

THE FOLIO

Scott Taylor

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COMPATIBLE



Fiendish Monsters

After more than 30 years, the notes of countless adventurers have been transcribed detailing over 100 new monsters that can fill your dungeons with fresh new encounters sure to breathe new life into old campaigns.



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THE FOLIO

Fiendish Monsters

by Scott Taylor

I remember a time back in the 1990s when I was working with a new group of players and everyone started out in a 1st level party. They were moving among a ruin and were attacked by a group of orcs. Now, having worked with orcs for years, I didn't really adhere directly to the standard when it came to them, having created many different versions, tribes, and levels to their standard architecture over the years. At one point, the company's ranger got hammered by a couple of black arrows, and after I gave him the damage he practically screamed across the table 'what the hell just attacked me!?' I replied, 'an orc', to which he just sat there in stunned silence, and from that moment forward everyone at the table knew they wouldn't be dealing with a standard world of pre-fab monsters.

Still, there is a necessity to have a good backdrop and frame of monsters at your disposal, and I've always loved 'monster books', so over the years I've collected many of my own creations into files and adventures, and for the first time I get a chance to throw them out into your worlds and hope that you have as much fun using them as I did in creating them. So without any further delay, I present to you all, The Folio of Fiendish Monsters!

Scott Taylor
January 2019

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Dedication

I'd like to dedicate this book to the artists that brought so many of the monsters of D&D to life for me over the years in various monster tomes, with a special shout out to Jim Holloway, Tony DiTerlizzi, Todd Lockwood (for the dragons!), and of course Russ Nicholson. Also, I'd like to introduce you all to Simon Adams who gave us the bulk of the monsters in this book. I hope his art inspires you as much as it does me.

Absorbing Nymph

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 8

HD: 1*

Move: 12"

No. of Attacks: 1

Damage/Attack: None

Special Attacks:

Soul Touch

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (5')

Psionic Ability: NIL

% in lair: 05%

Treasure Type: U

Climate Zone: C

Experience:

65+2/hp (Varies)



Sponsored by: Jeremy Rosen

History

One of the deadlier Fey to breach the Fey Bridge and come into the Prime Material plane, this forest nymph comes into the world relatively powerless but can quickly become a deadly creature once she encounters civilized races. She has the devastating

ability to steal the acquired life skills of a victim, permanently transferring them to herself. Studies of these creatures indicate that they can only hold a single such pool of life experience at a time, but they are capable of discarding one set of life experiences for another as quickly as a human might try on different shirts. The nymph, always playful and wicked, enjoys the chase and process of stealing a soul's experiences, and although she wouldn't believe herself to be evil, anyone caught in her web of theft would beg to differ.

Nature

All the nymph must do to utilize her Soul Touch ability is touch a victim's flesh. (Plate armor can protect against this ability, but otherwise, a target is susceptible.) Once touched, the victim must make a saving throw vs. magic or lose all life experiences, effectively reducing them to a 1 HD peasant. After losing life experiences, the victim is highly disoriented and stunned for 2–24 rounds. Only a Restoration (or greater) spell will return what was lost to the victim, and it must be cast within 1–4 days after the Soul Touch to fully return the victim to his old self; otherwise, the victim's restored HD are reduced by 1 per 24 hours. Once the nymph has made a successful Soul Touch, she is considered to have the HD and abilities of her victim until she discards them for another.

Special Abilities

Soul Touch

Saving throw vs. magic or be reduced to a 1 HD unskilled peasant and stunned for 2–24 rounds.

Arch-Necromancer

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: -5

HD: 18d4+36

HP: 72

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4+2

Special Attacks: Spells

Special Defense: Defensive Spell

Matrix + Contingency Matrix

Magic Resistance: 30%

(Robes of the Arch-Magi + Staff of Seven Skulls)

Saving Throws: Para/Poi (7), Petri/Poly (6),

Rod, Staff, W (2), Breath (6), Spell (3)

Intelligence: Super Genius

Size: M (6' Tall)

Psionic Ability: NIL

Treasure Type: See Below

Climate Zone: Varies

Experience: 6,550+25/hp



capable of almost any action involving the command and creation of the undead, while also having an extremely nasty collection of spells and defenses that have kept him alive for longer than the bulk of his contemporaries. They are typically cruel, with little regard for life and, thus, have removed themselves from society, feeling more at home with the dead than the living.

Nature

Arch-necromancers didn't get to their position by being kind or defenseless, and they are known to have mastered something called a 'Defensive Spell Matrix' to help ward damage from their person. Couple this with a particularly handy Contingency Matrix, and even if killed, they will slip away to be born again. They have a powerful assortment of spells as well as various magical items, the two most valuable being their black Robes of the Arch-Magi and their Staff of Seven Skulls. They will also be served directly by a number of undead equal to their HD, each of these undead having 1/2 their total HD themselves.

Special Abilities

Defensive Spell Matrix

The following spells will be in place before any known combat situation that the arch-necromancer faces: Shield, Protection from Normal Missiles, Fire Shield, Minor Globe of Invulnerability, Serten's Spell Immunity (+9 Charms, +7 Hold/Command/Fear, +5 Geas/Quest), and Volley. However, this does mean he has lost those spell slots for the day, so keep that in mind (especially when dealing with him a 2nd time during a given day).

Contingency Matrix

If the arch-necromancer is slain, a Teleport Without Error is enacted that sends him to an underling follower who will resurrect him.

Spells:

- 1st (5) Shield, Shocking Grasp, Magic Missile, Charm Person, Sleep
- 2nd (5) Strength, Web, Detect Invisibility, Mirror Image, Darkness 15' Radius
- 3rd (5) Fireball, Hold Person, Suggestion, Protection from Normal Missiles, Fly
- 4th (5) Fire Shield, Ice Storm, Stoneskin, Evard's Black Tentacles, Minor Globe of Invulnerability
- 5th (5) Cone of Cold, Wall of Force, Cloudkill, Animate Dead, Feeblemind
- 6th (3) Contingency, Chain Lightning, Repulsion
- 7th (3) Power Word: Stun, Monster Summoning V, Volley
- 8th (2) Mass Charm, Serten's Spell Immunity
- 9th (1) Meteor Swarm

Treasure: +2 Dagger, Ring of Protection +4 (+2 saves), Ring of Fire Resistance, Bracers AC 4, Wand of Paralyzation (52 Charges), Cloak of the Manta Ray, Black Robes of the Arch-Magi, Staff of Seven Skulls (34 Charges) [25% Magic Resistance, Absorption (directed spells as Rod of Absorption), Power Word: Kill (5 charges), Energy Drain (3 charges), Torment (2 charges)], Gloves of the Black Death (Vampiric Touch gloves that transfer 1/3 of any damage delivered by the caster back to the caster as false hit points)

History

Many are the stories of great necromancers, and while certainly exaggerated in some way, that doesn't mean that these great and extremely lethal magicians don't exist. The arch-necromancer is a wizard at the top of his field of study,

Bane of the First Fall

Neutral Evil

Frequency: Very Rare

No. Appearing: 2–12

Armor Class: 4

HD: 3

Move: 12"

No. of Attacks: 3

Damage/Attack:

1–4 (Claw) 1–6 (Bite)

Special Attacks: Hem Attack

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: S (2')

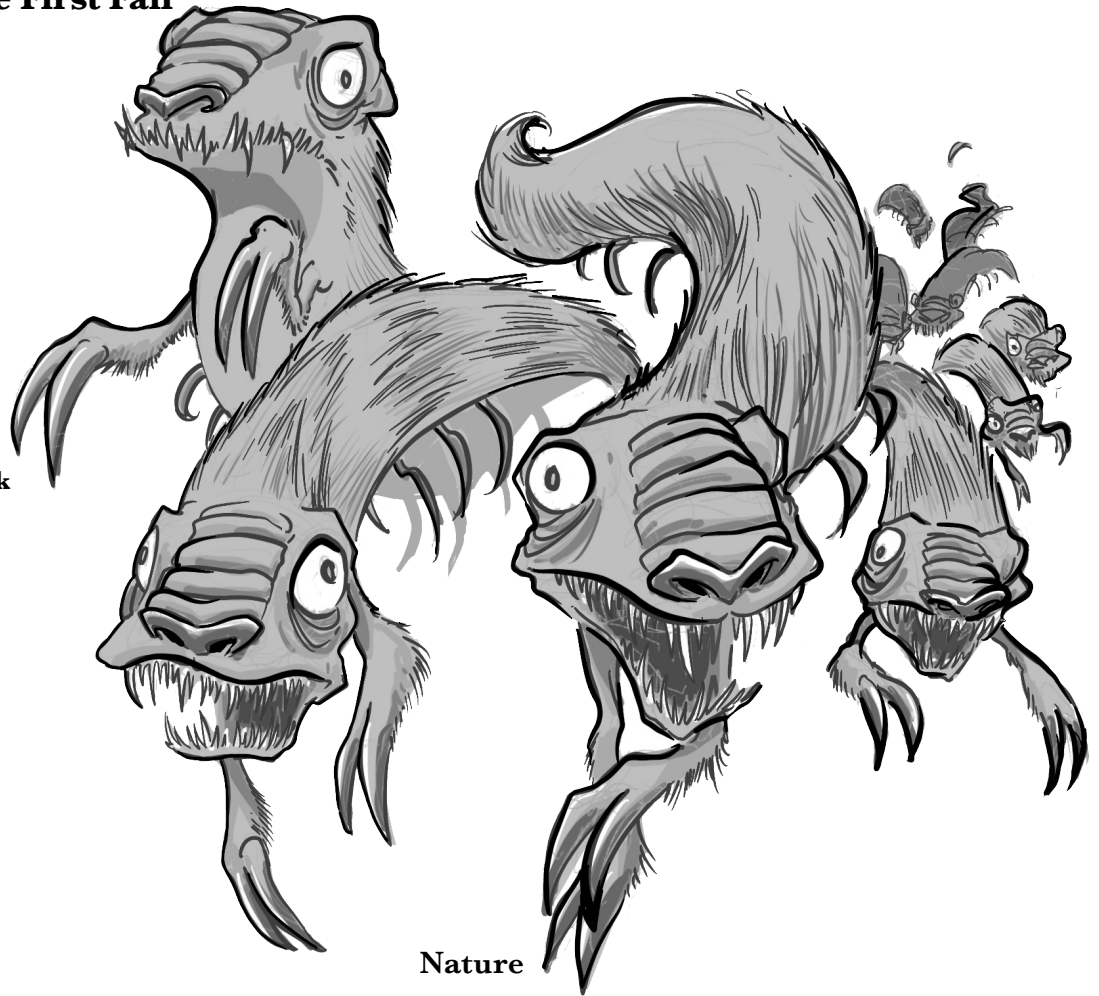
Psionic Ability: NIL

% in lair: 10%

Treasure Type: Nil

Climate Zone: A, C

Experience: 85+4/hp



History

These burrowing and furred bug creatures are about the size of a 50-pound dog. They nest in a large clump beneath the ground during summer months, having between 10–20 in any single pocket. When the temperature drops below freezing, and the first snows of the year begin to fall, this menace emerges from the ground seeking blood to help fill its hunger-slumber. They tend to swarm, moving quickly over the snows until they find collections of warm-blooded creatures. Farmsteads are their most prized food source as livestock and large families can sustain them from weeks once the blood had been turned into a type of anti-freeze in their own system. Their eyes are well adjusted to both sunlight and shadow, giving them catlike vision that allows them to see as well during dark hours as the day.

Nature

Needing to feed once they emerge from hibernation, these creatures will attack anything they sense to be warm-blooded. They surround prey, trying to hem it in and then rip it apart with their claws and mandibles. Utilizing three attacks per round and always attacking in at least a group of four, they have little problem ripping a target to shreds. This Hem Attack provides them with advantages to hit and damage when they are next to an ally. If these creatures are encountered below ground while they are slumbering, they will be lethargic and only get a single claw attack. They hate fire and will back off from it if possible as fire does twice normal damage to these creatures.

Special Abilities

Hem Attack

+2 to hit when within 5 feet of an ally.

Barkempkin

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 9

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Slam)

Special Attacks: Cord of Midnight

Special Defense: +1 or better weapon to hit

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: P

Climate Zone: H

Experience: 1500+14/hp

History

Bartenders are some of the most recognizable souls in any fantasy world, and as such, they tend to get to know the locals very well, and people depend on them to lend an ear to all their troubles. However, there are creatures out there in the dark that have noted this, and some have found a way to replace a local barkeep with a type of dark symbiote. This creature is known as a barkempkin, and it poses as a local icon, serving up drinks and conversation until closing time and then murdering the last one to leave the establishment. Eventually, all roads lead back to the barkempkin as the bodies begin to stack up, but by that point, these nefarious creatures slip away into the dark and find another town and bar to try their murderous luck once more.

Nature

Although some would insist these creatures are related to doppelgangers, that is not the case. Instead, barkempkin are tied to the Elemental Plane of Shadow and are creatures without true form. Without their host body, they are wisps of shadow, which means to even hurt one requires a +1 or better weapon. They are immune to all spells that do not rely on force magic (like magic missiles) but are no fans of light (bright light will cause them to lose a HD and be -1 to attack and damage). They attack by utilizing a wicked Cord of Midnight, that strangles a foe for 1-4 Constitution per round. Once struck by the cord, the character must make a successful saving throw vs. paralyzation minus the barkempkin's HD or remain in the strangling hold of the shadowy garrote.

Special Abilities

Cord of Midnight

Save vs. paralyzation (minus the Barkempkin's HD) or lose 1-4 Constitution per round.



Bastian Born

Sponsored by: Dan Alban

Lawful Good

Frequency: Very Rare

No. Appearing: 1-4

Armor Class: 0

HD: 12

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-8 + 2 (Axe)

Special Attacks: None

Special Defense: Dwarven Wall

Magic Resistance: Nil

Intelligence: Standard

Size: M (4')

Psionic Ability: NIL

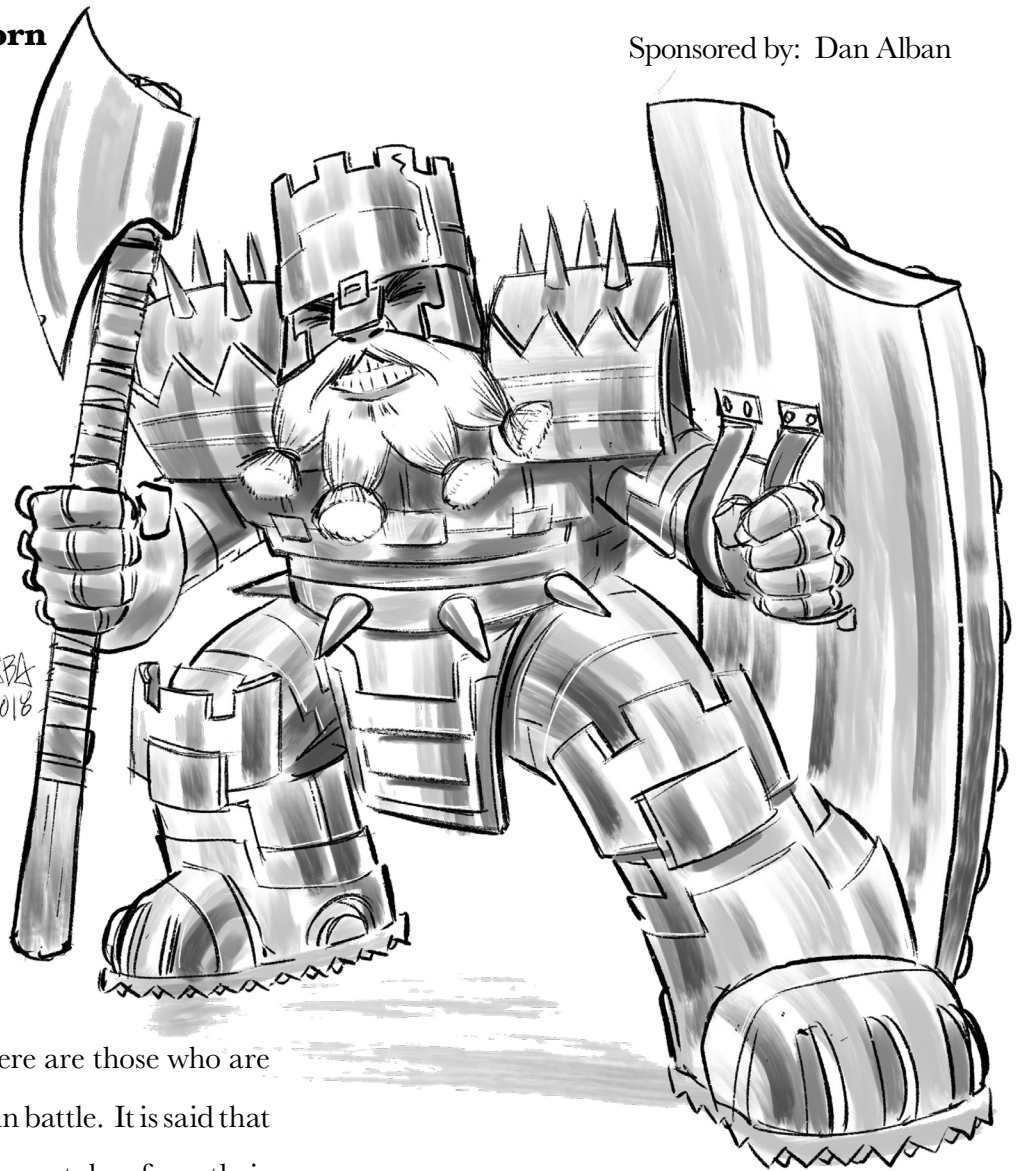
% in lair: 20%

Treasure Type: B

Climate Zone: F

Experience: 2150+16/hp

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History

Among the dwarven nations there are those who are born with fathers who have fallen in battle. It is said that when such dwarves are born, they are taken from their mothers and delivered to the temples of the dwarven gods for blessing. Of those, a few are chosen by the gods to serve as guardians of the gods and blessed with a bit of their father's spirit before he travels to the table of the gods themselves. These are considered Bastian Born, blessed defenders of the dwarven gods and their people. They are trained from birth at war but in particular the art of defense. It is said that a platoon of such dwarves can hold off an entire orcish army if given the right supplies and a defensible position.

Nature

Specialized in axe, hammer, and pick, these warriors are considered to be +2 to hit and damage with each,

as well as getting 2 attacks per round. They are adept at utilizing heavy shields as defense and gain an additional +2 to their armor class when using a shield. Trained in defensive team tactics known as the Dwarven Wall, they gain an additional +1 to hit and damage when holding a position with other dwarves (even if those dwarves aren't Bastian Born).

Special Abilities

Dwarven Wall

+1 to hit and damage if other dwarves are within 5' and holding a defensive position, and can fight to -10 hit points.

Beast Spirit Haunt

Lawful Evil

Frequency: Very Rare

No. Appearing: 1–2

Armor Class: 2

HD: 10

Move: 16"

No. of Attacks: 2

Damage/Attack: 1–10 (Claw)

Special Attacks: Rend

Special Defense: Ethereal Presence

Magic Resistance: Nil

Intelligence: Low

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: Z

Climate Zone: H

Experience: 1500+14/hp



History

Cities are ever encroaching on the wilderness, and when that happens, it displaces and kills animals. Sometimes these animals are mated pairs, and when they die, their spirits are bound to the earth on which they passed. Years later, the spirits can sometimes rise, bringing with them the hatred and terror they felt in life as they look to exact some kind of vengeance on the civilization. These spirits tend to take on the nature of the civilization that destroyed them, their undead and ethereal beast forms sometimes becoming more bipedal or humanoid, enough to make them even more frightening to those that witness them first hand.

Nature

These creatures are always a mated pair, and they organize their attacks to confuse the populace as to their real numbers, showing up at random places at

the same time to appear as if there are more than two predators. The duo has also been in the Ethereal for over a hundred years before they manifest, watching the city grow and learning its secrets along the way, so they will have a better understanding of streets, sewers, alleys, and even secret structures long forgotten (which they oftentimes use as a lair). They tend to hunt at night, using rooftops as a way to spy on the populace and catch victims alone. Attacking

with their long claws, they do massive damage, but if they do hit with both, they can make a terrible rend attack. They are also semi-immaterial, having exited the Ethereal only recently, they tend to shift back and forth between the two realms. Also, when one of the pair is killed, the other becomes enraged and takes on a bit of power from its lost mate, increasing its HD by 2 and providing it with an extra +2 damage on all attacks for the remainder of its 'unlife'.

Special Abilities

Rend

If both claw attacks hit, the beast will rend the victim, causing an extra 3–24 points of damage.

Ethereal Presence

Because the creature is in and out of the Ethereal Plane like a ghost, all attacks against it have a 50% miss chance.

Bender Scout

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–2

Armor Class: 1

HD: 12

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–10 (Chaos Lance)

Special Attacks: Eyes of Chaos

Special Defense: +2 or better weapon to hit

Magic Resistance: 25%

Intelligence: High

Size: M (7' tall)

Psionic Ability: NIL

% in lair: 60%

Treasure Type: Z

Climate Zone: Varies

Experience: 2150+16/hp



History

Where the veil between the Elemental Plane of Shadow and the unknown that is beyond it becomes too thin, or a pinprick exists, a true Stream Bender

can sometimes release one of its smallest agents into the Prime Material Plane. These agents are known as Bender Scouts, and they are without a doubt one of the most difficult foes known to the living world of men. They are sent forth from the void to find magic, both in the form of magical items and also high-level priest or mages. When they find magical items, they take them back to the veil and slip them into the unknown as food for their Stream Bender masters. If they are able to gain access to priest or mages, they will manipulate them into creating a larger breach so that a Bender Surrogate can make its way into the Prime Material Plane.

Nature

Utilizing a weapon known as a Chaos Lance, these bipedal creatures attack with great skill, receiving a +2 bonus on all attack rolls with the lance. They sometimes can be encountered in pairs, working together for their master's bidding; however, their pure chaos nature doesn't really allow for teamwork, and there is a 15% chance in any given round that a Bender Scout will attack another member of its own kind. They also have a powerful charm attack known as the Eyes of Chaos that revolves around the multiple eyes in their elongated head. The use of this attack is usually limited to high-level (10+) clerics and mages.

Special Abilities

Eyes of Chaos

This attack can be made instead of a lance attack and can affect any person who sees the Bender Scout. Those attacked in such a way must make a saving throw vs. spell at a -2 or be under the effects of a Charm spell.

Bender Surrogate

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 15+7

Move: 12"

No. of Attacks: 3

Damage/Attack: 1–10+10

(2 Claws)/2–20+5 (Bite)

Special Attacks: Draw Prey

Special Defense: +2 or

better weapon to hit

Magic Resistance: 35%

Intelligence: Very

Size: L (20' long)

Psionic Ability: NIL

% in lair: 70%

Treasure Type: D, E

(non-magic)

Climate Zone: F

Experience: 5,450+20/hp

History

Beyond the Elemental Plane of Shadow lies a dimensional wall that was meant never to be breached. However, the priests of Taux delved too deeply into powerful magic that pierced the veil and destroyed their city. The tiny pinprick they managed has allowed something to enter their world though it must stay tethered to its own dimension as a fetus is connected by an umbilical cord. This creature is a bender, a supernatural beast beyond the laws of this world and bent on devouring all that it sees. Confined within the chamber of their birth by the planer tether that binds them, these creatures have developed means of tempting treasure seekers



into their lairs with glowing lights, spectral whispers, and collections of magical items just inside the entrance to their lairs.

Nature

Although incredibly difficult to damage and deadly with its natural weapons, these creatures are always limited to no more than fifty feet from the 'opening' of the dimensional rip they were called through. However, they usually modify their lair to protect themselves from incoming missile attacks and will even 'play dead' as they cannot be detected by any standard life (or unlife) divination magic. Once the bender draws victims within

its reach, it attacks with its claws and bite until dead. The bender devours the life force of the slain and siphons the magic from any magical items they possessed, preventing resurrection and rendering the magic items mundane while strengthening its own ties to this world.

Special Abilities

Draw Prey

Anyone coming within a hundred feet of the bender's lair must make a saving throw vs. magic or be drawn into the dark area where the beast resides.

Black Sands Lich

Sponsored by: Sean Owen

Chaotic Evil

Frequency: Extremely Rare

No. Appearing: 1

Armor Class: 6

HD: 18

Move: 12"

No. of Attacks: 1

Damage/Attack: 3-12 (Necrotic Touch)

Special Attacks: Necrotic Magic

Special Defense: None

Magic Resistance: 30%

Intelligence: Super Genius

Size: M (6')

Psionic Ability: NIL

% in lair: 60%

Treasure Type: A, R

Climate Zone: D

Experience: 6550+25/hp

History

The Black Sands of the Nameless Realms is an impressive expanse of desert (sometimes boasting black volcanic sands that cover miles). It was once home to the Nublar Empire, a great nation ruled by sorcerer kings and queens, but it fell to ruin after infighting and ancient grudges caused their immortal rulers to fall into oblivion. Still, the magic that created the sorcerers persists, sometimes in artifact weapons and other times in broken monstrosities that may have once been lieutenants, captains, or even the children of the greatest of these rulers. These creatures are known as Black Sands Liches. They do not have the complexities of magic as their ruling lords did, but they are still powerful foes that can sling necrotic energy at the living with fell purpose.



Nature

These liches employ the 'afterglow magic' formula that many of the Nameless Realms races have mastered, allowing them to sling pure necrotic energy at foes in offensive 'spells', heal themselves with their connection to the necrotic wellspring, or even summon the dead with their magic. They sometimes (30%) will also have a Nublar Staff which adds 18d6 to their overall pool that they can utilize to supplement their magic. These dark staves, usually tipped with a green necrotic gem, are bound to the lich and disintegrate once the lich is destroyed.

Special Abilities

Necrotic Magic

The lich gets a number of d6s equal to its hit dice to use on either offensive spells (like 18d6 necrotic missiles), healing (18d6 necrotic regeneration) spells, or summoning (up to 18 hit dice in the undead) per turn. This power can be broken up between any (and all) of the three options in a single turn, thus providing three spell actions.

Blink Raptors

Lawful Neutral

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 4

HD: 3

Move: 15"

No. of Attacks: 3

Damage/Attack: 1–8 (Bite)/1–4 (Claws)

Special Attacks: Pack Hunting (
+2 to hit with others of its kind within 5')

Special Defense: Blink
(50% miss chance), Surprise (3 in 6)

Magic Resistance: None

Intelligence: Very

Size: M (5' long)

Psionic Ability: NIL

% in lair: 25%

Treasure Type: A, C

Climate Zone: B

Experience: 85+4/hp



History

Bred and domesticated over a thousand years by the Amazonian Corsairs of the Isle of Jade, these small predatory dinosaurs are highly intelligent and have the ability to fold time and space before attacking. They prefer to attack with others of their kind but have also been trained to defend their handlers to the death. They attack with their bite and two barbed claws and prefer to attack in groups, this technique allowing them to get advantages on their foes in combat. Although they can easily go feral, such watch-animals are loyal to the master that has raised them and very protective of both their master and their master's property.

Nature

While hunting as a pack (more than three such creatures), they get a +2 to hit bonus. Their 'space bending' affords them a 50% miss chance on all attacks against them, and they can suddenly appear and attack, providing them with a 3 in 6 chance of surprise. Much like other blinking and shifting creatures, their hide is of great value to alchemists and enchanters, and an intact skin could go for as much as 250 gold pieces. As they are also domesticated, eggs run for up to 100 gold pieces as they make for fine guard creatures.

Special Abilities

Pack Hunting

If hunting in a group of three or more, they are +2 to hit.

Blood Caliph

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 12

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Slam)

Special Attacks: Blood Magic

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

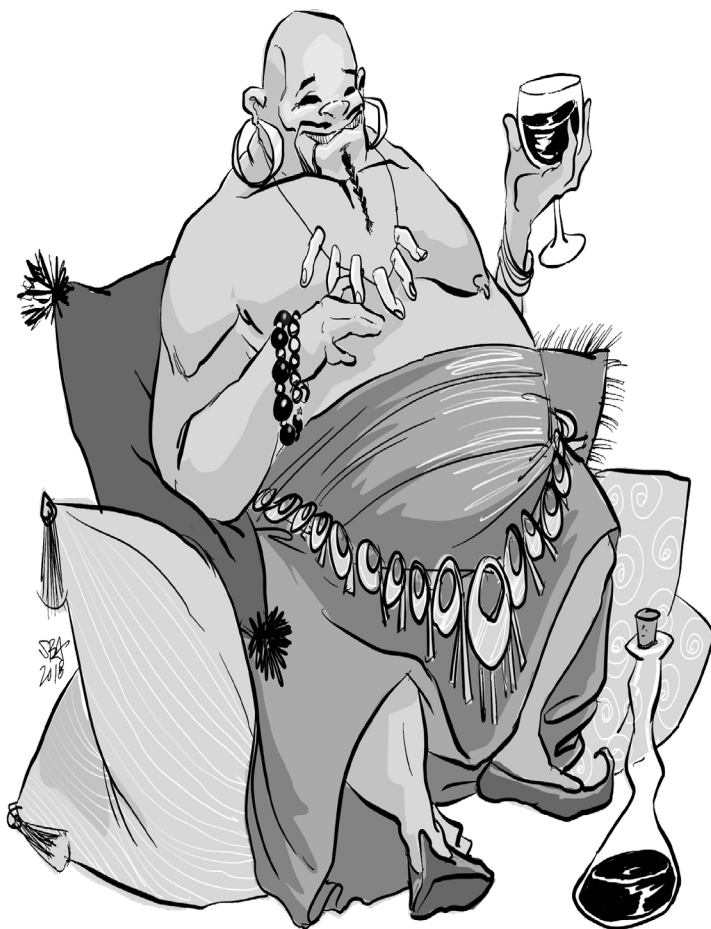
Psionic Ability: NIL

% in lair: 50%

Treasure Type: A, M

Climate Zone: Varies

Experience: 2,250+16/hp



History

There have been rumors throughout the civilized kingdoms of a blood cult that deals in slaves, kidnappings, murder, and dark magic that is known as the Blood of Nine. Although no absolute proof that such a cult exists has ever been proven, there are those in the illicit guilds of the world (thievery, assassination, and beggary) who are whispered to have dealings with agents of this dark brotherhood. Some say they rose out of the ancient Nublar and were once servants of the Lich Lords of the Black Sands, but whatever the case, they are a dangerous lot to deal with. Each splinter cell of the cult is said to be run by a lord known as a blood caliph, and he draws power from the blood of his victims, keeping himself (or herself) young in the process, while also fueling dark magical power.

Nature

Although not powerful in the sense of mundane strength, the blood caliph makes up for fighting prowess with a cadre of deadly warriors and agents (any caliph will have 5 (8th level) fighters and 2 (10th level) assassins at his service at any time. He also has Blood Magic, a power that serves him as long as he drinks nothing but the blood of his victims. If he ever drinks anything else, the power fails him instantly and cannot be recovered, meaning he prepares his drinks by his own hand; thus, he could not be betrayed by his own agents.

Special Abilities

Blood Magic

The caliph gets a number of d6 as he has in hit dice to use on offensive spells (like 8d6 blood bolts) or in healing (8d6 bloody regeneration) or summoning (up to 8d6 in the blood elementals) per turn. This power can be broken up between any of the three options in a single turn.

Bojun

Neutral Evil

Frequency: Very Rare

No. Appearing: 1–10

Armor Class: 4

HD: 3+3

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–8 (Sea Pole)

Special Attacks: Spew Bile

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (5')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: Q

Climate Zone: G

Experience: 125+4/hp



History

Many and more are the races of the sea, but certainly the bojun have to be some of the strangest. Fisherman along the coast call them a menace, and they are certainly not wrong in this assessment as the bojun do sink small boats and have been known to kill fisherman and coastal families on occasion. However, they never go far from the waterline, their gills needing to be submerged every 15 minutes at the maximum. They are more dangerous in the water, and their settlements tend toward remote and rocky shores where they can hunt sea life as well as raid bird nests in tall cliffs. They aren't particularly intelligent creatures but can communicate with clicks both in and out of water and are capable of making mundane weaponry that coastal dwellers call sea poles. Since they have claws instead of hands, nothing intricate can be created by these creatures.

Nature

Although not bent on destruction, these creatures do have an evil nature, meaning they will kill without much provocation, and tend to enjoy the aspects of combat (even among themselves). When out of the water, they can eject a stream of acidic bile from glands in their throat in a 2" cone. They also attack with their sea pole, trying to slam opponents to the sharp coral or sea rock on which they are typically found. If the bojun's attack does max damage, the opponent must make a saving throw versus petrification or be knocked prone and take 1–4 extra damage.

Special Abilities

Spew Bile

Saving throw vs. breath weapon or take 2–12 points of acid damage (successful save for ½ damage).

Bonecrusher Dog

Neutral

Frequency: Very Rare

No. Appearing: 1–8

Armor Class: 6

HD: 5

Move: 16"

No. of Attacks: 1

Damage/Attack: 1–10 (Bite)

Special Attacks: Seizing Bite

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: L (8')

Psionic Ability: NIL

% in lair: 15%

Treasure Type: O

Climate Zone: C

Experience: 275+6/hp



Nature

There is nothing kind or cuddly about these massive canines. They are survivors, and as such have a very hard line about killing anything that can be seen as prey, and humanity is certainly directly in their sights. They have little fear of human weapons, save for fire, and as they attack in a pack at high speed, they can run down humans and even fleet-footed mammals like deer, elk, and bison with little difficulty. Employing a Seizing Bite attack, the dogs will clamp down on a victim's neck, then go dead weight to pull the creature to the ground as others rush in to pull it apart. It isn't pretty, but it is effective. Since they are pack hunters, they also receive a +2 to hit while hunting with others of their kind within 15'.

Special Abilities

Seizing Bite

If the dog gets the initiative, it can employ a bite attack that will stun a target for 1–4 rounds unless a successful saving throw vs. petrification is made. The attack does 2–16 points of damage.

History

These primordial beasts are survivors of a great extinction on the plains of the world, small pockets of them still hanging on even after large predatory cats replaced them in their hunting niche. They are large pack hunters, weighing in at some 500 lbs. and nearing five feet at the shoulder. Their large heads and massive jaws allow them to clamp onto prey and bring it to the ground, then pulverize the bones to get to the nutritious marrow inside. As they are plains hunters, their coloration matches that of the long and waving grasses, typically golden to brown with a bit of darker brown camouflage variation in the coat. Stories sometimes surface of these beasts being kept as pets, and as pack hunters, this might be possible, but they are not domesticated, and this means they are dangerous to anyone who hasn't hand raised them.

Brain Larva

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 8

HD: 1

Move: 12"

No. of Attacks: 1

Damage/Attack: Varies (as weapon)

Special Attacks: Puppet Master

Special Defense: Body Shield

Magic Resistance: Nil

Intelligence: Standard

Size: S (1')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: M

Climate Zone: Varies

Experience: 65+2/hp (+HD of host)

History

This incredibly nasty parasite organism is found in contaminated drinking water. Once it gets into a host body, the organism will attempt to get to the brain through the bloodstream and then set up shop there, causing a headache, high fever, and finally complete loss of mental control as the larva matures and takes over the central nervous system, acting as a surrogate brain. As it devours brain cells, it steals memories and life experience,

gaining the powers of its victim. Once fully in control, the creature will attempt to corrupt other drinking water with its offspring, even going so far as to share waterskins or glasses of liquid with others to quicken the spread. There have been reported cases of these creatures taking over entire settlements, the population becoming a threat to an entire kingdom if not discovered soon enough. The only thing that saves a worldwide outbreak is the limited lifespan of the larva, which is only around 8 months.

Nature

Like any pathogenic organism, the brain larva cares only about spreading its infection into more hosts. To do this, they are going to be drawn to any type of potable water, and some have been known to even spread their offspring through the exchange of spit in a kiss. The most insidious part of their nature is that they can utilize the HD and skills of the victims they take over, thus there is no limit to how dangerous they can become, depending on the host. When a larva enters a host, the host must make a successful saving throw vs. poison or become infected, their brain devoured in 1–2 days (the bulk of that time seemingly fighting a heavy illness). Once taken over, the host will then act fairly normal and continue to do so until its body is killed, at which time the larva will split open the host's skull with a screech and attempt to crawl away.

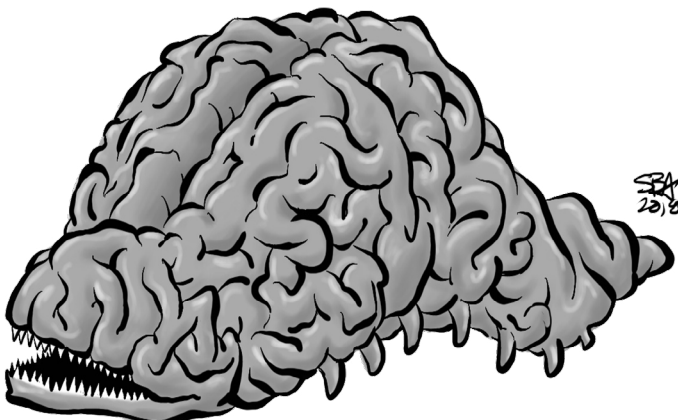
Special Abilities

Puppet Master

Once the larva has consumed the victim's brain (saving throw vs. poison), it uses the still-living body as a means to spread its young, moving the body like a perfect puppet.

Body Shield

As the larva controls a body, it uses it as a shield, gaining the host body's HD, Strength, and use of weapons.



Burning Dead

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 8

HD: 2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–8 + 1–4

Special Attacks: Explosive Death

Special Defense: None

Magic Resistance: Standard

Intelligence: Low

Size: M (6' tall)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A

Climate Zone: Varies

Experience: 65+2/hp

History

Generated by malignant magic, these undead corpses have been imbued with a spark from the Elemental Plane of Fire. They 'burn' with a blue aura, and where their flesh has sluffed off, an orange or red flame will lick out. The burning dead attack with a powerful clubbing strike from their arms, causing 1–8 bludgeoning damage, and the aura of flame which surrounds them causes an additional 1–4 points of flame damage.

Nature

This aura effect makes the burning dead easy to strike (much like a Fairie Fire spell), and any attack against them is at +1 to strike. Also, as a 'zombie-like' creature, the burning dead always go last in a melee round. However, the most brutal aspect of these creations is that once they have



been destroyed (taken to zero HP), they explode, releasing the elemental fire inside them in a 10' radius. All those within the radius of the blast must save versus magic or take 2–8 point of damage (1/2 on a successful save).

Note

Destruction by Turning does not cause the explosion but sends the elemental fire back to its native plane.

Special Abilities

Explosive Death

When a burning dead hits zero hit points, it explodes with necrotic fire that causes 2–8 points of damage in a 10' radius.

Chaos Bringer

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 10

Move: 12"

No. of Attacks: 3

Damage/Attack: 2–8 (Chaos Blade)

Special Attacks: Chaos Blossom

Special Defense: None

Magic Resistance: Immunity to all mind-affecting spells

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

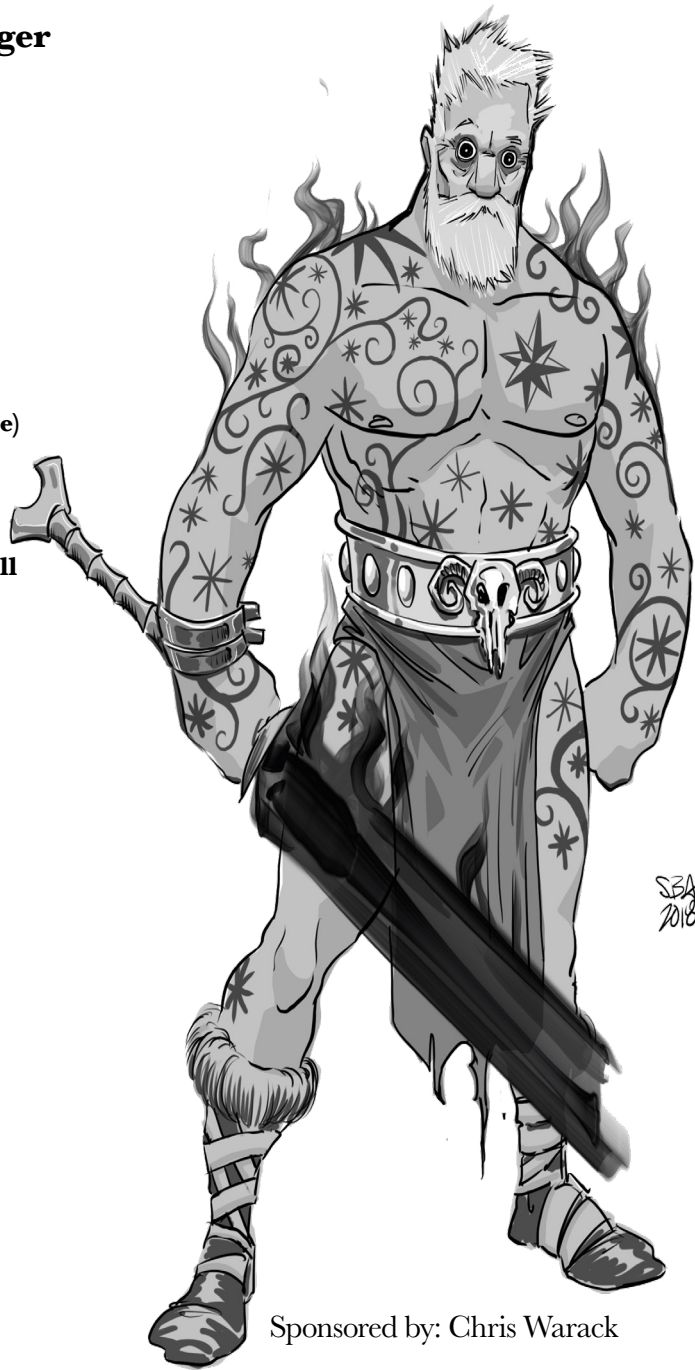
Treasure Type: P

Climate Zone: Varies

Experience: 1,500+14/hp

History

There are those among the warriors of the world, be they professional soldiers, mercenaries, or even adventurers that have seen too much death and darkness. Some retreat into themselves, unable to cope with the reality of the world, while a few become what some would call 'touched with chaos'. These unfortunate souls are driven mad by what they have seen, and as the madness grows, so does their connection to the dark energies that border the Prime Material. This corruption creeps into them, manifesting at first in dark glassy eyes and progressing into the ability to form blades from the darkness itself. When the corruption is complete, these fighters cover their skin with the eight-pointed Star



Sponsored by: Chris Warack

of Chaos and begin a murderous journey through civilized lands spreading fear and death wherever they go.

Nature

As these warriors are all experienced in various forms of combat, they were deadly fighters before the seeds of chaos ever touched them. As such, they get three attacks per round, slashing at enemies with small blades (like punch daggers) that they manifest from their hands and do 2–8 points of damage. If pressed, they will employ a dark power known as the Chaos Blossom that allows them to attack

every enemy in a 15-foot radius at a single time. The symbols of chaos that are tattooed on their bodies also carry power, providing them with a deflection type of armor and a resistance to any mind-influencing spells.

Special Abilities

Chaos Blossom

3/day the chaos bringer can attack all enemies in a 15-foot radius with a single melee attack.

