The Council's Encyclopedia of Lifeforms Mundane and Magical

Cover Art By
Dragon's Art
http://www.dragonsart.com

The Council's Encyclopedia of Lifeforms Mundane and Magical

… or, the Netbook of Creatures

Version 004

Release Date: July 31, 2001

A project of the DnD Community Council.

Product Design Team:

Spencer Cooley, Project Lead, Submissions Team Leader: Templates, Vermin

Scott Greene, Submissions Team Leader: Elementals, Outsiders, Plants, Undead

Cliff Caddell, Submissions Team Leader: Animal, Construct, Magical Beast, Monstrous Humanoid

Monte Lewis, Submissions Team Leader: Aberration, Dragon, Ooze, Shapechanger

Jeff Khars, Submissions Team Leader: Beast, Fey, Giant, Humanoid

Cover Art (used with permission):
John Cressman, Dragon's Art (DnD Community Council Artist ID A003)
http://www.dragonsart.com

Border Art (used with permission):
Jelane K. Johnson, Spencer Cooley

Interior Art (used with permission):
JT Baldwin
Edward Bourrelle
Scott Purdy
Frederic Simons [Contributor ID A004]

Contributors:
Brad Bemis, bradleyb@bigfoot.com [Contributor ID 001]
Spencer Cooley, the_sigil@juno.com [Contributor ID 050]
Wm. Eric Downton, neurozombie@visto.com [Contributor ID 022]
Itzhak Even, itzhakev@netvision.net.il [Contributor ID 023]
Rebecca Glenn, iridian@wco.com [Contributor ID 011]
Scott Greene, keeper@rpgplanet.com
Michael J. Kletch, mjkletch@yahoo.com [Contributor ID 010]
Scott C. Metzger, yoyodyne@webweaver.zzn.com [Contributor ID 036]
Tyson Neuman, neumannt@health.missouri.edu [Contributor ID 028]
Doug Rodermund, drodermund@farislee.com [Contributor ID 051]
Stephan Simons, stephans@paradise.net.nz [Contributor ID 037]

From the Editor

Welcome! We, the design team for *The Council's Encyclopedia of Lifeforms Mundane and Magical*, are excited to have you join us in creating a slew of new creatures for RPG players everywhere (and converting some of the old favorites). If you are interested in adding your creations or conversions to this work, please refer to the submissions guidelines (Appendix A of this document). A *very* brief outline is included here.

Don't forget the Stat Blocks!

While the PDF format keeps everything nice and neat-looking, you'll notice it doesn't allow you to copy and paste text – this allows the original creator's ideas to be preserved. But we know you want to use these creatures – don't despair! With each publication of TCELMM, we publish a companion volume as a text file. This file has all the text found in this file, but without the formatting and illustrations. We call it the "Text Codex" version of the Encyclopedia. You can copy, paste, and otherwise modify this to make use of these creatures in your own campaign. You can find it at the home webpage of the Encyclopedia:

http://www.dndcommunitycouncil.org/~nbocreat

Submissions (or "I've got an idea, where do I send it?")

We aim to keep a high level of quality in our work. To ensure that all submissions are well-polished and do the author's concept justice, we put each submission through a review – this mostly makes sure the creature is well-developed, doesn't break any monster creation rules (see the Submissions Guidelines Appendix for a full explanation of these rules), and is self-consistent. If any changes need to be made, one of the Submissions Team Members will contact you and show you what changes we would like to make. If the changes are agreeable to you, and we have formal permission to publish your submission(s), then the next edition of the Netbook will include your creation(s). For a full description of this process, see the Submissions Guidelines Appendix contained herein.

Changes from Version to Version

Because this book is in the continual process of review and critique, some entries may be revised in a minor manner to bring them into compliance with the rules. The "official" version is always the version printed in the latest version of the Netbook. If a creature is removed and missing from the latest version of the Netbook, there is *no* "official" version.

Thank you and enjoy the Encyclopedia!

Spencer "The Sigil" Cooley
Editor, Project Team Leader

Our website:
http://www.dndcommunitycouncil.org/~nbocreat

This printing of ***The Council's Encyclopedia of Lifeforms Mundane and Magical*** complies with the Open Gaming License (OGL) version 1.0a and includes Open Gaming Content (OGC) as identified under the terms of the Open Gaming License. Subsequent printings of this product will incorporate, and comply with, the most current version of the Open Gaming License, as made available by Wizards of the Coast®.

For entries marked as "original," creature names, as well as creature statistic templates from **Size Type** through **Advancement Range,** as well as text contained under the **Description** and **Combat** headers have been licensed and entered under the Open Gaming License as Open Gaming Content by the copyright holder with the exception of those parts of these portions that originate from the D20 System Reference Document and are ©2000 Wizards of the Coast. For entries marked as "Conversions," the creature statistic templates from **Size Type** through **Advancement Range,** as well as test contained under the Combat header have been licensed and entered under the Open Gaming License as Open Gaming Content by the copyright holder with the exception of those parts of these portions that originate from the D20 System Reference Document and are ©2000 Wizards of the Coast. In accordance with the terms of the Open Gaming License all entries used from this netbook should bear the COPYRIGHT NOTICE associated with each individual submission. The COPYRIGHT NOTICE associated with a submission is the line(s) of text immediately following the creature or template name and preceding the creature's statistic template.

This COPYRIGHT NOTICE must remain affixed as a permanent part of the content. Creature names in "converted" entries remain copyright the original owner. See the entry "Conversions from earlier products" below for more information on converted entries. All other portions of this netbook except for artwork are Copyright 2001 DnD Community Council and remain Product Identity as protected under the terms of the Open Gaming License. The materials presented herein are the original works of the author or are published with a "Permission Agreement" placed on file for each contributor. These agreements can and will be provided upon request. Artwork remains copyrighted by the original owner and is licensed for use by the DnD Community Council in their Netbooks exclusively. Contact information has been provided for those who wish to obtain a license to use the artwork in their own works.

The Council's Encyclopedia of Lifeforms Mundane and Magical is a DnD Community Council sponsored publication. The DnD Community Council is a fan based community of role players dedicated to building upon the foundation of the Dungeons & Dragons® 3rd Edition game and D20 System® created by Wizards of the Coast®. More information on the DnD Community Council and additional products available can be found at www.dndcommunitycouncil.org.

Use of the names Wizards of the Coast, Dungeons and Dragons, D&D, 3E, or any other copyrighted or trademarked names or materials is not intended as a challenge to the copyright owner in any way. No challenge to those copyrights or trademarks is intended by their use in this material. WIZARDS OF THE COAST®, Dungeons & Dragons®, and D&D® are registered trademarks of Wizards of the Coast, Inc. The Open Gaming License© is owned by Wizards of the Coast, Inc. The DnD Community Council has no affiliation with Wizard of the Coast®, the Open Gaming License©, or the Open Gaming Foundation®.

THIS PRODUCT IS NOT PUBLISHED OR ENDORSED BY WIZARDS OF THE COAST, INC.

Conversions from earlier products: Conversions of Monsters from earlier TSR publications are presented per the Editor's best knowledge of the Wizards of the Coast conversion policy for products published as D&D® or AD&D® prior to the release of the newest (3rd) edition of D&D. If any portion of this product relating to these conversions is found to be objectionable by Wizards of the Coast, it will be removed from the netbook as soon as possible upon notification of the editor by an authorized representative of Wizards of the Coast.

INDEX OF MONSTERS BY TYPE

Aberration
Adherer
Beholder, Overseer
Beholder-kin, Examiner
Beholder-kin, Gauth
Beholder-kin, Lensman
Belabra
Bloodwight
Boggart
Brain Collector
Catoblepas
Crimson Death
Dust Digger
Executioner's Hood
Eye of the Deep
Floating Eye
Floor Trapper
Flumph
Froghemoth
Grell
Ixitxachitl
Krakentua
Lurker Above
Manscorpion
Meenlock
Morkoth
Neogi
Neogi (Great Old Master)
Painshrieker
Trapper
Underworld Oracle
Volt
Wolf-in-Sheep's Clothing

Animal
Crayfish, Giant
Firesnake
Frog, Giant
Goat, Giant
Hamster, Giant Space
Snake, Spitting
Snapping Turtle, Giant

Beast
Axebeak
Bonesnapper
Bunyip
Death Dog
Eel, Giant Moray
Hippocampus
Hook Horror
Kech
Osquip
Tenebrous Worm
Zaratan

Construct
Clockwork Horror, Adamantite
Clockwork Horror, Copper
Clockwork Horror, Electrum
Clockwork Horror, Gold
Clockwork Horror, Platinum
Clockwork Horror, Silver
Doom Guard
Drolem
Eye of Fear and Flame
Gargoyle, Iron
Golem, Amber
Golem, Bone
Golem, Rock
Golem, Scarecrow
Golem, Wood
Juggernaut (Golem)
Living Statue, Crystal
Living Statue, Iron
Living Statue, Jade
Living Statue, Rock
Living Statue, Rock/Ooze
Living Statue, Silver
Living Statue, Steel
Marut
Necrophidius
Raggamoffyn, Common
Raggamoffyn, Gutterspite
Raggamoffyn, Shrapnyl
Raggamoffyn, Tatterdemanimal

Dragon
Drage, Brown
Drage, Orange
Drage, Purple
Drage, Rainbow
Drage, Yellow
Dragon, Faerie
Dragon, Mercury
Dragon, Yellow
Drake, Blast
Drake, Caustic
Drake, Fire
Drake, Flame
Drake, Force
Drake, Frost
Drake, Ice
Drake, Static

Elemental
Aerial Servant
Elemental Beast, Air
Elemental Beast, Earth
Elemental Beast, Fire

Elemental Beast, Water
Fundamental, Air
Fundamental, Earth
Fundamental, Fire
Fundamental, Water
Galeb Duhr
Mudman
Nereid
Pech
Phantom Stalker
Quasi-Elemental, Ash
Quasi-Elemental, Dust
Quasi-Elemental, Lightning
Quasi-Elemental, Lightning (Alternate)
Quasi-Elemental, Mineral
Quasi-Elemental, Radiance
Quasi-Elemental, Salt
Quasi-Elemental, Steam
Quasi-Elemental, Vacuum
Sandling
Sandman
Sylph
Water Weird

Fey
Atomie
Brownie
Buckawn
Chevall
Faedorne
Killmoulis
Korred
Leprechaun
Quickling
Sirine
Vhalican

Giant
Cyclops
Fallen Guard
Giant, Firbolg
Giant, Fomorian
Giant, Verbeeg
Qullan
Troll, Ice

Humanoid
Boggle
Dark Creeper
Dark Stalker
Flind
Giff
Grippli
Jermlaine
Lava Children
Nilbog
Norker
Ogre, Half-
Snyad (Pestie)
Spriggan
Tasloi
Tasloi (Alternate)
Vaati (Wind Dukes of Aaqa)
Xvart

Magical Beast
Bat, Azmyth
Boalisk
Caterwaul
Darter
Devil Dog
Disenchanter
Dracolisk
Feystag
Fire Lizard
Gloomwing
Gorgimera
Hellgrammite, Giant
Hoard Raider
Kamadan
Ki-rin
Margoyle
Render
Rock Borers
Sabreclaw
Shedu
Storoper
Su-Monster
Toad, Fire
Toad, Ice
Vodyanoi (Aquatic Umber Hulk)
Yeti

Monstrous Humanoid
Berbalang
Blindheim
Crabman
Greater Medusa
Hyrgrad
Kenku
Maedar
Mongrelman
Skittiblin
Tabaxi
Thri-Kreen

Ooze
Magma Creeper
Mustard Jelly
Pudding, Brown
Pudding, Dun
Pudding, White
Slithering Tracker

Outsider
Akop

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Astral Dreadnaught
Bat, Fire
Bone Weird
Celestial, Monadic Deva
Celestial, Movanic Deva
Daemon, Arcanadaemon
Daemon, Charon (Boatman of the Lower Planes)
Daemon, Charonadaemon
Daemon, Derghodaemon
Daemon, Hydrodaemon
Daemon, Mezzodaemon
Daemon, Nycadaemon
Daemon, Oinodaemon (Anthraxus)
Daemon, Piscodaemon
Daemon, Ultrodaemon
Daemon, Yagnodaemon
Darksphinx
Demodand - Farastu (Tarry)
Demodand - Kelubar (Slime)
Demodand - Shator (Shaggy)
Demon, Alu-Demon
Demon, Babau
Demon, Baphomet (Demon Lord of Minotaurs)
Demon, Bar-lgura
Demon, Chasme
Demon, Demogorgon (Demon Prince)
Demon, Fraz-Urb 'Luu (Prince of Deception)
Demon, Graz'zt (Demon Prince)
Demon, Jubilex (The Faceless Lord)
Demon, Kakkuu (Spider-demon)
Demon, Kostchtchie (Demon Lord)
Demon, Lolth (Queen of Spiders)
Demon, Lycosidilith (Spider-demon)
Demon, Manes
Demon, Miksa (The Wolf Spider)
Demon, Nabassau
Demon, Orcus (Demon Prince the Undead)
Demon, Pazuzu (Prince of the Lower Aerial Kingdoms)
Demon, Phisarazu (Spider-demon)
Demon, Queen of Chaos, The
Demon, Raklupis (Spider-demon)
Demon, Rutterkin
Demon, Spithriku (Spider-demon)
Demon, Yeenoghu (Lord of Gnolls)
Devil, Alastor the Grim (Executioner of Hell)
Devil, Asmodeus (Arch-Devil)
Devil, Baalzebul (Arch-Devil)
Devil, Bael (Duke of Hell)
Devil, Belial (Arch-Devil)
Devil, Bulugon (Baatezu)
Devil, Caarcrinolaas (Duke of Hell)
Devil, Dispator (Arch-Devil)
Devil, Distender (Baatezu)
Devil, Enforcer of Dis (Baatezu)
Devil, Focalor (Duke of Hell)
Devil, Geryon (Arch-Devil)
Devil, Glasya (Princess of Hell)
Devil, Herlekin (Baatezu)
Devil, Mammon (Arch-Devil)
Devil, Melchon (Duke of Hell)
Devil, Mephistopheles (Arch-Devil)
Devil, Moloch (Arch-Devil)
Devil, Zimmar (Duke of Hell)
Dune Stalker
Eyewing
Genie, Dao
Genie, Marid
Iblis, Duke of Pride (Fallen Solar)
Larva
Magnesium Spirit
Modron, Decaton (Heirarch Modron)
Modron, Duodrone (Base Modron)
Modron, Hexton (Heirarch Modron)
Modron, Monodrone (Base Modron)
Modron, Nonaton (Heirarch Modron)
Modron, Octon (Heirarch Modron)
Modron, Pentadrone (Base Modron)
Modron, Primus (The One and Prime)
Modron, Quadron (Base Modron)
Modron, Quarton (Heirarch Modron)
Modron, Quinton (Heirarch Modron)
Modron, Secundus (Heirarch Modron)
Modron, Septon (Heirarch Modron)
Modron, Tertian (Heirarch Modron)
Modron, Tridrone (Base Modron)
Moondog
Naamah, Contessa of Duplicity (Fallen Astral Deva)
Nergal, the Fetid Prince
Phoenix
Shadow Demon
Slaad, Ssendam – Lord of the Insane
Slaad, Ygorl – Lord of Entropy
Soul Eater
Tatterdemalion
Tween
Wild Hunt, Master of the Wild Hunt
Xag-ya and Xeg-yi

Plant
Algoid
Archer Bush
Ascomid
Basidrond
Dusanu
Dusanu (alternate)
Fungoid
Fungus Hulk
Gas Spore
Hangman Tree
Myconid, Small
Myconid, Medium
Myconid, Large
Needleman
Obliviax (Memory Moss)
Phycomid

Russet Mold
Thorny
Vampire Rose
Vegepygmy
Yellow Musk Creeper

Shapechanger
Jackalwere
Transposer
Wolfwere

Undead
Agarat
Apparition
Banshee
Bog Mummy
Chimera, Undead
Coffer Corpse
Crypt Guardian
Crypt Thing
Demilich
Grey Philosopher
Huecuva
Hungry Waters
Ixitxachitl, Vampiric
Ixitxachitl, Greater Vampiric
Jalie Squarefoot, the Lich Fiend
Malice
Odic
Telekon
Thoul
Wyrd

Vermin
Ant Lion
Ant Lion (Alternate)
Bookworm
Cave Fisher
Cave Moray
Chainworm
Ear Seeker
Piercer
Rot Grub
Slug, Giant

Template
Animal Lord
Beast of Chaos
Death Knight
Dracolich
Elemental, Ash
Elemental Native
Foo Creature
Ghoul
Ghast
Lost, The
Lycanthrope, Werebadger
Magical Construct

Penanggalan
Shade
Skeleton Warrior
Spirit
Yellow Musk Zombie
Zombie

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

INDEX OF MONSTERS BY CHALLENGE RATING

Hound of Ill Omen – n/a

Floating Eye – 1/8
Rot Grub – 1/8

Jermlaine – 1/6

Bookworm – ¼
Frog, Giant – ¼
Killmoulis – ¼
Norker – ¼
Tasloi – ¼
Xvart – ¼

Rock Borers – 1/3

Fundamental, Air - ½
Fundamental, Earth - ½
Fundamental, Fire - ½
Fundamental, Water - ½
Larva – ½
Modron, Monodrone (Base Modron – ½
Myconid, Small – ½
Piercer – ½
Ragamoffyn, Tatterdemanimal – ½

Atomie – 1
Brownie – 1
Clockwork Horror, Copper – 1
Crabman – 1
Dark Creeper – 1
Darter – 1
Death Dog – 1
Demon, Manes – 1
Devil, Helekin (Baatezu) – 1
Drage, Brown – 1
Drage, Orange –1
Drage, Purple – 1
Drage, Rainbow – 1
Drage, Yellow – 1
Dragon, Mercury (Wyrmling) – 1
Feystag – 1
Goat, Giant – 1
Grippli – 1
Hyrgrad – 1
Ixitxachitl – 1
Modron, Dudrone (Base Modron) – 1
Mongrelman – 1
Mudman – 1
Ogre, Half – 1
Osquip – 1
Raggamoffyn, Common – 1
Skittiblin – 1
Snyad (Pestie) – 1
Tasloi – 1
Tween – 1
Underworld Oracle – 1
Vegepygmy – 1

Akop – 2
Archer Bush – 2
Axebeak – 2
Bat, Azmyth – 2
Beholder-kin, Lensman – 2
Blindheim – 2
Buckawn – 2
Cave Fisher – 2
Cave Moray – 2
Chainworm – 2
Clockwork Horror, Electrum – 2
Clockwork Horror, Silver – 2
Dark Stalker – 2
Dragon, Mercury (Young) – 2
Dragon, Yellow (Wyrmling) – 2
Drake, Blast – 2
Drake, Caustic – 2
Drake, Flame – 2
Drake, Force – 2
Drake, Frost – 2
Drake, Static – 2
Executioner's Hood – 2
Eyewing – 2
Firesnake – 2
Flind – 2
Floor Trapper – 2
Flumph – 2
Giff – 2
Golem, Wood – 2
Hamster, Giant Space – 2
Hippocampus – 2
Ixitxachitl, Vampiric – 2
Kenku – 2
Living Statue, Crystal – 2
Living Statue, Silver – 2
Malice – 2
Meenlock – 2
Modron, Tridrone (Base Modron) – 2
Myconid, Medium – 2
Necrophidius – 2
Needleman – 2
Qullan – 2
Raggamoffyn, Gutterspite – 2
Snapping Turtle, Giant – 2
Sylph – 2
Tabaxi – 2
Thorny – 2
Troll, Ice – 2
Volt – 2
Yellow Musk Creeper – 2

Adherer – 3
Bat, Fire – 3
Berbalang – 3
Boggle – 3
Bonesnapper – 3
Bunyip – 3
Caterwaul – 3
Coffer Corpse – 3
Crayfish, Giant – 3
Devil Dog – 3
Disenchanter – 3
Dragon, Mercury (Young) – 3
Dragon, Yellow (Very Young) – 3
Elemental Beast, Water – 3
Giant, Verbeeg – 3
Grey Philosopher – 3
Hook Horror – 3
Huecuva – 3
Hungry Waters – 3
Kech – 3
Lava Children – 3
Living Statue, Jade – 3
Living Statue, Iron – 3
Modron, Quadrone (Base Modron) – 3
Neogi – 3
Nilbog – 3
Pech – 3
Phantom Stalker – 3
Quickling – 3
Quasi-Elemental, Lightning – 3
Quasi-Elemental, Lightning (alternate, small) – 3
Raggamoffyn, Shrapnyl – 3
Sandling – 3
Sandman – 3
Spriggan – 3
Toad, Fire – 3
Wyrd – 3

Agarat – 4
Algoid – 4
Beholder-kin, Gauth – 4
Belabra – 4
Bloodwight – 4
Boalisk – 4
Brain Collector – 4
Death Dog – 4
Doom Guard – 4
Dragon, Faerie – 4
Dragon, Yellow (young) – 4
Drake, Fire – 4
Dust Digger – 4
Eel, Giant Moray – 4
Gas Spore – 4
Golem, Bone – 4
Grell – 4
Jackalwere – 4
Kamadan – 4
Korred – 4
Leprechaun – 4
Living Statue, Rock – 4
Maedar – 4
Modron, Pentadrone (Base Modron) – 4
Myconid, Large – 4
Painshrieker – 4
Phycomid – 4
Pudding, Brown – 4
Quasi-Elemental, Dust – 4
Quasi-Elemental, Salt – 4
Quasi-Elemental, Steam – 4
Sirine – 4
Slithering Tracker – 4
Su-Monster – 4
Tatterdemalion – 4
Toad, Ice – 4
Thoul – 4
Vaati (Wind Dukes of Aaqa) – 4
Vampire Rose – 4
Water Weird – 4
Wolfwere – 4
Yeti – 4

Ant Lion – 5
Ant Lion (Alternate) – 5
Basidrond – 5
Beholder-kin, Examiner – 5
Catoblepas – 5
Chevall – 5
Clockwork Horror, Gold – 5
Crypt Thing – 5
Dragon, Mercury (Juvenile) – 5
Drake, Ice – 5
Dune Stalker – 5
Dusanu – 5
Dusanu (Alternate) – 5
Gloomwing – 5
Golem, Scarecrow – 5
Hangman Tree – 5
Hellgrammite, Giant – 5
Living Statue, Rock/Ooze – 5
Magnesium Spirit – 5
Margoyle – 5
Morkoth – 5
Obliviax (Memory Moss) – 5
Pudding, Dun – 5
Quasi-Elemental, Ash – 5
Quasi-Elemental, Mineral – 5
Quasi-Elemental, Radiance – 5
Thri-Kreen – 5
Transposer – 5
Xag-ya and Xeg-yi – 5

Ascomid – 6
Bog Mummy – 6
Crypt Guardian – 6
Dracolisk – 6
Ear Seeker – 6

Elemental Beast, Air – 6
Elemental Beast, Earth – 6
Fire Lizard – 6
Fungus Hulk – 6
Genie, Dao – 6
Giant, Fomorian – 6
Hoard Raider – 6
Ixitxachitl, Greater Vampiric – 6
Living Statue, Steel – 6
Manscorpion – 6
Nereid – 6
Pudding, White – 6
Quasi-Elemental, Lightning (alternate, medium) – 6
Russet Mold – 6
Sabreclaw – 6
Shadow Demon – 6
Storoper – 6
Telekon – 6

Apparition – 7
Banshee – 7
Boggart – 7
Bone Weird – 7
Clockwork Horror, Platinum – 7
Demon, Kakkuu (Spider-demon) – 7
Demon, Rutterkin – 7
Dragon, Mercury (Young Adult) – 7
Dragon, Yellow (Juvenile) – 7
Elemental Beast, Fire – 7
Fallen Guard – 7
Giant, Firbolg – 7
Golem, Amber – 7
Juggernaut (Golem) – 7
Lurker Above – 7
Mustard Jelly – 7
Quasi-Elemental, Vacuum – 7
Shedu – 7
Tenebrous Worm – 7
Trapper – 7

Chimera, Undead – 8
Clockwork Horror, Adamantite – 8
Demon, Alu-Demon – 8
Demon, Bar-lgura – 8
Devil, Distender (Baatezu) – 8
Eye of the Deep – 8
Faedorne – 8
Galeb Duhr – 8
Gargoyle, Iron – 8
Greater Medusa – 8
Modron, Decaton (Heirarch Modron) – 8
Slug, Giant – 8
Wolf-in-Sheep's Clothing – 8

Crimson Death – 9
Demon, Nabassu – 9
Devil, Enforcer of Dis (Baatezu) – 9
Dragon, Mercury (Adult) – 9
Eye of Fear and Flame – 9
Fungoid – 9
Moon Dog – 9
Quasi-elemental, Lightning (alternate, large) – 9

Beholder, Overseer – 10
Celestial, Movanic Deva – 10
Daemon, Derghodaemon – 10
Darksphinx – 10
Demon, Spithriku (Spider-demon) – 10
Dragon, Yellow (Young Adult) – 10
Genie, Marid – 10
Golem, Rock – 10
Gorgimera – 10
Modron, Nonaton (Heirarch Modron) – 10
Soul Eater – 10

Cyclops – 11
Daemon, Hydrodaemon – 11
Daemon, Piscodaemon – 11
Demodand, Farastu (Tarry) – 11
Demon, Babau – 11
Demon, Chasme – 11
Dragon, Mercury (Mature Adult) – 11
Modron, Octon (Heirarch Modron) – 11

Aerial Servant – 12
Celestial, Monadic Deva – 12
Demon, Phisarazu (Spider-demon) – 12
Dragon, Yellow (Adult) – 12
Drolem – 12
Modron, Septon (Heirarch Modron) – 12
Neogi (Old Great Master) –12
Wild Hunt, Master of the Wild Hunt – 12
Daemon, Charonadaemon – 13
Daemon, Mezzodaemon – 13
Daemon, Nycadaemon – 13
Daemon, Yagnodaemon – 13
Demodand, Kelubar (Slime) – 13
Demon, Lycosidilith (Spider-demon) – 13
Froghemoth – 13
Ki-rin – 13
Modron, Hexton (Heirarch Modron) – 13

Daemon, Arcanadaemon – 14
Dragon, Mercury (Old) – 14
Modron, Quinton (Heirarch Modron) – 14
Odic – 14

Demilich – 15
Demodand, Shator (Shaggy) – 15
Demon, Raklupis (Spider-demon)– 15
Devil, Glasya (Princess of Hell) – 15
Dragon, Yellow (Mature Adult) – 15
Magma Creeper – 15
Modron, Quarton (Heirarch Modron) – 15
Render – 15
Vhalican – 15

Daemon, Ultrodaemon – 16
Devil, Melchon (Duke of Hell) – 16
Dragon, Mercury (Very Old) – 16
Marut - 16
Modron, Tertian (Heirarch Modron) – 16

Astral Dreadnaught – 17
Devil, Bael (Duke of Hell) – 17
Devil, Caarcrinolaas (Duke of Hell) – 17
Devil, Focalor (Duke of Hell) – 17
Dragon, Mercury (Ancient) – 17
Dragon, Yellow (Old) – 17
Phoenix – 17

Devil, Zimmar (Duke of Hell) – 18
Dragon, Mercury (Wyrm) – 18
Dragon, Yellow (Very Old) – 18

Modron, Secundus (Heirarch Modron) – 19

Dragon, Mercury (Great Wyrm) – 20
Dragon, Yellow (Ancient) – 20
Krakentua – 20
Zaratan – 20

Dragon, Yellow (Wyrm) – 21

Devil, Alastor the Grim (Executioner of Hell) –23
Dragon, Yellow (Great Wyrm) – 23

Daemon, Charon (Boatman of the Lower Planes) – 25
Daemon, Oinodaemon (Anthraxus) – 25
Modron, Primus (The One and Prime) – 25

Slaad, Ssendam – Lord of the Insane – 37

Slaad, Ygorl – Lord of Entropy – 42

Demon, Baphomet (Lord of Minotaurs) – 55
Demon, Jubilex (The Faceless Lord) – 55
Demon, Kostchtchie (Demon Lord) – 55
Demon, Miksa (The Wolf Spider) – 55
Devil, Moloch (Arch-Devil) – 55

Demon, Yeenoghu (Lord of Gnolls) – 56
Devil, Geryon (Arch-Devil) – 56

Demon, Lolth (Queen of Spiders) – 57
Demon, Queen of Chaos, The – 57
Devil, Mammon (Arch-Devil) – 57

Devil, Dispater (Arch-Devil) – 58

Demon, Orcus (Demon Prince of Undead) – 60
Demon, Pazuzu (Prince of the Lower Aerial Kingdoms) – 60
Devil, Belial (Arch-Devil) – 60

Devil, Baalzebul (Arch-Devil) – 62

Demon, Graz'zt (Demon Prince) – 64
Devil, Mephistopheles (Arch-Devil) – 64

Demon, Demogorgon (Demon Prince) – 65
Demon, Fraz-Urb 'Luu (Prince of Deception) – 65
Devil, Asmodeus (Arch-Devil) – 65

THE COUNCIL'S ENCYCLOPEDIA OF THE MORE MUNDANE AND MAGICAL

Adherer

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Aberration

Hit Dice: 4d8+4 (22 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 17 (+1 Dex, +6 natural)
Attacks: Slam +5 melee
Damage: Slam 1d3+3 and adhesion
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Improved grab, adhesion, suffocation
Special Qualities: Fire vulnerability, darkvision 60 ft
Saves: Fort +2, Ref +2, Will +4
Abilities: Str 14, Dex 12, Con 12, Int 4, Wis 11, Cha 11
Skills: Hide +7*, Listen +5, Spot +6
Feats: Alertness

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful evil
Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

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

The adherer is humanoid, and it is covered in white folds of flesh that resemble the bandage wrappings of a mummy. Despite its mummy-like appearance, the adherer is not undead.

