a hardness of 20 and 5 hit points. As an intelligent Item, the glyptar has the mental abilities of the maedar from which it was made. A glyptar's Ego score is 13.

MAEDAR CHARACTERS

The favored class of the maedar is fighter.

MAEDAR SOCIETY

Most medusas typically mate with human males. This cross produces two to six eggs that hatch into fledgling, human-like females, who mature into medusas. The cross insures the continuation of the medusa species.

When a medusa finds and mates with the extremely rare maedar, the eggs hatch into human infants, 25% male and 75% female. Only 1% of the males born are actually maedar; the remaining males and all the females are normal human infants who die at the sight of their mother.

MAGNESIUM SPIRIT

Medium-Size Outsider (Evil, Lawful) (Incorporeal)

Hit Dice: 6d8+6 (33 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 14 (+2 Dex, +2 deflection)

Attacks: Incorporeal tail slap +8 melee

Damage: Incorporeal tail slap 1d6 and 1d6 temporary Strength damage

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Blinding flash, strength drain, possess body

Special Qualities: Incorporeal, vulnerability

Saves: Fort +6, Ref +7, Will +6

Abilities: Str –, Dex 15, Con 13, Int 12, Wis 13, Cha 15

Skills: Hide +11, Listen +10, Search +10, Spot +10

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always lawful evil

Advancement: 7-13 HD (Medium-size); 14-18 HD (Large)

The magnesium spirit is an outsider that has been summoned and trapped on the Prime Material Plane. Their actual plane of origin is a matter of conjecture. Their behavior is completely dominated by their need to inhabit a material body in order to complete the ritual that will return them to their home plane. Sages believe only three or four of these creatures actually exist on the Prime Material Plane.

A magnesium spirit appears as a man-sized column of white fire, 3-feet in diameter, with a wispy 5-foot tail. Their bodies do not give off any heat.

COMBAT

A magnesium spirit will first attack using its blinding flash ability. After that it will attack with its tail slap. Once a victim has suffered temporary Strength damage equal to 1/2 its Strength score, the magnesium spirit attempts to possess the victim's body.

Blinding Flash (Su.): Three times per day, the magnesium spirit can flare up its body in a blinding flash. All those viewing it within a 20-foot radius, Fortitude save (DC 14) or *blindness* as the spell cast by a 10th-level sorcerer. The *blindness* lasts for 1d3 hours.

Strength Drain (Su.): Tail slap, 1d6 temporary Strength damage.

Possess Body (Su.): Once per round, after a foe has suffered temporary Strength damage equal to at least half its Strength score, the magnesium spirit can merge its body with that of the victim. This is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 17).

On its next turn the magnesium spirit and the victim's body vanish in a flash of light, returning to the spirit's home plane, never to be seen again.

If hit with holy water while possessing a creature's body, and before it can return to its home plane, the magnesium spirit is ejected from the host's body. The victim's body collapses in a husk, and can only be returned to life by the casting of a *miracle*, *true resurrection*, or *wish*.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Vulnerability: Holy water, 1d8 points of damage per full vial.

The Magnesium Spirit first appeared in the *Fiend Folio* (1981).

MANSCORPION

Large Aberration

Hit Dice: 8d8+24 (60 hp)

Initiative: +0

Speed: 40 ft.

AC: 15 (-1 size, +6 natural)

Attacks: 2 claws +9 melee, sting +4 melee; or club +8 melee, sting +4 melee

Damage: Claw 1d4+3, sting 1d6+3 and poison; or club 1d8+3, sting 1d6+3 and poison

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Poison, frenzy

Special Qualities: SR 15, darkvision 60 ft.

Saves: Fort +5, Ref +4, Will +8

Abilities: Str 17, Dex 10, Con 16, Int 14, Wis 14, Cha 16

Skills: Climb +9, Hide +6*, Listen +10, Move Silently +6, Sense Motive +8, Spot +10

Feats: Dodge, Lightning Reflexes, Weapon Focus (claws, tail)

Climate/Terrain: Warm desert

Organization: Solitary, patrol (4-16 armed with javelins and clubs, plus 1 leader of 10th level), or swarm (20-30 armed with javelins and clubs, 1 leader of 10th level, and 1 spellcasting noble of 15th level)

Challenge Rating: 6

Treasure: Double standard

Alignment: Always neutral evil

Advancement: By character class

The origin of these creatures is thought to lie in an ancient curse placed on evil humans.

A manscorpion has a dark-skinned human torso that sits atop a long, bony-plated, scorpion-like body supported by six legs. Bony plates completely cover the legs. The protruding spine continues along the abdomen and forms a tail 10 feet long.

Their hands have two thick fingers and a long thumb; the hands are often mistaken for scorpion-like claws. The creatures are hairless, and their faces are handsome and noble, except for the red, glowing eyes.

The lower body, legs, and tail are usually sand-colored, and blend easily with the desert.

Manscorpions speak their own language and Common.

COMBAT

The manscorpion attacks with its claws and tail. Alternately, a manscorpion will attack with a large obsidian-studded club (treat as battleaxe, but damage is bludgeoning). When a patrol is encountered, its members will be armed with a javelin as well as a club. They will loose their javelins first before closing for melee.

Improved Grab (Ex.): To use this ability, the manscorpion must hit with both claw attacks. If it gets a hold, it hangs on and stings.

Squeeze (Ex.): A manscorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws and stinging at its full attack value.

Poison (Ex.): Tail sting, Fortitude save (DC 17), initial and secondary damage 1d6 temporary Strength.

Frenzy (Ex.): A manscorpion that is reduced to 5 hit points of less will forego all attacks except for its sting attack. It will sting twice per round.

Skills: *Due to their coloration, manscorpions receive a +4 racial bonus to Hide checks when in desert or sand covered surroundings.

MANSCORPION CHARACTERS

A manscorpion's favored class is fighter; manscorpion leaders tend to be fighters. Manscorpion nobles tend to be sorcerers. Manscorpion clerics worship Synnx the Scorpion God and can choose two of the following domains: Destruction, Evil, and Trickery.

The manscorpion first appeared in the *Monstrous Compendium* (TSR, 1990), though its origins actually date back to 1983 (*X4 Master of the Desert Nomads*, David Cook).

MARGOYLE

Medium-Size Magical Beast

Hit Dice: 6d10+24 (51 hp)

Initiative: +2 (Dex)

Speed: 45 ft., fly 80 ft. (average)

AC: 18 (+2 Dex, +6 natural)

Attacks: 2 claws +8 melee, bite +6 melee, gore +6 melee

Damage: Claw 1d6+1 melee, bite 1d8, gore 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Damage reduction 15/+1, freeze, darkvision 60 ft., low-light vision

Saves: Fort +9, Ref +7, Will +3

Abilities: Str 13, Dex 15, Con 19, Int 8, Wis 12, Cha 8

Skills: Hide +7*, Listen +6, Spot +8

Feats: Multiattack, Weapon Finesse (claw, bite, gore)

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or wing (1-2 margoyles and 4-6 gargoyles)

Challenge Rating: 5

Treasure: Standard coins; standard goods; double items

Alignment: Always chaotic evil

Advancement: 7-9 HD (Medium-size); 10-18 HD (Large)

Margoyles are stronger, bigger, and more horrid form of gargoyle. They are found mainly in caves and caverns.

Margoyles speak Common and Terran.

COMBAT

Margoyles either remain still, then suddenly attack, or dive into their prey.

Freeze (Ex.): A margoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the margoyle is really alive.

Skills: *Margoyles receive a +8 racial bonus to Hide checks when concealed against a background of unworked stone (such as is found in caverns and caves).

The Margoyle first appeared in S4 *The Lost Caverns of Tsjocanth* (Gary Gygax, 1982). It was called the Marlgoyle in S4. Note the extra "l".

MARUT

Large Construct

Hit Dice: 15d10 (82 hp)

Initiative: -1 (Dex)

Speed: 40 ft. (can't run)

AC: 28 (-1 size, -1 Dex, +20 natural)

Attacks: Slam +24/+19/+15 melee

Damage: Slam 2d8+21

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Construct, damage reduction 30/+3, magic immunity, cold and fire resistance 30, acid immunity, fast healing 5, darkvision 60 ft.

Saves: Fort +5, Ref +4, Will +7

Abilities: Str 39, Dex 9, Con –, Int 14, Wis 14, Cha 14

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always lawful neutral

Advancement: 16-30 (Large), 31-45 (Huge)

Maruts are the servants of the gods throughout the upper planes. They go forth and spread the will of those gods to all the outer planes. They are enchanted golems imbued with intelligence and sentience from the gods.

These great creatures look like red-eyed giants carved from polished black stone. They seem to be fashioned out of a single piece of stone with no discernable joints. Maruts are typically covered in golden armor with wide plates on the shoulders and armbands.

Maruts have no input of their own, and therefore do not speak. They can, and often do, relay messages given to them. They understand all languages.

COMBAT

Maruts attack with their fists in combat. Their physical attack alone is enough to fell all but the most powerful opponents.

Spell-Like Abilities: At will—*animate objects*, *blindness/deafness*, *blink*, *contagion*, *continual flame*, *hold person*, *lightning bolt* and *shades*; 3/day—*control weather*; 1/day—*earthquake*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Magic Immunity (Ex): A marut is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the marut's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

CONSTRUCTION

No known mortal method of constructing a marut has been discovered. Maruts exist for the service of their god. These creatures will spread the will of their god, be it a god of disease, love, or magic, wherever they go. Maruts will interact with others only if it directly involves the service they are currently performing or if they are being hindered from performing that service.

The marut itself is constructed from pure onyx and is likely worth hundreds of thousands of gold pieces.

MEENLOCK

Small Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 14 (+1 size, +1 Dex, +2 natural)

Attacks: 2 claws +4 melee

Damage: 1d3 and paralysis

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Frightful presence, paralysis, mind assault

Special Qualities: Dimension door, telepathy, light vulnerability, darkvision 60 ft.

Saves: Fort +2, Ref +2, Will +6

Abilities: Str 10, Dex 13, Con 13, Int 14, Wis 14, Cha 12

Skills: Climb +4, Escape Artist +5, Hide +11, Jump +4, Listen +7, Move Silently +11, Search +6, Sense Motive +6, Spot +7

Feats: Blind-Fight, Weapon Finesse (claw)

Climate/Terrain: Any underground

Organization: Gang (2-4), mob (5-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful evil

Advancement: 5-9 HD (Small); 10-12 HD (Medium-size)

Meenlocks are a small, malevolent underground race that delights in killing others and turning them into meenlocks. They lair in deep, dark, sealed, vertical underground shafts.

A meenlock appears as a 2-foot tall, bipedal creature covered in black, shaggy fur. Its head is white, cut with dark ridges. Its hands end in sharp claws. Its large, bulbous eyes are pale blue in color.

COMBAT

Meenlocks very rarely leave their lairs and will immediately attack any creature foolish enough to journey into its lair. They attack with their claws. Paralyzed creatures are bound, and cast aside for the transformation into a meenlock.

It is if adventurers remove the seal from the top of the shaft but fail to penetrate the meenlocks' lair that the creatures will take fullest advantage. When the adventurers depart, they will be followed at a safe distance by the meenlocks, and one adventurer will be 'marked' by a sort of mental imprint that can be readily detected by other meenlocks. The meenlocks will choose a human over a nonhuman and a good creature over a non-good creature.

If combat is engaged at anytime after the marking, the meenlocks will concentrate their attacks on the 'marked' creature.

From the time of his 'marking' and onwards, the chosen victim will receive disturbing telepathic messages from the meenlocks through their mind assault ability. The messages will vary in content, but the threat will always be the same—that the meenlocks will pursue relentlessly until they can make the victim one of their own.

If the 'marked' creature escapes or avoids combat with the meenlocks, they will pursue, but will not attack until the victim has bedded down to rest. At that time, they will attack attempting to drag the victim back to their lair where it will be transformed into a meenlock.

Frightful Presence (Ex): Meenlocks emit an aura that affects creatures with less than 4 HD who are within 30 feet, and who fail a Will save (DC 13). On a failed save, a creature is shaken for 5d6 rounds. Characters who are shaken suffer a –2 morale penalty on attack rolls, checks, and saving throws.

Paralysis (Ex): Those hit by a meenlock's claw attack must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6 minutes. Elves can be affected by a meenlock's paralysis attack.

Mind Assault (Su): Using an extended form of their telepathy ability, the meenlocks can communicate telepathically with a single 'marked' creature within 300 feet. All meenlocks will make contact with the creature's mind. The 'marked' creature is allowed a Will save (DC 13) to avoid becoming shaken (–2 morale penalty on attack rolls, checks, and saving throws). A creature affected suffers a –2 penalty on all Concentration checks. The shaken effects last as long as the meenlocks maintain contact.

Meenlocks will not use this ability if they are engaged in combat. They will use it before or after combat in order to track a victim they deem worthy enough to become a meenlock.

Dimension Door (Su): Once every 1d4 rounds, a meenlock uses this ability as the spell cast by a 6th-level sorcerer. The range is limited to 60 feet.

Telepathy (Su.): Meenlocks can communicate telepathically with any creature within 100 feet that has a language.

Light Vulnerability (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) causes a meenlock to flee to any shadowy area nearby that it can find. They get no save against this effect.

Skills: Meenlocks receive a +4 racial bonus to Hide and Move Silently checks.

MEENLOCK SOCIETY

The meenlocks have their lairs in dark, sealed, vertical underground shafts. If the seal is removed, the bottom of the shaft cannot be seen and anything dropped in will land noiselessly on a thick moss 'carpet' which lines the walls and floor of the shaft. The shaft is completely dark and the smell of rotting corpses will drift upwards.

At the bottom of the shaft is the actual lair, a large, open space, covered with a thick moss 'carpet.'

The Transformation into a Meenlock

Any creature captured and dragged back to the meenlocks' lair will undergo a very painful and prolonged form of torture that can stretch over the course of several days. During this time, the victim suffers 1d6 points of temporary Constitution damage per day. When the victim reaches Constitution 0, it dies, and 1d4 hours later, rises as a meenlock, with no abilities or memories of its former life.

The Meenlock first appeared in the *Fiend Folio* (1981).

THE BOOK OF MODRONS

Modrons are strictly divided into fourteen castes. Castes are hardly unique, but the modron approach to them is. Each rank has its own functions, but each also has its own body shape, so the rank of any modron can be readily identified by the creature's appearance. In modrons' society all beings are classified, all actions are regulated, and all procedures are delineated.

Ruling over the castes is Primus, the One and the Prime. It and the plane are one in thought and deed; as Primus turns, so do the wheels of Nirvana.

Base Modrons

Monodrones (300 million +) – General laborers
Duodrones (55 million +) – Complex tasks
Tridrones (6 million +) – Multiple tasks, minor supervision
Quadrones (1.5 million +) – Multiple complex tasks, supervision
Pentadrones (500 thousand +) – Lesser police, law enforcement

Hierarch Modrons

Decatons (100) – Physical welfare of the modrons
Nonatons (81) – Police supervision
Octons (64) – Governors of the sectors of Nirvana
Septons (49) Inspectors
Hextons (36) – Generals of the armies of Nirvana
Quintons (25) – Bureau chiefs and record-keepers
Quartons (16) – Rulers of the regions of Nirvana
Tertians (9) – Judges
Secundi (4) – Viceroys of the 4 quarters
Primus (The One) – Absolute ruler of Nirvana

Modrons will always check with their commander or superior when confronted with a task or situation beyond their expertise. If the question is beyond the knowledge of the superior it is relayed up the chain of command.

Base modrons slain anywhere return to the energy pool of Nirvana, re-forming as new modrons in 9 days. In times of excess population, the lower levels are promoted, and the highest tier, the pentadrones, has its numbers reduced; the infirmed or damaged pentadrones are sent to the pool permanently. Hierarch modrons slain in Nirvana also become part of the energy pool and are reborn in 9 days. Those slain elsewhere return to Primus directly and are not reborn. The gap in the hierarchy is then filled by promoting a lower hierarch 1 stage into the vacant position. This process is repeated to fill the new gap in the lineup, until an outstanding pentadrone is promoted to the hierarchy as a decaton. This promotion requires 1 full day, at which time the modron may take no other action.

Promotion or demotion can be initiated by any hierarch higher than the modron promoted or demoted. Those that are demoted are sent back to the energy pool for later rebuilding.

As long as Primus is alive, the hierarch remains constant. Should Primus be slain, the 4 secundi vie for his position in a contest lasting a week. The contest is to slay as many powerful chaotic creatures as possible. Those that slay Primus are immediately judged as chaotic, regardless of their actual alignment. The succeeding secundus is invested with the spirit of Primus and becomes the new One and Prime, master of Nirvana.

There are 36 great armies of Nirvana. Each of the 16 regions of the plane has its own army, and the secundi have 2 armies each in addition to their regional forces. The tertians have 3 armies to aid in law enforcement. The final 9 armies serve Primus directly, 1 as the official tower guards, and the other 8 available for dispatch as needed.

Each army is commanded by a hexton, and comprises 4 corps, each corps led by 40 pentadrones in telepathic hook-up with the hexton. Each corps has two divisions commanded by 20 pentadrones, and each division has 4 brigades led by 10 pentadrones. Each brigade has 4 regiments, the regiment being the

standard tactical unit and led by 5 pentadrones. There are 70 officers, 192 NCOs, 252 messengers, and 2,628 line troops in a brigade for a total of 3,142.

Each regiment consists of 2 "battles" plus a squad of winged monodrone messengers and a special guard of 12 pentadrones. Each battle is led by 4 quadrones and consists of 6 companies of monodrones, 2 companies of duodrones, a special company of tridrones, a squad of quadrones, and another squad of messengers. The 8 regular companies are each divided into 2 wings plus a headquarters unit. Each company consists of 12 squads and 3 officers. A squad numbers 12 troops and will contain an NCO of the same type as the troops. Special units of messengers, "shock troops", and the like may be attached to the headquarters' units of brigades, divisions, and corps.

MONODRONE (Base Modron)

Small Outsider

Hit Dice: 1d8 (4 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

Messenger monodrone 20 ft., fly 60 ft. (poor)

AC: 13 (+1 size, +2 natural)

Attacks: Bite +2 melee; or halfspear +2 melee; or light crossbow +1 ranged

Damage: Bite 1d4; or halfspear 1d6; or light crossbow 1d8

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: Darkvision 60 ft., resistances, modron qualities

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any land

Organization: Squad (12 plus 1 duodrone), patrol (13-48 plus 1 duodrone per 12 monodrones), platoon (49-84 plus 1 duodrone per 12 monodrones), battalion (85-120 plus 1 duodrone per 12 monodrones), or company (121-144 plus 1 duodrone per 12 monodrones)

Challenge Rating: 1/2

Treasure: None

Alignment: Always lawful neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

Monodrones make up the bulk of the population on the plane of Nirvana. The monodrones are single-function modrons. Most are assigned a simple task or serve to form the regiments in the Nirvanan Army.

A monodrone appears as a sphere with two spider-like arms and two spider-like legs. A single eye and mouth are located in the middle of the sphere.

One twelfth of all monodrones lack the spider-like arms and have fan-like wings joined to the body. These creatures are faster and serve as messengers. They cannot wield weapons.

Monodrones speak Modron, and can (despite their relatively low Intelligence) relay perfectly any message of up to 48 words.

COMBAT

The monodrone attacks with either a halfspear or light crossbow. If caught unarmed it relies on its bite. Messenger monodrones do not have arms, so must rely solely on their bite attack in combat.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

DUODRONE (Base Modron)

Small Outsider

Hit Dice: 2d8 (9 hp)

Initiative: +0 (Dex)

Speed: 30 ft., fly 30 ft. (poor)

AC: 14 (+1 size, +3 natural)

Attacks: 2 claws +4 melee; or halfspear +4 melee

Damage: Claw 1d4+1; or halfspear 1d6+1

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: Darkvision 60 ft., modron qualities, resistances

Saves: Fort +3, Ref +3, Will +2

Abilities: Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9

Skills: Diplomacy +3, Listen +5, Spot +5

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary, squad (1 plus 12 monodrones), pair (plus 24 monodrones), or company (3-12 plus 12 monodrones for each duodrone)

Challenge Rating: 1

Treasure: None

Alignment: Always lawful neutral

Advancement: 3-6 HD (Medium-size)

Duodrones are bi-functional modrons and lead companies of monodrones in the Nirvanan Army. They serve as noncommissioned officers or special shock troops.

A duodrone appears as a flat, rectangular creature with two spider-like legs, two spider-like arms, and a small set of fan-like wings. They have one central eye and a large mouth.

Duodrones speak Modron, though they have limited conversation ability.

COMBAT

The duodrone attacks with either a halfspear or its claws.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

TRIDRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: Claw +5 melee, 2 claws +1 melee; or 3 javelins +4 ranged

Damage: Claw 1d4+2; or javelin 1d6+2

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: All-around vision, darkvision 60 ft., modron qualities, resistances

Saves: Fort +4, Ref +4, Will +3

Abilities: Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10

Skills: Diplomacy +5, Intuit Direction +4, Listen +8, Search +4, Sense Motive +4, Spot +8

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary or squad (2-4 plus 12 duodrones and 144 monodrones for each tridrone)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 4-9 HD (Medium-size)

Tridrones main function is to supervise lower orders of modrons. They work on multiple projects and serve as leaders in the regiments of the Nirvanan Army.

A tridrone appears as a 3-sided pyramid with three spidery-legs and three spidery-arms. Each "face" has a single eye, mouth, and arm set in the center of it.

Tridrones speak Modron and Common.

COMBAT

The tridrone attacks first by hurling its javelins and then enter melee using their claws.

All-Around Vision (Ex.): A tridrone has a single eye set into the center of each of its three sides. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

QUADRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +4 natural)

Attacks: 4 claws +7 melee; or 2 longspear +7 melee; or 2 longbows +6 ranged

Damage: Claw 1d4+3; or 2 longspear 1d8+3; or longbow 1d8

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: All-around vision, darkvision 60 ft., modron qualities, resistances

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11

Skills: Diplomacy +5, Intuit Direction +6, Knowledge (planes) +5, Listen +8, Search +6, Sense Motive +6, Spot +8

Feats: Multidexterity, Rapid Shot

Climate/Terrain: Any land

Organization: Solitary, squad (2-3), or battalion (4 quadrones plus 72 monodrones, 24 duodrones, 12 tridrones, and 12 messenger monodrones)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-12 HD (Medium-size)

Quadrones are four-function creatures that make up the upper level of workers on the Plane of Nirvana. They serve as field officers in the Nirvanan Army.

A quadrone appears as a cube with two spider-like legs and four spider-like arms. It has a set of eyes and a mouth on each of its sides.

Quadrones speak Modron, Common, and Celestial.

COMBAT

The quadrone wields a longbow in each set of hands. It may fire two bows per round. The quadrone attacks by firing its longbow and then closing to melee with its claws.

All-Around Vision (Ex.): A quadrone has a pair of eyes set into each of its sides. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

QUADRONE, WINGED (Base Modron)

All stats are the same as the normal quadrone with the following changes.

Speed: 30 ft., fly 30 ft. (poor)

Attacks: 4 claws +7 melee; or longspear +7 melee; or 2 longbows +6 ranged

Damage: Claw 1d4+3; or longspear 1d8+3; or longbow 1d8

A winged quadrone appears as a cube with two spider-like legs and two spider-like arms. A small set of wings are jointed to the body. It has a set of eyes and a mouth on each of its sides.

COMBAT

The winged quadrone attacks by firing its longbow and then closing to melee with its claws.

PENTADRONE (Base Modron)

Medium-Size Outsider

Hit Dice: 5d8+10 (32 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 17 (+3 Dex, +4 natural)

Attacks: 5 slams +9 melee

Damage: Slam 1d4+6

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: All-around vision, damage reduction 10/+1, darkvision 60 ft., modron qualities, resistances

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 12

Skills: Diplomacy +7, Gather Information +5, Intuit Direction +5, Knowledge (planes) +5, Listen +8, Search +5, Sense Motive +5, Spot +8

Feats: Alertness, Track

Climate/Terrain: Any land

Organization: Solitary, regiment (1 pentadrone plus 8 quadrones, 144 monodrones, 48 duodrones, 24 tridrones, and 24 messenger monodrones)

Challenge Rating: 4

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-12 HD (Medium-size)

Pentadrones are the police of Nirvana. They are also in charge of all lesser modrons. Some serve as an elite unit in the Nirvanan Army, while others command the regiments.

A pentadrone resembles a starfish set on five thin stilt-like legs. Each appendage is equipped with one central eye and mouth. In the center of the starfish body is a "turret" that allows the pentadrone to emit its breath weapon.

Pentadrones speak Modron, Common, and Celestial.

COMBAT

The pentadrone attacks with its breath weapon and then uses its slam attacks against an opponent.

Breath Weapon (Ex.): 30 feet, cone of gas, Fortitude save (DC 14) or paralyzed 2d4 rounds, usable once per hour, up to 5/day.

Levitation (Ex.): The pentadrone can use its breath weapon to levitate up to 20 feet, up or down, per round, as a move-equivalent action. The pentadrone can maintain the levitation for 1 hour. Each use of its breath weapon in this way counts toward its breath weapon limit for the day.

All-Around Vision (Ex.): A pentadrone has one central eye set into each of its appendages. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 20.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

DECATON (Hierarch Modron)

Medium-Size Outsider

Hit Dice: 10d8+20 (65 hp)

Initiative: +4 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 10 ft. (poor)

AC: 25 (+2 Dex, +13 natural)

Attacks: 10 tentacles +10 melee

Damage: Tentacle 1d6

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, resistances, SR 13

Saves: Fort +9, Ref +9, Will +9

Abilities: Str 11, Dex 15, Con 15, Int 14, Wis 14, Cha 14

Skills: Concentration +14, Diplomacy +10, Gather Information +8, Intuit Direction +9, Heal +15, Knowledge (planes) +10, Listen +14, Search +9, Sense Motive +9, Spellcraft +12, Spot +14

Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always lawful neutral

Advancement: 11-30 HD (Medium-size)

There are exactly 100 decatons. They are the lowest order of official in Nirvana. One decaton is assigned to each sector of Nirvana, while the other 36 serve with the hextons commanding the armies of Nirvana.