City Stalker

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Knife)

Special Attacks: Dark Purpose

Special Defense: Fade into the Crowd

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

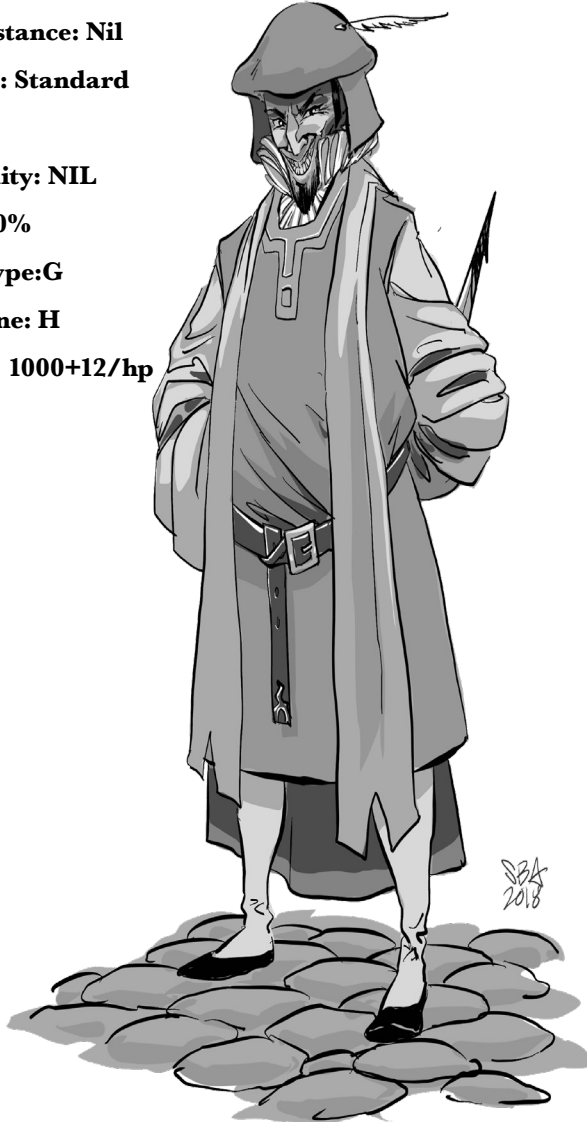
Psionic Ability: NIL

% in lair: 20%

Treasure Type: G

Climate Zone: H

Experience: 1000+12/hp



History

Cities are filled with murderers, but serial murderers blessed with a dark purpose and a hint of mad magic aren't something that comes along every day. The stories of body counts rising over a hot summer or frozen corpses littering alleys in

the dead of winter become a thing of legend among local populations and the city guards who protect them. Such killers are known by a single title, city stalkers, and their purpose seems driven by a desire to spread chaos and fear wherever they go. The more victims they amass, the greater their power, or so the stories tell, and it is imperative that such killers are caught sooner rather than later.

Nature

The city stalker is all about murder, and that means the more kills he can rack up, the more powerful he becomes. Utilizing his Dark Purpose ability, he gains a damage bonus equal to his number of kills, and when that damage bonus reaches his HD number, he gains a HD and starts over again, repeating this until he is killed. He is also extremely slippery to catch, and he employs a Fade into the Crowd ability whenever he can find a crowd of twenty people or more, helping his escape pursuit by city guards or player characters.

Special Abilities

Dark Purpose

The city stalker gets to add + to damage equal to the number of his victims (capped by his HD). However, when the number of his victims equal his HD (I.E 8), he gains a HD (I.E. 9), and the + to damage is reset to zero (and starts a new number of victims) and counts up again.

Fade into the Crowd

Whenever the city stalker can find a crowd (market, festival, inn), he has a 5% per HD of escaping the scene without witnesses and is lost to those pursuing him.

Corrupted Amazon Warrior

Chaotic Neutral (Rage)

Frequency: Uncommon

No. Appearing: 1–4

AC: 4

Move: 12 ft.

HD: 3+1

No. of Attacks: 3/2

Damage/Attack: (1–6) +3 (Spear)

Special Attacks: +1 to hit

Special Defence: --

Magic Resistance: Standard

Intelligence: Standard

Size: M (5'–6')

Psionic Ability: NIL

% in lair: 10%

History

Trained since birth in the art of martial combat, these warrior women are of high Corsair blood and are without equal on the battlefield. Many of this island race of female warriors have succumbed to the effects of a mysterious Necrotic Pearl. Its power has taken over their minds, driven them into a rage, and given them fierce strength. However, in their corrupted state, the rage detracts from many of their old martial defensive training skills, thus making them more vulnerable to attacks. The corruption is the aftereffect of a dark relic known as the Necrotic Pearl, and it bends the mind of its victims, turning them into something akin to raging zombies. I try to think a bit about the fast zombies in the movie 28 Days Later when I envision them.

Nature

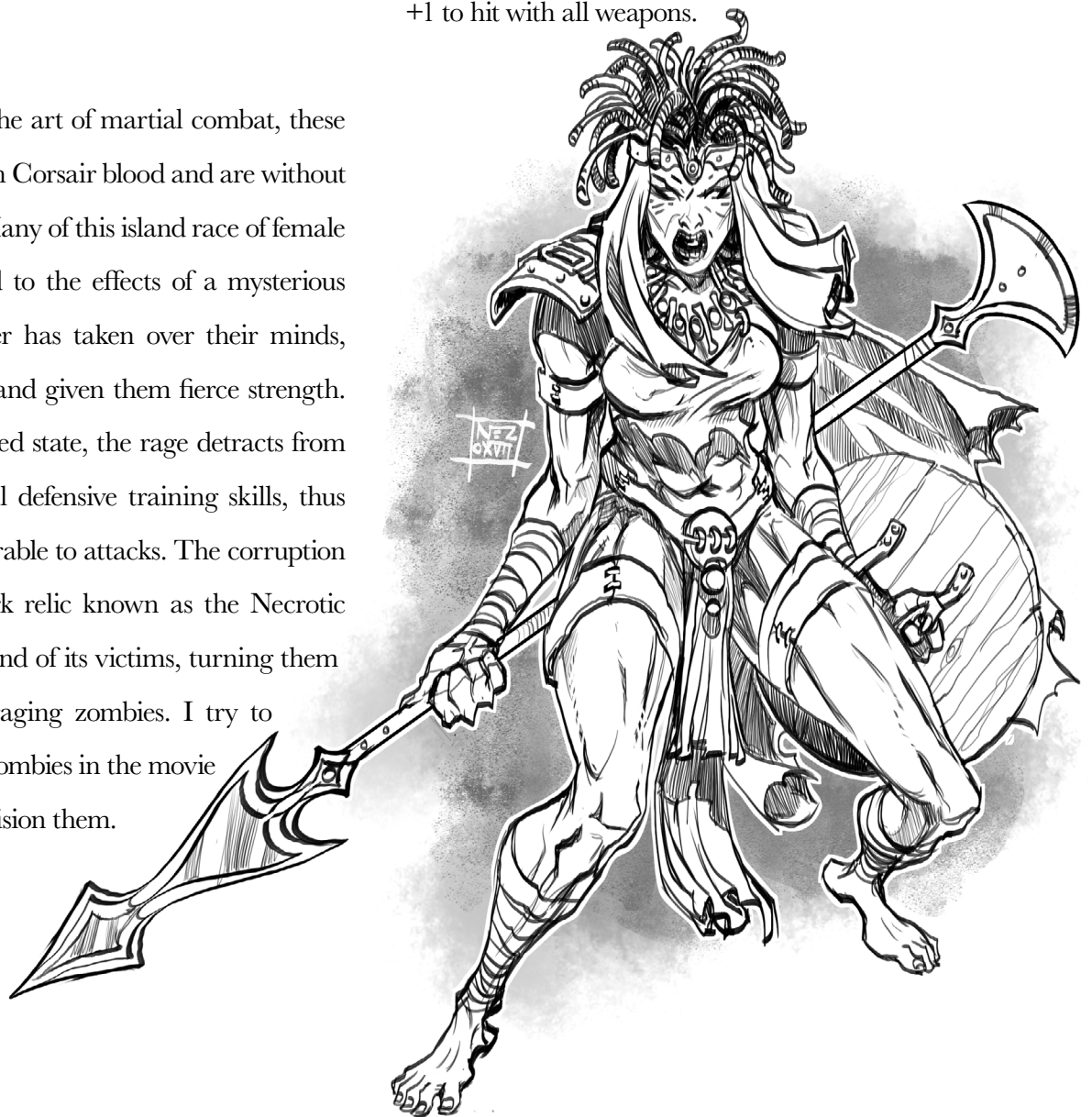
They are out of control and seem like the slaving undead,

but yet not fully 'dead'. If they can be subdued, a Lesser Restoration or Restoration type magic can bring their minds back, even if they will quickly lose it again when in the presence of necrotic magic (they are forever addicted and at -4 to all saves against any necrotic magic, including charms cast by necromancers). They usually attack with a spear, but are also known to use short swords with equal effect, and get 3/2 attacks due to their impressive training and rage. Their mad strength (rage) also carries over into an additional +1 bonus to hit and damage.

Special Abilities

Battle Prowess

Because of their martial training, they are considered +1 to hit with all weapons.



Cuddle Creeper

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 8

HD: 4

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Dagger)

Special Attacks: Enthralling Pattern

Special Defense: None

Magic Resistance: Nil

Intelligence: High

Size: M (4')

Psionic Ability: NIL

% in lair: 50%

Treasure Type: Y

Climate Zone: Varies

Experience: 155+5/hp

History

Cuddle creepers are the lesser known cousins of mind flayers. Although certainly not as powerful and often subjugated by their more well-known relations, the cuddle creepers are adept at hiding and have the abilities of a thief, which is an aspect of their limited psionic ability. They are still known to be evil creatures, but they don't eat brains, instead preferring to dine on the flesh of surface dwellers as they believe sun-drenched meat is preferable to that found beneath the surface. They have the ability to change color and blend with their surroundings, as well as 'pulse' subtle lights in intricate patterns from their skin, an ability that some say can enthrall victims.

Nature

Utilizing their psionic ability, the cuddle creeper mimics the actions of a thief at the same level as its HD. It can also utilize the pigments in its flesh to blend with any dark

environment, providing it with a Hide in Shadows of 90%. Lastly, it has the ability to channel bioluminescence into its skin that wavers, flashes, and bends into odd patterns that are almost hypnotic. Creatures seeing the light show in a dimly lit area are subject to a saving throw against its power. In combat, the cuddle creeper prefers to use daggers or knives, but it is not a powerful fighter, but if it has a person enthralled, it will utilize a backstab for extra damage.

Special Abilities

Psionic Thievery

By utilizing their psionic ability, they gain the skills of a thief (including backstab) of the same level as their HD.

Enthralling Patterns

Anyone witnessing the light show of the cuddle creeper must make a saving throw vs. petrification or be enthralled for 1d4 rounds and take no action.



Cultist Scout

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 7

HD: 4

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Dagger)

Special Attacks: Chloroform Use

Special Defense: Hide in Shadows & Move Silently

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: U

Climate Zone: H

Experience: 105+4/hp

History

Cults are as old as human and demi-human civilization, but the stronger the deific powers and feudal rulership in any region, the more cults are forced into the fringes. Many of these small covens are simple and without baleful purpose, but there are those with darker agendas, and from these have sprung the cultist scout. These men and women have mastered the art of blending into standard

society and are often used to recruit new members or discretely gather victims if the cult is looking for sacrificial blood. Typically more lethal and battle-trained than their standard counterparts in the cult proper, these agents should be feared if encountered.

Nature

Having worked as infiltrators and assassins, each cultist scout gains the Hide in Shadows and Move Silently thieving skills at 10% per HD. If they manage to perform a surprise attack on a victim, they can utilize a chloroform poison to knock their victims unconscious so they can be dealt with at their leisure during a later time. A cultist scout is considered to have at least 4 doses of chloroform at any one time. They are typically possessed with a high charisma, allowing them to bend crowds and naïve societal members to their will. This ability is a form of Suggestion (as per the spell) and will often be used to get the scout out of dangerous situations as a last resort.

Special Abilities

Chloroform Use

If a successful surprise attack is performed, a victim must make a saving throw vs. petrification at -2 or be rendered unconscious for thirty minutes.

Dark Charisma

1/day the scout can utilize the magic-user spell Suggestion.



Demon: Simsisium, Demon Prince of Changelings

Chaotic Evil

Frequency: Unique

No. Appearing: 1

Armor Class: -4

HD: 18 (180 Hit Points)

Move: 12"

No. of Attacks: 3

Damage/Attack: 2-16 (Rapier)

Special Attacks: Shifting Visage

Special Defense: Blur

Magic Resistance: Nil

Intelligence: Super-Genius

Size: L (11')

Psionic Ability: NIL

% in lair: 70%

Treasure Type: O, P, S, T

Climate Zone: N/A

Experience: 40,000

History

Once considered the Demon Prince of Deception, Simsisium was overthrown by Fraz-Urb'luu and now lurks the 478th level of the Abyss, scheming to take back what is rightfully his. Chaotic in both nature and form, his features are constantly shifting, giving him a very disquieting presence. While Fraz depends on strength to maintain his rule, Simsisium is all about guile, and the subtlety of his attacks usually revolve around elaborate plots, most of which never come to fruition because he constantly changes his mind and reworks things on the go, foiling his own plans in the process. Perhaps the only plot of his known to have been fully successful is the stealing of Fraz-Urb'luu's Staff, an artifact that he obtained during a



brief imprisonment after an attempted coup. However, the whereabouts of the staff aren't even known by Simsisium at this point because his plan was so complex the final resting place was even obscured from him.

Nature

Although not known as a fighter, Simsisium can hold his own when pressed. He fights with a silver Rapier of Sharpness that is considered +4 for the purposes of its keen abilities. He is also always considered to be under the effects of both a Speed spell and a Blur spell. As his form is constantly shifting, there is a 1 in 6 chance that he will not have hands during any given round, at which

time his weapon will simply float in the air

waiting for him to regain it when hands reappear. During such times, he relies on the following spell-like abilities: Polymorph Other 3/day, Mirror Image 3/day, and Acid Bolt (as Lightning Bolt, but acid based, 18d6).

Special Abilities

Shifting Visage

Anyone looking at Simsisium must make a save vs. magic (-2) or be under the effects of a Fear spell for 1-4 rounds.

Devil: Lyzinia, Arch-Devil of Sin

Sponsored by: Chris Patarazzi

Lawful Evil

Frequency: Unique

No. Appearing: 1

Armor Class: -2

HD: 12 (72 Hit Points)

Move: 12"

No. of Attacks: 2

Damage/Attack: 2–20 (Scythe)

Special Attacks: Sadistic Drain

Special Defense: None

Magic Resistance: 65%

Intelligence: Super Genius

Size: L (9')

Psionic Ability: NIL

% in lair: 60%

Treasure Type: I, Q (x5), S

Climate Zone: N/A

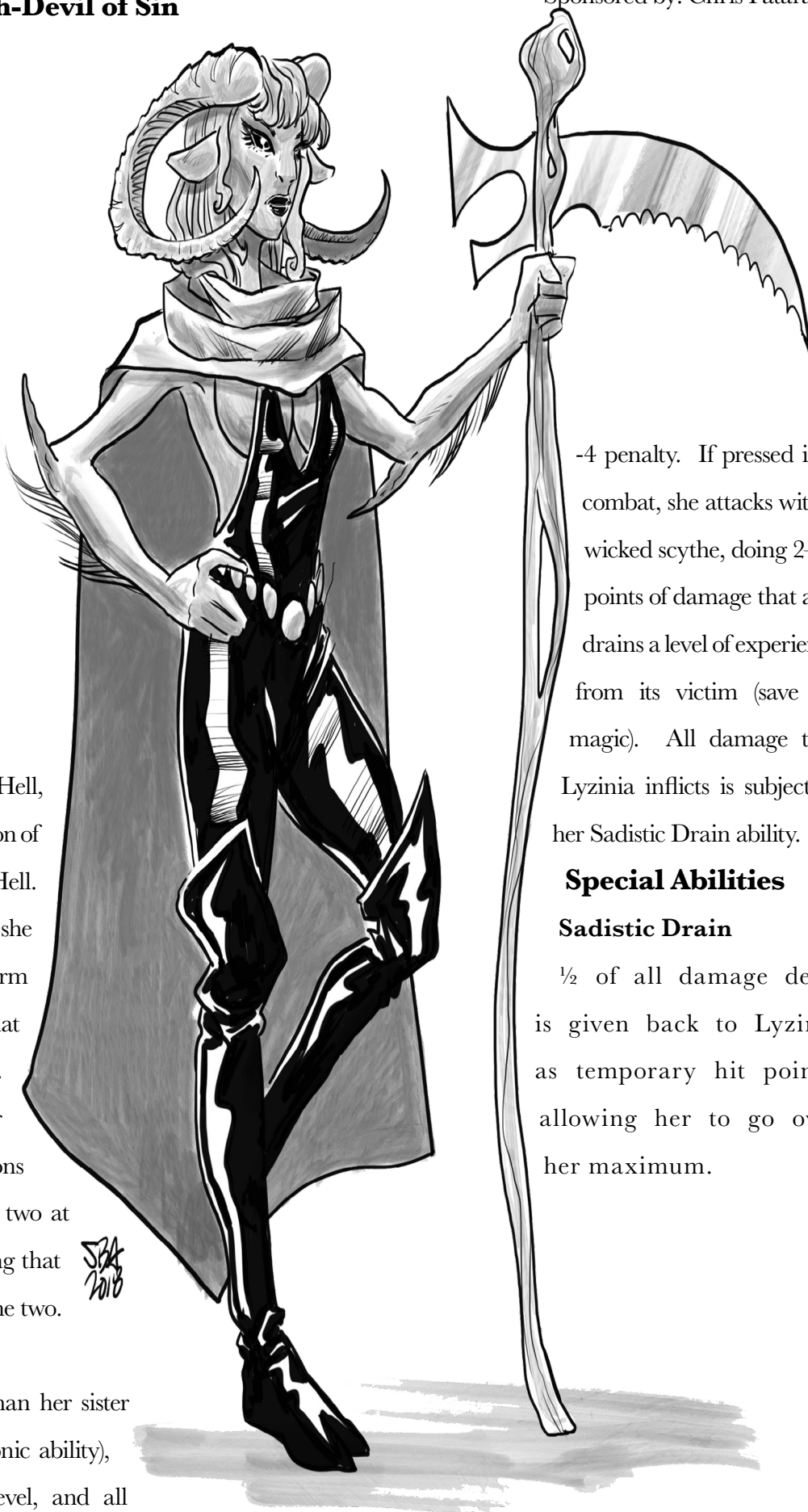
Experience: 20,000

History

Considered to be a Princess of Hell, Lyzinia is sister to Glasya and patron of the Erinyes of the second level of Hell. Although not known for combat, she is a powerful practitioner of charm magic and has a sadistic streak that is unmatched among her brethren. She is known to be a competitor for the Arch-Devil Mommon's affections with her sister, and that puts the two at odds on most occasions, something that other devils have used to exploit the two.

Nature

More powerful a magic-user than her sister (likely because of her lack of psionic ability), she is considered to be 25th level, and all saving throws against her charm-related spells receive a



-4 penalty. If pressed into combat, she attacks with a wicked scythe, doing 2–20 points of damage that also drains a level of experience from its victim (save vs. magic). All damage that Lyzinia inflicts is subject to her Sadistic Drain ability.

Special Abilities

Sadistic Drain

½ of all damage dealt is given back to Lyzinia as temporary hit points, allowing her to go over her maximum.

Devil's Minion

Lawful Evil

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 4

HD: 6

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–10 (Slam)

Special Attacks: Devil's Blood

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 05%

Treasure Type: K

Climate Zone: Varies

Experience: 400+8/hp

History

Slaves are a commodity in the 9 Hells, but keeping this chattel can be a problem, especially when these poor individuals are utilized outside the halls of the arch-devils. To keep those who serve on the correct course, a devil's barb is placed through the neck of the slave, and the pain of it is always there to remind them of who they serve. Although the barb doesn't kill the target, it is always a festering wound, bleeding constantly (with corrupted blood tainted from the barb), and there is always the threat that the devil who placed it can recall the barb at any time, ripping it remotely from the neck of the slave, killing them instantly and returning with the victims soul. However, having a piece of a devil inside you does provide the slave with a bit of the devil's power, making them dire opponents willing to sacrifice their lives rather than face the loss of their soul.

Nature

As these poor creatures are constantly in pain, they tend to be twitchy, and even walk with a shambling gait when the pain is too great. They are also always bleeding from their neck, the blood covering them, soaking their clothing, and leaving blood-stained footprints wherever they travel. This blood is tainted (called Devil's Blood) and acidic to those not of the 9 Hells, and anyone coming in contact with it will take damage. As the barb provides the slave some power, these creatures are much stronger than they look and can slam a target with their fists for 1–10 points of damage. Some say a devil can be bargained with for these slaves (as they are not dead) and the barb removed, but if those who once had barbs exist, they most certainly would be half-mad from the ordeal in which they survived.

Special Abilities

Devil's Blood

Any successful melee attack made by or struck against the devil's minion will splatter corrupted blood, causing 1–4 points of acid damage.



Dire Lowl

Chaotic Evil

Frequency: Uncommon

No. Appearing: 1–4

AC: 5

HD: 2

Move: 15"

No. of Attacks: 3

Damage/Attack: 2–8+4/1–4+2 (2 Claws/1 Bite)

Special Attacks: Flame Claw

Special Defence: None

Magic Resistance: Standard

Intelligence: Standard

Size: M (6'–7')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: K

Climate Zone: B & H

Experience: 105+3/hp

History

These 'dog-headed' humanoids are one of the 'oddest' of races of the Nameless Realms next to the reptilian candon. The lowl can be quick to anger and use their elemental affinity to fire to their advantage as it can fuel a powerful strength common to the species. They are known to be valuable mercenaries and have a highly attuned sense of smell and a keen sense of hearing. In their own communities, they tend to run in tribal packs, but in human society, they adapt quickly and are more

respected in common company than jai-ruks. However, it has been said that some lowl become corrupted by the 'fire inside' and they turn into raging feral creatures, bent on death and destruction.

Nature

These corrupted souls are mad with a battle-rage that makes them almost unrecognizable as normal lowl, with facial distortion and shoulder expansion that give them a truly dire appearance. They have been changed by horrific magic born from their demon goddess and brought forth by the power of corruptive magic. Only the power of the magic that corrupted them has any control over their actions, and if left unattended, they go into a bloody rage, seeking to rend the living limb from limb. They attack using a mad rush, ripping at enemies with their long clawed fingers and then biting once they are engaged.

Special Abilities

Flame Claw

Their innate fire 'spark' allows them to create a small rift in the Elemental Plane of Fire and bestow it on their clawed hands. This power manifests in a type of 'Flametongue' effect, adding a standard +1d6 to damage.

Keen Senses

Lowls can only be surprised on a 1, and they detect secret/concealed doors on a 1–3.



Dire Pine

Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–4 (Quill Dagger)

Special Attacks: Spine Rush

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: S (4')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: Q

Climate Zone: C

Experience: 65+2/hp

History

The name of this creature is something of a misnomer as it is by no means a tree. Instead, this bipedal race is some kind of porcupine creature, known to be reclusive and short tempered. With a rotund body and a back covered in six- to eight-inch spines, it has the ability to lower its head and bowl into targets, piercing them with spines as it passes. As a temperate forest creature, it forages among the undergrowth for vegetation and lives in burrows with several others of its kind. They can speak a very broken form of Elvish, likely taught to them in some long-lost age, and they employ their spines as useful tools (and sometimes weapons).

Nature

Foraging is a daily ritual for the dire pine, and it is typically encountered in a group of 2–4 males and females. They will retreat if given the chance, unless provoked or

defending territory (or their young). When pushed into combat, they typically use a Spine Rush attack that employs a burst of speed from the dire pine as it tries to bowl a target over and piercing it with the spines on its shoulders and head. If fighting in standard melee, the dire pine will use a quill as a dagger although this isn't a particularly effective form of defense.

Special Abilities

Spine Rush

If the dire pine wins initiative, it can rush/jump at a target attempting to spear them with its quills. The attack does 3–12 points of damage and will continue to do 1–4 points per turn until the spines left behind by the attack are removed.



Dragon: Ice Wall

Lawful Good

Frequency: Very Rare

No. Appearing: 1

Armor Class: -1

HD: 12+12

Move: 12"

No. of Attacks: 3

Damage/Attack: 1-8/1-8/5-30

Special Attacks: Breath + Spells

Special Defense: Immune to

Cold-Based attacks

Magic Resistance: 40%

Intelligence: Exceptional

Size: L (50' long)

Psionic Ability: NIL

% in lair: 55%

Treasure Type: H, T

Climate Zone: A

Experience: 2,850+16/hp



History

In the far North of the Nameless Realms is the Ice Wall, the true ends of the world. There, the souls of the dead are stored like a giant necrotic battery, but amid that darkness are the guardians of the dead, the Ice Wall dragons. Thought to be from the union of a white and silver dragon, these powerful and majestic creatures have protected the ice for thousands of years, sometimes partnering with paladins and other times working in collective groups to ensure the safekeeping of the souls of the Nameless Realms. However, close proximity to the necrotic nature of the Ice Wall sometimes corrupts these dragons, driving them insane and turning them into Chaotic Evil ravagers that travel south looking to add souls to the wall's dead. Such occurrences have given the dragons a mixed and misunderstood reputation in the lands of the South.

Nature

Taking on the size of a silver dragon, with white scales just touched with a hint of metallic shine, these massive dragons are immune to cold-based attacks while also breathing fire. They are adept magic using creatures, corresponding in hit dice to the same level of magic-user. Their claws and teeth are considered magical weapons of a +3 value, and they have the ability to see into the ethereal and astral planes, as well as seeing the invisible.

Special Abilities

Fire Breath

Standard as per dragons although there is a radiant quality to the breath that will do double normal damage to any undead creature.

Dravarian Highwayman

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1–8

Armor Class: 4

HD: 9

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–6 +3 (Rapier)

Special Attacks: The Flare

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 40%

Treasure Type: I

Climate Zone: C

Experience: 1000+14/hp



History

The Principality of Dravaria cuts a wide swath between the Grand Duchy of Gariny and the Kingdom of Thalonía

in the New Kingdoms. To its northern border are the Reaches of Ravenmoore, and the bulk of its territory is a wild frontier cut by hundreds of snaking roads that carry trade goods from the Gariny and the Free Coast to Thalonía and the Galvorn Freeholds. This trade and a lack of applicable civilization other than the capital city of Darinport make Dravaria a prime breeding ground for bandits. Although a multitude of gangs operate with varying tactics, a chosen few well-known rogues have been dubbed ‘highwaymen’ by the local constables because of their independent nature, audacity, and flare when doing their nefarious business.

Nature

Highwaymen work independently while on the road, but that isn’t to say they don’t have assistants and support groups in their territory. They sometimes employ spotters or snipers, or have agents inside caravans, but whatever the case, the Highwayman is the ‘name’ that people remember, and often time they secure their place in the hearts of the locals by providing a piece of their take to the downtrodden. They are skilled warriors with great tactical planning skills, often former soldiers, and they have a keen sense of the land around them. All these things provide them with a +2 to initiative and +1 to hit and damage when in their native territory. They are also known for their chosen weapon, having double specialized in it, gaining a +3 to hit and damage. When on an attack, they can utilize a special maneuver called, The Flare, in which they can shake the enemy to their core.

Special Abilities

The Flare

Anyone witnessing this creative action must make a save vs. petrification or be stunned for 1 round.

Drowning Fountain

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 13

Move: 12"

No. of Attacks: 3

Damage/Attack: 1–10 (Slam)

Special Attacks: Deadly Grapple

**Special Defense: ½ damage to all
non-adamantine weapons**

Magic Resistance: Nil

Intelligence: Low

Size: L (12')

Psionic Ability: NIL

% in lair: 90%

Treasure Type: R

Climate Zone: H

Experience: 3950+18/hp

History

Although not inherently related to the mimic, similarities in the aspects of the two creatures are easy to



identify. This creature begins life as little more than a grey ooze but will quickly slither its way to any kind of rock sculpture, usually a fountain, where it will meld with the stone, slowly replacing it with its own body over the course of several months. Once it has replaced the entire stone structure, it preys on targets that come to the fountain (or other sculpture) for whatever purpose (wishing on coins, drinks, bathing, etc.). It drowns victims by the use of working parts of the fountain (especially liking fountains with human or beast figures) where it will suddenly animate those features and plunge the victim below the surface using its incredible stone-like weight.

Nature

Evil to the core, these living constructs take great pleasure in killing for sport as they don't take anything or utilize the death of victims in any way. Many are the tales of poor drowned victims floating in fountains until such fountains become known as 'suicide fountains' which brings even more victims to the creature—incredibly easy prey as they are already seeking death. By utilizing its Deadly Grapple ability, the fountain can submerge a victim and kill it in a matter of rounds. Once dead, the body is released, but some fountains are known to take treasure from victims (as well as collecting coins thrown into its waters) and store them in a secret vault within their center. Once killed, the fountain will crumble, and water will flow out, and the treasure trove will be revealed. As the creature is basically stone, only adamantite weapons have full effect on it.

Special Abilities

Deadly Grapple

Victim must make a saving throw vs. petrification or be pulled under, losing 1–4 points of Constitution each round unless a grapple check vs. Strength 20 is successful.

Dungeon Lurker

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 12+12

Move: 12"

No. of Attacks: 2

Damage/Attack: 2-16 (Spiked Club)

Special Attacks: Heavy Blow

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: L (9')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: G

Climate Zone: F

Experience: 2150+16/hp

History

These baleful creatures have dimly glowing eyes that have a haunting green essence to them. They are known to inhabit deep dungeons, mines, and tunnel systems, always seeking prey that they eat raw. They prefer goblins, but orcs or even dwarves will do. There are tales of these creatures lurking outside cave systems at night, and even a few stories of them finding halfling communities and raiding their burrows.

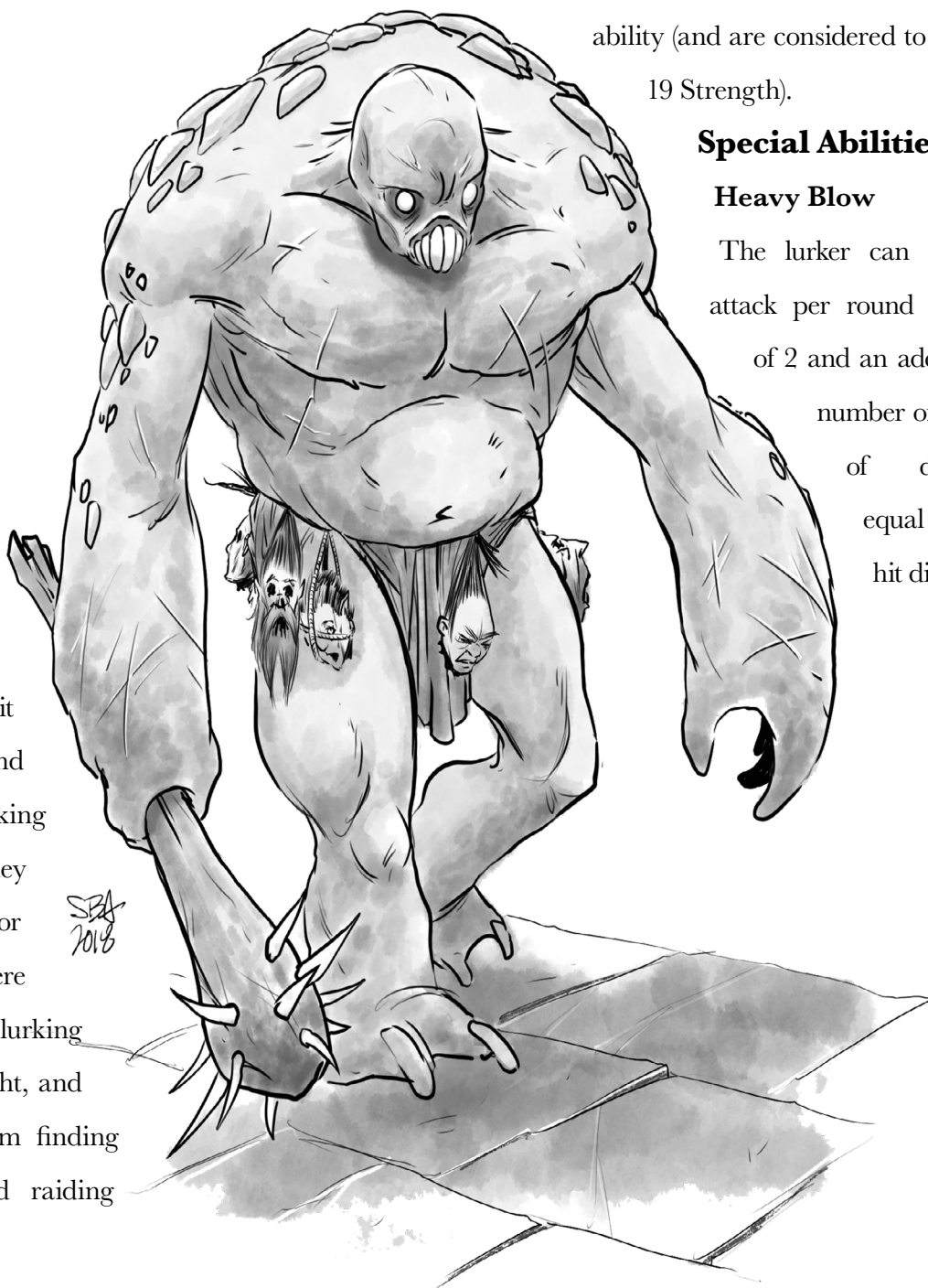
Nature

Typically fighting with an improvised club that is spiked with stone chips or even bone shards, these creatures hunt for food and not pleasure. They are not domesticated and do not serve dark masters, almost always encountered solo unless a mating pair is currently in heat. Utilizing their Heavy Blow ability, they can also smash doors as they seek food, and double their chances of doing so when utilizing this ability (and are considered to have a 19 Strength).

Special Abilities

Heavy Blow

The lurker can take 1 attack per round instead of 2 and an additional number of points of damage equal to its hit dice.



Dwarf Eaters

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 8

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–10 (Claw)

Special Attacks: Paralyzing Spit

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: L (10' long)

Psionic Ability: NIL

% in lair: 05%

Treasure Type: W

Climate Zone: F

Experience: 1000+12/hp

History

Dwarves have delved deeply throughout their history, and down in the darkness all manner of creatures exist that threaten their lives. Ecological niches have sprung up

with a new abundance of food (dwarves, orcs, and goblins) and so the 'dwarf eater' was born. Dwarves fear it as a silent killer, a creature that is adept at concealment that can strike just as easily above or below.

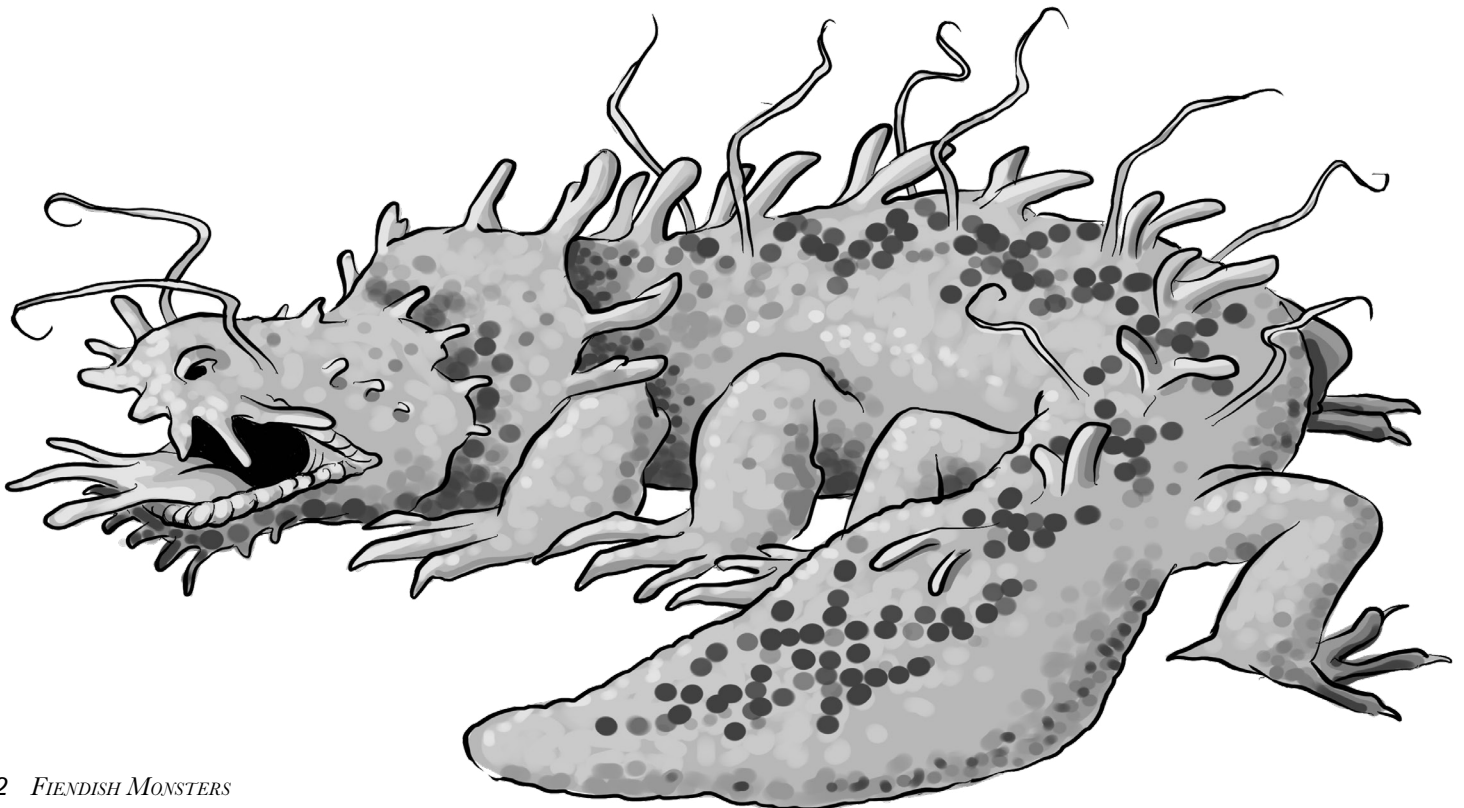
Nature

Ranging in size up to 10' in length, this four-legged beast is some hybrid amphibian/reptile that is covered with small sensor tentacles for picking up prey in the darkness of deep caves which gives it a kind of heat vision. Nearly blind, it abhors light, but it also knows light is where its food source lurks, so it doesn't fear the source. It attacks with a paralyzing spit and can rend victims with its stout claws (built for walking on walls and ceilings).

Special Abilities

Paralyzing Spit

Shooting from glands beneath the creatures chin, a 10' cone will require victims to save vs. paralyzation or be unable to move for 1–4 rounds.



Dwarf: Karasian

Chaotic Good

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 4

HD: 5+5

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–8+3 (Axe) or 1–6+3 (Hammer)

Special Attacks: Berserker

Special Defense: Tattoo Magic

Magic Resistance: Nil

Intelligence: Standard

Size: M (4')

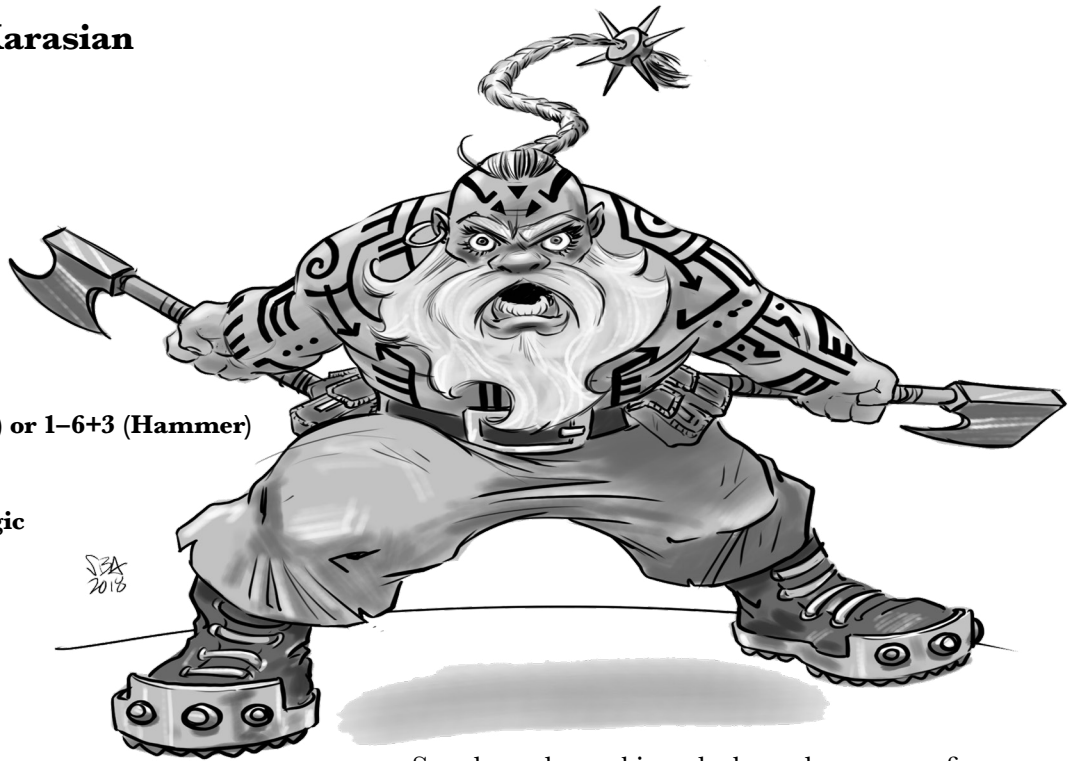
Psionic Ability: NIL

% in lair: 40%

Treasure Type: B, M

Climate Zone: Varies

Experience: 165+5/hp



Sturdy and tan-skinned, these dwarves prefer to wear light armor and decorate their beards and hair with gold and silver circlets that are often enchanted with protective magic (counting as Rings of Protection +1). They enjoy the use of axes, short blades, picks, and hammers like most of their fellow dwarves but are also handy with spiked gauntlets and punch daggers. Since they don't weight themselves down with heavy armor or shields, they often fight two handed, and many are considered ambidextrous. Tattoo art is something many of their berserker warriors employ, those too having been laced with magical properties, usually bound to the principles of earth (strength and defensive magic).

Special Abilities

Berserker

When in battle, the dwarf will go into a bloodthirsty rage, adding +2 to hit and damage to all attacks, while losing 2 points from their AC (lasts for 7 rounds).

Tattoo Magic

These tattoos will typically provide a 2-point bonus to the dwarf's damage for melee attacks as well as AC.

History

Dwarves, by their very nature, are an enigma to most other demi-humans, but of the various clans and bloodlines, the Karasian Dwarves of the Nameless Realms are a particularly odd bunch. They are miners, but they don't forge (for what reason, no one can say) and, instead, sell their ore to humanity to then buy weapons constructed from it. They are known to have fiery red beards and hair, and their tempers match the color (perhaps they don't have the patience to forge), and many are known to be berserkers when in battle. Many of them take on tattoos, some of which are enchanted with magic learned in the study of earth magic (something else they spend their time on instead of forging). They come for the Karas Range of mountains that is a border between the Grand Duchy of Gariny and the Kingdom of Dravaria, and the dwarves take no sides between the two nations.

Elemental: Blood

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 18

Move: 12"

No. of Attacks: 1

Damage/Attack: 5–30 (Slam)

Special Attacks: Blood Corruption

Special Defense: +2 or better weapon to hit

Magic Resistance: Nil

Intelligence: Standard

Size: L (15')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: Z

Climate Zone: Varies

Experience: 4,550+25/hp



History

Necromancers are known for their ability to work inside the confines of disgusting labs, always working with and processing the dead. In such cases, some necromancers got the ‘bright’ idea of summoning water elementals to clean up the excess blood, flesh, and putrescence of the areas in which they worked. Utilizing these creatures, the necromancers would keep them on task until they too were ultimately corrupted. Since they could not dismiss them back to the Elemental Plane because all the horror that they’d ingested would simply explode into a huge pile when they crossed the planar boundary, they instead sent the elementals into the wild, hoping someone else would deal with them.