COMBAT

The adherer attacks by pummeling its foe with its fists. Those successfully attacked will be stuck to the adherer. A favorite tactic of the adherer is to bind up an opponent and use it as a shield. It will usually hide by sticking debris and leaves and such to its body, and attempt to ambush an unwary victim.

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

Adhesion (Ex): Any weapon or creature striking an adherer deals only half damage and will become stuck to its skin in the process. Creatures using natural weapons are automatically grappled if they get stuck. Likewise, the adherer sticks to any creature it successfully hits with its slam attack. Only stone weapons are immune to the foul-smelling and sticky secretions of the adherer. Stuck creatures or weapons can be freed by making a successful Strength check (DC 22). Anyone attempting to free a stuck creature must succeed at a Reflex save (DC 12) or become stuck as well. Stuck weapons or creatures can be freed by applying boiling water, fire or the universal solvent to the adherer. The adherer can release stuck weapons or creatures at will. Creatures and weapons are automatically freed 1-2 hours after the adherer dies.

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

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

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

Aerial Servant

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Elemental (Air)

Hit Dice: 16d8+64 (136 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: Fly 60 ft (perfect)
AC: 21 (+7 Dex, +4 natural)
Attacks: Slam +19/+15/+9
Damage: Slam 2d8+6
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Improved grab, constrict, windblast
Special Qualities: Elemental, damage reduction 10/+1, natural invisibility, find target, empathic link, darkvision 60 ft
Saves: Fort +9, Ref +17, Will +5
Abilities: Str 18, Dex 25, Con 18, Int 4, Wis 10, Cha 11
Skills: Intuit Direction +10, Listen +6, Move Silently +11, Search +1, Spot +6
Feats: Improved Initiative, Weapon Focus (slam)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 17-33 HD (Medium-size); 34-48 HD (Large)

This creature is a form of air elemental native to the plane of elemental Air, as well as the Ethereal and Astral planes, and can be summoned to the Prime Material plane by spellcasters foolish enough to do so. Normally invisible, if seen on their home plane, they resemble legless humanoids of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands.

COMBAT

They rarely engage in combat, using a shearing blast of intensely focused wind to pummel their opponents when they do so and using their slam attack if pressed.

Improved Grab (Ex): To use this ability, the aerial servant must hit an opponent of up to Large size with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): An aerial servant deals 2d8+6 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in the aerial servant's grasp cannot speak or cast spells with verbal components.

Wind Blast (Su): Line 5 feet wide, 5 feet high, and 80 feet long, once ever 1d4 rounds; 4d8 points of damage and creatures of Large or smaller size are knocked down and back 1d4x10 feet. A successful Reflex save (DC 26) halves the damage and negates the knockdown.

Natural Invisibility (Su): This ability is constant, allowing the aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell.

Find Target (Sp): When ordered to locate a creature or an object, an aerial servant does so unerringly, as though guided by *discern location*. The caster must know the designated creature.

Empathic Link (Ex): When summoned, the aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it will return to the caster and attack. The aerial servant can find the caster as long as they are on the same plane of existence. Should the caster leave the plane, it will temporarily break the link, though it will be reestablished once the caster returns to the same plane as the aerial servant.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SUMMONING AN AERIAL SERVANT

An aerial servant is summoned using the clerical spell *planar ally* or the arcane spell *planar binding*.

An aerial servant obeys the commands of the one who conjured it with respect to finding and returning whatever object or creature is described. Of course, the object or creature must be such as to allow the aerial servant to physically bring it to its caster.

It will also disappear when its duty is fulfilled, it is dispelled, the caster releases it, or the caster is slain.
If an aerial servant is prevented from completing its mission, it will return to the caster and either attack or attempt to carry him back to the elemental plane of Air. The unfortunate spell caster will likely never be seen again.

Agarat

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Medium Undead

Hit Dice: 6d12 (39 hp)
Initiative: +3 (+3 Dex)
Speed: 30 feet
AC: 17 (+3 Dex, +4 natural)
Attacks: 2 Claws +4 melee, Bite +3 melee
Damage: Claws 1d4+1, Bite 1d6
Face/Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Enervating Scream
Special Qualities: Undead, Damage Reduction 15/+1, Turn Resistance +1
Saves: Fort: +2, Reflex: +5, Will: +7
Abilities: Str: 13, Dex: 17, Con: -, Int: 14, Wis: 15, Cha: 16
Skills: Climb +8, Jump +10, Listen +11, Move Silently +12, Search +11, Spot +11.
Feats: Multiattack, Weapon Finesse (Bite)

Climate/Terrain: Any land or underground
Organization: Solitary or pack (2-5)
Challenge Rating: 4
Treasure: ½ Standard
Alignment: Always chaotic evil
Advancement Range: 7-8 HD (Medium-size); 9-16 HD (Large); 17-18 (Huge)

Agarats are a form of undead human (or humanoid) creatures. They strongly resemble ghouls and can only be distinguished from ghouls by their blood-curdling scream and inability to paralyze victims. Agarats frequently intermingle with ghoul packs.

Because they lack the ability to create spawn, it is thought that agarats exist only as deliberately created creatures (by high-level necromancers or priests, or perhaps cursed by the gods themselves). Their origin is as yet unknown.

COMBAT

Agarats prefer to fight in close quarters and will always try to close quickly to melee range. Their attacks are fairly straightforward; they try to claw and bite their opponents. An agarat will use its Enervating Scream early in the combat to weaken foes, but is cunning enough to try to catch as many opponents as possible in the range of its scream (see below), waiting a round or two to draw multiple opponents into combat with it.

Illustration © 2001, Edward Bourelle

Enervating Scream (Su): The scream of an agarat is piercing and can be heard as much as a mile away. When the agarat screams, an enervation effect is created in a 20 foot radius burst centered on the agarat. All creatures within the burst radius must make a successful Fortitude save (DC 16) or be affected as though by an enervation spell inflicting one negative level (not 1d4 negative levels) cast by a 4th-level sorcerer. The agarat can only use its Enervating Scream once every ten minutes, and negative levels from multiple screams (by the same or different agarats) do stack.

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

Akop

COPYRIGHT NOTICE: Legions of Hell, © 2001 Chris Pramas (Green Ronin Publishing)
Small Outsider (Evil, Incorporeal, Lawful)

Hit Dice: 3d8 (13 hp)
Initiative: +3 (Dex)
Speed: 10 ft., fly 40 ft. (perfect)
AC: 15 (+1 size, +3 Dex, +1 deflection)
Attacks: 2 incorporeal touches +7 melee
Damage: Incorporeal touch 1d3 temporary Wisdom
Face/Reach: 5 ft. by 5 ft. /5 ft.
Special Attacks: Wisdom damage
Special Qualities: Incorporeal
Saves: Fort +3, Ref +6, Will +0
Abilities: Str --, Dex 17, Con 10, Int 10, Wis 4, Cha 12
Skills: Hide +13*, Intimidate +4, Listen +2, Spot +3, Tumble +7
Feats: Combat Reflexes

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-5), or swarm (~12)
Challenge Rating: 2
Treasure: None
Alignment: Usually Lawful evil
Advancement: 4-6 HD (Small); 7-9 HD (Medium-size)

COMBAT

Akop usually attack at night, when they can cloak themselves in darkness. They are soundless and at night nearly impossible to see. With their great speed and maneuverability, they can hit and run and keep their enemies confused.

Incorporeal: The akop have no physical bodies. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. They are immune to all non-magical attack forms. Even when hit by spells or magic weapons, they have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile,* or attacks made with *ghost touch* weapons). An akop can pass through solid objects at will, but not force effects. Its touch attacks pass through natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor)* work normally against them. An akop moves silently and cannot be heard with Listen checks if it doesn't so wish.

Telepathy (Su): Akop can communicate telepathically with any creature within 100 feet that has a language. This is their only means of communication.

Wisdom Damage (Su): The touch of an akop deals 1d3 temporary Wisdom damage to a living foe. A creature reduced to Wisdom 0 by an akop is driven mad, immediately falling unconscious and tormented by demented dreams. See "Condition Summary" in the *DMG* for more information on ability damage.

Skills: *Akop receive a +8 circumstance bonus on Hide checks made in darkness.

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Algoid

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Plant

Hit Dice: 5d8+15 (37 hp)
Initiative: +0
Speed: 20 ft
AC: 15 (+5 natural)
Attacks: 2 slams +7 melee
Damage: Slam 1d8+6
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Animate trees, mind blast
Special Qualities: Plant, damage reduction 20/+2, fire resistance 30, susceptibilities, low-light vision
Saves: Fort +7, Ref +1, Will +1
Abilities: Str 19, Dex 10, Con 16, Int 4, Wis 10, Cha 11
Skills: Hide +4*, Listen +4, Move Silently +4

Illustration © 2001, Frederic Simons

Climate/Terrain: Temperate and warm forest, marsh, and underground
Organization: Solitary, pair, or cluster (3-6)
Challenge Rating: 4
Treasure: 50% coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

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

COMBAT

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

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

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

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

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

THE GIANT'S ENCYCLOPEDIA OF EVERYTHING MUNDANE AND MAGICAL

Ant Lion

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Long) Vermin

Hit Dice: 8d8+24 (60 hp)
Initiative: +0
Speed: 30 feet, Burrow 10 feet
AC: 17 (-1 size, +8 natural)
Attacks: Bite +11 melee
Damage: Bite 2d6+6
Face/Reach: 5 feet x 10 feet/5 feet
Special Attacks: Pit, Improved Grab
Special Qualities: Vermin
Saves: Fort: +9, Reflex: +2, Will: +3
Abilities: Str: 19, Dex: 11, Con: 16, Int: -, Wis: 12, Cha: 14
Skills: Hide +14*, Listen +6.

Climate/Terrain: Desert, any area with loose soil
Organization: Solitary
Challenge Rating: 5
Treasure: ½ Standard
Alignment: Always neutral
Advancement Range: 9-16 HD (Large); 17-24 HD (Huge)

Ant Lions are huge insects that inhabit areas of loose ground (sand, loose soil, or gravel), usually in the vicinity of giant ants and other large insects.
Ant lions are patient hunters that build traps (see below) and wait for prey to stumble across them. They fill nearly the same niche among giant insects that normally-sized ant lions do among normally-sized insects. Though ant lions do not collect treasure, there is usually treasure in its lair, left over from previous kills.

COMBAT

An ant lion is almost never found outside of its lair. It waits until its prey has blundered into the center of its pit trap (helped along by the slippery walls, of course), then attacks, biting with its powerful jaws. Once it has hold of a victim, it tries to hold on until either it or the victim is dead.

Pit (Ex): Ant lions dig masterful traps around themselves. Their pits are funnels of loose sand or soil, 30 feet in radius, and often similar in appearance to a cave or lair entrance. Any creature entering the pit must make a Reflex save every round (DC 17) or slide toward the center at a rate of 10 feet per round. Even those creatures that make their Reflex save may only move at a rate of 5 feet per round (usually trying to move outward and escape the trap).

Improved Grab (Ex): On a successful hit, an ant lion locks its powerful mandibles around its prey. If successful, it automatically inflicts bite damage on subsequent rounds.

Vermin: Immune to mind-influencing effects.

Skills: The ant lion receives a +8 racial bonus to Hide checks when in its sandy lair (included in the Hide bonus above).

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Ant Lion (Alternate)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Vermin

Hit Dice: 8d8+8 (44 hp)
Initiative: -1 (Dex)
Speed: 30 ft, burrow 10 ft
AC: 18 (-1 size, -1 Dex, +10 natural)
Attacks: Bite +8 melee
Damage: Bite 2d8+4
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Improved grab, tear
Special Qualities: Vermin, darkvision 60 ft
Saves: Fort +7, Ref +1, Will +3
Abilities: Str 16, Dex 9, Con 13, Int –, Wis 13, Cha 11
Skills: Listen +7, Spot +7

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground
Organization: Solitary or nest (mated pair and 1-4 noncombatant young)
Challenge Rating: 5
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

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

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

COMBAT

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

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

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

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

Vermin: Immune to mind-influencing effects.

Apparition

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft
AC: 15 (+2 Dex, +3 deflection)
Attacks: Incorporeal touch +6 melee
Damage: Incorporeal touch 0 and strangle
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Strangle, create spawn
Special Qualities: Undead, detect living, incorporeal, darkvision 60 ft, turn resistance +2, unnatural aura, sunlight powerlessness
Saves: Fort +2, Ref +3, Will +7
Abilities: Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16
Skills: Hide +13, Listen +12, Search +11, Spot +12
Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9-24 HD (Medium-size)

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

COMBAT

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

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

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

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

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

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

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

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

Archer Bush

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Plant

Hit Dice: 2d8+6 (15 hp)
Initiative: -1 (Dex)
Speed: 10 ft
AC: 13 (+1 size, -1 Dex, +3 natural)
Attacks: 6 thorns +2 ranged
Damage: Thorn 1d3+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Thorns
Special Qualities: Plant, tremorsense
Saves: Fort +3, Ref -1, Will +0
Abilities: Str 13, Dex 8, Con 16, Int 2, Wis 11, Cha 9

Climate/Terrain: Any underground
Organization: Solitary, patch (4-8), or colony (11-20)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Small)

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

COMBAT

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

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

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

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Ascomid

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Plant

Hit Dice: 6d8+18 (45 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 17 (-1 size, +1 Dex, +7 natural)
Attacks: Slam +5 melee
Damage: Slam 1d6+3
Face/Reach: 5 ft by 5 ft/0 ft (30 ft with spores)
Special Attacks: Spores, trip
Special Qualities: Plant, weapon immunities, resist fire and electricity,
tremorsense
Saves: Fort +8, Ref +3, Will +2
Abilities: Str 14, Dex 13, Con 17, Int 1, Wis 11, Cha 1

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 6
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral (evil tendencies)
Advancement: 7-13 HD (Large); 14-18 HD (Huge)

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

COMBAT

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

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

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

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

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

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

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

THE SCROLL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Astral Dreadnaught

Conversion by Scott Greene and/or Erica Balsley
Gargantuan Outsider

Hit Dice: 15d8+105 (172 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 24 (-4 size, +1 Dex, +17 natural)
Attacks: 2 claws +22 melee, bite +17 melee
Damage: Claw 2d8+11, bite 4d6+5
Face/Reach: 20 ft by 20 ft/20 ft
Special Attacks: Antimagic cone, fear gaze, improved grab, swallow whole, sever silver cord
Special Qualities: SR 18, darkvision 60 ft
Saves: Fort +16, Ref +10, Will +12
Abilities: Str 32, Dex 13, Con 24, Int 16, Wis 16, Cha 16
Skills: Hide +2, Intimidate +21, Intuit Direction +21, Knowledge (any two) +14, Listen +21, Move Silently +15, Search +21, Sense Motive +21, Spot +21
Feats: Cleave, Improved Critical (claw)*, Improved Initiative, Power Attack

---

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 17
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: 16-33 HD (Gargantuan); 34-45 HD (Colossal)

The gods alone know what these things are or where they come from, but one thing is certain: Where the astral dreadnought goes, even the most powerful outsiders know fear.

The astral dreadnought appears as a gigantic creature the size of a storm giant, with gaping jaws; huge, pincer-like claws; a reddish, armored carapace; and a single, black, centralized eye. The dreadnought's lower quarters are serpentine, but some who've seen one claim that its "tail" has no end, stretching off into an infinitely long silver cord as thick as a stout barrel. If this were true, it would imply that the astral dreadnought is not a native of the plane and is projecting its spirit into the Silver Void from some material world. The dreadnought's sole interest appears to be feeding on any astral traveler unlucky enough to cross its path. No one has managed to communicate with the dreadnought and lived to tell the tale.

COMBAT

The astral dreadnaught attacks using its claws and bite in combat. A grappled opponent is stuffed into its gaping maw and swallowed (and usually destroyed in the process).

Antimagic Cone (Su): The astral dreadnaught's single eye continually produces a 60-foot antimagic cone extending straight ahead from the creature's front. This functions just like *antimagic field* cast by a 20th-level sorcerer.

All magical and supernatural powers and effects within the cone are suppressed—including the astral dreadnaught's fear gaze. Once each round, during its turn, the astral dreadnaught decides whether the *antimagic cone* is active or not. It activates and deactivates its antimagic cone as a move-equivalent action.

Fear Gaze (Su): As the *fear* spell cast by a 20th-level sorcerer, 60 feet, Will save (DC 20).

Improved Grab (Ex): To use this ability, the astral dreadnaught must hit a Large or smaller opponent with a claw attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): The astral dreadnaught can try to swallow a grabbed opponent of Large size or smaller by making a successful grapple check. Once inside, the opponent takes 2d8+11 points of crushing damage plus 2d8 points of acid damage per round from the creature's digestive juices. A swallowed creature can cut its way out by dealing 40 points of damage to the astral dreadnaught's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The astral dreadnaught's gullet can hold two Large, four Medium-size, eight Small, sixteen Tiny, or thirty-two Diminutive or smaller opponents.

Sever Silver Cord (Ex): If the astral dreadnaught rolls a 19 or 20 on its 1d20 grapple check roll, the foe's silver cord (astral cord) is severed and the opponent's astral form (as well as his material body) is instantly destroyed. Otherwise, a swallowed opponent's silver cord is still intact (though the astral dreadnaught can damage it each round by closing its maw around it and scoring a successful critical hit, i.e. a roll of 19-20).

Feats: The astral dreadnaught receives the Improved Critical feat as a bonus feat.

Atomie

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Tiny Fey

Hit Dice: 1/2d6+1 (2 hp)
Initiative: +3 (Dex)
Speed: 40 ft, fly 60 ft (good)
AC: 17 (+2 size, +3 Dex, +2 natural)
Attacks: Dagger +5 melee; or light crossbow +5 ranged
Damage: Dagger 1d4-3; or light crossbow 1d6
Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft
Special Attacks: Spell-like abilities
Special Qualities: SR 16, darkvision 60 ft
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 5, Dex 17, Con 13, Int 12, Wis 13, Cha 14
Skills: Animal Empathy +5, Concentration +4, Craft (any one) +4, Escape Artist +6, Handle Animal +4, Hide +14*, Listen +6, Move Silently +6*, Perform (dance, melody, plus any other one) +6, Search +6, Sense Motive +4, Spot +6
Feats: Dodge, Weapon Finesse (dagger)

Climate/Terrain: Temperate forest
Organization: Gang (2-4), band (6-11 plus 2-4 grigs), or tribe (20-80)
Challenge Rating: 1
Treasure: No coins; 50% goods; standard items
Alignment: Always chaotic neutral
Advancement: 1-3 HD (Tiny)

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

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

Atomies speak Sylvan and Common.

COMBAT

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

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

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

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Axebeak

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Beast

Hit Dice: 3d10+9 (19 hp)
Initiative: +3 (Dex)
Speed: 60 ft
AC: 14 (-1 size, +3 Dex, +2 natural)
Attacks: 2 claws +4 melee, bite –1 melee
Damage: Claw 1d6+3, bite 2d6+1
Face/Reach: 5 ft by 5 ft/10 ft
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +6, Ref +6, Will +1
Abilities: Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10
Skills: Listen +3, Spot +3

Climate/Terrain: Temperate and warm land
Organization: Solitary, pair, or flock (3-6)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-5 HD (Large); 6-9 HD (Huge)

The axe beak is a prehistoric flightless carnivorous bird. It is an aggressive hunter, and resembles an ostrich with a strong, thick neck and sharp beak. It stands about 7 feet tall.

The immense head and long neck are covered in short white feathers. The body is covered in dense black feathers with a white underbelly and tail. The legs are covered in yellow scales.

COMBAT

The axe beak attacks by kicking with its clawed feet and biting with its beak.

Banshee

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Undead (Incorporeal)

Hit Dice: 7d12 (45 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 17 (+3 Dex, +4 deflection)
Attacks: Incorporeal touch +6 melee
Damage: Incorporeal touch 1d8
Face/Reach: 5ft. by 5ft./5 ft.
Special Attacks: Fear aura, wail
Special Qualities: Detect living, immunities, incorporeal, SR 20, turn resistance +4, undead, unnatural aura, vulnerability
Saves: Fort +2, Ref +5, Will +8
Abilities: Str –, Dex 17, Con –, Int 16, Wis 16, Cha 18
Skills: Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15
Feats: Alertness, Blind-Fight, Improved Initiative, Ability Focus (wail)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8-21 HD (Medium-size)

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

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

COMBAT

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

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

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

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

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

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

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

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

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

Basidrond

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Plant

Hit Dice: 5d8+10 (32 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 16 (+1 Dex, +5 natural)
Attacks: Slam +5 melee
Damage: Slam 1d8+3
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spores, hallucination cloud
Special Qualities: Plant, tremorsense, immunity to cold
Saves: Fort +6, Ref +2, Will +1
Abilities: Str 14, Dex 13, Con 15, Int 1, Wis 11, Cha 1

Climate/Terrain: Any underground
Organization: Solitary or pair
Challenge Rating: 5
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral (evil tendencies)
Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

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

COMBAT

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

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

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

Hallucinations are determined randomly for each creature affected.

1d8	Hallucination
1	Swamp- Individual believes he is in a swamp and strips off gear and armor to avoid sinking.
2	Spiders- Individual believes he is being attacked by a swarm of spiders. He attacks floor and surrounding area.
3	Viper- Individual believes item held has turned into a viper; drops item and retreats back from it.
4	Suffocation- Individual believes he is suffocating and gasps for air and clutches throat.
5	Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.
6	Individual believes his associates have contracted a disease. He will not come closer than 10 feet.
7	Individual believes he is melting; grasps self in attempt to hold together.
8	Leeches- Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

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

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

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

Bat, Azmyth

Conversion by Scott Greene and/or Erica Balsley
Small Magical Beast

Hit Dice: 2d10+2 (13 hp)
Initiative: +2 (Dex)
Speed: 10 ft, fly 60 ft (perfect)
AC: 18 (+1 size, +2 Dex, +5 natural)
Attacks: Bite +4 melee, tail stab –1 melee
Damage: Bite 1d4-1, tail stab 1d4-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, shocking grasp
Special Qualities: Telepathy, darkvision 90 ft
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 7, Dex 15, Con 12, Int 13, Wis 13, Cha 12
Skills: Hide +11, Intuit Direction +6, Listen +8, Move Silently +7, Search +4, Spot +8
Feats: Alertness, Weapon Finesse (bite, tail)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Usually Chaotic neutral
Advancement: 3-6 HD (Medium-size)

The azmyth is a solitary wanderer that lives off of flowers, plants and insects. They often form partnerships with humanoids for mutual benefit, though they do not serve as familiars (at least not of their own accord).

An azmyth appears as a small bat with a 3-foot wingspan, crested head and bearded chin. They have white, pupiless eyes, and leathery gray or green skin.

COMBAT

The azmyth attacks by biting its foe and stinging with its needle-sharp tail. It can combine its shocking grasp ability with its bite or tail stab.

Spell-Like Abilities: 3/day—*detect thought*s; 1/day— *invisibility* (self only) and *silenc*e. These abilities are as the spells cast by a 6th-level sorcerer (save DC 11 + spell level).

Shocking Grasp (Su): Twice per day an azmyth can deliver a *shocking grasp* by contact. This attack deals 1d8+2 points of electrical damage. It is otherwise similar to the spell of the same name.

Telepathy (Su): Azmyths can communicate telepathically with any creature within 60 feet that has a language.

THE COUNCIL'S ENCYCLOPEDIA OF THE MORE MUNDANE AND MAGICAL

Bat, Fire

Conversion by Scott Greene and/or Erica Balsley
Small Outsider (Fire)

Hit Dice: 2d10 (11 hp)
Initiative: +3 (Dex)
Speed: 5 ft, fly 40 ft (average)
AC: 14 (+1 size, +3 Dex)
Attacks: Bite +4 melee
Damage: Bite 1d3-4 plus 2d4 fire
Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft
Special Attacks: Attach, blood drain, heat
Special Qualities: Elemental, see invisible, fire subtype
Saves: Fort +3, Ref +6, Will +5
Abilities: Str 3, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills: Hide +11, Move Silently +7, Spot +6, Listen +6
Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground
Organization: Colony (11-20)
Challenge Rating: 3
Treasure: 1/10 coins; standard goods (gems only); 1/10 items
Alignment: Always neutral evil
Advancement: 3-6 HD (Small)

The fire bat comes from the Elemental Plane of Fire and is seldom seen on the Material Plane.

It appears as a small bat about two feet long, with a 4-foot wingspan.

Its entire body is wrapped in flames.

COMBAT

Fire bats are pack hunters and will swarm an opponent in an attempt to bring it down. They attack by biting and draining blood.

Attach (Ex): If a fire bat hits with its bite attack, it latches onto the opponent's body. An attached fire bat has an AC of 11.

Blood Drain (Ex): A fire bat drains blood, dealing 1d3 points of temporary Constitution damage and 2d4 points of fire damage each round it remains attached. Once it has drained 3 points of Constitution, it detaches and flies off to digest the meal.