A decaton appears as a 10-tentacled sphere set on two stumpy legs. Its tentacles are spaced evenly around its body. It has four eyes spaced evenly apart around its body. Its mouth sits on top of its body.

Decatons speak Modron, Celestial, Common, and Infernal.

COMBAT

A decaton attacks with its spell-like abilities and tentacles in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *heal*, *healing circle*, *remove disease*, *remove paralysis* and *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. All are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 10th-level casters (save DC 12 + spell level). Decatons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): A decaton has four eyes spaced equally apart along its spherical body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Decatons can communicate telepathically with any creature within 44 miles that has a language.

NONATON (Hierarch Modron)

Large Outsider

Hit Dice: 11d8+33 (82 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 25 (-1 size, +3 Dex, +13 natural)

Attacks: 9 tentacles +11 melee

Damage: Tentacle 1d6+1

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Psionics, spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, resistances, SR 15

Saves: Fort +10, Ref +10, Will +9

Abilities: Str 13, Dex 16, Con 16, Int 14, Wis 14, Cha 15

Skills: Concentration +12, Diplomacy +15, Gather Information +13, Intuit Direction +9, Hide +8, Knowledge (planes) +9, Listen +9, Search +16, Sense Motive +10, Spellcraft +12, Spot +17

Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always lawful neutral

Advancement: 12-33 HD (Large)

There are exactly 81 nonatons. They are the principal overseers of law and order, and usually head up investigations of rogue modron units and small party invasions of the Plane of Nirvana. Using their detection powers, they will discern a party's intent and then deal with them appropriately. Disruptive groups are eliminated or exiled.

One nonaton serves each sector, 9 serve the tertians, and the 8 remaining report directly to Primus. Each nonaton has 12 pentadrone lieutenants, each lieutenant commands 12 quadrone sergeants, and each sergeant commands 12 tridrone police.

A nonaton appears as a cylinder set upon three stumpy legs. It has 9 tentacles that are spaced evenly around its body. One central eye and mouth are located on opposite sides of the nonaton.

Nonatons speak Modron, Celestial, Common, and Infernal.

COMBAT

A nonaton attacks with its tentacles in combat.

Psionics (Su.): At will—*detect chaos, detect law, invisibility, plane shift*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, detect thoughts, dimension door, discern lie, mirror image, slow, teleport without error* (self plus 50 pounds of objects only), *web*, and *wall of force*; 1/day—*power word stun*. All are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 12th-level casters (save DC 12 + spell level). Nonatons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): A nonaton has two eyes set on opposite sides of its spherical body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Nonatons can communicate telepathically with any creature within 63 miles that has a language.

OCTON (Hierarch Modron)

Large Outsider

Hit Dice: 12d8+36 (90 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 30 ft. (average)

AC: 26 (-1 size, +2 Dex, +15 natural)

Attacks: 8 tentacles +12 melee

Damage: Tentacle 1d8+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, psionics immunity, resistances, SR 17

Saves: Fort +11, Ref +10, Will +10

Abilities: Str 13, Dex 15, Con 16, Int 15, Wis 15, Cha 15

Skills: Concentration +13, Diplomacy +15, Gather Information +13, Intuit Direction +9, Hide +9, Knowledge (planes) +9, Knowledge (any one) +8, Listen +9, Search +16, Sense Motive +10, Scry +13, Spellcraft +12, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always lawful neutral

Advancement: 13-36 HD (Large)

There are exactly 64 octons. Each one is in charge of a sector of the Plane of Nirvana. The base modrons of the sector, along with those decatons and nonatons assigned to these governors, are considered wards of the octons and their responsibility.

Each octon has a staff of 1 decaton, 1 nonaton, 5 pentadrones, 16 quadrones, 81 tridrones, 256 doudrones, and 1728 monodrones.

An octon appears as a torpedo-like creature with a large circular collar around it near the top. Attached to the collar, spaced evenly apart are 8 arms. A single eye and mouth are set in the body above the collar, opposite each other.

Octons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

An octon attacks using its spell-like abilities and 8 tentacles.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, dimension door, haste, water walk, telekinesis, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. All are as the spells cast by a 14th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 14th-level casters (save DC 12 + spell level). Octons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): An octon has one eye on each side of its body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Octons can communicate telepathically with any creature within 80 miles that has a language.

SEPTON (Hierarch Modron)

Medium-Size Outsider

Hit Dice: 13d8+39 (97 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 27 (+2 Dex, +15 natural)

Attacks: 7 claws +15 melee

Damage: Claw 1d6+3

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Detect magic, detect thoughts, damage reduction 20/+2, modron qualities, psionics immunity, resistances, SR 20

Saves: Fort +11, Ref +10, Will +11

Abilities: Str 15, Dex 15, Con 16, Int 16, Wis 16, Cha 17

Skills: Concentration +16, Diplomacy +19, Gather Information +15, Hide +10, Intuit Direction +12, Knowledge (planes) +13, Knowledge (any two) +10, Listen +15, Search +13, Sense Motive +12, Scry +13, Spellcraft +13, Spot +15

Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always lawful neutral

Advancement: 14-39 HD (Medium-size)

There are exactly 49 septons. Septons are officials who maintain order and see that all regulations have been obeyed. Seven of them serve each hexton assigned to the quintons. The septons travel from place to place as inspectors and examiners of work and records, and they are charged with transferal of information from outlying areas to the towers of the regions, quarters, and the capitol tower itself.

One septon serves each quinton, 4 serve each secundus, and 8 serve Primus directly.

Septons appear as humanoids with large baldheads. They have shoulder collars similar to those of octons, although they are smaller and, while insufficient to propel them, through the air, they provide excellent transport underwater. They have 7 arms spaced evenly around the collar. Each arm ends in a clawed hand.

Septons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

A septon attacks with its spells and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 13 + spell level).

Spells: A septon casts spells as a 12th-level sorcerer (save DC 13 + spell level). They can also replicate cleric spells as 16th-level casters (save DC 13 + spell level). A septon has access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Detect Magic (Sp.): Operates continuously as the spell, 30-foot range. The septon can suppress this ability. This ability can be dispelled, but the septon can create it again as a free action on its next turn.

Detect Thoughts (Sp.): Operates continuously as the spell, 30-foot range. The septon can suppress this ability. This ability can be dispelled, but the septon can create it again as a free action on its next turn.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Septons can communicate telepathically with any creature within 190 miles that has a language.

HEXTON (Hierarch Modron)

Large Outsider

Hit Dice: 14d8+42 (105 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 30 ft. (average)

AC: 27 (-1 size, +3 Dex, +15 natural)

Attacks: 2 slams +16 melee, 4 claws +14 melee

Damage: Slam 2d6+3, claw 2d4+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Darkvision 60 ft., damage reduction 30/+3, psionics immunity, modron qualities, resistances, SR 23

Saves: Fort +12, Ref +12, Will +13

Abilities: Str 16, Dex 16, Con 17, Int 17, Wis 19, Cha 19

Skills: Concentration +17, Diplomacy +21, Gather Information +15, Hide +10, Intuit Direction +12, Knowledge (planes) +13, Knowledge (any two) +11, Listen +18, Search +13, Sense Motive +13, Scry +13, Spellcraft +14, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack

Climate/Terrain: Any land

Organization: Solitary or battalion (12-48 pentadrones)

Challenge Rating: 13

Treasure: None

Alignment: Always lawful neutral

Advancement: 15-42 HD (Large)

There are exactly 36 hextons. Each hexton serves as a general in the Army of Nirvana. These armies assure order and prevent invasion from Acheron, Arcadia, and the Plane of Concordant Opposition. One hexton and his army is assigned to each region, 2 serve directly under each viceregal quarter, and 3 serve the tertians as special police. The remaining 9 serve directly under Primus.

Hextons appear as humanoids with six arms - two large human arms with six fingers and four tentacles tipped with sharp claws below. They have thin, fanlike folded wings, joined at the shoulders.

Hextons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

A hexton attacks with its spells, fists and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 14 + spell level).

Spells: A hexton can replicate cleric spells as 18th-level casters (save DC 14 + spell level). A hexton has access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Hextons can communicate telepathically with any creature within 216 miles that has a language.

QUINTON (Hierarch Modron)

Large Outsider

Hit Dice: 15d8+60 (127 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 20 ft. (average)

AC: 28 (-1 size, +2 Dex, +17 natural)

Attacks: 5 slams +17 melee

Damage: Slam 1d8+3

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 30/+3, darkvision 60 ft., modron qualities, psionics immunity, resistances, SR 26

Saves: Fort +13, Ref +11, Will +13

Abilities: Str 17, Dex 15, Con 18, Int 18, Wis 19, Cha 19

Skills: Concentration +19, Diplomacy +19, Gather Information +20, Hide +12, Intuit Direction +14, Knowledge (planes) +16, Knowledge (any three) +14, Listen +17, Search +14, Sense Motive +14, Scry +19, Spellcraft +18, Spot +17

Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always lawful neutral

Advancement: 16-45 HD (Large)

There are exactly 25 quintons. Quintons are the major bureau chiefs and record keepers of Nirvana. Each has a septon and a staff of 25 pentadrones, 64 quadrones, 81 tridrones, and countless monodrones. There are bureaus in each sector and quarter towers, and 5 main bureaus in Primus' tower.

Quintons look like tall, stocky humanoids with four flexible arms jutting from the shoulders. They have a prehensile tail that serves as its 5th arm. They have fan-like wings similar to the hextons.

Quintons speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A quinton attacks with its fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect evil, detect good, detect magic, dimension door, legend lore, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

Spells: A quinton casts divine spells as 20th-level clerics (save DC 14 + spell level). Quintons have access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Quintons can communicate telepathically with any creature within 238 miles that has a language.

QUARTON (Hierarch Modron)

Large Outsider

Hit Dice: 16d8+64 (136 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft, fly 90 ft. (good)

AC: 30 (-1 size, +3 Dex, +18 natural)

Attacks: 4 slams +19 melee

Damage: Slam 2d8+4

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 30/+3, darkvision 60 ft., psionics immunity, modron qualities, resistances, SR 29

Saves: Fort +14, Ref +13, Will +15

Abilities: Str 19, Dex 16, Con 19, Int 19, Wis 20, Cha 20

Skills: Concentration +20, Diplomacy +20, Gather Information +20, Hide +13, Intuit Direction +15, Knowledge (planes) +17, Knowledge (any three) +15, Listen +18, Search +15, Sense Motive +15, Scry +20, Spellcraft +19, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land

Organization: Solitary or guard (36 pentadrones)

Challenge Rating: 15

Treasure: None

Alignment: Always lawful neutral

Advancement: 17-48 HD (Large)

There are exactly 16 quartons. They oversee the operation of the bureau, sector governors, and army units attached to their region. Each quarton has a personal staff of those hierarchs assigned to his staff plus 36 pentadrones that act as a guard unit.

Quartons look like tall, stocky humanoids with four flexible arms jutting from the shoulders. They have fan-like wings similar to the hextons.

Quartons speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A quarton attacks with its fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Spells: A quarton casts divine spells as a 20th-level cleric (save DC 15 + spell level). Quartons have access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Quartons can communicate telepathically with any creature within 384 miles that has a language.

TERTIAN (Hierarch Modron)

Large Outsider

Hit Dice: 17d8+85 (161 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 31 (-1 size, +3 Dex, +19 natural)

Attacks: 2 slams +22 melee, tail slap +20 melee

Damage: Slam 2d8+6, tail slap 2d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, spells, stun

Special Qualities: Damage reduction 40/+4, darkvision 60 ft., psionics immunity, modron qualities, resistances, SR 31

Saves: Fort +15, Ref +13, Will +16

Abilities: Str 22, Dex 17, Con 20, Int 20, Wis 22, Cha 22

Skills: Concentration +23, Diplomacy +23, Gather Information +25, Hide +13, Intuit Direction +16, Knowledge (planes) +17, Knowledge (any three) +15, Listen +24, Search +21, Sense Motive +25, Scry +20, Spellcraft +21, Spot +25

Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always lawful neutral

Advancement: 18-51 HD (Large)

There are exactly 9 tertians. They are responsible for the trial, judgment, and sentencing of modrons, and non-natives. They supervise the police, command the law enforcement, declare faulty modron rogues, and see that the rules of Primus are obeyed. Eight report to the secundi. One reports to Primus.

Tertians look very human, save that they are 12-feet tall. They have horns jutting from the sides of their bald heads, and the long prehensile tail ends in a mace-like ball.

Tertians speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A tertian attacks with its fists and tail in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Spells: A tertian cast divine spells as a 20th-level cleric (save DC 16 + spell level). They can also cast arcane spells as 20th-level sorcerers (DC 16 + spell level). Tertians have access to the domains of Law, Protection, and War.

Stun (Ex.): Tail slap, Fortitude save (DC 24) or stunned 3d4 rounds.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Tertians can communicate telepathically with any creature within 405 miles that has a language.

SECUNDUS (Hierarch Modron)

Large Outsider

Hit Dice: 18d8+108 (189 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 50 ft., fly 50 ft. (good)

AC: 33 (-1 size, +4 Dex, +20 natural)

Attacks: Slam +24/+19/+14/+9/+4 melee

Damage: Slam 2d8+9 and stun

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Monk abilities, psionics, spell-like abilities, spells, stun

Special Qualities: Damage reduction 40/+4, darkvision 60 ft., modron qualities, resistances, SR 33

Saves: Fort +17, Ref +15, Will +18

Abilities: Str 24, Dex 18, Con 22, Int 23, Wis 24, Cha 24

Skills: Concentration +27, Diplomacy +27, Gather Information +22, Hide +16, Intuit Direction +20, Knowledge (planes) +20, Knowledge (any three) +21, Listen +26, Search +24, Sense Motive +24, Scry +21, Spellcraft +26, Spot +29

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always lawful neutral

Advancement: 19-54 HD (Large)

There are exactly 4 secundi. They are the viceroys of the quarters, are the virtual rulers or Nirvana, reporting only to Primus himself. Each commands a staff of 2 tertians, 2 hextons, 4 septons, and a multitude of base modrons.

A secundus appears as an incredibly thin, tall humanoid with a long narrow face and deepset eyes.

Secundi speak Modron, Abyssal, Auran, Celestial, Common, Infernal, and Sylvan.

COMBAT

A secundus attacks using its fists, spells, and psionics in combat.

Monk Abilities (Ex.): Secundi have all the abilities of 13th-level monks.

Psionics (Sp.): At will—*detect chaos*, *detect law*, *detect thoughts*, *invisibility*, *plane shift*, *suggestion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spells: A secundus can cast divine spells as 20th-level clerics (save DC 17 + spell level). They can cast spells as 20th-level sorcerers (DC 17 + spell level). Secundi have access to the domains of Law, Protection, and War.

Stun (Ex.): Slam, Fortitude save (DC 26) or stunned 3d4 rounds.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Secundi can communicate telepathically with any creature within 420 miles that has a language.

PRIMUS (The One and The Prime)

Huge Outsider

Hit Dice: 73d8+803 (1131 hp)

Initiative: +14 (+10 Dex, +4 Improved Initiative)

Speed: 60 ft., fly 90 ft. (perfect)

AC: 48 (-2 size, +10 Dex, +30 natural)

Attacks: Slam +85/+80/+75/+70/+65 melee

Damage: Slam 6d6+21 and teleportation

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Psionics, spell-like abilities, spells, teleportation slam

Special Qualities: Damage reduction 50/+5, darkvision 60 ft., modron qualities, resistances, SR 38

Saves: Fort +48, Ref +48, Will +50

Abilities: Str 38, Dex 30, Con 31, Int 35, Wis 34, Cha 35

Skills: Concentration +85, Craft (any three) +60, Diplomacy +86, Gather Information +81, Heal +71, Intuit Direction +71, Knowledge (Nirvana) +86, Knowledge (planes) +80, Knowledge (arcana) +70, Knowledge (any five) +60, Listen +76, Search +71, Sense Motive +71, Scry +80, Spellcraft +86, Spot +81

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Enlarge Spell, Expertise, Extend Spell, Heighten Spell, Improved Initiative, Maximize Spell, Mobility, Power Attack, Quicken Spell, Silent Spell, Still Spell, Stunning Fist, Sunder, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary (unique)

Challenge Rating: 25 (solitary)

Treasure: None

Alignment: Always lawful neutral

Advancement: By character class

Primus is the ruler of all the planes of Nirvana. He sets the order, writes the laws, and establishes the rules and regulations. All who serve him carry out these orders, with failure meaning a return to the energy pool at best as a monodrone.

Primus appears as a 20-foot tall humanoid with a baldhead. His hands are unseen, the right bathed in rainbow bright lights, the left clouded in inky darkness.

Primus speaks Modron, Abyssal, Aquan, Auran, Common, Celestial, Draconic, Ignan, Infernal, Sylvan, and Terran.

COMBAT

Primus attacks with his psionics, spells or slam attacks in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, continual flame, detect chaos, detect evil, detect good, detect law, detect magic, detect thoughts, dimensional anchor, dimension door, dispel magic, domination, earthquake, greater dispelling, imprisonment, improved invisibility (self only), resurrection, restoration, shapechange, suggestion, teleport without error* (self plus 50 pounds of objects only), and *wall of force*; 3/day—*greater restoration, mass charm, power word blind, power word kill, power word stun, prismatic spray, symbol* (any), *wish*. These are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Primus can cast spells as a 20th-level sorcerer (DC 22 + spell level) and cleric spells as a 20th-level caster (DC 22 + spell level). Primus has access to the domains of Law, Protection, and War.

Psionics (Sp.): At will—*astral projection, fly, levitate, plane shift, and polymorph self*. These are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Teleportation Slam (Ex.): Left hand, Fortitude save (DC 60) or be teleported to the plane of Acheron, right hand, Fortitude save (DC 60) or be teleported to the plane of Arcadia.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Primus can communicate telepathically with any creature on the Plane of Nirvana that has a language.

MONGRELMAN

Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 15 (+2 Dex, +3 natural)

Attacks: Slam +4 melee; or club +4 melee

Damage: Slam 1d4+2; or club 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sound imitation, fear

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 12

Skills: Climb +4, Hide +14, Listen +2, Move Silently +3, Pick Pocket +14, Wilderness Lore +2

Feats: Ability Focus (sound imitation)

Climate/Terrain: Any land and underground

Organization: Solitary, mob (3-8), or tribe (20-80)

Challenge Rating: 1

Treasure: Standard

Alignment: Always lawful neutral

Advancement Range: 3-6 HD (Medium-size)

Mongrelmen are a mixture of the blood of many species: humans, orcs, gnolls, ogres, dwarves, hobgoblins, elves, bugbears, bullywugs, and many others.

Their appearance varies greatly, combining the worst features of their parent stocks. They are usually clad in dirty rags; they are ashamed of their appearance and try keep their bodies concealed, especially among strangers.

Mongrelmen are masters at hiding not only themselves, but objects and belongings as well. Any item concealed or camouflaged by a mongrelman can only be detected if a successful Spot check is made (DC 20).

They have no distinct tongue of their own, but speak a debased Common, mixed with grunts, whistles, growls, and gestures. Their names often mimic animal noises.

COMBAT

A mongrelman performs acts of violence only in self-defense or (in the case of slaves) on the orders of their masters; free mongrelmen do not hesitate to kill anyone they believe threatens their community. They prefer to avoid contact with other creatures except in times of great need, when they try to steal what they require (food, tools, etc.).

Sound Imitation (Ex): Mongrelmen can imitate the sounds made by any monster or creature they have encountered. They can imitate the sounds of monsters with special vocal attacks, but they cannot in any way duplicate the special powers or damage done by those attacks. Detecting the ruse requires a successful Will save (DC 14).

Fear (Su): 20 feet, a mongrelman can also use its power of mimicry to combine or alter the sounds it knows how to make; creating ghastly wails, snarls, hoots, and roars. Any creature within 20 feet hearing the sound must succeed at a Will save (DC 11) or be shaken for 1d4 rounds.

This aspect of the mimicking power only works if the mongrelman is concealed. Mongrelmen rely on this ability to scare off unwanted intruders and pesky wilderness travelers.

Skills: Mongrelmen receive a +8 racial bonus to Hide and Pick Pocket checks.

MONGRELMAN CHARACTERS

The favored class for mongrelmen is rogue; mongrelman leaders tend to be fighters or fighter/rogues. They also hold rangers in high regard, as they are able to survive and hunt better than most others of their tribe.

MONGRELMAN SOCIETY

Because of their appearance, mongrelmen are seldom welcome in any lawful or good society, and are usually enslaved or abused by evil or chaotic groups. Thus mongrelmen are found as either slaves or serfs, working long hours for

evil humans or humanoids in a dismal community, or as refugees living in abandoned ruins. Enslaved mongrelmen are not willing to rebel, but wait patiently for their masters to be destroyed by outside forces. They prefer to live an orderly day-to-day existence.

Mongrelmen are omnivorous, but their teeth are most efficient at eating meat. The life span of a free mongrelman is between 25 and 35 years; the average slave lives only 15 to 20 years. Their infant mortality rate is very high. Their major enemies are tribes of wandering humanoids that hunt them for sport.

A mongrelman prides itself in the ability to survive; they consider the title "The Survivor" to be more esteemed than "The Great." For them, patience is a greater virtue than being good at the arts of war.

Free mongrelmen raise domestic game and grow fruits and vegetables. They have a long tradition of art, music, and literature. Their songs are a bizarre cacophony of animal songs mixed with mournful dirges and wails; a few sages consider them to be beautiful, but most disagree.

The Mongrelman first appeared in the *Monster Manual II* (Gary Gygax, 1983).

MOON DOG

Medium-Size Outsider (Good)

Hit Dice: 9d8+18 (58 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft (or 30 ft if on two legs)

AC: 24 (+2 Dex, +12 natural)

Attacks: Bite +13 melee

Damage: Bite 1d8+6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, bay, shadow weave, trip

Special Qualities: Damage reduction 20/+2, SR 16, lick, plane shift, dispel magic, immune to fear, scent, darkvision 60 ft

Saves: Fort +8, Ref +8, Will +9

Abilities: Str 18, Dex 15, Con 15, Int 15, Wis 16, Cha 14

Skills: Animal Empathy +9, Concentration +12, Hide +11, Knowledge (arcana) +12, Knowledge (any one) +11, Listen +12, Move Silently +11, Sense Motive +11, Spot +12, Wilderness Lore +11*

Feats: Alertness, Improved Initiative, Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (6-11)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral good

Advancement: 10-17 HD (Medium-size); 18=27 HD (Large)

The moon dog, also known as the night prowler or black hound, is often mistaken for a creature of baneful origin, when, in fact, it protects mankind and seeks out evil predators to slay in the night. The moon dog has its origins on the plane of Elysium.

Moon dogs resemble large wolfhounds. Their heads are slightly human in appearance and the creature's forepaws are prehensile; the creature is quite capable of bipedal locomotion. Coloration is mottled dark gray with deep black predominating. Eye color is amber.

COMBAT

A moon dog's normal attack is with its bite. It will however, when faced with evil opponents, use its bay and spell-like abilities.

Spell-Like Abilities: 3/day—*change self* and *mirror image*; 1/day—*dancing lights*, *darkness*, *improved invisibility*, *light*, *nondetection*, *shades*, and *wall of fog*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

The following abilities are always active on the moon dog, as the spells cast by a 12th-level sorcerer: *detect evil*, *detect magic*, and *see invisible*. They can be dispelled, but the moon dog can reactivate them as a free action.

Bay (Su): The moon dog may use its bay once per round to produce one of the following effects. Each effect resembles a spell cast by a 12th-level sorcerer. All have a save DC of 14.

Fear: All creatures, except other good outsiders within a 300-foot spread, must succeed at a Will save or be affected as though by *fear*. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that dog's bay for one day.

Dispel Evil: This works like the spell, except it targets one creature within 100 feet (see *dispel evil* in the Player's Handbook, page 196).

Dismissal: This works as the spell, except it targets one creature with 9 HD or less (see dismissal in the Player's Handbook, page 196).

Shadow Weave (Su): When in shadows a moon dog can move in such a way as to affect evil creatures within 60 feet as though by *hypnotic pattern* cast by a 12th-level sorcerer (Will save DC 16).

Any good aligned creature in the area of the shadow weave will be affected as though by *protection from evil* as cast by a 12th-level sorcerer.

The shadow weave is a full round action and the moon dog may take no other action while using it.

Trip (Ex): A moon dog that hits with its bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the moon dog.

Lick (Su): By licking a target, the moon dog may use one of the following abilities. Each is usable 1 time per day per individual and resembles a spell cast by a 12th-level sorcerer.

Cure Light Wounds: This works like the spell.

Delay Poison: This works as the spell.

Remove Disease: This works like the spell.

Plane Shift (Sp): A moon dog can enter the Ethereal Plane, Astral Plane, or Material Plane. This ability resembles the spell of the same name.

Dispel Magic (Su): Once per day, a moon dog can dispel magic as the spell cast by a 12th-level sorcerer. Doing so forces the moon dog back to its own plane of existence.

Immune to Fear (Ex): Moon dogs are immune to all fear effects, magical or otherwise.

Skills: *Moon dogs receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

The Moon Dog first appeared in the *Monster Manual II* (Gary Gygax, 1983).

MORKOTH

Medium-Size Aberration

Hit Dice: 7d8+7 (38 hp)

Initiative: +1 (Dex)

Speed: Swim 50 ft.