Nature

These are abused elementals, corrupted with toxins and horror in such a fashion that they have been driven mad by it. When encountered, they will attempt to take any living thing (with blood) and pull it apart, consuming the flesh and blood inside itself. They have a corruptive nature that can infect the blood of anything they touch, doing terrible damage to the internal organs of those it gets inside. There is nothing redeemable about these wandering monstrosities, and they are to be avoided at all costs.

Special Abilities

Blood Corruption

Save vs. petrification or take 3–18 damage as the creature infects your blood with its own essence.

Elemental: Chlorine

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 3

HD: 10

Move: 12"

No. of Attacks: 1

Damage/Attack: 5–30 (Slam)

Special Attacks: Poison Gas

Special Defense: +2 or better weapon to hit

Magic Resistance: Nil

Intelligence: Standard

Size: L (15')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: Z

Climate Zone: Varies

Experience: 1,350+14/hp



History

There is a high level of debate as to the creation of this dreaded elemental. Some insist that it is free-form and that an extremely powerful green dragon's breath manifested it from the magic laced within the gas of its breath. Others say, although a green dragon was likely involved, it is more possible that a magic-user summoned an air elemental to combat a green dragon (smart, as they could blow the deadly breath away from their party) and that the elemental was corrupted by the gas and was freed from the magic-user's control when the dragon killed him with claws or teeth. Whatever the case, these incredibly deadly elementals have all the power of their air-based nature while also possessing the life-threatening poison of chlorine gas. They are to be avoided at all costs, and you can always tell a chlorine elemental because of the mustard yellow of its swirling form.

Nature

Something in the very essence of the magic that imbued this wayward elemental with chlorine has corrupted it into a malevolent creature. It lurks in low ravines and gullies or along river banks where it can avoid direct contact with wind. It will rise and take form when it encounters living creatures and will attempt to gas them by spreading its essence in a 10-foot radius around itself. Anything in the area will have to make a saving throw or take deadly damage. The damage is always dictated by the number of HD the elemental has but is typically 10d6.

Special Abilities

Poison Gas

Any creatures within 10 feet of the chlorine elemental must make a saving throw vs. dragon breath or take 10–60 points of damage from chlorine gas (1/2 damage with a success).

Elemental: Typhoon

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 20

Move: 15"

No. of Attacks: 2

Damage/Attack: 2–20 (Slam)

Special Attacks: Deadly Impact

Special Defense: +2 or better weapon to hit

Magic Resistance: Nil

Intelligence: Standard

Size: H (30')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: Z

Climate Zone: G

Experience: 8,600+30/hp

History

When large water elementals make their way to the open ocean and are inundated with salt water and the vastness of the depths, they can become typhoon elementals. They sometimes rise to the surface during storms, drawn from the depths, where they attack ships and even coastal settlements. There are even reports of such creatures in larger fresh bodies of water.

Nature

Chaotic in the extreme and born to the winds of any storm, these huge creatures are bent on the destruction of the 'solid' world. They will often drag victims out to sea when given the chance, and the power of their blows is legendary. Ships take structural damage from the impacts of their Deadly Blow power, as do any structures unlucky enough to be accosted by these greater elementals. Within their great bulk, sometimes

churned up from shipwrecks and the sea floor itself, treasure can be found, especially if the monstrosity is destroyed and the water loses its form, depositing everything inside in heaps over a thirty-foot area.

Special Abilities

Deadly Impact

The elemental hits like a crushing wave, hard as concrete unless the target can move with the water. A successful saving throw vs. petrification is required on each attack or the victim takes an additional 3–18 points of damage.



Fallen Totem

Chaotic Good or Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 3

HD: 14

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–10 (Claw /Horn), 2–16 (Bite)

Special Attacks: Nature Channeling

Special Defense: Invisibility

Magic Resistance: Nil

Intelligence: Standard

Size: L (12')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: Q

Climate Zone: Varies

Experience: 3000+16/hp



History

In the wilds of the world, lost in the annals of time, hundreds, if not thousands, of primitive tribes have either died out or become more civilized and abandoned their traditional ways. When this happens, the old gods and spirits they once venerated usually fade away, but on some occasions, more powerful spirits remain, wandering deep forests and caves always seeking those who abandoned them. Some say these spirits are benevolent, like lost pets, while others tell tales of much darker creatures, bound by a desire to punish those who cast them aside. Whatever the case, these spirits are powerful manifestations, typically of great beasts, and they have the power to break men if they so choose.

Nature

The stories are true concerning the variable nature of these spirits as they can be both good and evil, but the bulk (80%) are going to be of the evil variety. As they tend to take on the aspect of large beasts, they typically look like an animal, sometimes with human-like features or even bipedalism. As large creatures, they are known for their great Strength (22), and will typically attack with claws, bite, or horns. They have the power to manifest nature magic/animalistic magic, using it to either hide (invisibility), attack (elemental damage), or heal (as cure).

Special Abilities

Nature Channeling

Once per round, the spirit can either add its HD to its damage total, heal a number of hit points equal to its HD, or become invisible.

Feathered Basilisk Serpent

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 10+7

Move: 12"

No. of Attacks: 3

**Damage/Attack: 1–10+5
(Bite)/2–20+10(Constrict),
2–12+5 (Wings)**

**Special Attacks: Poison
(save or die),**

Gaze turns to stone

**Special Defense: +2 or better
weapon to hit, Shed Feathers**

Magic Resistance: 35%

Intelligence: Very

Size: L (20' long)

Psionic Ability: NIL

% in lair: 50%

Treasure Type: D, E

History

Born in deep swamps, feathered serpents have been prized for their scales for generations. However, collecting such things carries various dangers, and there are legends of many varied types of feathered serpents around the world. One such creature is the basilisk serpent, a type of feathered snake that also carries the petrification gene in its amber eyes. Such a creature can shed its feathers for defense, use lethal poison, and is also known to have a high magic resistance. The main location for these typically ebony-scaled creatures is within the swamps that surround the cursed city of Taux in the Nameless Realms.

Nature

As they are cold-blooded, they typically seek out sunny points during the daylight, collecting energy for night

hunts in their black scales. They petrify

prey and then feed on it at their leisure; an agent (while still lethal) within their venom can restore stone to flesh. It is said that great apothecaries and potion masters have the ability to distill the venom into a non-lethal potion that will still restore those stoned to life, but this is rare. When hunting, the beast will attack from above, gliding on its wings from treetops

down onto prey, first biting, then

beating them, and if the victim is extremely unlucky, the large serpent will intertwine and crush them with its constrictive body. During the winter seasons, these beasts hibernate in shallow burrows, and it is in this period that they are most vulnerable to hunters.

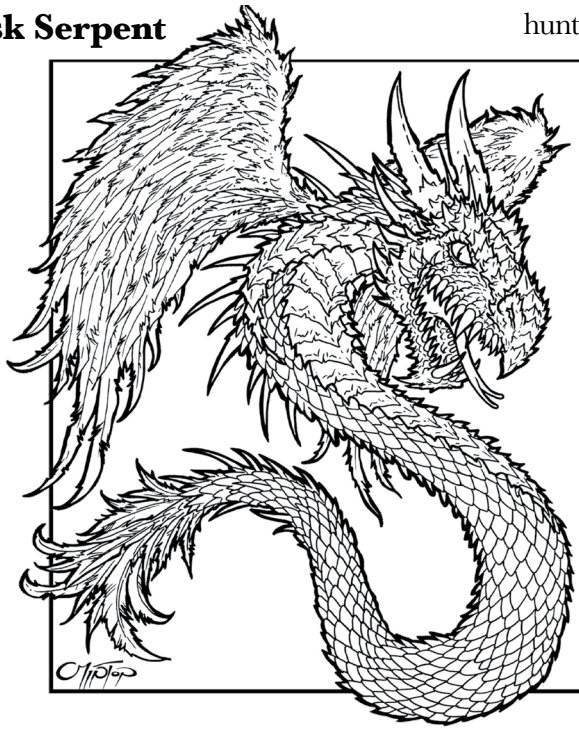
Special Abilities

Poison

The feathered basilisk serpent can spit an acidic poison at a target from up to 20' away, and even those making a saving throw will take 2–12 points of acid damage from the venom touching their skin. Missing a save means death in 1–4 agonizing (-8 to all actions and no spellcasting permitted) rounds.

Shed Feathers

This creature has the ability to absorb strikes from weapons and 'shed' the damage by sluffing off scales and feathers. This means that the 1st attack by any creature does ½ damage no matter the weapon type. Spells, however, have full effect (assuming they penetrate its magic resistance).



Fell Griffon

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 10

Move: 15"

No. of Attacks: 3

Damage/Attack: 1–6 (Claw), 1–8 (Beak)

Special Attacks: Harassing Slash

Special Defense: Shadow Shimmer

Magic Resistance: Nil

Intelligence: Animal

Size: L (12' long)

Psionic Ability: NIL

% in lair: 05%

Treasure Type: U

Climate Zone: C (Varies)

Experience: 1350+14/hp

History

Like shadow ogres and shadow fauns, the fell griffon is a magical beast that has fallen to the darkness of the Elemental Plane of Shadow. They are corrupted in such a way as to turn their regal eagle's head into that of a crow, and their brown coat and feathers are now black as midnight. Typically hunting under the cover of darkness, this beast preys on livestock but will also attack lone evening travelers, or even caravans if they look weakly defended. They prefer to strike from above utilizing harassing attacks, sometimes picking up victims and then dropping them from heights. Their feathers are treasured by hunters, however, and it is said that a cloak that utilizes their feathers on its exterior provides the wearer with a blur ability.

Nature

As they are creatures corrupted by shadow, they have a dual nature, and the darkness which surrounds them makes them distorted to the naked eye. This ability, known as Shadow Shimmer, provides them with a 25% miss chance on all physical attacks against them if it is dusk or night. When attacking at night, they surprise on a 3 in 6 and can employ a Harassing Slash attack that allows them to attack on the fly without a defender getting a chance to attack them back. Otherwise, they attack with two claws and a beak, gaining three attacks per round.

Special Abilities

Harassing Slash

Instead of getting 3 attacks per round, a flying fell griffon can get a single slashing attack doing 3–18 points of damage and without being threatened by a ground target in melee.



Fool's Paradise

Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 6

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–10 (Slam)

Special Attacks: Flower Corruption

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (5')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: Q

Climate Zone: C

Experience: 400+8/hp

History

Some say that a fool's paradise is the offspring of a dryad and a feral marigold man, but whatever the case, these beautiful flower 'women' are known to haunt deep and secluded groves in the ancient forests of the world. They are known to be covered in a dress of royal blue flowers, and their hair is made of crimson petals that flow down their backs. Their skin is smooth and white like the upper limbs of a sycamore, and their eyes are deep pools of green. They are cunning creatures with a desire to plant their own seed in a living host, and so will try to seduce and bed a human or demi-human male, only to have her flowery essence spread like a venereal (or vine-creal if you prefer) disease into her mate. Stories indicate that the victims of this disease will begin to become lethargic, taking on a green pallor,

and finally going to sleep only to become rooted in place, eventually turning into a vaguely human bush covered in blue flowers.

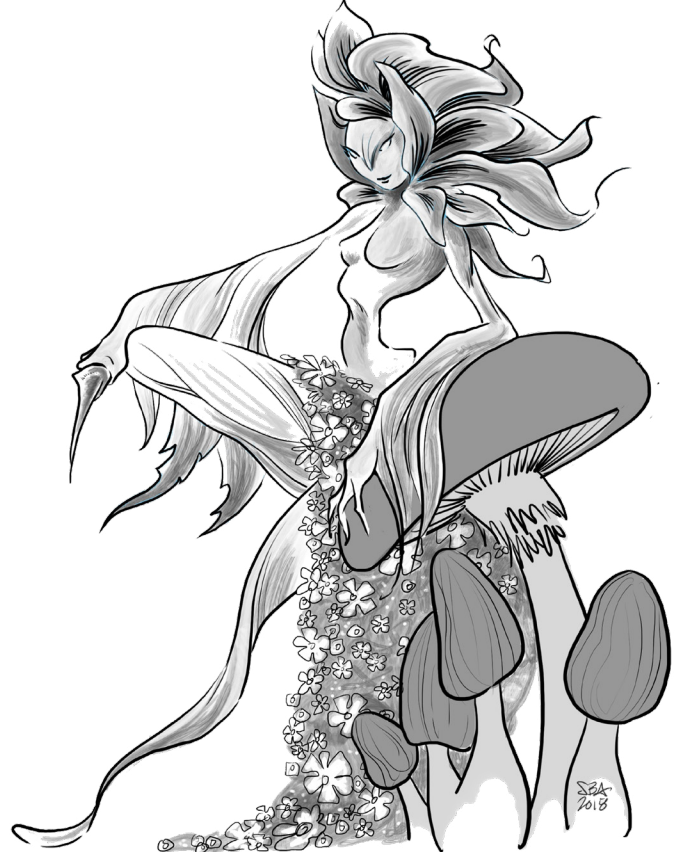
Nature

Anyone sleeping with a fool's paradise must make a saving throw versus poison at -2 or become infected. Although they are not known for combat, they can defend themselves by summoning other plants to their defense. Each round, the fool's paradise has a 35% chance of summoning a 6 HD carnivorous plant or forest predator to her defense. As she is a plant, she is immune to most poisons, and charm spells, and is much stronger than her lithe form belies. She attacks with a slam attack, hoping to knock her opponent prone so that she might escape.

Special Abilities

Flower Corruption

If sexual intercourse is had with a fool's paradise, the victim must make a successful saving throw versus poison at -2 or become a flowering bush in 1–4 days.



Frost Skeletons

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–10

Armor Class: 3

HD: 2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Claw) or by weapon

Special Attacks: Shard Explosion

Special Defense: ½ damage from slashing weapons, and ¼ damage from piercing.

Magic Resistance: Nil

Intelligence: Low

Size: M (5')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: A,J

Climate Zone: A

Experience: 80+3/hp



History

The dead fill the North, bodies frozen after raids, wars, animal attacks, and punishing storms. Sometimes those bodies rise from the snow, a witching purpose filling their hollow eyes and a frosty energy propelling them forward to prey on the living. Some say winter witches raise the frost skeletons; others whisper of corrupt druids or even

white dragon necromancers, but whatever the case, these deadly constructs do sometimes wander out of the tundra to attack villages without remorse.

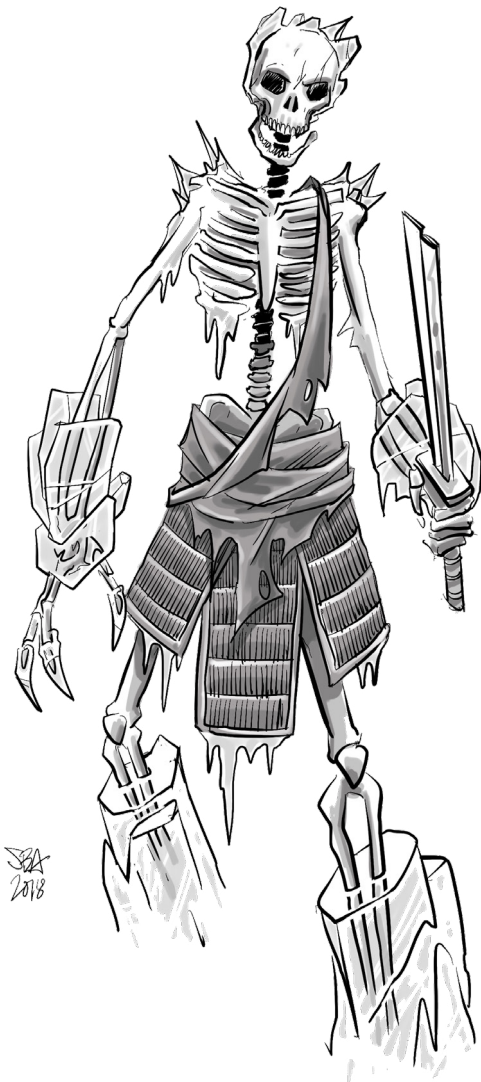
Nature

Typically, frost skeletons attack with their ice-bound fingers that act as claws although they sometimes have weapons from their former lives. The same principles as standard skeletons apply when dealing with damage values against them, but their most notorious ability is to ‘detonate’ with necrotic ice energy when they reach zero hit points.

Special Abilities

Shard Explosion

Whenever a frost skeleton hits zero hit points, it explodes, causing 1–4 points of damage to all targets within 10’.



Fruits of Aphrodite

Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 6

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Knife)

Special Attacks: Flesh Fruit

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (5')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: Q

Climate Zone: Varies

Experience: 400+8/hp

Sponsored by:
Erik Garland



History

When the curse of Athena was laid on Medusa after her rape at the hands of Poseidon, the goddess Aphrodite was greatly saddened by the tale, and while Athena propagated her venom on other women of beauty who had so 'enthralled' men with lesser gorgon-type curses, the

Goddess of Beauty sends blessings to other young women that they might undo some of the hurt brought on by Athena's misplaced ire. This created the so-called Fruits of Aphrodite, flower maidens with the ability to manifest fruit from their hands that can cure those who have been turned to stone. It is said that for every gorgon there is a Fruit of Aphrodite, and that their lives are somehow bound. Some mystics insist that the Fruits of Aphrodite seek out gorgons, hoping to touch them and cancel Athena's curse (while also freeing them from their own task of serving Aphrodite's pleasures), but this is unconfirmed.

Nature

These young women have the blessings of Aphrodite in them, meaning they have exceptional beauty and charisma, but they also have a lust that is terrible to overcome. They must make a saving throw against petrification each time they are in the presence of any individual with a Charisma higher than 15 or become completely obsessed with winning them to their bed (male or female). They have the Flesh Fruit ability, which allows them to produce fruit (usually dates or grapes) that can be crushed into a liquid that will turn one human-sized person from stone to flesh each day. They also have the power to permanently cancel Athena's curse in a gorgon, turning the unfortunate female back into her free and beautiful self. Doing this cancels all magic in both the target and the Fruit of Aphrodite. This can be accomplished with a simple touch; however, the Fruit is not immune to the Stone to Flesh ability of the gorgon, so watch out!

Special Abilities

Flesh Fruit

Can produce enough Stone to Flesh potion per day for one human-sized target.

Fury's Spawn

Alignment: Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 10

Move: 12"

No. of Attacks: 3

Damage/Attack: 1-8 (Feather Blades)

Special Attacks: Feather Blades

Special Defense: +1 or better weapon to hit

Magic Resistance: 20%

Intelligence: High

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: I

Climate Zone: Varies

Experience: 1350+14/hp

History

Long ago, the three Furies, goddesses of vengeance, swore an oath to see to the suffering of men, but as they were few, they lowered themselves to human form and used the seeds of men to create daughters that might also do their bidding. These are the Fury's Spawn, half-deities that appear in the form of females of humanity and even elvenkind. They will forever serve their terrible mothers, seeking out males on which they can exact some vengeance, making any contact with them the breeding ground of a perceived slight on which they can base their desire for revenge. It is said that most of these creatures enjoy a night of pleasure with their intended victims before then working to destroy their lives, turning their loved ones against them, pinning crimes on their person, and eventually laughing as they finally slide the blade of doom into their broken bodies.



Nature

Having unparalleled beauty, the Fury's Spawn are known for their ability to attract the opposite sex. They use this to their advantage, having a strong charm ability gifted to them by their mother. Although it is relatively easy to charm a target, the charm will only last a number of hours equal to the HD of the Fury's Spawn. If pressed into combat, they employ a type of extra-planar summoning that brings metal-sharp feather blades into existence on the Prime Material. They use these as missile weapons, being able to throw three per round. Their deific nature makes them immune to mundane weapons, with only magical weapons of +1 or better bonus being able to affect them. They are also resistant to most magic, being completely immune to all 1st and 2nd level spells, and 20% resistant to all other magical effects.

Special Abilities

Beguiling Charm

Save vs. magic (at -4) or be under the influence of the Fury's Spawn for a number of hours equal to the Fury's Spawn's HD.

Giant: Blizzard

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 18 + 2–16

Move: 12"

No. of Attacks: 1

Damage/Attack: 2–20 (Fist) or by weapon

Special Attacks: Elemental Storm

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: L (30' tall)

Psionic Ability: NIL

% in lair: 70%

Treasure Type: Z

Climate Zone: A

Experience: 5500+25/hp

History

The forefathers of frost giants, these mighty creatures are thought to have once been the offspring of titans and white dragons. They roam the far reaches of the North among lands of pure ice, and often are attributed to sending blizzards into the South and across the frozen seas. They travel alone, and dwell within massive ice caves, sometimes spending the winters in pairs (mated) or in small groups of 1–3 young males.

Nature

Blizzard giants can attack with their fists for great damage, but most will have acquired a weapon over the years, usually a tree that they have worn down and studded with ice shards. This mighty 'maul' attack does 3–30 points of damage. They are also surrounded by a blizzard when traveling outside their lair, and this magical storm must be contended with while attacking such a monster.

These giants are vulnerable to fire attacks, which cause double normal damage to them.

Special Abilities

Elemental Storm

A withering blizzard always blasts around the giant, causing 1–10 points of frost damage to all those within 300' of the giant. This storm is so powerful that offensive fire attacks directed at the giant lose 1d6 points of damage for each 10' the caster is from the giant.



Goblin Roses

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Thorn Slam) + 1–6 (Blood Drain)

Special Attacks: Thorn Whip

Special Defense: 2–12 Goblin Guards

Magic Resistance: Nil

Intelligence: Low

Size: L (12')

Psionic Ability: NIL

% in lair: 40%

Treasure Type: I

Climate Zone: Varies

Experience: 1000+12/hp (include goblins hits here)

History

What insane botanist mage first created the goblin rose is lost to the annals of time, but there is little doubt they lost their mind in doing so. This incredibly

beautiful rose bush is a blood drinker, meaning it has limited mobility with its branches (not actually mobile via its roots) and will trap vermin, small animals, and the like within its thorny branches to create its odd 'fruit'. That fruit is a large green globe, about the size of a basketball, and when it ripens, it splits open, revealing a live goblin inside. Although small (even for goblins), the little creature is fully grown and will begin working on a burrow beneath the plant, preparing it for other members of its kind. Once the burrow is complete, the goblin (now hopefully with more of its kind birthed by the bush) will begin bringing bigger prey to the bush, feeding it more blood. As this happens, the bush grows to the size of a small house and can then begin killing larger prey, including men, along with the help of its goblin progeny.

Nature

Small goblin roses are of no true threat to humanity, but the larger versions will have up to 12 goblin servants in its root systems that will defend it, as well as a nasty ability to 'whip' targets with its thorny branches and also drain blood. Perhaps the most intriguing thing about the plant is that its roses are astoundingly beautiful, and their scent is so sublime that, once distilled, they can be utilized for love potions and Charisma enhancing perfumes. Each flower on the bush (and there will be between 10–40) is worth 10 GP to an apothecary or potion master.

Special Abilities

Thorn Whip

An enraged bush can 'whip' its branches at attackers, throwing iron-like thorns in a 15' radius around itself. The thorns will do 3–12 points to anyone in the range.



Goblin: Bushido

Lawful Evil

Frequency: Very Rare

No. Appearing: 1–8

Armor Class: 4

HD: 3

Move: 12"

No. of Attacks: 3/2

Damage/Attack: 1–8 (Wakazishi)

Special Attacks: Banzai Rush (ALL goblins concentrate attacks on a single target until it is dead)

Special Defense: None

Magic Resistance: None

Intelligence: Low

Size: S (3' feet tall)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A, C

History

At some point in the distant past, a samurai must have been foolish enough to teach a gang of goblins the basics of the bushido code. Although the goblins didn't fully understand the depth of the code, they were able to apply its principles, utilizing armor and keen blades, to defeat other goblin tribes and become a terror to communities in the T'ung. The discipline that the honorable code of the samurai has taught them has helped to develop a strong work ethic toward martial prowess, with most goblins practicing the art of the blade eight hours a day.

Nature

Over the years, they have changed the code to fit their own needs and tactics, the greatest of these changes is the 'banzai rush' which targets a single enemy that ALL goblins in a group will attack until it is dead, then they will move on. There have also been cases in which

entire companies of bushido goblins have recognized a worthy foe and surrendered, pledging their blades to the person. Again, each tribe interprets its own basic code, so this needs to be kept in mind when dealing with them.

Special Abilities

Banzai Rush

Depending on the size of the attacking group, a single commander will have all goblins (up to 6) attack a single target.



Goblin: Fern

Lawful Evil

Frequency: Uncommon

No. Appearing: 1–6

AC: 5

Move: 12 ft.

HD: 1

No. of Attacks: 1

Damage/Attack: 1–6

(Spear/Javelin)

**Special Attacks: +1 to hit with
thrown weapons**

Special Defence: Surprise on a 3 in 6

Magic Resistance: Standard

Intelligence: Standard

Size: S (2'–4')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: J

Climate Zone: F & C

Experience: 45+2/hp

History

These jungle relatives to standard goblins are small, green-skinned, and bright-eyed menaces. They are known for their stealth, hunter's cunning, and ability to throw weapons with deadly accuracy. They aren't particularly cruel and have a more sensible nature than the standard goblins, perhaps because many of them are considered to be on 'island time', meaning they do little work unless absolutely necessary, much preferring to drink fermented fruit wine and just lounge in treetops. However, when awakened, they can cause a great deal of damage, especially to farming settlements and fisheries.

Nature

They are tribal in nature, typically run by a couple of 4 HD bosses/brutes and a 7 HD shaman who has the



powers of both cleric and magic-user (1st level cleric and up to 3rd level magic-user). They are equally adept at moving within water as they are in treetops and are known to attack from a distance and then melt away into the jungle. They are also known for their great dexterity and skill with thrown weapons that provides them with a +1 bonus to hit with all missile weapons.

Special Abilities

Nimble Escape

If in a forested setting, the fern goblin has a 75% chance to Hide in Shadows and Move Silently when withdrawing from combat.

Goblin: Forge

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1–10

Armor Class: 5

HD: 2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Claw)

Special Attacks: Heat Bloom

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: S (3')

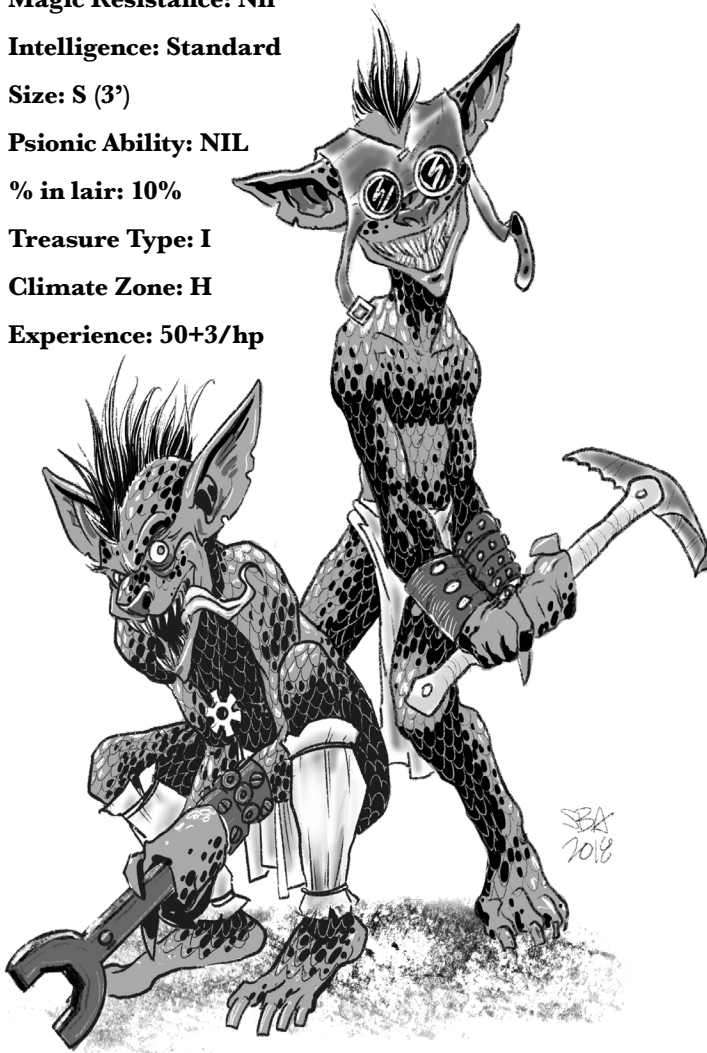
Psionic Ability: NIL

% in lair: 10%

Treasure Type: I

Climate Zone: H

Experience: 50+3/hp



History

Little monstrosities, forge goblins are the bane of technology. They absolutely love to destroy things with moving parts, especially things that have anything to do with fire. Where they come from is up for debate, but when they show up, there is a clear and purposeful destruction

to their nature. Beginning their efforts by working on moving parts, typically pins in wheels and any kind of gear, they will attempt to grind production to a halt. Once that is complete, they set about destabilizing walls, especially those dedicated to full structure support and the keeping of fires. They love to see buildings burn and will eventually move to outright pyromania, breaking lanterns and spreading oil, hoping for a huge conflagration. If left unchecked, these creatures have been known to cause destruction on an epic level, causing fires that spread citywide. As they have very distinct black scales and have a band of blue hair on their head that is like a mohawk, cities will offer bounties on them just to make sure their chaos doesn't spread.

Nature

Although certainly not tough in the way of a fight, these creatures travel in little gangs of up to 10 individuals and are wonderful when it comes to hiding. They are considered to be 85% undetectable in most situations (Hide in Shadows and Move Silently) unless they are actively destroying something. They fight with their claws, which are longer and harder than those of standard goblins because they use them to break mortar and destroy metal. When they are in the process of destroying something, they become agitated and can perform a Heat Bloom that helps them break and bend metal. It is an elemental attack that focuses intense heat into their claws. This Heat Bloom will also add to their damage if they are to attack with it.

Special Abilities

Heat Bloom

When angry or agitated, they can channel elemental energy into their hands, dealing an extra 1–6 in heat damage that can also combust flammable objects.

Goblin: Ice

Sponsored by: David Chamberlain

Lawful Evil

Frequency: Very Rare

No. Appearing: 1–10

Armor Class: 6

HD: 2+2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Ice Dagger)

**Special Attacks: Surprise on 3 in 6
in winter environments**

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: S (3')

Psionic Ability: NIL

% in lair: 50%

Treasure Type: A,J

Climate Zone: A

Experience: 95+3/hp



History

Many are the legends concerning these white-skinned and blue-eyed goblins of the far North. Some insist they were creations of elemental wizards; others insist they sprang from the blood of the Wall Dragons along the northern fringes of the world. Whatever the case, they have made a name for themselves among the scattered human populations of the far Northern territories. Ranging in size to no more than three feet, they typically go without clothing although sometimes will don white furs or cloaks when the temperatures drop too low for even their tastes.

Nature

Typically fighting in bands of eight, these predatory hunters enjoy waiting for ambush opportunities before they attack. They are known to mostly employ weapons of ice, namely daggers, but have also employed ice javelins.

The secret of the creation of these items is only known by the goblins, and something in their innate nature allows the weapons to function without melting or shattering (however, any metal armor worn gains a +2 to its defensive value when dealing with these weapons.)

Special Abilities

Cold Blood

The most dangerous aspect of the ice goblin is their frost-touched blood. A bit like anti-freeze, the blue blood is known to gush and spurt from the goblin when it is injured, and anyone making a successful melee attack against an ice goblin will receive 1 HP of damage per strike from the corrosive freezing liquid.

Goblin: Stone

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1-10

Armor Class: 4

HD: 3

Move: 16"

No. of Attacks: 1

Damage/Attack: 1-6 (Stone Club)

Special Attacks: None

Special Defense: Rocky Sliding

Magic Resistance: Nil

Intelligence: Standard

Size: S (3')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L

Climate Zone: F, E

Experience: 105+4/hp

History

The running joke among dwarves is that stone goblins were created from the shit of stone trolls, and there is a lot to be said for that theory. Stone goblins don't have proper legs but, instead, have two stone stumps. However, the creatures are incredibly fast as long as they are in contact with stone because of an elemental affinity they call Rock Sliding. Basically turning their stumps into skates, they can slide across stone surfaces with ease, fighting or even thieving without any penalty. This ability hinders their territorial ranges as without stone their speed is reduced to 3", not something that they can survive with.

Nature

As they have a stony hide, these goblins are particularly well defended from most attacks, and because of their



earth affinity, they do a good deal of damage with thin stone clubs that they refer to as 'switches'. Most commonly found in mountain caves, they have also been known to inhabit mines, dungeons, and even ruins where old streets are paved with stone.

Special Abilities

Rock Sliding

An earth affinity magic that allows the goblin to 'slide' across stone as if it were ice.

Goblin: Wanderer

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 8

HD: 4

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Dagger)

Special Attacks: None

Special Defense: Charm Speak

Magic Resistance: Nil

Intelligence: Standard

Size: S (3')

Psionic Ability: NIL

% in lair: 50%

Treasure Type: A,J

Climate Zone: Varies

Experience: 155+5/hp



History

Some people say that goblin wanderers are actually not goblins at all, or at least not fully goblins. As half-orcs are to human society, so too are goblin wanderers to gnomish society as they are said to be the progeny of a gnome and a goblin. However this union takes place, the offspring are not truly members of either race and, instead, walk the world alone (assuming they survive to adulthood), finding ways to make a living and keep coins in their purses. Mostly they rely on their ability to trade items from the far-flung reaches of the world as they are always on the road, always traveling, always bartering and moving small goods. Many insist they are cheats, and some are hung as insurgents and spies, so they tend to stay clear of larger settlements, instead working on the roads, trading with caravans and travelers, and often having some very interesting items for those in search of oddities.

Nature

Although chaotic, these creatures are not inherently evil, and although they are always looking to make a profit, they are not complete cheats. They make their living on buying low and trading high, so any items you get from them will be at a 10% markup on prices listed in the DMG. Their most potent ability, however, is their innate spell-like power of Charm Speak that allows them to escape most situations that might threaten their lives.

Like a standard Charm spell, this power can affect up to the goblin wanderer's HD in individuals and lasts only a number of rounds equal to the HD as well. During that time, the goblin will attempt an escape and might even pilfer items if they think they can get away with it.

Special Abilities

Charm Speak

Can utilize charm-type magic to affect up to its HD worth of creatures for its HD worth of rounds. Save versus spell to negate effect.

Goblin Bag

Inside this large pack typically worn on the back and enchanted with semi-bag of holding type power (functions as a $\frac{1}{4}$ power Bag of Holding), the goblin has a 15% chance of having any item the characters might be looking for from the DMG valued under 5,000 GP.

Golem: Leather

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 10

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–6 (Whip)

Special Attacks: Tangle Garrote

**Special Defense: +1 or better
weapon to hit**

**Magic Resistance: 25% magic
resistance, electric immunity**

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 05%

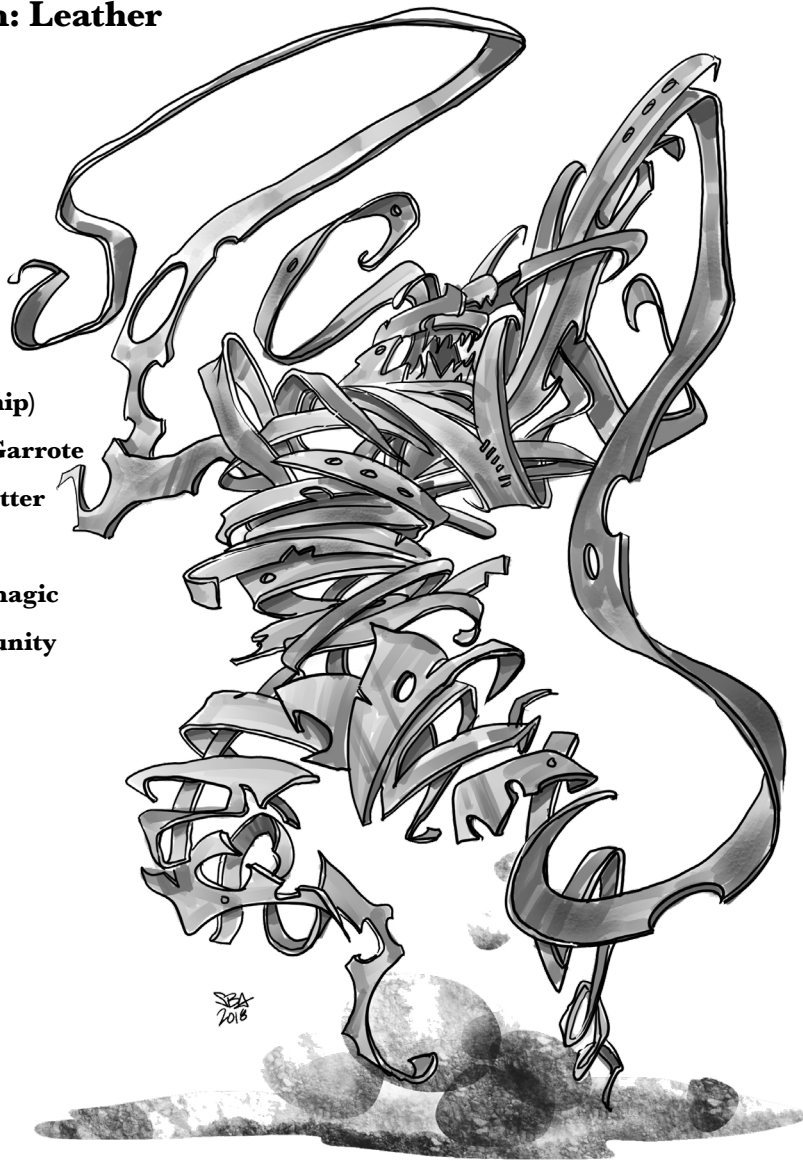
Treasure Type: Y

Climate Zone: H

Experience: 1,500+14/hp

History

There is something innately dark about the slaughtering of animals and the use of their skins, a certain background count of suffering the can linger in the flesh of the beasts. So it is said that on occasion the presence of a dark and hateful spirit manifests in pools of putrid and overheated water that goes into the making of leathers. This spirit is the bane of tanneries as it can give rise to a dreaded leather golem, a creature that rises from the cast-off soup, binding the leathers together into a vaguely bestial form, and then wreaking havoc on the facility and those that work there. As it isn't truly alive, mundane weapons have little effect on it, and some say it will follow a river course away from the vats of its creation, continuing on to find further victims of its malevolence.



Nature

These constructs are an amalgam of undeath and primal magic, and as such, they carry with them a hardy dose of magical resistance and immunity to turning. A +1 or better weapon is required to even hurt the creature, and it is considered to have 25% magical resistance, with complete immunity to electrical-based spells. It attacks with two leathery whips and, if they both hit, will begin a Tangle Garrote attack that can choke the life out of a victim in a matter of

rounds. Although considered 'mindless', the leather golem does have an unyielding drive to kill humans and will go to great lengths to do so; however, it must stay close to a water source or it will begin to dry out and become brittle and hard, eventually dying if it is away from water for more than 36 hours.

Special Abilities

Tangle Garrote

If both whip attacks hit a single target, the victim must make a successful save vs. petrification or be garroted and begin losing 1–2 Constitution per round until freed.

Guardisman Investigator

Lawful Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 9

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-6 (Short Sword)

Special Attacks: Just One

More Question Please

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

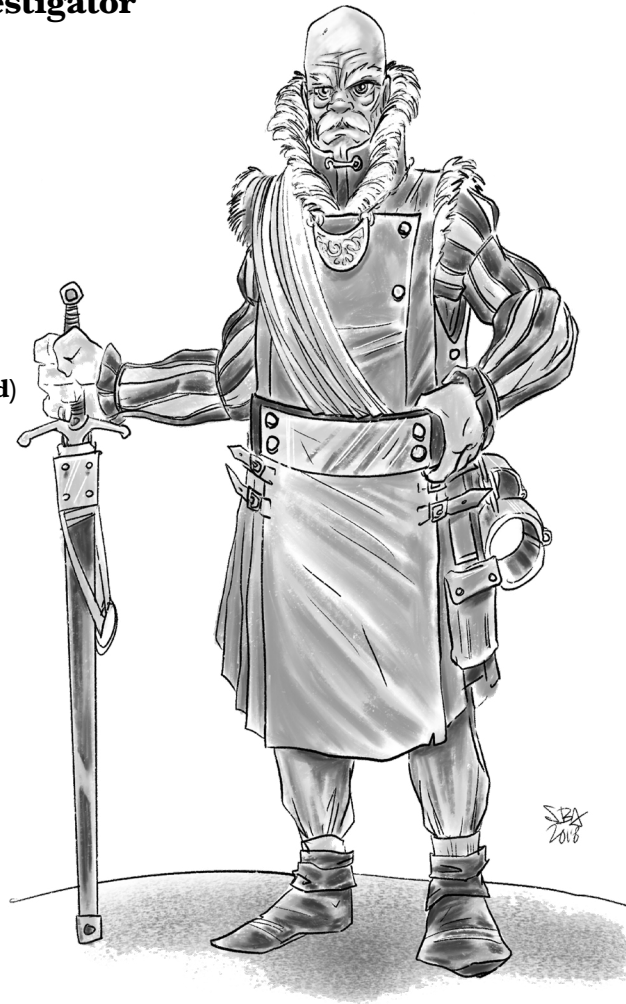
Psionic Ability: NIL

% in lair: 20%

Treasure Type: M

Climate Zone: H

Experience: 1,500+14/hp



History

From city to small town, there are those who are charged with the protection of the commoner. Usually, these are just guardsman or local constables, but in some cases, there are investigators with rare skill at solving crimes. They are well-learned in their area of expertise, have solid contacts in the neighborhoods and hamlets, and always have a nose for the truth. These special agents of local law enforcement work with other standard guards and constables to solve crimes beyond the normal pale, especially magical crimes. If they are hunting down magical beasts, serial killers, or even extraplanar spirits, these are the officers who get called to duty. They are oftentimes local celebrities among the peasants as they seem more in line with outside law than perhaps the good old boy network that might run the local jurisdiction.

Nature

Having a driving need to solve mysteries, these investigators are typically well versed in knowledge that involves arcana and religion, as well as local history. Consider them to have the same type of knowledge as a magic-user or cleric of their same HD, as well as the natural knowledge of a ranger of their HD. They are competent fighters when pressed and get two attacks per round with a small weapon, typically a dagger, short sword, or club (walking stick) but are always

considered to be trained in both armor and weapons as a fighter (likely because they started as guardsmen). Their special ability is known as Just One More Question Please, which is a type of Charm/Detection based spell-like ability used when working with suspects of a crime. The investigator is also able to cast Detect Lies 3/day (as a paladin).

Special Abilities

Just One More Question Please

When questioning a suspect, the suspect must make a saving throw vs. spell or be considered under the effects of charm magic that forces them to answer one question honestly (which is like a trick or slip up that they admit to).