Heat (Ex): A fire bat's body generates so much heat that its touch deals additional fire damage.

See Invisible (Ex): Fire bats can see invisible creatures as the spell cast by an 8th-level sorcerer. It can suppress or resume this ability as a free action.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

The Council's Encyclopedia of Creatures Mundane and Magical

Beholder, Overseer

Conversionby Scott Greene
Large Aberration

Hit Dice: 14d8+42 (105 hp)
Initiative: +2 (Dex)
Speed: 5 ft
AC: 18 (–1 size, +2 Dex, +7 natural)
Attacks: Eye rays +11 ranged touch; or 8 slams +14 melee
Damage: Slam 1d6+4
Face/Reach: 10 ft by 10 ft/10 ft
Special Attacks: Eye rays
Special Qualities: All-around vision, SR 18
Saves: Fort +7, Ref +6, Will +12
Abilities: Str 19, Dex 15, Con 16, Int 20, Wis 16, Cha 16
Skills: Hide +10, Knowledge (arcana) +17, Listen +17, Search +21, Spot
+21
Feats: Alertness, Improved Initiative, Improved Unarmed Attack, Iron
Will, Multidexterity, Multiweapon Fighting, Power Attack, Weapon Focus
(limb)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Always lawful evil
Advancement: 15–28 HD (Huge); 29–42 HD (Gargantuan)

An overseer is second only to a hive mother in the hierarchy of beholder races. An overseer's duties include the organization of world forces and the cataloging and analysis of information.

Overseers resemble fleshy trees. They have 13 limbs, each of which ends in a bud that conceals an eye; one of these limbs forms the top spine. Three yammering mouths surround this spine, There are also eight thorny, vine-like limbs that are used to grasp tools and to act as a physical defense. Overseers sit on root-like bases that can inch along when movement is required. They cannot levitate.

Overseers do not wear clothes, but rather they grow a strange furry fungus on their trunk. This fungus changes colors as the overseen desire, commonly appearing as a mottled green, gray, and brown. Overseers are very protective of their health and always have one or two beholder guards and at least a half dozen directors protecting their welfare.

COMBAT

An overseer may use any physical weapons or item in each of its eight limbs. It may also use them to slap or whip an opponent. Its favored method of attack is to use one of its thirteen eye rays.

Eye Rays (Su): Each of the thirteen small eyes can produce a magical ray once a round, even when the overseer is attacking physically or moving at full speed. The creature can easily aim all its eyes in any direction.

Each eye's effect resembles a spell cast by a 14th-level sorcerer but follows the rules for a ray (see Aiming a spell, page 148 in the *PH*). All rays have a range of 150 feet and a save DC of 20.

Chain Lightning: Primary bolt deals 14d6 points of damage, with up to 14 secondary arcs dealing 7d6 points each (Reflex half).

Cone of Cold: This works like the spell, dealing 14d6 points of damage (Reflex half).

Dispel Magic: This ray functions as the spell of the same name, except that it affects one creature.

Dominate Monster: This works as the spell of the same name (Will negates).

Emotion: This functions as the spell of the same name (Will negates).

Hold Monster: This functions as the spell. A creature that fails a Will save will be held for 14 rounds.

Major Creation: The overseer can create an item of up to 14 cubic feet. This functions as the spell of the same name.

Mass Charm: The targets must succeed at a Will save or be affected as though by the spell.

Mass Suggestion: The targets must succeed at a Will save or be affected as though by the spell.

Spell Immunity: This ray functions as the spell of the same name (Will negates).

Spell Turning: This ray functions as the spell of the same name.

Telekinesis: The overseer can move objects or creatures that weigh up to 350 pounds, as though with a *telekinesis* spell. Creatures can resist the effects with a successful Will save.

Temporal Stasis: This ray functions as the spell of the same name.

All-Around Vision (Ex): Overseers are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus to Spot and Search checks, and they can't be flanked.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Beholder-kin, Examiner

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Aberration

Hit Dice: 8d8+8 (44 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 5 ft., fly 20 ft. (average)
AC: 15 (-1 size, +2 Dex, +4 natural)
Attacks: 4 slams +5 melee
Damage: Slam 1d3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Eye rays
Special Qualities: All-around vision, fast healing 1, fly, darkvision 60 ft.
Saves: Fort +3, Ref +4, Will +9
Abilities: Str 10, Dex 14, Con 12, Int 18, Wis 16, Cha 14
Skills: Alchemy +6, Appraise +8, Disable Device +8, Gather Information +7, Knowledge (arcana) +8, Open Lock +7, Spellcraft +8, Spot +10, Use Magic Device +12
Feats: Alertness, Flyby Attack, Improved Initiative, Multidexterity

---

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-5)
Challenge Rating: 5
Treasure: 50% coins; standard items; double magic
Alignment: Usually lawful neutral
Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Examiners are scholars and clerks involved in spell and magical item enhancement, research, and creation. They are often the lackeys of beholders, overseers, and hive mothers.

An examiner is a 4-foot diameter sphere with no central eye and only four small eyes, each at the end of an antenna, mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. Four multi-jointed limbs ending in gripper pads surround the mouth. These limbs can pick up and manipulate tools, the chief strength of the examiner.

COMBAT

Examiners are not the bravest of beholder-kin, but they are potentially the most dangerous with their command of artifacts. Examiners can use any artifact or tool as well as humans, and they can wield up to four items at a time.

Eye Rays (Su): Each of the small eyes can produce a magical ray once a round, even when the examiner is attacking or moving at full speed.

Each eye's effect resembles a spell cast by an 8th-level sorcerer but follow the rules for a ray (see Aiming a Spell, page 148 in the Core Rulebook I, the PH). All rays have a range of 100 feet and a save DC of 16.

Enlarge or Reduce: As the spell, once per round; Fortitude save negates.

Identify or Legend Lore: As the spell, once per round.

Transmute Form: As the stone shape spell, but it is effective on all types of nonmagical, nonliving material.

Spell Turning: As the spell.

All-Around Vision (Ex): Examiners are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus to Spot and Search checks, and they cannot be flanked.

Flight (Ex): An examiner's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 20 feet. This buoyancy also grants it a permanent feather fall effect with personal range.

Beholder-kin, Gauth

Conversion by Scott Greene and/or Erica Balsley
Medium-Size Aberration

Hit Dice: 6d8+6 (33 hp)
Initiative: +2 (Dex)
Speed: 5 ft., fly 20 feet (poor)
AC: 17 (+2 Dex, +5 natural)
Attacks: Eye ray +6 ranged touch or grapple +4 or bite +4 melee
Damage: Bite 2d6
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Eye rays, improved grab, death throes
Special Qualities: Fast healing ½, consume magic, darkvision 90'
Saves: Fort +3, Ref +4, Will +9*
Abilities: Str 11, Dex 15, Con 13, Int 16, Wis 14, Cha 14
Skills: Hide 12, Knowledge (arcana) 12, Listen 13, Search 13, Spot 14
Feats: Alertness, Flyby Attack, Iron Will, Shot on the Run

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

The gauth is believed to be a distant relative of the beholder although this has never been proven. While it is quite similar to that creature its ability to feed on the energy of magical objects makes it even more dangerous in some ways.

The spherical body of a gauth is normally five feet in diameter and generally brown in color mottled with purple and grey. A thick layer of hard flesh provides the creature's body with excellent protection from attacks. Located in the center of the gauth's forward hemisphere is its large central eye, surrounded by a ring of smaller eyes that are protected by ridges of tough flesh. These eyes provide the creature with normal vision in lighted areas and darkvision out to 90 feet in darkened places.

On the underside is the beast's fearsome mouth with its accompanying cluster of four feeding tendrils, while the top is adorned with a crown of six eyestalks.

Gauth prefer to dwell in dark caves and caverns, coming out only to feed on livestock. They are cunning enough to avoid taking from the same herd and try to avoid instigating any organized attempts to kill them. Although gauth are not known to fight over territories or prey, they do go to great lengths to avoid each other. Even when they encounter another of their kind in the wilderness they often ignore them utterly.

COMBAT

When a gauth moves into combat it begins to glow, much as if it were the target of a *faerie fire* spell, to attract the attention of its foes. Any creature distracted by this runs the risk of being caught in the beam of the gauth's central eye.

Eye Rays (Su): A gauth in combat can also employ its six eyestalks. Although these are fully retractable when not in use they are usually all extended prior to the start of any conflict. A *dispel magic* spell cast on any of the gauth's eyestalks prevent its use for 1d4 rounds. The central eye, any fully retracted eyestalks, the body's ability to glow, and the gauth's natural levitation are not subject to harm by such a spell.

All rays have a range of 40 feet and a save DC of 14 and resemble a spell cast by a sorcerer (levels vary depending on the eye).

- *Feeblemind (Su)*: A creature that meets the gaze of the gauth's great eye must make a Will save or be affected as if by a *feeblemind* spell.
- *Cause serious wounds*: This power is the same as the 3rd-level divine spell, dealing 3d8+1 points of damage.
- *Repulsion*: A creature hit by this ray must make a Will save or be affected as by the arcane spell of the same name.
- *Cone of cold:* This power resembles the spell of the same name, 3d4 points of damage; Reflex save half.
- *Lightning bolt:* This power resembles the spell of the same name, 3d4 points of damage; Reflex save half.
- *Paralyzation:* A creature hit by this ray must make a Will save or be unable to move (as if by *hold person*). A creature paralyzed will remain so, until *dispel magic* (or greater magic) is cast on it.
- *Dweomer Drain:* Perhaps the most feared of the gauth's powers, this ability permits the gauth to drain charges from magical items. It can be targeted on one individual per round. In addition to preventing an object from functioning for the duration of that round, this power drains one charge from any charged object. Permanent objects such as magical swords are

rendered powerless for one round by this ability. The dweomer drain does not affect artifacts. In addition, this eye has no effect on spells that have been memorized (but not yet cast) and does not break the concentration of a wizard engaged in invoking a spell. It does neutralize any spell cast by it's target that round, however.

Fast Healing (Ex): These creatures have an unusual physiology that enables them to regenerate 1 hit point every two rounds.

Improved Grab (Ex): The gauth can use the four tendrils around its mouth to grab and hold one opponent of Medium-size or smaller. On a successful bite attack, the tendrils grab and hold the opponent as a free action. Any creature held by the tendrils is subject to an automatic bite attack each round.

For purposes of escaping or breaking free, the tendrils are considered to have a Strength score of 18.

Consume Magic (Su): In some unknown manner a gauth is able to absorb magical energy and feed on it. Each ten minutes that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (but artifacts are not affected). Magical objects that cannot be wholly digested by a gauth are spat out after they have been drained of all their power.

Death Throes (Su): If a gauth is slain, its magical energy is dissipated. Usually this is a harmless event but there is a 2% chance that it is catastrophic, inflicting 4d4 points of damage to all creatures within 10 feet. A Reflex save (DC 14) halves the damage.

Beholder-Kin, Lensman

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium–Size Aberration

Hit Dice: 2d8+2 (11 hp)
Initiative: +3 (Dex)
Speed: 20 ft
AC: 17 (+3 Dex, +4 natural)
Attacks: Halberd +1 melee; or tentacle +1 melee
Damage: Halberd 1d10; or tentacle 1d6
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Eye ray
Saves: Fort +1, Ref +3, Will +4
Abilities: Str 10, Dex 16, Con 13, Int 7, Wis 12, Cha 12
Skills: Hide +7, Listen +5, Move Silently +7, Spot +5

Climate/Terrain: Any land and underground
Organization: Solitary or squad (2-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral evil
Advancement: 3–6 HD (Medium–size)

Lensmen are the ultimate lackey caste. Their lack of eyes and their limb configuration relegate them to roles of menial labor and cannon fodder in the great wars. A lensman has one eye set in the chest of a five-limbed, starfish-shaped simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbed clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. The typical beholder chitin is soft and there are many short, fly-like hairs.

Lensmen are the only kin to wear any sort of garb-a webbing that is used to hold tools and weapons. Their preferred weapons are double–headed polearms.

COMBAT

Lensmen are semi-mindless drones that don't question their lot in life. They generally attack with their weapons. The eye of each lensman possesses only one of the following six special powers (all at 6th level of ability). The powers of a lensman's eye ray are as the spell cast by a 6th-level sorcerer (DC 11 + spell level).

Roll 1d6 to determine the nature of a given lensman's eye ray.

1. Emotion (Sp): As the 4th-level arcane spell. Will save (DC 15) negates.

2. Heal (Sp): As the 6th-level divine spell.

3. Dispel Magic (Sp): As the 3rd-level arcane spell.

4. Tongues (Sp): As the 3rd-level arcane spell.

5. Silent Image (Sp): As the 1st-level arcane spell. Will save (DC 12) negates.

6. Protection from Good/Evil/Law/Chaos (Sp): As 1st-level arcane spell, but the lensman can only use one version of the spell at a time. Will save (DC 12) negates.

Belabra

Conversion by Scott Greene and/or Erica Balsley
Medium-Size Aberration

Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 5 ft, fly 20 ft (poor)
AC: 18 (+2 Dex, +6 natural)
Attacks: 12 tentacle-barbs + melee; or shell + melee
Damage: Tentacle-barb 1d4+2; or shell 2d4+2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Improved grab, puncture
Special Qualities: Blood spray
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 14, Dex 15, Con 13, Int 7, Wis 12, Cha 11
Skills: Listen +9, Move Silently +6, Search +3, Spot +9
Feats: Alertness

Climate/Terrain: Temperate forest
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

Belabras are solitary creatures found in forested areas of the world. The belabra (also known as the "tangler") appears as a large jellyfish-like creature with a hard shell "cap", black or gray in color. Twelve tentacles extend from the underside of the "cap." Hidden among the tentacles is the creature's small beak. Four small eyestalks protrude from the top of the shell.

COMBAT

The belabra attacks by ramming its foes with its hard shell body or whipping at a foe with its tentacles. If will attempt to grab its prey in its tentacles and hold on to it, dealing damage with the razor sharp barbs on the end of its tentacles.

Improved Grab (Ex): To use this ability, the belabra must an opponent of up to Medium-size with a tentacle attack.

Puncture (Ex): A belabra that gets a hold automatically deals tentacle-barb damage each round the hold is maintained by slashing and stabbing with its other tentacles.

Blood Spray (Ex): A successful hit on a belabra requires the attacker, and all creatures within a 10-foot spread, to succeed at a Reflex save (DC 13) or be sprayed with the creature's gray-white blood. On a failed save, a creature is partially blinded (25% miss chance in combat, lose Dexterity bonus to AC, move at half speed, and suffer a –2 penalty on Search checks and most Strength and Dexterity-based skill checks. Any skill check that relies on vision has a 50% chance of failing.).

A creature failing its save is also overcome by sneezing fits (-4 to attack rolls and AC). The partial blindness and sneezing fits last 1d6+2 rounds.

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Berbalang

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Monstrous Humanoid

Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 20 ft, fly 40 ft (average)
AC: 14 (+2 Dex, +2 natural)
Attacks: 2 claws +4 melee, bite –1 melee
Damage: Claw 1d4, bite 1d6
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Astral jaunt, material projection, spell immunity, darkvision 60 ft
Saves: Fort +2, Ref +6, Will +5
Abilities: Str 10, Dex 15, Con 13, Int 12, Wis 12, Cha 13
Skills: Hide +9, Listen +8, Move Silently +7, Search +5, Spot +8
Feats: Dodge, Flyby Attack

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5-12 HD (Medium-size)

The berbalang is a dark and evil creature that spends most of its life in a comatose state while its spirit wanders the Astral plane. When it returns to the Material plane, it does so only to feed on the flesh of humans who dwell near its lair.

The berbalang is a gaunt biped, ranging in size from four to seven feet tall, with black, leathery skin. Its wide glowing eyes are watery and white in color. Two broad, bat-like wings sprout from the creature's back.

COMBAT

When a berbalang or its material projection (see text below) is forced into combat it makes the most of its ability to fly. When it strikes, it rips at its opponents with its claws and attempts to bite with its needle-like teeth.

If a berbalang's material projection is hit, the projection immediately takes flight and attempts to flee, returning to the resting place of the material berbalang.

Astral Jaunt (Su): The berbalang spends the majority of its life on the Astral plane. When on the Material plane, it can shift to the Astral plane as a full round action as *astral projection* cast by a 7th-level sorcerer. This ability can be used at will by the berbalang.

Material Projection (Su): The berbalang can, when its astral form returns to its body, create an exact duplicate of itself as a free action. This projection travels forth in search of food for the berbalang up to a distance of three miles from its physical body.

The material projection looks and acts as the true berbalang. If the projection is attacked it will flee at once, as quickly as possible, returning to the location of the real berbalang.

If the projection is slain, the material berbalang must succeed at a Fortitude save (DC 15) or die as well.

If the projection is wounded, the berbalang cannot produce another for a number of days equal to the total points of damage suffered.

When the projection returns to its master, it dissipates, and the material berbalang awakens from its trance.

Spell Immunity (Ex): The material projection is immune to all mind-influencing spells and effects.

BERBALANG ECOLOGY

The vast majority of its life is spent in a death-like trance that allows the monster's spirit to wander throughout the Astral plane. Here the berbalang stalks creatures weaker than itself and engages in complex courtship and mating rituals with other berbalang.

If the material form of the berbalang is discovered or disturbed, the berbalang immediately attempts to return to its body and animate it. The return process takes 1d4 minutes for the astral form to find the material form.

If the body is destroyed, the astral berbalang is slain as well. For this reason the creature takes great care to seclude and protect the resting place of its physical body.

Once per month, at the times of the full moon, the berbalang returns to the Material plane to send forth its material projection in search of food.

A berbalang that does not feed will eventually seek revenge upon those that interfered with it's feeding. Although there may be a lull while the body of the

berbalang recovers from the shock of the attack on its projection, retribution is a certainty.

If the projection was forced back to its body or destroyed before it could find prey to feed upon, it will send forth another material projection as soon as it is able, in order to satisfy its hunger (regardless of the phase of the moon) before seeking its revenge.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Blindheim

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Monstrous Humanoid

Hit Dice: 4d8 (18 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 16 (+1 size, +1 Dex, +4 natural)
Attacks: Bite +4 melee
Damage: Bite 1d4-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Blinding gaze
Special Qualities: Darkvision 60 ft
Saves: Fort +1, Ref +5, Will +5
Abilities: Str 8, Dex 12, Con 11, Int 2, Wis 13, Cha 10
Skills: Hide +4, Listen +9, Spot +5
Feats: Weapon Focus (bite)

Climate/Terrain: Any underground
Organization: Solitary or gang (2-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

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

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

COMBAT

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

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

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

THE COUNCIL'S ENCYCLOPEDIA OF FREEPORT MUNDANE AND MAGICAL

Bloodwight

Conversion by Scott Greene and/or Erica Balsley
Large Aberration

Hit Dice: 6d8 (27 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 14 (-1 size, +1 Dex, +6 natural)
Attacks: 2 slams +6 melee
Damage: Slam 1d8 and blood consumption
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Blood consumption, cell division
Special Qualities: Construct, damage reduction 10/+1, weapon immunity, tremorsense, fast healing 3, fire resistance 20, vulnerabilities
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1
Skills: Listen +8, Spot +8
Feats: Alertness

Climate/Terrain: Any land and underground
Organization: Solitary or brood (2-5)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Bloodwights, contrary to their name, are not undead creatures; they are living clots of animated blood created by the too-concentrated life energies in the Basin of Boundless Life.

A bloodwight appears as a 10-foot long slug-like creature, crimson in color. When the bloodwight detects living creatures, it raises the front half of its body and extrudes two arm-like appendages. In this position it resembles a large slug-like and headless humanoid.

COMBAT

The bloodwight attacks with two long arm-like appendages it extrudes from its body. In order to use its blood consumption ability, it must attack the same opponent each round until it drains enough blood to use its cell division ability.

Blood Consumption (Su): When the bloodwight touches an opponent it gains a number of hit points equal to the damage dealt. These bonus hit points are added to the bloodwight's total even if it takes it above its current maximum hit points.

If a bloodwight successfully hits its opponent with both slam attacks, the opponent must make a successful Fortitude save (DC 13) or suffer catastrophic blood expulsion. This drains the opponent of 25%, 50%, 75%, or 100% of its current hit points (roll 1d4, 1=25%, 2=50%, 3=75%, 4=100%).

The maximum number of hit points a bloodwight can have at one time is limited by its current Hit Dice (so a 6 HD bloodwight can have a maximum of 60 hit points). When it reaches this maximum, it uses its cell division ability.

Cell Division (Ex): If a bloodwight absorbs enough hit points that raises its total to the maximum allowed by its current Hit Dice, it splits into two equal bloodwights, each with one-half the total hit points. For example, a 6 HD bloodwight with 60 hit points splits into two 6 HD bloodwights with 30 hit points each.

Note that the bloodwight must attack the same opponent each round until it drains enough blood to use its cell division ability. Attacking multiple opponents still drains blood, but does not allow it to use its cell division ability.

Weapon Immunity (Ex): Due to the makeup of the bloodwight's body, it takes only 1 point of damage from piercing and slashing weapons and only half damage from bludgeoning weapons. This applies to magical weapons as well as nonmagical weapons.

Fast Healing (Ex): A bloodwight heals 3 points of damage per round as long as it has at least 1 hit point.

Vulnerabilities (Ex): A bloodwight is *slowed* by any cold-based attacks or effects. A *purify food and water* spell instantly slays a bloodwight.

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

Immunities: Immune to mind-influencing effects, and the various *hold* spells and *sleep* spells.

Boalisk

Conversion by Scott Greene and/or Erica Balsley
Huge Magical Beast

Hit Dice: 5d10+5 (32 hp)
Initiative: +3 (Dex)
Speed: 20 ft, climb 20 ft, swim 20 ft
AC: 15 (-2 size, +3 Dex, +4 natural)
Attacks: Bite +10 melee
Damage: Bite 1d8+9
Face/Reach: 15 ft by 15 ft (coiled)/10 ft
Special Attacks: Gaze, improved grab, constrict 1d8+9
Special Qualities: Scent, darkvision 60 ft, low-light vision
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 22, Dex 17, Con 13, Int 1, Wis 12, Cha 4
Skills: Balance +11, Climb +14, Hide -1, Listen +4, Spot +4, Swim +14
Feats: Weapon Focus (bite)

Climate/Terrain: Warm forest and aquatic
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 4-7 HD (Huge); 8-9 HD (Gargantuan)

The boalisk appears as a normal constrictor snake about 25 feet long.

COMBAT

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

Gaze (Su): Inflicts *mummy rot* (Disease, *Core Rulebook II, the DMG*, page 74), range 30 feet, Fortitude negates (DC 20).

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

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

Skills: Boalisks receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

COUNCIL'S ENCYCLOPEDIA OF LIFE-FORMS MUNDANE AND MAGICAL

Boggart

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Aberration (Air)

Hit Dice: 6d8+6 (33 hp)
Initiative: +4 (Dex)
Speed: 20 ft
AC: 20 (+1 size, +4 Dex, +5 natural)
Attacks: Slam +5 melee
Damage: Slam 1d3+1 and 2d6 electricity
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Confusion, electricity, electrical discharge
Special Qualities: Alternate form, detect thoughts, invisibility, spell immunity, darkvision 60 ft
Saves: Fort +3, Ref +6, Will +6
Abilities: Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 11
Skills: Bluff +8, Hide +16, Listen +12, Search +9, Sense Motive +8, Spot +12
Feats: Alertness, Blind-Fight, Dodge

Climate/Terrain: Any marsh
Organization: Solitary, pair, or pack (2-5)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-12 HD (Small)

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

COMBAT

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

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

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

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

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

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

The boggart can assume either form as a standard action, but cannot maintain one form longer than 10 rounds. A change in form cannot be dispelled, nor does the boggart revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid form.

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

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

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

Bog Mummy

Conversion by Scott Greene and/or Erica Balsley
Medium-Size Undead

Hit Dice: 8d12+3 (55 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 20 ft
AC: 17 (-1 Dex, +8 natural)
Attacks: Slam +7 melee
Damage: Slam 1d6+4 and bog rot
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Despair, bog rot, create spawn
Special Qualities: Undead, resistant to blows, marsh move, damage reduction 5/+1, fire resistance 20, cold vulnerability
Saves: Fort +2, Ref +1, Will +8
Abilities: Str 17, Dex 8, Con –, Int 6, Wis 14, Cha 15
Skills: Hide +9, Listen +10, Move Silently +9, Spot +10
Feats: Alertness, Improved Initiative, Toughness

Climate/Terrain: Any marsh
Organization: Solitary, wardens (2-4), or guardians (6-10)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9-16 HD (Medium-size); 17-24 HD (Large)

Wherever a spark of unlife or negative energy touches a corpse naturally preserved by swamp mud, the result is a bog mummy. Bog mummies are always found roaming the place where they arose, and very rarely venture from it.

In the Great Swamp, the Witch of the Fens, Thingizzard, provides the spark of negative energy needed to create bog mummies. A bog mummy appears as a withered, desiccated husk, covered in mud and wearing whatever apparel it had on at the time of death (though its clothes are now tattered and filthy).

COMBAT

In battle, a bog mummy attacks with its fists, attempting smash any living creature it encounters.

Despair (Su): At the mere sight of a bog mummy, the viewer must succeed at a Will save (DC 16) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Bog Rot (Su): Supernatural disease—slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary from Strength, Dexterity, Constitution, or Charisma (determine randomly using 1d4), secondary damage 1d6 temporary from the same ability score. Creatures afflicted with bog rot do not heal naturally and gain one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

Create Spawn (Su): Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life *(raise dead* is ineffective, but *resurrection* or *true resurrection* works). Spawn are under the command of the bog mummy that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Resistant to Blows (Ex): Physical attacks deal only half damage to bog mummies. Apply this effect before damage reduction.

Marsh Move (Ex): Bog mummies suffer no movement penalties for moving in marshes or mud.

Cold Vulnerability (Ex): A bog mummy takes double damage from cold attacks unless a save allows for half damage. A successful save halves the damage and a failure doubles it.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Bog mummies have darkvision with a range of 60 feet.

GREAT SWAMP BOG MUMMY

Bog mummies from the Great swamp carry a particularly virulent form of bog rot. The information below replaces the information above (for the Great Swamp version of the bog mummy). A character slain by this disease rises as a Great Swamp bog mummy (see the create spawn ability above).

Great Swamp Bog Rot (Su): Supernatural disease—slam, Fortitude save (DC 20), incubation period 1 hour; damage 1d2 temporary from Strength, Dexterity, Constitution, or Charisma (determine randomly using 1d4), secondary damage 1d2 temporary from the same ability score. Creatures afflicted with Great Swamp bog rot do not heal naturally and gain one-half benefit from

magical healing. Unlike normal diseases, Great Swamp bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Boggle

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Humanoid (Boggle)

Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 20 ft, climb 10 ft
AC: 15 (+1 size, +2 Dex, +2 natural)
Attacks: 2 claws +6 melee, bite +1 melee
Damage: Claw 1d3+1, bite 1d3
Face/Reach: 5 ft by 5 ft/5 ft (10 ft when elongated)
Special Attacks: Rend, oil secretion
Special Qualities: Damage reduction 5/piercing, scent, elongation, slippery, dimension door, fire resistance 30, spider climb, darkvision 60 ft.
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7
Skills: Climb +8, Escape Artist +23, Hide +8, Listen +2, Pick Pocket +8, Spot +5
Feats: Alertness, Weapon Focus (claw)

Climate/Terrain: Temperate forest and underground
Organization: Solitary, gang (2-4), or band (5-8)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: By character class

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

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

COMBAT

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

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

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

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

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

Oil Secretion (Ex): Acts as a permanent oil of slipperiness (see Core Rulebook II, the DMG, page 191).