AC: 17 (+1 Dex, +6 natural)

Attacks: Bite +5 melee

Damage: Bite 2d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Hypnotic pattern, charm

Special Qualities: Darkvision 60 ft., spell reflection

Saves: Fort +3, Ref +3, Will +9

Abilities: Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 17

Skills: Hide +11, Intimidate +7, Listen +9, Move Silently +6, Search +8, Spot +14, Swim +13

Feats: Alertness, Blind-Fight, Iron Will

Climate/Terrain: Any aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Medium-size), 15-21 HD (Large)

Of all the creatures that inhabit the deep, only the kraken exceeds the morkoth in malice and cruelty. Also known as the “wraith of the deep,” the morkoth lurks in tunnels hoping to lure its victims into a trap from which they cannot escape.

The descriptions given by those who have encountered morkoths contain considerable variation, so no one is certain what they really look like. They are usually said to resemble an intelligent fish with an octopus’s beak. They are most frequently described as being between 5 to 6 feet long, inky black in color, with faint luminescent silver patches. They may have fins for arms and legs that vaguely resemble those of humans, and a number of fins for navigation and propulsion in the depths.

Morkoths speak their own language and Aquan.

COMBAT

A morkoth attacks by snapping with its squid-like beak.

Hypnotic Pattern (Su): A morkoth lives at the center of six spiraling tunnels, each of which leads to a central chamber. These tunnels are narrow (only one Medium-size, two Small, four Tiny, eight Diminutive, or sixteen Fine creatures may enter at a time). As a victim passes over a tunnel, he must make a Will save (DC 16) or be drawn in by a hypnotic pattern, which leads him toward the central chamber.

Charm (Su): As the victim is drawn into the central chamber, he approaches the morkoth without realizing it and must roll a Will save (DC 16) or be charmed indefinitely. A charmed victim is devoured at the morkoth’s leisure. If the morkoth doesn’t charm the victim before he comes within 60 feet, the hypnotic effect of the tunnels is broken.

Spell Reflection (Su): A morkoth reflects any spell that is cast at it back to the caster, including spells with an area of effect. Spell casters that have their spells reflected back on them are allowed a save at their normal value to avoid the effects of the spell.

If a *dispel magic* is simultaneously cast with a spell, there is a 50% chance the morkoth will be unable to reflect it, though it is entitled to a saving throw against the dispel.

Skills: Morkoths receive a +8 racial bonus to Swim checks.

MORKOTH SOCIETY

Morkoths are normally solitary creatures. They sometimes make alliances with kraken, offering their help in exchange for an occasional slave. If approached by evil sea humanoids for assistance, morkoths may strike a bargain but often betray their “allies” at the most opportune moment.

Morkoths rarely leave their tunnels. The tunnels are originally natural, but are slowly carved over the course of centuries by the morkoths so that the central chamber grows larger. Morkoths sometimes build their tunnels near hot air vents, so the water in morkoth lairs may be warmer than normal.

Morkoths realize that other intelligent creatures like treasure, so they collect belongings from the creatures they kill to use in bargaining with other creatures. They place no value on gold or gems or even magical items. Morkoths enjoy deception above all else. They do not enslave their victims, if only because their appetites are so fierce that slaves would not survive long.

The Morkoth first appeared in the Monster Manual (Gary Gygax, 1977)

MUSTARD JELLY

Large Ooze

Hit Dice: 7d10+29 (67 hp)

Initiative: -5 (Dex)

Speed: 10 ft.

AC: 4 (-1 size, -5 Dex)

Attacks: Slam +6 melee

Damage: Slam 2d4+3 and 1d4 acid

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Improved grab, acid, poisonous aura, constrict 2d4+3 and 1d4 acid

Special Qualities: Damage reduction 10/+1, blindsight, SR 13, cold immunity, split, ooze

Saves: Fort +4, Ref -3, Will -3

Abilities: Str 15, Dex 1, Con 15, Int –, Wis 1, Cha 1

Climate/Terrain: Any marsh and underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Large); 11-21 HD (Huge)

The mustard jelly, thought to be related to the ochre jelly, however it is far more dangerous, is a large, amorphous ooze. The only clue to its presence is a faint odor (that can be detected at 20 feet) not unlike that of blooming mustard plants. That and its translucent yellowish-brown color give it its name.

Unlike other oozes, the mustard jelly cannot climb walls or stick to ceilings.

COMBAT

A mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it.

Improved Grab (Ex.): To use this ability, the mustard jelly must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex.): A mustard jelly deals automatic slam and acid damage with a successful grapple check.

Acid (Ex.): A mustard jelly secretes a digestive acid that dissolves only flesh and wood. Any melee hit deals acid damage.

Poisonous Aura (Ex.): 10-foot radius, affected as by *slow* spell as cast by a 12th-level sorcerer, Fortitude negates DC 15. The save must be made each round a creature is within range.

Split (Ex.): Weapon and electricity attacks deal no damage to a mustard jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Mustard Jelly first appeared in the *Monster Manual* (Gary Gygax, 1977).

MYCONID, Small

Small Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

AC: 12 (+1 size, +1 natural)

Attacks: 2 slams +1 melee

Damage: 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spore cloud, acid skin

Special Qualities: Plant, sunlight vulnerability, low-light vision

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 9, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Hide +4*, Move Silently +4

Climate/Terrain: Any underground

Organization: Patch (2-5) or cluster (7-12)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 2 HD (Small)

Myconids, or fungus men, are a race of intelligent fungi that live in remote reaches underground, far away from others. They are cautious creatures that deplore violence. Myconids have no desire to conquer others and would prefer to be left alone.

Myconids resemble walking toadstools in human form. Small myconids stand 2-4 feet tall. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side.

They have no spoken language and have a lifespan of 24 years.

COMBAT

Fungus men fight by clubbing with their hands.

Spore Cloud (Ex.): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 11 (where applicable). Each may be used once per day per HD of the myconid.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: (2 HD myconids only)—Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying myconid. New myconids spring from the spores in 3d4 days.

Acid Skin (Ex.): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Sunlight Vulnerability (Ex.): Exposure to sunlight (not merely a *daylight* spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

MYCONID, Medium

Medium-Size Plant

Hit Dice: 3d8+6 (19 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

AC: 12 (+2 natural)

Attacks: 2 slams +3 melee

Damage: 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spore cloud, acid skin

Special Qualities: Plant, sunlight vulnerability, low-light vision

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 13, Dex 10, Con 15, Int 10, Wis 11, Cha 10

Skills: Hide +4*, Move Silently +4

Climate/Terrain: Any underground

Organization: Solitary, patch (2-5), cluster (7-12), circle (four 1 HD, four 2 HD, four 3 HD, and four 4 HD), or colony (one 6 HD plus 10 circles)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 4 HD (Medium-size)

Myconids, or fungus men, are a race of intelligent fungi that live in remote reaches underground, far away from others. They are cautious creatures that deplore violence. Myconids have no desire to conquer others and would prefer to be left alone.

Myconids resemble walking toadstools in human form. Medium myconids stand 6-8 feet tall. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side.

They have no spoken language and have a lifespan of 24 years.

COMBAT

Fungus men fight by clubbing with their hands.

Spore Cloud (Ex.): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 12 (where applicable). Each may be used once per day per HD of the myconid.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying myconid. New myconids spring from the spores in 3d4 days.

Rapport: Line, 30 feet, target can communicate telepathically with the myconid that ejected the spores; Will save negates. The duration of this telepathy is 10 minutes per HD of the myconid.

Pacifier: (4 HD myconids only)—Line, 40 feet, target is affected as if by a *calm animals* spell (even if the target is not one of the types the spell actually affects).

Unlike the actual spell effects, a creature affected, will not defend himself if attacked; Fortitude save negates.

Acid Skin (Ex.): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks

hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Sunlight Vulnerability (Ex.): Exposure to sunlight (not merely a *daylight* spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

MYCONID, Large

Large Plant

Hit Dice: 5d8+10 (32 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

AC: 12 (-1 size, +3 natural)

Attacks: 2 slams +6 melee

Damage: 1d8+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spore cloud, acid skin

Special Qualities: Plant, sunlight vulnerability, low-light vision

Saves: Fort +6, Ref +1, Will +1

Abilities: Str 18, Dex 10, Con 15, Int 12, Wis 11, Cha 10

Skills: Hide +4*, Move Silently +4

Climate/Terrain: Any underground

Organization: Solitary, patch (2-5), cluster (7-12), circle (four 1 HD, four 2 HD, four 3 HD, and four 4 HD), or colony (one 6 HD plus 10 circles)

Challenge Rating: 4

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 6 HD (Large)

Myconids, or fungus men, are a race of intelligent fungi that live in remote reaches underground, far away from others. They are cautious creatures that deplore violence. Myconids have no desire to conquer others and would prefer to be left alone.

Myconids resemble walking toadstools in human form. Large myconids stand 10-12 feet tall. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side.

There is only ever one 6 HD per colony; he is the king and the leader of that myconid colony.

They have no spoken language and have a lifespan of 24 years.

COMBAT

Fungus men fight by clubbing with their hands.

Spore Cloud (Ex.): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 14 (where applicable). Each may be used once per day per HD of the myconid.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: (2 HD myconids only)—Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying myconid. New myconids spring from the spores in 3d4 days.

Rapport: Line, 30 feet, target can communicate telepathically with the myconid that ejected the spores; Will save negates. The duration of this telepathy is 10 minutes per HD or the myconid.

Pacifier: Line, 40 feet, target is affected as if by a *calm animals* spell (even if the target is not one of the types the spell actually affects).

Unlike the actual spell effects, a creature affected, will not defend himself if attacked; Fortitude save negates.

Hallucinator: Line, 40 feet, causes *confusion* as the spell of the same name; Will save negates.

Animator: (6 HD myconid only)—Line, 40 feet, only affects a dead creature; the affected creature will rise in 1d4 days as a 1 HD zombie, though it is not undead and cannot be turned. The corpse remains animated for 1d4+1 weeks before decaying and rotting away; Fortitude negates.

Acid Skin (Ex.): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Sunlight Vulnerability (Ex.): Exposure to sunlight (not merely a *daylight* spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

MYCONID SOCIETY

Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions.

Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined.

The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.

The myconid king is always the largest member of the colony and is the only member at the 6 Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble.

In general, myconids are a peaceful race, desiring only to work and

meld in peace. There are no recorded instances of disharmony, or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

The Myconid first appeared in the *Monster Manual II* (Gary Gygax, 1983).

NECROPHIDIUS

Large Construct

Hit Dice: 3d10 (16 hp)

Initiative: +3 (Dex)

Speed: 30 ft. (can't run)

AC: 17 (-1 size, +3 Dex, +5 natural)

Attacks: Bite +1 melee

Damage: Bite 1d8 and paralysis

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Dance of death, paralysis

Special Qualities: Construct, immunities, darkvision 60 ft.

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 10, Dex 17, Con –, Int –, Wis 11, Cha 1

Skills: Move Silently +12

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

The necrophidius is created for two reasons— guard or assassin.

It appears as to be the skeleton of a giant snake with a fanged human skull as a head.

COMBAT

The necrophidius, if it surprises its opponents (and if it itself is not surprised) will use its dance of death to entrance its foes. Afterwards (or instead of, if there is no surprise) it uses its bite attack.

Dance of Death (Ex.): On the first round of combat, if it surprises its opponents (and if it itself is not surprised) all within 30 feet that view the rhythmic swaying must succeed at a Will save (DC 10) or become *entranced* and unable to take their eyes off the necrophidius for 2d4 rounds. A victim can take no action while *entranced*. This allows the necrophidius to advance and attack an *entranced* foe at a +4 bonus to its attack roll. The target loses its Dexterity bonus to AC while *entranced*.

If the necrophidius successfully attacks a target (and it survives the paralysis effect of its bite), the victim can attempt another Will save with a +2 bonus to the roll to break the *entrancing* effect.

Paralysis (Su.): Bite, Fortitude save (DC 11) or paralyzed for 1d6 minutes.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex.): Because it lacks flesh or internal organs, a necrophidius take only half damage from piercing or slashing weapons.

Skills: The necrophidius receives a +12 bonus to all Move Silently checks.

CONSTRUCTION

A necrophidius' body consists of a human skull and the skeletal remains of a constrictor snake.

The golem costs 15,000 gp to create, which includes 500 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 20).

The creator must be 14th level, and be able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *charm person*, *geas/quest*, *hold person*, *limited wish*, and *polymorph any object*.

The Necrophidius first appeared in the *Fiend Folio* (1981).

NEEDLEMAN

Medium-Size Plant

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 natural)

Attacks: 6 needles +3 ranged

Damage: Needle 1d2+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Needles

Special Qualities: Plant, low-light vision

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 12, Dex 12, Con 13, Int 7, Wis 10, Cha 9

Skills: Hide +4*, Listen +4, Move Silently +4

Climate/Terrain: Temperate land

Organization: Gang (5-10), squad (11-20), mob (21-40), or plague (41-50)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

Needlemen appear ruddy green, mottled with browns and reds in autumn. In winter they turn deep brown, to change to green again in the spring. Their eyes are coal-black, and their skin is covered with masses of small, sharp needles.

COMBAT

The needleman attacks by firing its needles at its target. They hate elves and will attack them on sight.

Needles (Ex.): Range 20 feet (no range increment).

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Skills: Needleman receive a +4 racial bonus to Hide, Listen, and Move Silently checks. *They receive a +6 bonus to Hide checks when in a forested area.

The Needleman first appeared in the *Fiend Folio* (1981).

NEOGI

Small Aberration

Hit Dice: 5d8 (22 hp)

Initiative: +2 (Dex)

Speed: 20 ft., climb 20 ft.

AC: 15 (+1 size, +2 Dex, +2 natural)

Attacks: 2 claws +5 melee, bite +3 melee

Damage: Claw 1d3, bite 1d6 and slow

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Slowing bite

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 11, Dex 15, Con 10, Int 14, Wis 14, Cha 10

Skills: Gather Information +6, Hide +12, Intimidate +8, Jump +10, Listen +8, Search +6, Spot +12

Feats: Blind-Fight, Multiattack, Weapon Focus (claw, bite)

Climate/Terrain: Any land and underground

Organization: Pack (2-5 plus 2-5 umber hulks), swarm (6-11 plus 6-11 umber hulks), or colony (20-40 plus one 4th level sorcerer per 10 neogi, 1 Great Old Master, and 20-40 umber hulks)

Challenge Rating: 3

Treasure: No coins; standard goods (gems only); no items

Alignment: Always lawful evil

Advancement: 6-9 HD (Small); 10-15 HD (Medium-size)

The neogi are ruthless slayers and plunderers, and think nothing of eating their enemies, servants, or fallen comrades. They are a hateful, xenophobic race that, according to sages, may come from a different planet.

The neogi appears as a cross between a wolf spider and a moray eel. A lithe, bare, fleshy neck and serpentine head top its short, furry, eight-limbed body. Its mouth is filled with needle-sharp teeth. The ends of its limbs are tipped with small claws. The fur of the neogi is a light tan, but dyed a variety of colors to signify power, rank, accomplishments, and warnings to other neogi. The older a neogi grows, the more colorful its hide becomes.

Neogi speak their own language and Common. Many speak 1-4 other languages to help facilitate their slaves taking orders correctly.

COMBAT

A neogi attacks with its two front legs, attempting to pierce an opponent with the sharp ends, and bite with its razor sharp teeth.

Slowing Bite (Ex): The bite of a neogi is poisonous. Any creature bitten must succeed at a Fortitude save (DC 12) or act as if affected by a *slow* spell cast by an 8th-level sorcerer.

Skills: Neogi receive a +4 racial bonus to Hide and Spot checks. They receive a +6 racial bonus to Jump checks.

NEOGI (Great Old Master)

Huge Aberration

Hit Dice: 20d8 (90 hp)

Initiative: -2 (Dex)

Speed: 10 ft.

AC: 11 (-2 size, -2 Dex, +5 natural)

Attacks: —

Damage: —

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Swallow whole, spawn neogi

Special Qualities: SR 13, darkvision 60 ft.

Saves: Fort +7, Ref +4, Will +12

Abilities: Str 10, Dex 6, Con 12, Int 8, Wis 10, Cha 10

Skills: Listen +12, Spot +12

Climate/Terrain: Any land and underground

Organization: Solitary or brood (2-8 neogi)

Challenge Rating: 12

Treasure: None

Alignment: Always lawful evil

Advancement: 21-33 HD (Huge); 34-60 HD (Gargantuan)

The neogi making the transformation into a Great Old Master swells to 20 feet in height and a similar girth. Its legs and arms become useless, and its intelligence fades; it now lives only to eat. Live flesh is preferred, but the dead will sustain it.

COMBAT

Great Old Master neogi have no means of physical attack as its arms have withered and its neck is too weak to effectively maneuver its head and mouth in combat.

It can swallow opponents whole, but only those restrained or bound by servants of the Great Old Master.

Swallow Whole (Ex): Any Medium-size or smaller creature bound and fed to a Great Old Master is swallowed whole and takes 2d8 points of crushing damage and 8 points of acid damage per round from the Great Old Master's gut. A swallowed creature can also cut its way out using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The Great Old Master's gut can hold two Medium-size, four small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Spawn Neogi (Ex): If a Great Old Master is attacked and its flesh pierced, it will release 2d4 neogi to defend itself. Blunt weapons will not pierce the skin and therefore do not bring forth young. Only edged or piercing weapons, or magical spells that pierce or burn, will produce this reaction.

Skills: Neogi receive a +4 racial bonus to Listen and Spot checks.

NEOGI SOCIETY

The hated neogi are only found in very remote locations, deep beneath the earth. Their lives revolve around their communities and their slaves.

Neogi are a slaving race with an inborn sense of property; all is either owned or owner, slave or neogi. Even neogi are slaves to other neogi, but slave-neogi may have their own slaves. The neogi tattoo their non-neogi slaves with symbols of ownership, usually on the left shoulder. This tattoo takes the form of the neogi's personal house symbol or heraldic crest.

Each neogi has a personal umber hulk slave who is a combination bodyguard, manservant, and useful set of hands. Captive umber hulks are trained from birth to follow their masters caring for their every need.

As a neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. His fellow neogi may choose to poison the older one at once. The different poisons moving through its body overload the old neogi's system, and it begins its change into a Great Old Master.

After 2 months of eating, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient at birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out, only about 3-6 survive. These are considered slaves of the community, until such a time as they claim an umber hulk as their personal slave.

The Neogi first appeared in the *Spelljammer Boxed Set* (TSR, 1991).

NILBOG

Small Humanoid (Goblinoid)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: (+1 size, +1 Dex, +2 studded leather)

Attacks: Morningstar +1 melee; or javelin +3 ranged

Damage: Morningstar 1d8-1; or javelin 1d6-1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spatio-temporal reversal

Special Qualities: Damage reversal, darkvision 60 ft

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), band (10-20 plus 100% noncombatants plus 1 3rd level sergeant and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (20-60 plus 1 3rd level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

The nilbog is a goblin afflicted with a strange space-time reversal disease known as Nilbogism. The disease appears to occur when overly heavy use of magic strains the fabric of the space-time continuum, and leads to some very strange localized events. The disease only affects goblins and is not transmitted by them.

COMBAT

The nilbog, like all goblins, favors ambushes, dirty tricks, and overwhelming odds to a fair fight. It will move within range of a foe so as to affect the creature with its spatio-temporal reversal ability.

Spatio-Temporal Reversal (Ex): Creatures within 20 feet of a nilbog will generally pursue a course of action contrary to their normal intent; for example, a creature may feel an overwhelming urge to load all its treasure into an empty treasure chest and leave empty-handed.

The DM must adjudge the exact circumstances and how it affects those within range. Note that creatures affected do not receive a saving throw to avoid the effects of this ability.

Damage Reversal (Ex): When struck by any attack that would deal it damage, the nilbog actually gains hit points equal to the damage inflicted. It can gain more than its maximum hit points, but never more than 2x its normal hit points.

The nilbog can only be damaged through the use of curative magic (*cure light wounds*, healing potions, etc.). Curative magic deals damage equal to the amount it would normally heal.

NILBOG CHARACTERS

A nilbog's favored class is rogue; nilbog leaders tend to be rogues or fighter/rogues. Nilbogs worship Maglubiyet and can choose two of the

following domains: Chaos, Evil and Trickery. Most nilbog spellcasters, however, are adepts (see page 37 in the *Dungeon Master's Guide*). Nilbog adepts favor spells that fool or confuse enemies.

The Nilbog first appeared in the *Fiend Folio* (1981).

NORKER

Small Humanoid (Goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 17 (+1 size, +1 Dex, +5 natural)

Attacks: Club +1 melee; or bite +1 melee

Damage: Club 1d6; or bite 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 11, Dex 13, Con 14, Int 10, Wis 11, Cha 8

Skills: Hide +3, Listen +4, Move Silently +4, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24), or tribe (30-300 plus 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2-4 dire wolves, and 2-6 hobgoblins)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Norkers are the distant cousins of hobgoblins. They resemble short 4' tall hobgoblins with 3-inch fangs. Norkers are almost hairless and their skin ranges in color from dark brown to reddish-orange. Their eyes and fangs are yellow. Norkers are not fond of wearing armor since their tough hide provides more than adequate protection.

Armor is not worn by norkers, because their skin is as tough as most armor. For clothing they wear only loin cloths or similar attire. Trophies and other adornments are hung from the belt. Norkers like red and blue over other colors.

Norkers speak Common and Goblin. They do not have a language of their own.

COMBAT

Norkers attack with either their club or bite. They are not stupid and under the right leadership have been known to carry out detailed and exacting plans of action.

Skills: Norkers receive a +4 racial bonus to Move Silently checks.

NORKER CHARACTERS

A norker's favored class is fighter and norker leaders tend to be fighters or fighter/rogues. Norker clerics worship Maglubiyet and can choose two of the following domains: Evil, Destruction, and Trickery. Most norker spellcasters are adepts (see page 37 in the *Dungeon Master's Guide*). Norker adepts favor spells that deal damage.

The Norker first appeared in the *Fiend Folio* (1981).

OBLIVIAX (Memory Moss)

(CR 5)

Oblivix is a black moss with the magical ability to steal memories from intelligent creatures. It is called "memory moss" and is a bane to wizards everywhere. Pitch colored and thick, like a luxuriant black carpet, oblivix grows in small patches and spreads through spores. Its leaves and flowers are all glossy black. When it lacks stolen memories it quivers, as if in anticipation. It smells like damp, loamy dirt, a very unappetizing odor. Although it requires no sunlight to grow, it does require daylight to trigger spore production and so it does not naturally occur in subterranean realms. It can be inadvertently or purposefully carried into a cavern, where it will grow but is unable to reproduce. Fire and cold will kill a patch of oblivix.

Memory moss can sense the approach of sentient beings. Once a creature is within 60 feet, the moss attempts to steal its memories. It is selective, first attempting to steal wizards' and sorcerers' memories, then clerics' and druids', then any other spellcasters', then any other characters'. A targeted creature is allowed a Will save (DC 16) to avoid losing all memories from the last 24 hours, including all memorized spells. The memory moss attempts to steal from one creature per round. Once a creature fails its save, the memory moss is sated, and will not attack again for one day.

A creature whose memories are stolen acts as if affected by a *confusion* spell for 1d4 hours. Lost memories can be recovered only by eating the living oblivix. Doing so requires a Fortitude save (DC 13). Success indicates the creature eating the moss has gained the stolen memories it contained (those taken by the oblivix within the last 24 hours). Anyone who gains spells by eating the oblivix can cast them, but the memories fade after 24 hours, unless the creature who lost its memory and spells is the one that actually eats the memory moss.

If the save fails, the eater becomes very ill (initial and secondary damage 1d3 temporary Constitution and -2 to all rolls for 1d6 minutes).

If an oblivix with stolen memories is attacked it forms a part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and defends the plant by casting any stolen spells.

When first encountered, there is a 25% chance that the memory moss has eaten within the last day, and will not attack. In such a case, the moss and mossling will contain 2d4 spells determined randomly using the Random Scrolls Tables (pp. 199-204 of the *Dungeon Master's Guide*). The mossling casts these spells at a level equal to the average party level +/- 1d4.

Oblivix Ecology

Oblivix grows in tropical to temperate climates, but cannot abide too much water or cold. It does not grow in desert terrain. It is not uncommon to find patches on tree trunks, fallen logs, or sprouting on rotting leaves. While it does have intelligence, and is aware of other mosses nearby, it does not act in concert with those of its kind, preferring to grab for the best memories possible. Small colonies of this moss are sometimes found in tunnels or caverns, either grown from sprigs of moss tracked in by some unaware creature, or sprouted from spores blown in by the wind.

Evil creatures sometimes transplant oblivix near their lairs so it acts as a guardian. Oblivix powers cannot penetrate lead, so the moss can be carried to a new location in a lead box. Spies use this lead box trick to snare secrets from unsuspecting victims.

A *potion of forgetfulness* can be distilled from oblivix, and its spores can be distilled into an elixir to restore the memories of the forgetful or senile.

The Oblivix first appeared in the *Monster Manual II* (Gary Gygax, 1983).

OSQUIP

Small Beast

Hit Dice: 3d10 (16 hp)

Initiative: +2 (Dex)

Speed: 30 ft., burrow 5 ft.

AC: 14 (+1 size, +2 Dex, +1 natural)

Attacks: Bite +2 melee

Damage: Bite 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Burrow

Saves: Fort +3, Ref +5, Will +0

Abilities: Str 8, Dex 15, Con 11, Int 1, Wis 8, Cha 6

Skills: Balance +8, Hide +4, Listen +0, Move Silently +4, Spot +0

Climate/Terrain: Any underground

Organization: Pack (4d6)

Challenge Rating: 1

Treasure: Double coins; double gems; 50% Items

Alignment: Always neutral

Advancement: 4-9HD (Small)

The osquip is a multi-legged giant rodent native to dungeon corridors and cellars. It is the size of a small dog; it is hairless, with a huge head and large spade-like teeth. Most specimens have six legs, but some (25%) have eight and a few rare creatures (5%) have ten.

The creature's hide is a very light yellow, almost colorless, and resembles very pliable leather. Its brown eyes are very small and set close together, each being heavily protected by surrounding ridges of bone. Its jaws are unusually large, the entire bony structure projecting several inches forward of the flesh.