Hate Crawler

Lawful Evil

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 4

HD: 4+3

Move: 12"

No. of Attacks: 8

Damage/Attack: —

Special Attacks: Paralysis, Sadistic Cruelty

Special Defense: None

Magic Resistance: Standard

Intelligence: Very

Size: L (9' long)

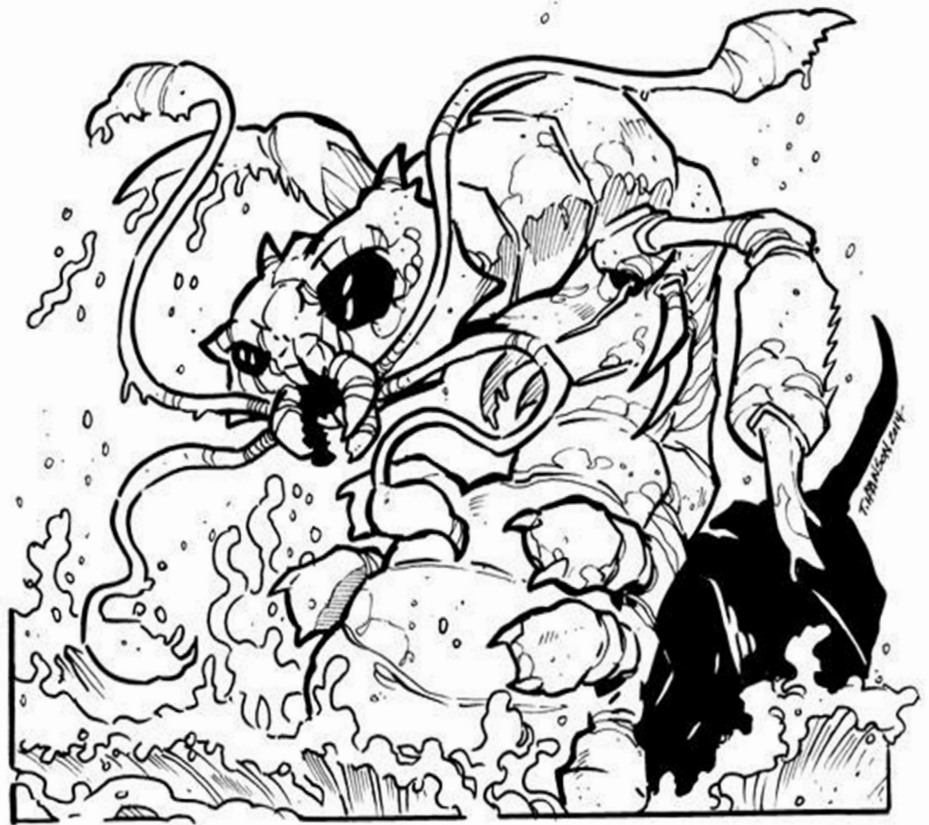
Psionic Ability: NIL

% in lair: 50%

Treasure Type: B

Climate Zone: F

Experience: 85+4/hp



History

In essence, the hate crawler is a form of evilly maligned carrion crawler. Corrupted by the powers of a greater evil entity while in the pupal state, the hate crawler is no longer a creature that is animalistic in its nature but, instead, bound to the suffering of others. These creatures actually enjoy the process of paralyzing their victims and slowly consuming them. They will eat slowly, picking parts of a victim that will not kill it immediately and will often go to great pains to see that the victims of its hunger witness their own consumption.

Nature

As they are not as large as others in their species, hate crawlers enjoy hunting in small packs so once they have victims, they can showcase the suffering to each other. They will actively take time to force victims to watch each other be eaten, having a fixation with the eyes of their

victims and positioning them to watch without being able to blink or look away. If these things had Instagram, you really wouldn't want to follow them!

Special Abilities

Sadistic Cruelty

Bound by the tenants of its creator, the hate crawler cannot stop itself from trying to increase the level of suffering of its victims. It is so obsessed with suffering that it will actually take several rounds (1d4) to position the victims so they may watch themselves be eaten and will not begin feeding if other targets are available, instead leaving the paralyzed victims for later.

Paralysis

The eight striking tentacles of the hate crawler can paralyze a foe, requiring a successful saving throw versus paralysis to resist. Paralysis lasts one minute (cumulative with multiple strikes up to three minutes), and feeding damage from a hate crawler is 1d6 per round once they have begun.

Hell Fish

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-2

Armor Class: 5

HD: 7

Move: 15"

No. of Attacks: 1

Damage/Attack: 1-8 (Bite)

Special Attacks: Necrotic Venom

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (5' long)

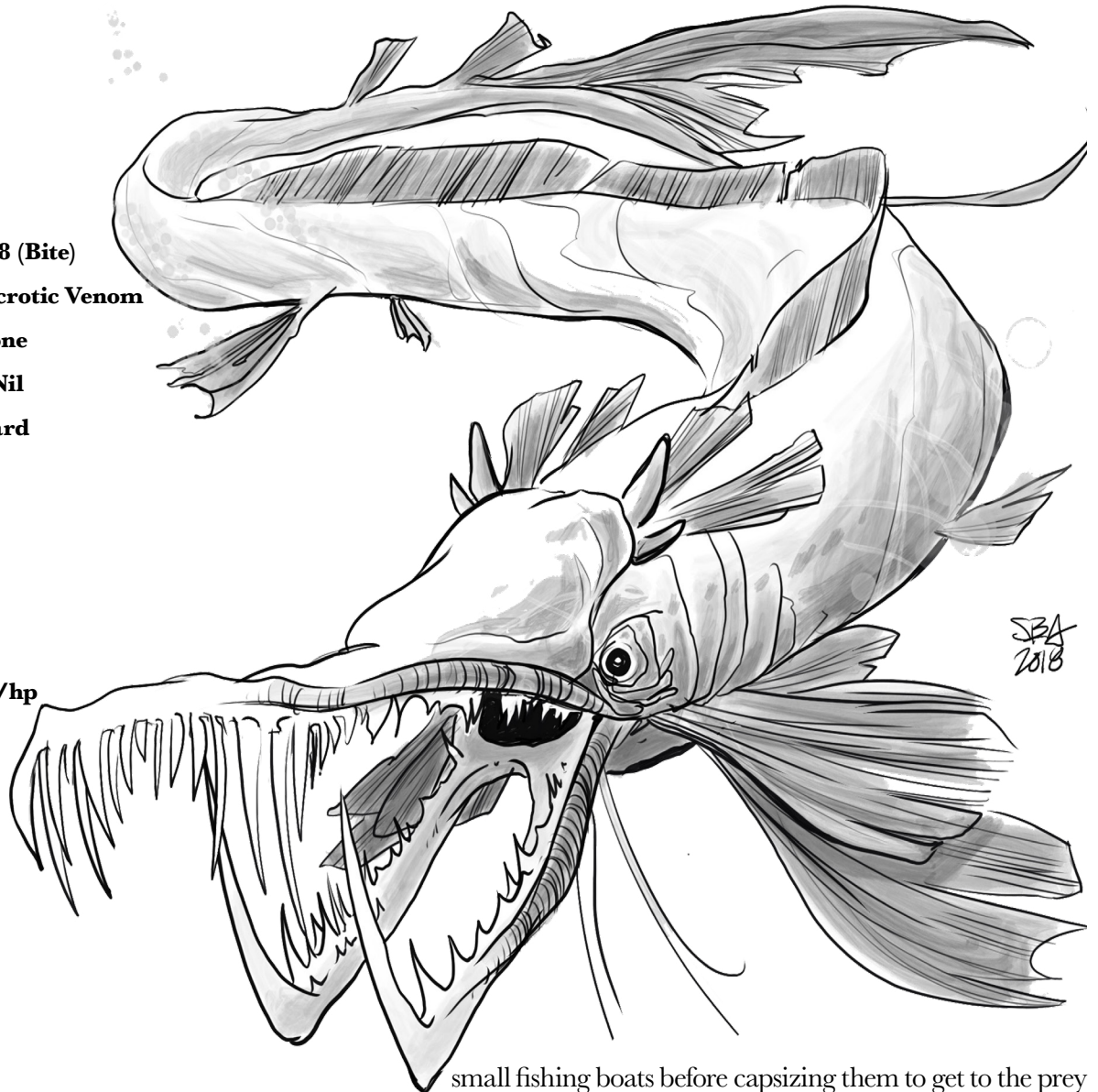
Psionic Ability: NIL

% in lair: 05%

Treasure Type: C

Climate Zone: G

Experience: 650+10/hp



History

Many are the tales of fishermen accidentally hooking one of these fish and unwittingly destroying themselves in the process. It is believed these fish aren't truly a species unto themselves but, instead, the product of necrotic corruption that leaks into the water supply through the flooding of cemeteries or the undead wandering into lakes or oceans as they have been found in both fresh and salt water.

Nature

Evil and always hunting for living victims, these saw-toothed and large-jawed fish utilize their size to disable

small fishing boats before capsizing them to get to the prey inside. They often inhabit sunken temples or ruins, and have been known to grow to ten feet in length (and up to 10 HD) depending on the type of corruption from which they sprang.

Special Abilities

Necrotic Venom

The bite of these foul fish is laced with the corruptive power of necrotic energies. It does an additional number of hit points on each attack equal to the hit dice of the creature.

Hill Titan

Chaotic Neutral

Frequency: Extremely Rare

No. Appearing: 1

Armor Class: 4

HD: 11

Move: 12"

No. of Attacks: 2

Damage/Attack: 5-20+7

(Magic Blade)

Special Attacks: Weapon

& Armor Specialist

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: L (15')

Psionic Ability: NIL

% in lair: 40%

Treasure Type: B

Climate Zone: C

Experience: 2,000+16/hp

History

Hill giants are certainly known for their brutish stupidity, but that isn't to say that there aren't exceptions when it comes to the huge beasts. As Jeff Easley's cover for the classic AD&D Monster Manual II shows, there is a possibility of running into a hill giant that has learned a thing or two about weapons and armor. Such anomalies are thought to perhaps be hybrid children of greater giants (fire and frost) or at the very least especially intelligent hill giants that were raised or trained by those more martial cousins. Whatever the case, they are



fashion impressive defensive suits as well as their ability to specialize in a huge weapon that is not a club. They



deadly adversaries although the one benefit of their oddity among their own kind is that they tend to travel alone and lead solitary existence because they are not accepted among their people.

Nature

Having a keen intelligence, and even an odd charisma, these terrible giants are most known for their ability to utilize scrap armor to

are always considered to have a 'weapon of choice' that is a +2 giant-sized blade and get two attacks per round with it. Although they are dangerous, they often aren't completely evil but more bent on furthering their own interests, and can sometimes be reasoned with. There are tales where these creatures have joined adventures for a short time to help on a particularly dangerous (but profitable) quest.

Special Abilities

Weapon

& Armor Specialist

Gains ½ their HD in armor class and damage bonus.

Hobgoblin: Aquatic

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-8

Armor Class: 4

HD: 5

Move: 8"

No. of Attacks: 1

Damage/Attack: 1-6 (Aquatic Weapons)

Special Attacks: Pack Tactics

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: M

Climate Zone: G

Experience: 275+6/hp

History

When the ancient continent of Uthoria fell, and the people and magic of that civilization were cast to the winds, the Lich Lords first came to the Out Islands. They were hunted, however, by the sea elf survivors who sought vengeance for their hand in the downfall. To help defend against the elves, the Lich Lords did vile experiments on the native hobgoblins they found living on their newly claimed islands. They turned the hobgoblins into water-breathing creatures and sent them into the shallow seas around their islands to defend against the aquatic elves. They did this for a thousand years until some escaped the thrall of the Lich Lords and journeyed into the deeper Halo, eventually finding new shoals in which to live and war against all who they saw as easy prey.

Nature

Bringing their martial nature to the depths, these hobgoblins employ Pack Tactics when fighting below the surface. They are adept with coral crossbows, spears, and punch daggers, and wear coral and shell armor. They are the natural enemy of sea elves and get a +1 bonus to hit when fighting them. They do not move particularly quick in water and, to compensate, will often make mounts of available sea life, including manta rays and sea lions. If encountered in a group of over six, they will have a leader with 8 HD among them that gets 2 attacks a round.

Special Abilities

Pack Tactics

If within 5 feet of an ally, they are at +2 on all attack rolls.



Hobgoblin: Ice Raiders

Lawful Evil

Frequency: Very Rare

No. Appearing: 1–8

Armor Class: 4

HD: 5+5

Move: 12"

No. of Attacks: 3/2

Damage/Attack: 1–10 (Ripper Saw)

Special Attacks: Northern Feet

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 40%

Treasure Type: C, M

Climate Zone: A

Experience: 450+6/hp

History

These robust hobgoblin tribes travel the remote byways of the North, sometimes working as coastal pirates, and oftentimes building their settlements on floating ice sheets. They are powerful fighters and are feared by human tribes for their excellent battle tactics, especially in raids.

Nature

Proficient with a massive saw used for cutting blocks of ice and repurposed into a weapon, these hobgoblins can rend flesh and ships with equal purpose. They are also adept at moving on ice and snow, which gives them their Northern Feet ability. Lastly, they are great tactical group fighters, preferring small raiding parties of no more than 10 members. If attacking with such a force, each hobgoblin gains an AC bonus of 2 (making their effective armor class AC 2).

Special Abilities

Northern Feet

If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.



Hopping Brain

Lawful Evil

Frequency: Very Rare

No. Appearing: 2-20

Armor Class: 5

HD: 3

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-6

Special Attacks: Leap Attack

Special Defense: NIL

Magic Resistance: Standard

Intelligence: Very

Size: M

Psionic Ability: NIL

% in lair: 15%

Treasure Type: D

Climate Zone: F & C

Experience: 85+4/hp



so think of their attacks kind of like the foreboding music in Jaws... Each 'pod' of hopping brains will have a central 'leader brain' who has increased HD (to 8), and also have a 'Frenzy' attack which adds +2 hit and damage if the leader brain is on the property of its master at the time of attack.

Special Abilities

Spring Attack

These creatures have the ability to leap at a target, bite, and then leap away, precluding reprisal from melee attacks against them. To accomplish this, the hopping brains must win the initiative. If successful, they can only be attacked by ranged attack for that round as they leap around the area hissing and biting, but never staying in one place long enough to approach.

History

These creatures are creations of the famed enchanter Kalium Rosa. The hopping brains were designed as guard dogs of the mage's various treasures. However, once Rosa passed from this plane, his creations became confused, spread out beyond his sanctuary, and propagated. They are fond of treasure and enjoy collecting and protecting it as it was their design in the first place.

Nature

Little more than a large 'brain-like' globe attached to two skinny legs and armed with a slavering maw, the hopping brains are excellent hunters. They can leap great distances, communicate via limited telepathy, and use a form of echolocation to draw a picture of their environment. This talent means that hopping brains are preceded by disturbing and regular 'clicks',



Kobold: Feral

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 4

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Dagger)

Special Attacks: Hume Hunting

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: S (3')

Psionic Ability: NIL

% in lair: 50%

Treasure Type: A, J

Climate Zone: A

Experience: 95+3/hp

History

Kobolds as a race are notorious for their pack tactics, but there are times when individuals stand out. Such kobolds are often expelled from their society, and those that survive become something other than what one would normally think of as members of their diminutive race. These 'feral kobolds' are creatures that have mastered the skills of the hunter, and the loner, preferring to rely on their own guile and skills when it comes to bringing down bigger prey.

Nature

Typically found near communities of regular kobolds, the feral kobolds sometimes raids its own people, seeking mates, and then leaves again to find solace in the wild. They are survivors, and as such have found ways to combat larger prey, much like dwarves against giants. This skill, known as Hume Hunting, provides the feral with +1 to attack and damage per every 2 HD (max is +5) when



attacking humans and demi-humans. They also have a keen sense of smell and are considered to have a 30% Hear Noise and 40% Move Silently and Hide in Shadows.

Special Abilities

Hume Hunting

Provides a +1 bonus to hit and damage per every 2 HD to a maximum of +5. This ability can only be utilized against Medium-sized humans and demi-humans.

Kobold: Monofilament

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 6

HD: 4+4

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–10 (Whip)

Special Attacks: Monofilament Whip

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: S (3' tall)

Psionic Ability: NIL

% in lair: 50%

Treasure Type: R

Climate Zone: F

Experience: 205+5/hp

History

Kobolds by their very nature are often misunderstood and notorious creatures, and yet their intelligence cannot be denied. Known for traps and deadly creations, some kobold tribes in the distant past were given the magical secret of creating monofilament thread, and this creation evolved into the art of the monofilament whip. Practitioners of the whip are few and are both highly skilled and incredibly lucky to have lived long enough to be renowned among their kin.

Nature

Only a great fool would use a monofilament whip as anyone so doing will critical hit themselves on a natural roll of 1, 2, or 3. Sure, an 18, 19, or 20 is a great way to



slice off opponents' limbs, but your chances of removing your own head are just a great. Such proficient kobolds will often have fake limbs, badges of honor from previous fails with their weapons.

Special Abilities

Monofilament Whip

A natural roll of an 18, 19, or 20 with this weapon will cut off an opponent's Head (1), Arms (2 or 3), Legs (4 or 5) or Torso (6). However, a natural 1, 2, or 3 will do the same to the wielder. Non-proficiency with whip doubles the chances of a critical failure.

Lycanthrope: Were Gull

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 5

HD: 9

Move: 16"

No. of Attacks: 2

Damage/Attack: 1–6 (Spear)

Special Attacks: Pack Tactics

**Special Defense: +1 or better weapon
(or silver) to hit**

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: N

Climate Zone: G (Coastal)

Experience: 1500+14/hp

History

Along the seemingly endless coasts of the world, gangs of seagulls are always sailing through the winds looking for food. They have taken to humanity as a kind of trash bin in which they can get easy food, and many think it was this connection to human communities (and perhaps the presence of were pigeons) that lycanthropy passed into humans who had contact with infected gulls. Whatever the case, were gulls are something of a blessing and a curse, their presence outside coastal communities typically means raided food stores and even fishing boats overcome by the creatures on occasion, but it also means an early warning system



for the presence of more potent enemies. Many believe that having a were gull in a community is a connection to the natural rhythms of the sea, and sometimes such creatures are even accepted members of a town, but when they tend to group together, the chaotic nature of the creatures wins out and mayhem seems to follow them.

Nature

The hybrid form of these creatures is as formidable as a seagull is hardy. They have huge white wings and can even wear light armor, and enjoy fighting with human weapons (including spears, javelins, and short bows). They are quick in the air and nimble on the ground, and have a keen sight that helps them when on the lookout for food (or enemies). This sight adds +1 to any Search checks for the were gulls, and they are also known

to work extremely well with others of their kind when attacking, gaining the Pack Tactics ability.

Special Abilities

Pack Tactics

+2 to hit when attacking within 5 feet of any allies.

Lycanthrope: Were-Megalodon

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 14+14

Move: 15"

No. of Attacks: 1 (or 3)

Damage/Attack: 6-36 Bite (2-12 (Fists x2)/2-20

(Hybrid Bite)

Special Attacks: Blood Lust (once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage and providing an extra bite attack)

Special Defense: +1 or better weapon to hit

Magic Resistance: Nil

Intelligence: Standard

Size: L (19' Tall)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A, B, C, H

Climate Zone: G

Experience: 3,000+18/hp

History

What dangers lurk beneath the waves of the Halo are too many and too terrible to believe, but one of the most dreadful tales spins from the Corsair Archipelago. Sailors often tell the story of the reef giants of the archipelago, their raiding parties pulling ships beneath the seas to add to their treasuries deep below the surface, but there is also another tale even graver than the reef giants in general, that of the were-megalodon. It is whispered that were-sharks have sometimes swum below the Corsair Mists, losing their way and going mad in the violet waves of the Inner Zones. Once mad, they attack anything, including the reef giants who patrol those seas, and once bitten, the

reef giants slowly turn into sharks so large they can rip a whale in half with a single bite, but even worse, they can take hybrid form and stalk the reefs and islands, praying on anything unfortunate enough to come into their path.

Nature

Normally, the were-megalodon only gets a single bite attack while in its shark form, but in its hybrid form, it gets two clawed fist attacks and one lesser bite attack. They are solitary creatures, tending to hunt alone, but on occasion, a mated pair have been known to move through corrupted waters together. As former giants, they can still pass into that society on occasion although their lycanthropy always gives them away, and they are either killed or exiled soon after. They are also known to make sport of small ships, lashing at the undersides and opening the hull or swamping rowboats and then dining at their leisure.

Special Abilities

Blood Lust

Once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage on all attacks and providing an extra bite attack per round.



Lycanthrope: Were Owl

Lawful Good

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 16

Move: 16"

No. of Attacks: 1

Damage/Attack: 1-4 (Claw)

Special Attacks: Moon Magic

Special Defense: +1 or better weapon

(or silver) to hit

Magic Resistance: Nil

Intelligence: High

Size: M (6')

Psionic Ability: NIL

% in lair: 40%

Treasure Type: Z

Climate Zone: Varies

Experience: 4,000+20/hp

History

Some old storytellers, especially those of the native tribes, believe that lycanthropy wasn't a curse when it was first sent to humanity. Instead, they think it was a gift of the moon, and that those who worshiped her with the greatest of reverence or those who were in most need of her help, were blessed with the ability to change into creatures of the night. The first of these were said to be the were owls, beautiful maidens who had to flee their villages because of the dark desires of men and the warring of tribes over the right to have them as a bride. Such women were forever changed, given the ability to turn into great owls and stay away from the clutches of men. It wasn't until dark sorcerers caught them and used their blood to infect others to make wolf legions under their thrall, that the more famous lycanthropes began to rise into legend.



Nature

Kind and reclusive, these misunderstood members of the lycanthrope family are typically female (95%) and have a strong distrust of male humans. They have many gifts from their moon goddess, the greatest of which is Moon Magic, which they can employ as they choose. When forced into melee combat, they attack with clawed feet when in hybrid form. When in human form, they have downy grey and brown hair and large amber eyes with skin white like a new moon.

Special Abilities

Moon Magic

The were owl gets a number of d6s as she has in hit dice to use on offensive spells (like 8d6 moon glow missiles) or in healing (8d6 silvery regeneration) or summoning (up to 8d6 in the great owls) per turn. This power can be broken up between any of the three options in a single turn.

Lycanthrope: Were Pigeon

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 8

HD: 4

Move: 18"

No. of Attacks: 1

Damage/Attack: 1–6 (Claw)

Special Attacks: Wing Flurry

**Special Defense: +1 or better weapon
(or silver) to hit**

Magic Resistance: Nil

Intelligence: Standard

Size: M (5')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: M

Climate Zone: H

Experience: 205+5/hp



Nature

Bold and arrogant, these monsters tend to think they are invincible, and often congregate in groups of up to 8 individuals. Such groups are usually targets for local mages, and the more successful of were pigeons are ones that lead a solitary existence. They typically fight only in their hybrid form (as their pigeon form is too weak and small), utilizing their clawed feet and pointed beaks. They can also do a Wing Flurry attack that can cause confusion among their enemies while also spreading their lycanthropy (if in a lair that has droppings about).

Special Abilities

Wing Flurry

3/day, the were pigeon can beat its wings in a furtive way that can disorient a single opponent, stunning them for 1–4 rounds unless a saving throw vs. paralyzation is made.

History

Avian creatures have the ability to spread disease far and wide, and in the case of lycanthropy, it is no different. When this sickness jumped to birds (likely from pigeons feeding on the corpses of were rats), the bell towers and open attics of many city dwellings became home to this avian scourge. Worse yet, the spread of this type of lycanthropy is through contact and ingestion of bird droppings, and these creatures are notorious for where they enjoy placing their crap. They can turn any street café into a breeding ground for more of their kind in a matter of seconds. If (and when) outbreaks occur, local authorities are quick to react and kill any localized population, but there will always be individuals that hide their presence and mingle with the population until the call of the moon forces their hand at least once a month.

Maiden Hag

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 8

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-6 (Claw)

Special Attacks: Charm Magic

Special Defense: Human Guise

Magic Resistance: 40%

Intelligence: Standard

Size: M (4')

Psionic Ability: NIL

% in lair: 35%

Treasure Type: N

Climate Zone: Varies

Experience: 1000+12/hp

History

Prowling the countryside of many northern kingdoms, the maiden hag is a wicked creature that preys on young girls (and on occasion boys). Once she finds one she likes, she'll use powerful charm magic to lure them away, and after taking them to a secret location, she will skin them and then wear the horrid fruits of her labor. She then continues on her way, seeking out new children as a friend, always switching skins, which makes it very hard to discover who is really the hag. Entire communities have reported losing up to 75% of their youth in this fashion before the crone moves on.



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Nature

The maiden hag hates a melee combat situation, preferring to use her charm magic against any foes that might have found her out, then either slipping away or killing the charmed persons, whichever seems safer. If forced into combat, she will extend her natural claws through the fingers of her skin suit and attack with those. While she is in her skin disguise, she is 90% undetectable, unless questioned extensively about intimate details of the child's life she has replaced. She also has a level of magic resistance equal to 5% per HD.

Special Abilities

Charm Magic

3/day, the hag can cast a powerful Charm spell (-2 to saves), and the victim must save vs. magic or be under her control for 1d6 days.

'Human' Guise

The hag takes the body of any race, making it her own and, thus, is indistinguishable from that race, including language and historical/local knowledge (although personal knowledge is lost).

Marigold Man

Chaotic Good

Frequency: Very Rare

No. Appearing: 1

Armor Class: 8

HD: 2

Move: 12"

No. of Attacks: 1

Damage/Attack: None

Special Attacks: Hypnotic Pollen

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: S (2')

Psionic Ability: NIL

% in lair: 05%

Treasure Type: Q

Climate Zone: C

Experience: 65+2/hp



History

Throughout magically inclined fantasy worlds, there are hundreds of plant-based creatures, and the marigold man is certainly one of the more interesting subjects. These small creatures (usually no more than three feet) are intelligent flowers that manifest in mundane gardens, pulling themselves from a flower patch and walking around on white root-like legs and utilizing leafy arms. They have a pleasant smell that some say is intoxicating to humans, and once they rise from the earth they were born in, they go about making mischief wherever they can. Most of the time this means knocking over planters, bending spades, pitchforks, and sickles, and also terrorizing pets. When caught, the bulk of these creatures are killed, but some are captured and released in the wild where

they become old and wise, growing in both height (up to 6 feet) and hit dice (up to 10), and sometimes even mating with dryads and nymphs.

Nature

Certainly not evil, these creatures are more of a nuisance when it comes to worldly issues. They will hide among other flowers when being chased or sought (giving them a Hide in Shadows roll of 70% to avoid detection). If pressed into combat, they can only try to spray a target with their pungent pollen, which has the effect of stunning a victim for 1–4 rounds if a saving throw vs. poison is failed. However, after a person has been doused with pollen, they have an effective Charisma bonus of +2 for the next eight hours.

Special Abilities

Hypnotic Pollen

Save vs. poison or be stunned for 1–4 rounds. The pollen spray affects all in a 1" cone.

Moon Child

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 9/7/5

HD: 1/3/6

Move: 12"

No. of Attacks: 1/2/3

Damage/Attack: 1–4 (Slam) or 1–8 (Slam)

Special Attacks: Moon Shine

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 05%

Treasure Type: Q

Climate Zone: Varies

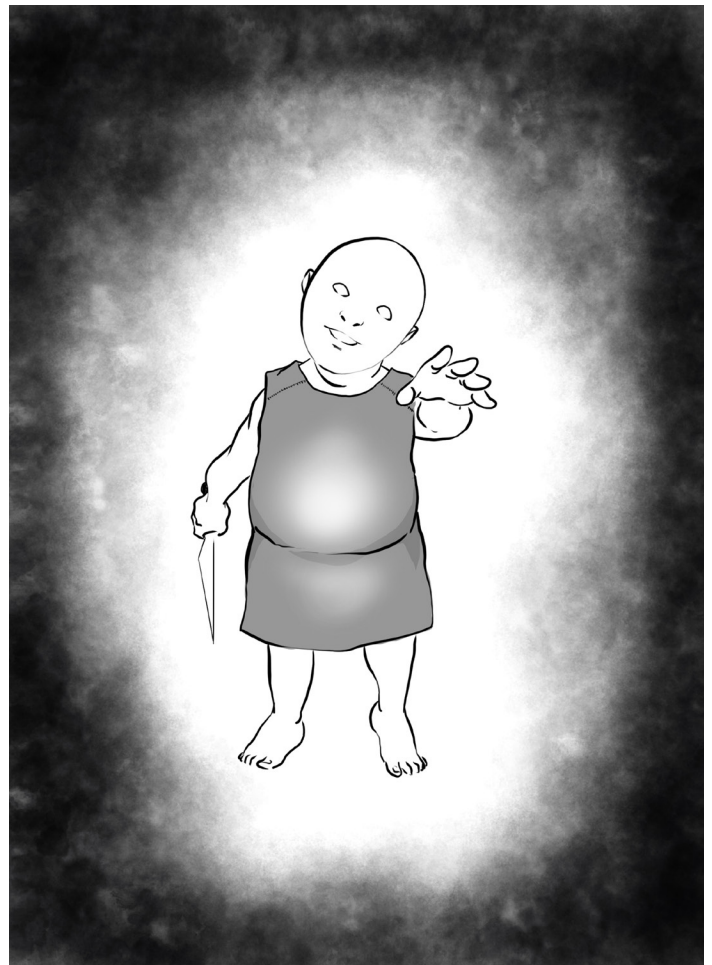
Experience: 40+2/hp or 125+4/hp or 400+8/hp

History

The cycles of the moon are something that has been an influence on magic and beasts since time began, and the moon child is a creature that seems more directly tied to these cycles than most. Appearing on the new moon, these small, childlike creatures are sometimes mistaken for abandoned infants. However, once they are taken into a home, they quickly 'mature', their form staying roughly the same, but their mind becoming more wicked and intelligent the closer the moon draws to its full presence. Sometimes they will flee the home of those that take them in, doing their mischief and murder outside their host family, and other times they will slay their keepers and move on as their minds continue to descend into madness as the moon grows bright and full in the sky.

Nature

Moon children are creatures of magic, and they are



driven by their connection to the moon's cycle. In a new moon, they are next to powerless, being only 1 HD and of low intelligence, but by the first quarter, they are 3 HD, and by full moon they are 6 HD, then they begin to decline unto death, falling back to 3HD at the third quarter, and dying with the coming of the next new moon. At their height, they can attack with virulent strength, doing 1–8 points of damage (1–4 at 3 HD), and will try to claim as many victims as days in the full cycle of the moon, believing they will be reborn if they reach 30 victims in 30 days. To help them kill victims, they have an enchanting power called Moon Shine, which is an illumination of their angelic face that can stun a target into a peaceful stopper.

Special Abilities

Moon Shine

Saving throw versus paralyzation or be stunned for 14 rounds.

Necrotic Centaur

Dedicated to : Jeff Mackay

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–8

Armor Class: 5

HD: 7

Move: 15"

No. of Attacks: 1

Damage/Attack: 1–6 (Spear) + 1–8 (Necrotic)

Special Attacks: Dark Charge, Dark Matter

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: L (8')

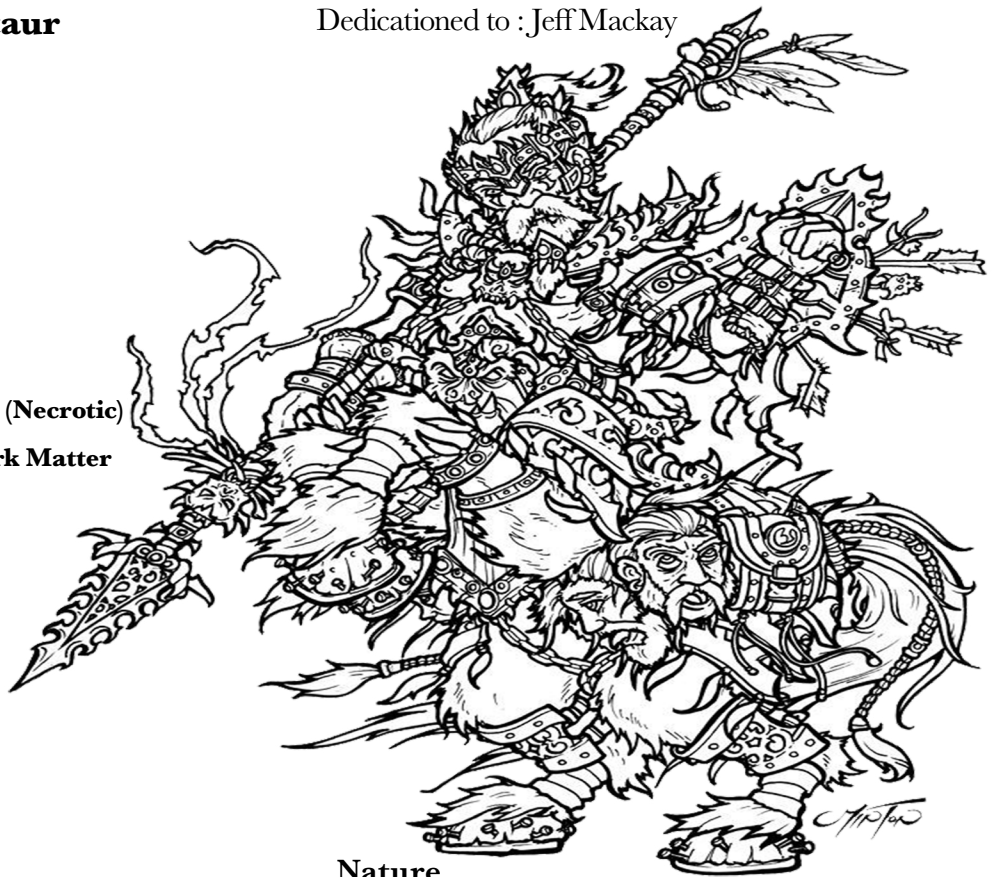
Psionic Ability: NIL

% in lair: 15%

Treasure Type: M

Climate Zone: C

Experience: 650+10/hp



Nature

Evil to the core, there is no semblance of the creatures that these monstrosities once were. They are often comprised of fallen scouting parties and, thus, are typically encountered in groups. Utilizing a Dark Charge ability, a group of necrotic centaurs can overwhelm a defensive position, knocking foes to the ground and then trampling and spearing them where they lay. They also employ Dark Matter, an ability to coat their weapons with a necrotic essence that destroys living tissue.

Special Abilities

Dark Charge

If given a chance to charge an opponent, the victim must make a successful saving throw vs. petrification or be knocked prone and automatically take an additional 2–12 points of damage.

Dark Matter

Any weapon employed by the necrotic centaur does an additional 1–8 points of corruptive negative energy.

History

Centaurs, as a race, are mysterious creatures, and many would argue that they are protectors of nature, or forests, and of the interests of creatures that live within. As such, they can often fight against powers that are overwhelming, even for their intelligent and martial natures. The undead and shadow realms are always a threat, and there have been reports of centaurs that look to have fallen to this power and now serve a darker purpose. These creatures take on a black coat, their human skin ashen and their eyes malevolent pits of darkness that leak corrupted energy. Whatever Fey magic they may have possessed in life has been turned into a force for evil, and they wield this magic by lacing their arrows, spears, and javelins with the dark matter.

Ogre: Frost

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 10+10

Move: 12"

No. of Attacks: 2

Damage/Attack: 2-16 (Claw)

Special Attacks: White Out

Special Defense: Charming Countenance

Magic Resistance: Nil

Intelligence: Standard

Size: L (9')

Psionic Ability: NIL

% in lair: 60%

Treasure Type: C, M

Climate Zone: A

Experience: 2000+14/hp



History

There are many myths and tales of frost ogres in the North. In one, the Tundarian race sprang from a union of frost ogres and human females; in others, more monstrous things came of strange unions of white dragons, yeti, frost giants, and humanoids. Whatever the case, the frost ogre isn't something to be taken lightly, as it is intelligent, sometimes beautiful, and incredibly dangerous.

Nature

Although solitary, the frost ogre travels the edges of human civilization, watching as humans leave their mates so that it can slip into settlements and mate with the females to help propagate its species. It attacks with its mighty clawed hands and can fly into a battle rage when provoked. When it is faced with an encounter with a female it deems worthy, it can also use a type of charm ability to win her to its bed. Traders in the North sometimes land the white-blond hair of a frost ogre and make clothing from it. If a character wears frost ogre hair, they are considered to have a +1 Charisma effect.

Special Abilities

White Out

When the frost ogre is taken below half its hit points, it flies into a rage that raises its armor class to 5 but also provides it with an extra attack and +2 to hit and damage.

Charming Countenance

When around a female human, elf, or even dwarf, the frost ogre can use a powerful Charm ability (as spell) to win her to its side. This effect fades immediately if the ogre attacks any of the female's allies.

Ogre: Shadow

Chaotic Evil

Frequency: Extremely Rare

No. Appearing: 1–4

Armor Class: 2

HD: 11

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–10 + 1–6 (Club or Blade)

Special Attacks: Dark Energy

Special Defense: Blur Form

Magic Resistance: Nil

Intelligence: Standard

Size: L (9')

Psionic Ability: NIL

% in lair: 40%

Treasure Type: C

Climate Zone: F

Experience: 2550+16/hp

History

Born of dark magic similar to that which created shades, these ogres were bread by dark sorcerers who worked exclusively with the Elemental Plane of Shadow, some believing they were meant to be intermediaries with the intelligence that many considered to be on the other side of the veil beyond the elemental plane. Most consider these creatures to now be the harbinger of the bender menace in the Nameless Realms.

Nature

With souls as dark as their shadow stuff blood, these ogres are powerful and sly, being able to blur their bodies and channel dark energy into their attacks. They typically use great clubs or makeshift blades that do 1–10 points of damage. They are often found in groups of up to six as something



about their nature tends to draw them together, and many believe such groups are trying to manifest a bender or bender-kin.

Special Abilities

Dark Energy

A negative energy from the Plane of Shadow surrounds any object held by the ogre, causing an additional 1–6 points of damage.

Blur Form

Because of the ogre's shadow form, he is considered under the effects of a Blur spell and attacks against him have a 20% miss chance.

Old Man of the Woods

Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 9 or 15

Move: 15"

No. of Attacks: 2

Damage/Attack:

2–20 (Slam) or 3–30 (Slam)

Special Attacks: Primal Rage

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: L (12 or 30')

Psionic Ability: NIL

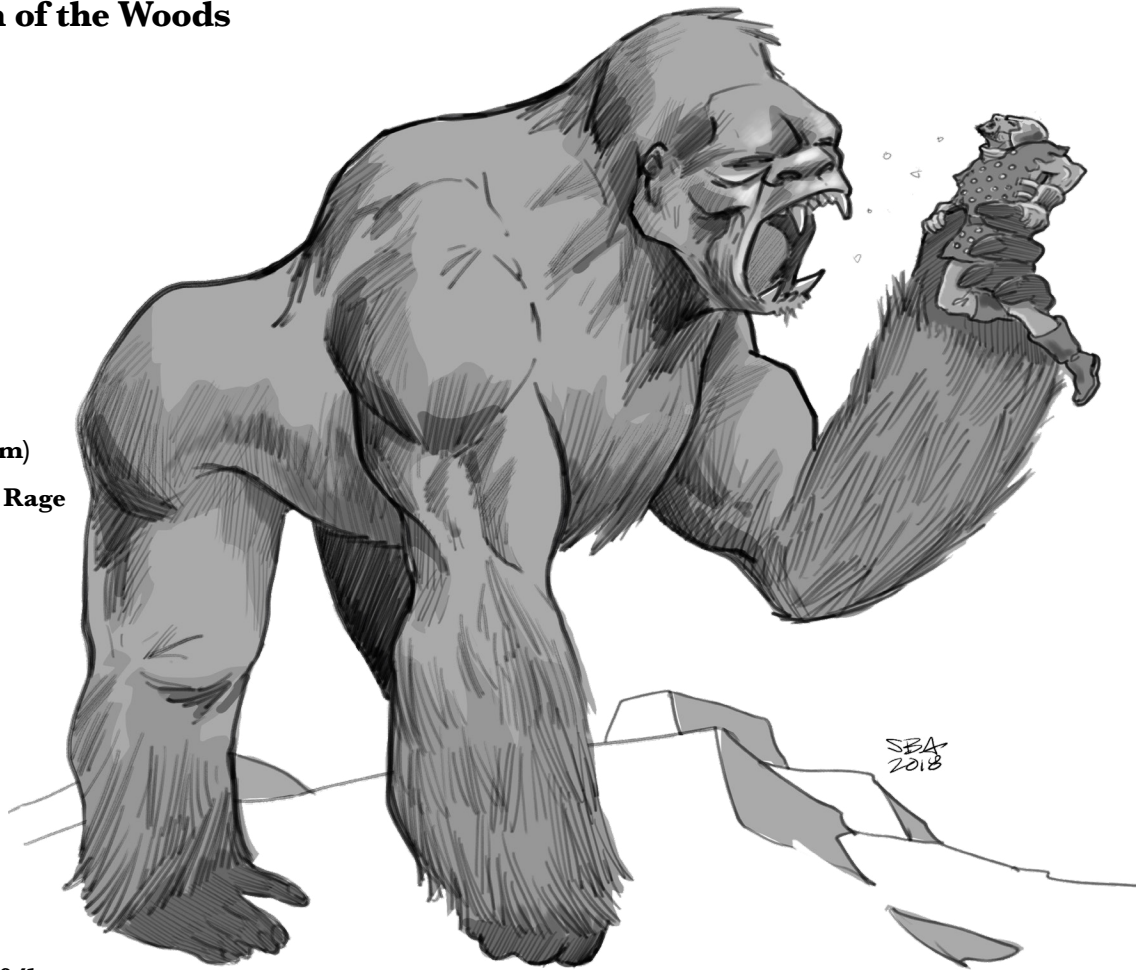
% in lair: 30%

Treasure Type: Z

Climate Zone: B

Experience:

1,000+12/hp or 4,000+20/hp



Nature

In the case of the gorilla version, treat this creature as having 15 HD and being near 30' tall, while the orangutan would have closer to 9 HD and be some twelve feet in height. In either case, treat their effective Strength as 10 + their HD. They do not utilize weapons but, instead, bludgeon or tear things with their fists (2d10 for orangutan, 3d10 for gorilla), and when they are angered, they go into a Primal Rage that ups their combat abilities by a good degree.

Special Abilities

Primal Rage

If dropped below $\frac{1}{2}$ hit points, increase damage by +4 and grant a number of extra hit points equal to their HD. Once the rage has passed (1–8 rounds), the hit points will be removed, leaving the creature weakened or even dead.

History

There are basically two ancient bloodlines of apes that appear from time to time in the world, the first being the more giant gorilla (Kong), and the second being the giant orangutan (King Louie). The height of these monstrous apes depends on the tale, some going from a dozen feet, to others being closer to fifty, but whatever the case, such giant apes are rarely to be trifled with. They often times show keen intelligence and have been known to fixate on certain people or things in human society almost to the point of obsession. Although not inherently evil, they are easily enraged, and thus, their capacity for destruction makes them incredibly dangerous to civilization.

Out Island Captain

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 3

HD: 10

Move: 12"

No. of Attacks: 2

Damage/Attack: 2–16 (Dread Cutlass)

Special Attacks: Dread Cutlass

Special Defense: Command

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 50%

Treasure Type: A, R

Climate Zone: G

Experience: 1,500+14/hp

History

The obvious need of a captain to control the passage of ships from the Out Islands to the shore of the New Kingdoms was something that prevailed on the minds of the Lich Lords. They considered utilizing their taskmasters for this purpose but quickly realized they were too hard on the crews and had not the skills needed to navigate the Halo. To overcome this, the Lich Lords invested their power in the creation of Out Island Captains, their brains programmed with the knowledge of sea travel, and their bodies tough enough to stand against a taskmaster who might want to overthrow his rule. Rarely do these highly prized undead debark

from their ships, as the Lich Lords pay too high a price for each, but when encountered on the high seas, it is possible to have them board enemy vessels and destroy opposing captains, which seems to give them some dark pleasure.



Nature

Utilizing their necrotic stores, the Out Island Captain can surround a mundane cutlass with dark energy that makes it a devastating weapon. Combining this ability with their sense of command, they can muster forces and create a very tough opposition. They are sometimes known to utilize missile weapons, including javelins, crossbows, and even flintlock pistols (if they are in your world). Any such weapon can also be imbued with the 'Dark' energy of the captain, increasing its damage to 2–16 points per hit.

Special Abilities

Dread Cutlass

By channeling some of his own dark energy into his blade, he makes it a weapon that does

2–16 points of damage per hit.

Command

When in the presence of his crew, all crewmen get a +1 bonus to their AC and to hit rolls.

Out Island Reaver

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–12

Armor Class: 6

HD: 5

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–8 (Improvised Blade)

Special Attacks: Necrotic Bite

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: K

Climate Zone: G

Experience: 175+6/hp

History

Somewhere in the depths of the Halo Ocean, a small chain of islands holds the remnants of an ancient council of mages known as the Lich Lords. The seeds of their power have been lost to the ages, but still, they constantly vie for power over each other in a never-ending game of mystical politics. However, on occasion, a few will decide to probe the outside world from their mist-shrouded islands, and to do this, they've created undead minions from the flotsam that often washes up on their shores. The lesser of these evil creations become the shock troops of their undead ships, the maligned Out Island Reavers.