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

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

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

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

A favorite tactic of the boggle is, by using the various holes in the walls of its lair (boggle holes), to dimension door its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17. Spider Climb (Su): At will, as the spell as cast by a 7th-level sorcerer.

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

BOGGLE CHARACTERS

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Bone Weird

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Huge Outsider

Hit Dice: 11d8+33 (82 hp)
Initiative: +1 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft
AC: 20 (–2 size, +1 Dex, +11 natural)
Attacks: Bite +15 melee; or Slam +14 melee
Damage: Bite 1d8+5 and bone subsumption; or slam 1d8+5
Face/Reach: 10 ft by 20 ft/10 ft
Special Attacks: Knockdown, bone subsumption
Special Qualities: Immunities, partial turning
Saves: Fort +10, Ref +8, Will +7
Abilities: Str 20, Dex 12, Con 17, Int 12, Wis 11, Cha 12
Skills: Balance +12, Climb +17, Hide +5, Listen +14, Move Silently +13,
Search +13, Sense Motive +12, Spot +14
Feats: Improved Critical (bite), Improved Initiative, Weapon Focus (bite)

Climate/Terrain: Any land and underground
Organization: Group (2–5)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 11–22 HD (Huge); 23–33 HD (Gargantuan)

A bone weird is a formless creature from the Negative Energy Plane with the ability to inhabit the cast-off bones of once-living creatures on other planes of existence. When active, it appears as a mass of bones in the shape of a malevolent serpent. It uses the skull of some ferocious animal or vicious humanoid, if available, to serve as its own ominous head. While these creatures are very intelligent, it remains doubtful as to whether they have the ability to communicate with other creatures.

It is doubtful that bone weirds are called into existence by mere chance; a wizard or necromancer of powerful ability is most commonly the cause for their appearance.

A bone weird automatically absorbs the life essence of any creature killed within the weird's heap of bones. The victim's skeletal remains serve to enlarge the bone pile. In the absence of suitable victims, bone weirds can remain quiescent for great lengths of time without suffering. Bone weirds are unable to survive, however, if the supply of available bones falls below an amount that would loosely fill 125 cubic feet of space (a 5 foot cube) per bone weird.

COMBAT

Until a bone weird assumes serpentine form, it is impossible to detect; a *see invisibility* spell reveals a strange shimmer of peripheral movement, but nothing more definite. Once the bone weird senses living beings within 10 feet, it gathers itself into a bony serpent. The process takes two rounds. Once formed into a serpent, the creature attacks anything within reach.

Knockdown (Ex): If the bone weird deals 10 or more points of damage to an opponent with its slam attack, it can make a trip attack as a free action against the same target. If successful, the opponent is knocked into the weird's bone heap.

Each round spent in the bone heap deals 2d6 points of damage. A creature so trapped can escape by making an Escape Artist roll or Strength check (both are DC 18) to break free.

Bone Subsumption (Ex): A creature hit by the bone weird's bite attack must succeed at a Fortitude save (DC 18) or take an additional 4d8 points of damage as 1d6 random bones are torn from its body and absorbed into the bone weird's form. On a successful save, the damage is halved.

If the bone weird's bite attack results in a critical hit, the opponent must still make the Fortitude save (as above), but on a failed roll, dies instantly. On a successful save, the opponent still takes half damage (2d8).

Immunities (Su): Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Partial Turning (Su): Clerical turning abilities and spells that affect undead have a 25% chance to affect a bone weird. These powers actually affect the negative energy animating the bones, not the bone weird itself.

Bonesnapper

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Beast

Hit Dice: 4d10+12 (34 hp)
Initiative: +2 (Dex)
Speed: 20 ft.
AC: 16 (+2 Dex, +4 natural)
Attacks: Bite +5 melee, tail slap +0 melee
Damage: Bite 1d8+2, tail slap 1d3+1
Face/Reach: 5 ft. by 5ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +6, Will +2
Abilities: Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10
Skills: Listen +3, Spot +4

Climate/Terrain: Temperate forest, hills, plains, marsh, and underground
Organization: Solitary or pack (2-4)
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral
Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

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

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

COMBAT

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

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

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Bookworm

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Fine Vermin

Hit Dice: 1/2d8 (2 hp)
Initiative: +0
Speed: 20 ft., burrow 10 ft.
AC: 18 (+8 size)
Attacks: —
Damage: —
Face/Reach: ½ ft. by ½ ft./0 ft.
Special Attacks: Burrow through paper
Special Qualities: Vermin, scent paper, chameleon
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 1, Dex 11, Con 11, Int –, Wis 10, Cha 2

Climate/Terrain: Any land and underground
Organization: Swarm (1d4×10)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: 1-2 HD (Fine)

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

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

COMBAT

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

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

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

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

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

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

Brain Collector (Neh-Thalggu)

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Medium Aberration

Hit Dice: 10d8+20 (65 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 feet
AC: 18 (+1 Dex, +7 natural)
Attacks: Bite +8 melee or Tentacle +4 melee
Damage: Bite 1d10+1, Tentacle 1d4+1
Face/Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Spell use (see below)
Special Qualities: none
Saves: Fort: +5, Reflex: +4, Will: +11
Abilities: Str: 13, Dex: 13, Con: 14, Int: 19, Wis: 15, Cha: 14
Skills: Craft (trapmaking) +17, Hide +11, Listen +4, Move Silently +11Spellcraft +17, Spot +14.
Feats: Alertness, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack

---

Climate/Terrain: Any land or underground
Organization: Always solitary
Challenge Rating: 4 (+1 for each brain already collected)
Treasure: Standard
Alignment: Always chaotic evil
Advancement Range: Sorcerer (but see below)

Brain Collectors, or Neh-Thalggu in their own language, are a race of wicked creatures that are only rarely encountered. They seem to form near sources of great magical energy where the fabric of time and space is twisted. They do not think like any known creature, but seem, for some purpose, to be driven to collect brains.

Brain Collectors are truly hideous, with bloated, yellow-orange, oily, amorphous bodies from which sprout dozens of short writhing tentacles. They move about on six crab-like legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head.

COMBAT

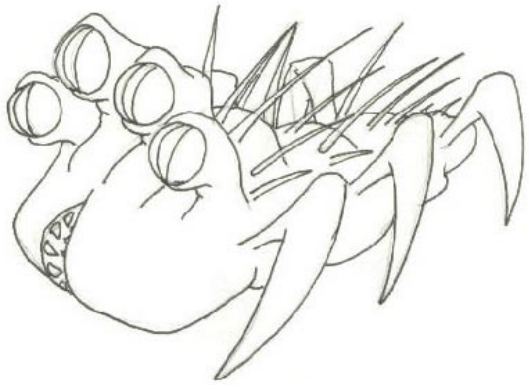

Illustration © 2001, JT Baldwin

Brain Collectors are quite intelligent and will try to set traps for their prey (including using their spells from a distance) to weaken them before attacking physically. In physical combat, they prefer to use the Spring Attack Feat to keep themselves out of harm's way while still inflicting damage on their opponents. Once an opponent is downed (unconscious or dead), a brain collector will use its tentacles to carefully cut away the top of the skull to expose the brain, then swallow it. The brain then moves into one of several pockets within the brain eater's own head, forming a distinctive lump in the head of the monster.

Advancement: For each brain collected, the creature gains spells as though it had advanced one level in the sorcerer class (but does *not* gain additional hit points). A brain collector can collect up to 12 brains at any one time. It casts its spells in lieu of an attack, but their bizarre anatomy and ability to keep their tentacles in constant motion makes this an action that does not draw attacks of opportunity.

Brownie

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Tiny Fey

Hit Dice: 1/2d6 (2 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft
AC: 17 (+2 size, +4 Dex, +1 natural)
Attacks: Short sword +6 melee
Damage: Short sword 1d4-2
Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft
Special Attacks: Spell-like abilities
Special Qualities: SR 16, low-light vision
Saves: Fort +0, Ref +6, Will +4
Abilities: Str 7, Dex 18, Con 11, Int 14, Wis 14, Cha 16
Skills: Bluff +6, Craft (woodworking) +6, Craft (leatherworking) +6, Craft (metalworking) +6, Escape Artist +7, Hide +12*, Move Silently +8, Listen +9, Search +5, Sense Motive +5, Spot +10
Feats: Dodge, Improved Initiative, Weapon Finesse (short sword)

Climate/Terrain: Temperate and warm forest
Organization: Gang (2-4) or band (5-12)
Challenge Rating: 1
Treasure: No coins; 50% goods; 50% items
Alignment: Always lawful good
Advancement: 1-3 HD (Tiny)

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

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

Brownies speak Common, Sylvan, and Halfling.

COMBAT

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

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

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

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Buckawn

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Fey

Hit Dice: 1d6 (3 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft
AC: 17 (+1 size, +4 Dex, +2 natural)
Attacks: Dagger +0 melee; or dart +4 ranged
Damage: Dagger 1d4; or dart 1d4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, poison use
Special Qualities: SR 12, scent, low-light vision
Saves: Fort +0, Ref +6, Will +3
Abilities: Str 11, Dex 18, Con 11, Int 12, Wis 13, Cha 16
Skills: Bluff +7, Escape Artist +8, Hide +12, Jump +4, Listen +11, Move Silently +12, Sense Motive +5, Spot +11, Wilderness Lore +5
Feats: Alertness, Improved Initiative

Climate/Terrain: Temperate forests
Organization: Gang (2-4), band (6-11), or tribe (12-20)
Challenge Rating: 2
Treasure: No coins; no goods; 50% items
Alignment: Always neutral
Advancement: 2-3 HD (Small)

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

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

Buckawn speak Common and Sylvan.

COMBAT

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

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

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

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

THE COUNCIL'S ENCYCLOPEDIA OF THE MUNDANE AND MAGICAL

Bunyip

Conversion by Scott Greene and/or Erica Balsley
Medium-Size Beast

Hit Dice: 5d10+5 (32 hp)
Initiative: +3 (Dex)
Speed: Swim 50 ft
AC: 15 (+3 Dex, +2 natural)
Attacks: Bite +4 melee
Damage: Bite 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Roar, frenzy, vorpal bite
Special Qualities: Keen scent, low-light vision, darkvision 60 ft
Saves: Fort +5, Ref +7, Will +1
Abilities: Str 13, Dex 16, Con 13, Int 2, Wis 11, Cha 7
Skills: Listen +4, Spot +4

Climate/Terrain: Temperate and warm aquatic and marsh
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral (chaotic good tendencies)
Advancement: 6-12 HD (Medium-size); 13-15 HD (Large)

The bunyip is an aquatic beast resembling a seal covered in thick black fur. It has a thick black mane and dark sapphire eyes. A bunyip is about 6 feet long.

COMBAT

A bunyip will surface momentarily and roar at approaching creatures in hopes of scaring them away. If this fails, it will readily attack any creature in the water of up to Small size. Creatures larger than Small size will only be attacked in self-defense or if the bunyip detects blood in the water.

Roar (Su): When a bunyip roars, all creatures with 4 or less Hit Dice and within a 100-foot spread must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that bunyip's roar for one day.

Frenzy (Ex): A bunyip that detects blood in the water has a 50% chance of flying into a frenzy the following round, biting madly until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its frenzy voluntarily.

Vorpal Bite (Ex): If the bunyip delivers a successful critical hit to an opponent of up to Small size, it severs one limb randomly (1d10; 1-4 arm; 5-8 leg; 9-10 head. If an arm or leg is severed there is a 50% of it being right or left).

Keen Scent (Ex): Bunyips can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to one-half mile.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Caterwaul

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Magical Beast

Hit Dice: 4d10+8 (30 hp)
Initiative: +6 (Dex)
Speed: 60 ft (on two legs) or 80 ft (on four legs), climb 30 ft
AC: 18 (+6 Dex, +2 natural)
Attacks: 2 claws +6 melee, bite +4 melee
Damage: Claw 1d4+2, bite 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Screech, pounce, improved grab, rake
Special Qualities: Scent, increased speed, darkvision 60 ft, low-light vision
Saves: Fort +6, Ref +8, Will +2
Abilities: Str 14, Dex 22, Con 15, Int 7, Wis 12, Cha 6
Skills: Balance +12, Climb +14, Hide +10*, Jump +7, Listen +6, Move Silently +12, Spot +6
Feats: Multiattack

Climate/Terrain: Temperate forest and mountain
Organization: Solitary
Challenge Rating: 3
Treasure: No coins; double goods (gems only); no items
Alignment: Always chaotic evil
Advancement: 5-12 HD (Medium-size)

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

COMBAT

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

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

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

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

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

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

It may run in either mode using the normal rules for running (see Run, page 127 in Core Rulebook I, the PH).

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

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Catoblepas

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Aberration

Hit Dice: 6d8+18 (45 hp)
Initiative: +0
Speed: 20 ft.
AC: 13 (-1 size, +4 natural)
Attacks: Tail slap +7 melee
Damage: Tail slap 1d6+6 and stun
Face/Reach: 5 ft. by 10 ft./10 ft.
Special Attacks: Death gaze, stun
Special Qualities: Susceptibility, darkvision 60 ft.
Saves: Fort +5, Ref +2, Will +6
Abilities: Str 18, Dex 10, Con 16, Int 4, Wis 12, Cha 14
Skills: Listen +9, Search +7, Spot +5

Climate/Terrain: Any swamp
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral
Advancement: 7-15 HD (Large); 16-18 HD (Huge)

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

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

COMBAT

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

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

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

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

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

THE COUNCIL'S ENCYCLOPEDIA OF THE PLANE AND MAGICAL

Cave fisher

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Sized Vermin

Hit Dice: 3d8+9 (22 hp)
Initiative: +1 (Dex)
Speed: 10 ft.
AC: 16 (+1 Dex, +5 natural)
Attacks: Filament +3 ranged, or 2 claws +8 melee
Damage: 2 claws 2d4+9
Face/Reach: 5 ft. by 5 ft./5 ft. (60 ft. with filament)
Special Attacks: Filament
Special Qualities: Vermin, darkvision 60 ft.
Saves: Fort +6, Ref +2, Will +1
Abilities: Str 23, Dex 12, Con 16, Int 3, Wis 10, Cha 8
Skills: Climb +17, Hide +4, Move Silently +2, Spot +3

Climate/Terrain: Any underground
Organization: Gang (1-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral
Advancement: 4-6 HD (Medium-size), 7-9 HD (Large)

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

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

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

COMBAT

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

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

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

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

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

Vermin: Immune to all mind influencing spells and effects.

Cave Moray

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Vermin

Hit Dice: 4d8+4 (22 hp)
Initiative: +3 (Dex)
Speed: 5 ft
AC: 18 (+3 Dex, +5 natural)
Attacks: Slam +5 melee
Damage: Slam 1d6+3
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Ambush, charge
Special Qualities: Tremorsense, darkvision 60 ft
Saves: Fort +5, Ref +4 Will +2
Abilities: Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 10
Skills: Hide +6*, Intuit Direction +4, Listen +5

Climate/Terrain: Any underground
Organization: Cluster (4-6) or Colony (7-16)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)

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

The cave moray resembles a slug made of brownish-gray rock. Its head is knobby and splotched with two dull brown eyes. A cave moray is about 1 foot in diameter and 5 feet long.

COMBAT

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

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

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

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

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

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Celestial, Monadic Deva

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Good)

Hit Dice: 10d8+40 (85 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 90 ft (good)
AC: 27 (+3 Dex, +14 natural)
Attacks: +3 heavy mace of smiting +18/+13 melee
Damage: +3 heavy mace of smiting 1d8+10 and stun
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Stun, spell-like abilities
Special Qualities: Damage reduction 10/+1, SR 27, immune to fire, celestial qualities, darkvision 60 ft, low-light vision
Saves: Fort +11, Ref +10, Will +11
Abilities: Str 20, Dex 17, Con 18, Int 18, Wis 18, Cha 19
Skills: Concentration +17, Escape Artist +14, Hide +14, Knowledge (any three) +16, Listen +23, Move Silently +15, Sense Motive +15, Spot +23
Feats: Alertness, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or squad (3-5)
Challenge Rating: 12
Treasure: No coins; double goods; standard items
Alignment: Always good (any)
Advancement: 11-15 HD (Medium-size); 16-30 HD (Large)

Monadic devas are usually found wandering the Ethereal or Elemental Planes.
They have dark brown skin, black hair, and green eyes. Their wings are white with a silver sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build.

COMBAT

Monadic devas, like their brethren, enjoy combat. They use their +3 heavy mace of smiting.

Stun (Su): Any metal-armored opponent struck twice in the same round with the monadic deva's mace must succeed at a Fortitude save (DC 15) or be stunned for 1d6 rounds.

Spell-Like Abilities: At will—aid, charm elemental (functions as the charm monster spell but only affects elementals), continual flame, detect evil, discern lies, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility sphere (self only), polymorph self, remove curse, remove disease, and remove fear; 7/day—cure light wounds and mirror image; 1/day—heal and hold monster. These abilities are as the spells cast by a 10th-level sorcerer (DC 14 + spell level).

Immune to Fire (Ex): Monadic devas are immune to all fire effects, magical or otherwise.

Celestial Qualities: Protective aura; tongues; electricity, cold, acid, and petrification immunity, +4 save against poison.

Skills: Extremely alert, monadic devas receive a +4 racial bonus to Spot and Listen checks.

ENCYCLOPEDIA OF PLEROMIC MUNDANE AND MAGICAL

Celestial, Movanic Deva

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Good)

Hit Dice: 8d8+32 (68 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (good)
AC: 26 (+4 Dex, +12 natural)
Attacks: +3 flaming greatsword +15/+10 melee
Damage: +3 flaming greatsword 2d6+9 and 1d6 fire
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 10/+1, SR 25, celestial qualities, uncanny dodge, darkvision 60 ft, low-light vision
Saves: Fort +10, Ref +10, Will +10
Abilities: Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18
Skills: Concentration +15, Escape Artist +15, Hide +14, Knowledge (any two) +15, Listen +19, Move Silently +14, Sense Motive +14, Spot +19
Feats: Alertness, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or squad (3-5)
Challenge Rating: 10
Treasure: No coins; double goods; standard items
Alignment: Always good (any)
Advancement: 9-13 HD (Medium-size); 14-24 HD (Large)

Movanic devas are found primarily on the Positive, Negative, and Material planes. They often directly aid the mortal followers of good deities, doing this only in moments of dire need and usually only for the more prominent or powerful mortals.

They have milky white skin, silver hair, and colorless eyes. Their wings are white with a silver sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build.

COMBAT

Movanic devas, like their brethren, enjoy combat. They use their +3 flaming greatsword.

Spell-Like Abilities: At will—aid, continual flame, detect evil, discern lies, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility sphere (self only), polymorph self, remove curse, remove disease, and remove fear; 7/day—cure light wounds and antimagic field; 1/day—protection from arrows and spell turning. These abilities are as the spells cast by an 8th-level sorcerer (DC 14 + spell level).

Celestial Qualities: Protective aura; fire resistance 20, tongues; electricity, cold, acid, and petrification immunity, +4 save against poison.

Uncanny Dodge (Ex): Movanic devas are never caught flat-footed and cannot be flanked.

Skills: Extremely alert, movanic devas receive a +4 racial bonus to Spot and Listen checks.

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Chainworm

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Vermin

Hit Dice: 3d8 (13 hp)
Initiative: +3 (Dex)
Speed: 30 ft, climb 20 ft
AC: 15 (-1 size, +3 Dex, +3 natural)
Attacks: Bite +2 melee; or sting +2 melee
Damage: Bite 1d6+1; or sting 1d8+1 and poison
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Poison
Special Qualities: Vermin, web, light blindness, darkvision 60 ft
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 13, Dex 16, Con 10, Int –, Wis 10, Cha 2
Skills: Climb +8, Hide +1, Listen +2, Spot +3

Climate/Terrain: Underground
Organization: Solitary, gang (2-4), or nest (5-10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-7 HD (Large); 8-9 HD (Large)

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

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

COMBAT

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

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

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

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

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

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

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

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Chevall

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Long) Fey

Hit Dice: 8d6+32 (60 hp)
Initiative: +1 (+1 Dex)
Speed: 40 feet
AC: 15 (-1 Size, +1 Dex , +5 natural)
Attacks: Bite +7 melee or by weapon +7 melee
Damage: Bite 1d6+4, or by weapon +3
Face/Reach: 5 feet x 10 feet/5 feet
Special Attacks: Summon Horses
Special Qualities: Damage Reduction 5/silver, Fey qualities, Speak with Horses, Command Horses
Saves: Fort: +6, Reflex: +7, Will: +4
Abilities: Str: 16, Dex: 13, Con: 18, Int: 15, Wis: 15, Cha: 15
Skills: Hide +12, Knowledge (local wilderness) +11, Listen +10, Search +11, Spot +13, Wilderness Lore +13
Feats: Dodge, Expertise, Mobility, Run, Spring Attack

Climate/Terrain: Any forest or plains
Organization: Solitary or herd (2-4)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement Range: By Character Class

A chevall is a fey that is concerned with horses, in some ways being the living embodiment of horses. Chevalls usually appear as a large stallion (they can be any color, though the color of a given chevall is always the same), but they can take the form of a smallish, bearded centaur as well. In either form, a chevall can communicate with horses, mules, and other forms of equine life through a series of neighs, whinnies, and snorts.

A chevall's chief concern is horses – it constantly inquires of domesticated horses whether they are being treated well. It also gains much information from such horses, and typically does not enter battle or otherwise interact with a group until it has gleaned as much information as possible from the horses. This makes the chevall seem much more knowledgeable than it is, as it will often greet people by name and tell them of what they have done. It likes to look important, knowledgeable, and imposing in order to fool its opponents into overestimating it and doing its will without much trouble.

COMBAT

Chevalls are not fond of physical combat – they prefer to protect their beloved horse friends through trickery, subterfuge, and other "low-key" acts. In either form, the chevall typically tries to first turn its opponents' own mounts against them using its Command Horses ability. If this fails (or if the group is not mounted), the chevall will fight using weapons in its centaur form. If attacked in its horse form, it attacks with a powerful bite to avoid being discovered as a fey – unless the attackers already know what it is, in which case it will assume its centaur form and fight with weapons.

Summon Horses (Sp): Once per day, a chevall may summon 1d4+2 warhorses. These creatures instinctively understand and obey the cheval.

Speak With Horses (Su): A chevall has the ability to communicate with horses, mules, and all similar forms of equine life as though they spoke Common. It often speaks to animals to make sure they are being treated well – adventurers seldom even know that their horses often reveal many of their deeds to the chevall.

Command Horses (Su): A chevall can attempt to command any equine animal. Treat this attempt as though a *domination* spell were being cast by a 9th-level sorcerer at the target. The Will DC save is 17 for this, and a creature that successfully saves is immune to further Command attempts by that particular chevall for 24 hours.

Character Classes: A chevall's favored class is ranger. Most chevalls are druids or rangers, but fighters, rogues, and sorcerers are not unheard of. Most multiclassed chevalls are druid/rangers or ranger/sorcerers. Most leaders are rangers or druids.

Chimera, Undead

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

The undead chimera has the same stats as its living cousin (Chimera, page 35 in the Core Rulebook III, the MM) with the following exceptions and additions.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Clockwork Horror, Adamantite

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Construct

Hit Dice: 7d10 (38 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (can't run)
AC: 26 (+1 size, +1 Dex, +14 natural)
Attacks: Razor saw +8 melee; nightmare stick
Damage: Razor saw 4d6+3; or nightmare stick 0 and disintegration
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Nightmare stick
Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 29,darkvision 60 ft.
Saves: Fort +2, Ref +3, Will +6
Abilities: Str 17, Dex 13, Con —, Int 17, Wis 18, Cha 18

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral evil
Advancement: 9-21 HD (Small)

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

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

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

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

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

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

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much advantage as they can out of their small size, and often try to flank opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries. When drawn into actual combat, a rare occurrence, the adamantite horror is far from helpless. It uses a razor saw and nightmare stick.

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

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

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

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

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

CLOCKWORK HORROR SOCIETY

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

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers. Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.

Clockwork Horror, Copper

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Construct

Hit Dice: 2d10 (15 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (can't run)
AC: 16 (+1 size, +1 Dex, +4 natural)
Attacks: Slam +3 melee
Damage: Slam 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Construct, spell vulnerabilities, electrical immunity,
SR 13, darkvision 60 ft.
Saves: Fort +0, Ref +1, Will +0
Abilities: Str 12, Dex 13, Con —, Int 7, Wis 8, Cha 8

Climate/Terrain: Any land and underground
Organization: Gang (2-10)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral evil
Advancement: 3-6 HD (Small)

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

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

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

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

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

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

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much advantage as they can out of their small size, and often try to flank opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries.

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

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

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

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

CLOCKWORK HORROR SOCIETY

The wisest sages tell us of an ancient humanoid race known only as "the Lost Ones." Records of their origins have long since faded, but frightening tales are still told of their demise. The lost ones were fond of mechanisms. The more subtle and

clever their devices, the better they liked them. In the end, however, their own love of such toys brought them down. One of their most brilliant artificers built a magnificent adamantite machine with workings so advanced that none but he could fathom its operation. In addition, he wove powerful spells about the contraption, bestowing upon it intelligence and mystical abilities. In gratitude for its creation, the adamantite machine destroyed him. Over the course of the next few decades, the adamantite horror built an army of mechanical followers, each in its own image but of lesser quality. As the horrors rose to power in their sphere, they eliminated all life in it. In the end, they tore apart the worlds in their sphere and used the raw materials thus obtained to build more and more horrors.

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers. Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.

Clockwork Horror, Electrum

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Construct

Hit Dice: 4d10 (25 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (can't run)
AC: 20 (+1 size, +1 Dex, +8 natural)
Attacks: Razor saw +6 melee; or steam-caster +4 ranged
Damage: Razor saw 1d8+2; or steam-caster 2d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Construct, spell vulnerabilities, electrical immunity,
SR 17, darkvision 60 ft.
Saves: Fort +1, Ref +2, Will +2
Abilities: Str 14, Dex 13, Con —, Int 11, Wis 12, Cha 12

Climate/Terrain: Any land and underground
Organization: Gang (1-6)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 5-12 HD (Small)

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

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

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

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

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

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

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much advantage as they can out of their small size, and often try to flank opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries. Electrum horrors are equipped with a razor saw and a steam caster.

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

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

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

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

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

CLOCKWORK HORROR SOCIETY

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

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers. Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.

Clockwork Horror, Gold

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Construct

Hit Dice: 5d10 (30 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (can't run)
AC: 22 (+1 size, +1 Dex, +10 natural)
Attacks: Razor saw +6 melee
Damage: Razor saw 2d6+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Lightning bolt
Special Qualities: Construct, spell vulnerabilities, electrical immunity,
SR 21, darkvision 60 ft.
Saves: Fort +1, Ref +2, Will +3
Abilities: Str 15, Dex 13, Con —, Int 13, Wis 14, Cha 14

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 6-15 HD (Small)

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

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

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

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

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

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

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much advantage as they can out of their small size, and often try to flank opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries. The gold horror attacks with its razor saw and lightning rod.