The creature often has its lair in the midst of a complex of tunnels beneath the basements of buildings or dungeons. The tunnel system is quite extensive and the entrances to it, which are too small to permit the comfortable passage of a human or other Medium-size creature, are carefully hidden.

It is not easy to domesticate an osquip. Some wizards have successfully done so, using magic. Some subterranean creatures such as jermlaine (q.v.) have also tried with limited success. Osquips can sometimes be controlled with judicious bribes of food, but they do not like to let go of their shiny treasures and react angrily if someone tries to take treasure away from them.

Osquip leather is soft and well insulated against cold and rainy weather; it is used by tanners and tailors to make purses and coats.

COMBAT

The osquip is ferocious and will attack without fear, sometimes emerging from one of its hidden tunnels to get a surprise attack. It attacks with its powerful jaws.

If battle goes against it, it tries to flee into its tunnels; if cornered, it uses its teeth to dig an escape tunnel.

Osquips are extremely territorial and attack creatures that invade their tunnels. If they encounter new tunnels while burrowing, they will become very aggressive, exploring every nook of the tunnel and attacking whatever they find, particularly giant rats and jermlaine (q.v.). They treat larger creatures with caution, but attack them if the intruders get too far into their territory. Sometimes they try to ward invaders away with a warning hiss, but they will attack without warning if they have a good chance to surprise.

Burrow (Ex): The osquip can burrow through stone, dirt, or almost any other sort of earth except metal. It's burrowing leaves behind a small hole (Spot DC 20), but does not create any ripple effect or other signs of its presence.

Skills: Osquips receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial modifier to Balance checks.

The Osquip first appeared in the *Fiend Folio* (1981).

PHOENIX

Gargantuan Outsider (Good)

Hit Dice: 20d8+160 (250 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 60 ft., fly 200 ft. (clumsy)

AC: 25 (-4 size, +1 Dex, +18 natural)

Attacks: 2 claws +30 melee, bite +25 melee

Damage: 2 claws 2d6+10, bite 2d8+5

Face/Reach: 20 ft. by 40 ft./15 ft.

Special Attacks: Shriek, spell-like abilities, improved grab, snatch

Special Qualities: Damage reduction 30/+3, SR 21, magic circle against evil, plane shift, darkvision 120 ft.

Saves: Fort +20, Ref +13, Will +17

Abilities: Str 31, Dex 13, Con 27, Int 18, Wis 20, Cha 22

Skills: Concentration +31, Diplomacy +29, Knowledge (any) +27, Knowledge (arcana) +27, Knowledge (planes) +27, Listen +30, Move Silently +24, Search +27, Scry +27, Spot +30

Feats: Alertness, Cleave, Flyby Attack, Improved Initiative, Power Attack

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 17

Treasure: Standard

Alignment: Always neutral good

Advancement: 21-35 HD (Gargantuan); 36-60 HD (Colossal)

The phoenix is an extra-planar bird that represents the spirit of freedom and rebirth.

A phoenix appears as a large bird with a 40' wingspan of bright, multi-colored feathers. The plumage includes bright violet, scarlet, crimson and flaming orange. Its beak and claws are blue-violet. Its eyes are a deep, glowing ruby color.

COMBAT

The phoenix almost always opens combat with its shriek. It will follow up with its spell-like abilities and claw attacks.

Shriek (Su.): All creatures within 30 feet must succeed at a Will save (DC 28) or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that phoenix's shriek for one day.

Spell-Like Abilities: At will—*blindness/deafness*, *blink*, *blur*, *detect evil*, *detect magic*, *dismissal*, *dispel evil*, *dispel magic*, *invisibility*, *misdirection*, *produce flame*, *pyrotechnics*, *remove curse*, and *remove fear*; 6/day—*cure light wounds*; 3/day—*color spray*, *polymorph self*, and *remove disease*; 1/day—*find the path*, *fire seeds*, *fire storm*, *neutralize poison*, *reincarnate*, *veil*, and *wall of fire*; 1/week—*incendiary cloud*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Magic Circle Against Evil (Su.): A phoenix has a continual magic circle against evil that affects a 20-foot radius. The aura can be dispelled, but the phoenix can create it again as a free action on its next turn.

Improved Grab (Ex.): To use this ability, the phoenix must hit with both claw attacks.

Snatch: If a phoenix gets a hold on a creature four or more sizes smaller, it automatically deals damage with both claws each round its hold is maintained.

The phoenix can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the phoenix flings it while flying, the creature suffers this amount of falling damage, whichever is greater.

Plane Shift (Su.): This ability affects only the phoenix. It is otherwise similar to the spell of the same name.

The Phoenix first appeared in *Deities and Demigods* (Gary Gygax, 1980) and later in *Monster Manual II* (Gary Gygax, 1983).

PHYCOMID

Small Plant

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 10 ft

AC: 15 (+1 size, +4 natural)

Attacks: None

Damage: None

Face/Reach: 5 ft by 5 ft/0 ft (10 ft with spores)

Special Attacks: Acid stream, spore infection

Special Qualities: Plant, resist fire, tremorsense

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 8, Dex 10, Con 13, Int 1, Wis 11 Cha 1

Climate/Terrain: Any underground

Organization: Solitary or patch (2-4)

Challenge Rating: 4

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral (evil tendencies)

Advancement: 5-9 HD (Small); 10-12 HD (Medium-size)

The phycomid resembles a blob of decomposing, milk-colored matter with mushroom-like fungus growing from it. The mushroom-like caps vary in color.

COMBAT

The phycomid attacks by spraying its foe with globules of an alkaline-like substance.

Acid Stream (Ex): Line of acidic globules, 10 feet, 2d6 points of damage plus spore infection (see below); Reflex save (13) half.

Spore Infection (Ex): A creature hit by the phycomid's acid stream might become a host for new phycomids unless he succeeds at a Fortitude save (DC 13). If the save fails, mushrooms sprout from the infected area in 1d4+4 rounds, dealing 1d4+4 points of damage. Unless the victim is the recipient of a *remove disease* spell he will die in 1 hour, as his body crumbles into a heap and changes into a phycomid.

Resist Fire (Ex): A phycomid receives a +4 resistance bonus on all saves against fire. If the save succeeds, the phycomid takes no damage; if the save fails the phycomid takes half damage.

Tremorsense (Ex): A phycomid can automatically sense the location of anything within 60 feet that is in contact with the ground.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Phycomid first appeared in the *Monster Manual II* (Gary Gygax, 1983).

PIERCER

Tiny Vermin

Hit Dice: 1d8 (4 hp)

Initiative: -3 (Dex)

Speed: 5 ft., climb 5 ft.

AC: 16 (+2 size, -3 Dex, +7 natural)

9 underbelly (+2 size, -3 Dex)

Attacks: Pierce +2 melee

Damage: Pierce 1d6

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Improved critical, acid

Special Qualities: Vermin, darkvision 60 ft.

Saves: Fort +2, Ref -3, Will +0

Abilities: Str 10, Dex 4, Con 11, Int 2, Wis 11, Cha 9

Skills: Hide +4*, Listen +13, Spot +3

Climate/Terrain: Any underground

Organization: Cluster (5-10) or colony (11-20)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

The piercer appears as a normal stalactite (1'-6' long) found on cavern roofs. This is its outer shell. Inside, it appears as a slug with a long tail. A piercer can be identified by the two tiny eyestalks that curl along the side of it.

COMBAT

The piercer attacks by dropping on unsuspecting individuals and impaling them with its shell. Once its attack is expended, the piercer must climb the walls of its lair and resume its position to drop again. On the ground a piercer is easily slain.

Improved Critical (Ex.): A piercer threatens a critical on an attack roll of 19-20.

Acid (Ex.): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: The piercer is immune to all mind-influencing attacks.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

The Piercer first appeared in the *Monster Manual* (Gary Gygax, 1977).

BROWN PUDDING

Use the stats for the black pudding with the following changes below.

Hit Dice: 11d10+64 (124 hp)

Damage: Slam 1d8+4 and 2d6 acid

Advancement: 12-16 HD (Huge); 17-33 HD (Gargantuan)

COMBAT

Acid (Ex): As black pudding, except the acid does not affect metals. The pudding's acidic touch deals 50 points of damage to wood or organic materials (including leather).

DUN PUDDING

Use the stats for the black pudding with the following changes below.

Hit Dice: 8d10+52 (96 hp)

Attacks: Slam +6 melee

Climate/Terrain: Warm desert and underground

Challenge Rating: 5

Advancement: 9-14 HD (Huge); 14-24 HD (Gargantuan)

COMBAT

Acid (Ex): As black pudding, except the acid only deals 25 points of damage per round to wood or metal objects, and 10 points of damage per round to stone.

WHITE PUDDING

Use the stats for the black pudding with the following changes below.

Hit Dice: 9d10+64 (113 hp)

Attacks: Slam +6 melee

Climate/Terrain: Any cold and underground

Challenge Rating: 6

Advancement: 10-14 HD (Huge); 15-27 HD (Gargantuan)

COMBAT

Acid (Ex): As black pudding, except the acid does not affect metals. The pudding's acidic touch deals 50 points of damage to wood or organic materials (including leather).

Skills: *Due to its coloration, a white pudding receives a +12 racial bonus to Hide checks when in snow-covered surroundings.

The "Deadly" Puddings first appeared in S4 The Lost Caverns of Tsojcanth (Gary Gygax, 1982).

QUICKLING

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +10 (Dex)

Speed: 90 ft.

AC: 23 (+1 size, +8 Dex, +4 *haste*)

Attacks: Dagger +9 melee

Damage: Dagger 1d4-2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, *haste*, special daggers

Special Qualities: Natural invisibility, low-light vision

Saves: Fort +0, Ref +10, Will +4

Abilities: Str 7, Dex 27, Con 11, Int 16, Wis 15, Cha 16

Skills: Animal Empathy +7, Bluff +7, Concentration +7, Craft (any one) +7,

Escape Artist +12, Jump +10, Listen +6, Move Silently +12, Search +7, Sense

Motive +6, Spot +6, Wilderness Lore +7

Feats: Dodge, Mobility, Spring Attack, Weapon Finesse (dagger)

Climate/Terrain: Temperate forest

Organization: Gang (2-4), band (6-11), or tribe (20-80)

Challenge Rating: 3

Treasure: No coins; 50% goods; 50% items

Alignment: Usually chaotic evil

Advancement: 2-3 HD (Small)

Quicklings are relatives of the brownie (q.v.) that dabbled in magic and mysteries best left alone. Thus, legend relates, they were transformed into creatures of evil. They despise all races other than their own.

Quicklings are small and slender beings. They look much like miniature elves with very sharp, feral features. Their ears are unusually large and rise to points above their heads. Their skin ranges from pale to blue-white. Their hair is silver or white. Quicklings dress in fine clothes of bright colors. They are fond of silver and black, often selecting fabrics and metals in these colors. Quicklings never wear any form of armor or cumbersome clothes.

They speak Common, Sylvan, and Halfling.

COMBAT

Spell-Like Abilities: At will—*dancing lights*, *daze*, *levitate*, *shatter*, and *ventriloquism*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level).

Haste (Su.): A quickling is affected by a permanent *haste* spell. This grants the quickling one extra partial action, either before or after its regular action. It also gives the quickling a +4 bonus to its AC (already included in the stat block above). The quickling loses the +4 AC bonus anytime it would lose a dodge bonus. The quickling can jump one and one half times as far as normal.

Natural Invisibility (Su.): A quickling remains invisible even when it attacks. This ability is constant, but the quickling can suppress or resume it as a free action.

Special Daggers (Ex.): Quicklings sometimes employ special daggers that deal normal damage and can put a creature to sleep.

Sleep: Any opponent struck by the dagger, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell.

Skills: Quicklings receive a +8 racial bonus to Jump checks.

The Quickling first appeared in the *Monster Manual II* (Gary Gygax, 1983).

QULLAN

Large Giant

Hit Dice: 2d8+6 (15 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 12 (-1 size, +1 Dex, +2 natural)

Attacks: Greatsword +6 melee

Damage: Greatsword 2d6+4

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Confusion aura

Special Qualities: Darkvision 60 ft., vulnerability

Saves: Fort +6, Ref +2, Will +2

Abilities: Str 18, Dex 12, Con 16, Int 8, Wis 12, Cha 10

Skills: Craft (weaponsmithing) +13, Listen +4, Spot +4

Feats: Weapon Focus (greatsword)

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 2

Treasure: 50% standard, plus masterwork greatsword

Alignment: Always chaotic evil

Advancement: By character class

The qullan are strong, insane humanoid creatures standing roughly 8 feet tall. They are infamous for their skill at swordsmithing, though they guard this secret very closely. They appear as bald humans with a small tuft of black hair at the top of their heads. This hair is usually pulled back into a ponytail. Their entire bodies are covered in tattoos of clashing colors. Battle scars gained are sometimes enhanced with cosmetic paint. The qullan consider their scars a sign of dignity and power.

Human or humanoid races have never befriended Qullan, nor have the qullan attempted to make friends with any human or near-human race. Every encounter with the qullan has been in combat.

Qullan never wear armor or carry shields. They prefer loose fitting skins, such as those from a tiger or lion.

They speak their own language. It is not known if they speak Common or any other language as they never speak to those outside the qullan race.

COMBAT

A qullan attacks with its greatsword in combat. It is fearless, and will never retreat or back down, preferring to fight to the death in nearly all situations.

Confusion Aura (Su.): 5-foot radius, Will save (DC 14) or affected as by *confusion* as cast by a 6th-level sorcerer. A successful save renders the creature immune to the confusion aura of that qullan for one day.

Vulnerability (Ex.): Any enchantment spell cast on a qullan causes its confusion ability to “feed back” and instantly slay the qullan.

Skills: Qullan receive a +8 racial bonus on Craft (weaponsmithing) checks, and a +4 racial bonus on Listen and Spot checks.

The Qullan first appeared in the *Fiend Folio* (1981).

RAGGAMOFFYN

	TATTERDEMANIMAL	COMMON RAGGAMOFFYN	GUTTERSPIITE	SHRAPNYL
	Small Construct	Medium-Size Construct	Medium-Size Construct	Large Construct
Hit Dice:	1d10 (6 hp)	3d10 (16 hp)	5d10 (27 hp)	7d10 (38 hp)
Initiative:	+1	+0	+0	+0
Speed:	50 ft., 30ft. fly (clumsy)	30 ft., 20 ft. fly (clumsy)	20 ft., 20 ft. fly (clumsy)	20 ft., 10 ft. fly (clumsy)
AC:	12 (+1 size, +1 Dex)	15 (+5 natural)	20 (+10 natural)	25 (-1 size, +16 natural)
Attacks:	Grapple +0 melee	Grapple +2 melee	Grapple +4 melee	Grapple +9 melee
Damage:	Grapple 1d2	Grapple 1d6+1	Grapple 1d8+1	Grapple 2d8+5 or 1-6+5 (x5)
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Engulf, control host	Engulf, control host, constrict	Engulf, control host, blinding	Engulf, control host, explode
Special Qualities:	Construct, weapon immunity, fire vulnerability	Construct, weapon immunity	Construct, spell immunities, weapon immunity	Construct, spell vulnerabilities, weapon immunities
Saves:	Fort +0, Ref +1, Will +0	Fort +1, Ref +1, Will +1	Fort +1, Ref +1, Will +1	Fort +2, Ref +2, Will +2
Abilities:	Str 10, Dex 12, Con –, Int 8, Wis 10, Cha 10	Str 12, Dex 11, Con –, Int 10, Wis 10, Cha 12	Str 13, Dex 10, Con –, Int 11, Wis 10, Cha 14	Str 20, Dex 10, Con –, Int 12, Wis 10, Cha 16
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Pack (1-6)	Pack (1-4)	Pack (1-3)	Pair (1-2)
Challenge Rating:	1/2	1	2	3
Treasure:	None	Standard	Standard	Standard
Alignment:	Always neutral	Always chaotic neutral	Always neutral	Always chaotic evil
Advancement:	2 HD (Small), 3 HD (Medium-size)	3-6 HD (Medium-size), 7-9 HD (Large)	6-10 HD (Medium-size), 11-15 HD (Large)	8-14 HD (Large), 15-21 HD (Huge)

These mysterious creatures are sentient scraps of cloth, leather, and metal of unknown origin. Some say that they are formed from the remnants of magical cloaks, boots, and weapons, when these are worn out and discarded. Others claim that vile sorcery and twisted magic is creating these animated creatures using a cursed Manual of Golems.

Raggamoffyns speak no known language, though they understand Common. Raggamoffyns originated in Undermountain, though rumors persist that they have been spotted elsewhere.

They seem driven to create more of their own kind, but they must use others to do so, forcing their hosts to destroy enchanted clothing and perform a quick, silent rite that somehow creates another raggamoffyn.

Whether or not the raggamoffyns serve the mage who created them is an open question; some say that their drive to create more of their kind is only a preparation to overrun humanity.

In bright light, raggamoffyns are sometimes confused with mummies or adherers and slain (along with the unfortunate host), but in most cases they can pass as human in poor light. Some say that the raggamoffyns are the nonliving variants of a race of steel shadows that they serve, metal-animating creatures that dwell deep in Undermountain.

Raggamoffyns almost never harm their hosts directly. However, they do force their hosts to kill, to steal, or cause mischief (like the destruction of valuable magical items). Unfortunately, the hosts are always left to face the consequences (having been freed by the raggamoffyn) when things go wrong. Because their actions are planned and directed to a definite goal, some sages believe that raggamoffyns serve the ends of their creators.

Oddly, raggamoffyn (other than the gutterspite) cannot capture and control gnomes or duergar; their very natures could make them immune, or it could be a simple whim of the creator, but these creatures never attack these small races.

They can slip through small openings, such as beneath a door or through a portcullis, just by splitting into their component parts.

COMBAT

Raggamoffyns prefer to fight by possessing a host. They do this by physically wrapping themselves around their target like cloth around a mummy.

Engulf (Ex): A raggamoffyn can try to wrap a creature one size smaller than itself in its body as a standard action. The raggamoffyn attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it can constrict.

Constrict (Ex): Because it seizes victims by the neck, a creature in the raggamoffyn's grasp cannot speak or cast spells with a verbal opponent.

A creature caught can hold its breath for a number of rounds equal to twice its Constitution score. After this period, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the creature fails a check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A victim can escape by making an opposed grapple roll or an Escape Artist check against the raggamoffyn's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage dealt to a raggamoffyn while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the raggamoffyn.

Control Host (Su): Once they've covered the host, raggamoffyns can force the host body to do their collective bidding. Even when captured, intelligent creatures can throw off the effects by force of will; when enveloped by a raggamoffyn, characters can make a Will save to resist the raggamoffyn's control. Successful saves usually cause most (but not all; see below) raggamoffyn to fly to another host. If failed, the character is under the control of the raggamoffyn, but can make a saving throw at the start of each turn to break free.

Weapon Immunity (Ex): Raggamoffyns take no damage from blunt weapons.

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability

damage, energy drain, or death from massive damage. They have darkvision with a range of 60 feet.

TATTERDEMANIMALS

This lesser form of raggamoffyn is the least dangerous, made of small, dirty, and tattered scraps of cloth and able to wrap itself around creatures of Small size or smaller. A tatterdemanimal cannot control a host with more than 3 Hit Dice or a 4 Intelligence; its usual victims are rats, dogs, cats, birds, and pigs.

Tatterdemanimals often gather in small groups and control a group of similar animals, such as a pack of dogs or a flock of pigeons. Oddly, they can fly, although they cannot control the host accurately enough to imitate a bird's flapping wings.

Constrict (Ex): A tatterdemanimal deals 1d2 points of damage with a successful grapple against a Small or smaller opponent.

Control Host (Su): Will Save DC 10.

Fire Vulnerability (Ex): A tatterdemanimal takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

THE COMMON RAGGAMOFFYN

Usually just called raggamoffyns, these bits of leather cloaks, gloves, and armor are the most common (and most dangerous) type of raggamoffyn. They thrive in rubbish heaps, alleys, and graveyards where they often include bits of burial shrouds. Common raggamonyns can control Medium-size or smaller creatures of up to 15 Intelligence and as much as 6 Hit Dice.

Common raggamonyns gather in roving packs on some nights, often controlling the actions of thieves, watchmen, bookkeepers, or other night owls in the city. In rare cases, they asphyxiate hosts who escape their control and might give away their presence to others—the only active attack raggamoffyns use against their own hosts.

Constrict (Ex): A common raggamoffyn deals 1d6+1 points of damage with a successful grapple check against a Medium-size or smaller opponent.

Control Host (Su): Will Save DC 12.

GUTTERSPITE

The gutterspite is a rare form of raggamoffyn, barely large enough to control creatures of up to Small size, but not quite large enough to engulf elves or humans. The host size is less important to gutterspites, as they almost always choose to stay with the host they bond with at birth.

The gutterspites are the only form of raggamoffyn to cooperate with their hosts, rather than simply dominating them (though they can if the host doesn't cooperate with them). Compared to other raggamoffyns and their whirling scraps of wind and fury, the gutterspites are awkward, shambling masses, made of ropes, string, leather straps, and strips of unraveling cloth holding together a small mass of gems, glass, and glitter.

They can control creatures of up to 10 Intelligence and as much as 4 levels or Hit Dice. A gutterspite's preferred hosts are small, often halflings, dwarves, and gnomes.

Gutterspites are the only raggamoffyns that can control gnomes and duerear.

Constrict (Ex): A gutterspite deals 1d8+1 points of damage with a successful grapple check against a Medium-size or smaller opponent.

Blinding (Su): 1/day—a gutterspite can create a sparkling burst of light that shines from its glitter and glass, blinding all opponents in a 20-foot radius who fail a Fort save (DC 14). This blindness lasts for 1d4 rounds, giving the gutterspite and its host enough time to flee or attack. Blinded opponents are flat footed, and the gutterspite gains an additional +2 bonus to attack rolls against blinded foes.

Spell Immunities (Su): Gutterspites are unaffected by *color spray*, *darkness*, *light*, *rainbow*, and *continual light* spells.

Control Host (Su): Will Save DC 14.

SHRAPNYL

These powerful creatures are made of dozens or even hundreds of shards of metal of all varieties and colors, including bits of iron, brass, tin, and copper. The shrapnyl consist of good-sized bits of metal: Entire horseshoes, swords, shields, lanterns, pans, knives, and tableware.

They can control hosts up to Large size with an 18 Intelligence and up to 9 HD or levels. Their preferred victims are ogres, mages, or (best of all) ogre mages. When they seek to disguise themselves, shrapnyl raggamoffyns arrange their metal shards to resemble splint mail armor.

One of the benefits of this parasite is that the shrapnyl actually acts as armor, taking damage that might normally affect its host (spell effects affect both, except as listed below). If they are exposed to acids, those particular pieces of metal flip over and expose the host to the acid damage as well, dividing the damage of the acid between them (host and shrapnyl each take half damage).

Older shrapnyl sometimes include large chunks of gold, silver, or platinum among their scraps, and use them to lure potential hosts near. They may lie still for hours at a time, then suddenly rise up out of a chest or a pile of coins and surround a host. When in its loose metal form, without a host, a shrapnyl can attack five times a round, inflicting 1d6+5 points of damage.

Constrict (Ex): A shrapnyl raggamoffyn deals 2d8+5 points of damage with a successful grapple check against a Medium-size or smaller opponent.

Control Host (Su): Will Save DC 16.

Explode (Su): 1/day— a shrapnyl can explode into a cloud of steel, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save at DC 16 for half).

The shrapnyl's host is unaffected by the explosion, but thereafter the shrapnyl can no longer control its host. The monster must rest and retreat before finding a new host, so it uses the exploding cloud of steel only in extreme situations.

Spell Vulnerabilities (Su): Shrapnyl are vulnerable to *crystalbrittle*, *shatter*, and *heat metal* spells. *Shatter* causes 3d6 points of damage to a shrapnyl, *crystalbrittle* affects it without the benefit of a saving throw, and *heat metal* causes full normal damage to a shrapnyl.

ROT GRUB

Fine Vermin

Hit Dice: 1/4d8 (1 hp)

Initiative: +1 (Dex)

Speed: 5 ft.

Armor Class: 19 (+8 size, +1 Dex)

Attacks: Slam +4 melee

Damage: Slam 0

Face/Reach: 1/2 ft. by 1/2 ft./0 ft.

Special Attacks: Burrow

Special Qualities: Vermin, darkvision 60 ft.

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 2, Dex 13, Con 10, Int –, Wis 10, Cha 1

Skills: Jump +5, Hide+ 5

Climate/Terrain: Any land and underground

Organization: Swarm (5-20)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement Range: 1 HD (Fine)

Rot grubs are a vital part of any dungeon ecology. They are the ultimate garbage disposals. Rot grubs are occasionally found in heaps of offal or dung, but are most commonly found infesting decayed organic matter such as corpses or wood.

The refuse heap surrounding an otyugh will sometimes (25% chance) contain 1d4 swarms of rot grubs. Also, there is a 10% that that any corporeal undead creature is a walking nest of rot grubs. Such undead pose a serious threat to any creature that comes within combat range—for that puts them equally in range of the grubs.

COMBAT

Rot grubs lie in wait in decaying organic matter. When their nest is disturbed, they attempt to burrow through any exposed flesh. Rot grubs can, if they so choose, through strong muscular contractions, hurl themselves at one target within 5 feet.

Burrow (Ex): A rot grub secretes an anesthetic when it bites (DC 12 to notice). It takes the rot grub one round to burrow through exposed flesh. It then travels through the host's vital organs to its heart. There it burrows into the heart and kills the host in 10-30 minutes. If the victim is wearing armor of add one round per point of protection to the time it takes the grub to burrow through the skin. This extra time represents the grub's attempt to find an opening in the armor, where it can (hopefully) slip in unnoticed.

The victim must immediately apply flame to the wound (1d6 points of damage per application) or have a *cure disease* spell cast upon him. Flame kills 2d10 grubs per application, while a *cure disease* kills all of them. If not administered within 3 rounds, the rot grubs are too deep for fire to be an effective way of killing them.