Nature

Bound by the driving will of their creators and their captain, these lost souls strive to murder life wherever they find it, sometimes bringing live victims back to their misty islands for sacrificial rites. They attack with claws

or cast-off and make-shift weapons, as well as a deadly bite that carries a necrotic venom. Traveling in gangs of up to twelve, these powerful undead can easily overcome the defenses of small coastal hamlets, especially when they are accompanied and directed by a taskmaster.

Special Abilities

Necrotic Bite

If any melee attack does max damage, a Necrotic Bite is then delivered that does an addition 2–12 points of damage.



Out Island Taskmaster

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-2

Armor Class: 5

HD: 8

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-10 (Fists)

Special Attacks: The Rotted Cord

Special Defense: Fear

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: K

Climate Zone: G

Experience: 1,000+12/hp



History

When the Lich Lords of the Out Islands started to form their raiding crews, the reavers were too feral, and they quickly realized that they needed a strong hand (and lash) to keep them directed on the path they required. For this purpose, the Out Island Taskmasters were created. These hardier and more intelligent undead have been instilled with a sense of Law, even if it is ultimately corrupted fully by Evil. They drive the reavers, particularly on shore raids, and have a decent understanding of human defensive tactics. When encountered, survivors have told of these creatures' incredible brutality, even to their own kind.

Nature

Fighting with bare fists often wrapped in sticky rags and often coated with crushed urchin spines, the taskmasters prefer to brutalize foes with pummeling attacks. They have incredible strength and have been known to pull out parts of their intestines and use them as garrotes when attacking foes. This strangling attack is known as the Rotted Cord, and it has been the end of many a strong defender. Taskmasters are also notoriously grotesque, and anyone encountering them must make a saving throw versus paralyzation or be -1 to attack and damage against them for 1-6 rounds.

Special Abilities

The Rotted Cord

If both melee attacks hit in the same round, a grapple vs. Strength 19 takes place, the target taking 1-10 points of damage each turn until they manage to free themselves.

Orc: Deep Forest

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-2

Armor Class: 4

HD: 5+5

Move: 15"

No. of Attacks: 2

Damage/Attack: 1-8+2 (Orc Cleaver Blade)

or 1-6+2 (Composite Bow)

Special Attacks: Poison Arrows

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: B, M

Climate Zone: C

Experience: 225+5/hp

History

Orc bands are widespread through the wild lands beyond civilization or deep within the caverns of the world's mountain ranges, and among these brutes are those who choose a more secluded life. These hardy loners, sometimes referred to by their kin as 'Man-Blooded', often act as scouts for powerful orc lords or even as go-betweens in dealings between orcs and other races. They are skilled hunters, game-keepers, and assassins. Many half-orc children come from unions with these orcs.

Nature

Although rarely encountered with other orcs, these forest warriors do sometimes travel in hunting groups with others of their kind. They are

highly skilled with both blade and a bow (receiving +2 to hit and damage with each) and are known to use deadly fungal poisons collected from dark forests or deep caverns. They also speak up to 3 languages, mostly including the common tongue, Dwarven, and their own black speech Orcish.

Special Abilities

Poison Use

These hunters are known to use two types of poison. One is a powerful sleep drug that will render a victim unconscious for 1d4 hours, and the other is a deadly neurotoxin that causes 2d8 points of damage to the victim. All such orcs have 1d6 applications of each poison and typically apply it to their arrows.



Orc: Legion

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-8

Armor Class: 2

HD: 7+7

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-6+5 (Spear or Short Sword)

Special Attacks: Pack Tactics

Special Defense: Shield Wall

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: B, M

Climate Zone: C

Experience: 675+10/hp

History

In a universe of infinite spheres, there are certainly worlds in which not only did orcs become the predominant race but also have advanced and even lawful civilizations. In one such sphere are found the Orc Legions, a hardline military sect that is the force arm of the ruling aristocracy. These orcs are so strong that their prowess soon transcended their world, and they began to be leased out by their emperor as mercenary labor. Today, Legion Orcs can be found on many worlds, working for local powers to secure strongholds and take objectives.

Nature

Preferring to fight in groups of at least 3 and up to 10, these orcs use their tower shields to make a 'turtle' defense while also employing their long spears in offense. They are adept and strong fighters, receiving a +1 to attack with

their Pack Tactics, and are overall +5 to damage with any attack. They utilize bronze plate armor and heavy tower shields for defense.

Special Abilities

Pack Tactics

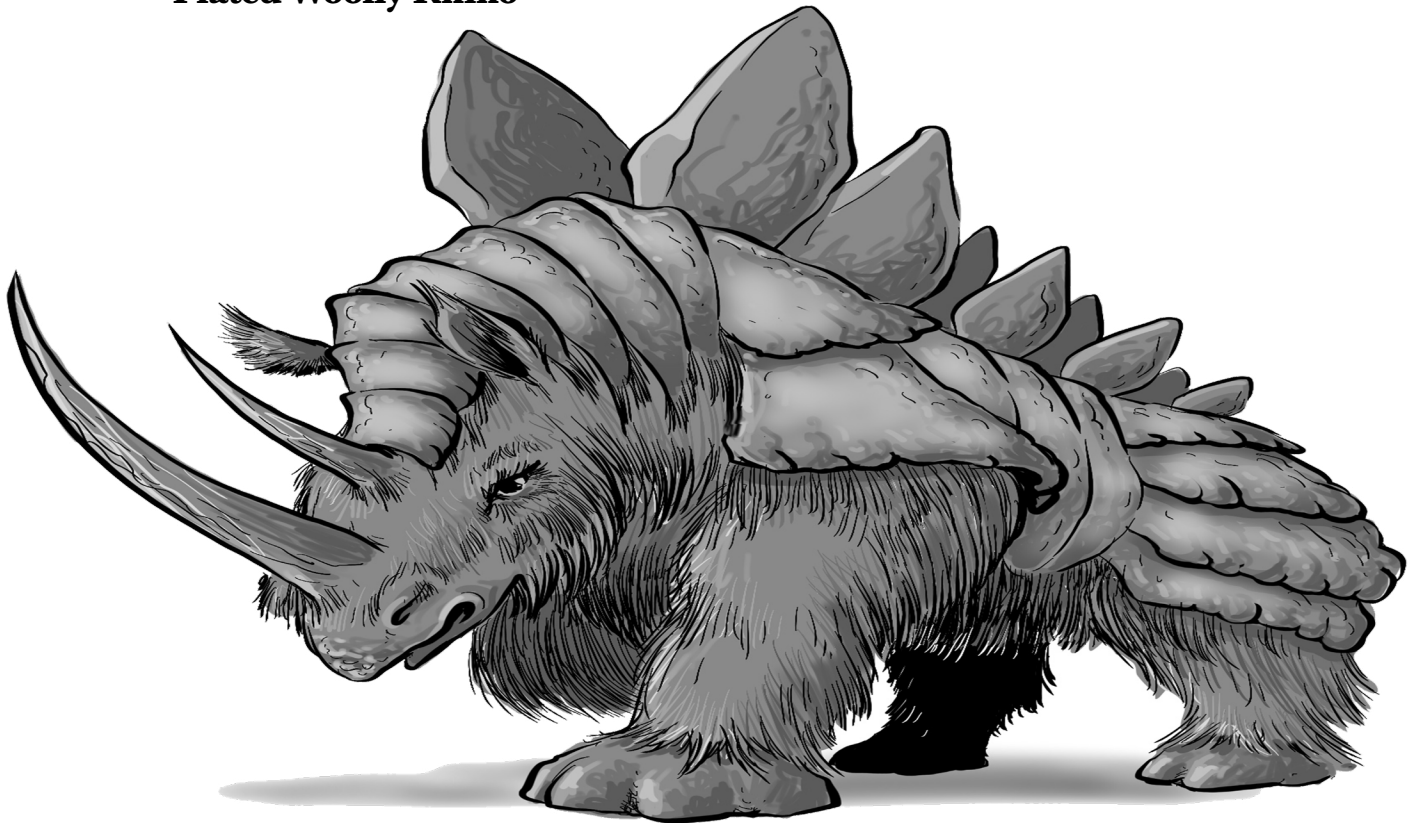
If fighting alongside a friendly legionnaire within 5', they are +1 to attack.

Shield Wall

If defending with 3 or more of their brethren, they 'lock shields' and receive a bonus to their AC of 2.



Plated Woolly Rhino



Chaotic Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 12

Move: 15"

No. of Attacks: 1

Damage/Attack: 2–16 (Horn)

Special Attacks: Battle Charge

Special Defense: ½ vs cold

Magic Resistance: Nil

Intelligence: Low

Size: L (16' long)

Psionic Ability: NIL

% in lair: 05%

Treasure Type: Nil

Climate Zone: A

Experience: 2,250+16/hp

History

These great beasts of the Broken and Wounded Lands in the far south of the Nameless Realms have been hunted

by great orc clans for centuries as proof of being elite warriors. Their skins are prized by many in the southern nations, and smiths have even been known to use their armored plates to create armor (such as one would dragon hide). Their horns are also prized among alchemists for love potions, and their fur is unmatched in resisting cold.

Nature

Typically found in herds, these beasts all have a huge horn that can do deadly damage to a victim. Foul tempered, they can stomp over opponents (3–30 damage to all in the area of the stampede) and will often attack outsiders for no reason. They are resistant to cold damage and take only ½ damage from cold-based attacks.

Special Abilities

Battle Charge

If this beast can work up a head of steam before an attack, getting at least a full move action in, it will do an addition 1–10 points of damage with its initial attack.

Queen of the Court

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 7

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Dagger)

Special Attacks: Whisper of the Court

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 70%

Treasure Type: I x2

Climate Zone: H

Experience: 1,000+12/hp

History

Within the confines of high society, there are those who wear the crown and those who truly have the power. In the case of the Queen of Court, this individual is the actual winner of a game of thrones and has positioned themselves with alliances, bribery, extortion, and even murder to get where she is. Encountering such an individual, let alone being on her bad side, is not something that is healthy for most adventurers, but there are cases in which it happens.

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Queens of the Court will always protect themselves above all others, even sacrificing friends along the way if needed. They are considered uncaring and untouchable, but often times, they are the object of envy and obsession by those who seek a piece of the power.

Nature

When dealing with a Queen of the Court, you must imagine her as a spider within a huge web that touches everything in the court. If you go to the stables and talk with a stable boy, she will know about it, same with kitchen staff, and same with a prince or other royal vassal. She

is considered to have ears everywhere for the purposes of information, but what she does with that information is up to her. She is also considered to always have six 7 HD warriors present in her quarters or around her person, as well as a 10 HD warrior as a personal bodyguard.

She doesn't fight on her own but can use Whisper of the Court to make even the ear of the king bend to her wishes. Remember, she doesn't like to get her hands dirty and doesn't want to be implicated in any wrongdoing, so direct fights are rare with a Queen of the Court.

Special Abilities

Whisper of the Court

1/week the Queen of the Court may make a member of the court do one favor, no matter if it is against their will or alignment, unless a saving throw vs. spell is made (at -4).

Sand Ripper

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–8

Armor Class: 4

HD: 5

Move: 15"

No. of Attacks: 3

Damage/Attack: 1–8 (Tail Barb), 2–16 (Claw)

Special Attacks: Paralytic Venom

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: L (8')

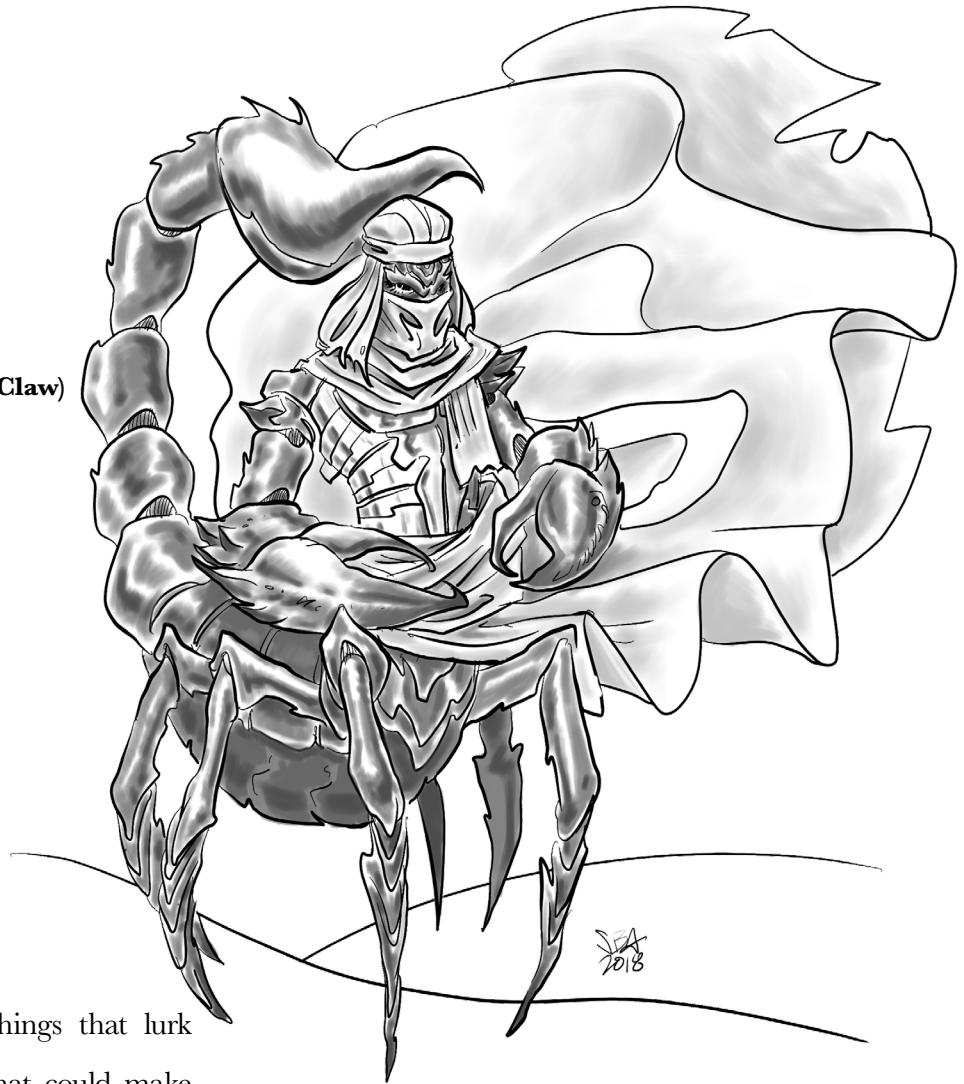
Psionic Ability: NIL

% in lair: 15%

Treasure Type: M

Climate Zone: D

Experience: 275+6/hp



History

There are many and many more things that lurk within the desert of the Black Sands that could make your blood run cold, but among the top are the dreaded sand rippers. These creatures, like giant scorpions with a torso resembling men, lurk throughout the sands and often disguise themselves as travelers, burying their lower halves in the sand and cloaking their upper halves as they sit around water sources or fires. Once they have drawn in caravans or groups of wayfarers, they burst from the sand and attack, overwhelming their prey with snapping claws and venomous tails.

Nature

Born with an instinct to hunt, these creatures are intelligent and can communicate in the human tongue. Although their barbed tails are impressive, their venom isn't particularly deadly, instead having a paralytic agent

to slow prey for later consumption. They prefer humans as their primary source of diet, needing the salt in the blood to provide for what is lost from their own bodies in their desert habitat. They attack three times each round, once with their tail and twice with their arm claws which are said to have the strength to split a man in half. Those claws, however, make weapon and tool use problematic, meaning these are a primitive race in most aspects.

Special Abilities

Paralytic Venom

Each time victims are hit with an attack from the tail barb, they must save vs. poison or lose 1–6 points of Dexterity.

Seven-Eyed Stranger

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 10

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-6 (Staff)

Special Attacks: Alien Sorcery

Special Defense: Far Sight

Magic Resistance: 25%

Intelligence: Super Genius

Size: M (6')

Psionic Ability: NIL

% in lair: 50%

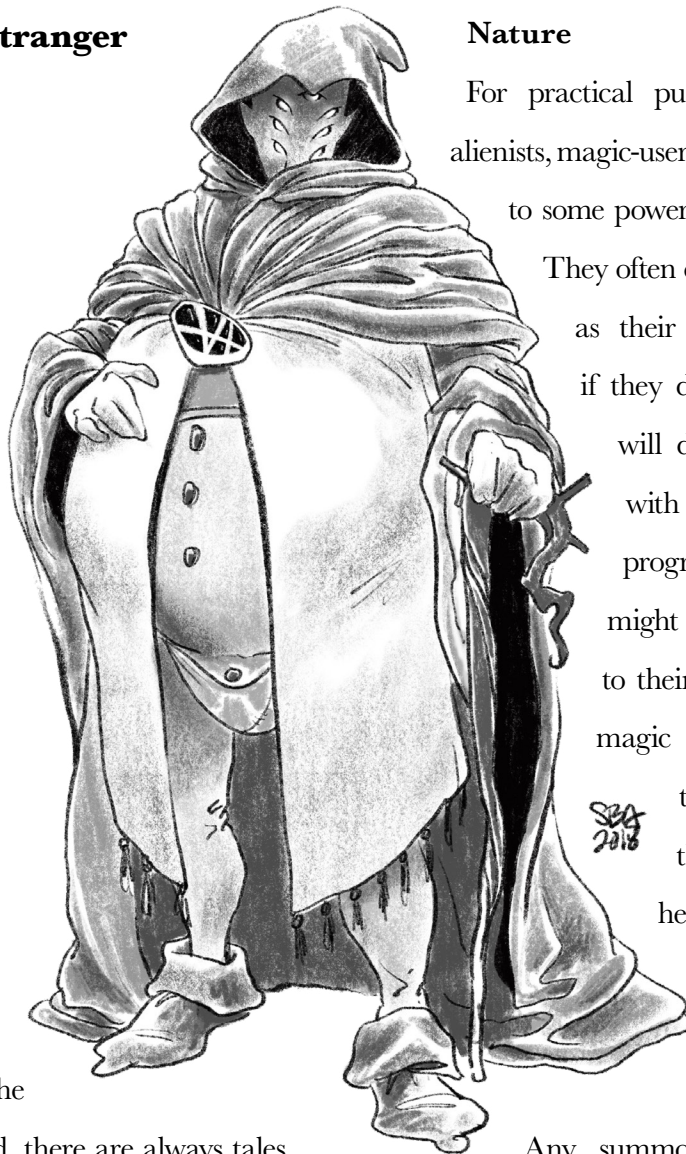
Treasure Type: C, M

Climate Zone: Varies

Experience: 1,500+14/hp

History

Whether it is inside dark alleys of an overgrown city, the wastelands, or a mysterious island, there are always tales of ancient and strange dwellers who have the power to see the future. In some cases, these heavily cloaked beings take on apprentices, teaching magical properties, and at other times, they provide portents and prophecy into the future. Whatever the case, they are always known to be powerful and are not to be trifled with. When dealing with such creatures, one must watch for principles within their alien intelligence that might not translate directly to a common conclusion or thought. If you are so inclined and seek one of these beings out as a master, be prepared for a lifetime of oddity and a connection to a chaotic and bizarre intelligence that comes from somewhere well past our veil of existence.



Nature

For practical purposes, these creatures are alienists, magic-users that have made a connection to some power beyond the Prime Material.

They often come from beyond this plane, as their multiple eyes indicate, but if they do teach an apprentice, they will do so in a standard fashion, with standard spell formula and progression (however, the DM might choose to add some oddity to their spells). They utilize a pure magic ability, which allows them to shape magical energy as they like, making it offensive, healing, or summoning of strange tentacle creatures that frighten almost as much as they can destroy.

Any summoned creature will have 2 tentacle attacks, doing 1-6 points per 3 HD it possesses, and have an AC equal to 10 minus its full HD.

Special Abilities

Alien Sorcery

The seven-eyed stranger gets a number of d6 as it has in hit dice to use on offensive spells (like 8d6 green vapor missiles) or in healing (8d6 green matter regeneration) or summoning (up to 8d6 in ropey slamming tentacles) per turn. This power can be broken up between any of the three options in a single turn.

Far Sight

Can see shadows of future events, providing those told of them with +2 on all actions for the next 24 hours.

Sewer Man

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 6

HD: 8

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–8 (Slam) + 1–6 (Acid)

Special Attacks: Spore Strike

Special Defense: None

Magic Resistance: Nil

Intelligence: Low

Size: M (6')

Psionic Ability: NIL

% in lair: 15%

Treasure Type: M

Climate Zone: H

Experience: 1,000+12/hp

History

Sometimes in great cities, bodies are discarded into the sewer system for nefarious means, and once in the sewers, they typically decompose as normal, leaving skeletal remains behind for players to discover when they are on a mission below the surface. But in some instances, these corpses have been killed in such a dire way that a bit of necrotic energy sticks to them, and perhaps they would eventually rise as zombies or skeletons, but because of the place in which they are deposited, they come in contact with plant spores that take root in the rotting flesh and bone. When this happens, the necrotic energy seeps into the fungal growth, and a new organism is formed, not fully plant and not fully undead. So are the stories of sewer men, strange humanoid frames covered in all manner of necrotic fungi.



Nature

Driven by the necrotic energy (and perhaps memories of their own demise), the sewer men rise to the surface seeking vengeance on the living and utilize their fungal might to cause terrible infections among the population. They employ a Spore Strike ability that spreads corrupting necrotic spores in a 10-foot area, and when pressed into melee combat, their slamming fists are laced with a kind of black pudding acid that does extra corrosive damage to those they hit. Typically,

such creatures are found alone, but on occasion, a mass grave or multiple body dump will give rise to a gang of such creatures, which is truly a terrifying event. Also, because these creatures are not wholly undead, they cannot be turned (from clerical magic) but are subject to Hold Plant spells. They also hate fire and are highly susceptible to it, with fire attacks doing double damage.

Special Abilities

Spore Strike

3/day the sewer man can eject a necrotic spore cloud in a 10-foot area that requires a save vs. poison or turn into a sewer man in a number of days equal to the victim's Constitution.

Shadow Faun

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 4

HD: 8

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–6 (Shadow Dagger)

Special Attacks: Shadow Strike

Special Defense: 85% Move

Silently & Hide in Shadow

Magic Resistance: Nil

Intelligence: Standard

Size: M (5')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: Q

Climate Zone: C

Experience: 1,000+12/hp

History

In the dark forests of the world, where the Plane of Elemental Shadow comes the closest to the Prime, there are deep places that can sometimes taint the Fey who live there with a darker purpose. This is the case of the shadow faun, a satyr that has succumbed to the dark and now takes pleasure in the ruination of the forests and the creatures within it. These half-goat men have forgotten their pipes and exchanged them for the teeth of beasts which they employ as daggers. They hunt their prey on silent hooves and have the power to hide within the shadows of the wood, surprising and making multiple stabbing attacks to the vitals of unsuspecting victims. Rangers have been known to track these creatures back to their source and



place wards against the coming shadow, but the fauns are ever vigilant to destroy these wards and continue their dark hunts all the way to the semi-civilized settlements that border their forests.

Nature

These are insidious creatures and have a natural ability to blend and sneak while in the forest, providing them with an 85% Hide in Shadows and Move Silently. If they successfully get the drop on a victim, they can make two backstab attack rolls (at x3 damage) called Shadow Strikes. They employ twin tooth daggers, usually made from saber canines

of large predators, and they are laced with a bit of shadow magic that make them effectively +2 Daggers that do 1–6 points of damage. They sometimes are encountered in ambush groups of up to 4 fauns, making them particularly dangerous for small logging or ranger companies that move into the deeper woods.

Special Abilities

Shadow Strike

If they get surprise on an opponent, they get two backstab attacks at x3 damage.

Shade Ninjas

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-8

Armor Class: 4

HD: 6+6*

Move: 15"

No. of Attacks: 2**

Damage/Attack: 1-6+1 (ninja-to) or 1-4 (shuriken)

Special Attacks: Backstab (3-18)

Special Defense: Hide in Shadows (80%),

Move Silently (80%), Shadow Abilities

Magic Resistance: Varies

Intelligence: Standard

Size: M (5.5' feet tall)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A, C

*** Hit Points vary by light conditions**

**** Shade Ninjas get 3 attacks a round with shurikens and are +3 to hit.**

History

The ninja clans of the T'ung are as old as time itself, or so the story goes. They have been in place working as assassins for the dwarven lords of the land and generally establishing fear among the human aristocracy. Numerous

clans of ninjas work in provinces independently, and some have even moved into more remote lands of the North. By transforming the flesh of a normal ninja into 'shadow stuff', the very essence of the Elemental Plane of Shadow, these men and woman have become ageless and powerful. They draw their strength from the shadows, but this also means they are vulnerable to light. Such traits harbor rules that should be noted while they are engaged in combat.

Nature

Many are also trained in martial arts, and if attacking without weapons, they get 3 attacks per round, doing 1-6 with each attack. They are also subject to the whims of light, meaning their abilities and powers are highly affected by how bright or dark it is around them. In shadow, they are most effective, and on occasions that call for it, they are also known to use various types of poison.

Special Abilities

Shadow Abilities

Shadow: +2 HP per die, +2 Attack & Damage, Magic Resistance 5%/Hit Dice, Shadow-walk.

Deep Shadow (Darkness): +1 HP per die, +1 Attack & Damage, Magic Resistance 5%/Hit Dice, Shadow-walk.

Light: -1 HP per die, -1 Attack & Damage

Bright Light: -2 HP per die, -2 Attack & Damage,

Magic Saving Throws at -4



Shell Collector

Neutral Evil

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 2

HD: 3

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–6 (Claw)

Special Attacks: Shell Rush

Special Defense: None

Magic Resistance: Nil

Intelligence: Low

Size: M (4')

Psionic Ability: NIL

% in lair: 25%

Treasure Type: Q, P

Climate Zone: G, H

Experience: 125+4/hp

History

Along the shores of the Halo Ocean in the Nameless Realms, a race of crustacean predators dwells, oftentimes preying on humanity. They are known to the local fisherman as shell collectors, not because they collect shells but because of the heavy carapace they carry and they are always collecting food for their young. The primary source of this food is land-dwelling creatures that are snatched and then brought back to the lair where the young shell collector grubs can feed at their leisure. These black-shelled creatures have small glowing eyes that peer out of their shells, and they utilize two heavy claws to subdue prey. They are typically no more than four feet in height but can weigh nearly 150 lbs. Although they typically live in coastal inlets, they have been known to inhabit coastal city sewers where they can breed with a ready food source just above their lairs.



Nature

These creatures are like small boulders, and have the ability to overwhelm opponents with a Shell Rush that knocks them prone for easier subdual with their claws. They typically hunt in packs of four, seeking out prey that is alone or in pairs, hoping to grab and retreat with food as quickly as possible. Their eyesight is limited during the day, but they have infravision which allows them to hunt readily in the dark, and their black coloration sometimes makes their prey overlook them or see them as stones in the twilight. If a victim is hit with both claw attacks, they enter a grapple against a Strength of 17 and can do nothing else until free. If there are two shell collectors, one will lift the grappled victim while the other holds it, and they will then begin the transport back to their lair.

Special Abilities

Shell Rush

The shell collector employs a rush and bowl over tactic in combat, and anyone engaging them in a melee must make a saving throw vs. petrification on the first round or be knocked prone.

Silk Whisperer

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 6

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Slam) or 1–8 (Bite)

Special Attacks: Web Spray + Poison

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: O

Climate Zone: H

Experience: 1,000+12/hp

History

Everyone at some point in their lives has walked into a spider's web and had to swipe and wipe at their face as they try to get the threads off, all in hope of not having a spider on them somewhere. Spiders, after all, are seemingly everywhere, and even more so where insects gather around food and light sources such as cities. Spiders, therefore, adapt to their environments, and although some would insist that the silk whisperer isn't a nature creature,

it has still found a rather profitable niche for itself in the greater cities of the world. Coming in at almost six feet in length, the silk whisperer is a grey and brown arachnid with the unique ability to mimic human voices as though someone were whispering names and conversations. They lair within dark alleys, listening to conversations of locals and memorizing names (primarily of children yelled at by parents), then whispering the names as their prey passes by the alley, hoping to draw them in.

Nature

Utilizing their vocal mimic abilities, as well as their stone and wood coloring, the silk whisperer surprises prey on a 3 in 6, shooting thick globs of webbing at their heads to hopefully keep them quiet as they inject them with paralytic poison. The webbing is incredibly strong and, if caught in, requires an Open Doors roll to escape and, even if successful, takes 1–4 rounds. If caught in the web, victims cannot make an attack with any weapon larger than a dagger, assuming it was in hand when they got entangled. To avoid the web, a successful saving throw vs. petrification is required. The initial attack of a whisperer will be firing webbing at the victim's mouth, then the second attack will be a slam to attempt to knock the victim into the greater webs designed for holding prey. Only after that will they attempt a bite attack.

Special Abilities

Web Spray

The initial attack will be to fire webbing at the head of a victim, requiring a saving throw vs. petrification or be silenced and half blinded (-2 hit).

Poison

A bite requires a saving throw vs. poison or be paralyzed for 1–4 hours.



Silver Siren

Lawful Evil

Frequency: Very Rare

No. Appearing: 1–3

Armor Class: 5

HD: 7

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–6 (Claw)

Special Attacks: Charming Call

Special Defense: Ethereal Presence

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: U

Climate Zone: C

Experience: 675+10/hp

History

Many are the predators that lurk in the forests of the world, and the bulk of them have a niche for the prey that they prefer. The case is no different for the silver siren, a Fey creature that has taken on the form of a lovely young woman who sings mournful songs in the mists of the forest to draw in human males to her lair. Once she has their mind charmed with her music, she will draw them across the Fey Bridge to her realms where they will never be seen again. What happens to them when they get there is up for debate. Some say they are eaten, others that they live a life of pleasure with the siren, but considering they are stolen from this world against their will, the latter is likely false.



Nature

There is nothing particularly dangerous martially about this predator although she does get two claw attacks if pressed into combat. Her charming vocals can drift through a forest for up to a mile, and once heard, a saving throw must be made against her call. If failed, the victim must travel to the source, and once there the siren will decide if they are worth drawing into the Fey Realm (must have at least a Charisma score of 12). If a group appears, the siren will choose the male with the highest Charisma to draw across the Fey Bridge. It takes 3 rounds to cross the Fey Bridge, the victim walking on his own through the gate without the siren's direction. During that period, the victim begins to lose Prime

Material form and has a 50% miss chance for anyone trying to hold him back. The siren can also employ forest beasts for her protection and is considered to have beasts equaling her HD as agents that can defend her if needed.

Special Abilities

Charming Call

Anyone hearing the music and singing of the siren must make a saving throw vs. magic or be drawn to it.

Ethereal Presence

As the siren drifts in and out of the Fey Realm, there is a 50% miss chance on all attacks against her.

Sinner Hangman

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 10

Move: 12"

No. of Attacks: 2

Damage/Attack: 2–12 (Club)

Special Attacks: Cause Wounds

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: M, S

Climate Zone: Varies

Experience: 1,500+14/hp

History

Shay, as a Saint of the Nameless Realms, is probably one of the most debated and misunderstood deities. Although she is the patron of Lust, Deceit, and Suffering, how those domains translate to her clergy wildly varies in practice. Some outliers of her order believe they should enact her will on the populace instead of waiting for it to occur naturally (which it always does). Instead, these individuals begin to seek out Lust, create Deceit, and cause Suffering. In so doing, the sinner hangmen were created. Although not a true Order of Shay, they are basically a loosely related (if at all) collection of serial killers, their targets being any individual they see falling to any of the above domains of Shay.

Nature

Sinner hangmen employ only a single spell, a powerful Cause Wounds arcana that does 1d8 per HD of the

hangman and has a range of 20 feet. This wounding magic can be used a number of times per day as the hangman's HD. They prefer to fight when the odds are in their favor, but when in melee combat, they will use a bludgeoning weapon (usually a thin club) and will attempt to knock their opponents unconscious to hang them when they awake. They are highly skilled with the club and do double damage to unarmored targets with it on each hit. All hit points lost will return fully to a victim in 1d4 hours as they are meant to stun, not kill.

Special Abilities

Cause Wounds

1d8 points of damage per HD at a range of 20 feet. Can be performed a number of times daily equal to the hangman's HD.



Smoking Pilgrim

Chaotic Good

Frequency: Unique

No. Appearing: 1

Armor Class: -6

HD: 16

Move: 12"

No. of Attacks: 3

Damage/Attack: Varies by weapon

Special Attacks: Secret Wizard or Secret Warrior

Special Defense: Mystic Armor

Magic Resistance: Nil

Intelligence: Super Genius

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: C, M

Climate Zone: Varies

Experience: 5,250+20/hp

History

I'm going a little existential with the smoking pilgrim. In essence, there is a lot of Gandalf in this NPC and a lot of an old 'friend' of mine called Greymane that my high school DM used to utilize. Sometimes as a DM you need a way to nudge players or a good way to drop hints, magical items, notes, etc., and the recurring character of a smoking pilgrim is the perfect way to do this. Typically, you find these old and kind NPCs lurking along a roadside or in the corner of a friendly inn, but they do make a great support structure for a campaign (as well as a happy nuisance if used for that purpose). Such creatures, because they most certainly aren't truly mundane humans, have a power that should also keep the players in check, and this should be put on display at some point, just to keep everyone honest in their relationship.

Nature

The playable nature of this 'creature' falls in one of two categories (and you must choose one during creation): the Secret Wizard or the Secret Warrior. In the case of the Secret Wizard, the creature can employ pure magic that can be utilized as they like, either offensively, healing, or summoning. As the Secret Warrior, they have the ability to add their HD to their hit and damage when using a blade. All such creatures inherently gain 3 attacks per round and have an armor class equal to 10 minus their HD.

Special Abilities

Secret Wizard

The smoking pilgrim gets a number of d6 as it has in hit dice to use on offensive spells (like 8d6 flaring white magic) or in healing (8d6 laying on hands) or summoning (up to 8d6 in great beasts) per turn. This power can be broken up between any of the three options in a single turn.

Secret Warrior

The smoking pilgrim adds their HD to both hit and damage rolls.

Mystic Armor

The smoking pilgrim has an armor class equal to 10 minus their HD.



Soulsucker Bandysnatch

Neutral Evil

Frequency: Very Rare

No. Appearing: 1–12

Armor Class: 3

HD: 1

Move: 15"

No. of Attacks: 1

Damage/Attack: 1–4 (Drain)

Special Attacks: Tranquilizing Venom

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: S (1')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: W

Climate Zone: C, F

Experience: 65+2/hp



History

These curious and deadly creatures live in deep forests and caves, grouping in units of up to twenty, they cling to ceilings and branches waiting for prey to pass beneath before they drop and fly down to attach themselves to the victim. No larger than a weasel and covered in coarse brown hair, these creatures have leathery bat-like wings and toothy maws where their head should be. They feed by attaching themselves to a target and expelling a poison that numbs the area around the bite. If more than three of these creatures attach to the same target, the victim can be overcome with the numbing poison and pass out, making feeding even easier. Swarms are particularly dangerous, and whole companies of hunters have been known to disappear and be found drained of blood—victims of a swarm attack.

Nature

Since they are so small, they don't pose much of a threat in solo attacks, but they do have great lethality in larger groups. A group will attack in force, breaking into smaller attack clusters of four which will hopefully subdue prey with enough venom. If a victim gets hit by three bandysnatches, they must make a saving throw versus the Tranquilizing Venom or pass out. Once a bandysnatch makes a successful to hit roll against a target, they are considered to be 'attached' and will drain 1–4 hit points of blood per round thereafter. As they are hard to detect, they surprise on a 3 in 6.

Special Abilities

Tranquilizing Venom

If three or more are attached to a target, the target must make a save vs. poison or fall asleep due to the tranquilizing effects of the venom.

Spider Troll

Neutral Evil

Frequency: Very Rare

No. Appearing: 1 (or 1-2)

Armor Class: 0

HD: 10

Move: 12" (9" Climbing)

No. of Attacks: 5

Damage/Attack: 1-10 (Bite) or 1-6 (Claws)

Special Attacks: Neurotoxin Bite

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: L (9')

Psionic Ability: NIL

% in lair: 35%

Treasure Type: X

Climate Zone: Varies (C, E)

Experience: 1,500+10/hp



Nature

Although typically solitary, these creatures do sometimes share a hunting range and, on a particularly warm night during mating season, might be found clicking 'romantic' love songs to each other up in the trees of deep forests. It attacks with at least four of its arms, plus a vicious bite, and the bite carries with it a powerful neurotoxin that can paralyze its prey. It is adept at climbing and can climb at 9" both in the woods and in caverns as its four legs are tipped with spines that keep it attached.

Special Abilities

Neurotoxin

Save versus poison or be paralyzed for 1-4 turns.

History

The nomenclature of calling this creature a 'spider troll' is a misnomer as it is neither a spider or a troll. Ranging in the mountainous regions of the world, both above and below ground, this six-armed and four-legged creature is a powerful killer, stalking prey with heat vision and known to be just as comfortable dropping down from trees (the spider aspect) as deflecting blows on its stony hide (the troll aspect). Its powerful ant-like mandibles rend flesh, and its daunting size (some growing up to nine feet) make it an apex predator in the areas which it claims as its own.

Stream Devourer

Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 7

Move: 12" (in water)

No. of Attacks: 1

Damage/Attack: 2–16 (Bite)

Special Attacks: Death Roll

Special Defense: Rocky Camouflage

Magic Resistance: Nil

Intelligence: Animal

Size: L (16' long)

Psionic Ability: NIL

% in lair: 05%

Treasure Type: R

Climate Zone: C

Experience: 550+10/hp

History

Giant reptiles aren't an oddity in the world, but those that live in climates where the temperature drops into freezing levels do make them rare, especially those that are large. What adaptation created the stream devourer is unknown, but some migration from the warmer swamps of the world, upriver into the north, did occur as evidenced by their existence. These large predatory reptiles, similar

in nature to a crocodile with rocky grey skin, live in remote waterways where the population of fire toads is high. These large heat producing toads provide both warmth and an anti-freeze agent to the stream devourer (when eaten) that keeps them moving and dangerous, even when waterways are covered with ice.

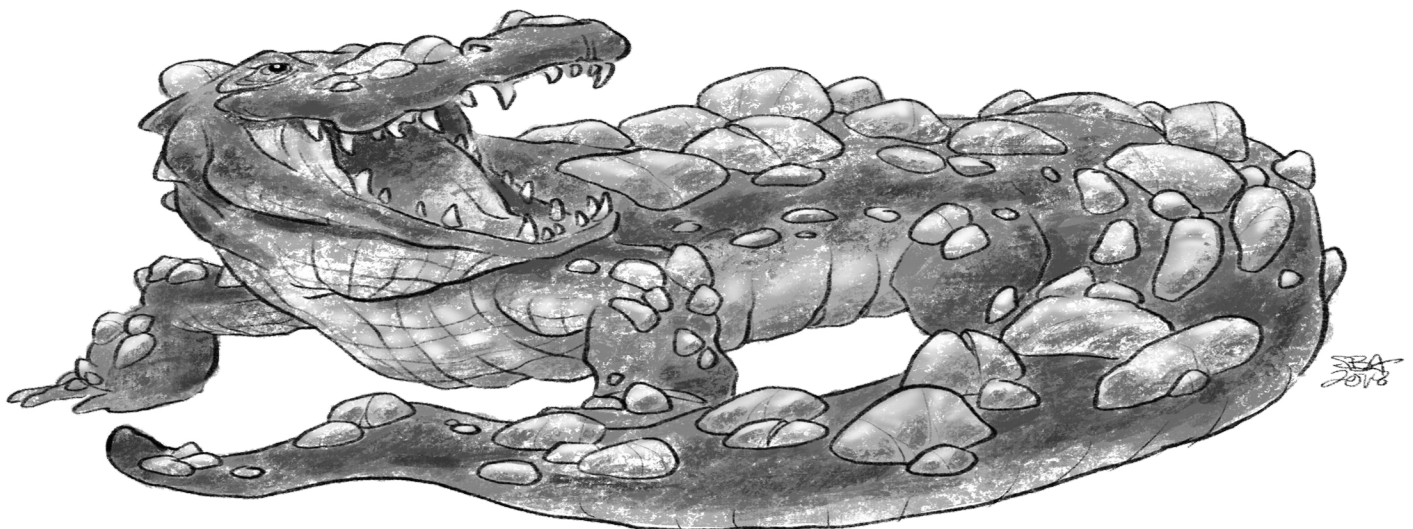
Nature

Their scaled skin resembles river stones, and they can lay completely still for hours (especially on cold days when the sun is still out) as they wait to surprise prey. This allows them to surprise victims on a 4 in 6, and if they do surprise, their first attack is at +4 to hit. If they do max damage on a bite attack, they can engage in a grapple that requires the victim to make a successful saving throw versus petrification or be taken beneath the water's surface for a Death Roll. This Death Roll will disorient and drown a victim and, once submerged, is considered to need a successful Search roll by allies to find where the victim is being held beneath the surface.

Special Abilities

Death Roll

Save versus petrification or be stunned for 1–8 rounds, each round losing 1–2 points of Constitution.



Street Slitherer

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 6

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–10 (Bite)

Special Attacks: Paralyzation Venom

Special Defense: Blending Scales

Magic Resistance: Nil

Intelligence: Standard

Size: L (10')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: C

Climate Zone: H

Experience: 400+8/hp

History

There have been tales since men first created sewers of creatures that live among the sunken and dark waterways. Stories of great reptiles, vermin men, and trash monsters are always something that can be heard when locals are deep into their cups in the local taverns at night. Still, there are things that do live beneath the surface, only rising to feed and terrorize the local populace. One such creature is the street slitherer, a massive black-scaled serpent that has the ability to change its coloration and paralyze victims with its terrible bite. Some say this creature is a descendant from a long-dead serpent from an age long lost, and others say it is an agent of the yaun-ti and their dark jungle gods. Whatever the case, it is something to be feared as it can kill dozens before anyone even realizes there is a threat to a city block.



Nature

Born in the shadow-world and refuse of the cities of humanity, these great snakes are cunning and clever, utilizing camouflage to disguise themselves in the moonlit streets above. They have even been known to impersonate objects, like unlit streetlamps or statues in fountains. Gifted with a powerful bite and wicked fangs, this creature prefers to gash and poison its victims before it devours them as it is no constrictor.

Special Abilities

Paralyzing Venom

After each successful bite attack, the victim must make a save vs. poison or be paralyzed for 1–4 rounds.

Blending Scales

Provides the slitherer with 45% Hide in Shadows.

Troll: Lava

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–3

Armor Class: 2

HD: 14

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–10 (Slam)
+ 1–8 (Heat)

Special Attacks: Lava Ball

Special Defense: Heat Shield

Magic Resistance: Nil

Intelligence: Standard

Size: L (10')

Psionic Ability: NIL

% in lair: 45%

Treasure Type: A, B

Climate Zone: F

Experience: 3,000+8/hp

History

Lava trolls are related most closely to stone trolls, the large rocky mountain trolls that are more behemoths than their swampy regenerative cousins. These foul creatures have taken to living in subterranean volcanic craters and lava tubs where they have slowly turned their rocky exterior into a molten mobile skin. They are immune to fire attacks and are so hot that melee combat causes damage to those attacking them. As the 'family' of trolls go, this is certainly one of the most dangerous, and they have been known to hunt and kill red dragons, claiming the wyrm's treasure. When they remove themselves from localized contact with high temperature, they become a dull orange and are slowed, but they typically have to do this to eat; otherwise, the flesh they consume would combust before they could eat it.