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

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

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

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

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

CLOCKWORK HORROR SOCIETY

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

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers. Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.

Clockwork Horror, Platinum

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Construct

Hit Dice: 6d10 (35 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (can't run)
AC: 24 (+1 size, +1 Dex, +12 natural)
Attacks: Razor saw +8 melee
Damage: Razor saw 2d8+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Lightning bolt
Special Qualities: Construct, spell vulnerabilities, electrical immunity,
SR 25,darkvision 60 ft.
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 16, Dex 13, Con —, Int 15, Wis 16, Cha 16

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral evil
Advancement: 7-18 HD (Small)

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

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

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

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

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

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

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much advantage as they can out of their small size, and often try to flank opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries. The weapons of the platinum horror are the same as those of the gold horror.

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

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

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

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

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

CLOCKWORK HORROR SOCIETY

The wisest sages tell us of an ancient humanoid race known only as "the Lost Ones." Records of their origins have long since faded, but frightening

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

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers. Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Clockwork Horror, Silver

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Construct

Hit Dice: 3d10 (20 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (can't run)
AC: 18 (+1 size, +1 Dex, +6 natural)
Attacks: Razor saw +4 melee; or spring-caster +3 ranged
Damage: Razor saw 1d6+1; or spring-caster 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Construct, spell vulnerabilities, electrical immunity,
SR 15, darkvision 60 ft.
Saves: Fort +1, Ref +2, Will +1
Abilities: Str 13, Dex 13, Con —, Int 9, Wis 10, Cha 10

Climate/Terrain: Any land and underground
Organization: Gang (1-10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 4-9 HD (Small)

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

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

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

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

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

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

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much advantage as they can out of their small size, and often try to flank opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries. A silver clockwork horror has a razor saw and a spring-caster.

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

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

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

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

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

CLOCKWORK HORROR SOCIETY

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

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers. Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape.

The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.

Coffer Corpse

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Undead

Hit Dice: 2d12 (13 hp)
Initiative: +4 (+4 Improved Initiative)
Speed: 20 ft
AC: 12 (+2 natural)
Attacks: 2 claws +4 melee
Damage: Claw 1d4+6 and death grip
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Fear aura, improved grab, death grip
Special Qualities: Undead, damage reduction 10/+1, darkvision 60 ft, turn resistance +2
Saves: Fort +0, Ref +0, Will +3
Abilities: Str 18, Dex 11, Con -, Int 6, Wis 11, Cha 10
Skills: Intimidate +3, Hide +5, Listen +4, Sense Motive +3, Spot +5
Feats: Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 3-4 (Medium-size); 5-6 HD (Large)

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

A coffer corpse resembles a zombie in appearance.

COMBAT

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

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

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

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

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

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

COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Crabman

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Monstrous Humanoid (Aquatic)

Hit Dice: 3d8+6 (19 hp)
Initiative: +0
Speed: 20 ft, swim 20 ft
AC: 16 (-1 size, +7 natural)
Attacks: 2 claws +6 melee
Damage: Claw 1d6+4
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Improved grab, squeeze
Special Qualities: Amphibious, darkvision 60 ft
Saves: Fort +3, Ref +3, Will +3
Abilities: Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 10
Skills: Craft (any two) +3, Listen +3, Search +3, Spot +3, Swim +16
Feats: Power Attack

Climate/Terrain: Temperate and warm forest, marsh, and underground
Organization: Gang (2-12)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral
Advancement: 4-6 HD (Large); 8-9 HD (Huge)

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

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

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

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

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

COMBAT

Though generally peaceful, crabmen will fight back with their large claws if attacked. Males of certain subspecies have an enlarged claw on one side which deals 1d8 damage, rather than 1d6. Crabmen have never been known to wield weapons.

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

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

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

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

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

Crabman Society

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

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

Males and females are found in approximately equal numbers in a tribe. They mate at irregular

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

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

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

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

THE COMPLETE ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Crayfish, Giant

COPYRIGHT NOTICE: Conversion by Scott Metzger

Large Animal

Hit Dice: 4d8+4 (22 hp)
Initiative: +7 (Dex +3, Improved Initiative)
Speed: 15ft., swim 30ft.
AC: 15 (Dex +3, size -1, natural +3)
Attacks: 2 claws +5
Damage: Claws 1d6+2
Face/Reach: 5 ft. by 10 ft./10 ft.
Saves: Fort +2, Ref +7, Will +1
Abilities: Str 14, Dex 16, Con 12, Int 2, Wis 10, Cha 4
Skills: Hide +6, Swim +9
Feats: Improved Initiative, Multiattack

Climate/Terrain: Freshwater
Organization: Solitary, pair, or school (1-4)
Challenge Rating: 3
Treasure: None
Alignment: Always Neutral
Advancement: Large (4-5 HD), Huge (6-8 HD)

These strange creatures are found only in fresh water. They move slowly when walking, but they can swim with great rapidity for short periods.

COMBAT

Giant crayfish hide until prey comes near, and then leap out attempting to gain surprise.

THE SIGIL ENCYCLOPEDIA OF CREATURES MUNDANE AND MAGICAL

Crimson Death

Conversion by Scott Greene and/or Erica Balsley
Medium-Size Aberration

Hit Dice: 13d8+26 (84 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: Fly 40 ft or 20 ft (after feeding) (average)
AC: 20 (+2 Dex, +8 natural) or 16 (+2 Dex, +4 natural) (after feeding)
Attacks: 2 tentacles +13 melee
Damage: Tentacle 1d6 and 1d6 temporary Constitution
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Constitution drain
Special Qualities: Damage reduction 20/+2, SR 30, susceptibility, darkvision 60 ft
Saves: Fort +6, Ref +6, Will +12
Abilities: Str –, Dex 14, Con 14, Int 18, Wis 18, Cha 18
Skills: Hide +14*, Listen +19, Move Silently +14, Search +14, Spot +19
Feats: Alertness, Dodge, Improved Initiative, Mobility

Climate/Terrain: Temperate marsh
Organization: Solitary
Challenge Rating: 9
Treasure: Standard
Alignment: Always neutral evil
Advancement: 14-39 HD (Medium-size)

The crimson death appears as a roughly humanoid creature of translucent vapor. Its lower torso fades into a misty tail-like end below the knees. The crimson death moves by hovering above the ground. After killing an opponent, the crimson death will drag the victim's body to its lair (usually a hollowed-out place under a windfall or undercut bank), to conceal its presence. The crimson death collects its victim's treasure to use as a lure for its next victim.

COMBAT

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

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

Susceptibility: After draining a victim to Constitution 0, the crimson death, satiated from its feeding, moves at one-half speed, loses its racial bonus to Hide checks (because it flushes crimson), and suffers a –4 penalty to its AC. This lasts for 1 hour after feeding.

Skills: *Due to the crimson death's pale and vaporous form, it receives a +8 racial bonus to all Hide checks when in mist or fog.

COUNCIL'S ENCYCLOPEDIA OF

Crypt Guardian

COPYRIGHT NOTICE: Original Submission © 2001 by Tyson Neumann

Large Undead

Hit Dice: 7d12 (45 hp)
Initiative: +2 (+2 Dex)
Speed: 30 feet
AC: 16 (-1 Size,+2 Dex, +5 natural)
Attacks: Claw +6 melee; Great Scythe +7 melee or as weapon
Damage: Claw 1d6+4; Scythe 2d8+4 or as weapon
Face/Reach: 5 feet x 5 feet/10 feet
Special Attacks: Faerie Fire, Mask Others, Wall of Force
Special Qualities: Undead, darkvision 60 ft., damage reduction 10/+1, see invisibility, turn resistance +5
Saves: Fort: +2, Reflex: +4, Will: +7
Abilities: Str: 16, Dex: 14, Con: -, Int: 12, Wis: 14, Cha: 15
Skills: Bluff +9, Intimidate +9, Listen +4, Move Silently +8, Search +6, Sense Motive +4, Spot +8.
Feats: Alertness, Martial Weapon Proficiency, Weapon Focus – Great Scythe

---

Climate/Terrain: Any land or underground
Organization: Solitary
Challenge Rating: 6
Treasure: 2 rubies (worth 500 gp each)
Alignment: Always neutral
Advancement Range: 8-13 HD (Large-size); 14-18 HD (Huge)

Crypt guardians are undead warriors found guarding tombs, graves, corpses, and crypts. If left alone and the place they are guarding remains undisturbed, they will take no actions. However, if any actions are taken to disturb the crypt guardian or its place of protection, the crypt guardian will use all means necessary to remove the offenders.

A crypt guardian appears as an imposing 10-foot tall skeleton with thick, sturdy looking bones and red pinpoints of light where its eyes should be. Crypt guardians are often seen wielding great scythes, though may be found wielding any sort weapon.

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

COMBAT

A crypt guardian will avoid combat if possible by making use of its faerie fire ability and bluff/intimidate skills. If unsuccessful, the crypt guardian will use its mask other ability followed by a strategically placed wall of force so as to bar entrance to the place the guardian is protecting. If any creature remains or succeeds at its Will save against the mask other ability, the crypt guardian will proceed to melee combat with its imposing great scythe.

Great Scythe: Huge weapon wielded two-handed, Damage 2d8, Critical 19-20/x4, 22lbs, Piercing and Slashing

Faerie Fire (Sp.): This functions just like the spell of the same name up to 3 times a day as cast by a 10th level druid.

Mask Others (Sp.): All creatures within a 100-foot range that fail a Will save (DC 15) are simultaneously *blinded* and turned *invisible*. Those affected will remain so for 1d4 days before the effects wear off.

A creature that succeeds at its save is nauseated for 1d2 rounds but is otherwise unaffected by the crypt guardian's mask other ability for 24 hours.

See invisibility (Su.): This functions similar to the arcane spell of the same name except that the crypt guardian can only use it to see creatures made invisible through use of its own mask others ability. Treat this effect as always in use.

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

Wall of Force (Sp.): This functions just like the spell of the same name up to 2 times a day as cast by a 10th level sorcerer.

CREATING A CRYPT GUARDIAN

Animate Crypt Guardian
Necromancy
Level: Clr 4, Death 4, Sor/Wiz 5
Components: V, S, M
Casting time: 5 minutes/HD of undead created
Range: Touch
Targets: One giant sized corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell turns the corpses of giants into undead crypt guardians that will guard one tomb, grave, crypt or other structure indefinitely. While a crypt guardian can be commanded to guard any area 10-

foot radius per caster level, a grave-like settings is often most appropriate. Once created, a crypt guardian will do everything within its power to prevent the passage of living creatures into the area the guardian was created to guard; only the guardian's creator can enter the area in question without provoking the undead warrior. As the crypt guardian is not under direct control of its creator, it does not count against the total number of undead the creator can control. Further, the HD of the crypt guardian created cannot exceed that of the caster's level.

A crypt guardian can be created only from a mostly intact corpse or skeleton of a giant. If a crypt guardian is made from a corpse, the flesh rots from the bones over the next 2d6 weeks. A crypt guardian remembers nothing from its life including skills and abilities and depends solely on those granted during its creation. The creator of the crypt guardian must also be able to cast or read from a scroll the spells *faerie fire*, *blind*, *invisibility*, *see invisibility*, and *wall of force* at the time the crypt guardian is created

The great scythe (or other weapon) the crypt guardian wields must be present at the time the guardian is created or it will always prefer to attack with its claws. A great scythe costs 50gp to have crafted.

Material Component (for Crypt Guardian): Black pearl gems worth at least 100gp/HD of undead created and 2 rubies worth 500gp each. The gems are placed inside the mouth of the corpse and the rubies in its eye sockets. Once animated into a crypt thing, the pearls are destroyed but the rubies remain in its eye sockets and become the focus of the crypt guardian's undeath.

Crypt Thing

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Undead

Hit Dice: 6d12 (39 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft
AC: 17 (+2 Dex, +5 natural)
Attacks: Claw +4 melee
Damage: Claw 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Teleport other
Special Qualities: Undead, darkvision 60 ft, damage reduction 10/+1, turn resistance +4
Saves: Fort +2, Ref +4, Will +7
Abilities: Str 12, Dex 14, Con –, Int 12, Wis 14, Cha 15
Skills: Bluff +8, Intimidate +7, Listen +12, Move Silently +8, Search +6, Sense Motive +9, Spot +13
Feats: Alertness, Improved Initiative

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral
Advancement: 7-13 HD (Medium-size); 14-18 HD (Large)

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

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

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

COMBAT

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

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

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

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

Variant Crypt Thing

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

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

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

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

Create Crypt Thing

Necromancy [Evil]
Level: Clr 7, Death 8, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. +5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

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

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

Material Component (for Crypt Thing): A black pearl gem worth at least 300 gp. The gem is placed

inside the mouth of the corpse. Once animated into a crypt thing, the gem is destroyed.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Cyclops

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Huge Giant (Earth)

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

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

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

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

A cyclops can live to be 500 years old.

COMBAT

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

* For rock throwing and rock catching, see the Giant entry in Core Rulebook III, the *MM*, page 100.

CYCLOPS SOCEITY

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

CYCLOPS CHARACTERS

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

Daemon, Arcanadaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil)

Hit Dice: 12d8+65 (119 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 29 (+1 Dex, +18 natural)
Attacks: 2 claws +18 melee, bite +16 melee, gore +16 melee
Damage: Claw 1d4+6, bite 2d6+3, gore 1d6+3
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Psionics, spell-like abilities, spells, summon daemons
Special Qualities: Damage reduction 20/+2, SR 26, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +13, Ref +9, Will +13
Abilities: Str 23, Dex 13, Con 21, Int 21, Wis 20, Cha 17
Skills: Bluff +17, Concentration +20, Diplomacy +16, Hide +10, Jump +16, Knowledge (arcana) +19, Listen +20, Move Silently +15, Search +17, Sense Motive +15, Spellcraft +20, Spot +20
Feats: Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack

---

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-3)
Challenge Rating: 14
Treasure: Standard
Alignment: Always neutral evil
Advancement: 13-25 HD (Medium-size); 26-36 HD (Large)

Arcanadaemons are the most civilized of the daemons, as well as being the most powerful. They rule small baronies scattered across the Lower Planes from their red-iron forts.

The arcanadaemon appears as a robed human with the head of a fanged jackal or war dog. Ivory white horns jut from the top of its head.

COMBAT

The arcanadaemon attacks using its spells, psionics, and spell-like abilities. In melee combat it utilizes its claws, bite, and horns.

Spell-Like Abilities: At will—*alter self, charm person, contagion, deeper darkness, fly, invisibility, see invisible, silent image,* and *teleport without error* (self plus 50 pounds of objects only); 1/day—*fear* and *shapechange*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 13 + spell level).

Psionics (Sp): At will—*detect good, detect evil, detect thoughts, feather fall,* and *hypnotism.* These abilities are as the spells cast by a 10th-level sorcerer (save DC 13 + spell level).

Spells: Arcanadaemons can replicate spells as 12th-level sorcerers (save DC 13 + spell level).

Summon Daemons (Sp): Once per day an arcanadaemon can automatically summon two piscodaemons or hydrodaemons or one mezzodaemon, nycadaemon, or another arcanadaemon.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Daemon, Charon (Boatman of the Lower Planes)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil)

Hit Dice: 46d8+276 (483 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 50 ft
AC: 38 (+5 Dex, +23 natural)
Attacks: Staff +55/+50/+45/+40/+35 melee
Damage: Staff 1d6+8 and paralysis
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with staff)
Special Attacks: Spell-like abilities, psionics, fear gaze, control water, summon daemons
Special Qualities: Damage reduction 40/+4, SR 34, daemon qualities, telepathy, immortality, darkvision 60 ft
Saves: Fort +32, Ref +30, Will +32
Abilities: Str 26, Dex 21, Con 22, Int 23, Wis 24, Cha 28
Skills: Bluff +58, Concentration +36, Diplomacy +39, Hide +25, Intimidate +44, Intuit Direction +56, Knowledge (arcana) +36, Knowledge (history) +36, Knowledge (planes) +55, Knowledge (religion) +36, Listen +56, Move Silently +45, Scry +31, Search +46, Sense Motive +56, Spellcraft +46, Spot +56
Feats: Blind-Fight, Cleave, Dodge, Expertise, Great Cleave, Improved Initiative, Improved Disarm, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)

Climate/Terrain: Any land (Lower Planes, River Styx only)
Organization: Solitary
Challenge Rating: 25
Treasure: None
Alignment: Always neutral evil
Advancement: By character class

The river Styx links the topmost layers of the Lower Planes, and its branches can be found anywhere from the None Hells to the Abyss. When encountered, the river is a deep, swift, and uncontrolled torrent. Those who touch or drink from the river Styx must succeed at a Will save (DC 20) or completely lose their memory, forgetting everything about their past life. If the save is made, treat the effects as a *feeblemind* as cast by a 15th-level sorcerer.

Charon may be summoned to the banks of the Styx by casting any of the following spells: *blasphemy, holy word,* or *symbol* (any).

He will appear in a large black skiff that can hold up to 10 people of Medium-size. If requested ferry, he will charge a magic item, a silk bag of 100 pp, or two gems of 500+ gp value. Charon never carries this treasure. It is distributed among his servants, the charonadaemons (q.v.).
Charon will not transport those who refuse or fail to pay his price.

COMBAT

Charon will attack using his spell-like abilities, gaze, and staff. If things are going against him he will summon charonadameons or hydrodaemons to deal with the attackers, and teleport away, taking his boat with him.

Spell-Like Abilities: At will—*alter self, charm person, contagion, invisibility, see invisible, silent image,* and *teleport without error* (self plus boat only). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*detect good, detect magic,* and *detect thought*s. These are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear Gaze (Su): 30 feet range, Will save (DC 42) or flee in terror 2d6 rounds.

Paralysis: Anyone hit by Charon's staff must succeed at a Fortitude save (DC 20) or be paralyzed for 3d6 minutes.

Control Water (Su): As the spell cast by a 20th-level sorcerer. Charon may control the river Styx causing the water to rise up and attack as a 16 HD water elemental. Anyone hit by the elemental must make a Will save (DC 20) or forget everything about their past life. If the save is made, treat the effects as a *feeblemind* spell cast by a 15th-level sorcerer.

Immortality (Ex): Charon is native to all five Lower Planes, thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on any plane, it takes but a single day for his form to return.

Summon Daemons (Sp): Charon can automatically summon 2d6 charonadaemons or 2d6 hydrodaemons.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 40.

Telepathy (Su.): Daemons can communicate telepathically with any creature within 500 feet that has a language.

Daemon, Charonadaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil)

Hit Dice: 10d8+30 (75 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 26 (+1 Dex, +15 natural)
Attacks: Staff +15/+10 melee
Damage: Staff 1d6+5
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, fear gaze, summon daemons
Special Qualities: Damage reduction 10/+1, SR 22, daemon qualities, telepathy, darkvision 60 ft, plane shift
Saves: Fort +10, Ref +8, Will +9
Abilities: Str 21, Dex 13, Con 17, Int 16, Wis 14, Cha 18
Skills: Bluff +17, Concentration +16, Hide +11, Knowledge (planes) +14, Listen +12, Move Silently +11, Search +13, Sense Motive +15, Spellcraft +13, Spot +12
Feats: Improved Initiative, Power Attack, Sunder

Climate/Terrain: Any land (Lower Planes and River Styx)
Organization: Solitary
Challenge Rating: 13
Treasure: Standard coins; 50% goods; 50% items
Alignment: Always neutral evil
Advancement: 11-22 HD (Medium-size); 23-30 HD (Large)

The charonadaemons are the servants of Charon (q.v.), boatman of the Lower Planes, and like their master, they pilot small skiffs along the river Styx.

Charonadaemons are normally only found on the Styx. A charonadaemon charges the following for each passenger: one magic item, a bag of 10 platinum coins, or 2 gems (50+ gp value). If not paid, the charonadaemon will seek to prevent anyone entering its boat, and will teleport itself and its craft away.

Even if the charonadaemon is paid, there is a chance the daemon will betray the party by leading them to the incorrect place, or worse, into an ambush of charonadaemons and hydrodaemons. The chance of betrayal can be reduced by additional contributions to the charonadaemon's hoard.

These tall, thin, gray, pale-eyed humanoids are more easily summoned than their master, but are more cunning and malevolent.

COMBAT

A charonadaemon usually avoids combat and will teleport away (with its skiff) if attacked. If pressed into combat, the charonadaemon attacks with its spell-like abilities and staff.

Spell-Like Abilities: At will—*alter self, charm person, contagion, invisibility, see invisible, silent image,* and *teleport without error* (self plus boat only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

Fear Gaze (Su): 30-feet, Will save (DC 19) negates, as a *fear* spell cast by a 12th-level sorcerer. A creature that makes a successful save is immune to the fear effect of that charonadaemon for one day.

Plane Shift (Su): A charonadaemon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports the charonadaemon only. It is otherwise similar to the spell of the same name.

Summon Daemons (Sp): Once per day a charonadaemon can attempt to summon 1d6 hydrodaemons or another charonadaemon with a 35% of success.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

Daemon, Derghodaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil)

Hit Dice: 8d8+16 (52 hp)
Initiative: +2 (Dex)
Speed: 40 ft
AC: 22 (-1 size, +2 Dex, +11 natural)
Attacks: 5 claws +12 melee; or 2 claws +12 melee, 3 greatswords +7 melee
Damage: 5 claws 1d4+5; or 2 claws 1d4+5, 3 greatswords 2d6+2
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, all-around vision, confusion, improved grab, tear
Special Qualities: Damage reduction 20/+2, SR 22, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +8, Ref +8, Will +8
Abilities: Str 21, Dex 15, Con 15, Int 12, Wis 14, Cha 14
Skills: Bluff +8, Concentration +13, Hide +6, Listen +13, Move Silently +10, Search +9, Sense Motive +8, Spellcraft +6, Spot +13
Feats: Cleave, Multidexterity, Multiweapon Fighting

Climate/Terrain: Any land and underground
Organization: Solitary or team (2-4)
Challenge Rating: 10
Treasure: Standard, plus 1d3 gems (100 gp value) in gizzard
Alignment: Always neutral evil
Advancement: 9-13 HD (Large); 14-24 HD (Huge)

Derghodaemons are native to Hades, but are found throughout the Lower Planes. A derghodaemon stands about 9 feet tall with a round body with five long arms and three stumpy legs. It's arms end in claws. It has a large insect-like head sitting atop its body.

COMBAT

The derghodaemon attacks with its claws, or if wielding weapons, a combination of its weapons and claws, with the claw attacks being resolved before the weapon attacks.

Spell-Like Abilities: At will—*alter self, charm person, contagion, deeper darkness, fear, invisibility, silent image, see invisibl*e, and *teleport without error* (self plus 50 pounds of objects only); 2/day—*slee*p. These are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

All-Around Vision (Ex): A derghodaemon's head can rotate 360 degrees. Therefore it cannot be flanked.

Confusion (Su): By clattering its mandibles together, as the spell as cast by an 12th-level sorcerer, 30 feet radius, Will negates DC 16.

Improved Grab (Ex): To use this ability, the derghodaemon must hit a Large or smaller creature with two claw attacks.

Tear (Ex.): A derghodaemon automatically hits a held opponent with all of its melee attacks each round it maintains its hold.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

Daemon, Hydrodaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Water)

Hit Dice: 7d8+14 (45 hp)
Initiative: +2 (Dex)
Speed: 20 ft, fly 20 ft (poor), swim 60 ft
AC: 22 (-1 size, +2 Dex, +11 natural)
Attacks: 2 claws +10 melee, bite +8 melee; or 2 claws +10 melee, 2 rakes +8 melee, bite +8 melee
Damage: 2 claws 1d4+4, bite 2d6+2 and poison; or 2 claws 1d4+4, 2 rakes 1d6+2, bite 2d6+2 and poison
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, poison, summon daemons
Special Qualities: Damage reduction 10/+1, SR 22, resistance to water, daemon qualities, telepathy, water breathing, darkvision 60 ft
Saves: Fort +7, Ref +7, Will +7
Abilities: Str 19, Dex 15, Con 15, Int 12, Wis 14, Cha 12
Skills: Concentration +9, Hide +5, Intimidate +9, Listen +12, Move Silently +9, Search +8, Sense Motive +9, Spot +12
Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-4), swarm (5-8), mob (9-23)
Challenge Rating: 11
Treasure: Standard
Alignment: Always neutral evil
Advancement: 8-11 HD (Large); 12-21 HD (Huge)

Hydrodaemons are the only creatures known to swim in the Styx without losing their memories.

They are squat humanoids with large flaps of skin under the arms used for gliding on the air. They have frog-like faces and warty, yellow skin.

COMBAT

Hydrodaemons attack by raking with their claws and biting. They can also launch themselves into the air and glide, thereby using their feet to rake an opponent in addition to their claws and bite attacks.

Spell-Like Abilities: At will—*alter self, charm person, contagion, create water, dimension door, deeper darkness, invisibility, silent image, see invisible, teleport without error* (self plus 50 pounds of objects only), and *water wal*k. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Poison (Ex): Spittle, 10 feet, Fortitude save (DC 18); initial damage 1d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Water Breathing (Ex): Can breathe underwater indefinitely and can freely use their abilities while submerged.

Resistance to Water (Ex): Half damage from water-based attacks on a failed save; no damage on a successful save.

Summon Daemons (Sp): Once per day a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Daemon, Mezzodaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil)

Hit Dice: 10d8+30 (75 hp)
Initiative: +0
Speed: 40 ft
AC: 27 (+17 natural)
Attacks: 2 claws +16 melee; or greatsword +16/+11 melee
Damage: Claw 1d6+6; or greatsword 2d6+6
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, improved grab, summon daemons
Special Qualities: Damage reduction 20/+2, SR 25, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +10, Ref +7, Will +9
Abilities: Str 23, Dex 11, Con 17, Int 16, Wis 14, Cha 16
Skills: Bluff +13, Concentration +16, Hide +8, Knowledge (arcana) +13, Listen +15, Move Silently +9, Scry +10, Search +11, Sense Motive +11, Spellcraft +13, Spot +15
Feats: Blind-Fight, Cleave, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-5), or troupe (2-5 derghodaemons)
Challenge Rating: 13
Treasure: Standard coins; double goods; standard items
Alignment: Always neutral evil
Advancement: 11-15 HD (Medium-size); 16-30 HD (Large)

Mezzodaemons freely roam the Lower Planes and can often be found keeping company with night hags, demons, and even devils on occasion, though they find the strict regulations of the latter quickly tiresome.

Mezzodaemons enjoy wreaking havoc on the Prime Material when they are summoned, and will freely associate with evil humans, so long as the price is right, and their superior position is recognized.

Mezzodaemons look like humanoid insects covered in great chitinous plates. They have long, lanky arms and legs and wide, armored skulls. Mezzodaemons have long, sharp claws that can cut through most nonmagical substances. They are a dirty ivory in color with glaring red eyes.

COMBAT

Their preferred method of attack is with their razor sharp claws, though on occasion they will employ weapons, most notably a greatsword.

Spell-Like Abilities: At will—*alter self, burning hands, charm person, contagion, detect good, detect magic, inflict serious wounds, invisibility, magic circle against good, see invisible, silent image,* and *teleport without error* (self plus 50 pounds of objects only); 1/day—*dispel magic, flame strike,* and *stinking cloud*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

Improved Grab (Ex): To use this ability, a mezzodaemon must hit with both claw attacks.