The Rot Grub first appeared in the *Monster Manual* (Gary Gygax, 1977).

RUSSET MOLD

(CR 6)

Found in damp, dark areas, this mold resembles rust at distances of greater than 30 feet. It is immune to all attacks involving fire, weapons, and cold, but is vulnerable to applications of alcohol, acid, and other things harmful to plants (such as salt). Russet mold can be killed instantly if *cure disease* or *continual light* is cast on it.

Living creatures that disturb it or come within 5 feet of it cause the russet mold to release a cloud of spores in a 5-foot radius cloud. All those in the area must succeed at a Fortitude save (DC 15) or take 2d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later— even by those who succeeded at the first save— to avoid taking 3d6 points of temporary Constitution damage.

A creature killed by russet mold will rise as a vegepygmy (q.v.) 1d4+20 hours later, unless a *hold plant* spell is cast within 1 hour. *Hold plant* does not actually prevent the creature from becoming a vegepygmy, but it does delay the process for the duration of the spell. After that, only a *wish* or *miracle* can prevent the creature rising.

Russet mold is lumpy and has a texture similar to cold porridge. Small hair-like growths stand upright and constantly waver back and forth.

Russet Mold first appeared in *S3 Expedition to the Barrier Peaks* (Gary Gygax, 1980).

SCARECROW (Golem)

Medium-Size Construct

Hit Dice: 5d10 (27 hp)

Initiative: 0

Speed: 20 ft (can't run)

AC: 14 (+4 natural)

Attacks: 2 slams +5 melee

Damage: Slam 1d6+2 and fascination

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: fascination gaze, fascination touch

Special Qualities: Construct, cold resistance 10, fire vulnerability, darkvision 60 ft

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 15, Dex 10, Con –, Int –, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

A scarecrow appears as a normal scarecrow standing about 6 feet tall. It has a fiery light burning in its carved eye sockets. Their joints are hinged and bend both ways, and their heads spin freely.

COMBAT

Scarecrows are very powerful and attack with their fists in combat.

Fascination Gaze (Su): Permanently paralyzed until the scarecrow is destroyed, 30 feet, Will save (DC 7).

Fascination Touch (Su): Permanently paralyzed until the scarecrow is destroyed, Fortitude save (DC 7).

Fire Vulnerability (Ex): The scarecrow takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Construction

All scarecrows are different in appearance, but all share some common characteristics; their bodies, arms, and legs are made from cut wood and bound with rope. Most scarecrows are covered in tattered rags and stuffed with grass or straw. A hollow gourd with a carved face usually serves as the head.

The golem costs 8,000 gp to create, which includes 250 gp for the construction of the body. Assembling the body requires a successful Craft (sculpting or woodworking) check (DC 12).

The creator must be 5th level and able to cast divine spells. Completing the ritual drains 160 XP from the creator and requires *command*, *hold person*, and *resist elements*.

SHEDU

Large Magical Beast

Hit Dice: 9d10+27 (76 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (average)

AC: 16 (-1 size, +1 Dex, +6 natural)

Attacks: 2 hooves +13 melee

Damage: Hoof 1d6+7

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Ethereal jaunt, SR 16, darkvision 60 ft., low-light vision

Saves: Fort +9, Ref +7, Will +9

Abilities: Str 21, Dex 12, Con 17, Int 16, Wis 18, Cha 17

Skills: Concentration +9, Knowledge (arcana) +12, Listen +12, Sense Motive +14, Spot +12

Feats: Blind-Fight, Combat Casting, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

Climate/Terrain: Any warm land

Organization: Herd (2-8)

Challenge Rating: 7

Treasure: Standard

Alignment: Always lawful good

Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Shedu travel the world seeking to further the ends of lawful good. They will help any good creature that is in need of aid.

A shedu appears as a winged equine with a human's head that is large and stocky (almost dwarven). A shedu always has a beard and mustache and wears its bristly hair in bands.

Shedu speak Shedu, Auran, Celestial, and Infernal.

COMBAT

Shedu attack with their hooves, and will almost always enter combat if they observe a good creature being threatened by evil.

Psionics (Sp): At will—*astral projection*, *combat prescience*, *concussion*, *ectoplasmic form*, *empathy*, and *mindlink*. These abilities are as the powers manifested by a 12th-level psion.

Attack/Defense Modes (Sp): At will—all/all.

Ethereal Jaunt (Su): At will, a shedu can shift from the Ethereal to the Prime Material Plane as a free action, and shift back again as a move equivalent action (or as part of a move equivalent action). This ability is otherwise identical with *ethereal jaunt* as cast by an 18th-level sorcerer.

Telepathy (Su): Shedu can communicate telepathically with any creature within 100 feet that has a language.

The Shedu first appeared in the *Monster Manual* (Gary Gygax, 1977).

SIRINE

Medium-Size Fey (Aquatic)

Hit Dice: 4d6+6 (27 hp)

Initiative: +4 (Dex)

Speed: 30 ft., swim 60 ft.

AC: 17 (+4 Dex, +3 natural)

Attacks: Shortsword +2 melee; or dagger +2melee; or touch +2 melee

Damage: Shortsword 1d6; or dagger 1d4; or touch 0 and permanent Intelligence drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, song of the sirine, Intelligence drain

Special Qualities: SR 15, resistance to poison, immunity to gas, amphibious, low-light vision

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 10, Dex 18, Con 13, Int 16, Wis 16, Cha 18

Skills: Escape Artist +8, Heal +7, Hide +8, Knowledge (nature) +10, Listen +7, Move Silently +9, Sense Motive +7, Spot +7, Swim +15

Feats: Ability Focus (song of the sirine)

Climate/Terrain: Any aquatic

Organization: Solitary or Sorority (2-8 plus one 8 HD sirine)

Challenge Rating: 4

Treasure: Standard

Alignment: Any

Advancement: 5-8 HD (Medium-size)

Sirines are beautiful, human-like females, at home in any aquatic environment. They have human skin tones ranging to a light yellow-green, and their hair can be almost any color, though silver and dark green are the most common. Sirines have beautiful figures and wear scanty clothing at best.

Most sirines are antisocial, so they try to drive intruders away, with evil sirines taking stronger measures. Other sirines are hungry for social interaction, and try to lure male humans or humanoids to join them for a time.

Sirines speak their own language, Aquan, Sylvan and the language of the nearest intelligent races.

COMBAT

All sirines can defend their solitude with some skill. Most (90%) sirines carry a short sword or a dagger, and 30% carry missile weapons, javelins or slings, as well. Each weapon has a 10% chance of being magical, and *javelins of lightning* are common.

Song of the Sirine (Su): 3/day—30-foot spread, Will save (DC 16) or affected by *mass charm* as cast by an 11th-level sorcerer.

Spell-Like Abilities: 1/day—*fog cloud*, *improved invisibility*, *polymorph self* and *suggestion*. These abilities are as the spells cast by an 11th-level sorcerer (save DC 14 + spell level).

Intelligence Drain (Su): Touch, Will save (DC 13) or affected by *feeblemind* as cast by an 11th-level sorcerer.

The effects can only be removed by a *heal*, *limited wish*, *miracle*, or *wish* spell or by the touch of a sirine. Any sirine can restore intelligence taken by another sirine.

Amphibious (Ex): Sirines can survive indefinitely on land or underwater.

Resistance to Poison (Ex): Sirines gain a +2 racial bonus on all saves against poison.

Immunity to Gas (Ex): Sirines are immune to all gas-based attacks such as *stinking cloud* or airborne chemicals.

Swim: Sirines receive a +8 racial bonus to Swim checks.

Sirine Society

Sirines are encountered only in lonely places that are otherwise uninhabited. Most live near rocky outcroppings or small islands in the sea. Some choose to

live in fresh water, but tend to avoid these areas because they are usually populated and sometimes difficult to reach.

Young sirines often live with their sisters; these sirines are the more social type. As a sirine grows older, she becomes more reclusive and contemplative, however, and eventually looks for a home of her own where she can think and sing in solitude. Even then, they have a rare desire for companionship.

Sirines usually mate with male humans. Some sirines choose elves, tritons, or merfolk as mates, producing children with some of their parents' traits (pointed ears from elves, green skin from aquatic elves, scales and webbed fingers and toes from merfolk and tritons). Sirines never form lasting relationships, for the call of the sea is too great to bind them.

After a gestation period of nine months, they give birth to 1d4 baby sirines, which are female. Their mother cares for the infants until they are five years old. After that, they fend for themselves, living on the bounty of the sea. Reaching adulthood at 10 years, they live for about 50 years, and yet their beauty never leaves them.

Sirines live to sing, and to think about the sea. If deprived of their voices, or confined away from water, they will slowly wither away until they die. Sirines often have great knowledge regarding the history of their area and any current events. They sometimes trade this knowledge for companionship. All members of a sirine sorority have the same basic alignment (all evil, all good, or all neutral in regards to good and evil).

The Sirine first appeared in *the Monster Manual II* (Gary Gygax, 1983).

SLITHERING TRACHER

Small Ooze

Hit Dice: 5d10

Initiative: -5 (Dex)

Speed: 10 ft., climb 10 ft.

AC: 6 (+1 size, -5 Dex)

Attacks: Slam +4 melee

Damage: Slam 1d4 and paralysis

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Paralysis, plasma drain

Special Qualities: Ooze, blindsight, transparent

Saves: Fort +2, Ref -4, Will -4

Abilities: Str 10, Dex 1, Con 12, Int –, Wis 1, Cha 1

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-12 HD (Small); 13-15 HD (Medium-size)

The slithering tracker is transparent, plasma-draining ooze that dwells in dungeons and other underground places.

The slithering tracker is 3' long (but can grow to a length of 7 feet) and has a thickness of about 6 inches.

COMBAT

The slithering tracker will not attack a creature immediately. Rather, it follows its prey back to the place it sleeps.

The slithering tracker attacks sleeping, immobile, or unconscious creatures using a paralyzing secretion. Once a creature is paralyzed, the tracker slowly covers it and drains plasma from the victim's body.

Paralysis (Ex.): Slithering trackers secrete an anesthetizing slime. A target hit by a tracker's slam attack must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6 hours.

Plasma Drain (Ex.): Once a creature is paralyzed, the tracker slowly covers its body, draining all plasma from it. This deals 1d2 points of temporary Constitution damage to the victim per round. A victim reduced to Constitution 0 dies.

Blindsight (Ex.): The slithering tracker's entire body is a primitive sensory organ that can detect prey by scent and vibration within 60 feet.

Transparent (Ex.): The slithering tracker is nearly impossible to see, even in ideal conditions, and it takes a successful Spot check (DC 17) to notice one.

Ooze: Immune to all mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Slithering Tracker first appeared in the *Monster Manual* (Gary Gygax, 1977).

SNYAD (Pestie)

Small Humanoid (Goblinoid)

Hit Dice: 1d8 (4 hp)

Initiative: +5 (Dex)

Speed: 60 ft.

AC: 16 (+1 size, +5 Dex)

Attacks: Dagger –1 melee

Damage: Dagger 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +0, Ref +7, Will +0

Abilities: Str 8, Dex 20, Con 11, Int 8, Wis 11, Cha 10

Skills: Listen +2, Move Silently +8, Pick Pocket +8, Spot +3

Feats: Dodge

Climate/Terrain: Any underground

Organization: Solitary or mob (3-8)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Snyads live in small passages adjoining dungeon corridors. The entrances to these tunnels are small and usually well concealed behind piles of loose stone, making them very difficult to detect (Search DC 25).

The snyad is a cousin of the mite (q.v.) and often cooperate with them to trap victims. The trap making skills of the mite combined with the speed of the pestie make for quite a formidable team.

Snyads appear as small 2-foot tall humanoids, brown in color. They have long pointed ears and large bulbous noses. Their arms are long and spindly.

COMBAT

Snyads avoid combat at all costs. Their primary interest lies in sneaking up on a would-be victim, relieving him of his coin purse, a small weapon, or the like, and scuttling off into the darkness to its lair.

Skills: Snyads receive a +8 racial bonus to Move Silently and Pick Pocket checks.

The Snyad first appeared in the *Fiend Folio* (1981).

SOUL EATER

Medium-Size Outsider

Hit Dice: 10d8+20 (65 hp)

Initiative: +6 (Dex)

Speed: Fly 100 ft. (perfect)

AC: 24 (+6 Dex, +8 natural)

Attacks: 2 claws +16 melee

Damage: Claw 1d6+1 and soul drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Soul drain

Special Qualities: Damage reduction 10/+1, empathic link, find target, immunities

Saves: Fort +9, Ref +13, Will +7

Abilities: Str 13, Dex 22, Con 14, Int 12, Wis 11, Cha 11

Skills: Hide +16*, Listen +13, Search +14, Spot +13

Feats: Dodge, Flyby Attack, Weapon Finesse (claw)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11-20 HD (Medium-size); 21-30 HD (Large)

The soul eater is an outsider summoned to slay beings as ordered by the caster who called it. Once given a victim, the soul eater will not quit until the victim or it is defeated.

A soul eater appears as a cloud of glowing darkness, but can assume any shape of relatively the same size. It has two ghostly white arms that end in claws attached to its body.

COMBAT

The soul eater attacks with two ghostly claws in each round. It will continue to attack until either it or its target is defeated or slain.

Soul Drain (Su.): Each hit by one of its claws deals 1d6 points of temporary Wisdom damage to a foe. A creature reduced to Wisdom 0 by a soul eater dies. A creature slain by a soul eater cannot be returned to life by any means.

Find Target (Sp.): When ordered to locate and slay a being, a soul eater does so unerringly, as though guided by *discern location*. The caster must know the designated creature.

Empathic Link (Ex.): When summoned, the soul eater creates a mental link between itself and the caster who summoned it. Should the soul eater's victim be slain by another, or should the soul eater be defeated (not slain), it will return to the caster and attack. The soul eater can find the caster as long as they are on the same plane of existence. Should the caster leave the plane, it will temporarily break the link, though it will be reestablished once the caster returns to the same plane as the soul eater.

Immunities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Skills: *The soul eater gains a +10 racial bonus on all Hide checks when in darkness or smoke.

SPITTING SNAKE

Special Attacks: Poisonous spittle

Challenge Rating: +1

The spitting snake is a variety of the viper found in the *Monster Manual*, page 202. With the exception of the above listed statistics, it is exactly the same as a viper of its size.

The spitting snake can spit its poison as a ranged attack. The maximum distance is based on the size of the snake.

Size	Distance
Tiny	5 feet
Small	10 feet
Medium-Size	20 feet
Large	30 feet
Huge	40 feet
Gargantuan	50 feet
Colossal	60 feet

COMBAT

The spitting snake can spit its venom at an opponent, in lieu of biting.

Poisonous Spittle (Ex.): Reflex save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

The Spitting Snake first appeared in the *Monster Manual* (Gary Gygax, 1977).

SPRIGGAN

Small Humanoid (Gnome)

Hit Dice: 1d8+1 (5 hp)

6d8+30 (57 hp) as giant

Initiative: +1 (Dex)

-1 (Dex) as giant

Speed: 20 ft.

40 ft. as giant

AC: 16 (+1 size, +1 Dex, +4 chain shirt)

17 (-1 size, -1 Dex, +4 chain shirt, +5 natural) as giant

Attacks: Short sword +1 melee; or halfspear +0 melee

Large short sword +8 melee; or Huge halfspear +8 melee as giant

Damage: Short sword 1d6-1; or halfspear 1d6-1

Large short sword 2d6+5; or Huge halfspear 2d6+5 as giant

Face/Reach: 5 ft. by 5 ft./5 ft.

5 ft. by 5 ft./10 ft. as giant

Special Attacks: Spell-like abilities

Special Qualities: Alternate form, low-light vision

Saves: Fort +3, Ref +1, Will +0

For +10, Ref +1, Will +2 as giant

Abilities: Str 8, Dex 12, Con 12, Int 11, Wis 11, Cha 6

Str 20, Dex 8, Con 20, Int 11, Wis 11, Cha 6 as giant

Skills: Hide +4, Listen +3, Move Silently +4, Pick Pocket +4, Spot +3

Feats: Weapon Focus (short sword)

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

These ugly, dour cousins of gnomes are able to become giant-sized at will.

In either size, spriggans look basically the same. They are ugly, thick-bodied humanoids, with pale or dull yellow skin, brown or black hair, and red eyes. On rare occasions a spriggan may have red hair, which they believe is a symbol of good luck. Their noses are large and bulbous, but not beyond the human norm. They are very fond of mustaches and bushy sideburns, but they never clean or comb them. This same policy of uncleanness extends to their bodies and any other possessions. Spriggans smell of dank earth, stale sweat, and grime.

Outside of their lair they always wear armor and carry weapons, usually polearms, although they have been known to carry swords or maces. Spriggans never use shields. They like to carry several nasty little daggers concealed in various places in their armor. Spriggans never wear jewelry or other ornaments. They prefer to keep these things with their hoard, where they brood over them at odd moments.

COMBAT

Spriggans are tricky and tough in battle. They have a wide variety of options for combat.

Spell-Like Abilities: At will—*blur*, *scare*, and *shatter*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 8 + spell level).

Alternate Form (Su): A spriggan's natural form is that of a short ugly gnome. It can assume one other form; that of a Large giant-like humanoid.

In giant form, a spriggan gains the increases in abilities as shown in the stat block. It cannot use its spell-like abilities in giant form. Changing form is a standard action.

A spriggan remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the spriggan revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in giant form.

Skills: Spriggans gain a +4 racial bonus to Hide, Move Silently, and Pick Pocket checks.

SPRIGGAN CHARACTERS

A spriggan's favored class is rogue. Spriggan leaders are usually rogue/fighters or rogue/wizards.

SPRIGGAN SOCIETY

Spriggans can never quite get organized as groups. In fact, they are sometimes encountered with part of the group giant-sized and part of them gnome-sized. On an individual level they are very clever and use their abilities to the fullest to accomplish their goals. These goals are usually to cause great havoc and mayhem amongst other races. They seem to take great pleasure in destroying property and hurting innocent creatures.

Spriggans usually travel in packs, all of them male. The females keep to dismal burrows or secret dens in forgotten ruins, rarely venturing out farther than necessary to gather food. A female has the same combat abilities as a male. The females mate with males from packs that wander nearby. The children are cast out upon reaching maturity; the males to join up with packs and the females to find a place to lair. Spriggan infant mortality is high, with the males (80%) surviving more often than the females (60%).

Spriggans hate gnomes more than any living creatures, but they truly love none but those of their own ilk. Perhaps it is the similarity of the true gnomes to their race that drives their hatred. They like to terrorize, rob, and otherwise work vile deeds. They do not hesitate to attack or steal from traveling groups or small settlements in their area. All of their possessions, including their armor and weapons, are stolen from their victims. They greatly fear large groups of organized humanoids and avoid such parties when encountered.

The Spriggan first appeared in the *Monster Manual II* (Gary Gygax, 1983).

STOROPER

Medium-Size Magical Beast

Hit Dice: 6d10+6 (39 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 10 ft

AC: 26 (+2 Dex, +14 natural)

Attacks: 6 strands +9 ranged, bite +1 melee

Damage: Strand (see text), bite 1d8

Face/Reach: 5 ft by 5 ft/5 ft (50 ft with strand)

Special Attacks: Strands, venom, attach, weakness

Special Qualities: Tremorsense, immune to normal missile fire, darkvision 60 ft, low-light vision

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 11, Dex 15, Con 13, Int 12, Wis 16, Cha 12

Skills: Climb +5, Hide +8*, Listen +14, Spot +14

Feats: Alertness, Improved Initiative, Weapon Focus (strand)

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 6

Treasure: No coins; 50% goods (stone only); no items

Alignment: Usually chaotic evil

Advancement: 7-9 HD (Medium-size); 10-15 HD (Large)

The storoper (from "stone roper", also called "tar roper") is about 5 feet high and 2 feet in diameter, and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and weighs about 500 pounds. The storoper has a silicon-based, rocklike body.

If a storoper is killed and cut open, its treasure will be found inside the gizzard.

COMBAT

If anything approaches within 50 feet of the storoper, it will attack by suddenly shooting out its tentacle strands; it prefers to attack two victims at once, each with three strands. The first two victims successfully attacked will be injected with the storoper's venom. If the venom fails, the storoper will continue to hold the creature and the weakness will take effect next round.

Strands (Ex): Most encounters with a storoper begin when it fires its strong, sticky strands. The creature has six such members that can strike up to 50 feet away (no range increment).

Venom (Ex): Twice per day, the storoper can secrete venom from each of its strands. A creature hit by a strand must succeed at a Fortitude save (DC 14) or be paralyzed. A paralyzed creature will appear to have turned to stone (though in fact, it has not).

One round after being paralyzed, the victim recovers and must succeed at a Will save (DC 14) or act in defense of the storoper (as if under the effects of a *charm person* spell) for 2d4 minutes. A charmed creature will fight to the best of its ability to defend the storoper.

If the storoper is killed, the victim affected by the venom will act as if under the effects of a *confusion* spell for 1d6+2 rounds.

Attach (Ex): If a storoper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage. If the storoper uses its

venom attack and the target fails its save, it will release that creature so it can fight for the storoper.

If the venom fails, or the storoper has already used its venom attacks for the day, it will draw the stuck opponent 10 feet closer each subsequent round (no attack of opportunity) unless the creature breaks free, which requires a successful Escape Artist check (DC 15) or Strength check (DC 11). The storoper can draw in a creature within 5 feet of itself and bite with a +4 attack bonus, in that round.

A single attack that deals at least 10 points of damage severs a strand (AC 20).

Weakness (Ex): After the storoper uses its venom, its strands function similar to a roper's strands. A storoper's strands can sap an opponent's strength. Anyone caught by a strand must succeed at a Fortitude save (DC 14) or take 2d6 points of temporary Strength damage.

Immune to Normal Missiles (Ex): Because of their stony exterior, normal missiles (arrows, bolts, etc.) do not deal damage to the storoper.

Skills: *Storopers receive a +8 racial bonus to Hide checks in stony or icy areas.

The Storoper first appeared in *A3 Assault on the Aerie of the Slavelords* (Alan Hammack, 1980).

SU-MONSTER

Medium-Size Magical Beast

Hit Dice: 5d10+5 (32 hp)
Initiative: +3 (Dex)
Speed: 30 ft., 30 ft. climb
AC: 14 (+3 Dex, +1 natural)
Attacks: 2 claws +8 melee, bite +3 melee
Damage: Claw 1d4, bite 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Psionics, rage
Special Qualities: Immunity to psionic attack modes
Saves: Fort +4, Ref +7, Will +2
Abilities: Str 11, Dex 16, Con 13, Int 10, Wis 13, Cha 13
Skills: Climb +16, Hide +11, Move Silently +5, Spot +3
Feats: Multiattack, Multidexterity, Weapon Finesse (claw)

Climate/Terrain: Any forest or underground
Organization: Pack (2-4) or family (one male, one female, 1-3 noncombatant young)
Challenge Rating: 4
Treasure: 50% standard
Alignment: Always chaotic neutral
Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

Su-monsters are monkey-like creatures with dirty gray fur. They have black tails and faces, and their paws are blood red. They have prehensile tails that they use to swing from limb to limb or to hang upside down. Su-monsters inhabit forsaken wilderness areas and subterranean lairs as well.

Males and females have identical ability scores. Young su-monsters are incapable of attacking and lack the psionic abilities of the adults.

COMBAT

All four feet of a su-monster are prehensile and armed with long and extremely sharp claws. Su-monsters are at home upright or hanging upside down—the latter being one of their favorite methods of lurking for prey. Su-monsters prefer to attack in this manner since they can bring all four claws and their bite to bear on their opponent.

Psionics (Sp): Su-monsters have a latent psionic ability that enables them to deliver some form of psionic attack if psionic energy is being used within 120 feet of them. Su-monsters can, once per round, manifest one of three psionic attack modes: *ego whip*, *mind thrust*, or *psychic crush* (see the *Psionics Handbook* for details).

Against nonpsionic creatures the selected attack mode will stun the target as follows unless a successful Will save is made; *ego whip* 1d4 rounds (DC 5), *mind thrust* 1d2 rounds (DC 2), or *psychic crush* 2d4 rounds (DC 3).

Immunity to Psionic Attack Modes (Ex): Su-monsters are immune to all psionic attack modes.

Rage (Ex): 1/day—If a female su-monster is attacked, a male su-monster will fly into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The enraged su-monster gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily. Female su-monsters can also fly into a berserk rage if their young are attacked.

Skills: Su-monsters receive a +8 racial bonus to Climb checks.

The Su-Monster first appeared in the *Monster Manual* (Gary Gygax, 1977).

TABAXI

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 14 (+3 Dex, +1 natural)

Attacks: 2 claws +5 melee, bite +0 melee; or club +4 melee; or javelin +5 ranged

Damage: Claw 1d4+2, bite 1d3+1; or club 1d6+2; or javelin 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d3+1

Special Qualities: Scent, darkvision 60 ft.

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 10

Skills: Balance +11, Hide +8*, Listen +5, Move Silently +12, Spot +6, Swim +4

Feats: Weapon Finesse (bite, claw)

Climate/Terrain: Warm forest and plains

Organization: Solitary or pride (2-8)

Challenge Rating: 2

Treasure: no coins; no goods; standard items

Alignment: Always chaotic neutral

Advancement: By character class

The tabaxi, or cat-men as other races have come to call them, are a reclusive race of hybrid felines. They live in small prides that roam a large territory. Most prides rarely have anything to do with other prides.

The cat-men are tall and lithe with the smooth-easy grace of cats. Their fine fur is tawny and striped with black, in a pattern similar to that of a tiger. Their eyes are generally yellow and slit-pupilled. They have retractable claws.

Tabaxi speak Common and Sylvan.

COMBAT

Tabaxi are clever and organized, often driving prey into an ambush (though some play with prey before killing it). They will employ their natural weapons or a javelin and club in combat.