Nature

Gaining the bulk of their power and energy from volcanic activity, these creatures tend to live in small groups, leaving their lairs only to hunt for food. If they are away from extreme heat for more than 24 hours, they will turn to stone, so they are careful when they are on the move. They attack with two giant fists, both of which deliver a heavy blow backed by fire. If they have an opportunity to attack from distance, they can form and throw Lava Balls that do 10–60 points of damage (half heat, half slam). They are also dangerous to attack in melee, having a heat signature that is so high, they do their HD in exposure damage to anyone attacking them in melee (1/2 damage if save vs.

petrification is made). Cold damage is doubled against these creatures, and if they aren't by an extreme heat source, they are considered 'slowed' and only make one attack per round.

Special Abilities

Lava Ball

The troll can throw a ball of liquid magma at a target up to 6' away, doing 10–60 points of damage on a successful hit.

Heat Shield

Anyone successfully making a melee attack against the lava troll takes the troll's HD in damage (1/2 damage on a successful save vs. petrification).

Tar Ropper

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 14

Move: 12"

No. of Attacks: 1*

Damage/Attack: 5–20 (Bite)

Special Attacks: Tar Tentacle

Special Defense: None

Magic Resistance: 80%

Intelligence: Standard

Size: L (9')

Psionic Ability: NIL

% in lair: 90%

Treasure Type: Qx4

Climate Zone: C

Experience: 3,950+18/hp

History

The ropper class of abominations are horrid creatures from the standard ropper to the stone ropper, but perhaps one of the deadliest is the tar ropper, a creature like a stunted and tentacle-covered tree. It lurks around tar pits and peat bogs, drawing up sticky goo from the waters to wipe on itself and then utilize in attaching to its victims. It is an arch-carnivore and eats constantly, always seeking new prey to force into its toothy gullet.

Nature

When still, the tar ropper can be almost indistinguishable from a dead and burnt tree, giving it a 3 in 6 chance of surprising a victim. *It attacks with eight ropey appendages, each covered in sticky tar. Once it has a victim, it draws it toward its mouth where it will devour them. Utilizing its tentacles, it can grapple and hold a single human-sized target with only two tentacles, which means it can have up

to four individuals in its grasp at any one time. The tar additive increases the strength of its grapple attack, and anyone struck by a Tar Tentacle must make a save versus petrification or be held. These creatures are also highly resistant to all forms of magic, providing them with 80% immunity to spells.

Special Abilities

Tar Tentacle

Tentacles cause no damage, but 2 hits with them and the victim is rendered immobile unless a saving throw vs. petrification (-6) is made.



Tentacle Worm

Neutral Evil

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 7

HD: 2+2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–8 (Bite)

Special Attacks: Blood Drain

Special Defense: None

Magic Resistance: Nil

Intelligence: Low

Size: 5 (5' long)

Psionic Ability: NIL

% in lair: 05%

Treasure Type: J

Climate Zone: F

Experience: 90+3/hp

History

Sometimes referred to as 'land lamprey', these creatures have been known to spring up near communities of humans and demi-humans seeking easy prey for their bloodthirst.

They prefer subterranean tunnels but have been found in damp leaf beds in forests or in cellars, and are a particular nuisance to halfling communities where burrows can sometimes become completely overrun before the neighbors even know there is a problem.

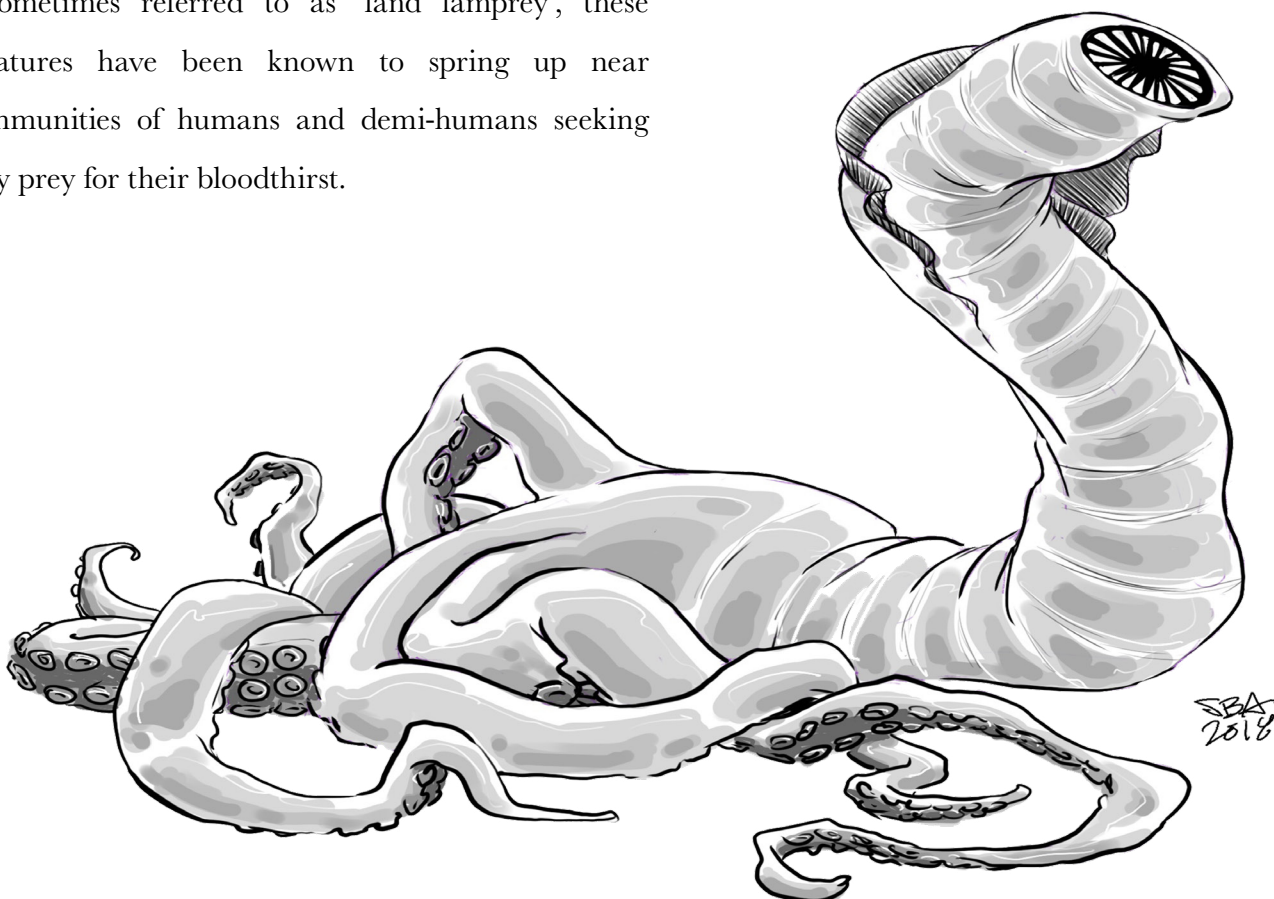
Nature

Utilizing ropey tentacles that have small suction cups on them, this blind predator senses its prey through movement, then attacks with blinding speed, attaching its bloodsucking maw on the target as the tentacles attempt to restrict movement in a grapple. They are notoriously strong (16 Str) and, once attached, will not let go unless the target is drained of blood or fire is applied to them (which does double damage to their slimy skin).

Special Abilities

Blood Drain

Once a successful hit has been scored, the creature drains an additional 1–4 points of blood per turn.



Tethered Beast

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 3

HD: 6

Move: 15"

No. of Attacks: 2

Damage/Attack: 1-8 (Claw), 1-10 (Bite)

Special Attacks: None

Special Defense: Tether Blur

Magic Resistance: Nil

Intelligence: Standard

Size: M (6' long)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: C

Climate Zone: Varies

Experience: 400+8/hp



History

In a similar relationship with The Gloom and shadow ogres, tethered beasts are creatures that are tied into the Elemental Plane of Shadow, but instead of being shadow creatures, they are held by a power beyond that veil, the StreamBenders. Maligned and otherworldly intelligence bent on chaotic destruction of the world they see through the shadow on the other side of the veil, these bender sometimes send 'feelers' through tiny pinpricks in the veil and attach them to unfortunate creatures in the Prime Material. Once a creature is tethered, it is forever lost to the Prime and becomes a mindless minion bent on the random destruction that the StreamBenders so crave. The chaos inside them is so great, they never have an identical look, sometimes developing human-like hands, or octopus-like tentacle tails, etc.

Nature

Such creatures are born of pure chaos and, thus, will attack without provocation, while on other occasions will walk harmlessly by a possible victim to attack another random target. This chaotic bent means that they cannot be predicted, or even properly defended against, even their attacks seemingly random and bizarre. At the beginning of each round, roll a d4, on an even result, the tethered beast is +2 to hit and damage; on an odd result, they are -2 to hit and damage, both sets of results bound into either good or bad unpredictability of their attack strategy that round. They also possess a Blur ability attributed to their tether with the bender that controls them, making them harder to strike.

Special Abilities

Tether Blur

This shimmering essence distorts the actual location of the tethered beast, giving attacks against it a 25% miss chance.

Tethered Humanoid

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 6

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–8 (Slam)

Special Attacks: Slithering Grip

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: A, J

Climate Zone: Varies

Experience: 1,000+12/hp

History

Bound by the same dimensional tether that afflicts the tethered beast, these unfortunate human or demi-humans find themselves puppets of the chaos beyond the veil of the Elemental Plane of Shadow. The malignant intelligence there, the StreamBenders, make quick work of the minds of these vessels, and then pour in their chaos and madness, gifting them with a single direct purpose: to bring other members of their race back to the bender symbiote that spawned them. They are also adept thieves as benders enjoy feeding on magic almost as much as they do life energy. Having the rough appearance of a human and often bound in robes, these chaos creatures' bodies are always mutated with horrible sores and malignancies,



most often resulting in dozens of ropy suction tentacles they use to bind their prey before returning it to their masters.

Nature

Chaotic in the extreme, these minions will often do inexplicable things when 'collecting' prey, including passing up children (easy prey) for hardy adults or going into guarded camps rather than remote homesteads. It is true that no one ever knows what to expect from them. Utilizing an attack called the Slithering Grip, they will grapple a victim with their corrupted Strength of 19. There have also been times when these desperate souls

collect in pairs or even groups of four, stealing away people and treasure in larger quantities, sometimes in wagons! They attack with their largest tentacle directly, doing damage as a bludgeoning weapon and, after a successful hit, will begin their Slithering Grip attack.

Special Abilities

Slithering Grip

Utilizing a Strength score of 19, the creature opens up a grapple and will smother a victim, doing not only 1d6 points of damage per turn but also 1 point of Constitution per turn until zero when the victim will pass out.

Tomb Shambler

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–2

Armor Class: 8

HD: 5

Move: 12"

No. of Attacks: 5

Damage/Attack: 1–4 (Bone Shards & Bites)

Special Attacks: Fear

Special Defense: ½ Slashing, ¼ Piercing

Magic Resistance: Nil

Intelligence: Low

Size: L (10')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: H

Climate Zone: F (Typically)

Experience: 275+6/hp

History

Born from the bones of the shattered undead, these amalgamations of bones turn into a shambling and clinking pile. They ooze through dungeons seeking to add bones to their mass, collecting all manner of material inside the greater ball of the mass. Their horrid skulls and grasping hands make this a particularly frightful foe when encountering them in crypts or even in the open in cemeteries. Many are the tales of them collecting so many bones they become greater abominations, sometimes even used as homes for powerful necromancers.

Nature

The smallest of these undead abominations is some ten feet in size, but there have been reports of much greater ones found in places where bones are particularly plentiful (battlefields, crypts, etc.). Such larger versions can have up to 16 HD and 15 attacks per round. They are resistant

to slashing and piercing attacks, but bludgeoning weapons do double damage to them. They attack by rolling into their prey and then biting with their skulls and piercing the target with broken bone shards.

Special Abilities

Fear

The horrid aspect of these creatures requires anyone encountering them to roll a successful saving throw vs. paralyzation or be stunned for 1–4 rounds.



Tortoise Oni

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 10+10

Move: 12"

No. of Attacks: 3

Damage/Attack: 2–12 (Fists x2)/2–20 (Tetsubo)

Special Attacks: Tortoise Bellow (save vs. petrification or be stunned 2 rounds (2/day)), **Ki Shockwave** 8–48 (save vs. dragon breath in a twenty foot circle (2/day))

Special Defense: None

Magic Resistance: 35%

Intelligence: Very

Size: L (9' Tall)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A, C

History

The tortoise oni are heavily armored demons that are summoned from the planes. They are known in Tungese lore as being particularly hard to kill and that getting close to one is as dangerous, if not more, as trying to kill it at range. They are intelligent and seem to enjoy combat, sometimes even utilizing their heavy spiked

shell to crush opponents (giving up all other attacks but does 5–50 damage), and if pressed from range, they can use a dimension door ability to suddenly appear next to targets up to 300' away. Couple these powers with their low armor class and magic resistance, and they can be a devastating opponent.

Nature

The oni attack twice per round, once with their fist and another with a large studded tetsubo heavy club. The can also employ a Tortoise Bellow which will cause those in a 30' cone before the oni to save versus petrification or be stunned for 2 rounds. This attack can be utilized twice a day. They are masters of their own Ki, a force they can manifest into mental shockwave that blasts out a 20-foot radius around them and causes 8–48 points of damage (save versus dragon breath for ½). This power can be used twice a day.

Special Abilities

Tortoise Bellow

Save vs. petrification within 100' or be stunned 2 rounds (2/day).

Ki Shockwave

Save vs. dragon breath in a twenty-foot circle (2/day) or take 8–48 points of sonic damage.



Tournament Knight

Lawful Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 6

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-8+2 (Lance)

Special Attacks: +2 hit and damage

Special Defense: Born in the Saddle

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: B, M

Climate Zone: C

Experience: 400+8/hp

History

Jousting tournaments are something of a mainstay in the European theater of fantasy settings, and when such a venue occurs, there will always be a host of hedge knights that travel to these events looking to make coin and increase their reputation. They typically hold their own patent of nobility and will specialize in one of three skills: Jousting, Melee, or Archery. Known as horsemen, they always have a fine mount.

Nature

Although lawful in nature, there is nothing particularly 'good' about these knights. They are motivated by coin and are not ones to risk their lives in a true battle. They will not cheat in a tournament, but they will use backhanded tricks if necessary and are not to be trusted. A small company of followers, usually a squire, steward, and sometimes a groom or armorer, accompany these knights

as they travel (the total HD of this company cannot exceed that of the tournament knight). Most tournament knights are less than 6 HD although greater ones of 8 HD or even grand champions of 10 HD can be encountered from time to time. All tournament knights are considered to be +2 to hit and damage in their chosen specialization (lance, melee weapon, or bow).

Special Abilities

Born in the Saddle

It is exceptionally hard to unhorse a tournament knight, and they receive a saving throw vs. petrification each time they could possibly lose their place in the saddle. If successful, they stay mounted.



Tree Fisher

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 7

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–6 (Claw), 1–6 (Bite)

Special Attacks: Vine Noose

Special Defense: Blending

Magic Resistance: Nil

Intelligence: Standard

Size: L (8')

Psionic Ability: NIL

% in lair: 15%

Treasure Type: Y

Climate Zone: C

Experience: 650+10/hp



History

In the temperate forests of the world, there are always cases of people that go missing, but the most disturbing of these accounts centers around groups or couple who one second are walking next to each other, and the next, one of them disappears. For many years such disappearances were blamed on fairie magic, but when gnawed bones of the victims were discovered later, a darker version came to light. Something was in the woods, and it could swipe a target without anyone even seeing the attack coming. Rangers were dispatched, and it was then determined that a new predator, adept with using vine ropes, was utilizing the high canopy to ‘fish’ for prey. Looping a vine noose around a victim, they were quickly jerked up into the trees, silenced by the choking hold of the noose, and then killed at the creature’s leisure.

Nature

Tree fishers are large humanoid predators with some bestial aspects, like tree-born sasquatches. They are apex predators and have incredible skill with a vine noose, being able to lasso prey up to 50’ below them. They surprise on a 4 in 6, and even if their presence is felt, they are considered to be 85% undetectable (Hide in Shadows) while in the canopy because of the blending camouflage of their hairy coat. Once they have a victim, they can dispatch it quickly with large clawed hands or even a toothy bite.

Special Abilities

Vine Noose

On a successful hit, the target must make a successful saving throw vs. petrification at -2 or be silenced and pulled up into the canopy, losing 1–4 Constitution per round until freed from the noose.

Tundarian Warrior

Lawful Neutral

Armor Class: 3

HD: 6 + 6

Move: 12"

No. of Attacks: 2

Damage/Attack: by weapon type*

Special Attacks: Nil

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M (6.5')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Climate Zone: A

Experience: 400 + 8/hp

History

Born of the North, these nomadic tribes are known to produce the hardiest of barbarian stock in the Nameless Realms. They are often berserkers and have a strong tie to the Elemental Plane of Earth, from which they can draw strength. They are normally fair skinned with red or blond hair, and both women and men grow taller than six feet.

Nature

A hardy people, they gain +1 to their Strength statistic and can begin play with a 19 Strength *(all Tundarians are considered to be at least +2 to hit and +4 to damage). They also employ the power of Elemental Hardening, which helps them with their armor class. Weapon choices tend toward the two-handed variety, and they are fine practitioners of spear combat. Their skill in arms allows them to attack at 2/1.

Special Abilities

Elemental Hardening

All Tundarians can manifest the power of their earth affinity by, in a limited fashion, hardening their skin. This ability manifests as a -1 to AC per 6 Hit Dice of the Tundarian, with a maximum of 4. Elemental Hardening can be employed a number of times per day equal to $\frac{1}{4}$ the Tundarian's Hit Dice and last the same number of rounds.



VirVir

Neutral Evil

Frequency: Very Rare

No. Appearing: 1–3

Armor Class: 4

HD: 4

Move: 15"

No. of Attacks: 1

Damage/Attack: 1–4 Constitution Damage
(Air Vortex)

Special Attacks: Divine Destination

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (5')

Psionic Ability: NIL

% in lair: 15%

Treasure Type: I

Climate Zone: D

Experience: 165+5/hp

History

Many are the mysteries of the elemental planes and what creatures spill out from them into the Prime Material. The VirVir is certainly an oddity among them, a spirit of the air that manifests like a mirage in the hottest deserts of the world. This air elemental kin can take the form of a maiden in the sands, drawing victims farther into the desert. She sometimes has been seen with 'sister' spirits, offering up tea on the high dunes, only for all of them to disappear when the destination is reached by the curious (and often delirious) travelers. There are tales of these spirits actually becoming vested in men of the desert or captured in the Black Sands by the Lich Lords and utilized in their pleasure harems, but other legends are unconfirmed and ancient. Whatever the case, as air is



ever flighty and impossible to hold, these spirits are nearly impossible to catch or sustain in one place without powerful magic.

Nature

What motivates these creatures to impersonate human women is beyond knowledge, and why they take the rather vile course of leading men to their doom is also a mystery, but they have a charming magic about them that is assisted by the ethereal beauty of the form they take. If seen by any male traveler, they can employ a Divine Destination power that is an area effect charm, pulling their victims after them for up

to a day. They also have illusionary magic that allows them to create Phantasmal Force constructs as large as a small building. If pressed into combat, they create an air vortex that sucks air from the lungs of their victims, typically killing them in just a few rounds.

Special Abilities

Divine Destination

Each time a victim is hit with an attack from the tail barb, they must save vs. poison or lose 1–6 points of Dexterity.

Warfang

Lawful Neutral

Frequency: Very Rare

No. Appearing: 1 or 2

Armor Class: 5

HD: 8

Move: 15"

No. of Attacks: 2

**Damage/Attack: 1–6 (Claw)
and 1–10 (Bite)**

Special Attacks: Battle Fury

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: L (10' long)

Psionic Ability: NIL

% in lair: 05%

Treasure Type: E

Climate Zone: A

Experience: 100+12/hp



Nature

These massive beasts make for great mounts, and they are also well known for carrying a lot of extra weight beyond the rider, including barding (which can give them AC 2). When in combat, they will fight with a claw and bite attack, unless ridden, then they will only utilize the bite. If they fall below $\frac{1}{2}$ hit points, their feral nature takes over, causing them to go into a battle fury. When this happens, any rider will not be able to attack unless they make a successful save vs. petrification. On a failed save, they are dismounted. If they attempt no attack and hang on for dear life, they are considered to stay on the beast's back.

Special Abilities

Battle Fury

If reduced to less than $\frac{1}{2}$ hit points, the warfang will go into a berserker rage, their AC moving up 2 places, but their attacks being at +3 to hit and damage.

History

The history of these great northern beasts of the Nameless Realms revolves around the infamous barbarian raider Core the Punisher. Core fought the Knights of Gariny in the Lupin Hills, and his greatest enemy road one of the Ice Wall Dragons, so Core needed a mount which he could attempt to best the knight. Using fell sorcery, one of his witches bound a dire wolf and a polar bear together into what would later be known as a Warfang. These beasts became popular during the Lupin Wars, and although Core would eventually be thrown down, his creation, as well as the mounts of his lieutenants, would escape along the Ice Wall and become a new feral species. However, if taken young, these beasts can still make incredible mounts in the north, and they are considered semi-domesticated by the barbarian tribes of the Ice Wall.

Warmth Wisp

Chaotic Evil

Frequency: Uncommon

No. Appearing: 1

Armor Class: -8

HD: 9

Move: 12"

No. of Attacks: 1

Damage/Attack: 2-16 (Necrotic Blast)

Special Attacks: Life Draining

Special Defense: Spell immunity

other than Radiant or Force

Magic Resistance: Nil

Intelligence: Exceptional

Size: S

Psionic Ability: NIL

% in lair: 5%

Treasure Type: Z

Climate Zone: A

Experience: 1300+12/hp

History

Directly related to the traditional deep forest or swamp wil-o-wisp, the warmth wisps appear in the deep recesses of the North, looking like small campfires or torches, luring cold travelers farther into frozen oblivion. Some say they are the servants of white witches, and that they bring them victims, while others say they are the spirits of the dead, hoping to bring the living over the veil to join them.

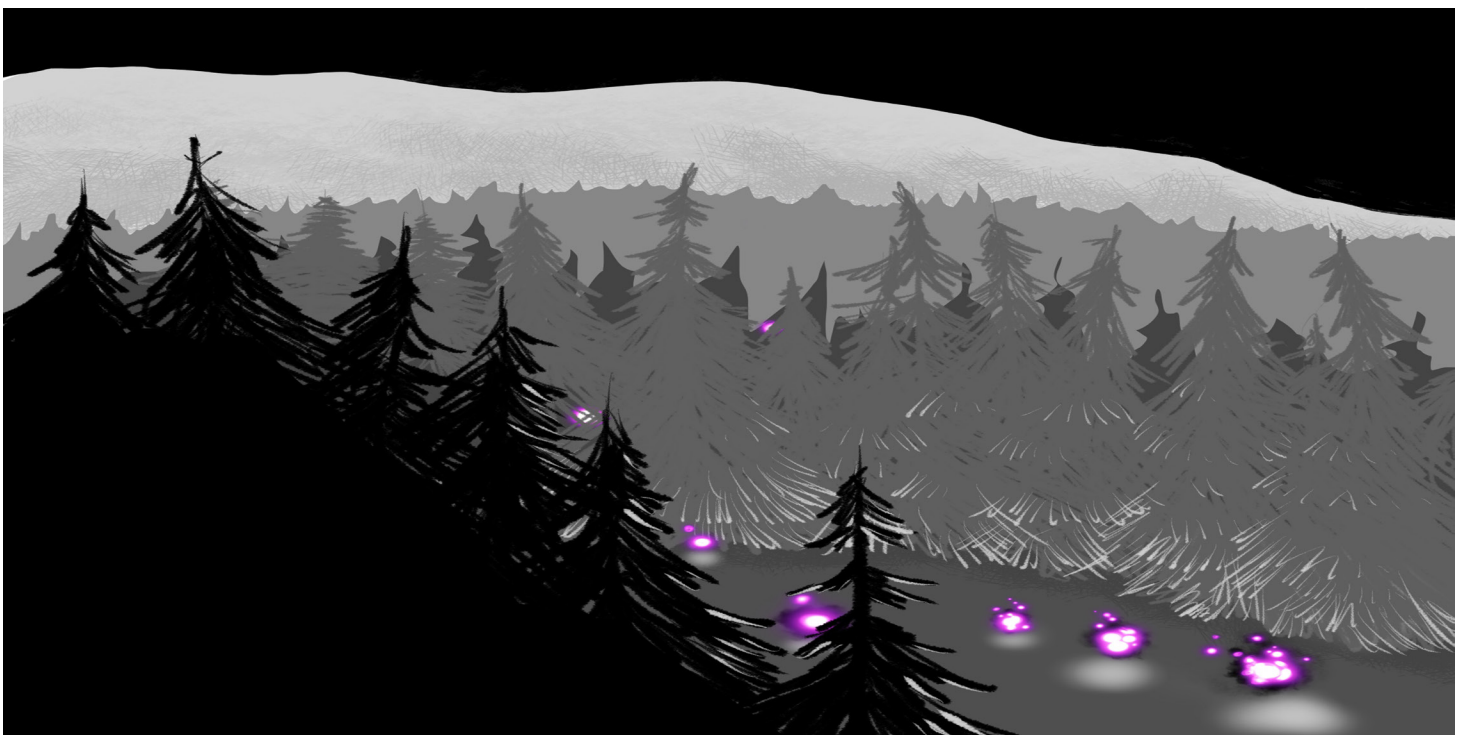
Nature

Although usually encountered alone on especially dark, cold, or moonless nights, up to three such creatures can be encountered. They prey on their victims by attacking with a necrotic lightning attack that drains life and fuels the inner fire of these dark creatures. They are also incredibly hard to hit, always flashing and disappearing during combat.

Special Abilities

Life Draining

The warmth wisp gains a number of Hit Points (up to its max) from the damage done with its necrotic lightning attack.



Wasteland Lurker

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 11

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–10 (Sword)

Special Attacks: Wounding Blade

Special Defense: Frightful Presence

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: I

Climate Zone: Varies

Experience: 2,150+16/hp

History

Every world has battlefields, and some are more pronounced than others, having been the source of war for hundreds (if not thousands) of years. Stories from soldiers often relate tales of mysterious figures who wander the ruins of war, a wicked and evil blade at their side. They are sometimes represented on horseback although the beast is said to be mad and twisted. Whatever the case, these fell reavers are creatures tied to ruins and war, and they make their way through these places seeking out victims to add to the carnage. They have been known to hunt down entire platoons of soldiers, leaving their bodies for the crows or sometimes hung by their intestines from skeletal trees or crumbling buildings.

Nature

Highly proficient with a blade, these undead creatures have the ability to cause fear when they stalk a battlefield.



They gain two attacks with their sword, and each attack causes a wound which bleeds out each round until a healing spell or tourniquet is applied. They are known to have between 1–8 skeletal warriors with them, each skeleton having 4 HD. Although they are powerful, they are also tied to a place and cannot leave the battlefield or ruin that they are bound to. This makes them particularly violent when their prey leaves their zone of influence, and they are said to howl like a thousand mad souls when they are denied their prey.

Special Abilities

Wounding Blade

Each time a victim is struck by this blade, they get a point of 'bleeding' damage. This damage is cumulative, doing 1 point per successful attack each round thereafter.

Frightful Presence

Anyone getting within 2' of this creature must make a saving throw vs. petrification or be at -2 to attack for 1–8 rounds.

Winter Witch

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 7

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Dagger)

Special Attacks: Frost Magic, Charm

Special Defense: None

Magic Resistance: 35%

Intelligence: High

Size: M (6')

Psionic Ability: NIL

% in lair: 60%

Treasure Type: H

Climate Zone: A

Experience: 1,300+12/hp

History

Witches are a known commodity throughout many fantasy worlds, and so are the stories of their notorious and evil natures. In the northern climates, high above the frost line, such tales are no different. Winter witches are said to be seducers of young hunters, necromancers of the frozen dead, and sexual consorts to all manner of humanoid beasts that walk the snows.

Nature

Typically represented as human or elven females of extreme beauty, winter witches are solitary creatures who practice their magical arts as dedicated by their icy gods and goddesses (usually elemental lords). They have the power to control raw elemental magic, using it as they

see fit, and are not bound by standard spells like magic-users, or given divine miracles like a cleric. They are also

magically resistant to most spells and have a powerful charming nature they can employ to lure victims into their beds before turning them into all manner of horrible northern frost spirits.

Special Abilities

Frost Magic

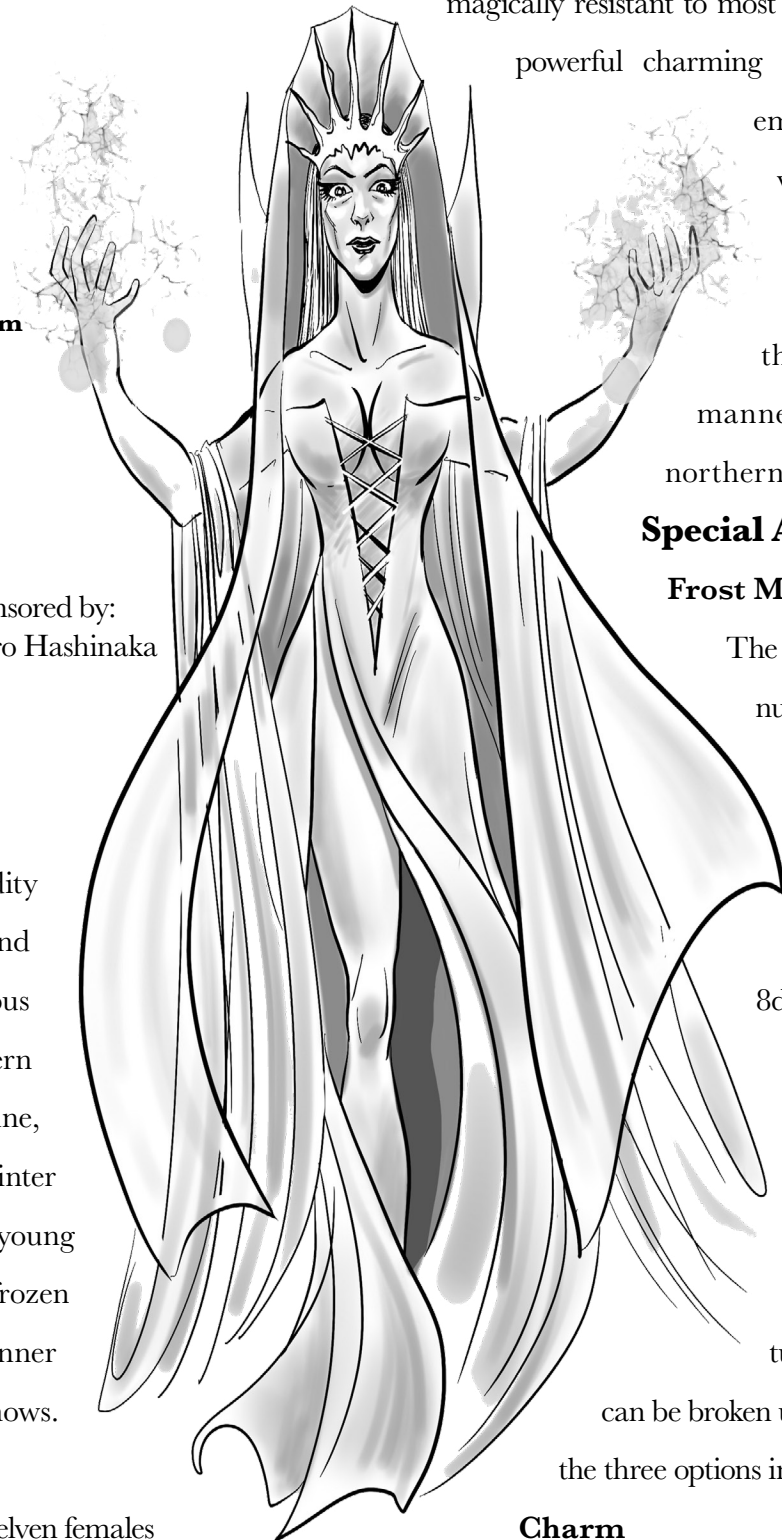
The witch gets a number of d6s as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power

can be broken up between any of the three options in a single turn.

Charm

The witch can utilize a powerful Charm ability (as spell) to win her male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.

Sponsored by:
Takahiro Hashinaka



Zhamaran

Neutral Evil

Frequency: Very Rare

No. Appearing: 1–6

Armor Class: 5

HD: 6

Move: 15"

No. of Attacks: 3

Damage/Attack: 1–6 (Claw) + 1–8 (Bite)

Special Attacks: Ripper or Poison

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: M (6')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: Y

Climate Zone: B

Experience: 400+8/hp

History

The central jungles of the Nameless Realms are beyond scope when considering what lives within them, but one



creature that has become notorious around the reclaimed city of Nextyaria is the zhamaran. This predatory cat, about the size of a panther, utilizes wings as it moves through the canopy and has been known to hunt men as easily as smaller and less dangerous prey. Having a shiny black coat, it is sometimes mistaken for a displacer beast, but the two are not related as the zhamaran is firmly rooted here in the Prime Material. Local guides fear the beast because it has a tail that can shoot poisoned spines, the venom paralyzing men so that the creature can more easily transport the limp bodies into the trees where it can dine at its leisure.

Nature

Preferring to hunt at dusk, when the thick jungle canopy can conceal its dark hide in shadow, the zhamaran surprises victims on a 3 in 6. It will typically begin an attack from high above, firing 1–4 venomous barbs down on a party and hoping at least one takes effect. If hungry or pressed, the beast will glide silently into an enemy on its wings, and then attack using a claw, claw, bite attack. If both claws hit, it can then use a Ripper attack with its back claws that can open a man up like a melon. Although normally a solitary hunter, mated pairs are sometimes encountered, making them even more deadly.

Special Abilities

Ripper

If both claw attacks hit, the zhamaran automatically does an extra 2–16 points from a slashing attack with its back claws.

Poison Barbs

The zhamaran can fire 1–4 barbs from its tail 2/day, and if a victim is hit, they must make a save vs. poison or be paralyzed for 1–4 hours.

The Fey

The Fey are a race of creatures with direct links into much of the folklore and bloodlines of all the woodland races of the world. However, they are not of the Material Plane and, instead, exist on the Fey Realm, a plane of existence that mirrors the Material Plane much like the Ethereal. In the Fey Realm, the world is made up of the energy of living things, so forests make up the bulk of the ‘living area’, where mountains and cities are wastelands. Within these ‘living areas’, the Fey rule, and they guard the mysterious and secret portals between realms. Fairies, sprites, brownies, dryads, and even elves can pass through such portals on occasion, but for the most part, the Fey Realm is closed. Stories persist of beings that pass out of the Fey Realm to make their home in the Material Plane, and it is believed that dragons are part of those creatures who escaped the rule of the Fey long ago.

The Fey all have the following abilities, no matter what subtype they are part of. Immunity to normal weapons (+1 or better weapon to hit), Cat Eyes (the ability to see clearly in dim light but not complete darkness), Fey Beauty (they are comely creatures, and all are considered to have a Comeliness Score of 18+ [+3 Charisma-based checks]), and they can employ these spell-like abilities 1/day (Fairie Fire, Pass Without Trace, Cure Light Wounds [Cure], and Charm Person).

The Gloom

Some say this is a disease, others a foul corruption or necrotic contagion, but in reality, it is more an insidious invasion from the Elemental Plane of Shadow. Much like the infamous shade—a human that has combined his body with shadowstuff—the Gloom is an infection of the flesh and mind from some force within (or beyond) the Shadow Plane. There are scholars who say that the Gloom is brought on by shadow ogres, who themselves are also touched with the shadowstuff, but mages versed in the Shadow Plane would insist that shadow ogres are just the catalyst or

conveyor of the Gloom and that some greater maligned intelligence within that dark plane is to blame.

Whatever the case, the Gloom is a corruption that spreads through contact, and the more lives it takes, the more it can manifest itself with greater power. It first manifests in the shock troops of the corruption, the gloom husks, simple creatures similar to living zombies, and from there it spreads out and creates more mundane looking gloom interlopers who can pass for uncorrupted humans, and gloom brutes who drive the husks and destroy stronger resistance fighters. At the top of the corruptive arc are the gloom knights, fully shadow-empowered warriors capable of leading full armies of the Gloom if given the opportunity.

The Gloom corruption happens when a victim is bitten by any of the Gloom creatures and fails a saving throw versus poison [DC 13 Constitution]. A bite is considered to have taken place when any of the Gloom creatures does maximum damage on a successful hit. Once the saving throw is failed, a victim will lose 1 point of Constitution per hour, falling to the Gloom growing inside them. Once their Constitution falls to zero, they become a gloom husk, unless they have similar HD to higher echelon glooms, in which case they could transition directly to one of the greater gloom.

The only cure for the Gloom is to have a Cure Disease cast on the afflicted person by a cleric of Lawful Good alignment OR a cleric bound to a God of the Sun/Light/Radiance etc. Otherwise, there is no cure save for more powerful magical healing spells (level 6 or above). A Wish or Limited Wish will also do the trick.

Although the Gloom is a powerful force, it does not do particularly well in the daylight. Any attacks made in bright light will be at -1, and HD are also negatively affected, losing 1 HD in bright light. However, the reverse is true in the shadow or dark environments, and the Gloom infected will gain +1 to hit and +1 HD in such conditions.

Fey: Bridge Guardian

Lawful Neutral

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 15

Move: 12" (20" Flying)

No. of Attacks: 3

Damage/Attack: 1-6+5 (Composite Bow)

Special Attacks: Arrow Magic

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (7')

Psionic Ability: NIL

% in lair: 50%

Treasure Type: B, M

Climate Zone: Varies

Experience: 4000+20/hp

History

As the Fey Realm stands as a bastion of the natural world, the spirit of the forest, the essence of the earth mother, it stands to reason that it might need defending from those who would stumble into it and do damage. For this reason, the various gates to the realm are usually guarded by Fey designed for that purpose. These lawful warriors are feared by those in the Prime Material as they are known to sometimes venture from their gate to destroy wood mills, hunters' camps, and even farmsteads that they for some reason find to be a threat to their gate.

Nature

Standing near seven feet tall with deva-like white wings, these gate masters are adept with a bow like only someone with countless years of practice could be. They are powerful warriors and utilize an array of devastating attacks with their bows to keep intruders from their land. When they

enter combat, they tend to stay airborne, raining arrows down on their enemy and targeting spellcasters first. They are considered to be double specialized in the bow, getting 4 attacks every round (4/1), and are +3/+3 with those attacks. Couple this with their magical recurve yew bow +2, and they are deadly enemies to face. Including all bonuses, they are +8 to hit with a bow (not including their magical arrows).

Special Abilities

Arrow Magic

They have the power to enchant up to their HD in +2 Arrows per day.



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Orin Jaycox

Fey: Dragon-Linked

Alignment Varies

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 12

Move: 15"

No. of Attacks: 2

Damage/Attack: 1–8+2 (Fey Blade)

Special Attacks: Fey Blade

Special Defense: Dragon Bound

Magic Resistance: Nil

Intelligence: High

Size: M (6')

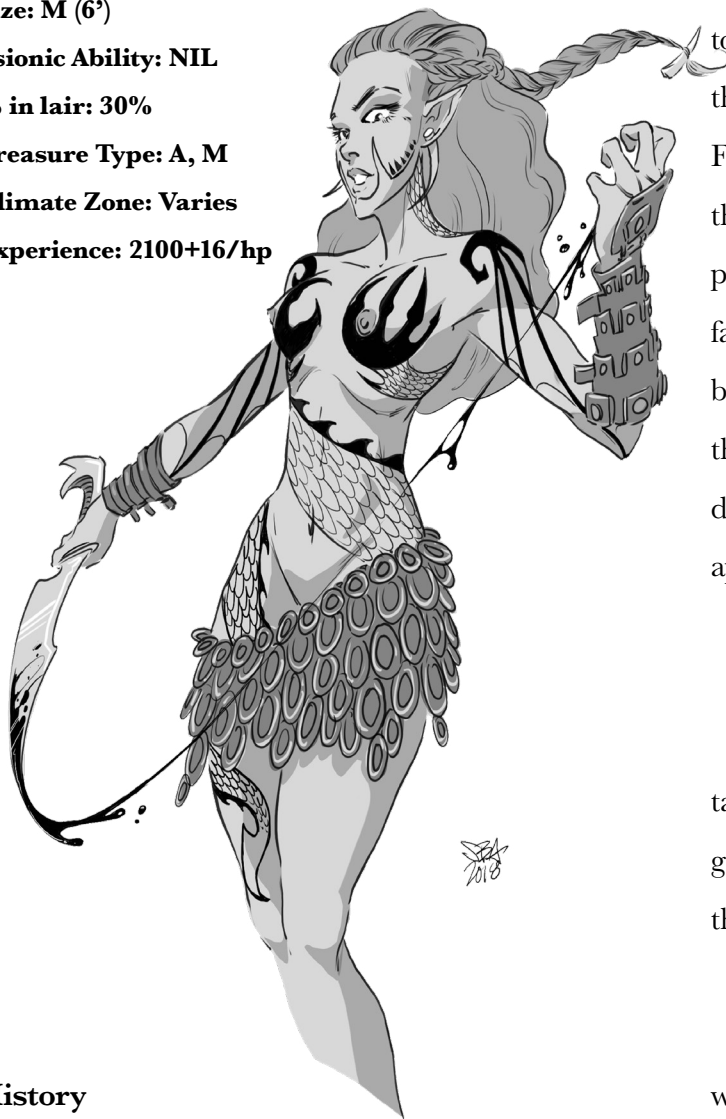
Psionic Ability: NIL

% in lair: 30%

Treasure Type: A, M

Climate Zone: Varies

Experience: 2100+16/hp



History

Most notorious of all the Fey are the dragon-linked. In any world, it is said that each time a Dragon is born, it is linked to a Fey, and that link is bound until death.

However, these legends aren't completely true. Dragons born outside the Fey Realm are not bound to the Fey, only those that are born within the Fey Realm and somehow escape are bound to Fey for life. This link binds their lives, and when one dies, so does the other (in a number of days equal to the HD of the one that remains). There are also those that believe that this death isn't truly real, but that the dragon and the Fey only return to the Fey Realm to be reborn, but if this is true, no one but the Fey could tell you.

Nature

As a linked pair, the Fey and the dragon that it is bound to are considered to be the 'yin and yang' of each other, therefore a Chaotic Evil dragon would have a Lawful Good Fey bound to it, always seeking to maintain a balance in the Material Plane. Therefore, it is difficult to ascribe a particular nature to a dragon-linked Fey other than the fact that its purpose is always to thwart the actions of its bound mate. It is said that these Fey sometimes brutalize themselves, performing ritual cutting, to remind the dragon that they have a foil and to be careful in how they approach their actions in the Material Plane.

Special Abilities

Dragon Bound

Whatever damage the Fey takes, half those are hits taken off the dragon they are linked to (for purposes of gameplay, this would effectively double the hit points of the Fey).

Fey Blade

These blades can take any style and are considered +2 weapons, but they can also do extra damage equal to the number of hit points the Fey sacrifices from its own health. Thus, a Fey with 40 hit points could do an extra 39 hit points on an attack, leaving it at 1 hit point afterward.

Fey: Nature-Bound



Chaotic Good

Frequency: Very Rare

No. Appearing: 1 (or 1-4)

Armor Class: 5

HD: 4

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-8+1 (Longblade) or 1-4+1 (Dirk)

Special Attacks: None

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: I, M

Climate Zone: Varies

Experience: 165+5/hp

History

As the entirety of the Fey world is based around a strong connection to the spirit of nature, the life force of plants that help create the realm, the bulk of the Fey population is thus attuned to that nature. As most Fey are nature-bound, they serve as the gardeners and tenders of the forest realm, communicating with the plant spirits and running the day-to-day activities that serve to keep the realm at optimum health. In the Material World, they are sometimes mistaken for Elven rangers or druids although there is a 'wildness' about them that many find disconcerting.