Rend (Ex): A mezzodaemon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+12 points of damage.

Summon Daemons (Sp): Once per day a mezzodaemon can attempt to summon 1d4 derghodaemons with a 50% chance of success, or another mezzodaemon with a 20% chance of success.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

Daemon, Nycadaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil)

Hit Dice: 11d8+44 (93 hp)
Initiative: +1 (Dex)
Speed: 40 ft, fly 50 ft (average)
AC: 27 (-1 size, +1 Dex, +17 natural)
Attacks: Greataxe +16/+11/+6 melee; or 2 claws +16 melee
Damage: Greataxe 1d12+6; or 2 claws 1d8+6 and fear and wound
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: Spell-like abilities, fear, wounding, summon daemons
Special Qualities: Damage reduction 20/+2, SR 24, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +11, Ref +8, Will +10
Abilities: Str 23, Dex 13, Con 19, Int 16, Wis 16, Cha 17
Skills: Bluff +16, Concentration +18, Hide +11, Knowledge (arcana) +13, Listen +17, Move Silently +13, Search +14, Sense Motive +15, Spellcraft +14, Spot +17
Feats: Cleave, Power Attack, Sunder

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-5)
Challenge Rating: 13
Treasure: Standard coins; double goods; standard items
Alignment: Always neutral evil
Advancement: 12-15 HD (Large); 16-33 HD (Huge)

The nycadaemon is one of the most powerful daemons that roam the Lower Planes. They are a domineering and wicked race, caring not who or what they enslave or exploit, but always acting in a manner aimed at maximizing personal power and safety.

A nycadaemon resembles a gargoyle in appearance, with huge black bat-like wings protruding from its shoulders. Its skin is leathery and green in color. Its teeth and claws are a pale ivory in color.

COMBAT

Nycadaemons prefer to wield weapons in combat, most notably a greataxe or greatsword. They will use their claws if disarmed or when no weapon is available. They will never hesitate to attack those they consider weaker than themselves.

Spell-Like Abilities: At will—*alter self, charm person, comprehend languages, contagion, detect magic, dispel magic, invisibility, polymorph self, project image, silent image, see invisible, and teleport without error* (self plus 50 pounds of objects only); 3/day—*command, dimension door,* and *mirror image*; 1/day—*gaseous form, reverse gravity,* and *word of recall*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Fear (Su): Touch, as *fear* cast by a 12th-level sorcerer (Will save DC 18). Whether or not the save is successful, that creature cannot be affected again by that nycadaemon's fear for one day.

Wounding (Su): A hit from a nycadaemon's claw attack causes a bleeding wound. The injured creature loses 2 hit points per round per hit until the wound is bound (a DC 10 Heal check) or the victim dies.

Summon Daemons (Sp): Once per day a nycadaemon can attempt to summon 1d6 hydrodaemons, 1d2 mezzodaemons with a 35% chance of success, or another nycadaemon with a 20% chance of success.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

Daemon, Oinodaemon (Anthraxus)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil)

Hit Dice: 77d8+1001 (1347 hp)
Initiative: +15 (+11 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 50 (-1 size, +11 Dex, +30 natural)
Attacks: 2 slams +89 melee
Damage: Slam 2d6+12 and disease
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, psionics, disease, transfixing gaze, summon daemons, *Staff of the Lower Planes*
Special Qualities: Damage reduction 50/+5, SR 38, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +53, Ref +51, Will +51
Abilities: Str 35, Dex 32, Con 36, Int 33, Wis 33, Cha 36
Skills: Bluff +93, Concentration +93, Diplomacy +93, Hide +87, Intimidate +93, Intuit Direction +93, Knowledge (arcana) +93, Knowledge (planes) +93, Knowledge (any three) +93, Listen +93, Move Silently +91, Scry +93, Search +93, Sense Motive +93, Spellcraft +93, Spot +93
Feats: Blind-Fight, Cleave, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Great Cleave, Heighten Spell, Improved Initiative, Improved Disarm, Improved Trip, Maximize Spell, Mobility, Power Attack, Quicken Spell, Silent Spell, Spell Penetration, Still Spell, Sunder, Track

---

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1d2 ultrodaemons, 1d2 arcanadaemons, 1d2 yagnodaemons, and 2d4 piscodaemons)
Challenge Rating: 25
Treasure: double coins; double goods; double items
Alignment: Always neutral evil
Advancement: —

There is but a single daemon master and ruler. Known by the title of oinodaemon, he is a unique individual of great power. The present oinodaemon is Anthraxus the Decayed. It is to him that all daemons pay homage.

Anthraxus is the most powerful daemon of the Lower Planes. His position is challenged by other unique daemonic beings, the chief of which are Bubonis, Cholerix, Typhus, Diptherius, Brucilousu, Pneumonis, and Rheumatus, along with others unknown or unrecorded by scholars.

Anthraxus appears as a tall humanoid figure in a rotting grey suit and cape. His head is that of a ram deformed by disease. His mouth foams and the wool pulls away from his skin in handfuls. There are boils and blisters over his exposed skin, and his flesh is pulled taut over his bones.

COMBAT

Anthraxus attacks using his spells, spell-like abilities, and staff in combat. He will not hesitate to gate in other daemons to assist him.

Spell-Like Abilities: At will—*burning hands, detect good, detect magic, detect thoughts, dispel magic, improved invisibility, see invisible, shapechange,* and *teleport without error* (self plus 50 pounds of objects only); 3/day—*feeblemind, wall of fire, wall of force*, and *wall of ice*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Anthraxus can replicate sorcerer spells as a 20th-level caster (DC 23 + spell level). He can also replicate cleric spells as a 20th-level caster (DC 21 + spell level). Anthraxus has access to the domains of Death, Destruction, and Evil.

Psionics (Sp): At will—detect evil, plane shift, polymorph self, and suggestion. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Transfixing Gaze (Su): Held (as *hold person* spell) until released by Anthraxus, 30 feet, Will save (DC 61) negates.

Disease (Ex): Touch, double strength demon fever (2d6 temporary Con damage per day, DC 36 to remove, must succeed at second Fortitude save or lose 2 points of Con permanently). See page 75 of the *DMG*.

Staff of the Lower Planes: Can only be wielded by another daemon upon the death of Anthraxus. The staff has the following powers: at will—*desecrate, doom, fear, mass charm, suggestion,* and *unholy aura*; 1/day—*wish*. These are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level). The staff's powers automatically overcome any other daemon's spell resistance.

Any non-daemon that touches the staff takes 8d8 points of electrical damage per round of contact.

Summon Daemons (Sp): Anthraxus can automatically summon 2d8 hydrodaemons, derghodaemons, or piscodaemons; or 2d6

yagnodaemons, charonadaemons, or mezzodaemons; or 1d8 nycadaemons or arcanadaemons, or 1d6 ultrodaemons.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 40.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Daemon, Piscodaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil)

Hit Dice: 9d8+27 (67 hp)
Initiative: +4 (Improved Initiative)
Speed: 20 ft
AC: 21 (+11 natural)
Attacks: 2 claws +13 melee; or 2 tentacles +13 melee
Damage: Claw 2d4+4; or tentacle 1d8+4 and paralysis
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Improved grab, spell-like abilities, paralysis, summon daemons
Special Qualities: damage reduction 10/+1, all-around vision, SR 23, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +9, Ref +6, Will +8
Abilities: Str 19, Dex 11, Con 17, Int 14, Wis 14, Cha 14
Skills: Climb +14, Concentration +10, Hide +9, Intimidate +11, Knowledge (arcana) +10, Listen +16, Move Silently +7, Search +10, Sense Motive +10, Spot +16
Feats: Alertness, Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary, team (2-4), or squad (6-10)
Challenge Rating: 11
Treasure: Standard
Alignment: Always neutral evil
Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

The piscodaemon is found throughout the Lower Planes and is usually subservient to the more powerful daemons, while bullying and sadistic to all creatures weaker than itself.

The fish-tailed, wall-eyed piscodaemon has the chitinous body of a lobster, the talons of a bird, and a head similar to the carrion crawler. Its arms end in a set of crab-like pincers.

COMBAT

The piscodaemon attacks with its pincers. If it grabs a victim it will pull it to its mouth and sting it with its tentacles.

Spell-Like Abilities: At will—*alter self, blink, charm person, contagion, invisibility, magic circle against good, protection from good, scare, see invisible, silent image,* and *teleport without error* (self plus 50 pounds of objects only); 1/day—*stinking cloud*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Improved Grab (Ex): To use this ability, the piscodaemon must hit with both claw attacks. If it gets a hold, it can sting with its mouth tentacles.

Paralysis (Ex): Tentacle sting, Fortitude save (DC 14); initial damage 1d6 temporary Constitution, secondary damage death.

All Around Vision (Ex): This piscodaemon's faceted eyes let it see in all directions at the same time, thus it cannot be flanked.

Summon Daemons (Sp): Once per day a piscodaemon can attempt to summon 1d6 derghodaemons with a 35% chance of success, or another piscodaemon with a 20% chance of success.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

Daemon, Ultrodaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil)

Hit Dice: 13d8+52 (110 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (good)
AC: 30 (+1 Dex, +19 natural)
Attacks: *+1 vorpal longsword* +21/+16/+11 melee; or 2 slams +20 melee
Damage: *+1 vorpal longsword* 1d8+8; or slam 1d6+7
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, fascinating gaze, summon daemons
Special Qualities: Damage reduction 30/+3, SR 28, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +12, Ref +9, Will +13
Abilities: Str 25, Dex 13, Con 19, Int 20, Wis 20, Cha 16
Skills: Bluff +17, Climb +16, Concentration +20, Diplomacy +16, Hide +10, Jump +17, Knowledge (arcana) +19, Listen +21, Move Silently +15, Search +17, Sense Motive +15, Spellcraft +21, Spot +21
Feats: Blind-Fight, Cleave, Improved Initiative, Power Attack

---

Climate/Terrain: Any land and underground
Organization: Solitary, or troupe (1-2 ultrodaemons, 1 yagnodaemon, and 2-5 piscodaemons)
Challenge Rating: 16
Treasure: Standard coins; double goods; standard items, plus *+1 vorpal longsword*
Alignment: Always neutral evil
Advancement: 14-19 HD (Medium-size); 20-39 HD (Large)

Few creatures contest the powers of the Ultrodaemons as they roam the Lower Planes.

These daemons appear as faceless humanoids with large eyes that resemble fire opals. They have dark gray skin and typically wear flowing capes or cloaks.

COMBAT

Ultrodaemons will attack using either their fists or sword in combat. If pressed and things seem to be going against them, they may teleport away.

Spell-Like Abilities: At will—*alter self, blasphemy, charm person, color spray, contagion, desecrate, detect good, detect magic, detect thoughts, fear, improved invisibility, magic circle against good, polymorph self, produce flame, see invisible, silent image,* and *teleport without rror* (self plus 50 pounds of objects only); 1/day—*firestorm, symbol* (any), and *wall of fire*. These abilities are as the spells cast by a 17th-level sorcerer (save DC 13 + spell level).

Fascinating Gaze (Su): As the spell *hold person* (Hold Person, page 214 in the *Core Rulebook I, the PH*), 30 feet, Will save (DC 22).

Summon Daemons (Sp): Once per day an ultrodaemon can automatically summon 1d8 derghodaemons, 1d4 hydrodaemons, 1d4 piscodaemons, or one yagnodaemon, mezzodaemon, arcanadaemon, or another ultrodaemon.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

Daemon, Yagnodaemon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil)

Hit Dice: 10d8+30 (75 hp)
Initiative: +0
Speed: 40 ft
AC: 27 (-1 size, +18 natural)
Attacks: Slam +14 melee, greatsword +12 melee; or halberd +16 melee
Damage: Slam 1d8+7 and stun, greatsword 2d6+3; or halberd 2d8+7
Face/Reach: 5 ft by 5 ft/10 ft (15 ft with halberd)
Special Attacks: Spell-like abilities, stun, feed, summon daemons
Special Qualities: Damage reduction 20/+2, SR 23, daemon qualities, telepathy, darkvision 60 ft
Saves: Fort +10, Ref +7, Will +10
Abilities: Str 25, Dex 10, Con 17, Int 16, Wis 16, Cha 16
Skills: Bluff +13, Concentration +13, Diplomacy +13, Hide +5,
Knowledge (arcana) +10, Listen +16, Move Silently +7, Search +14, Sense Motive +13, Spellcraft +13, Spot +16
Feats: Ambidexterity, Two-Weapon Fighting, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1 yagnodaemon and 2-4 derghodaemons)
Challenge Rating: 13
Treasure: Standard coins; double goods; standard items
Alignment: Always neutral evil
Advancement: 11-15 HD (Large); 16-30 HD (Huge)

Yagnodaemons are minor nobles of the daemon society. They are lords of fiefs and all who enter these fiefs are subject to their rule. They in turn answer to the arcanadaemons who rule over them.

Yagnodaemons are horrible creatures with two unequal arms, one man-sized and the other giant-sized. These creatures are large humanoids with scaly red skin and bulky muscles. Their horrid heads have great wing-like ears. Their facial features, like the personalities of the creatures, are hateful and evil.

COMBAT

The physical attack of the monster is with its huge arm and greatsword. In lieu of those, the yagnodaemon can attack with a huge halberd.

Spell-Like Abilities: At will—*alter self, charm person, contagion, invisibility, see invisible, silent image,* and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Stun (Ex): Slam attack using giant arm, Fortitude save (DC 22) or stunned 1d4 rounds.

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

Summon Daemons (Sp): Once per day a yagnodaemon can attempt to summon 1d4 hydrodaemons or 1d2 dergodaemons with a 50% chance of success, or another yagnodaemon with a 20% chance of success.

Daemon Qualities (Ex): Immune to poison and paralysis, immune to mind-influencing effects; acid, cold, and fire resistance 20.

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

Dark Creeper

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Humanoid (Dark Creeper)

Hit Dice: 1d8+1 (5 hp)
Initiative: +3 (Dex)
Speed: 20 ft
AC: 16 (+1 size, +3 Dex, +2 clothing*)
Attacks: Dagger +1 melee
Damage: Dagger 1d4 and poison
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Darkness, death throes
Special Qualities: Detect magic, light blindness, darkvision 60 ft
Saves: Fort +1, Ref +5, Will +0
Abilities: Str 11, Dex 16, Con 12, Int 11, Wis 11, Cha 10
Skills: Climb +5, Hide +7, Listen +2, Move Silently +7, Pick Pocket +7, Spot +2
Feats: Blind-Fight

Climate/Terrain: Temperate forests, mountains, and underground
Organization: Gang (2-4), or clan (20-80 plus 1 dark stalker per 25 dark creepers)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class

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

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

Dark creepers speak their own language and nothing more.

COMBAT

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

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

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

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

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

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

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

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

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

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

DARK CREEPER SOCIETY

Little is known of the habits and social organization of the dark creepers. They live in villages of 20 to 80, deep underground and shrouded in constant darkness. It is not uncommon for the approaches to the villages to be littered with traps, pits, and deadfalls. The villages are generally centered around a pit or crude stairway that leads to lower levels of the subterranean caverns in which they

dwell, and can be used as a means of rapid escape. Because the village is cloaked in darkness, this pit presents a significant danger to reckless adventurers who charge into the village. Small magical items have been found along the rim of the pit or hole, leading some to believe that the dark creepers use their innate detect magic ability to place and locate path markers.

DARK CREEPER CHARACTERS

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Dark Stalker

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Humanoid (Dark Stalker)

Hit Dice: 2d8+4 (13 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 16 (+2 Dex, +2 clothing*, +2 natural)
Attacks: Short sword +1 melee
Damage: Short sword 1d6+1 and poison
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, poison, death throes
Special Qualities: Detect magic, light blindness, darkvision 60 ft.
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 13, Dex 14, Con 14, Int 11, Wis 12, Cha 13
Skills: Climb +5, Hide +6, Listen +3, Move Silently +6, Pick Pocket +6, Spot +3
Feats: Blind-Fight

Climate/Terrain: Temperate forests, mountains, and underground
Organization: Solitary or troupe (5-8 dark creepers)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class

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

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

COMBAT

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

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

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

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

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

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

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

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

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

DARK STALKER SOCIETY

Dark stalkers are the ruling elite of the dark creepers. They are man-sized and almost always encountered with 25 or more dark creepers. Dark stalkers are feared and obeyed by dark creepers and often direct the attacks of dark creepers during a large-scale battle. Stalkers have never been seen to work or do any sort of manual labor. Instead, they stand impassively, directing the activities of dark creepers, while other creepers attend to their needs. The stalkers appear to be ruthless and vicious masters. Dark creepers have been seen to offer up their magical items to a dark stalker. Whether this is done as a matter of worshipful obeisance, or is an outright bribe, is unclear.

DARK STALKER CHARACTERS

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

Darksphinx

COPYRIGHT NOTICE: Legions of Hell, © 2001 Chris Pramas (Green Ronin Publishing)
Large Outsider (Evil)

Hit Dice: 8d10+16 (60 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft., fly 60 ft. (poor)
AC: 24 (-1 size, +3 Dex, +12 natural)
Attacks: +2 *Large sickle* +13/+8 melee, *+1 longsword* +12 melee, tail slap +8 melee
Damage: +2 *Large sickle* 2d6+8, *+1 longsword* 1d8+4, tail slap 1d6+3
Face/Reach: 5 ft. by 5 ft./10 ft.
SpecialAttacks: Pounce, rake ld6+6, spell-like abilities
Special Qualities: Darkvision 60 ft., poison immunity; acid, cold, electricity, and fire resistance 20
Saves: Fort +8, Ref +9, Will +8
Abilities: Str 23, Dex 16, Con 15, Int 22, Wis 19, Cha 21
Skills: Concentration +13, Heal +9, Hide +4, Intimidate +16, Intuit Direction +9, Knowledge (arcana) +11, Knowledge (Hell) +11, Listen +17, Sense Motive +8, Spot +17, Wilderness Lore +9
Feats: Alertness, Ambidexterity, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Iron Will, Two-Weapon Fighting

---

Climate/Terrain: Any land and underground
Organization: Solitary or covey (2-4)
Challenge Rating: 10
Treasure: Double standard
Alignment: Always evil (any)
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

COMBAT

Darksphinxes usually accompany baatezu nobles as bodyguards. They stay near their charges, using spell-like abilities to discomfit their enemies until melee contact is made. In dire circumstances, a darksphinx grabs a charge in its rear legs and flies to safety.

Pounce (Ex): A darksphinx leaping on a foe in the first round of combat may make a full attack even if it has already taken a move action.

Rake (Ex): A darksphinx that pounces onto a creature can make two rake attacks (+13 melee) with its hind legs for 1d6+6 damage each.

Spell-like Abilities: 3/day-clairaudience/clairvoyance, *darkness, detect magic, poison, read magic,* and *see invisibility;* 1/day-*comprehend languages, desecrate, dispel magic legend lore, locate object, remove curse,* and *unholy blight.* These abilities are as the spells cast by a 14th-level sorcerer (save DC 15 + spell level). Once per week a Darksphinx can create a *symbol of death, discord, insanity, pain, persuasion, sleep,* and *stunning* (one of each) as the spell cast by an 18th-level sorcerer (save DC 23).

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Darter

Conversion by Scott Greene and/or Erica Balsley
Small Magical Beast

Hit Dice: 1d10+1 (6 hp)
Initiative: +1 (Dex)
Speed: 10 ft
AC: 13 (+1 size, +1 Dex, +1 natural)
Attacks: Fang +3 ranged; or bite +1 melee
Damage: Fang 1d3-1; or bite 1d6-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Paralysis
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +3, Ref +3, Will +1
Abilities: Str 9, Dex 12, Con 13, Int 1, Wis 12, Cha 2
Skills: Listen +4, Spot +4
Feats: Alertness

Climate/Terrain: Temperate or warm marsh
Organization: Pair, pack (3-8), or band (9-20)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Small)

A darter is a small swamp-dwelling lizard with a long tubular snout. It resembles a small 4-foot long lizard with scaly emerald or jade skin and tail. Its eyes are black. It has three small claws on each of its four feet. When threatened or alarmed, a darter will stand erect on its hind legs.

COMBAT

Numerous slender fangs grow in a horizontal direction in the darter's snout. These fangs are the darter's primary mode of defense and attack. A darter attacks by firing one of its fangs at an opponent. These fangs have a maximum range of 10 feet. Each fang is coated with a poison that causes paralysis in any living creature hit. A darter can fire 6 such fangs per day.

Once a creature is paralyzed, the darter moves in close, slashes the opponent's skin and drains blood (listed as bite damage in the statistics block). The darter is satiated after one such drink and will not need to feed for one day.

Paralysis (Ex): A creature hit by a darter's ranged attack must succeed at a Fortitude save (DC 11) or be paralyzed for 2d4 rounds. Darters are immune to their own paralysis effect and that of other darters.

The Council's Encyclopedia of Lifeforms Mundane and Magical

Death Dog

Conversion by Scott Greene and/or Erica Balsley
Medium-Size Magical Beast

Hit Dice: 2d10+4 (15 hp)
Initiative: +2 (Dex)
Speed: 40 ft
AC: 15 (+2 Dex, +3 natural)
Attacks: 2 bites +5 melee
Damage: Bite 1d6+1 and rotting death
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Rotting death, trip
Special Qualities: Scent, darkvision 60 ft., low-light vision
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 13, Dex 15, Con 15, Int 4, Wis 12, Cha 6
Skills: Hide +5, Listen +7, Spot +7, Wilderness Lore +3
Feats: Weapon Finesse (bite)

Climate/Terrain: Warm desert and underground
Organization: Pack (5-10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)

Death dogs are large two-headed hounds that can be distinguished by their penetrating double bark. Death dogs always hunt in packs, and it is not uncommon to find more than one pack hunting in the same area.

COMBAT

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

Rotting Death (Su): Supernatural disease—bite, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases rotting death continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease, page 74 in the *Core Rulebook II, the DMG*).

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

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

THE COUNCIL'S ENCYCLOPEDIA OF REALMS MUNDANE AND MAGICAL

Demilich

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Tiny Undead

Hit Dice: 8d12 (52 hp)
Initiative: +4 (+4 Improved Initiative)
Speed: 0 ft. (see text)
AC: 26 (+2 size, +14 natural)
Attacks: See text
Damage: See text
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: Animate dust, howl, trap the soul, curse
Special Qualities: Undead, spell immunity, turning immunity, weapon immunities, discern powerful creature, rejuvenation, susceptibilty
Saves: Fort +5, Ref -2, Will +15
Abilities: Str –, Dex 1, Con –, Int 20, Wis 23, Cha 20
Skills: Knowledge (any two) +16, Listen +17, Sense Motive +16, Spot +17
Feats: Ability Focus (trap the soul), Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 15
Treasure: Double Standard
Alignment: Any evil
Advancement: 9-24 HD (Tiny)

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

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

COMBAT

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

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

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

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

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

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

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

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

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

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

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

If the skull is destroyed, each trapped soul is allowed a Fortitude save (DC 15). Those that fail the save are irrecoverable, devoured by the demilich. A successful save means the creature's soul is still present in the gem. The soul can be freed by crushing the gem, though a material body (clone, simulacrum) must be present and within 30 feet of the gem when it is crushed. A soul released when no receptacle is present is lost forever.

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

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

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

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

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

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

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

THE ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Demodand, Farastu (Tarry)

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Tall) Outsider

Hit Dice: 11d8+44 (94 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 feet, fly 30 feet (poor)
AC: 23 (-1 Size, +3 Dex, +11 natural)
Attacks: 2 Claws +14 melee, Bite +10 melee
Damage: Claws 1d6+4, Bite 2d6+2
Face/Reach: 5 feet x 5 feet/10 feet
Special Qualities: Tar Secretions, Darkvision 60 feet, Damage Resistance 15/+1, Spell Resistance 18, Acid and poison immunity, Fire and Cold resistance 20, Slippery Mind, Spell-like abilities, Summon Demodand
Saves: Fort: +11, Reflex: +10, Will: +8
Abilities: Str: 19, Dex: 16, Con: 18, Int: 11, Wis: 12, Cha: 16
Skills: Bluff +16, Listen +14, Move Silently +16, Search +14, Sense Motive +13, Spellcraft +10, Spot +14
Feats: Flyby Attack, Improved Initiative, Multiattack

Climate/Terrain: Any land or underground
Organization: Solitary, brood (2-5), or wing (6-12)
Challenge Rating: 11
Treasure: Standard
Alignment: Usually chaotic evil or chaotic neutral
Advancement Range: 11-16 HD (Large); 17-32 HD (Huge); 33 HD (Colossal)

The farastu, sometimes called the tarry demodand, is tall and slender. A farastu is a 7-foot tall humanoid with a head shaped somewhat like a fish; its scaly face has bulbous eyes, a huge maw, and tiny ears. The rest of its body is rough and scaly, with hands ending in wicked claws. The only parts of the farastu not usually coated in tar are its leathery, bat-like wings. They constantly excrete a thick, foul-smelling material that resembles tar in smell, appearance, and consistency.

COMBAT

Farastu prefer to make their initial attack from the air, preferably employing a surprise flyby attack. It will use its spell-like abilities to its greatest advantage, using them to confuse its victims. In melee, it attacks in a reasonably intelligent fashion, using its flying ability to escape being cornered or flanked. It only summons another demodand when in dire need, as this leaves it beholden to the demodand summoned.

Tar Secretions (Ex): The secretions of a farastu are exceptionally sticky. When a farastu hits a creature or an unarmed attacker hits a farastu and fails a Reflex save (DC 15), the farastu can immediately attempt to grapple with the creature as a free action without drawing an attack of opportunity. An opponent successfully striking a farastu with a weapon must make a Reflex save (DC 15, weapon enhancement bonuses apply) or the weapon becomes stuck, requiring an opposed Strength roll each round to tear it free. Creatures attempting to pull their weapons free are considered flat-footed.

Slippery Mind (Su): A farastu is immune to all mind-affecting spells.

Spell-like Abilities (Sp): As though cast by an 11th-level sorcerer, DC 13+spell level
At will – *detect good, detect invisibility, detect magic, daze, gaseous form.*
3/day – *obscuring mist, enervation*
2/day – *dispel magic*

Summon Demodand (Sp): Once per day, a farastu can attempt to summon 1-2 fellow farastu demodands, with a 40% success chance. Just-summoned farastu cannot use this ability for one hour.