Pounce (Ex): If a tabaxi leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tabaxi must hit with a claw attack. If it gets a hold, it can rake.

Rake (Ex): A tabaxi that gets a hold can make two rake attacks (+5 melee) with its hind legs for 1d3+1 damage each. If the tabaxi pounces on an opponent, it can also rake.

Skills: Tabaxi receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

The Tabaxi first appeared in the *Fiend Folio* (1981).

TENE BROUS WORM

Medium-Size Beast

Hit Dice: 10d10+10 (65 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 19 (+1 Dex, +8 natural)

Attacks: Bite +8 melee

Damage: Bite 2d6+1 and poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Paralysis, poison

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +8, Ref +8, Will +3

Abilities: Str 13, Dex 12, Con 12, Int 2, Wis 11, Cha 4

Skills: Listen +6, Spot +7

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 11-16 HD (Medium-size); 17-30 HD (Large)

These insect-like predators inhabit the Plane of Shadows and can be found in all regions of the plane, though they are more common in forested areas. They seek warm-blooded prey, though they are hesitant to attack creatures larger than themselves. It is the larvae stage of the gloomwing (q.v.)

The tenebrous worm resembles a huge, partially bare caterpillar. The front of the body is covered with lusterless black bristles, while the hind parts are a wet, nauseating gray color. The many faceted eyes reflect the half-light of the Plane of Shadows with a luminous glimmer. Pearl white mandibles flank its gaping maw. These tusk-like weapons are quite beautiful if cut into sheets and inlaid. They have a value of 500 gp to 1,500 gp per set.

COMBAT

A tenebrous worm is a formidable opponent and attacks with its vicious bite.

Paralysis (Ex.): Any creature whose bare skin touches the tenebrous worm, or any creature hit by the worm's bristles, must succeed at a Fortitude save (DC 16) or be paralyzed for 1d6 minutes.

Any creature attacking a tenebrous worm with any non-reach weapon has a 35% chance per attack of accidentally touching the bristles. If the worm is touched, the attacker must make a successful Fortitude save (DC 16) or be paralyzed for 1d6 minutes.

Poison (Ex.): Bite, Fortitude save (DC 16); initial and secondary damage 1d6 temporary Constitution.

The Tenebrous Worm first appeared in the *Monster Manual II* (Gary Gygax, 1983).

THRI-KREEN (Mantis Warrior)

Large Monstrous Humanoid

Hit Dice: 6d8+6 (33 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 18 (-1 size, +4 Dex, +5 natural)

Attacks: 4 claws +8 melee, bite +3 melee; or gythka +8/+3 melee, bite +3 melee

Damage: Claw 1d3+2, bite 1d4+1 and paralysis; or gythka 2d4+2, bite 1d4+1 and paralysis

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Paralysis, leap, gythka, chatkcha

Special Qualities: Deflect arrows, darkvision 60 ft., vulnerability

Saves: Fort +3, Ref +9, Will +7

Abilities: Str 15, Dex 18, Con 13, Int 13, Wis 15, Cha 10

Skills: Hide +5*, Jump +19, Listen +9, Spot +9

Feats: Multidexterity, Multiweapon Fighting, Power Attack

Climate/Terrain: Any warm land and underground

Organization: Solitary, pair, or pack (5-12)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Thri-kreen are a race of large, intelligent insects often referred to as "mantis warriors." They roam the deserts and savannahs, where they have marked-out hunting territories.

Mature adult thri-kreen are roughly 7 feet tall at the shoulder and 11 feet long. Of the six limbs protruding from their midsection, two are used for walking; the other four end in four-fingered hands. The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two compound eyes, usually black with highlighted eyespots, two antennae, and a complicated jaw structure that manipulates food as the thri-kreen chews. Thri-kreen often wear harnesses and even some forms of clothing, but they never wear armor.

The thri-kreen language is made up of clicks and the grinding of its jaw appendages. While it is difficult for other creatures to speak this tongue, it is just as difficult for a thri-kreen to imitate more standard speech patterns.

Thri-kreen speak their own language, but some understand the Common tongue.

Thri-kreen seldom live more than 35 years.

COMBAT

Unarmed, it attacks with four claws and one bite. If using a weapon, the thri-kreen attacks with its weapon and bite.

Paralysis (Ex.): Bite, Fortitude save (DC 14) or be paralyzed for 1d6 minutes.

Gythka: A Large polearm with a blade at each end. The wielder can fight with it as if fighting with two weapons, but incurs all penalties, associated with fighting with two weapons as if using a one-handed weapon and a light weapon (see *Attacking with Two Weapons*, page 124 in the *Player's Handbook*).

A gythka deals 2d4 points of slashing damage, threatens a critical on a 20, and deals triple damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A gythka may be thrown as a spear (deals 1d8 points of piercing damage, threatens on a 20, and deals triple damage on a critical hit).

Chatkcha: A crystalline throwing wedge with a range increment of 10 feet. It deals 1d6 points of piercing damage, threatens on a roll of 20, and deals double damage on a critical hit. If it misses, the chatkcha returns to the thrower at the start of his next action.

Leap (Ex.): A thri-kreen's jumping distance (vertical or horizontal) is not limited by its height (Jump, page 70 in the *Player's Handbook*).

Deflect Arrows (Ex.): Thri-kreen can deflect incoming arrows and crossbow bolts as if they had the Deflect Arrows feat.

Vulnerability (Ex.): A thri-kreen's breathing holes are located on the upper thorax between the arms on each side. Due to this, a thri-kreen can only hold its breath for 1 round per point of Constitution (as opposed to the normal 2 rounds per point).

Skills: A thri-kreen receives a +8 racial bonus to all Jump checks. *Due to its coloration, a thri-kreen receives a +8 racial bonus to Hide checks when in foliage.

THRI-KREEN CHARACTERS

A thri-kreen's favored class is fighter; most thri-kreen leaders are fighters. Thri-kreen druids are common among them, while clerics are rare. Rarer still are sorcerers, wizards, bards, and rogues, though they are not unheard of.

The Thri-kreen first appeared in the *Monster Manual II* (Gary Gygax, 1983).

TRANSPOSER

Medium-Size Shapechanger

Hit Dice: 6d8+6 (33 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 13 (+1 Dex, +2 natural)

Attacks: 2 slams +5 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Transpose damage

Special Qualities: Change self, darkvision 60 ft

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 12, Dex 13, Con 12, Int 8, Wis 12, Cha 11

Skills: Bluff +6, Disguise +7*, Listen +5, Spot +5

Feats: Dodge

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: By character class

The transposer appears fairly humanoid, although it has no features and its limbs end in sucker-like members.

Using its change self ability, the transposer can appear as a humanoid in order to entice its prey into melee.

COMBAT

The transposer attacks by lashing at its opponents using its arms.

Change Self (Su): This ability is as the spell cast by a 6th-level sorcerer.

Transpose Damage (Su): A creature hit by the transposer is linked to it for the remainder of the encounter. Any damage dealt by that opponent to the transposer does the attacker harm and restores lost hit points to the transposer in equal proportion. Any curative-type spell cast on the transposer will harm it while simultaneously healing the linked opponent.

Opponents not affected (i.e., not linked to the transposer) can attack the transposer normally. A transposer can link any number of creatures.

Skills: *When using its *change self* ability, the transposer receives a +10 circumstance bonus to Disguise checks.

The Transposer first appeared in the Monster Manual II (Gary Gygax, 1983).

TRAPPER

Huge Aberration

Hit Dice: 12d8+48 (102 hp)

Initiative: +2 (+2 Dex, +4 Improved Initiative)

Speed: 10 ft.

AC: 17 (-2 size, +2 size, +7 natural)

Attacks: Buffet +17 melee

Damage: Buffet 1d6+15

Face/Reach: 15 ft. by 15 ft/10 ft.

Special Attacks: Improved Grab, smother

Special Qualities: Cold immunity, fire immunity, darkvision 60 ft.

Saves: Fort +9, Ref +6, Will +8

Abilities: Str 30, Dex 14, Con 19, Int 6, Wis 10, Cha 10

Skills: Hide +25, Listen +13, Spot +12

Feats: Alertness, Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 13-22 HD (Huge); 23-36 HD (Gargantuan)

The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box.

COMBAT

The trapper will wait until a creature is almost centered on its body and then quickly wrap around it, attempting to smother its victim.

Improved Grab (Ex): To use this ability, the trapper must hit an opponent of up to Large size with its buffet attack. If it gets a hold it can smother.

Smother (Ex): A trapper deals 1d6+15 points of constriction damage with a successful grapple check against Large or smaller creatures. A creature caught can hold its breath for a number of rounds equal to twice its Constitution score. After this period, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the creature fails a check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A victim can escape by making an opposed grapple roll or an Escape Artist check against the trapper's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage inflicted on a trapper while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the trapper.

Skills: A trapper receives a +8 racial bonus to Hide checks.

The Trapper first appeared in the *Monster Manual* (Gary Gygax, 1977).

TROLL, ICE

Large Giant (Cold)

Hit Dice: 2d8+6 (15 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 12 (-1 size, +1 Dex, +2 natural)

Attacks: 2 claws +4 melee

Damage: Claw 1d6+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Rend 2d6+6

Special Qualities: Cold subtype, damage reduction 10/+1, limited regeneration 5, vulnerability to slashing weapons, darkvision 90 ft.

Saves: Fort +6, Ref +0, Will +0

Abilities: Str 19, Dex 12, Con 16, Int 6, Wis 9, Cha 6

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any cold land

Organization: Band (3-6)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

The ice troll is a smaller, more intelligent relative of the normal troll, and is probably the result of magical experimentation. It closely resembles its more common cousin, but has semitransparent, very cold skin. Ice trolls stand about 9 feet tall.

Ice trolls are cunning, evil creatures that keep humanoids as livestock. Because ice trolls need water or cold to regenerate, they will almost always be found near a lake or river, and will create elaborate traps to lure their prey to them.

Ice troll blood is frequently used in the manufacture of *icy burst* weapons, and *rings of elemental resistance: cold (minor)*.

Ice Trolls speak Giant.

COMBAT

Ice trolls are organized and intelligent enough to know their weaknesses, and will rarely start a fight at a disadvantage. Unlike their larger and less intelligent cousins, they will not wade into combat blindly, but will often try to pick off weaker opponents one by one, hoping to bring back live prey. Ice trolls will often defend their camps by wading in ankle-deep water and attacking from this pool. They frequently lay nets across the floor of these pools to capture or at least entangle their attackers.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Limited Regeneration (Su): Fire and acid deal normal damage to an ice troll.

If an ice troll loses a limb or body part, the lost portion regrows in 3d6 minutes as long as the ice troll is in contact with water or ice. The ice troll can reattach the severed member instantly by holding it to the stump as long as the severed member has been immersed in water.

A severed limb can move up to 30 feet in one round and will always move toward the closest source of water.

Vulnerability to Slashing Weapons (Ex): Because of the thin brittle nature of the ice troll, it is possible to sever one of the creature's limbs with a slashing weapon. On a critical hit with a slashing weapon, the troll must succeed at a Fortitude save (DC 10+damage taken) or lose a limb.

Roll 1d6 to determine the limb lost (1-4 arm, 5-6 leg). An ice troll with a severed leg falls to the ground and can only move by crawling (at half speed). Opponents gain a +4 to attack rolls and the ice troll cannot attack in the same round it moves.

Ice Troll Society

Ice trolls live in groups of 6-12 in arctic and sub-arctic regions, near open water. Because they are smaller and less resilient than their larger cousins, they have developed a higher sense of cooperation to stay alive. Each group has a leader, usually the most intelligent ice troll. Leaders are responsible for keeping the group safe and well fed.

Ice trolls live near settled regions, hoping to waylay and capture humanoids of varying races. Ice trolls will frequently bait traps for adventurers, using treasure they have salvaged from previous groups. Settlements also provide more common livestock, which although less preferable than human flesh, is considered edible in times of want.

Ice troll lairs are always near a lake or running river. Here the ice trolls will have gathered all their treasure, as well as 5-20 humanoid captives. These individuals are kept alive on grains and vegetables, so that the ice trolls need never go too long without food.

Ice trolls mate in the spring and give birth to one baby ice troll in the late fall. When an ice troll group gets too large, it will split, with one group wandering off to find a new lair.

The Ice Troll first appeared in the *Fiend Folio* (1981).

TWEEN

Small Outsider (Incorporeal)

Hit Dice: 1d8

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 14 (+1 size, +1 Dex, +2 deflection)

Attacks: Short sword +2 (in the Ether only)

Damage: Short sword 1d6 (in the Ether only)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Foresight, bend reality

Special Qualities: Incorporeal, darkvision 60 ft.

Saves: Fort +3, Ref +3, Will +3

Abilities: Str –, Dex 13, Con 12, Int 12, Wis 13, Cha 14

Skills: Listen +5, Spot +5

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Because of the tween's squat and somewhat ugly natural appearance on the Ethereal Plane, it is considered by most other denizens to be among the lowest form of life residing there, and is shunned by all other residents, even other tweens. For that reason, most tweens choose to infest a being on the Material Plane and live vicariously through them, deserting their own solitary lives on the Ethereal Plane.

A tween is a parasitic creature from the Ethereal Plane. On its home plane it appears as a short, squat, ugly humanoid form with stubby arms and legs, and no neck. On the Material Plane, a tween appears as a smoky or shadowy outline within six feet of whichever being it has chosen as its "host."

COMBAT

The tween has no attack abilities on the Material Plane (as it cannot fully manifest on the plane), and indeed has little need to defend itself there. In the Ethereal Plane they will usually be encountered wielding a short sword.

Foresight (Su): The tween has the ability to see a few seconds into the future and can telepathically warn its host of impending danger. Neither the recipient nor the host can be surprised or caught flat-footed.

Bend Reality (Su): The tween bends reality in favor of its host. This grants the host the ability to reroll one roll each round, with the most favorable result of the two being taken.

Each creature within 60 feet of the tween or host, be it friend or foe, is affected, as the tween absorbs their luck to fuel its own power. Each creature must reroll one roll each round they remain in the area, taking the least advantageous result.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore damage from any corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

The Tween first appeared in the *Fiend Folio* (1981).

VAATI (Wind Dukes of Aaqa)

Medium-Size Humanoid (Air, Vaati)

Hit Dice: 4d8+12 (30 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 40 ft. (good)

AC: 15 (+2 Dex, +3 natural)

Attacks: Quarterstaff +6 melee; or dagger +5 ranged; or longsword +6 melee; or composite longbow +5 melee

Damage: Quarterstaff 1d6+1; or dagger 1d4+1; or longsword 1d8+1; or composite longbow 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, air mastery, dominate air creatures

Special Qualities: Immortality, resist air, darkvision 90 ft.

Saves: Fort +4, Ref +6, Will +3

Abilities: Str 17, Dex 15, Con 17, Int 15, Wis 15, Cha 20

Skills: Knowledge (law) +6, Listen +8, Spot +8

Feats: Alertness, Endurance

Climate/Terrain: Any land

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always lawful neutral

Advancement: By character class

The vaati (VAH-tee) are a race of immortals dedicated to Law. Eons ago they ruled a vast empire spread over several worlds on the Material Plane, with footholds throughout the planes. When war between Law and Chaos erupted, the vaati were nearly annihilated. They survived only by creating the *Rod of Seven Parts* and using it to end the war.

The vaati appear as statuesque humans; tall, muscular, and androgynous. As a rule, they wear no clothing, but usually wear belts or harnesses to carry weapons and equipment. They have smooth, ebony skin, white eyes, and velvet black hair (which is kept closely shaved).

COMBAT

The vaati are peaceful and prefer to negotiate rather than fight. If pressed into action, or faced with chaotic foes, they display considerable strength and ingenuity in combat.

Spell-Like Abilities: At will—*feather fall*, *gust of wind*, *obscuring mist*, and *wind wall*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 15 + spell level).

Air Mastery (Ex): Airborne creatures suffer a –1 penalty to attack and damage rolls against a vaati.

Dominate Air Creatures (Su): The vaati have a supernatural power over all creatures with the air subtype (including air elementals). No creature of the air subtype will attack a vaati, unless the vaati attacks first.

Immortality (Ex): The vaati are immortal and as such do not suffer the effects of aging or aging attacks (i.e., they will still age, but do not suffer the penalties associated with aging). They can still be slain by physical attacks, disease, poison, or the like.

Resist Air (Ex): Vaati receive a +4 bonus to their saving throws against any air type attack.

VAATI SOCEITY

Most of the remaining vaati live in the secluded valley known as the Vale of Aaqa. The valley is completely sealed to all means of transit except flight. Teleportation is ineffective, though there are several gates to the Astral Plane. The valley's exact location is a well-kept secret.

The Vale of Aaqa is a well-regulated paradise with a constant temperature of 72 degrees, manicured fields and gardens, and stately pavilions surrounded by exquisite rock gardens. In the entire valley, there is not a single blade of grass or leaf out of place. The valley could easily support ten times more vaati than currently reside there, and most of the pavilions stand empty.

To most observers the vaati seem stuffy and over-concerned with formal rules. They are excruciatingly regular in their personal habits and they have rules governing everything. They are quick to criticize any lapse in etiquette. Very lawful creatures usually are impressed by their behavior, but others find it tiresome.

Though fairly large and powerful, vaati eat very little. They seem to survive on air alone. The Vale of Aaqa produces an abundance and wide variety of foods, and the vaati can offer the occasional visitor a sumptuous repast.

Most vaati are at least 3,000 years old, and many are much older than that. Vaati birth rates are very low; there are no more than one or two vaati children born in a century. The race will probably never recover from the losses sustained during the war against Chaos.

VAMPIRE ROSE

Small Plant

Hit Dice: 4d8+12 (30 hp)

Initiative: +0

Speed: 5 ft.

AC: 15 (+1 size, +4 natural)

Attacks: 1 stalk

Damage: Stalk 1d6+2

Face/Reach: 5 ft. by 5 ft./10 ft. (with stalk)

Special Attacks: Improved grab, blood drain

Special Qualities: Plant, camouflage, blindsight

Saves: Fort +7, Ref +1, Will +2

Abilities: Str 14, Dex 10, Con 16, Int –, Wis 13, Cha 10

Climate/Terrain: Temperate and warm forest and underground

Organization: Solitary or patch (2-4)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-9 HD (Small); 10-12 HD (Medium-size)

Vampire roses look like normal white rose bushes. They can however, uproot themselves and move slowly toward their prey.

COMBAT

A vampire rose will wait until its prey comes near, lash out with its thorny stalk, and then drain the blood of its victim. When fully sated (i.e., when it has completely drained its victim of all blood), the vampire rose flushes red.

Improved Grab (Ex): To use this ability, the vampire rose must hit with its stalk attack. If it gets a hold, it can drain blood.

Blood Drain (Ex): A vampire rose can suck blood from a living victim with its thorns by making a successful grapple check. If it pins its foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Camouflage (Ex): Since the vampire rose looks like a normal white rose bush when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecutting to notice the subterranean version.

Blindsight (Ex): Vampire roses have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

The Vampire Rose first appeared in B3 *Palace of the Silver Princess* (Tom Moldvay and Jean Wells, 1981).

VEGEPYGMY

Small Plant

Hit Dice: 2d8 (8 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 size, +1 Dex, +2 natural)

Attacks: Claw +2 melee; or handaxe +2 melee

Damage: Claw 1d3; or handaxe 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Plant, electrical immunity, low-light vision

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 11, Dex 12, Con 11, Int 6, Wis 10, Cha 9

Skills: Hide +4*, Listen +4, Move Silently +4, Spot +4

Climate/Terrain: Warm forest and underground

Organization: Gang (4-9), band (10-100 plus 2-5 bodyguards of 3 HD each, 1 5 HD sub-chief, and 1 6 HD chief per 50 vegepygmies), warband (10-24 with 1-4 thornies), or tribe (30-300 plus 2-5 3 HD bodyguards, 1 5 HD sub-chief, and 1 6 HD chief per 50 vegepygmies, and 10-24 thornies)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: 3-6 HD (Small)

The vegepygmy is the result of a victim slain by russet mold (q.v.). The lesser vegepygmies make up the workers and guards of the tribe, while the greater vegepygmies are the chiefs and leaders.

They appear as short bipedal creatures with sharp thorny claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of leaves.

COMBAT

The vegepygmy attacks using either its claws or primitive made weapons, usually a handaxe.

Electrical Immunity (Ex.): Vegepygmies take no damage from electricity.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

Skills: Vegepygmies receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. *They receive a +12 bonus to Hide checks when in a swampy or forested areas.

The Vegepygmy first appeared in *S3 Expedition to the Barrier Peaks* (Gary Gygax, 1980).

THORNY

Medium-Size Plant

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 17 (+2 Dex, +5 natural)

Attacks: Bite +5 melee, 1d3 thorns +0 melee

Damage: Bite 1d6+2, thorns 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Thorns, trip

Special Qualities: Plant, low-light vision

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 14, Dex 15, Con 14, Int 2, Wis 12, Cha 6

Skills: Hide +0*, Listen +4, Move Silently +4, Spot +4

Climate/Terrain: Warm forest and underground

Organization: Solitary or pack (3-8)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

Thornies are the pets and companions of the vegpepygmies. Sages are unsure of the thornies exact origin, but are certain they are not created by the vegpepygmies, as the tribes as a whole do not have the Intelligence or technology to do so.

A thorny resembles a man-sized dog made of wood and leaves and other vegetable matter. Their bodies are covered in sharp thorns.

COMBAT

A thorny attacks with its bite, and if an opponent moves close enough, it will attack with its thorns.

Thorns (Ex.): The thorny's body is covered with sharp wooden thorns. When biting, the thorny thrashes about, striking with 1d3 of them. An opponent hit by the thorny's thorn attack must make a Reflex save (DC 14) or have the thorn break off in his or her flesh. A lodged thorn imposes a –1 circumstance penalty to attacks, saves, and checks. Removing the thorn deals 1d6 additional points of damage.

Trip (Ex.): A thorny that hits with its bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the thorny.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

Skills: Thornies receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. *They receive a +12 bonus to Hide checks when in a swampy or forested area.

Thornies were first mentioned in S3 Expedition to the Barrier Peaks (Gary Gygax, 1982).

VODYANOI (Aquatic Umber Hulk)

The vodyanoi are a variety of umber hulk that dwell in deep bodies of fresh water. They do not have the gaze attack of the umber hulk, but can swim (20 ft.). They are otherwise identical with their land bound cousins.

VOLT

Small Aberration (Electricity)

Hit Dice: 2d8+1 (10 hp)

Initiative: +4 (Dex)

Speed: Fly 30 ft. (good)

AC: 17 (+1 size, +4 Dex, +2 natural)

Attacks: Bite +4 melee, tail strike -1 melee

Damage: Bite 1d6-1 and blood drain, tail strike 0 and 2d4 electricity

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Attach, blood drain, electricity

Special Qualities: Electricity immunity, darkvision 60 ft.

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 8, Dex 18, Con 12, Int 2, Wis 12, Cha 8

Skills: Listen +3, Spot +3

Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Gang (2-4), mob (6-11), or swarm (12-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Small); 5-6 HD (Medium-size)

This curious but dangerous little creature appears as a near-spherical bundle of bristly gray hair with two bulbous eyes, two small curved horns, and a 3-foot long tail. It floats as if by levitation.

COMBAT

A volt attacks by latching onto its foe's neck and draining blood each round. A volt will strike a held foe with its tail, dealing electrical damage. A volt will not let go until either it or its opponent is dead.

Attach (Ex): A volt that hits with its bite attack latches onto its foe's neck and drains blood each round. An attached volt automatically hits its foe with its bite and tail strike each round. An attached volt has an AC of 13.

Blood Drain (Ex): A volt drains blood, dealing bite damage and 1d4 points of temporary Constitution damage each round it remains attached.

Electricity (Su): A volt deals 2d4 points of electrical damage with its tail strike. An attached volt automatically hits a held opponent each round with its tail.

Electricity Immunity (Ex): Volts are immune to all electrical effects.

The Volt first appeared in the *Fiend Folio* (1981).

MASTER OF THE WILD HUNT

Medium-Size Outsider

Hit Dice: 15d8+45 (112 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 21 (+3 Dex, +5 armor, +3 natural)

Attacks: +3 *longspear* +24/+19/+14 melee

Damage: +3 *longspear* 1d8+8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spells, charm person, favored enemy (goblinoid, beasts, animals, demons)

Special Qualities: Damage reduction 10/+1, SR 16, detect evil, darkvision 60 ft.

Saves: Fort +12, Ref +12, Will +11

Abilities: Str 20, Dex 17, Con 16, Int 18, Wis 15, Cha 16

Skills: Animal Empathy +20, Bluff +13, Concentration +18, Handle Animal +18, Heal +12, Hide +9, Intimidate +13, Knowledge (arcana) +12, Knowledge (nature) +15, Listen +17, Move Silently +9, Search +12, Sense Motive +15, Spellcraft +12, Spot +17, Wilderness Lore +19

Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Power Attack, Track, Weapon Focus (*longspear*)

Climate/Terrain: Any land

Organization: Wild Hunt (Master plus 20 black hounds)

Challenge Rating: 12 (solitary); 20 (with Wild Hunt)

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

The Master and his pack appear whenever called or when there is great evil in the area (the DM decides what constitutes a great evil). They only appear at night.

When the Hunt passes within 30 feet of a creature, that creature must make a Will save (DC 20) or become swept up in the Hunt. Creatures affected will take one of two roles; the hunter or the hunted.

The Master and his hounds always appear 10 miles from the source of the evil and will travel toward it. Should no prey be encountered along the way, the Hunt will move 10 miles beyond the source of the evil in a random direction. If nothing is encountered, it will reverse direction and run for the source of the evil. If no prey is encountered, it will again pass the source and move 10 miles past it in a random direction. The Hunt repeats this process until it finds its prey, the sun comes up, or the Master and his hounds are slain.

For each mile traveled with the Hunt, each charmed creature must succeed at a Will save (DC 20), with failure indicating the creature has now become the hunted (and the charm is broken).