Nature

Adept foresters, the nature-bound Fey can track as a ranger at the same level as their hit dice. Although not particularly good fighters, they can use dual wield without any penalty, providing them extra attacks. When encountered in the Material Plane, these Fey will be equipped with a cloak and boots similar in nature to the Cloak & Boots of Elvenkind, and they will have a sword and dagger, both of which are +1 in enchantment. It is also on the Prime that they will be encountered solo, while they tend toward small groups in the Fey Realm. They also carry druidic healing potions, typically 1-4 of them.

Special Abilities

Speak with Nature

This spell-like ability allows these Fey to speak with both plants and beasts with equal ease.

Fey: Night Born

Chaotic Good

Frequency: Very Rare

No. Appearing: 1 (or 1-4)

Armor Class: 3

HD: 9

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-8+3 (Twin Kukri)

Special Attacks: Twin Weapon Fighting

Special Defense: Potion Bandolier

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: B, M

Climate Zone: Varies

Experience: 1500+14/hp

History

Often times confused for drow, the night born Fey have dark onyx skin and silver hair with the standard elven appearance, but they are not of the subterranean world. Instead, the night born are the Fey of the evening, the moon, and the twilight, their lives taking place after the sun goes down on their forest world. They spend their time hunting with creatures of the night for things that slip into the Fey Realm from the darker corners of the cosmos. They are guardians, but not of a particular gate, and their actions are more like rangers in that they are always traveling through the nightscape of the Fey Realm seeking to right some wrong or correct a balance.

Nature

Preferring to fight with two weapons, typically twin khopesh or kukri-like blades, the night born are adept hunters and skilled warriors. They carry various

medicines and magical potions collected from plant life of the Fey Realm, have keen night vision and excellent hearing (Hear Noise 70%), and track at the same level of a ranger of their HD. As they are made for night travel, they typically wear black or grey and are considered to have a Hide in Shadows and Move Silently of 80% when encountered in non-daylight hours.

Special Abilities

Twin Weapon Fighting

Experts in two-weapon combat, the night born are considered to be +3 to hit and damage while fighting with two weapons.

Potion Bandoleer

Bandolier slung across chest contains up to 9 potions, half of which are Extra-Healing.



Gloom Brute

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1 (or 1–6)

Armor Class: 4

HD: 10

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–8+4 (Shadow Blade)

Special Attacks: Shadow Blades

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

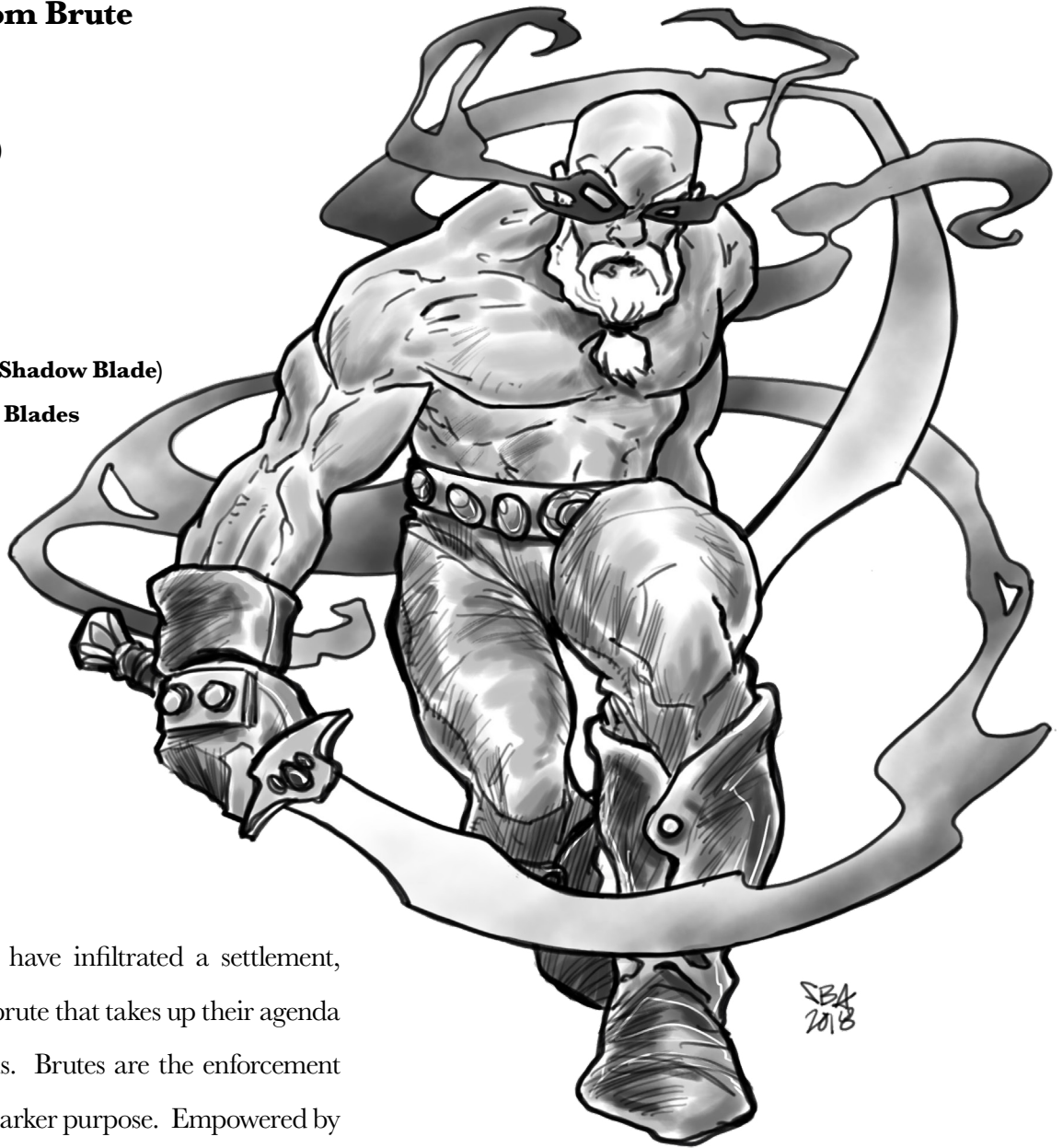
Psionic Ability: NIL

% in lair: 20%

Treasure Type: M

Climate Zone: Varies

Experience: 1500+14/hp



History

Once gloom interlopers have infiltrated a settlement, they tend to have a gloom brute that takes up their agenda and implements their plans. Brutes are the enforcement arm of the Gloom and its darker purpose. Empowered by the shadow, they are strong and deadly fighters known to fight with two blades, both of which they can create using shadowstuff. Encounters with these creatures indicate that they have a kind of shadow vapor that mists out of their eyes, and that the essence of corruption can be felt, giving rise to the hairs on the back of one's neck.

Nature

Preferring a stand-up fight, the brute will attack any foe full on, without fear. They are typically encountered solo, but if a gloom knight is present, there can be up to six brutes in its retinue. Fighting with a creation known as shadow blades, the brute

can construct two blade-like objects from shadowstuff stored inside its body. These blades can infect a living host just like a bite could if maximum damage is dealt. Their shadow energy also makes them incredibly strong, providing them with a +2 to hit and +4 to damage on all attacks.

Special Abilities

Shadow Blades

On a roll of max damage, the victim must make a successful saving throw versus poison or contract the Gloom.

Gloom Husk

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–8

Armor Class: 7

HD: 2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Claw)

Special Attacks: Gloom Infection

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 05%

Treasure Type: K

Climate Zone: Varies

Experience: 65+2/hp

History

Utilized by the greater otherworld intelligence as shock troops, the gloom husk is the first creature typically encountered in a corrupted area. Husks are the main spreaders of the corruption, and they will first come at night, lurking in the alleys and farmsteads, waiting for the moment to strike unwitting victims as they hope to create more and more of their number. Once they have grown in size and strength, they will then move in force, sometimes as many as fifty, but typically half the number, into communities looking to cause panic and find victims in the confusion.

Nature

When dealing damage from a husk, anytime max damage is rolled, the standard claw attack is considered to have been a bite attack, and the victim must roll a saving throw or contract the Gloom. Otherwise, these

creatures tend to group together and attack in gangs if possible, thus increasing their chances of spreading their corruptive disease.

Special Abilities

Gloom Infection

On a roll of max damage, the victim must make a successful saving throw versus poison or contract the Gloom.



Gloom Interloper

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 7

HD: 6

Move: 12"

No. of Attacks: 2

Damage/Attack: 1–4 (Claw)

Special Attacks: Gloom Corruption

Special Defense: Human Guise

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: M

Climate Zone: Varies

Experience: 400+8/hp



History

Created by the vile intelligence behind the Shadow Veil, the gloom interlopers are creatures of guile and stealth, infiltrating human and demi-human settlements as normal members of society, then creating gloom husks from their victims to send into the night. They

are insidious and devious creatures but have a keen wit about them and always seem well versed in the role they are to play. Most are comely creatures, just handsome or beautiful enough to draw interest, but not so much as to get undo attention from a population. Some are even said to have the ability to cast charm magic although this is unconfirmed. Such rumors, as well as those which indicate that they can infect vermin to do their bidding, biting children, are also part of local folklore.

Nature

Treat these creatures as insurgents, agents ready to work within the confines of a lawful society as to ply their trade for their dark maker. They are charismatic and will make friendships as needed, keeping strong allies close and only threatening and preying upon the weak. For game purposes, they utilize the same type of claw attack as the husk although not as strong (thus giving a 1 in 4 chance of a bite) which is made up for by them having two attacks. They are equally adept at taking on the nature and aspect of whatever creature their maker takes for them; thus, they can be of nearly any primary race, and even orcish bands and goblin tribes have succumbed to the will of the Gloom with these agents among them.

Special Abilities

Gloom Corruption

On a roll of max damage, the victim must make a successful saving throw versus poison or contract the Gloom.

'Human' Guise

The interloper takes the body of any race, making it their own and, thus, is indistinguishable from that race, including language and historical/local knowledge (although personal knowledge is lost).

Gloom Knight

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 12+12

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-10+5 (Two-handed sword)

Special Attacks: Challenge

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: NIL

% in lair: 30%

Treasure Type: B

Climate Zone: Varies

Experience: 2150+16/hp

History

The highest-ranking soldier in the arm of the dark intelligence that pushes the Gloom agenda, the gloom knights are feared for their direct actions against their enemies and the sheer power they employ to do so. They lead contingents of gloom brutes that drive their shock troop gloom husks into battle when the time for subtlety has fled. Many are the tales of these dark warriors calling out opposing captains and honorable knights, just to slay them easily before their stunned troops, often times turning their victims into gloom soldiers right on the field of battle.

Nature

Fighting in enchanted plate and with a dark-bladed two-handed sword (both +2), these warriors are terrors on the battlefield. They often ride shadow-tainted steeds (use nightmare for stats) and are adept at combat in the saddle

Sponsored by:
Lloyd Rasmussen



(receiving a +2 bonus to attack rolls while mounted). Their blade has the same dark enchantment as those of the shade brute, being able to spread the Gloom corruption on a max damage hit. They also have the power to command any member of the Gloom. They are incredibly strong, with a Strength attribute of 18/25, giving them a +1 to hit and +3 damage.

Special Abilities

Challenge

If they call out a specific foe in battle for one-on-one combat, they receive a +2 to hit and damage against that foe for the duration of the combat.

Monster Level Encounter Appendix

Level I (HD 1/2-1)	Goblin: Fern, Brain Larva, Soulsucker Bandysnatch
Level II (HD 1-2)	Burning Dead, Goblin: Bushido, Absorbing Nymph, Bane of the First Fall, Dire Pine, Frost Skeleton, Gloom: Husk, Goblin: Ice
Level III (HD 2-5)	Blink Raptor, Corrupted Amazon Warrior, Dire Lowl, Hopping Brain, Bojun, Kobold: Feral, Goblin: Wanderer, Marigold Man, Tentacle Worm, Were Pigeon, Goblin: Forge
Level IV (HD 3-6)	Cultist Scout, Hate Crawler, Hobgoblin: Aquatic, Cuddle Creeper, Fey: Nature Bound, Kobold: Monofilament, Moon Child, Out Island Reaver, Sand Ripper, Goblin: Stone, Tomb Shambler, Bonecrusher Dog, Fruits of Aphrodite, VirVir
Level V (HD 5-7)	Orc: Deep Forest, Devil's Minion, Dwarf Eater, Fool's Paradise, Gloom: Shambler, Hell Fish, Hobgoblin: Ice Raider, Karasian Dwarf, Shell Collector, Silk Whisperer, Street Slitherer, Tethered Beast, Tournament Knight, Tundarian, Stream Devourer
Level VI (HD 6-9)	Shade Ninja, Chaos Bringer, City Stalker, Dravarian Highwayman, Fey: Night Born, Goblin: Roses, Maiden Hag, Out Island Taskmaster, Sewer Man, Spider Troll, Tethered Humanoid, Warfang, Were Gull, Necrotic Centaur, Queen of the Court, Silver Siren, Tree Fisher
Level VII (HD 7-10)	Barkempkin, Beast Spirit Haunt, Ogre: Frost, Gloom: Brute, Orc: Legion, Out Island Captain, Sinner's Hangman, Warmth Wisp, Winter Witch, Zhamaran, Elemental: Chlorine, Fell Griffon, Guardsman Investigator, Shadow Faun
Level VIII (HD 9-11)	Feathered Basilisk Serpent, Bastian Born, Bender Scout, Blood Caliph, Drowning Fountain, Fey: Dragon Linked, Old Man of the Woods, Plated Woolly Rhino, Ogre: Shadow, Furies Spawn, Hill Titan, Golem: Leather, Seven Eyed Stranger, Wasteland Lurker
Level IX (HD 11-15)	Bender Surrogate, Tortoise Oni, Demon Princess Lyzinia, Dungeon Lurker, Fallen Totem, Fey: Bridge Guardian, Gloom: Knight, Ice Wall Dragon, Were Owl, Elemental: Blood, Troll: Lava, Tar Ropper
Level X (HD 18+)	Arch-Necromancer, Were-Megaladon, Black Sands Lich, Blizzard Giant, Demon Prince Simsisiun, Elemental: Typhoon, Smoking Pilgrim



Treasure Table

Treasure Type	1,000's of copper	1,000's of Silver	1,000's of Electrum	1,000's of Gold	1,000's of Platinum	Gems	Jewelry	Maps or Magic
A	1-6 :25%	1-6 :30%	1-6 :35%	1-10:40%	1-4 :25%	4-40 :60%	3-30:50%	Any 3: 30%
B	1-8 :50%	1-6 :25%	1-4 :25%	1-3 :25%	nil	1-8 :30%	1-4 :20%	Sword, armor, or misc. Weapon: 10%
C	1-12:20%	1-6 :30%	1-4 :10%	nil	nil	1-6 :25%	1-3 :20%	Any 2: 10%
D	1-8 :10%	1-12 :15%	1-8 :15%	1-6 :50%	nil	1-10 :30%	1-6 :25%	Any 2 plus 1 potion: 15%
E	1-10: 5%	1-12 :25%	1-6 :25%	1-8 :25%	nil	1-12 :15%	1-8 :10%	Any 3 plus 1 scroll: 25%
F	nil	1-20 :10%	1-12:15%	1-10:40%	1-8 :35%	3-30 :20%	1-10:10%	Any 3 except swords or misc. weapons, plus 1 potion & 1 scroll: 30%
G	nil	nil	nil	10-40:50%	1-20:50%	5-20 :30%	1-10:25%	Any 4 plus 1 scroll: 35%
H	5-30:25%	1-100:40%	10-40:40%	10-60:55%	5-50:25%	1-100:50%	10-40:50%	Any 4 plus 1 poyion &1 scroll: 15%
I	nil	nil	nil	nil	3-18:30%	2-20 :55%	1-12:50%	Any 1: 15%
J	3-24 pieces per individual	3-18 pieces per individual	nil	nil	nil	nil	nil	nil
K	nil	nil	nil	nil	nil	nil	nil	nil
L	nil	nil	2-12 pieces per individual	nil	nil	nil	nil	nil
M	nil	nil	nil	2-8 pieces per individual	nil	nil	nil	nil
N	nil	nil	nil	nil	1-6 pieces per individual	nil	nil	nil
O	1-4 :25%	1-3 :20%	nil	nil	nil	nil	nil	nil
P	nil	1-6 :30%	1-2 :25%	nil	nil	nil	nil	nil
Q	nil	nil	nil	nil	nil	1-4 :50%	nil	nil
R	nil	nil	nil	2-8 :40%	10-60:50%	4-32 :55%	1-12:45%	nil
S	nil	nil	nil	nil	nil	nil	nil	2-8 potions: 40%
T	nil	nil	nil	nil	nil	nil	nil	1-4 scrolls: 50%
U	nil	nil	nil	nil	nil	10-80 :90%	5-30:80%	1 of each magic excluding potions & scrolls: 70%
V	nil	nil	nil	nil	nil	nil	nil	2 of each magic excluding potions & scrolls: 85%
W	nil	nil	nil	5-30:60%	1-8 :15%	10-80 :60%	5-40:50%	1 map: 55%
X	nil	nil	nil	nil	nil	nil	nil	1 misc. magic plus 1 potion: 60%
Y	nil	nil	nil	2-12:70%	nil	nil	nil	nil
Z	1-3 :20%	1-4 :25%	1-4 :25%	1-4 :30%	1-6 :30%	10-60 :55%	5-30:50%	Any 3 magic: 50%



Regional Treasure Type Appendix

	Weapons	Armor	Goods
European	Falchion (Sword), Bastard Sword, Sabre (Sword), Flamberge (Sword), Rapier (Sword), Ulfberht (Viking Sword), Claymore (Sword)	Plate Armor, Kite Shield, Banded Mail	Leather, Furs, Honey, Woolen Fabrics, Wine
Middle East	Kopesh (Sword), Scimitar, Talwar (Sword)	Chainmail, Round Shield	Fabrics, Spices (cinnamon, ginger, incense, salt), Semi-precious stones, Dyes, and Ivory
Jungle Nations	Macuahuitl (Obsidian Sword), Obsidian Spear	Ichcahuipili (Aztec Pad- ded Armor)	Fruits, Gold, Obsidian
Far East	War Fan, Tiger Claws (Fist Blades), Butterfly Sword, Katana (Sword), Nodachi (Sword), Wakizashi (Sword)	O-Yoroi (Samurai Heavy)	Rice, Silk Fabrics, Pater, Amber, Ceramics
Far North	Bone Dagger, Stone Axe	Hide/Furs, Studded Leather, Round Shield (wooden reinforced)	Oil, Furs, Ivory
Islander	Tewhatewha (Maori Club), Leio- mano (Shark Tooth Sword)	Kahu Toi (Maori Rain Cloak)	Fruits, Pearls, Coral
Ancient World	Cestus, Gladius, Bone Tomahawk, Macana (Native American War Club)	Bronze Plate, Leather	Lapis Lazuli, Incense, Gold & Silver, Pottery, Wine

Monster Climate Encounter Appendix

A: (Arctic)	Frost Skeleton, Goblin: Ice, Hobgoblin: Ice Raider, Tundarian, Warfang, Ogre: Frost, Warmth Wisp, Winter Witch, Plated Wooly Rhino, Ice Wall Dragon, Blizzard Giant
B: (Jungle)	Goblin: Fern, Blink Raptor, Feathered Basilisk Serpent, Old Man of the Woods, Tortoise Oni, Tar Ropper
C: (Temperate)	Soulsucker Bandysnatch, Bane of the First Fall, Dire Pine, Marigold Man, Bonecrusher Dog, Orc: Deep Forest, Fool's Paradise, Stream Devourer, Dravarian Highwayman, Goblin Roses, Spider Troll, Tree Fisher, Shadow Faun, Hill Titan, Fallen Totem
D: (Desert)	Sand Ripper, Blood Caliph, Wasteland Lurker, Black Sands Lich, Vir Vir
E: (Mountain)	Karasian Dwarf, Bastion Born
F: (Subterranean)	Tentacle Worm, Hate Crawler, Cuddle Creeper, Goblin: Stone, Tomb Shambler, Dwarf Eater, Bender Surrogate, Dungeon Lurker
G: (Aquatic)	Bojun, Hobgoblin: Aquatic, Out Island Reaver, Hell Fish, Shell Collector, Out Island Taskmaster, Silver Siren, Out Island Captain, Were Megaladon, Elemental: Typhoon
H: (City)	Goblin: Forge, Cultist Scout, Street Slitherer, Shade Ninja, City Stalker, Sewer Man, Queen of the Court, Barkempkin, Beast Spirit Haunt, Guardsman Investigator, Drowning Fountain, Golem: Leather, Seven Eyed Stranger

5E Appendix

3- Absorbing Nymph

[AC 14, HD 1d8+2, HP 6, Initiative +6, #AT 1, Hit +6, Dam None, Stealth +6, Soul Touch (DC 14 Wisdom or be reduced to a 1 HD unskilled peasant and be stunned for 2d12 rounds)]
STR: 10 (-) INT: 10 (-) WIS: 10 (-) CON: 14 (+2) DEX: 18 (+4) CHA: 17 (+3)
CR: 1/4 EXP: 50 (Varies)
Type: Medium Fey

4- Arch-Necromancer

[AC 25, HD 18d6+54, HP 108, Initiative +4, Proficiency Bonus +6, #AT 1, Hit +8, Dam Dagger 4 (1d4+2), Spellcasting (DC 20 saves and +12 to hit), Arcane Recovery (short rest recover 9 spell slots), Arcane Tradition (Necromancy) [Grim Harvest, Undead Thralls, Inured Undeath, Command Undead], Spell Mastery (Witch Bolt and Scorching Ray)
STR: 10 (-), DEX 13 (+1), CON 17 (+3), INT 23 (+6), WIS 14 (+2), CHA 11 (-)]
CR: 11 EXP: 7,200
Monster Type: Medium Humanoid
Spells: 26 Available Spells
Cantrips (5) Fire Bolt, Ray of Frost, Chill Touch, Blade Ward, True Strike
1st (4) Shield, Witch Bolt, Charm Person, False Life
2nd (3) Scorching Ray, Hold Person, Mirror Image
3rd (3) Fireball, Vampiric Touch, Magic Circle, Fly, Animate Dead
4th (3) Fire Shield, Stoneskin, Evard's Black Tentacles, Blight
5th (3) Cone of Cold, Wall of Force, Cloudkill, Conjure Elemental, Dominate Person
6th (1) Contingency, Chain Lightning, Eyebite
7th (1) Delayed Blast Fireball, Finger of Death
8th (1) Feeblemind, Power Word: Stun
9th (1) Meteor Swarm
Defensive Spell Matrix:
The following spells will be in place before any known combat situation that the arch-necromancer faces: Shield, Magic Circle (disadvantage on all attacks), Fire Shield, and Stoneskin. However, this does mean he has lost those spell slots for the day, so keep that in mind (especially when dealing with him a 2nd time during a given day).

Contingency Matrix:

If the arch-necromancer is slain, a Teleport Without Error is enacted that sends him to an underling who will resurrect him.

5- Bane of the First Fall

[AC 16, HD 3d8+3, HP 15, Initiative +2, #AT 3, Hit +3, Dam Claw 3 (1d4+1) Bite 4 (1d6+1), Multiattack (2 Claw 1 Bite), Hem Attack (attacks are at advantage if within 5' of an ally)]
STR: 12 (+1) INT: 8 (-1) WIS: 8 (-1) CON: 12 (+1) DEX: 11 (-) CHA: 8 (-1)
CR: 1/2 EXP: 100
Type: Small Beast

6- Barkempkin

[AC 15, HD 9d10+18, HP 63, Initiative +4, #AT 1, Hit +5, Dam Slam 5 (1d4+3), Damage Resistance: Nonmagical Weapons, Cord of Midnight (DC 10 + Barkempkin's HD Escape or take 2 (1d4) points of Constitution per round)]
STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1) CON: 14 (+2) DEX: 14 (+2) CHA: 15 (+2)
CR: 3 EXP: 700
Type: Medium Undead

7- Bastian Born

[AC 20, HD 12d12+60, HP 132, Initiative +4, #AT 2, Hit +9, Dam Hammer 9 (1d8+5), Multiattack, Weapon Skill (+2 to attack and damage with Axe, Hammer, or Pick), Dwarven Wall (attacks are at advantage if defending a position and within 5' of allies, and can also fight to -10 hit points)]
STR: 17 (+3) INT: 11 (-) WIS: 12 (+1) CON: 19 (+5) DEX: 11 (-) CHA: 12 (+1)
CR: 6 EXP: 2300
Type: Medium Humanoid

8- Beast Spirit Haunt

AC 18, HD 10d10+40, HP 90, Initiative +7, #AT 1, Hit +7, Dam Claw 9 (1d10+4), Rend (If both attacks hit, do an extra 12 (3d8) damage), Ethereal Presence (because of the ghostly nature of the creature, all attacks against it are at disadvantage)]
STR: 18 (+4) INT: 8 (-1) WIS: 8 (-1) CON: 18 (+4) DEX: 18 (+4) CHA: 10 (-)
CR: 6 EXP: 2300
Monster Type: Medium Undead

9- Bender Scout

[AC 19, HD 12d12+60, HP 132, Initiative +5, #AT 2, Hit +8, Dam Chaos Lance 14 (2d10+4), Multiattack, Damage Immunity (non-magical weapons), Magic Resistance (advantage on all saves vs magic), Eyes of Chaos (DC 18 Wisdom or be under the effects of a Charm spell that last a number of days equal to the HD of the Bender Scout)]
STR: 18 (+4) INT: 12 (+1) WIS: 13 (+1) CON: 20 (+5) DEX: 15 (+2) CHA: 6 (-2)
CR: 6 EXP: 2300
Monster Type: Medium Humanoid

10- Bender Surrogate

[AC 20, HD 15d12+60, HP 150, Initiative +4, #AT 3, Hit +10, Dam Claw 11 (1d10+6) and Bite 16 (2d10+6), Multiattack (2 Claw/1Bite), Magic Resistance (advantage on all saving throws), Damage Immunity (all non-magical weapons), Draw Prey (Anyone coming within a hundred feet of the Bender's lair must make a DC 17 Will save or be drawn into the dark area where the beast resides)]
STR: 22 (+6) INT: 15 (+2) WIS: 15 (+2) CON: 18 (+4) DEX: 15 (+2) CHA: 6 (-2)
CR: 9 EXP: 5,000
Monster Type: Large Aberration

11- Black Sands Lich

[AC 14, HD 18d8+54, HP 126, Initiative +7, #AT 1, Hit +12, Dam Paralyzing Touch 10 (3d6), Magic Resistance (advantage vs all spell attacks), Paralyzing Touch (DC 18 Constitution or be paralyzed for 1 minute), Necrotic Magic (provides a number of d6 equal to the lich's hit dice to use on offensive spells (like 18d6 necrotic missiles) or in healing (18d6 necrotic regeneration) or summoning (up to 18 HD in the undead) per turn. This power can be broken up between any of the three options in a single round (so effectively making three actions per round, but only 1 per category).]
STR: 11 (-) INT: 20 (+5) WIS: 14 (+2) CON: 16 (+3) DEX: 16 (+3) CHA: 16 (+3)
CR: 15 EXP: 13,000
Type: Medium Undead

12- Blink Raptor

[AC 16, HD 3d8+6, HP 18, Initiative +4, #AT 3, Hit +4, Dam Claw 4 (1d4+2) and Bite 6 (1d8+2), Multiattack (2 Claw/1Bite), Stealth +6, Blinking (all attacks against a Blink Raptor are at disadvantage), Pack Hunting (+2 on all attacks if in a group of 3 raptors)]
STR: 15 (+2) INT: 12 (+1) WIS: 11 (-) CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1)
CR: 1 EXP: 200
Monster Type: Medium Beast

13- Blood Caliph

[AC 14, HD 12d10+12, HP 72, Initiative +3, #AT 1, Hit +4, Dam Slam 3 (1d4+1), Blood Magic (provides a number of d6 as he has in hit dice to use on offensive spells (like 8d6 blood bolts) or in healing (8d6 bloody regeneration) or summoning (up to 8d6 in the blood elementals) per turn. This power can be broken up between any of the three options in a single turn.)]
STR: 13 (+1) INT: 15 (+2) WIS: 15 (+2) CON: 13 (+1) DEX: 12 (+1) CHA: 13 (+1)
CR: 6 EXP: 2,300
Type: Medium Humanoid

14-Bojun

[AC 16, HD 3d10+3, HP 18, Initiative +4, #AT 1, Hit +2, Dam Sea Pole 7 (1d8+3), Sea Pole (if hit with max damage, DC 13 Dexterity or be knocked prone and take 3 (1d6)), Spew Bile (DC 14 Dexterity or take Acid 6 (2d6))]
STR: 16 (+3) INT: 10 (-) WIS: 10 (-) CON: 13 (+1) DEX: 10 (-) CHA: 8 (-1)
CR: 1 EXP: 200
Monster Type: Medium Humanoid

15-Bonecrusher Dog

[AC 14, HD 5d12+15, HP 45, Initiative +2, #AT 1, Hit +6, Dam Bite 9 (1d10+4), Stealth +4, Pack Tactics (at advantage if within 15' of ally), Seizing Bite (If the dog wins the initiative, victim must make a DC 15 Constitution or be stunned 2 (1d4) rounds and take 12 (2d8+4) damage)]
STR: 18 (+4) INT: 9 (-1) WIS: 10 (-) CON: 17 (+3) DEX: 13 (+1) CHA: 11 (-)
CR: 2 EXP: 450
Type: Large Beast

16-Brain Larva

[AC 12, HD 1d8, HP 5, Initiative +1, #AT 1, Hit +3, Dam Varies [but typically] 5 (1d6+2), Puppet Master (DC 14 Constitution save or the Larva assumes control of a host body after devouring its brain in 2 (1d4) days), Body Shield (Gains the HD and abilities of the victim it has consumed)]
STR: 14 (+2) INT: 10 (-) WIS: 10 (-) CON: 12 (+1) DEX: 12 (+1) CHA: 10 (-)
[Typical Host]
CR: 1/4 EXP: 50
(+CR of Host)
Monster Type: Small Monstrosity

17-Burning Dead

[AC 11, HD 2d8+2, HP 10, Initiative +1, #AT 1, Hit +4, Dam Slam 6 (1d8+2), Flame Aura (All melee attack by the Burning Dead cause an additional 2 (1d4) necrotic fire damage), Explosive Death (When a Burning Dead hits zero hit points, it explodes with necrotic fire that causes 4 (2d4) points of damage in a 10' radius)]
STR: 15 (+2) INT: 8 (-1) WIS: 8 (-1) CON: 12 (+1) DEX: 8 (-1) CHA: 6 (-2)
CR: 1 EXP: 200
Monster Type: Medium Undead

18-Chaos Bringer

[AC 18, HD 10d10+50, HP 100, Initiative +3, #AT 3, Hit +7, Dam Chaos Blade 8 (2d4+4), Multiattack (3 Chaos Blade), Spell Immunity (immune to all mind-altering spells), Chaos Blossom [recharge 6] (can attack all foes in a 15-foot radius with a single attack)]
STR: 18 (+4) INT: 11 (-) WIS: 11 (-) CON: 19 (+5) DEX: 11 (-) CHA: 10 (-)
CR: 5 EXP: 1,800
Type: Medium Humanoid

19-City Stalker

[AC 15, HD 8d10+8, HP 48, Initiative +4, #AT 1, Hit +4, Dam Knife 3 (1d4+1*), Dark Purpose (The city stalker gets to add + to damage equal to the number of his victims (capped by his HD). However, when the number of his victims equal his HD, he gains a HD, and the + to damage is reset to zero and counts up again), Fade into the Crowd (Whenever the

city stalker can find a crowd (market, festival, inn), he has a +1 per HD of in Stealth to escape the scene without witnesses, and is lost to those pursuing him)]
STR: 12 (+1) INT: 15 (+2)
WIS: 12 (+1) CON: 12 (+1)
DEX: 15 (+2) CHA: 11 (-)
CR: 4 EXP: 1100
Type: Medium Humanoid

20-Corrupted Amazon Warrior [AC 15, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +6, Dam Spear 7 (1d6+4), Multiattack (2 Weapon), Battle Prowess (+1 to attack with all weapons), Rage (+1 to attack and damage rolls as long as they are under the influence of the necrotic corruption)]
STR: 16 (+3) INT: 10 (-) WIS: 8 (-1) CON: 14 (+2) DEX: 12 (+1) CHA: 12 (+1)
CR: 1/2 EXP: 100
Monster Type: Medium Humanoid

21-Cuddle Creeper
[AC 12, HD 4d10+4, HP 24, Initiative +1, #AT 1, Hit +2, Dam Dagger 3 (1d4+1), Psionic Thievery (Stealth & Sleight of Hand, equals HD + 2), Enthralling Patterns (DC 15 Wisdom or be stunned for 1d4 rounds)]
STR: 10 (-) INT: 17 (+3) WIS: 15 (+2) CON: 13 (+1) DEX: 11 (-) CHA: 10 (-)
CR: 1 EXP: 200
Monster Type: Medium Monstrosity

22-Cultist Scout
[AC 13, HD 4d8+8, HP 24, Initiative +5, #AT 1, Hit +5, Dam Dagger 3 (1d4+1), Stealth +6, Chloroform Use (DC 15 Constitution or be rendered unconscious for 30 minutes), Dark Charisma [Recharge 6] (can cast the wizard spell Suggestion)]
STR: 12 (+2) INT: 11 (-) WIS: 12 (+1) CON: 14 (+2) DEX: 16 (+3) CHA: 17 (+3)
CR: 1 EXP: 200
Type: Medium Humanoid

23-Demon: Simsisiun, Demon Prince of Changelings
[AC 24, HD 18d12+90, HP 198, Initiative +12, #AT 3, Hit +11, Dam Rapier 10 (1d10+5), Multiattack (3 Rapier or 1 Spell), Shifting Visage (DC 17 Wisdom for anyone looking at Simsisiun will be under the effects of a Fear spell for 1d4 rounds.)]
STR: 20 (+5) INT: 22 (+6) WIS: 9 (-1) CON: 20 (+5)

DEX: 21 (+6) CHA: 7 (-2)
CR: 20 EXP: 25,000
Type: Large Fiend

24-Devil: Lyzinia, Arch-Devil of Sin
[AC 22, HD 12d20+60, HP 180, Initiative +6, #AT 2, Hit +11, Dam Scythe 15 (1d20+5), Multiattack (1 Spell, 1 Scythe), Sadistic Drain (½ of all damage dealt is given back to Lyzinia as temporary hit points, allowing her to go over her maximum)]
STR: 20 (+5) INT: 25 (+7) WIS: 12 (+1) CON: 20 (+5) DEX: 18 (+4) CHA: 27 (+8)
CR: 18 EXP: 20,000
Type: Large Fiend

25-Devil's Minion
[AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 1, Hit +7, Dam Slam 9 (1d10+4), Devil's Blood (any successful melee attack by or against the devil's minion causes 2 (1d4) damage)]
STR: 18 (+4) INT: 12 (+1) WIS: 11 (-) CON: 14 (+2) DEX: 12 (+1) CHA: 7 (-2)
CR: 2 EXP: 450
Type: Medium Humanoid

26-Dire Lowl
AC 15, HD 5D10+10, HP 35, Initiative +2, #AT 3, Hit +6, Claw 8 (2D4+4), Bite 6 (1D4+4), Multiattack (2 Claw/1 Bite), Flame Claw (additional 5 (1d6+2) flame damage on all attacks), Keen Senses (+2 on all Perception tests)]
STR: 18 (+4) INT: 8 (-1) WIS: 8 (-1) CON: 15 (+2) DEX: 15 (+2) CHA: 8 (-1)
CR: 2 EXP: 100
Monster Type: Medium Humanoid

27-Dire Pine
[AC 14, HD 2d8+4, HP 12, Initiative +2, #AT 1, Hit +3, Dam Quill Dagger 3 (1d4+1), Spine Rush (If the Dire Pine wins initiative, it can rush/jump at a target attempting to spear them with its quills. The attack does 6 (3d4) points of damage, and will continue to do 2 (1d4) points per turn until the spines left behind by the attack are removed.)]
STR: 12 (+1) INT: 11 (-) WIS: 13 (+1) CON: 15 (+2) DEX: 11 (-) CHA: 8 (-1)
CR: 1/2 EXP: 100
Monster Type: Small Humanoid

28-Dragon: Ice Wall (Adult)
[AC 19, HD 18d12+126, HP 243, Initiative +5, #AT 3, Hit +13, Dam Bite 19 (2d10+8), Claw 15 (2d6+8), Tail 17 (2d8+8), Immunity: Cold, Multiattack, Frightful Presence (DC 18 Wisdom or become frightened for 1 minute), Breath [Recharge 5–6] (60' Cone, Fire 40 (10d8) + Radiant 20 (5d8), Spell Use (as a 18th level sorcerer)]
STR: 27 (+8) INT: 15 (+2) WIS: 12 (+1) CON: 25 (+7) DEX: 10 (-) CHA: 21 (+5)
CR: 9 EXP: 5,000
Type: Huge Dragon

29-Dravarian Highwayman
[AC 16, HD 9d12+18, HP 72, Initiative +7, #AT 2, Hit +10, Dam Rapier 8 (1d6+5), Multiattack, Chosen Weapon (+2 to attack and damage with a single weapon of choice), The Flare (DC 14 Wisdom or be stunned f or 1 round)]
STR: 15 (+2) INT: 14 (+2) WIS: 12 (+1) CON: 14 (+2) DEX: 18 (+4) CHA: 15 (+2)
CR: 4 EXP: 1100
Type: Medium Humanoid

30-Drowning Fountain
[AC 16, HD 13d12+65, HP 143, Initiative +4, #AT 3, Hit +9, Dam Slam 13 (2d8+5), Immunity: Nonmagical or adamantine weapons, Multiattack (3 Slams), Deadly Grapple (DC 20 Escape or lose 2 (1d4) Constitution per round until drowned)]
STR: 20 (+5) INT: 9 (-1) WIS: 8 (-1) CON: 20 (+5) DEX: 13 (+1) CHA: 10 (-)
CR: 9 EXP: 5000
Type: Large Construct

31-Dungeon Lurker
[AC 18, HD 12d12+60, HP 132, Initiative +3, #AT 2, Hit +11, Dam Spiked Maul 13 (2d8+5), Multiattack (2 maul), Heavy Blow (sacrifice one maul attack to do an additional number of hit points equal to its hit dice)]
STR: 20 (+5) INT: 11 (-) WIS: 11 (-) CON: 19 (+5) DEX: 11 (-) CHA: 7 (-2)
CR: 7 EXP: 2900
Type: Large Humanoid

32-Dwarf Eater
[AC 15, HD 8d10+16, HP 56, Initiative +2, #AT 2, Hit +5, Dam Claw 9 (1d12+3), Multiattack (1 Spit, 1 Claw), Paralyzing Spit [Recharge 6] (DC 14 Constitution or be

paralyzed 1d4 rounds)]
STR: 17 (+3) INT: 8 (-1) WIS: 8 (-1) CON: 15 (+2) DEX: 13 (+1) CHA: 7 (-2)
CR: 4 EXP: 1100
Type: Large Beast

33-Dwarf: Karasian
[AC 16, HD 5d12+10, HP 40, Initiative +2, #AT 2, Hit +4, Dam Axe 9 (1d8+5), Hammer 8 (1d6+5), Multiattack (Axe & Hammer), Berserker (adds 2 to attack and damage, subtracts 2 from AC for number of rounds equal to ½ Constitution), Tattoo Magic (+2 bonus to damage rolls and AC)]
STR: 16 (+2) INT: 12 (+1) WIS: 11 (-) CON: 15 (+2) DEX: 15 (+3) CHA: 10 (-)
CR: 2 EXP: 450
Type: Medium Humanoid

34-Elemental Blood
[AC 14, HD 18d10+72, HP 162, Initiative +6, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slams), Damage Immunity (non-magical weapons), Blood Corruption (DC 15 Constitution or take 10 (3d6) blood corruption damage), Whelm [Recharge 4–6] (DC 15 Strength or take 13 (2d8+4) from bludgeoning)]
STR: 18 (+4) INT: 5 (-2) WIS: 10 (-) CON: 18 (+4) DEX: 14 (+2) CHA: 8 (-1)
CR: 9 EXP: 5,000
Type: Large Elemental

35-Elemental Chlorine
[AC 17, HD 10d10+30, HP 80, Initiative +6, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slams), Damage Immunity (nonmagical weapons), Poison Gas (DC 15 Constitution or take 30 (10d6) points of damage in a 10' area)]
STR: 14 (+2) INT: 10 (-) WIS: 10 (-) CON: 16 (+3) DEX: 18 (+4) CHA: 10 (-)
CR: 6 EXP: 2,300
Type: Large Elemental

36-Elemental Typhoon
[AC 14, HD 20d10+100, HP 200, Initiative +7, #AT 3, Hit +11, Dam Slam 19 (3d8+7), Multiattack (3 Slams), Deadly Impact (DC 15 Dexterity or take 10 (3d6) bludgeoning damage), Whelm [Recharge 4–6] (DC 18 Strength or take 13 (2d8+4) from bludgeoning)]
STR: 25 (+7) INT: 5 (-2) WIS: 10 (-) CON: 20 (+5) DEX: 14 (+2) CHA: 8 (-1)
CR: 12 EXP: 8,400
Type: Large Elemental

37-Fallen Totem
[AC 17, HD 14d12+70, HP 154, Initiative +4, #AT 2, Hit +11, Dam Claw/Horn 12 (1d10+7), Bite 17 (2d10+7), Multiattack (1 Claw/Horn, 1 Bite), Nature Channeling [Recharge 3–6] (The spirit can either add its HD to its damage total, heal a number of hit points equal to its HD, or become invisible.)]
STR: 22 (+7) INT: 15 (+2) WIS: 15 (+2) CON: 20 (+5) DEX: 15 (+2) CHA: 14 (+2)
CR: 8 EXP: 3900
Monster Type: Large Monstrosity

38-Feathered Basilisk Serpent
[AC 16, HD 10d10+20, HP 70, Initiative +5, #AT 2, Hit +6, Dam Bite 8 (1d10+3), Wings 9 (2d6+3), Multiattack (1 Bite/1 Wing), Constriction (with a successful wing attack, an additional 13 (2d10+3) is done to one victim who is held [DC 17 Escape]), Poison (on a successful bite attack, the victim must make a DC 16 Constitution or take 6 (2d6) acid damage as well as dropping to zero hit points in 2 (1d4) rounds), Shed Feathers (the first successful attack by each enemy does is at disadvantage), Stoney Gaze (DC 15 Constitution or be turned to stone)]
STR: 16 (+3) INT: 12 (+1) WIS: 10 (-) CON: 14 (+2) DEX: 15 (+2) CHA: 12 (+1)
CR: 5 EXP: 1800
Monster Type: Large Beast

39-Fell Griffon
[AC 18, HD 10d12+30, HP 90, Initiative +6, #AT 3, Hit +7, Dam Claw 7 (1d6+4) Beak 8 (1d8+4), Multiattack (2 claw, 1 Beak), Stealth +7, Shadow Shimmer (all attacks against the Fell Griffon in the dark are made at disadvantage), Harassing Slash (Instead of getting 3 attacks per round, a flying Fell Griffon can get a single slashing attack doing 9 (3d6) points of damage and without being threatened by a ground target in melee.)]
STR: 18 (+4) INT: 10 (-) WIS: 10 (-) CON: 16 (+3) DEX: 16 (+3) CHA: 11 (-)
CR: 6 EXP: 2300
Type: Large Beast