Demodand, Kelubar (Slime)

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Medium Outsider

Hit Dice: 13d8+52 (111 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 feet, fly 40 feet (poor)
AC: 23 (+1 Dex, +12 natural)
Attacks: 2 Claws +18 melee, Bite +13 melee
Damage: Claws 1d8+5, Bite 1d8+2
Face/Reach: 5 feet x 5 feet/5 feet
Special Attacks: Acid Secretions, Slimy Embrace
Special Qualities: Darkvision 90 feet, Damage Resistance 15/+2, Spell Resistance 19, Acid and poison immunity, Fire and Cold resistance 20, Slippery Mind, Spell-like abilities, Summon Demodand
Saves: Fort: +14, Reflex: +9, Will: +9
Abilities: Str: 20, Dex: 12, Con: 18, Int: 14, Wis: 12, Cha: 16
Skills: Bluff +16, Hide +14, Knowledge (planes) +15, Listen +14, Move Silently +14, Search +14, Sense Motive +15, Spellcraft +15, Spot +14, Swim +18
Feats: Flyby Attack, Great Fortitude, Improved Initiative, Multiattack

---

Climate/Terrain: Any land or underground
Organization: Solitary, brood (2-5), or wing (6-10)
Challenge Rating: 13
Treasure: Double Standard
Alignment: Usually chaotic evil or chaotic neutral
Advancement Range: 13-16 HD (Medium-Size); 17-24 HD (Large); 25-32 HD (Huge); 33-39 HD (Colossal)

Known as the slime demodand, a kelubar is slightly shorter and stockier than a farastu. The kelubar's skin is a deep black color, and tends to glisten due to its shiny skin secretions. A kelubar resembles an obese human with three digits on its clawed hands and feet. Its wings are nearly bat-like and its head is in a broad oval shape (i.e., longer side-to-side than top-to-bottom), with large eyes, a broad nose, and a wide mouth.

COMBAT

Kelubar demodands are quite at home in the air. They prefer to make their first attack on the wing while invisible. They use their spell-like abilities to weaken and confuse prey, and then attack physically. They are loathe to use their summon demodand ability, as it leaves them beholden to the summoned demodand.

Acid Secretions (Ex): The secretions of a kelubar are strongly acidic. Any hit by a kelubar inflicts an additional 1d6 points of acid damage (Reflex save DC 20 for half). Any creature that grapples with a kelubar is affected automatically as though by the creature's slimy embrace attack.

Slimy Embrace (Ex): A kelubar that hits a single target with all three attacks in a single round has embraced the target, covering it with acidic slime. The slime inflicts 4d6 points of acid damage immediately (no save) and 2d6 points of acid damage the next round (Reflex save for half; DC 20) if not washed off with water (or some other liquid) first.

Slippery Mind (Su): A kelubar is immune to all mind-affecting spells.

Spell-like Abilities (Sp): As though cast by an 13th-level sorcerer, DC 13+spell level
At will – *detect good, detect invisibility, detect magic, daze, gaseous form, invisibility, tongues.*
3/day – *dispel magic, enervation, obscuring mist*

Summon Demodand (Sp): Once per day, a kelubar can attempt to summon 1-4 fellow kelubar demodands, with a 50% success chance. Just-summoned kelubar cannot use this ability for one hour.

Demodand, Shator (Shaggy)

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Medium Outsider

Hit Dice: 15d8+75 (143 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 feet, fly 30 feet (poor)
AC: 24 (+1 Dex, +13 natural)
Attacks: 2 Claws +20 melee, Bite +15 melee; or weapon +20/+15/+10
Damage: Claws 1d8+5, Bite 1d8+2; or by weapon +5
Face/Reach: 5 feet x 5 feet/5 feet
Special Qualities: Darkvision 120 feet, Damage Resistance 25/+3, Acid and poison immunity, Fire and Cold resistance 20, Slippery Mind, Spell-like abilities, Spell Resistance 20, Summon Demodand
Saves: Fort: +16, Reflex: +10, Will: +10
Abilities: Str: 21, Dex: 12, Con: 20, Int: 17, Wis: 12, Cha: 16
Skills: Bluff +21, Hide +14, Knowledge (arcana) +16, Knowledge (planes) +16, Listen +25, Move Silently +19, Search +19, Sense Motive +19, Spellcraft +21, Spot +25
Feats: Flyby Attack, Great Fortitude, Improved Initiative, Multiattack

---

Climate/Terrain: Any land or underground
Organization: Solitary, brood (2-5), or wing (6-8)
Challenge Rating: 15
Treasure: Double Standard
Alignment: Usually chaotic evil or chaotic neutral
Advancement Range: 16 HD (Medium-Size); 17-24 HD (Large); 25-32 HD (Huge); 33-45 HD (Colossal)

The outer plane of Tarterus is the home of the winged demodands. These hideous monsters are respected even by the mightiest demons and daemons (q.v.) as they are powerful, clever, and ruthlessly selfish. Their society is a feudal one, with barons holding sway over the masses of commoners. On the Prime Material plane, it is extraordinarily rare to encounter more than a single demodand, as they are usually summoned as guardians or executioners.

Shators, or shaggy demodands, are the great lords of the demodands. It is the broadest and the shortest of the demodands, and its hide hangs in overlapping patches much like a wrinkled dog's. Their huge heads are mostly mouth and somewhat resemble giant noseless bulldogs.

COMBAT

Shaggy demodands are somewhat uncomfortable in the air, though they will use their flying ability to their advantage. Capable of combat with weapons (unlike other demodands), they will use weapons if they feel they can gain an advantage by doing so. They are extremely intelligent combatants and schemers, and usually do not try to fight to the death, using their flight, spells, and mass to cut out an escape route if none otherwise exists (though they are rarely without several escape plans).

Slippery Mind (Su): A shator is immune to all mind-affecting spells.

Spell-like Abilities (Sp): As though cast by an 15th-level sorcerer, DC 13+spell level
At will – *detect good, detect invisibility, detect magic, daze, gaseous form, invisibility, tongues.*
3/day – *dispel magic, enervation, obscuring mist*
1/day – *cloudkill, suggestion, stinking cloud*

Summon Demodand (Sp): Once per day, a shator can attempt to summon 1-8 fellow shator demodands, with a 50% success chance. Just-summoned shator cannot use this ability for one hour.

Skills: Shator demodands receive a +6 racial bonus to Spot and Listen checks (included in above stats).

Demon, Alu-Demon

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)
Initiative: +1 (Dex)
Speed: 30 ft, fly 50 ft (average)
AC: 16 (+1 Dex, +5 natural)
Attacks: Claw +7 melee; or longsword +7 melee
Damage: Claw 1d4+1 and vampiric touch; longsword 1d8+1
Face/Reach: 5 ft by 5 f./5 ft
Special Attacks: Spell-like abilities, vampiric touch
Special Qualities: Damage reduction 10/+1, SR 17, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +7, Ref +6, Will +7
Abilities: Str 13, Dex 13, Con 15, Int 14, Wis 14, Cha 14
Skills: Bluff +9, Concentration +10, Hide +8, Intimidate +10, Listen +10, Move Silently +8, Search +8, Spellcraft +9, Spot +10
Feats: Dodge, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 8
Treasure: Double coins; standard goods; standard items
Alignment: Usually chaotic evil
Advancement: By character class

The alu-demon is the offspring of the mating of a succubus and a human. They are always female.

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

COMBAT

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

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

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

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

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Demon, Babau

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 8d8+24 (60 hp)
Initiative: +2 (Dex)
Speed: 40 ft
AC: 23 (+2 Dex, +11 natural)
Attacks: Longsword +12/+7 melee; or longspear +10 ranged; or 2 claws +12 melee, bite +10 melee
Damage: Longsword 1d8+4; or longspear 1d8+4; or claw 1d6+4, bite 1d6+4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, enfeeblement gaze, sneak attack, summon demons
Special Qualities: Damage reduction 20/+2, SR 21, weapon immunity, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +9, Ref +8, Will +8
Abilities: Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 14
Skills: Climb +12, Concentration +14, Disable Device +7, Hide +13,Knowledge (any one) +6, Listen +18, Move Silently +11, Open Lock +8, Pick Pocket +6, Search +7, Sense Motive +8, Spot +13
Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 11
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9-12 HD (Medium-size); 13-24 HD (Large)

The babau is called the 1-horned horror or ebony death. Babau are hated by vrock, hezrou, and glabrezu. They are particularly fond of the flesh of Nalfeshnee and are thus both despised and feared by the latter.

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

COMBAT

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

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

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

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

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

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

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

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

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

Demon, Baphomet (Demon Lord of Minotaurs)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Outsider (Chaotic, Evil)

Hit Dice: 35d8+420 (577 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 40 (-1 size, +6 Dex, +25 natural)
Attacks: Bite +48 melee, butt +46 melee, Huge *+4 halberd* +50 melee; or Huge *+4 halberd* +52/+47/+42/+37/+32 melee
Damage: Bite 1d8+13, butt 1d8+6, Huge *+4 halberd* 2d8+10; or Huge *+4 halberd* 2d8+17
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, breath weapon, roar, summon demons, summon minotaurs
Special Qualities: Damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +31, Ref +25, Will +30
Abilities: Str 36, Dex 23, Con 34, Int 26, Wis 32, Cha 32
Skills: Bluff +41, Climb +43, Concentration +46, Diplomacy +36, Disguise +36, Escape Artist +31, Gather Information +41, Intimidate +41, Intuit Direction +48, Jump +38, Knowledge (arcana) +33, Knowledge (planes) +33, Listen +49, Move Silently +33, Scry +28, Search +38, Sense Motive +33, Spellcraft +46, Spot +49
Feats: Cleave, Combat Casting, Great Cleave, Improved Initiative, Mutliattack, Power Attack, Weapon Focus (bite, butt, huge halberd)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-8 minotaurs)
Challenge Rating: 55
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Baphomet is the lord of minotaurs. He is hated by Yeenoghu, and the two are warring against each other.

Baphomet appears as a 12-foot tall bullheaded ogre, with large curving horns. His body is covered with black hair and his hands and feet are broad and thick with stubby fingers and toes. His tail is bovine.

COMBAT

Baphomet attacks using his bite, butting with his head, and his huge *+4 halberd*.

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, passwall, pyrotechnics, read magic, see invisible, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of fire*; 3/day—*maze, shapechange,* and *wall of stone*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: Baphomet casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 21 + spell level). He has access to the domains of Chaos, Evil, and War.

Breath Weapon (Su): Line of unholy water, 5 feet wide, 5 feet high, and 10 feet long, 4d6 points of damage to outsiders of any good alignment, once per 1d4 rounds, Reflex save half (DC 33).

Roar (Su): Three times per day, 30-foot radius, Will save (DC 33) or flee in fear for 1d6 rounds.

Summon Demons (Sp): Three times per day Baphomet can automatically summon one balor or nalfeshnee, or 1d3 mariliths.

Summon Minotaurs (Sp): Once per day Baphomet can automatically summon 2d4 minotaurs.

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

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

Demon, Bar-lgura

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)
Initiative: +1 (Dex)
Speed: 30 ft, climb 30 ft
AC: 20 (+1 Dex, +9 natural)
Attacks: 2 claws +9 melee, bite +4 melee
Damage: Claw 1d4+3, bite 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, summon demons
Special Qualities: Damage reduction 10/silver, SR 12, chameleon, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +7, Ref +6, Will +6
Abilities: Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 10
Skills: Climb +17, Concentration +8, Hide +7, Move Silently +7, Listen +9, Search +6, Sense Motive +6, Spot +9
Feats: Alertness, Dodge, Spring Attack*

Climate/Terrain: Any land and underground
Organization: Gang (2-5) or pack (6-11)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)

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

COMBAT

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

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

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

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

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

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

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

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Demon, Chasme

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: 7d8+21 (52 hp)
Initiative: +2 (Dex)
Speed: 20 ft, climb 20 ft, fly 60 ft (good)
AC: 22 (-1 size, +2 Dex, +11 natural)
Attacks: 2 claws +10 melee, bite +5 melee
Damage: Claw 2d4+4, bite 1d8+2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, improved grab, blood drain, drone, fear aura, summon demons
Special Qualities: Damage reduction 20/+2, SR 19, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 18, Dex 14, Con 17, Int 14, Wis 13, Cha 12
Skills: Concentration +13, Hide +7, Knowledge (any one) +10, Listen +13, Move Silently +11, Search +10, Sense Motive +11, Spellcraft +11, Spot +13
Feats: Power Attack, Cleave

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-4), or squad (5-6)
Challenge Rating: 11
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8-12 HD (Large); 13-21 HD (Huge)

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

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

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

COMBAT

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

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

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

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

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

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

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

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

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

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

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

Demon, Demogorgon (Demon Prince)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Huge Outsider (Chaotic, Evil)

Hit Dice: 66d8+1056 (1353 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 30 ft
AC: 44 (-2 size, +8 Dex, +28 natural)
Attacks: 2 tentacles +82 melee, tail lash +80 melee, 2 bites +80 melee
Damage: Tentacle 2d6+18 and disease, tail lash 2d6+9 and energy drain, bite 2d6+9
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: Spell-like abilities, spells, disease, energy drain, summon demons, gaze attacks
Special Qualities: Damage reduction 40/+4, SR 34, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +51, Ref +43, Will +48
Abilities: Str 47, Dex 26, Con 43, Int 36, Wis 36, Cha 38
Skills: Balance +73, Bluff +83, Climb +83, Concentration +85, Diplomacy +83, Disguise +69, Escape Artist +63, Gather Information +68, Heal +78, Intimidate +83, Jump +73, Knowledge (arcana) +82, Knowledge (planes) +82, Knowledge (religion) +82, Listen +73, Move Silently +68, Scry +78, Search +78, Sense Motive +78, Spellcraft +82, Spot +73
Feats: Ambidexterity, Blind-Fight, Combat Casting, Cleave, Dodge, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Multiattack, Power Attack, Spring Attack, Sunder, Weapon Focus (bite, tentacle, tail)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1-2 balors plus 1-4 glabrezu)
Challenge Rating: 65
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

It is contended by some that this demon prince is supreme. His hatred for Orcus is immense and unending, followed closely by his hatred for Graz'zt.

Demogorgon appears as an 18-foot tall reptilian-humanoid. He has two heads that bear the visages of baboons. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. In place of arms, he has two huge tentacles.

COMBAT

Demogorgon attacks first using his gaze weapons and should any survive the onslaught, he will utilize his tentacles, tail, and bites. He uses his spells and spell-like abilities liberally in combat, and should the combat go against him, he will summon demons to cover his escape.

Spell-Like Abilities: At will- *blasphemy, charm monster, charm person, deeper darkness, desecrate, detect good, detect law, detect thoughts, fear, greater dispelling, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of ice*; 1/day—*feeblemind, power word* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

Spells: Demogorgon casts arcane spells as a 20th-level sorcerer (save DC 24 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Chaos, Evil, Trickery, and War.
Disease (Su): Supernatural disease—tentacle attack, Fortitude save (DC 59), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, this continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease page 74 in the *DMG*).

Energy Drain (Su): Living creatures hit by Demogorgon's tail lash receive two negative levels. The Fortitude save to remove a negative level has a DC of 57.

Gaze Attacks (Su): Each of Demogorgon's head's can emit one gaze effect; hypnotism and insanity. If he focuses both gazes on one foe, he effect; hypnotism and insanity. If he focuses both gazes on one foe, he can *dominate* his opponent. Each is usable once per round. Each gaze effect resembles a spell cast by a 20th-level sorcerer. All gazes have a range of 50 feet and a save DC of 57.

Hypnotism: Left head; the target must succeed at a Will save or be affected as though by the spell.
Insanity: Right head; the target must succeed at a Will save or be affected as though by the spell.
Domination: Both heads combined; the target must succeed at a Will save or be affected as though by the spell.

Summon Demons (Sp): Three times per day Demogorgon can automatically summon summon

1d2 balors, 1d3 nalfeshnees or glabrezu, or 1d4 mariliths.

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

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Demon, Fraz-Urb 'Luu (Prince of Deception)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Huge Outsider (Chaotic, Evil)

Hit Dice: 77d8+924 (1270 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 50 ft (average)
AC: 38 (-2 size, +5 Dex, +25 natural)
Attacks: 2 slams +92 melee, bite +90 melee, tail slash +90 melee
Damage: Slam 2d6+16, bite 2d6+8, tail slash 2d4+8
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: Spell-like abilities, spells, improved grab, tear, summon demons, summon prince or lord
Special Qualities: Damage reduction 30/+3, SR 30, immunities, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +52, Ref +45, Will +51
Abilities: Str 42, Dex 20, Con 34, Int 32, Wis 32, Cha 36
Skills: Bluff +93, Concentration +93, Diplomacy +93, Hide +91, Intimidate +93, Intuit Direction +93, Knowledge (arcana) +93, Knowledge (planes) +93, Knowledge (history) +93, Knowledge (geography) +93, Knowledge (religion) +93, Listen +93, Move Silently +91, Scry +93, Search +93, Sense Motive +93, Spellcraft +93, Spot +93
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Empower Spell, Extend Spell, Great Cleave, Improved Critical (slam, bite, tail), Improved Initiative, Improved Unarmed Attack, Multiattack, Power Attack, Quicken Spell, Spell Penetration, Stunning Fist, Weapon Focus (slam, bite, tail)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-4 nalfeshnees or 1-2 balors)
Challenge Rating: 65
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Fraz-Urb 'Luu dwells on an abyssal plane that seems totally flat and featureless. The dreary place is actually alive to the demon's wishes, featureless. The dreary place is actually alive to the demon's wishes, and shapes itself accordingly into hills, caves, etc. From the experiences of two individuals who have been there and returned, the horrible place is not only depressing and sickening, but magic items there lose their dweomer. Therefore, it seems almost certain that any magic treasure Fraz-Urb 'Luu possesses (save for artifacts and relics) will be spoiled.

For several centuries Fraz-Urb 'Luu was trapped under Castle Greyhawk in a stone prison. Many adventurers unwary enough to converse with him were destroyed forever. Eventually two powerful individuals, a wizard and a cleric, were duped into performing a series of heroic deeds that set him free. As their just rewards, the demon prince transported them to his abyssal lair where they still serve as his slaves.

Fraz-Urb 'Luu is looking for his staff, a powerful artifact which is said to combine the powers of several staves and rods. The dreaded artifact was stolen from him while he was imprisoned, and even the other demon princes do not desire its recovery.

Fraz-Urb 'Luu appears as a hulking, 18-foot tall humanoid. His body is covered in short, coarse, blue hair. His feet are broad and splayed, and his hands are large and stubby. His visage is beautiful, but cruel, and the mouth is huge and fanged. Large, ragged ears jut from the central portion of the skull to beyond the domed, rather pointed, head. He has pale gray skin and two vast wings of dull black project from his back. His tail is hairless, from a gray base to a pale blue tip.

COMBAT

Fraz-Urb 'Luu will pummel and bite a foe in combat, or use his tail to slash an opponent or entwine an opponent while he bites and pummels him.

One of his favorite tactics, after a group of would-be-slayers has been worn down, is to summon another demon prince to deal with them. Fraz-Urb 'Luu will teleport away when the prince or lord arrives.

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, hypnotic pattern, mislead, polymorph self, polymorph other, pyrotechnics, read magic, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of fire*; 1/day—*plane shift, power word blind,* and *prismatic spray*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Fraz-Urb 'Luu casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 20 +

spell level). He has access to the domains of Chaos, Evil, Knowledge, and Trickery.

Improved Grab (Ex): To use this ability, Fraz-Urb 'Luu must hit an opponent with a slam attack or his tail attack. If he gets a hold he tears the flesh.

Tear (Ex): Fraz-Urb 'Luu automatically hits a held opponent with all his melee attacks each round he maintains the hold.

Summon Demons (Sp): Three times per day Fraz-Urb 'Luu can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Prince or Lord (Sp): Once per day Fraz-Urb 'Luu can attempt to deceive another demon prince or lord into believing that he or she has been summoned by the party (so long as the party and Fraz-Urb 'Luu are on the same plane) with a 70% of success. If the deception succeeds, the summoned demon prince (lord) or princess deception succeeds, the summoned demon prince (lord) or princess (lady) appears believing to have been summoned by those opposing Fraz-Urb 'Luu.

Immunities (Ex): Fraz-Urb 'Luu is immune to all mind-influencing effects and detection spells and effects.

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

Telepathy (Su): Fraz-Urb 'Luu can communicate telepathically with any creature within 100 feet that has a language.

THE FORGOTTEN ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Demon, Graz'zt (Demon Prince)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: 62d8+868 (1147 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 47 (-1 size, +8 Dex, +25 natural, +5 shield) *42 (without shield)*
Attacks: Large *+5 vorpal bastard sword* +79/+74/+69/+64/+59 melee; or large *+5 vorpal bastard sword* +79 melee and *+3 guisarme* +74 melee
Damage: Large *+5 vorpal bastard sword* 2d8+17 and 2d4 acid; or large *+5 vorpal bastard sword* 2d8+17 and 2d4 acid and *+3 guisarme* 2d4+9
Face/Reach: 5 ft by 5 ft/10 ft (15-20 f. with guisarme)
Special Attacks: Spell-like abilities, spells, fear aura, summon demons
Special Qualities: Damage reduction 40/+4, SR 30, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +47, Ref +41, Will +45
Abilities: Str 34, Dex 26, Con 38, Int 36, Wis 36, Cha 40
Skills: Bluff +79, Concentration +79, Craft (weaponsmith) +62, Diplomacy +79, Disguise +79, Escape Artist +58, Gather Information +77, Heal +62, Intimidate +79, Jump +63, Knowledge (arcana) +77, Knowledge (planes) +77, Knowledge (religion) +77, Listen +77, Move Silently +73, Scry +77, Search +77, Sense Motive +77, Spellcraft +77, Spot +77
Feats: Ambidexterity, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Two-Weapon Fighting, Weapon Focus (bastard sword), Whirlwind Attack

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-4 lamias plus 2-4 succubi or mariliths)
Challenge Rating: 64
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

One of the most powerful demon rulers in the Abyss is Lord Graz'zt, dedicated foe of both Demogorgon (q.v.) and Orcus (q.v.). The never-ending war between Graz'zt and the other demon lords rages across the Abyss showing no mercy to those that get in its way.

Graz'zt is one of the handsomest of the demon lords, at least by human standards. He appears as a large, 9-foot tall humanoid with black skin and green glowing eyes. His slanted eyes and pointed ears are merely indicative of his demonic nature. Graz'zt has six fingers on each hand and six toes on each foot.

COMBAT

Graz'zt attacks using his spells, spell-like abilities and bastard sword. On occasion he has been known to forego the use of his shield and wield two weapons, his bastard sword and a guisarme (that he wields one-handed).

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic missile, mirror image, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of fire*; 1/day—*disintegrate, fire storm, polymorph any object,* and *trap the soul*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Graz'zt casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Chaos, Evil, Knowledge, and War.

Fear Aura (Su): 60 feet; Will save (DC 55) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Graz'zt's fear aura for one day.

Summon Demons (Sp): Three times per day Graz'zt can automatically summon 1d2 balors, 1d3 nalfeshnees, or 1d4 mariliths.

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

Telepathy (Su): Graz'zt can communicate telepathically with any creature within 100 feet that has a language.

Demon, Jubilex (The Faceless Lord)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: 29d8+435 (565 hp)
Initiative: +4 (+4 Improved Initiative)
Speed: 10 ft.
AC: 31 (-1 size, +22 natural)
Attacks: Slam +39 melee
Damage: Slam 2d6+16 and 1d6 acid
Face/Reach: 5 ft by 20 ft/10 ft
Special Attacks: Spell-like abilities, spells, acid, slime spittle, summon demons
Special Qualities: Amorphous, damage reduction 30/+3, SR 28, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +31, Ref +16, Will +25
Abilities: Str 32, Dex 10, Con 40, Int 28, Wis 28, Cha 28
Skills: Climb +35, Concentration +47, Decipher Script +35, Diplomacy +39, Escape Artist +25, Gather Information +27, Intimidate +39, Intuit Direction +38, Knowledge (arcana) +34, Knowledge (planes) +34, Direction +38, Knowledge (arcana) +34, Knowledge (planes) +34, Listen +41, Move Silently +32, Scry +35, Search +35, Sense Motive +34, Spellcraft +36, Spot +41, Wilderness Lore +34
Feats: Cleave, Concentration, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Track

---

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-8 ochre jellies, 1-4 gray oozes, and
1-4 black puddings)
Challenge Rating: 55
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

There is no question that this is the most disgusting and loathsome of all demons. Juiblex is foul and nauseating in the extreme, reclusive and resentful of intrusion by any form of normal creature. He surrounds his person with oozes of all kinds. It is said by some that all such creatures are his spawn and find their way to the Prime Material by oozing through the cracks of the earth from the depths of the Abyss.

Juiblex has no set form. He takes the form of a 9-foot tall column of ooze, striated in disgusting blackish greens, foul browns and yellows, and sickly translucent grays. From this mass protrude several glaring red eyes. Juiblex can spread himself into a vast pool of slime or rise in a towering column of disgusting ordure 12 or more feet in height.

COMBAT

Juiblex's dripping form can lash forward in melee to cause terrible damage–both from the force of his blow and the caustic properties of his noisome secretions.

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of fire*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Spells: Juiblex casts arcane spells as a 20th-level sorcerer (save DC 29 + spell level) and divine spells as a 20th-level cleric (save DC 31 + spell level). He has access to the domains of Chaos, Evil, and Water.

Acid (Ex): Juiblex secretes an acid that dissolves only flesh. Any melee hit deals acid damage.

Slime Spittle (Su): Once per minute, 20 foot line of slime; Fortitude save (DC 40) or 1d6 points of acid damage and 1d6 points of temporary Constitution damage per round. On the first round the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the slime.

Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness, but not that of wood. The slime does not harm stone.

A metal or wooden weapon that touches the slime dissolves immediately unless it makes a successful Reflex save (DC 40).

Amorphous (Ex): Juiblex is not subject to critical hits, and havi ng no clear front or back, cannot be flanked.

Summon Demons (Sp): Three times per day, Juiblex can automatically summon one balor, or two nalfeshnee or glabrezu, or 1d6 hezrous.

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

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Demon, Kakkuu (Spider-Demon)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 40 ft, climb 20 ft
AC: 18 (+2 Dex, +6 natural)
Attacks: Bite +6 melee
Damage: Bite 1d6+1 and poison
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, poison, web, summon demons
Special Qualities: Damage reduction 10/silver, SR 8, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +5, Ref +6, Will +4
Abilities: Str 12, Dex 15, Con 13, Int 4, Wis 11, Cha 11
Skills: Climb +7, Hide +15, Listen +6, Move Silently +7, Spot +6
Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground
Organization: Pack (2-5), swarm (6-11), or mob (10-20)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 5-7 HD (Medium-size); 8-12 HD (Large)

The kakkuu are the weakest and least intelligent of the spider-demons. They are very animalistic and behave much like ordinary giant spiders. Most other spider-demons use the kakkuu to do their bidding.

They appear as 5-foot long spiders with bloated bodies and mangy, filthy wolf heads. They communicate with each other using a series of snarls, barks, and growls, or telepathy.

COMBAT

A favorite tactic of a kakkuu is to lie in wait on a ledge or outcropping waiting for its foe to pass underneath. When its opponent comes into range, it drops a sticky strand of webbing attempting to catch the creature and reel it in where it can bite and inject its poison.

Spell-Like Abilities: At will—*darkness, scare, telekinesis,* and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 4th-level sorcerer (save DC 10 + spell level).

Poison (Ex): Bite, Fortitude save (DC 13); initial and secondary damage 1d6 temporary Strength.

Web (Ex): Eight times per day a kakkuu shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 13, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The kakkuu can perform one of the following special tactics with its webs once per round.

Sticky Glob: A kakkuu can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the kakkuu reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the kakkuu and one creature of the same size.

Summon Demons (Sp): Once per day a kakkuu can attempt to summon 1d8 kakkuu with a 35% chance of success.

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

Telepathy (Su): Kakkuu can communicate telepathically with creatures within 100 feet that speak Abyssal.

Skills: The kakkuu's coloration gives it a +8 racial bonus to Hide checks.