When the hunted has been run down, there is instant melee to the death. The Master and his hounds will attack and either kill or be killed. All charmed creatures likewise join in the fray and fight to the death as well.

The only way to prevent being killed is to elude the Master and his hounds until sunrise (when the Master and hounds disappear), kill the Master and his hounds, or run out of the ten mile radius of the source of evil.

COMBAT

When the hunt first appears, the Master will sound his horn. It can be heard for 1 mile in all directions. For every one mile the Hunt moves, the Master will again blow his horn.

The Master of the Hunt usually does not engage in combat until the prey has been run down. Then he attacks relentlessly with his +3 *longspear*.

Ranger Class: The Master of the Hunt has the abilities of a 15th-level ranger.

Charm Person (Su): 30-foot radius of the Master and his hounds; Will save (DC 20) or affected creatures join the hunt.

Spells (0/2/1/1/1): 1st-*resist elements*, *speak with animals*; 2nd-*snare*; 3rd-*water walk*; 4th-*freedom of movement*.

Detect Evil (Su): The Master continuously detects evil as the spell cast by a 20th-level sorcerer. The Master can suppress or restart this ability as a free action.

THE PACK OF THE WILD HUNT

The Wild Hunt consists of 20 Medium-size black hounds. They have licks of green fire for tongues and glowing green eyes.

Treat the black hounds of the Wild Hunt as 5 HD wolves with the following bonuses.

Spell Resistance (Ex): SR 14

The Master of the Wild Hunt and the Pack of the Wild Hunt first appeared in *Deities and Demigods* (James Ward and Rob Kuntz, 1980).

WOLF-IN-SHEEP'S-CLOTHING

Medium-Size Aberration

Hit Dice: 9d8+18 (58 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 5 ft.

AC: 16 (-1 Dex, +7 natural)

Attacks: 7 tentacles +9 melee, bite +4 melee

Damage: Tentacle 1d4+3, bite 2d4+1

Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with tentacle)

Special Attacks: Improved grab, constrict

Special Qualities: Lure-growth, all-around vision, darkvision 60 ft.

Saves: Fort +5, Ref +2, Will +8

Abilities: Str 17, Dex 8, Con 15, Int 6, Wis 14, Cha 8

Skills: Hide +10*, Listen +14, Search +7, Spot +14

Feats: Alertness, Improved Initiative

Climate/Terrain: Any temperate land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 10-16 HD (Medium-size); 17-27 HD (Large)

This weird monster lurks in undergrowth or in grassy meadows. It creeps slowly from place to place, using its 7 root tentacles for locomotion.

The body of the wolf-in-sheep's-clothing appears to be a grayish-brown tree stump from 4-5 feet in diameter. It has two 10-foot long eyestalks that are brown at the base, green at the tips, with a violet flower-like eye on the end. Its root tentacles are blackish-brown and 10 feet long. The vertical maw located in the trunk has jagged teeth. When shut, it appears to be an old scar on a normal tree stump.

It has the ability to sprout a growth resembling a small furry creature (such as a rabbit) that it uses to attract prey.

COMBAT

The wolf-in-sheep's-clothing uses its "lure-growth" ability to draw its prey in. Once in range, it lashes out with a tentacle. If it hits, it drags the prey to its mouth and bites until the creature dies.

Improved Grab (Ex): To use this ability, the wolf-in-sheep's-clothing must hit an opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A wolf-in-sheep's-clothing deals 1d4+3 points of damage with a successful grapple check.

A subject can attempt to break free by making an Escape Artist check (DC 23) or a Strength check (DC 17).

A single attack with a slashing weapon that deals at least 10 points of damage severs a tentacle (AC 20).

Tear (Ex): A wolf-in-sheep's-clothing automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Lure-Growth (Ex): It has the ability to sprout a growth resembling a small furry creature (such as a rabbit) that it uses to attract prey. The growth is "moved" so as to look at approaching prey and then it will "freeze" so as to "hide."

All-Around Vision (Ex): The wolf-in-sheep's-clothing's 7-foot long eyestalks allow it to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. A wolf-in-sheep's-clothing cannot be flanked.

Skills: *A wolf-in-sheep's-clothing receives a +8 racial bonus to Hide checks when in forested surroundings.

The Wolf-in-Sheep's-Clothing first appeared in the *Monster Manual II* (Gary Gygax, 1983).

WOLFWERE

Medium-Size Shapechanger

Hit Dice: 5d8+5 (27 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft. (50 ft. in wolf form)

AC: 17 (+2 Dex, +5 natural)

Attacks: Bite +5 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Song of lethargy

Special Qualities: Damage reduction 10/+1, SR 13, alternate form, darkvision 60 ft.

Saves: Fort +5, Ref +6, Will +7

Abilities: Str 13, Dex 15, Con 13, Int 16, Wis 16, Cha 14

Skills: Bluff +10, Disguise +9, Hide +5, Listen +10, Move Silently +5, Spot +10, Wilderness Lore +8

Feats: Alertness, Improved Initiative, Scent, Track, Weapon Finesse (bite)

Climate/Terrain: Temperate land

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

First and foremost, the wolfwere is not a lycanthrope. Therefore, it does not carry and infect others with lycanthropy.

The wolfwere is a shapechanger. It can assume the form of a wolf (its true form), a Medium-size humanoid, or a combination of the two. The wolfwere is the bane of humankind. They love the taste of human, elf, and halfling flesh.

COMBAT

The wolfwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a pilgrim, minstrel, merchant, etc. It usually carries a stringed instrument, so as not to arouse suspicion when it uses its song of lethargy.

When ready to attack, the wolfwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use weapons, as well as utilizing its bite. In hybrid form, a wolfwere favors the battleaxe or bastard sword.

If attacked in its full humanoid form, the wolfwere will seek escape, long enough to assume its hybrid form.

Song of Lethargy (Ex.): 60-foot spread, Will save (DC 14) negates; or affected as by a *slow* spell as cast by an 8th-level sorcerer. Whether the save is successful or not, the creature cannot be affected by the song of lethargy from that wolfwere for one day.

Alternate Form (Su.): A wolfwere's natural form is that of a wolf. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, wolf-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the wolfwere gains all the abilities of the form (for example, a wolfwere in dwarf form has dwarven racial traits). The wolfwere keeps its ability scores and can use its song of lethargy. It loses its special qualities of damage reduction and spell resistance, and it cannot use its bite attack.

In hybrid form, a wolfwere looks like a bipedal wolf. The wolfwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

A wolfwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the wolfwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

The Wolfwere first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

XAG-YA and XEG-YI

Medium-Size Outsider

Hit Dice: 5d8+15 (37 hp)

Initiative: +1 (Dex)

Speed: Fly 30 ft (good)

AC: 20 (+1 Dex, +9 natural)

Attacks: 6 tendrils +6 melee

Damage: Tendril 0 and energy melt

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Energy melt, energy burst, opposite contact, spell immunity

Special Qualities: Damage reduction 10/+1, SR 12, darkvision 60 ft

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 11, Dex 13, Con 16, Int 14, Wis 14, Cha 14

Skills: Hide +9, Knowledge (any one) +8, Listen +12, Move Silently +9, Search +8, Sense Motive +8, Spot +12

Feats: Ability Focus (energy melt), Alertness

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

Xag-ya are creatures from the Positive Material Plane, and xeg-yi are creatures from the Negative Material Plane. They are much alike, being reverse images of each other. Both are summoned by spellcasters and used as guardians of magical treasures.

Both creatures appear as 5-foot diameter spheres with six 5-foot long tendrils protruding around its body. The xag-ya has two glowing golden eyes set in the center of its body, while the xeg-yi's eyes are a dull metallic in color.

COMBAT

The xag-ya or xeg-yi attacks using its tendrils to touch an opponent or fire a blast of energy at a foe.

Energy Melt (Su): Touch or ranged ray (10 feet maximum, no range increment), Fortitude save (DC 17). Each creature can use its ranged attack once every 1d4 rounds.

Xag-ya: Positive energy deals 1d4 points of fire damage, ignites combustibles (wood, cloth, parchment), and affects metals similar to the *heat metal* spell. A metal item that fails its save melts into a pool of molten metal (1d6 points of damage if touched in the same round the item melts). Items that succeed at the save deal damage to unprotected creatures as the *heat metal* spell cast by a 12th-level sorcerer.

Xeg-yi: Negative energy deals 1d4 points of cold damage, destroys combustibles (wood, cloth, parchment), and affects metals similar to the *chill metal* spell. A metal item that fails its save crumbles into dust. Items that succeed at the save deal damage to unprotected creatures as the *chill metal* spell cast by a 12th-level sorcerer.

Energy Burst (Su): If slain, the creature explodes in a violent burst of energy (positive or negative; xag-ya or xeg-yi) that affect all within a 10-foot radius. Those affected take 4d6 points of fire or cold damage and must save as if touched by the creature's energy melt attack.

Opposite Contact (Su): Should a xag-ya and xeg-yi meet, they will rush together and destroy each other in a violent burst of energy. Those within a 30-foot radius take 6d6 points of damage (one-half fire and one-half cold).

Spell Immunity (Ex): The only spells that affect a xag-ya or xeg-yi are *disintegrate*, *magic missile*, *shield*, *banishment*, *dismissal*, *dispel magic*, *miracle*, *plane shift*, and *wish*.

The Xag-Ya and Xeg-Yi first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).

XVART

Small Humanoid (Xvart)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 13 (+1 size, +1 Dex, +1 natural)

Attacks: Short sword +0 melee

Damage: Short sword 1d6-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 8

Skills: Hide +6, Listen +4, Move Silently +6, Spot +4

Feats: Alertness

Climate/Terrain: Temperate and cold land and underground

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 2nd-level sergeant per 20 adults and 1 leader of 4th—6th level), warband (10-24), or tribe (40-400 plus 1 2nd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 1-6 giant rats)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Xvarts are a cruel, cowardly race of humanoids that live in hilly, cavernous regions. They occupy a place in humanoid society somewhere between goblins and kobolds. Although weak individually, they are extremely prolific, and are almost always encountered in large groups.

The small, bald, blue-skinned creatures often act as intermediaries between kobolds and goblins, usually dominating the latter.

Xvarts speak their own language; those with Intelligence scores of 12 or above speak Common or Goblin.

COMBAT

Xvarts will attack a party of humans only if they have a tremendous numerical advantage. Xvarts fear humans, but hate halflings, and will attack them even if the xvarts do not have a tremendous edge in numbers. Xvarts will also attempt to bully kobolds whenever possible.

Xvarts will almost always try to ambush and overwhelm their opponents, preferring not to fight fairly at any time. Xvarts like to fight sleeping or resting opponents, circling them and brutally attacking before their prey knows what has hit them.

Skills: Xvart gain a +4 racial bonus to Move Silently and Hide checks.

XVART SOCIETY

Xvart society is crude by human standards, but effective in keeping the small creatures alive. Xvarts will lair in a complex of caves or in the deep forest. Xvarts are mostly resistant to the elements, wearing simple cloth doublets. They prefer blues and greens to dress in, and except for their orange eyes, they blend into their surroundings well.

Xvarts live for only 50 years, and it is a tough existence for them. Most creatures are larger and more powerful than they are. Xvarts mate twice a year, in the spring and in the fall. Each mating produces two children, which are cared for communally until age seven when they are old enough to assume their tribal duties of hunting and caring for the camp.

XVART CHARACTERS

A xvart's favored class is fighter; xvart leaders tend to be fighter/sorcerers. Xvart clerics worship Maglubiyet (the Goblin deity) and can choose two of the following domains: Chaos, Evil, and Trickery.

The Xvart first appeared in the *Fiend Folio* (1981).

YETI

Large Magical Beast

Hit Dice: 4d10+16 (38 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 16 (-1 size, +1 Dex, +6 natural)

Attacks: 2 claws +9 melee

Damage: Claw 1d6+9

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Frightful gaze, cold aura, improved grab, constrict

Special Qualities: Cold subtype, darkvision 60 ft, low-light vision

Saves: Fort +8, Ref +5, Will +1

Abilities: Str 23, Dex 12, Con 19, Int 10, Wis 11, Cha 12

Skills: Hide +1*, Listen +6, Listen +7

Feats: Cleave, Power Attack

Climate/Terrain: Any cold land

Organization: Solitary or gang (2-6)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 5-7 HD (Large); 8-12 HD (Huge)

The yeti appears as a large humanoid covered in white fur. Their eyes are pale blue and their teeth and claws are ivory white.

Yetis love the taste of human flesh.

COMBAT

The yeti attacks with its claws, attempting to grab a foe and squeeze it against its frigid body.

Improved Grab (Ex): To use this ability, the yeti must hit an opponent of up to Large size with a claw attack. If it gets a hold, it can constrict.

Constrict (Ex): A yeti deals 1d6+9 points of damage with a successful grapple check against Large or smaller creatures. The yeti can still move but cannot take any attack actions when constricting.

Cold Aura (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage when exposed flesh comes into contact with it.

Frightful Gaze (Su): 30 feet, Will save (DC 13) or frightened (flee or suffer -2 morale penalty to attack rolls, damage rolls, and saves) for 1d3 rounds.

Cold Subtype (Ex): Cold immunity, double damage from fire, except on a successful save.

Skills: A yeti receives a +4 racial bonus to all Listen and Spot checks.

*A yeti, due to its coloration, receives a +8 bonus to Hide checks when in snow-covered areas.

The Yeti first appeared in the *Monster Manual* (Gary Gygax, 1977).

ZARATAN

Colossal Beast

Hit Dice: 50d10+600 (875 hp)

Initiative: -3 (Dex)

Speed: Swim 20 ft.

AC: 23 (-8 size, -4 Dex, +25 natural)

Attacks: Bite +47 melee

Damage: Bite 4d8+27

Face/Reach: 200 ft. by 400 ft./20 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Damage reduction 30/+1, immune to poison, telepathy

Saves: Fort +39, Ref +23, Will +16

Abilities: Str 47, Dex 4, Con 35, Int 8, Wis 8, Cha 10

Skills: Listen +8, Spot +8, Swim +30

Climate/Terrain: Warm aquatic

Organization: Solitary

Challenge Rating: 20

Treasure: 50% standard

Alignment: Always neutral

Advancement: 51+ HD (Colossal)

The slow metabolism of the zaratan assures them incredibly long (if uneventful) lives, measured in millennia.

The zaratan is an enormous, passive turtle found in the warm seas of the world. Thankfully, the zaratan spends most of its existence in a profoundly deep slumber.

The shell of a zaratan looks like a sloped, rocky mound several hundred feet in diameter. The zaratan's head, over 50 feet across, is often mistaken for a partially submerged, barnacle-encrusted boulder. The zaratan usually keeps its eyes shut, covered with stony lids that blend with the rest of its head in texture and color. The zaratan's four flippers appear to be small reefs, supporting a variety of corals, barnacles, and small fish. In its dormant state, a zaratan appears to be a small, floating island.

At any given time, a zaratan is 99% likely to be sleeping. As it slumbers, it keeps its mouth wide open. The zaratan spends the rest of its time either mating or conversing with others of its own kind.

The older a zaratan gets, the longer it sleeps. As a result, many actually become indistinguishable from a floating island or reef, supporting their own mini-ecosystems on their broad, rocky carapaces and underbellies.

The older and wiser zaratans are perfectly content to be attended by lesser symbiotic beings, provided they are not too bothersome and don't interfere with a zaratan's sleep. A few are known to support small, uncivilized villages, while others have even been used as a mobile base for pirates and corsairs!

Visitors will find most inhabitants of a zaratan highly superstitious. Many revere their island home as a god. They believe (rightly) that were their deity to awaken due to hunger, their island might sink beneath the sea, destroying their village. As a result, these villagers strive at every opportunity to keep the zaratan well-fed and content, sacrificing large quantities of fish and even visitors to placate their floating deity.

Every few centuries, by sheer coincidence, a pair of zaratans will drift into each other. Should they awake (and be of the opposite sex), they will mate. The courtship ritual may take decades, and the mating itself lasts as long as a year.

The zaratans communicate with one another in a language similar to that of the whales. Conversations between the zaratans often last decades.

COMBAT

More often than not, once wakened from its slumber, a zaratan will react to an enemy by withdrawing into its rocklike shell. A zaratan will remain in its shell for 1-10 years (if not further provoked) before re-emerging.

However, if pestered and wounded for more than 5% of its total hit points, a zaratan becomes a terrible opponent. A single bite from its 40' maw delivers

incredible damage and can swallow nearly anything whole. After a battle, a zaratan will immediately fall into a deep slumber, which typically lasts 1-100 years.

Improved Grab (Ex): To use this ability, the zaratan must hit with its bite attack. If it gets a hold it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole (Ex): A zaratan can try to swallow a grabbed opponent of Gargantuan or smaller size by making a successful grapple check. Once inside, the opponent takes 4d8+27 points of crushing damage plus 1d8 points of acid damage per round from the zaratan's digestive juices. A swallowed creature can climb out of the zaratan's stomach with a successful grapple check. This returns it to the zaratan's maw, where another successful grapple check is needed to get free. A swallowed creature can cut its way out by dealing 50 points of damage to the zaratan's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The zaratan's gullet can hold one Gargantuan, two huge, four large, eight Medium-size, or sixteen Small or smaller creatures.

Immune to Poison (Ex): The zaratan is immune to poisons of all types.

Telepathy (Su): On rare occasions, a zaratan has been known to communicate with other beings by telepathy. This occurs at a range of 100 ft. and can only transpire if the zaratan and the being with which it wants to communicate speak the same language.

Skills: Zaratans have a +12 racial bonus to Swim checks.

ANIMAL LORD (Template)

The Animal Lords live in the Happy Hunting Grounds (Beastlands). For each animal there is a corresponding animal lord. There is a fox lord, a bass lord, a mouse lord, a horse lord, and hundreds of other animal lords.

Animal lords can appear in two distinct forms: a human form and an animal form. In either form, each animal lord looks quite different. In humanoid form, they look much like a human man or woman but with subtle features of the animal in question. In this form, they are of Medium-size, about 6 feet tall. In animal form, they look like the animal over which they exercise dominion. The tiger lord will look like a sleek, beautiful tiger, the badger lord will appear as a badger, etc.

While it would be incorrect to say that the animal lords are immoral, it would not be wrong to say they are amoral, especially when dealing with outside affairs. The animal lords care little for anything besides matters directly related to their business. They will conduct their day-to-day affairs related to the animal over which they hold dominion with little regard for the world around them.

That is not to say that the existence of the animal lords does not benefit other animals or people. If a person or other animal is in a lord's territory, the lord will often aid the creature to get rid of it rather than let it die. But in all other dealings, an animal lord can be brutal and seemingly uncaring. There is, as they say, no such thing as animal politics. The spirits of the animal lords are immortal. In a sense, they are the gods to their respective animals. If an animal lord's form is killed, its essence will reappear in another of its animals, far away, perhaps even on another plane.

The primary driving force of the animal lords is nature. Its own will and the will of the individual are deferred to nature. Although the rabbit lord will seek vengeance upon man for destroying the homeland of rabbits, he will not shed a tear for a rabbit killed by natural predators. It is the way of nature and the will of the gods.

CREATING AN ANIMAL LORD

"Animal lord" is a template that can be added to any mundane animal found in Appendix I of the *Monster Manual* (referred to here as the 'base creature'). Animals given this template have their type changed to OUTSIDER.

An Animal Lord uses the base creature's statistics and special abilities as noted here.

Hit Dice: Total HD increases to 20. If Hit Dice is above 20 then it does not change. Hit Die type remains d8.

Speed: Same as the base creature in either form or 30 ft., whichever is higher. If the base creature has any other type of movement (flight, swim), the animal lord retains that movement rate in animal form only.

AC: The animal lord has +8 natural armor or the base creature's natural armor whichever is better. Animal lords gain a +2 insight bonus to AC from their continuous foresight ability.

Special Attacks: An animal lord retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 animal lord's HD + animal lord's Charisma modifier unless noted otherwise.

Animal lords lose their special attacks from their animal type when in human form, but retain those listed below, unless noted otherwise.

Spell-Like Abilities: At will—*charm person*, *plane shift*, *teleport without error* (self plus 50 pounds of objects only); 3/day—*anti-magic field*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + animal lord's Cha modifier).

Summon Allies (Sp): Three times per day an animal lord can automatically summon 2d4 creatures of its animal type (including were-creatures). These creatures will always be of maximum hit dice.

Special Qualities: An animal lord retains all the special abilities of the base creature (unless noted otherwise) and gains those listed below, and also gains the "Outsider" type. Unless otherwise noted, all special qualities can be used in either of the animal lord's forms.

Alternate Form (Su): All animal lords can shift into animal or human form as though using the *polymorph self* spell. Changing forms is a standard action. Upon changing forms, the animal lord regains hit points as if having rested for a day.

Damage Reduction (Ex): An animal lord gains damage reduction 20/+2 in either form.

Darkvision (Ex): Range 60 feet.

Resistances (Ex): Acid, cold, and fire 30

Spell Resistance (Ex): SR 28

Sealed Mind (Ex): Immune to all mind-influencing effects

Detect Thoughts (Su): An animal lord can continuously detect thoughts as the spell cast by a 20th-level sorcerer (save DC 20 + animal lord's Int modifier). It can suppress or resume this ability as a free action.

Foresight (Su): An animal lord is continuously protected by foresight as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action. This ability grants the animal lord a +2 insight bonus on its AC and Reflex saves.

Telepathy (Su): An animal lord can communicate telepathically with any creature within 100 feet that has a language. Each animal lord can also communicate telepathically with all animals of its type.

Saves: All saves are Good (+12 on all for "Outsider"). Animal lords gain a +2 insight bonus to Reflex saves (from the foresight ability).

Ability Scores: Increase from the base creature as follows: Str +8, Dex +8, Con +8, Int +18, Wis +6, Cha +10. These ability scores remain constant in either form.

Skills: An animal lord has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat all skills as class-skills. The animal lord receives all racial bonuses (except circumstantial bonuses) for its animal type when in either form.

Feats: Animal lords have five feats, including any listed for its animal type.

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Animal lord plus 10-25 HD worth of creatures of the animal lord's type)

Challenge Rating: Same as the base creature +12

Treasure: Double standard

Alignment: Always neutral

Advancement: N/A

Two sample animal lords follow on the next pages.

SAMPLE ANIMAL LORDS

This example uses a 3 HD panther (found under the Leopard entry in the *Monster Manual*) as the base creature.

CAT LORD

Medium-Size Outsider

Hit Dice: 20d8+120 (210 hp)

Initiative: +8 (Dex)

Speed: 40 ft; 40 ft, climb 20 ft as panther

AC: 28 (+8 Dex, +8 natural, +2 insight bonus)

Attacks: Slam +27 melee; Bite +28 melee, claw +26 melee

Damage: Slam 1d6+7; bite 1d6+7, claw 1d3+3 as panther

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, summon allies; pounce, improved grab, rake 1d6+3 as panther

Special Qualities: Damage reduction 20/+2, SR 28, resistances, sealed mind, detect thoughts, foresight, scent, telepathy, darkvision 60 ft

Saves: Fort +18, Ref +22, Will +16

Abilities: Str 24, Dex 27, Con 23, Int 20, Wis 18, Cha 16

Skills: Balance +35, Climb +30, Concentration +29, Disguise +19, Hide +35*, Knowledge (arcana) +28, Listen +27, Move Silently +35, Search +22, Spellcraft +28, Spot +27

Feats: Cleave, Dodge, Multiattack, Power Attack, Weapons Finesse (bite, claw)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Cat Lord plus 2-5 leopards, tigers, lions, panthers, or weretigers)

Challenge Rating: 14

Treasure: Double standard

Alignment: Always neutral

Advancement: N/A

COMBAT

Skills: The Cat Lord receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 when the Cat Lord is in animal form.

This example uses a 1/4 HD mouse (use the rat entry in the *Monster Manual*) as the base creature.

MOUSE LORD

Medium-Size Outsider

Hit Dice: 20d8+80 (170 hp)

Initiative: +10 (+6 Dex +4 Improved Initiative)

Speed: 30 ft, climb 30 ft; 15 ft, climb 15 ft as mouse

AC: 26 (+6, +8 natural, +2 insight bonus)

Attacks: Slam +20 melee; Bite +26 melee

Damage: Slam 1d3; bite 1d6, bite 1d3 as mouse

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, summon allies

Special Qualities: Damage reduction 20/+2, SR 28, resistances, sealed mind, detect thoughts, foresight, scent, telepathy, darkvision 60 ft

Saves: Fort +16, Ref +18, Will +16

Abilities: Str 10, Dex 23, Con 18, Int 20, Wis 18, Cha 12

Skills: Balance +31, Bluff +24, Climb +29, Concentration +27, Escape Artist +24, Hide +27, Jump +14, Knowledge (arcana) +21, Listen +22, Move Silently +33, Search +15, Spellcraft +28, Spot +27

Feats: Endurance, Improved Initiative, Mobility, Run, Weapons Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Mouse Lord plus 10-100 mice)

Challenge Rating: 14

Treasure: Double standard

Alignment: Always neutral

Advancement: N/A

COMBAT

Skills: The Mouse Lord receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. She uses her Dexterity modifier for Climb checks.

The original Animal Lord (known then as the Cat Lord) first appeared in the *Monster Manual II* (Gary Gygax, 1983).

ELEMENTAL, ASH

Ash elementals dwell in the Quasi-Elemental Plane of Ash, a realm of cold, gray darkness. Ash elementals appear as cold, gray forms of their Prime Material counterparts.

CREATING AN ASH ELEMENTAL

"Ash Elemental" is a template that can be added to any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, shapechanger, or vermin. This template cannot be added to any creature of the fire subtype. The creature type changes to Elemental. An ash elemental creature uses all the base creature's statistics and special abilities except as noted here.

AC: The creature's natural armor increases by +2.

Special Attacks: An ash elemental retains all the special attacks of the base creature and also gains the following.