40-Fool's Paradise
[AC 16, HD 6d10+12, HP 42, Initiative +4, #AT 1, Hit +5, Dam Slam 8 (1d10+3), Flower Corruption (If sexual intercourse is had with a fool's

paradise, the victim must make a DC 16 Constitution save or become a flowering bush in 2 (1d4) days.]]
STR: 16 (+3) INT: 12 (+1)
WIS: 13 (+1) CON: 15 (+2)
DEX: 15 (+2) CHA: 18 (+5)
CR: 2 EXP: 450
Monster Type: Medium Fey

41-Frost Skeleton

[AC 16, HD 2d10+2, HP 12, Initiative +2, #AT 1, Hit +3, Dam Claw 5 (1d6+2), Vulnerability: Fire & Bludgeoning, Damage Resistance (1/2 damage from slashing and piercing weapons), Shard Explosion (when reduced to zero hit points, it explodes with necrotic 2 (1d4) and frost 2 (1d4) in a 10' area)]
STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1) CON: 12 (+1) DEX: 13 (+1) CHA: 6 (-2)
CR: 1 EXP: 200
Type: Medium Undead

42-Fruits of Aphrodite

[AC 14, HD 6d10+12, HP 42, Initiative +4, #AT 1, Hit +4, Dam Knife 2 (1d4), Flesh Fruit (Can produce enough Stone to Flesh potion per day for one human sized target)]
STR: 10 (-) INT: 12 (+1) WIS: 13 (+1) CON: 15 (+2) DEX: 15 (+2) CHA: 20 (+5)
CR: 1 EXP: 200
Monster Type: Medium Humanoid

43-Fury's Spawn

[AC 15, HD 10d10+30, HP 80, Initiative +8, #AT 2, Hit +8, Dam Feather Blade 6 (1d8+2), Multiattack (3 Blade), Magic Resistance (advantage on all save vs magic), Damage Immunity (all non-magical weapons), Beguiling Charm (DC 18 Wisdom or be under the influence of a charm spell for a number of hours equal to the HD of the Fury.))
STR: 15 (+2) INT: 15 (+2) WIS: 11 (-) CON: 16 (+3) DEX: 20 (+5) CHA: 20 (+5)
CR: 5 EXP: 1800
Type: Medium Fey

44-Giant: Blizzard

[AC 18, HD 18d12+90, HP 198, Initiative +6, #AT 2, Hit +13, Dam Giant Maul 27 (2d20+7), Vulnerability: Fire, Multiattack, Elemental Storm (A withering blizzard always blasts around the giant, DC 16 Constitution or take 7 (1d10+2) points of frost damage to all those with 300' of the giant. This storm is so powerful that offensive fire

attacks directed at the giant lose 1d6 points of damage for each 10' the caster is from the giant.]]
STR: 25 (+7) INT: 12 (+1) WIS: 12 (+1) CON: 20 (+5) DEX: 13 (+1) CHA: 10 (-)
CR: 15 EXP: 13,000
Type: Giant

45-Goblin Roses

[AC 16, HD 8d10+24, HP 64, Initiative +2, #AT 1, Hit +4, Dam Thorn Slam 5 (1d6+2) + Blood Drain 3 (1d6), Thorn Whip (An enraged bush can 'whip' its branches at attackers, throwing iron-like thorns in a 15' radius around itself. The thorns will do 6 (3d4) points to anyone in the range.))
STR: 15 (+2) INT: 9 (-1) WIS: 8 (-1) CON: 16 (+3) DEX: 8 (-1) CHA: 10 (-)
CR: 4 EXP: 1,100
Type: Large Plant

46-Goblin: Bushido

[AC 16, HD 4d8+4, HP 20, Initiative +4, #AT 1, Hit +4, Dam Wakazashi 4 (1d8), Banzai Rush (ALL goblins concentrate attacks on a single target until it is dead)]
STR: 11 (-) INT: 11 (-) WIS: 11 (-) CON: 12 (+1) DEX: 15 (+2) CHA: 8 (-1)
CR: 1/2 EXP: 100
Monster Type: Small Humanoid

47-Goblin: Fern

[AC 15, HD 2d8+2, HP 10, Initiative +2, #AT 1, Hit +5, Dam Javelin/Spear 3 (1d6), Nimble Escape (when withdrawing from combat, they can utilize a Stealth +6 roll as a free action), Great Accuracy (when using a missile weapon, they are +1 to attack rolls)]
STR: 10 (-) INT: 11 (-) WIS: 10 (-) CON: 13 (+1) DEX: 15 (+2) CHA: 9 (-1)
CR: 1/4 EXP: 50
Monster Type: Small Humanoid

48-Goblin: Forge

[AC 15, HD 2d8+2, HP 10, Initiative +4, #AT 1, Hit +4, Dam Claw 3 (1d6), Stealth +8, Heat Bloom [Recharge 5-6] (can do an extra 3 (1d6) of elemental heat damage on melee attacks for 3 (1d6) rounds)]
STR: 10 (-) INT: 10 (-) WIS: 10 (-) CON: 13 (+1) DEX: 15 (+2) CHA: 9 (-1)
CR: 1/4 EXP: 50
Type: Small Humanoid



49-Goblin: Ice

[AC 14, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Ice Dagger 3 (1d4+1), Stealth +5, Cold Blood (DC 14 Dexterity or take Freezing Acid 2 (1d4) per successful melee attack)]
STR: 10 (-) INT: 10 (-) WIS: 8 (-1) CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)
CR: 1/2 EXP: 100
Monster Type: Small Humanoid

50-Goblin: Stone

[AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Stone Club 5 (1d6+2), Rock Sliding (An earth affinity magic that allows the goblin to 'slide' across stone as if it were ice)]
STR: 14 (+2) INT: 10 (-) WIS: 8 (-1) CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1)
CR: 1/2 EXP: 100
Monster Type: Small Humanoid

51-Goblin: Wanderer

[AC 12, HD 4d10+4, HP 24, Initiative +1, #AT 1, Hit +2, Dam Dagger 3 (1d4+1), Charm Speak (DC 14 Wisdom or be under the effects of a Charm spell for 4 rounds)]

STR: 10 (-) INT: 15 (+2) WIS: 13 (+1) CON: 13 (+1) DEX: 15 (+2) CHA: 14 (+2)
CR: 1 EXP: 200
Monster Type: Small Humanoid

52-Golem: Leather

[AC 18, HD 10d10+50, HP 100, Initiative +3, #AT 2, Hit +7, Dam Whip 7 (1d6+4), Multiattack (2 Whips), Damage Immunity (nonmagical weapons), Magic Resistance (advantage on all saving throws), Elemental Immunity (Electricity), Tangle Garrote (if both whip attacks hit the same target, DC 18 Escape or be garroted and lose 2 (1d4) Constitution per round until freed)]
STR: 18 (+4) INT: 11 (-) WIS: 11 (-) CON: 19 (+5) DEX: 11 (-) CHA: 10 (-)
CR: 5 EXP: 1,800
Type: Medium Construct

53-Guardsman Investigator

[AC 14, HD 9d10+18, HP 63, Initiative +2, #AT 2, Hit +4, Dam Short Sword 5 (1d6+2), Multiattack, Investigator (+7 on all Intelligence and Wisdom Skills), Just One More Question Please (DC 16 Wisdom or answer one question honestly)]

STR: 15 (+2) INT: 18 (+4) WIS: 17 (+3) CON: 14 (+2) DEX: 14 (+2) CHA: 15 (+2)
CR: 4 EXP: 1,100
Type: Medium Humanoid

54-Hate Crawler

[AC 16, HD 4d8+12, HP 28, Initiative +2, #AT 2, Hit +4, Dam Tentacle 6 (1d8+2), Bite 7 (2d4+2), Multiattack (1 Tentacle/1 Bite), Poison (if struck by a tentacle, a DC 14 Constitution is required or the victim is paralyzed for 1 minute), Sadistic Cruelty (will not eat paralyzed victims while other moving targets are available)]
STR: 15 (+2) INT: 1 (-5) WIS: 12 (+1) CON: 16 (+3) DEX: 13 (+1) CHA: 5 (-3)
CR: 1 EXP: 200
Monster Type: Medium Beast

55-Hell Fish

[AC 15, HD 7d8+14, HP 42, Initiative +2, #AT 1, Hit +5, Dam Bite 6 (1d8+2) + Necrotic 11 (1d8+7), Necrotic Venom (bite has a necrotic nature that adds 4 (1d8) + a number equal to the creatures hit dice in damage)]
STR: 14 (+2) INT: 4 (-3) WIS: 8 (-1) CON: 14 (+2)

DEX: 15 (+2) CHA: 8 (-1)
CR: 3 EXP: 700
Monster Type: Medium Beast

56-Hill Titan

[AC 16, HD 11d12+55, HP 121, Initiative +3, #AT 2, Hit +10, Dam Great Pike 18 (2d6+12), Multiattack (2 Weapon), Weapon & Armor Specialist (Gains ½ HD bonus to armor class and damage rolls)]
STR: 20 (+5) INT: 13 (+1)
WIS: 11 (-) CON: 20 (+5)
DEX: 13 (+1) CHA: 14 (+2)
CR: 7 EXP: 2,900
Type: Large Humanoid

57-Hobgoblin: Aquatic

[AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 1, Hit +5, Dam Aquatic Weapon 6 (1d6+3), Pack Tactics (If within 5 feet of an ally, they are at advantage when attacking)]
STR: 16 (+3) INT: 12 (+1)
WIS: 11 (-) CON: 16 (+3)
DEX: 15 (+2) CHA: 10 (-)
CR: 1 EXP: 200
Type: Medium Humanoid

58-Hobgoblin: Ice Raiders

[AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Ripper Saw 8 (1d10+3), Multiattack (2 Ripper), Pack Tactics, Northern Feet (if attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage)]
STR: 16 (+3) INT: 12 (+1)
WIS: 11 (-) CON: 16 (+3)
DEX: 15 (+2) CHA: 10 (-)
CR: 2 EXP: 450
Type: Medium Humanoid

59-Hopping Brain

[AC 15, HD 3d8+6, HP 18, Initiative +4, #AT 1, Hit +4, Dam Bite 3 (1d6+1), Spring Attack (These creatures have the ability to leap at a target, bite, and then leap away, precluding reprisal from melee attacks against them. To accomplish this, the hopping brains must win the initiative. If successful, they can only be attacked by ranged attack for that round as they leap around the area hissing and biting, but never staying in one place long enough to approach for a melee strike.)]
STR: 12 (+1) INT: 11 (-) WIS: 13 (+1) CON: 15 (+2) DEX: 15 (+2) CHA: 6 (-2)
CR: 1/2 EXP: 100
Monster Type: Small Monstrosity

60-Kobold: Feral

[AC 15, HD 4d8+8, HP 32, Initiative +3, #AT 1, Hit +3, Dam Dagger 3 (1d4+1), Stealth +6, Hume Hunting (Provides a +1 bonus to Attack and Damage per every 2 HD to a maximum of +5. This ability can only be utilized against Medium sized humans and demi-humans.)]
STR: 12 (+1) INT: 11 (-) WIS: 13 (+1) CON: 15 (+2) DEX: 15 (+2) CHA: 8 (-1)
CR: 1 EXP: 200
Monster Type: Small Humanoid

61-Kobold: Monofilament

[AC 14, HD 4d8+4, HP 20, Initiative +4, #AT 1, Hit +4, Dam Monofilament Whip 8 (1d10+3), Monofilament Whip (A natural roll of an 18, 19, or 20 with this weapon will cut off an opponent's Head (1), Arms (2 or 3), Legs (4 or 5) or Torso (6). However, a natural 1, 2, or 3 will do the same to the wielder. Non-proficiency with whip doubles the chances of a critical failure.)]
STR: 9 (-1) INT: 12 (+1) WIS: 10 (-) CON: 13 (+1) DEX: 17 (+3) CHA: 10 (-)
CR: 1 EXP: 200
Type: Small Humanoid

62-Lycanthrope: Were Gull

[AC 15, HD 9d8+18, HP 54, Initiative +6, #AT 2, Hit +7, Dam Spear 5 (1d6+2), Damage Immunity (nonmagical weapons other than silver), Multiattack (2 Any), Pack Tactics (Advantage on attack rolls when within 5 feet of allies)]
STR: 15 (+2) INT: 10 (-)
WIS: 11 (-) CON: 14 (+2)
DEX: 18 (+4) CHA: 12 (+1)
CR: 3 EXP: 700
Monster Type: Medium Humanoid

63-Lycanthrope: Were-Megalodon

[AC 18, HD 14d12+54, HP 140, Initiative +4, #AT 1 (or 3), Hit +10, Dam Bite 36 (4d12+12), or Slam 12 (2d6+6) and Hybrid-Bite 18 (1d20+8), Blood Lust (once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage and providing an extra bite attack), Multiattack (2 Slam/1 Hybrid Bite), Damage Immunity (nonmagical or silver weapons), Terrible Bite

(In shark form, the jaw strength for damage is double to +12.)]
STR: 22 (+6), DEX 11 (0), CON 18 (+3), INT 11 (-), WIS 12 (+1), CHA 8 (-1)
CR: 9 EXP: 5,000
Monster Type: Huge Humanoid

64-Lycanthrope: Were Owl

[AC 14, HD 16d8+48, HP 120, Initiative +6, #AT 1, Hit +6, Dam Claw 4 (1d4+2), Damage Immunity (nonmagical weapons other than silver), Moon Magic (The were owl gets a number of d6s as she has in hit dice to use on offensive spells (like 8d6 moon glow missiles) or in healing (8d6 silvery regeneration) or summoning (up to 8d6 in the great owls) per turn. This power can be broken up between any of the three options in a single turn.)]
STR: 15 (+2) INT: 16 (+3)
WIS: 18 (+4) CON: 16 (+3)
DEX: 18 (+4) CHA: 20 (+5)
CR: 9 EXP: 5,000
Monster Type: Medium Humanoid

65-Lycanthrope: Were Pigeon

[AC 12, HD 4d8+4, HP 20, Initiative +6, #AT 1, Hit +6, Dam Claw 3 (1d6), Damage Immunity (nonmagical weapons other than silver), Wing Flurry [Recharge 6] (DC 13 Constitution or be stunned for 2 (1d4) rounds from wing buffet)]
STR: 10 (-) INT: 11 (-) WIS: 10 (-) CON: 12 (+1) DEX: 18 (+4) CHA: 8 (-1)
CR: 1 EXP: 200
Monster Type: Medium Humanoid

66-Maiden Hag

[AC 14, HD 8d10+8, HP 48, Initiative +2, #AT 2, Hit +4, Dam Claw 5 (1d6+2), Multiattack (2 Claws), Charm Magic [Recharge 6] (DC 15 Wisdom or be under the effects of a Charm spell for 3 (1d6) days), 'Human' Guise (The hag takes the body of any race, making it their own and, thus, is indistinguishable from that race, including language and historical/local knowledge (although personal knowledge is lost.)]
STR: 14 (+2) INT: 15 (+2)
WIS: 14 (+2) CON: 13 (+1)
DEX: 11 (-) CHA: 6 (-2)
CR: 3 EXP: 700
Monster Type: Medium Monstrosity

67-Marigold Man

[AC 17, HD 2d8, HP 8, Initiative +2, #AT 1, Hit +3, Dam Slam 1, Stealth +6, Hypnotic Pollen (DC 13 Constitution or be stunned for 1d4 rounds)]
STR: 8 (-1) INT: 8 (-1) WIS: 11 (-) CON: 10 (-) DEX: 17 (+3) CHA: 15 (+2)
CR: 1/4 EXP: 50
Monster Type: Small Fey

68-Moon Child

[AC 11/13/15, HD 1d8+2 or 3d10+6 or 6d12+12, HP 6/21/48, Initiative +2, #AT 1/2/3, Hit +5, Dam Slam 5 (1d4+3) or Slam 7 (1d8+3), Multiattack (Slam*) Moon Shine (DC 13 Wisdom or be stunned for 2 (1d4) rounds)]
STR: 16 (+3) INT: 12 (+1)
WIS: 10 (-) CON: 15 (+2)
DEX: 15 (+2) CHA: 16 (+3)
CR: 1/8 EXP: 25, CR: 1 EXP: 200, CR 2 EXP: 450
Type: Small Humanoid

69-Necrotic Centaur

[AC 15, HD 7d12+21, HP 63, Initiative +2, #AT 1, Hit +5, Dam Spear 7 (1d8+3) + Necrotic 4 (1d8), Dark Charge (DC 14 Dexterity or be knocked prone and take 6 (2d6) extra damage), Dark Matter (add 4 (1d8 extra necrotic damage to all weapons)]
STR: 17 (+3) INT: 13 (+1)
WIS: 11 (-) CON: 17 (+3)
DEX: 14 (+2) CHA: 10 (-)
CR: 3 EXP: 700
Type: Large Fey

70-Ogre: Frost

[AC 18, HD 10d12+50, HP 110, Initiative +3, #AT 2, Hit +11, Dam Claw 10 (1d10+5), Multiattack, White Out (if reduced to half hit points, AC goes to 15, and add an attack and +2 hit and damage), Charming Countenance [Recharge 6] (DC 16 Wisdom save or be under the effects of a Charm spell)]
STR: 20 (+5) INT: 11 (-)
WIS: 11 (-) CON: 20 (+5)
DEX: 13 (+1) CHA: 17 (+3)
CR: 8 EXP: 3,900
Type: Large Humanoid

71-Ogre: Shadow

[AC 18, HD 11d12+55, HP 121, Initiative +3, #AT 2, Hit +11, Dam Great Club 10 (1d10+5) + Negative Energy 3 (1d6), Multiattack (2 Clubs), Dark Energy (any attack made by the ogre adds 3 (1d6) in negative energy damage), Blur Form (all attacks made against the ogre are at disadvantage)]

STR: 20 (+5) INT: 11 (-)
WIS: 11 (-) CON: 20 (+5)
DEX: 13 (+1) CHA: 17 (+3)
CR: 6 EXP: 2300
Type: Large Humanoid

72-Old Man of the Woods

[AC 15, HD 9d12+36 or 15d12+60, HP 90 or 150, Initiative +3, #AT 2, Hit +7 or +10, Dam Slam 14 (2d10+4) or 23 (3d10+7), Multiattack (2 Slams), Primal Rage (If dropped below ½ hit points, increase damage by +4 and grant a number of extra hit points equal to twice their HD. Once the rage has passed (1–8 rounds), the hit points will be removed, leaving the creature weakened or even dead.)]
STR: 19 (+4) or 25 (+7) INT: 10 (-) WIS: 8 (-1) CON: 17 (+4) DEX: 15 (+2) CHA: 10 (-)
CR: 4 EXP: 1,100 or CR: 8 EXP: 3,900
Monster Type: Large Beast

73-Out Island Captain

[AC 17, HD 10d10+30, HP 80, Initiative +3, #AT 2, Hit +6, Dam Dread Cutlass 13 (1d10+8), Multiattack, Command (when in the presence of his ship's crew, all crewman are +1 AC, and attack rolls), Dread Cutlass (channels necrotic energy from own reserves into damage for the weapon, making it effectively +5 to damage)]
STR: 16 (+3) INT: 16 (+3)
WIS: 15 (+2) CON: 16 (+3)
DEX: 12 (+1) CHA: 10 (-)
CR: 5 EXP: 1,800
Type: Medium Undead

74-Out Island Reavers

[AC 14, HD 5d10+10, HP 60, Initiative +2, #AT 1, Hit +5, Dam Improvised Blade 7 (1d8+3), Necrotic Bite (If any melee attack does max damage, a Necrotic Bite is then delivered that does an addition 6 (2d6) points of damage.)]
STR: 16 (+3) INT: 10 (-)
WIS: 10 (-) CON: 15 (+2)
DEX: 10 (-) CHA: 8 (-1)
CR: 1 EXP: 200
Type: Medium Undead

75-Out Island Taskmaster

[AC 15, HD 8d12+24, HP 72, Initiative +2, #AT 2, Hit +7, Dam Fist 10 (1d10+5), Multiattack, The Rotted Cord (If both melee attacks hit in the same round, a DC 18 Escape Artist check must be made or target takes 5

(1d10) points of damage each turn until they manage to free themselves.), Fear (DC 15 Wisdom or be at -1 to attack and damage for 1d6 rounds)]
STR: 20 (+5) INT: 14 (+2) WIS: 11 (-) CON: 16 (+3) DEX: 15 (+2) CHA: 6 (-2) CR: 3 EXP: 700
Type: Medium Undead

76-Orc: Deep Forest

[AC 16, HD 6d12+18, HP 54, Initiative +6, #AT 2, Hit +8, Dam Orc Cleaver 10 (1d10+5) or Composite Bow 8 (1d6+5), Stealth +6, Multiattack, Poison (DC 14 Constitution or unconscious for 1d4 hours, or DC 15 Constitution or 16 (1d20+6)]
STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1) CON: 16 (+3) DEX: 15 (+2) CHA: 10 (-) CR: 3 EXP: 700
Type: Medium Humanoid

77-Orc: Legion

[AC 18, HD 7d12+21, HP 63, Initiative +2, #AT 2, Hit +6, Dam Long Spear 8 (1d6+5) or Short Sword 8 (1d6+5), Multiattack, Pack Tactics, Shield Wall (if defending in a group of 3 or more, +2 to AC)]
STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1) CON: 16 (+3) DEX: 12 (+1) CHA: 11 (-) CR: 3 EXP: 700
Type: Medium Humanoid

78-Plated Woolly Rhino

[AC 20, HD 12d12+60, HP 120, Initiative +3, #AT 2, Hit +11, Dam Horn 13 (2d8+5), Multiattack, Cold Resistance (½ damage vs. cold based attacks), Battle Charge (If this beast can work up a head of steam before an attack, getting at least a full move action in, it will do an addition 14 (3d6+5) points of damage with its initial attack.)]
STR: 20 (+5) INT: 11 (-) WIS: 11 (-) CON: 20 (+5) DEX: 11 (-) CHA: 7 (-2) CR: 6 EXP: 2,300
Type: Large Beast

79-Queen of the Court

[AC 13, HD 8d8+8, HP 40, Initiative +2, #AT 1, Hit +2, Dam Dagger 2 (1d4), Courtly (+7 to all Charisma Skills), Whisper of the Court [Recharge 6] (DC 20 Wisdom or a member of the court must do one service for the Queen of the Court)]
STR: 11 (-) INT: 14 (+2) WIS: 16 (+3) CON: 12 (+1) DEX: 14 (+2) CHA: 17 (+3)

CR: 4 EXP: 1,100
Type: Medium Humanoid

80-Sand Ripper

[AC 16, HD 5d12+15, HP 45, Initiative +2, #AT 3, Hit +5, Dam Tail Barb 6 (1d8+2) + Poison, Claw 11 (2d8+3), Multiattack (1 Barb, 2 Claw), Paralytic Venom (DC 13 Constitution or lose 3 (1d6) temporary Dexterity)]
STR: 17 (+3) INT: 10 (-) WIS: 10 (-) CON: 17 (+3) DEX: 13 (+1) CHA: 8 (-1) CR: 2 EXP: 450
Type: Large Monstrosity

81-Seven Eyed Stranger

AC 14, HD 10d10+20, HP 70, Initiative +3, #AT 1, Hit +4, Dam Staff 5 (1d6+2), Alien Sorcery (The Seven Eyed Stranger gets a number of d6 as it has in hit dice to use on offensive spells (like 8d6 green vapor missiles) or in healing (8d6 green matter regeneration) or summoning (up to 8d6 in ropey slamming tentacles) per turn. This power can be broken up between any of the three options in a single turn.), Far Sight (Can see shadows of future events, providing those told of them with +2 on all actions for the next 24 hours.)]
STR: 12 (+1) INT: 20 (+5) WIS: 20 (+5) CON: 14 (+2) DEX: 14 (+2) CHA: 10 (-) CR: 6 EXP: 2,300
Type: Medium Aberration

82-Sewer Man

[AC 14, HD 8d8+8, HP 32, Initiative +2, #AT 2, Hit +3, Dam Slam 6 (1d8+2), Acid 3 (1d6), Vulnerability: Fire, Multiattack (2 Slam), Spore Strike [Recharge 6] (DC 14 Constitution or turn into a sewer man in a number of days equal to the victim's Constitution score)]
STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1) CON: 12 (+1) DEX: 13 (+1) CHA: 6 (-2) CR: 4 EXP: 1,100
Type: Medium Plant

83-Shadow Faun

[AC 16, HD 8d10+24, HP 64, Initiative +6, #AT 2, Hit +8, Dam Shadow Dagger 7 (1d6+4), Stealth +8, Multiattack (2 Dagger), Shadow Strike (on a successful Stealth, the faun can make two Sneak attacks at +3d6)]
STR: 15 (+2) INT: 14 (+2) WIS: 12 (+1) CON: 16 (+3) DEX: 18 (+4) CHA: 15 (+2) CR: 4 EXP: 1,100
Type: Medium Fey

84-Shadow Ninja

[AC 16, HD 6d8+12, HP 36, Initiative +6, #AT 2, Hit +6, Dam Ninja-To 7 (1d6+4), Multiattack (2 Blades), Stealth +8, Martial Arts (3 attacks a round doing 5 (1d6) per attack if unarmed), Shadow Abilities (+2 on HD, Attack, and AC if in shadow or dark areas, -2 to the same if in light or bright light)]
STR: 15 (+2) INT: 12 (+1) WIS: 12 (+1) CON: 14 (+2) DEX: 18 (+4) CHA: 9 (-1) CR: 2 EXP: 450
Monster Type: Large Humanoid

85-Shell Collector

[AC 18, HD 3d8+6, HP 18, Initiative +2, #AT 2, Hit +3, Dam Claw 6 (1d6+3), Stealth +4, Multiattack (2 Claw), Shell Rush (DC 13 Dexterity be knocked prone on first round of melee against the Shell Collector), Hold (If both claw attacks hit, DC 17 Escape or be held in a grapple)]
STR: 17 (+3) INT: 9 (-1) WIS: 9 (-1) CON: 14 (+2) DEX: 12 (+1) CHA: 8 (-1) CR: 1 EXP: 200
Type: Medium Beast

86-Silk Whisperer

[AC 14, HD 8d10+16, HP 56, Initiative +5, #AT 1, Hit +4, Dam Slam 5 (1d6+2), Stealth +5, Web Spray [Recharge 4–6] (DC 14 Dexterity or be silenced an at -2 to hit), Poison (DC 14 Constitution or be paralyzed for 2 (1d4) hours)]
STR: 15 (+2) INT: 9 (-1) WIS: 9 (-1) CON: 15 (+2) DEX: 17 (+3) CHA: 6 (-2) CR: 4 EXP: 1,100
Type: Medium Beast

87-Silver Siren

[AC 15, HD 7d8+14, HP 42, Initiative +2, #AT 2, Hit +3, Dam Claw 3 (1d4+1), Multiattack (2 Claws), Charming Call (Anyone hearing the music and singing of the siren must make a DC 15 Wisdom or be drawn to it), Ethereal Presence (As the siren drifts in and out of the Fey Realm, all attacks against her are at disadvantage)]
STR: 12 (+1) INT: 12 (+1) WIS: 12 (+1) CON: 14 (+2) DEX: 13 (+1) CHA: 20 (+5) CR: 4 EXP: 1,100
Type: Medium Fey

88-Sinner Hangman

[AC 16, HD 10d10+30, HP 80, Initiative +3, #AT 2, Hit +5, Dam Club 8 (2d6+2), Multiattack (2 Clubs), Cause Wounds [Recharge 4–6] (Causes 1d8 per HD in hit points to a target at a range of 20 feet.)]
STR: 17 (+5) INT: 12 (+1) WIS: 15 (+2) CON: 16 (+3) DEX: 14 (+2) CHA: 13 (+1) CR: 4 EXP: 1,100
Monster Type: Medium Humanoid

89-Smoking Pilgrim

[AC 26, HD 16d10+48, HP 128, Initiative +4, #AT 3, Hit +6*, Dam Staff 5 (1d6+2) or Longsword 6 (1d8+2), Multiattack (3 by weapon), Secret Wizard (The smoking pilgrim gets a number of d6 as it has in hit dice to use on offensive spells (like 8d6 flaring white magic) or in healing (8d6 laying on hands) or summoning (up to 8d6 in great beasts) per turn. This power can be broken up between any of the three options in a single turn.), *Secret Warrior (The smoking pilgrim adds their HD to both hit and damage rolls), Mystic Armor (The smoking pilgrim has an armor class equal to 10 minus their HD.)]
STR: 14 (+2) INT: 22 (+6) WIS: 18 (+4) CON: 16 (+3) DEX: 12 (+1) CHA: 14 (+2) CR: 10 EXP: 5,900
Type: Medium Celestial

90-Soulsucker

Bandysnatch
[AC 17, HD 1d8+2, HP 6, Initiative +1, #AT 1, Hit +4, Dam Drain 2 (1d4), Stealth +5, Tranquilizing Venom (If three or more are attached to a target, the target must make a DC 12 Constitution or fall asleep due to the tranquilizing effects of the venom.)]
STR: 8 (-1) INT: 8 (-1) WIS: 8 (-1) CON: 14 (+2) DEX: 17 (+3) CHA: 8 (-1) CR: 1/4 EXP: 50
Type: Small Beast

91-Spider Troll

[AC 20, HD 10d12+30, HP 90, Initiative +2, #AT 5, Hit +7, Dam Bite 10 (1d10+5), Claw 9 (1d8+5), Multiattack (1 Bite/4 Claw), Neurotoxin (DC 14 Constitution or be paralyzed for 1d4 rounds)]
STR: 20 (+5) INT: 10 (-) WIS: 10 (-) CON: 16 (+3) DEX: 15 (+2) CHA: 6 (-2) CR: 4 EXP: 1,100
Type: Large Beast

92-Stream Devourer

[AC 16, HD 7d12+14, HP 56, Initiative +2, #AT 1, Hit +7, Dam Bite 13 (2d8+5), Stealth +6, Death Roll (DC 16 Escape or be stunned for 4 (1d8) rounds and lose 2 (1d4) Constitution per round.)]
STR: 20 (+5) INT: 8 (-1) WIS: 6 (-2) CON: 14 (+2) DEX: 11 (-) CHA: 7 (-2) CR: 3 EXP: 700
Type: Large Beast

93-Street Slitherer

[AC 15, HD 6d10+12, HP 42, Initiative +2, #AT 1, Hit +5, Dam Bite 8 (1d10+3), Stealth +4, Paralyzing Venom (DC 14 Constitution or be paralyzed for 2 (1d4) rounds), Blending Scales (+6 on Stealth)]
STR: 16 (+3) INT: 11 (-) WIS: 10 (-) CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1) CR: 2 EXP: 450
Monster Type: Large Beast

94-Troll: Lava

[AC 18, HD 14d12+70, HP 154, Initiative +4, #AT 2, Hit +9, Dam Slam 10 (1d10+5) + Heat 4 (1d8), Vulnerability: Cold, Multiattack (2 Slams), Lava Ball (60' range on a thrown ball of magma that does 30 (10d6) of heat and bludgeoning), Heat Shield (DC 14 Dexterity or take 14 (1d10+9) heat damage on each successful melee attack against the troll)]
STR: 21 (+5) INT: 10 (-) WIS: 11 (-) CON: 20 (+5) DEX: 14 (+2) CHA: 10 (-) CR: 9 EXP: 5,000
Type: Large Monstrosity

95-Tar Ropper

[AC 20, HD 14d12+42, HP 126, Initiative +3, #AT *1, Hit +7, Dam Bite 25 (4d10+5), Multiattack (8 Tentacles, 1 Bite), Spell Resistance (advantage on all saving throws vs. spells, and a successful save means no damage taken), Tar Tentacle (If two tentacles hit, DC 20 Escape or be held and unable to attack)]
STR: 20 (+5) INT: 12 (+1) WIS: 8 (-1) CON: 16 (+3) DEX: 16 (+3) CHA: 8 (-1) CR: 6 EXP: 2,300
Type: Large Abomination

96-Tentacle Worm

[AC 13, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Bite 7 (1d8+3), Blood Drain (Once hit, the victim loses an additional 2 (1d4) points per turn from blood loss), Grapple (DC 15 Escape

attempt or be held in place by the creature after a successful hit)]
STR: 16 (+3) INT: 8 (-1) WIS: 8 (-1) CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)
CR: 1 EXP: 200
Monster Type: Medium Beast

97-Tethered Beast

[AC 17, HD 6d12+18, HP 54, Initiative +2, #AT 2, Hit +5, Dam Claw 8 (1d10+3), Bite 11 (2d8+3), Stealth +5, Multiattack (1 Claw, 1 Bite), Tether Blur (This shimmering essence distorts the actual location of the Tethered Beast, making all attacks against them at disadvantage.)]
STR: 16 (+3) INT: 10 (-) WIS: 8 (-1) CON: 16 (+3) DEX: 15 (+2) CHA: 7 (-2)
CR: 2 EXP: 450
Monster Type: Medium Beast

98-Tethered Humanoid

[AC 14, HD 8d10+24, HP 64, Initiative +2, #AT 1, Hit +7, Dam Slam 9 (1d8+5), Slithering Grip (DC 20 Grapple or lose 3 (1d6) hit points and 1 Constitution point per turn. When victim hits zero Constitution, they pass out.)]
STR: 20 (+5) INT: 12 (+1) WIS: 10 (-) CON: 16 (+3) DEX: 12 (+1) CHA: 6 (-2)
CR: 3 EXP: 700
Monster Type: Medium Humanoid

99-Tomb Shambler

[AC 14, HD 5d10+10, HP 35, Initiative +2, #AT 4, Hit +4, Dam Bite or Shard 4 (1d4+2), Multiattack (4 Bites/Shards), Damage Mitigation (disadvantage on all attacks with slashing and piercing weapons), Fear (DC 14 Wisdom or be at -1 to all actions for 1d4 rounds)]
STR: 15 (+2) INT: 7 (-2) WIS: 8 (-1) CON: 14 (+2) DEX: 11 (-) CHA: 3 (-4)
CR: 2 EXP: 450
Monster Type: Large Undead

100-Tortoise Oni

[AC 20, HD 10d12+30, HP 90, Initiative +3, #AT 2, Hit +9, Dam Slam 12 (2d6+6), Tetsubo 16 (2d10+6), Multiattack (1 Slam/1 Tetsubo), Tortoise Bellow (DC 17 Constitution save or be stunned or 2 rounds with 100 feet), Ki Shockwave (DC 19 Constitution or take 24 (8d6) in a 20' circle)]
STR: 22 (+6) INT: 12 (+1) WIS: 12 (+1) CON: 16 (+3) DEX: 13 (+1) CHA: 8 (-1)

CR: 6 EXP: 2,300
Monster Type: Large Humanoid

101-Tournament Knight

[AC 20, HD 6d10+18, HP 48, Initiative +3, #AT 1, Hit +7, Dam Lance 10 (1d12+4), Animal Handling +6, Skill at Arms (+2 bonus to hit and damage on either Lance, Melee Weapon, or Bow), Born in the Saddle (+2 on all skill checks concerning riding)]
STR: 15 (+2) INT: 11 (-) WIS: 13 (+1) CON: 16 (+3) DEX: 15 (+2) CHA: 13 (+1)
CR: 2 EXP: 450
Monster Type: Medium Humanoid

102-Tree Fisher

[AC 15, HD 7d10+21, HP 56, Initiative +2, #AT 2, Hit +6, Dam Claw 7 (1d6+4), Bite 7 (1d6+4), Stealth +6, Multiattack (1 Claw, 1 Bite), Vine Noose (DC 15 Escape or take 2 (1d4) Constitution points per round and be silenced)]
STR: 19 (+4) INT: 11 (-) WIS: 11 (-) CON: 16 (+3) DEX: 16 (+3) CHA: 11 (-)
CR: 3 EXP: 700
Type: Large Beast

103-Tundarian

[AC 17, HD 6d12+18, HP 54, Initiative +2, #AT 2, Hit +8, Dam Greatsword 11 (2d6+5), Multiattack (2 Weapon), Elemental Hardening (Adds +1 to AC per 6 HD to a maximum of 4, and can be used 3/day)]
STR: 20 (+5) INT: 11 (-) WIS: 11 (-) CON: 16 (+3) DEX: 15 (+2) CHA: 12 (+1)
CR: 2 EXP: 450
Type: Medium Humanoid

104-VirVir

[AC 16, HD 4d8+4, HP 28, Initiative +6, #AT 1, Hit +6, Dam Air Vortex 2 (1d4 Constitution Damage), Divine Destination (DC 14 Wisdom or be enticed to follow the VirVir for 12 hours)]
STR: 12 (+1) INT: 12 (+1) WIS: 11 (-) CON: 13 (+1) DEX: 18 (+4) CHA: 20 (+5)
CR: 2 EXP: 450
Type: Medium Elemental

105-Warfang

[AC 15, HD 8d12+40, HP 88, Initiative +2, #AT 2, Hit +7, Dam Claw 8 (1d6+5), Bite 10 (1d10+5), Multiattack (1 Claw, 1 Bite), Battle Fury (when it reaches ½ hit points, it become enraged, losing 2

points of AC, but adding +3 to attacks and damage)]
STR: 20 (+5) INT: 8 (-1) WIS: 8 (-1) CON: 20 (+5) DEX: 14 (+2) CHA: 8 (-1)
CR: 3 EXP: 700
Monster Type: Large Beast

106-Warmth Wisp

[AC 22, HD 9d8, HP 36, Initiative +11, #AT 1, Hit +11, Dam Necrotic Lightning 8 (2d8), Damage Resistance: All nonmagical, Damage Immunity: Lightning, Life Draining (gains a number of Hit Points (up to its max) from the damage done with its necrotic lightning attack)]
STR: 1 (-5) INT: 13 (+1) WIS: 14 (+2) CON: 10 (-) DEX: 28 (+9) CHA: 10 (-)
CR: 3 EXP: 700
Type: Tiny Undead

107-Wasteland Lurker

[AC 18, HD 11d10+33, HP 63, Initiative +3, #AT 1, Hit +8, Dam Sword 9 (1d10+4), Multiattack (2 Blades), Wounding Blade (Each hit causes 1 point of bleeding damage that is cumulative), Frightful Presence (DC 14 Wisdom or be -2 to hit for 4 (1d8) rounds)]
STR: 18 (+4) INT: 12 (+1) WIS: 11 (-) CON: 17 (+3) DEX: 13 (+1) CHA: 8 (-1)
CR: 7 EXP: 2,900
Type: Medium Undead

108-Winter Witch

[AC 18, HD 8d8+16, HP 40, Initiative +3, #AT 2, Hit +3, Dam Dagger 2 (1d4), Frost Magic (provides a number of d6 as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power can be broken up between any of the three options in a single turn.), Charm (as Spell.)]
STR: 10 (-) INT: 15 (+2) WIS: 15 (+2) CON: 14 (+2) DEX: 13 (+1) CHA: 18 (+4)
CR: 5 EXP: 1,800
Type: Medium Humanoid

109-Zhamaran

[AC 15, HD 6d10+12, HP 42, Initiative +5, #AT 3, Hit +5, Dam Claw 6 (1d6+3), Bite 7 (1d8+3), Stealth +5, Multiattack (2 Claw, 1 Bite), Poison Barbs [Recharge 6] (DC 14 Constitution or be paralyzed for 2 (1d4) hours), Ripper (if both claw attacks hit, add an additional 11 (2d8+3) slashing damage from back claws)]

STR: 16 (+3) INT: 9 (-1) WIS: 10 (-) CON: 15 (+2) DEX: 17 (+3) CHA: 10 (-)
CR: 3 EXP: 700
Type: Medium Beast

111-Fey: Bridge Guardian

[AC 18, HD 15d12+45, HP 135, Initiative +8, #AT 3, Hit +10, Dam Composite Bow 8 (1d6+5), Multiattack (3 Bow), Arrow Magic (can enchant up to their HD in +2 arrows per day, and are +2 hit and damage with a bow)]
STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1) CON: 16 (+3) DEX: 18 (+4) CHA: 18 (+5)
CR: 10 EXP: 5900
Type: Medium Fey

112-Fey: Dragon Linked

[AC 18, HD 12d12+36, HP 108, Initiative +4, #AT 2, Hit +8, Dam Fey Blade 8 (1d8+4), Multiattack (2 Fey Blade), Dragon Bound (shares all damage with dragon, so effectively doubles hit points), Fey Blade (+2 weapon that can take hit points from the wielder and do extra damage on a 1/1 basis)]
STR: 15 (+2) INT: 15 (+2) WIS: 11 (-) CON: 16 (+3) DEX: 15 (+2) CHA: 20 (+5)
CR: 9 EXP: 5000
Type: Medium Fey

113-Fey: Nature Bound

[AC 15, HD 4d10+18, HP 54, Initiative +6, #AT 2, Hit +8, Dam Longblade 7 (1d8+3), Dirk 5 (1d4+3), Stealth +7, Animal Handling +7, Survival +7, Multiattack (Longblade & Dirk)]
STR: 14 (+2) INT: 12 (+1) WIS: 16 (+3) CON: 14 (+2) DEX: 17 (+3) CHA: 18 (+4)
CR: 1 EXP: 200
Type: Medium Fey

114-Fey: Night Born

[AC 15, HD 9d10+18, HP 63, Initiative +7, #AT 2, Hit +6, Dam Curved Blade 8 (1d8+4), Stealth +7, Survival +7, Multiattack (2 Curved Blade), Twin Weapon Fighting (+2 attack and damage while using two of the same weapon), Potion Bandolier (carries 9 potions, half of which are Greater Healing)]
STR: 14 (+2) INT: 13 (+1) WIS: 15 (+2) CON: 14 (+2) DEX: 20 (+5) CHA: 18 (+4)
CR: 4 EXP: 1100
Type: Medium Fey

115-Gloom Brute

[AC 16, HD 10d12+30, HP 90, Initiative +2, #AT 2, Hit +6, Dam Shadow Blade 8 (1d8+4), Multiattack (2 Shadow Blade) (On a roll of max damage, the victim must make a successful saving throw versus poison or contract the Gloom.)]
STR: 19 (+4) INT: 10 (-) WIS: 10 (-) CON: 16 (+3) DEX: 15 (+2) CHA: 10 (-)
CR: 4 EXP: 1100
Type: Medium Humanoid

116-Gloom Husk

[AC 13, HD 2d10+2, HP 12, Initiative +1, #AT 1, Hit +3, Dam Claw 6 (1d6+2), Gloom Infection (If a max damage is scored on a hit, DC 14 Constitution save or contract The Gloom)]
STR: 14 (+2) INT: 12 (+1) WIS: 10 (-) CON: 12 (+1) DEX: 10 (-) CHA: 8 (-1)
CR: 1/4 EXP: 50
Type: Medium Humanoid

117-Gloom Interloper

[AC 13, HD 6d10+18, HP 48, Initiative +4, #AT 2, Hit +3, Dam Claw 4 (1d4+2), Multiattack (2 Claws), (If a max damage is scored on a hit, DC 14 Constitution save or contract the Gloom.), 'Human' Guise (The interloper takes the body of any race, making it their own and, thus, is indistinguishable from that race, including language and historical/local knowledge (although personal knowledge is lost).)]
STR: 14 (+2) INT: 14 (+2) WIS: 11 (-) CON: 16 (+3) DEX: 17 (+3) CHA: 15 (+2)
CR: 2 EXP: 450
Type: Medium Humanoid

118-Gloom Knight

[AC 20, HD 12d12+48, HP 120, Initiative +3, #AT 2, Hit +10, Dam Greatsword 13 (1d12+7), Multiattack (2 Sword), Challenge (If they call out a specific foe in battle for a one-on-one combat, they receive a +2 to hit and damage against that foe for the duration of the combat.)]
STR: 20 (+5) INT: 12 (+1) WIS: 10 (-) CON: 18 (+4) DEX: 15 (+2) CHA: 10 (-)
CR: 9 EXP: 5,000
Monster Type: Medium Humanoid

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