Aura of Cold (Su.): The creature exudes an aura of cold in a 10-foot radius around its body. Those within the area take 1d4 points of damage per round.

Heat Drain (Su.): The touch of an ash elemental drains body heat, dealing 1d6 points of damage and dealing 1 point of temporary Strength damage.

Special Qualities: An ash elemental retains all the special qualities of the base creature and also gains the following.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Damage Reduction: 5/+1 or the base creature's current damage reduction, whichever is higher.

Cold Subtype (Ex.): Cold immunity, double damage from fire, except on a successful save.

Fiery Death (Ex.): If an ash elemental is hit by a fire attack that brings it to 0 or less hit points, it explodes in a blinding flash of gray ash dealing 1d4 points of damage per HD it possesses to all within a 20-foot radius (Reflex save at DC 10 + 1/2 base creature's HD + Con modifier for half).

Saves: Same as the base creature.

Abilities: Same as the base creature, but Constitution is at least 13.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating: As base creature +2

Treasure: Same as the base creature

Alignment: Any

Advancement: Same as the base creature

SAMPLE ASH ELEMENTAL

Ashen Carrion Crawler

Large Elemental (Cold)

Hit Dice: 3d8+16 (19 hp)

Initiative: +2 (Dex)

Speed: 30 ft., climb 15 ft.

AC: 19 (-1 size, +2 Dex, +8 natural)

Attacks: 8 tentacles +3 melee, bite -2 melee

Damage: Tentacle paralysis and heat drain, bite 1d4+1 and heat drain

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Paralysis, aura of cold, heat drain

Special Qualities: Elemental, damage reduction 5/+1, scent, cold subtype, fiery death

Saves: Fort +3, Ref +3, Will +5

Abilities: Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Skills: Climb +10, Listen +6, Spot +6

Feats: Alertness

Climate/Terrain: Any underground

Organization: Solitary or cluster (2-5)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Large); 5-9 HD (Huge)

See the description and abilities for a normal carrion crawler (Carrion Crawler, page 29 in the *Monster Manual*).

The Ash carrion crawler appears as a normal carrion crawler, except it's coloration is that of gray-brown soot.

Aura of Cold (Su): The ashen carrion crawler exudes an aura of cold in a 10-foot radius around its body. Those within the area take 1d4 points of damage per round.

Heat Drain (Su): The touch of an ashen carrion crawler drains body heat, dealing 1d6 points of damage and 1 point of temporary Strength damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity, double damage from fire, except on a successful save.

Fiery Death (Ex): If an ashen carrion crawler is hit by a fire attack that brings it to 0 or less hit points, it explodes in a blinding flash of gray ash dealing 3d4 points of damage to all within a 20-foot radius (Reflex save at DC 13 for half).

The Ash Elemental (template) first appeared in the *Manual of the Planes* (Jeff Grubb, 1987).

BEAST OF CHAOS (template)

Beasts of Chaos are creatures that have been transformed into unnatural monsters by the waves of entropy that flow over the land when the Queen of Chaos focuses her attention on a world.

A beast of chaos looks like a bizarre parody of the creature it once was. It becomes scabrous or mangy, with drooping flesh and a foul smell. Its color turns a disgusting purple mottled with veins of brown and speckled with bits of its original color. It has misshapen appendages, a sagging snout or proboscis, a toothy maw, and horns or tentacles.

CREATING BEASTS OF CHAOS

"Beast of Chaos" is a template that can be added to any Animal (referred to hereafter as the "base creature"). The creature's type changes to "Magical Beast". It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increases to d10.

Speed: Same as the base creature.

AC: The base creature's natural armor improves by +4.

Attacks: Same as the base creature, but use the fighter's BAB (+1 BAB per HD).

Damage: Same as the base creature.

Special Attacks: Same as the base creature plus those listed below.

Frightful Presence (Ex): Activated when the beast of chaos makes a loud sound (roar, growl, bay, or other sound appropriate to its form), this extraordinary ability forces creatures within 30 feet with fewer Hit Dice than the beast to make a Will save (DC 10 + 1/2 the beast's HD + its Charisma modifier) or become frightened (see Chapter 3 of the *Dungeon Master's Guide*). The effect lasts for 5d6 rounds.

Rage (Ex): In the presence of bright light (daylight spell, continual flame, but not actual sunlight) a beast of chaos will fly into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and -4 AC. The creature cannot end its rage voluntarily.

If the source of light is removed, the creature's rage will end 1d4 rounds later. The beast will be fatigued (-2 to Strength and Dexterity) for the remainder of the encounter.

Special Qualities: Same as the base creature plus those listed below.

Immunities (Ex): Immune to *confusion*, *fear*, *hold*, *slow*, and *haste*.

Scent (Ex): The beast can detect opponents within 30 feet by sense of smell. If the opponent is upwind the range increases to 60 feet; if downwind, it drops to 15 feet.

Spell Resistance (Ex): Beasts of chaos gain spell resistance 12.

Darkvision (Ex): Darkvision with a range of 60 feet.

Saves: Good saves on Fortitude and Reflex; poor saves on Will.

Abilities: A beast of chaos gains +2 Strength and +4 Charisma.

Skills: Beasts of chaos receive a +8 racial bonus to Listen checks. Otherwise, same as the base creature.

Feats: Beasts of chaos have a number of feats equal to 1 + the beast's Intelligence modifier and receive one additional feat per four Hit Dice.

Climate/Terrain: Same as the base creature.

Organization: Solitary or pack (6-11)

Challenge Rating: Same as base creature +2.

Treasure: None

Alignment: Always chaotic neutral

Advancement: —

Lion Beast of Chaos

Large Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +3 (Dex)

Speed: 40 ft

AC: 19 (-1 size, +3 Dex, +7 natural)

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d4+6, bite 1d8+3

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Pounce, improved grab, frightful presence, rage, rake
1d4+3

Special Qualities: SR 12, scent, immunities, darkvision 60 ft, low-light vision

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 23, Dex 17, Con 15, Int 2, Wis 12, Cha 10

Skills: Balance +7, Hide +4, Jump +5, Listen +13, Move Silently +11, Spot +5

Climate/Terrain: Warm plains

Organization: Solitary or pack (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic neutral

Advancement: —

DEATH KNIGHT (template)

A death knight is a horrific form of a lich created by a demon prince (it is thought Demogorgon) from a fallen paladin or favored blackguard. There are only twelve of these creatures known to exist.

A death knight appears as a skeletal form dressed in the same armor the character wore in life. The death knight's eyes have decayed and pinpoints of crimson light burn in their place. Its clothes and armor usually show signs of wear and age.

A death knight speaks any languages it knew in life.

CREATING A DEATH KNIGHT

"Death Knight" is a template that can be added to any humanoid paladin (fallen) or blackguard of at least 9th level (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The death knight has +2 natural armor or the character's natural armor, whichever is better.

Special Attacks: A death knight retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 death knight's HD + death knight's Charisma modifier unless noted otherwise.

Fear Aura (Su): 5-foot radius, Will save or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*detect magic*, *see invisible*, and *wall of ice*; 2/day—*dispel magic*; 1/day—*fireball*, any one *power word* spell and *symbol* (pain or fear effect only). All are as the spells cast by a 20th-level sorcerer (save DC 10 + death knight's Cha modifier + spell level).

Summon Demons (Sp): Once per day a death knight can attempt to summon 2d8 dretches or 1d4 vrocks with a 35% chance of success, or one hezrou, marilith or nalfeshnee with a 20% chance of success.

Special Qualities: A death knight retains all the character's special qualities and gains those listed below, and also gains the undead type (see page 6, *Monster Manual*).

Darkvision (Ex): Range 60 feet.

Turn Resistance (Ex): A death knight has +4 turn resistance (see page 10, *Monster Manual*).

Spell Resistance (Ex): A death knight has SR 25.

Summon Nightmare (Sp): Once per 10 years, a death knight may summon a nightmare (Nightmare, page 140 in the *Monster Manual*) to serve it as a paladin's mount serves.

Saves: Same as the character

Abilities: A death knight gains a +4 to Strength and a +2 to Wisdom and Charisma, but being undead, has no Constitution score.

Skills: Death knights gain a +8 racial bonus to Intimidate, Sense Motive, and Spot checks. Otherwise same as the character.

Feats: Same as the character

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: None

Alignment: Any evil

Advancement: By character class

SAMPLE DEATH KNIGHT

This example uses a 9th-level paladin (fallen) as the character.

Death Knight

Medium-Size Undead

Hit Dice: 9d12 (58 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 22 (+1 Dex, +9 armor, +2 natural)

Attacks: +2 *Longsword* +11/+6 melee

Damage: +2 *Longsword* 1d8+7

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, fear aura, summon demons

Special Qualities: Undead, SR 25, turn resistance +4, summon nightmare, darkvision 60 ft.

Saves: Fort +6, Ref +4, Will +6

Abilities: Str 20, Dex 13, Con –, Int 12, Wis 16, Cha 17

Skills: Diplomacy +12, Heal +12, Intimidate +11, Listen +8, Ride +12, Sense Motive +9, Spot +11

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard plus +1 *full plate armor* and +2 *longsword*

Alignment: Chaotic evil

Advancement: By character class

COMBAT

Fear Aura (Su): 5-foot radius, Will save (DC 17) or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*detect magic*, *see invisible*, and *wall of ice*; 2/day—*dispel magic*; 1/day—*fireball*, any one *power word* spell and *symbol* (pain or fear effect only). All are as the spells cast by a 20th-level sorcerer (save DC 13 + spell level).

Summon Demons (Sp): Once per day a death knight can attempt to summon 2d8 dretches or 1d4 vrocks with a 35% chance of success, or one hezrou, marilith or nalfeshnee with a 20% chance of success.

Summon Nightmare (Sp): Once per 10 years, a death knight may summon a nightmare (Nightmare, page 140 in the *Monster Manual*) to serve it as a paladin's mount serves.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Death Knight first appeared in the *Fiend Folio* (1981).

DRACOLICH (template)

The dracolich is the undead form of a powerful and evil dragon. Legends say that a mystical cult engendered the first dracolich.

A dracolich appears as the same as it was in life, though its flesh and scales are pulled tight over its skeleton. Fully skeletal dracoliches have been observed.

A dracolich speaks Common and any other languages it knew in life.

CREATING A DRACOLICH

"Dracolich" is a template that can be added to any dragon creature (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The dracolich has +3 natural armor or the character's natural armor whichever is better

Special Attacks: A dracolich retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 dracolich's HD + dracolich's Charisma modifier unless noted otherwise.

Frightful Presence (Ex.): Dracolich's gain a +2 to the DC of the frightful presence aura generated by all dragons.

Paralyzing Gaze (Su.): 30 feet, Will save or affected as by a *hold person* spell cast by a 20th-level sorcerer.

Cold (Ex.): The dracolich generates intense cold, dealing 1d8 points of damage with its touch. Creatures attacking a dracolich unarmed or with natural weapons take cold damage each time their attacks hit.

Paralyzing Touch (Ex.): Due to the chilling touch of the dracolich, those hit by its claws or bite must succeed at a Fortitude save or be paralyzed for 1d6+2 minutes.

Control Undead (Ex.): Once per day, as a 15th-level cleric.

Damage Reduction: Dracoliches have damage reduction 20/+2.

Special Qualities: A dracolich retains all the character's special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Monster Manual).

Darkvision (Ex.): Range 60 feet.

See Invisible (Su.): A dracolich can continually see invisible as the spell as cast by a 15th-level sorcerer. It can suppress or resume this ability as a free action.

Turning Immunity (Ex.): Dracoliches cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Ex.): Same as character.

Saves: Same as the character

Abilities: A dracolich gains +2 to Strength, Intelligence, Wisdom, and Charisma, but being undead, has no Constitution score.

Skills: Dracoliches gain a +8 racial bonus to Intimidate, Listen, Search, Sense Motive, and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: Double Standard

Alignment: Any evil

Advancement: By character class

FOO CREATURE (template)

Foo creatures are found in areas of the Material Plane, as well as the Upper Outer Planes. They sometimes serve as guardians to those of good alignment.

A foo creature has a large, blunt head with wide-set, bulging eyes. Their bodies appear leonine, with thick fur and large padded feet. Coloration ranges from golden to black. Very odd foo creatures range from white to any other color.

A foo creature can speak Celestial, and a number of additional languages equal to its Intelligence modifier.

CREATING A FOO CREATURE

"Foo Creature" is a template that can be added to any normal Animal, known hereafter as the base creature. The base creature's type changes to "Outsider." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Same as the base creature

Speed: Same as the base creature.

AC: The foo creature has +6 natural armor or the base creature's natural armor, whichever is better.

Special Attacks: A foo creature retains all the base creature's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 foo creature's HD + foo creature's Charisma modifier unless noted otherwise.

Summon Foo Creatures (Sp): Once per day, by barking, roaring, etc., a foo creature can summon 1d6 additional foo creatures of the same type with a 35% chance of success.

Special Qualities: A foo creature retains all the base creature's special qualities and gains those listed below, and also gains the Outsider type (see page 6, Monster Manual).

Darkvision (Ex): Range 60 feet.

Protection from Evil (Su): A foo creature is protected by a continuous protection from evil. The aura can be dispelled, but the foo creature can create it again as a free action on its next turn.

Invisibility (Su): A foo creature can become invisible at will as the spell cast by a 15th-level sorcerer. The invisibility can be dispelled, but the foo creature can create it again as a free action on its next turn.

Ethereal Jaunt (Su): A foo creature can shift from the Ethereal to the Material Plane as a free action, and shift back as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Plane Shift (Sp): A foo creature can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to six other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.

Spell Resistance: A foo creature has SR equal to 10 + its Hit Dice.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2, Int +10, Wis +2, Cha +4

Skills: A foo creature has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat all skills (including those from the base creature's skill list) as class skills.

Feats: Foo creatures have one feat, plus one feat for every four levels or the base creature's total of feats, whichever is greater.

Climate/Terrain: Any land
Organization: Same as the base creature
Challenge Rating: Same as the character +2
Treasure: Same as the base creature
Alignment: Always chaotic good
Advancement: At least triple normal Hit Dice, or same as base creature

SAMPLE FOO CREATURE

This example uses a 2 HD Dog as the base creature.

Foo Creature (Dog)

Medium-Size Outsider

Hit Dice: 2d8+6 (15 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 19 (+3 Dex, +6 natural)

Attacks: Bite +7 melee

Damage: Bite 1d6+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Summon foo creatures

Special Qualities: SR 12, protection from evil, scent, invisibility, ethereal jaunt, plane shift, darkvision 60 ft.

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 19, Dex 17, Con 17, Int 12, Wis 14, Cha 10

Skills: Listen +6, Spot +6, Swim +7, Wilderness Lore +4*

Feats: Weapon Focus (bite)

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic good

Advancement: 3-4 HD (Medium-Size); 5-6 HD (Large)

COMBAT

Protection from Evil (Su): A foo dog is protected by a continuous protection from evil. The aura can be dispelled, but the foo creature can create it again as a free action on its next turn.

Invisibility (Su): A foo dog can become invisible at will as the spell cast by an 15th-level sorcerer. The invisibility can be dispelled, but the foo creature can create it again as a free action on its next turn.

Ethereal Jaunt (Su): A foo dog can shift from the Ethereal to the Material Plane as a free action, and shift back as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.

Plane Shift (Sp): A foo dog can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to six other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.

Summon Foo Creatures (Sp): Once per day, by barking, a foo dog can summon 1d6 additional foo dogs with a 35% chance of success.

Skills: *Foo dogs receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.

The Foo Creature first appeared in the *Monster Manual II* (Gary Gygax, 1983).

SKELETON WARRIOR (template)

The skeleton warrior is a lich-like undead lord that was once a powerful fighter of at least 10th-level. Legends tell that the skeleton warriors were forced into their undead lich-like state many ages ago by a powerful demi-god who trapped each of their souls in a golden circlet.

A skeleton warrior appears as a roughly lich-like creature dressed in the same type of armor worn during life. Its clothes and armor usually show signs of wear and age.

A skeleton warrior's sole reason for remaining on the Material Plane is to search for and regain the circlet that contains its soul.

A skeleton warrior speaks Common and any other languages it knew in life.

CREATING A SKELETON WARRIOR

"Skeleton Warrior" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The skeleton warrior has +4 natural armor or the character's natural armor whichever is better

Special Attacks: A skeleton warrior retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 skeleton warrior's HD + skeleton warrior's Charisma modifier unless noted otherwise.

Fear Aura (Su.): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 60-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the skeleton warrior's level.

Damage Reduction: Skeleton warriors have damage reduction 15/+1.

Find Target (Sp.): The skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*.

Special Qualities: A skeleton warrior retains all the character's special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Monster Manual).

Darkvision (Ex.): Range 60 feet.

Turning Immunity (Ex.): Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Ex.): SR 28

Saves: Same as the character

Abilities: A skeleton warrior gains +4 to Strength and +2 to Charisma, but being undead, has no Constitution score.

Skills: Skeleton warriors gain a +8 racial bonus to Intimidate checks and a +6 racial bonus to Sense Motive and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: Standard

Alignment: Any evil

Advancement: By character class

SKELETON WARRIOR'S CIRCLET

When a fighter is transformed into a skeleton warrior his soul is trapped in a golden circlet. Anyone possessing one of these circlets may control the skeleton warrior whose soul is stored therein within a 300-foot range. The possessor must wear the circlet on his head to control the skeleton warrior. The controller can see through the skeleton warrior's eyes, but he may not himself move, attack, or cast spells. Other than taking a 5-foot step, the controller may take no action in a round.

The controller may force the skeleton warrior into "active mode", thereby causing it to fight, search for treasure, and so on. In "passive mode", the skeleton warrior stands motionless. While in passive mode, the controller

cannot see through the warrior's eyes, but may act normally (move, attack, cast spells, etc.).

Regardless of the mode of control, once the skeleton warrior and controller move to a distance greater than 300 feet of one another control is broken. It is also broken should the circlet be removed from the controller's head.

If the circlet remains in the controller's possession he may resume control at any time, but if it leaves his possession, the skeleton warrior will immediately stop what it is doing and proceed at double move speed to attack and destroy the former controller. If a skeleton warrior gains control of the circlet containing its soul, the warrior "dies" and vanishes. The circlet crumbles to valueless dust.

When a character first comes into possession of a circlet, he may be unaware of its significance. He may also be unaware that the skeleton warrior whose soul is contained therein is tracking him. As long as the owner of the circlet and the skeleton warrior remain on the same plane of existence, the warrior may track him.

To gain control of a skeleton warrior, the possessor must place the circlet on his head. The would-be controller cannot wear anything else on his head (including a hat, helmet, etc.). The controller must be able to see the skeleton warrior and he must spend one full round establishing control. If the character is interrupted during this time, he must succeed at a Concentration check in order to establish control in the round he is attacked or distracted.

If a character in possession of a circlet does not attempt control or fails his Concentration check, the skeleton warrior will attack him in an attempt to destroy him and gain possession of the circlet.

SAMPLE SKELETON WARRIOR

This example uses a 12th-level human fighter as the character.

Medium-Size Undead

Hit Dice: 12d12 (78 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 25 (+1 Dex, +4 natural, +10 armor)

Attacks: +2 bastard sword +20/+15/+10 melee

Damage: +2 bastard sword 1d10+9

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fear aura, find target

Special Qualities: Undead, damage reduction 10/+1, SR 28, turning immunity, darkvision 60 ft.

Saves: Fort +11, Ref +6, Will +7

Abilities: Str 21, Dex 13, Con –, Int 12, Wis 13, Cha 14

Skills: Climb +9, Intimidate +9, Jump +11, Listen +11, Ride +8, Search +5, Sense Motive +7, Spot +14, Swim +10

Feats: Alertness, Armor Proficiency (all), Cleave, Great Cleave, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Sunder, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

COMBAT

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Fear Aura (Su.): Skeleton warriors are shrouded in an aura of fear.

Creatures of less than 5 HD in a 60-foot radius must succeed at a Will save or be affected as though by *fear* as cast by a sorcerer of the skeleton warrior's level.

Magic Items Carried: +2 full plate armor, +2 bastard sword, cloak of resistance +2, boots of speed.

The Skeleton Warrior first appeared in the *Fiend Folio* (1981).

WEREBADGER (Lycanthrope Template)

Medium-Size Shapechanger

Hit Dice: 5d8+5 (27 hp)

Initiative: +0; +3 (+3 Dex) as badger or hybrid

Speed: 30 ft.; 30 ft., burrow 10 ft. as badger or hybrid

AC: 18 (+3 Dex, +5 natural) as badger or hybrid

Attacks: Unarmed strike +0 melee; 2 claws +3 melee, bite +2 melee as badger or hybrid

Damage: Unarmed strike 1d3 subdual; claw 1d4+2, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./5 ft. as badger or hybrid

Special Attacks: Rage, curse of lycanthropy as badger or hybrid

Special Qualities: Badger empathy; plus scent, damage reduction 15/silver as wolf or hybrid

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 14, Dex 17, Con 19, Int 10, Wis 10, Cha 10 as badger or hybrid*

Skills: Listen +8, Move Silently +7, Search +4, Spot +8**
24

Feats: Multiattack, Weapon Finesse (bite) as badger or hybrid

Climate/Terrain: Temperate forest, hill, plains, and underground

Organization: Solitary or family (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

* In human form, the werebadger has the following ability scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

** In human form, the werebadger has the Craft or Profession (any one) +6, Knowledge (any one) +4.

Werebadgers in humanoid form have one distinguishing (although not unheard of) trait; a streak of silver hair in either their hair or beard (if possessed).

COMBAT

Werebadgers can assume a hybrid form as well as an animal form. In hybrid or badger form, they can rage just as normal dire badgers do.

Alternate Form (Su): A werebadger can assume a bipedal hybrid form or the form of a dire badger. The bipedal form is Medium-size with claws, thick fur, and the head of a badger.

The animal form is that of a dire badger.

Rage (Ex): A werebadger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

The Werebadger first appeared in *Van Richten's Guide to Werebeasts* (Nigel Findley, 1993).

See the *Monster Manual* (for Third Edition) page 217 for more information on the Lycanthrope template.

ZOMBIE (template)

Zombies are corpses reanimated through dark and sinister magic. These mindless automatons shamble about, doing their creator's bidding without fear or hesitation.

CREATING A ZOMBIE

"Zombie" is a template that can be added to any non-undead corporeal creature (referred to hereafter as the "base creature") that has a skeletal system. The creature's type changes to "Undead." It retains most type modifiers (such as "Fire" or "Aquatic"), but loses alignment type modifiers (such as "Good") and type modifiers that indicate kind (such as "Goblinoid" or "Reptilian").

ZOMBIE TYPE MODIFIERS

When turned into zombies, creatures keep some type modifiers and lose others.

They Keep:	They Lose:
Air	Chaotic
Aquatic	Evil
Cold	Good
Earth	Lawful
Electricity	Reptilian
Fire	Humanoid subtype (e.g., Elf)
Water	

The new zombie uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from experience and raise remaining Hit Dice to d12. If the creature has more than 20 Hit Dice, it can't be made into a zombie by the *animate dead* spell. (Exception: A 20th-level cleric with the Evil domain casts *animate dead* at caster level 21, so such a cleric can create an undead creature with 21 Hit Dice.)

Speed: Winged zombies can use their wings to fly at their normal speed. The maneuverability rating drops by one, though it cannot drop below Clumsy.

Armor Class: Natural armor changes to a number based on the skeleton's size:

Size	Natural AC
Tiny or smaller	0
Small	1
Medium-size	2
Large	3
Huge	4
Gargantuan	6
Colossal	11

Attacks: The zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. It loses all ranged manufactured weapons and proficiencies.

A creature gains a single slam attack at its full attack bonus in lieu of its natural attack if it has hands. (If the creature already had a slam attack, it can use the zombie attack format and damage, if they're better.) Recalculate the zombie's melee and ranged attack bonuses based on its

new type (Undead) and abilities (+2 Strength, -2 Dexterity). Undead creatures have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons inflict normal damage. A slam attack deals damage depending on the zombie's size. (Use the base creature's slam damage if it's greater.)

Size	Damage
Diminutive or Fine	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	2d4
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The zombie loses all special attacks the base creature once enjoyed.

Special Qualities: The zombie loses all special qualities the base creature once had, except those associated with any subtypes it retains (such as the Fire subtype). All zombies gain the "Undead" type (see the Introduction of the *Monster Manual*) and this special quality:

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Saves: Base saves are the same as those of a wizard: Fort +1/3 HD, Ref +1/3 HD, and Will +2 + (1/2HD).

Abilities: The new zombie's Strength increases by +2, it has no Constitution or Intelligence score, its Dexterity decreases -2, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills once possessed by the base creature.

Feats: The zombie loses all feats once possessed by the base creature, but gains Toughness.

Climate/Terrain: Any land and underground

Organization: Any

Challenge Rating: Depends on Hit Dice:

Hit Dice	CR
1/2	1/6
1	1/2
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-14	6
15-17	7
18-20	8

Treasure: None

Alignment: Always neutral evil

Advancement: Hit Dice are based on advanced Hit Dice, if applicable.

SAMPLE ZOMBIE CREATURE

Zombie Wolf**Medium-Size Undead****Hit Dice:** 2d12+3 (16 hp)**Initiative:** +1 (Dex)**Speed:** 50 ft**AC:** 13 (+1 Dex, +2 natural)**Attacks:** Bite +3 melee**Damage:** Bite 1d6+3 melee**Face/Reach:** 5 ft by 5 ft/5 ft**Special Qualities:** Undead, partial actions only, darkvision 60 ft**Saves:** Fort +0, Ref +1, Will +3**Abilities:** Str 15, Dex 13, Con –, Int –, Wis 10, Cha 1**Feats:** Toughness

Climate/Terrain: Any land and underground**Organization:** Solitary, pair, or pack (7-16)**Challenge Rating:** 1**Treasure:** None**Alignment:** Always neutral evil**Advancement:** 3-4 HD (Medium-size); 5-6 HD (Large)