Demon, Kostchtchie (Demon Lord)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 32d8+256 (400 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 36 (+1 Dex, +25 natural)
Attacks: Large two-handed *+4 warhammer* +49/+44/+39/+34/+29 melee
Damage: Large two-handed *+4 warhammer* 2d6+22
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, stun, summon demons
Special Qualities: Damage reduction 30/+3, SR 26, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +26, Ref +19, Will +26
Abilities: Str 35, Dex 13, Con 27, Int 26, Wis 26, Cha 23
Skills: Bluff +29, Climb +44, Concentration +40, Diplomacy +38, Escape Artist +26, Gather Information +38, Intimidate +38, Intuit Direction +40, Jump +32, Knowledge (arcana) +40, Knowledge (planes) +39, Listen +43, Move Silently +26, Search +39, Sense Motive +41, Spellcraft +38, Spot +43
Feats: Blind-Fight, Cleave, Combat Casting, Expertise, Great Cleave, Improved Critical (warhammer), Improved Disarm, Power Attack, Weapon Focus (warhammer)
Climate/Terrain: Any land and underground
Organization: Troupe (two Huge 18 HD leucrottas or two Huge 18 HD winter wolves) or squad (2-4 frost giants and one Huge ancient 30 HD white dragon that serves as his steed)
Challenge Rating: 55
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Kostchtchie is a powerful demon lord, so evil, that he is even hated by those of his own kind.

He appears as a 7-foot humanoid with short, bandy legs. He is relatively slow (compared to other demon lords). His head is a flat oval with slitted eyes and gross features. His torso and arms bulge with muscles. His skin is pale yellow and hairless save for eyebrows.

COMBAT

Kostchtchie fights with his warhammer in battle.

Spell-Like Abilities: At will—*bestow curse, blasphemy, command, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic circle against good, pyrotechnics, read magic, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura,* and *unholy blight*; 1/day—*harm* and *poison*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Spells: Kostchtchie casts arcane spells as a 20th-level sorcerer (save DC 16 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Chaos, Evil, and Destruction.

Stun (Su): Any creature hit by Kostchtchie's warhammer must make a Fortitude save (DC 20) or be stunned for 1d3 rounds.

Summon Demons (Sp): Three times per day Kostchtchie can automatically summon one balor or nalfeshnee, or 1d4 babau demons (q.v.).

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

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

Demon, Lolth (Demon Queen of Spiders)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: 46d8+540 (746 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 50 ft, climb 30 ft
AC: 48 (-1 size, +9 Dex, +30 natural)
Attacks: Bite +59 melee
Damage: Bite 1d8+19 and poison
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Spell-like abilities, spells, web, poison, summon demons, summon spiders
Special Qualities: Damage reduction 30/+3, SR 32, susceptibility to holy water, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +37, Ref +34, Will +38
Abilities: Str 36, Dex 28, Con 34, Int 32, Wis 36, Cha 40
Skills: Bluff +61, Climb +67, Concentration +58, Diplomacy +61, Disguise +50, Escape Artist +44, Gather Information +56, Hide +46, Intimidate +60, Jump +60, Knowledge (arcana) +58, Knowledge (planes) +58, Knowledge (religion) +58, Listen +62, Move Silently +54, Scry +51, Search +51, Sense Motive +52, Spellcraft +57, Spot +62
Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Great Cleave, Improved Initiative, Maximize Spell, Mobility, Power Attack, Weapon Focus (bite)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe
Challenge Rating: 57
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Lolth is a very powerful and feared demoness. Her Abyssal lairs are collectively and rightfully known as the Demonweb pits. She usually collectively and rightfully known as the Demonweb pits. She usually takes the form of a large, 9-foot long black widow spider, though she enjoys appearing as an exquisitely beautiful female drow. Little is known about her aims, and only the fact that the drow worship of Lolth causes her to assume form on the Material Plane permits compilation of any substantial information whatsoever.

COMBAT

Lolth attacks using her bite and spell-like abilities in combat. If she is confronted in drow form she will use her spells, before assuming her true form; that of a giant black widow spider.

Spell-Like Abilities: At will—*blasphemy, confusion, deeper darkness, desecrate, detect good, detect law, dispel magic, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura,* and *unholy blight*; 3/day—*heal* (self only) and *shapechange*; 1/day—*word of chaos*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Lolth casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). She has access to the domains of Chaos, Evil, Destruction, and Trickery.

Web (Ex): Lolth can shoot webs from her abdomen at a range of 30 feet. This attack resembles the *web* spell with the following exceptions: the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 45, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round). In addition, the webs are coated with an acidic poison that deals 1d6 points of damage per round of contact.

Poison (Ex): Bite, Fortitude save (DC 45); initial damage 3d6 temporary Constitution, secondary damage 3d6 temporary Constitution.

Summon Demons (Sp): Three times per day Lolth can automatically summon 1d4 vrocks or hezrous, or 1d3 glabrezus.

Summon Spiders (Sp): Three times per day Lolth can automatically summon 2d4 Medium-size, 1d6 Large, 1d4 Huge, or 1d2 phase spiders.

Susceptibility to Holy Water (Ex): Lolth is especially vulnerable to holy water, taking 3d6 points of damage from a direct hit, and 3 points of damage from a splash.

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

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

Demon, Lycosidilith (Spider-Demon)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Outsider (Chaotic, Evil)

Hit Dice: 10d8+30 (75 hp)
Initiative: +1 (Dex)
Speed: 40 ft, climb 20 ft
AC: 24 (+1 Dex, +13 natural)
Attacks: Bite +16 melee, 2 morningstars +13 melee; or 2 claws +15 melee, bite +13 melee; or composite shortbow +10 ranged
Damage: Bite 1d6+5 and poison and continuous wounding, morningstar 1d8+2; or claw 1d4+5, bite 1d6+2 and poison and continuous wounding; or composite shortbow 1d6+5
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Spell-like abilities, poison, continuous wounding, web, summon demons
Special Qualities: Damage reduction 20/+2, SR 21, see invisible, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +10, Ref +8, Will +8
Abilities: Str 21, Dex 13, Con 16, Int 15, Wis 13, Cha 12
Skills: Climb +23, Concentration +13, Hide +19, Jump +15, Knowledge (any one) +12, Listen +11, Move Silently +11, Search +12, Sense Motive +11, Spot +11
Feats: Ambidexterity, Blind-Fight, Multiattack, Two-Weapon Fighting, Weapon Focus (bite)

Climate/Terrain: Any land and underground
Organization: Pair or pack (2-5)
Challenge Rating: 13
Treasure: Standard coins; double goods; standard items
Alignment: Always chaotic evil
Advancement: 11-14 HD (Large); 15-30 HD (Huge)

These are the personal guards and escorts of the Queen of Chaos. They are often employed as ambassadors and for other missions that require subtlety and tact.

The lycosidilith appears as an 8-foot long, hairless spider with the head of a wolf. The wolf's head is furry, but backed with bony plates. The lycosidilith is usually green or blue overall, with yellow, black, or orange spots or rings.

COMBAT

As masters of ambush, the lycosidilith freely use their abilities of *darkness* and *invisibility*. They frequently use their *polymorph self* ability to appear as harmless creatures, attempting to gain surprise on a foe.

The lycosidilith attacks using its claws and bite, or weapons and bite.

Spell-Like Abilities: At will—*alter self, darkness, fear, scare, telekinesis,* and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility, mirror image*, *polymorph self,* and *unholy blight*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 11 + spell level).

Poison (Ex): Bite, Fortitude save (DC 18); initial and secondary damage 2d6 temporary Strength.

Continuous Wounding (Ex): A creature bitten by a lycosidilith loses 1 hit point per day per bite as the wound festers into a putrid, tissue destroying sore. The hit point loss can be stopped by casting *neutralize poison*. The lost hit points cannot be cured normally or magically until *neutralize poison* has been cast to stop the loss.

Web (Ex): Eight times per day a lycosidilith shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 18, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The lycosidilith can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 50 feet, as the *entangle* spell cast by a 10th-level sorcerer.

Sticky Glob: A lycosidilith can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the lycosidilith reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the lycosidilith and one creature of the same size.

Fear Glob: A lycosidilith can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 18) or flee in terror for 1d6 rounds.

Glitterdust: A lycosidilith can fire cone of thread, 40 feet long, affects any in the area as by the *glitterdust* spell cast by a 6th-level sorcerer (save DC 18).

See Invisible (Su): A lycosidilith can continuously see invisible creatures as the spell cast by a 10th-level sorcerer.

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

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

Summon Demons (Sp): Once per day a lycosidilith can attempt to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1d2 lycosidiliths with a 50% chance of success.

Skills: The lycosidilith's coloration gives it a +8 racial bonus to Hide checks.

Feats: The lycosidilith gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Demon, Manes

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Outsider (Chaotic, Evil)

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

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

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

Manes do not possess the telepathic ability of other demons.

COMBAT

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

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

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

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

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

COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Demon, Miska (The Wolf Spider)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: *Current:* 24d8+168 (138 hp)
Full Essence: 24d8+168 (276 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 50 ft, climb 30 ft
AC: 31 (-1 size, +2 Dex, +20 natural)
Attacks: *Current:* 4 slams +30 melee, 2 bites +28 melee; or *+3 scimitar of speed* +33/+33 melee, *+5 scimitar of disintegration* +33 melee, 2 *+3 morningstars* +31 melee, 2 bites +28 melee
Full Essence: 4 slams +37 melee, 2 bites +35 melee; or *+3 scimitar of speed* +40/+40 melee, *+5 scimitar of disintegration* +40 melee, 2 *+3 morningstars* +38 melee, 2 bites +35 melee
Damage: *Current:* Slam 1d8+1*0,* bite 1d8+3 and poison; or *+3 scimitar of speed* 1d6+1*0, +5 scimitar of disintegration* 1d6+*6, +3 morningstar* 1d8+*6,* bite 1d8+3 and poison
Full Essence: Slam 1d8+14, bite 1d8+3 1d8+7 and poison; or *+3 scimitar of speed* 1d6+17, *+5 scimitar of disintegration* 1d6+12, *+3 morningstar* 1d8+10, bite 1d8+7 and poison
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, summon demons, poison, web, acidic blood
Special Qualities: Damage reduction 30/+3, SR 28, freedom of movement, demon qualities, telepathy, sound imitation, regeneration 10, darkvision 120 ft
Saves: Fort +21, Ref +16, Will +18
Abilities: Str 25 *(39)**, Dex 15, Con 25, Int 10 *(20)**, Wis 18, Cha 20
Skills: Bluff +20, Climb +27 *(+38)**, Concentration +34, Diplomacy +32, Gather Information +24, Intimidate +29, Knowledge (arcana) +27 *(+32)**, Knowledge (planes) +27 *(+32)**, Knowledge (religion) +27 *(+32)**, Listen +24, Move Silently +17, Search +20 *(+25)**, Sense Motive +24, Spellcraft +15 *(+20)**, Spot +24
Feats: Blind-Fight, Cleave, Great Cleave, Improved Initiative, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack

---

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 55
Treasure: None plus *+3 scimitar of speed, +5 scimitar of disintegration, and two +3 morningstars*
Alignment: Always chaotic evil
Advancement: By character class

* Part of Miska's essence is stored in the *Rod of Seven Parts.* He can transfer his essence back to his body if he can but grasp the fully assembled *Rod* with two hands or if the *Rod's true resurrection* power is used on him. If successful, he gains the ability scores, skills, hit points, and attack and damage bonuses listed.

The *Rod* will fly 10d10x100 feet away from Miska once his essence is drawn from it.

During the ancient war between Law and Chaos, Miska was an invincible general. He was leading the hordes of Chaos to victory until the heroic vaati (Wind Dukes) pierced him with the *Rod of Seven Parts* at the battle of Pesh and subsequently imprisoned him to protect the multiverse.

Miska appears as an enormous half-human half-wolf spider. He has three heads. The central head is human and stunningly handsome; two sleek and terrible wolf heads flank the human one. He has four massive arms covered with long, stiff hairs.

The fur on the wolf heads is rust red, as are the hairs on Miska's arms. His human head has long, flowing hair as black as night. His spider body is blue-black, like a knife blade discolored by flame, and marked with bands of gray, silver, and blue. His arms are as white as bleached ivory.

COMBAT

Miska is a very deadly opponent in combat. He uses all of his powers to their fullest. His favorite method is physically assaulting his opponent with his vast array of weaponry.

Miska wields a *+3 scimitar of spee*d, two *+3 morningstar*s, and a *+5 scimitar* that disintegrates any lawful creature it touches. While he attacks with his weapons, his wolf heads will bite an opponent.

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only*), unhallow, unholy aura,* and *unholy blight*; 3/day—*slow, shapechange*; 1/day—*implosio*n. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Poison (Ex): Bite, Fortitude save (DC 29); initial damage 2d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Acidic Blood (Ex): When Miska is struck by a piercing or slashing weapon for 10 points of damage or more, the attacker must succeed at a Reflex save (DC 29) or die from the poisonous blood that sprays from the wound. Even if save is successful, the attacker suffers 2d6 points of damage from the caustic properties of the ichor.

Web (Ex): Every 1d4 rounds Miska can shoot webs from his abdomen. This attack is like a *web* spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the web is 29, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

Freedom of Movement (Ex): Miska cannot be trapped in webs of any kind, magical or normal.

Sound Imitation (Ex): Miska can mimic any sound or voice. Will save (DC 27) to detect.

Summon Demons (Sp): Twice per day Miska can automatically summon 1d2 bebiliths, two balors, two marilith, or two glabrezu.

Regeneration (Ex): While the *Rod* exists Miska cannot be slain, even by a *miracle* or *wish.* As long as the *Rod of Seven Parts* exists, no form of attack does normal damage to him. Miska regenerates even if slain with death magic or *disintegrate*d. These attack forms merely reduce him to –10 hit points. He is immune to effects that produce incurable or bleeding wounds, such as a *sword of wounding*, mummy rot, or a clay golem's wound ability.

If slain, his weapons disappear, and he reforms (with his weapons) in 1d10 minutes.

Lost limbs regrow in 1d6 minutes. Miska can reattach severed limbs immediately by holding it to the stump.

If Miska regains his essence, he may be slain as any other demon, though the would-be slayers must contend with his increased powers.

Scimitar of Disintegration: Any lawful creature struck by this scimitar must succeed at a Fortitude save (DC 19) or be destroyed as if by a *disintegrate* spell.

Scimitar of Speed: Miska gains one extra attack at his full attack bonus with this weapon each round.

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

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

NOTES ON MISKA

Miska is currently trapped in a prison on the plane of Pandemonium. Once reunited with the *Rod of Seven Part*s, the bubble of Law that binds him will weaken enough for him to break free, and take his place as general of the armies of Chaos.

THE ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Demon, Nabassu

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 7d8+14 (46 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft, fly 40 ft (average)
AC: 23 (+1 Dex, +12 natural)
Attacks: 2 claws +11 melee, bite +9 melee
Damage: 2 claws 1d4+4, bite 1d6+2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, feed, paralysis aura, summon ghasts
Special Qualities: Damage reduction 10/+1, ethereal jaunt, SR 21, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +7, Ref +6, Will +7
Abilities: Str 19, Dex 13, Con 14, Int 14, Wis 14, Cha 13
Skills: Climb +11, Escape Artist +9, Hide +9, Intimidate +10, Jump +11, Knowledge (arcana) +7, Listen +8, Move Silently +7, Search +8, Spot +8
Feats: Improved Initiative, Multiattack

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 9
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8-14 HD (Medium-size); 15-21 HD (Large)

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

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

COMBAT

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

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

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

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

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

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

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

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

NABASSU SOCIETY

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

Demon, Orcus (Demon Prince of Undead)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: 50d8+750 (975 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (average)
AC: 40 (-1 size, +6 Dex, +25 natural)
Attacks: 2 slams +67 melee, tail sting +64 melee; or *Wand of Orcus* +67 melee, tail sting +64 melee
Damage: Slam 2d6+17, tail sting 2d4+8 and poison; or *Wand of Orcus* 1d8+17 and death
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, fear aura, poison, summon demons, summon undead
Special Qualities: Damage reduction 40/+4, SR 30, demon qualities, telepathy, speak with dead, darkvision 60 ft
Saves: Fort +42, Ref +33, Will +39
Abilities: Str 45, Dex 23, Con 40, Int 34, Wis 34, Cha 36
Skills: Bluff +63, Climb +62, Concentration +65, Diplomacy +63, Disguise +63, Escape Artist +51, Gather Information +62, Heal +62, Intimidate +66, Jump +62, Knowledge (arcana) +62, Knowledge (planes) +62, Knowledge (undead) +65, Listen +65, Move Silently +56, Scry +62, Search +57, Sense Motive +65, Spellcraft +62, Spot +65
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Multiattack, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (slam, *Wand of Orcus*)
Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1-2 mariliths plus 4-20 zombies or shadows)

Challenge Rating: 60
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Orcus is one of the strongest and most powerful of all demon lords. He fights a never-ending war that spans the many layers of the Abyss with the forces of Graz'zt. Orcus is known as the Prince of the Undead, for it is said in secret that he alone invented the first undead that walked the worlds.

Orcus appears as a grossly fat demon some 15 feet tall. His gray body is covered with goatish hair, and his head is goat-like, although his horns are similar to those of a ram. His great legs are also goat-like, but his arms are human. Vast bat-like wings sprout from his back, and his long snaky tail is tipped with a razor sharp poisonous tip.

COMBAT

Orcus prefers to melee with his fists. If pressed, he will use his spells and spell-like abilities. He wields his Wand whenever possible. If combat is going against him, he will summon demons and undead to cover his escape.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm monster, charm person, deeper darkness, desecrate, detect good, detect law, detect thoughts, dispel magic, fear, greater dispelling, lightning bolt, polymorph self, pyrotechnics, read magic, see invisible, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of fire*; 1/day—*feeblemind*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Orcus casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Death, Evil, and War.

Fear Aura (Su): 60 feet; Will save (DC 48) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Orcus' fear aura for one day.

Poison (Ex.): Tail sting, Fortitude save (DC 50); initial damage 3d6 temporary Constitution, secondary damage death.

Wand of Orcus: Obsidian rod topped with a humanoid skull. Any creature of less than 40 HD that touches it (or is touched by it) must succeed at a Fortitude save (DC 40) or die immediately. Creatures slain by this power cannot be raised or resurrected by any means short of a god's magic. Orcus can suppress this power, and has been known to do so, when he lets the *Wand* pass into the Material Plane into the hands of one of his followers. In addition, the *Wand* also has the following powers.

- At will—*detect good, detect thoughts*
- 1/day—*animate dead, destruction, speak with dead, unhallow*
- 3/day—*magic circle against good*
- Can use *summon monsters* or *summon nature's ally* to summon undead of equal HD. The wielder of the *Wand* suffers the following side effects (these do not apply to Orcus or any creature over 40 HD).
- Death stench in a 10-foot radius around wielder (no real harm, other than stinking).

- Each time a power is used, wielder must make a Will save (DC 20) or gain 1 negative level. There is no DC to remove the negative level. Negative levels automatically vanish at the rate of one per day when the wielder gets rid of the *Wand*.

Speak with Dead (Su): Orcus can, at will, speak with dead (as the spell of the name).

Summon Demons (Sp): Three times per day, Orcus can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

Summon Undead (Sp): As their prince, Orcus can, three times per day, automatically summon 4d8 skeletons or zombies, 3d6 ghouls, ghasts, or shadows, 2d4 wights, spectres, or wraiths.

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

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Demon, Pazuzu (Prince of the Lower Aerial Kingdoms)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 51d8+510 (739 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (perfect)
AC: 44 (+9 Dex, +25 natural)
Attacks: +4 greatsword +68/+63/+58/+53/+48 melee; or 2 claws +64 melee
Damage: +4 greatsword 2d6+16; or claw 1d8+12
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, spells, breath weapon, summon demons, summon aid, dominate aerial creatures
Special Qualities: Damage reduction 30/+3, SR 32, plane shift, fast healing 5, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +37, Ref +36, Will +37
Abilities: Str 34, Dex 28, Con 30, Int 30, Wis 30, Cha 30
Skills: Bluff +55, Climb +62, Concentration +60, Diplomacy +60, Escape Artist +54, Gather Information +60, Heal +50, Intimidate +60, Intuit Direction +60, Jump +57, Knowledge (arcana) +60, Knowledge (planes) +60, Listen +60, Move Silently +59, Scry +55, Search +60, Sense Motive +58, Spellcraft +60, Spot +60
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (claws, greatsword)

Climate/Terrain: Any land
Organization: Solitary or troupe (3-6 balors)
Challenge Rating: 60
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Pazuzu is unlike all other lords of the Abyss in that he rules the skies above all the layers, at least to some extent. He differs from the others in several other ways as well. He does not compete for rulership on any plane or place, for he considers himself above competition. Instead, he treats all those with power on the lower planes equally (if not actually regarding them as equals). He is known to be on amicable terms with the mighty daemons and the dukes of Hell.

Pazuzu can appear as any creature (using his *shapechange* ability), although he usually takes the form of either a human or some creature of the air. In his true form, he appears as a 7-foot tall humanoid with four great wings jutting from his back. Although he is handsome, his features betray a great evil, and his eyes glow red. He has a noble brow and large head, a solid muscular body, and taloned, avian feet.

COMBAT

Pazuzu relies on his spells and spell-like abilities in combat rather than his sword or claws. If engaged in melee, he will usually summon his demon allies to his aid and retreat to attack from afar. In general, Pazuzu prefers to play with and torment opponents rather than use radical attack forms, except in life or death situations.

Spell-Like Abilities: At will—*blasphemy, control weather, deeper darkness, desecrate, detect good, detect law, fear, flesh to stone, greater dispelling, lightning bolt, pyrotechnics, read magic, shapechange, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of stone*; 1/day—*wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

Spells: Pazuzu casts arcane spells as a 20th-level sorcerer (save DC 20 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Chaos, Evil, and Air.

Breath Weapon (Su): Each breath weapon's effect resembles a spell cast by a 20th-level sorcerer, and each is usable once per day. Each is a cone 100 feet long and has a save DC of 45.
Creeping Doom: This works like the spell of the same name.
Insect Plague: This works like the spell of the same name.
Corrosive Gas: The target must succeed at a Reflex save or take 24d6 points of acid damage.

Summon Demons (Sp): Three times per day, Pazuzu can automatically summon 2d4 succubi.

Summon Aid (Sp): Three times per day, Pazuzu can automatically summon 3d4 harpies, 1d4 perytons, or 1d6 gargoyles with a 50% chance of success.

Dominate Aerial Creatures (Ex): Pazuzu has a natural power of domination over all evil aerial creatures. Those of 5 Hit Dice or less will obey his every command if he is within sight of them.

Plane Shift (Sp): Pazuzu can enter any of the Lower Planes, the Astral Plane, or the Material Plane. This ability transports Pazuzu only; he cannot take others with him. It is otherwise similar to the spell of the same name.

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

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Demon, Phisarazu (Spider-Demon)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 9d8+27 (67 hp)
Initiative: +2 (Dex)
Speed: 40 ft, climb 20 ft
AC: 23 (+2 Dex, +11 natural)
Attacks: Bite +11 melee, 2 morningstars +8 melee; or 2 claws +10 melee, bite +8 melee; or 2 hand crossbows +7 ranged
Damage: Bite 1d6+1 and poison, morningstar 1d8; or claw 1d4+1, bite 1d6 and poison; or hand crossbow 1d4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, poison, web, summon demons
Special Qualities: Damage reduction 20/+2, SR 18, see invisible, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +9, Ref +8, Will +7
Abilities: Str 12, Dex 15, Con 16, Int 12, Wis 13, Cha 12
Skills: Climb +18, Concentration +12, Hide +19, Jump +10, Listen +10, Move Silently +11, Search +10, Sense Motive +10, Spot +10
Feats: Ambidexterity, Blind-Fight, Multiattack, Two-Weapon Fighting, Weapon Focus (bite)

Climate/Terrain: Any land and underground
Organization: Pair or pack (2-5)
Challenge Rating: 12
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 10-16 HD (Medium-size); 17-27 HD (Large)

Phisarazu resent anything less loathsome than themselves, which is just about everything. They delight in torturing creatures that are weaker or less intelligent than they. Very few creatures in the planes see the phisarazu as anything more than enemies or potential victims.

The phisarazu appears as a 7-foot long, hairy spider with the head of a wolf. Two pale humanoid arms sprout from the base of the neck, and a line of knobby, hairless lumps runs down the back of the neck to the tip of the creature's abdomen. Its coat is mostly black with a green or blue tint.

COMBAT

Phisarazu are cunning and merciless; they love a good ambush and freely use their powers of *darkness* and *invisibility*. They attack with weapons and a bite, or claws and a bite.

Spell-Like Abilities: At will—*alter self, darkness, fear, scare, telekinesis,* and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility, mirror image*, and *unholy blight*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Poison (Ex): Bite, Fortitude save (DC 17); initial and secondary damage 2d4 temporary Strength.

Web (Ex): Eight times per day a phisarazu shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 17, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The phisarazu can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 30 feet, as the *entangle* spell cast by a 9th-level sorcerer.

Sticky Glob: A phisarazu can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the phisarazu reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the phisarazu and one creature of the same size.

Fear Glob: A phisarazu can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 17) or flee in terror for 1d6 rounds.

Glitterdust: A phisarazu can fire a cone of thread, 20 feet long, affects all creatures in the area as the *glitterdust* spell cast by a 6th-level sorcerer (save DC 17).

See Invisible (Su): A phisarazu can continuously see invisible creatures as the spell cast by a 9th-level sorcerer.

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

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

Summon Demons (Sp): Once per day a phisarazu can attempt to summon 2d10 kakkuu, 1d8 spithriku, or 1d4 phisarazu with a 50% chance of success.

Skills: The phisarazu's coloration gives it a +8 racial bonus to Hide checks.

Feats: The phisarazu gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Demon, Queen of Chaos, The

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Huge Outsider (Chaotic, Evil)

Hit Dice: 46d8+552 (759 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft
AC: 31 (-2 size, +1 Dex, +22 natural)
Attacks: *+5 chaotic trident* +59 melee, 2 tentacle slaps +52 melee, bite +52 melee
Damage: *+5 chaotic trident* 1d8+14 and 2d6 chaotic damage to lawful creatures, tentacle 2d4+4, bite 2d6+4
Face/Reach: 10 ft by 20 ft/10 ft (60 ft with primary tentacles)
Special Attacks: Spell-like abilities, spells, improved grab, constrict, crush, noxious cloud, chaos gate, summon demons
Special Qualities: Damage reduction 30/+3, SR 30, regeneration 10, demon qualities, telepathy, empathic link, darkvision 60 ft
Saves: Fort +37, Ref +26, Will +36
Abilities: Str 29, Dex 13, Con 34, Int 32, Wis 32, Cha 32
Skills: Balance +46, Bluff +60, Concentration +61, Diplomacy +60, Gather Information +60, Intimidate +60, Intuit Direction +60, Knowledge (arcana) +60, Knowledge (planes) +60, Knowledge *(Rod of Seven Parts*) +60, Knowledge (religion) +60, Listen +60, Move Silently +50, Scry +60, Search +60, Sense Motive +56, Spellcraft +60, Spot +60
Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Mutliattack, Power Attack, Weapon Focus (trident, tentacle, bite)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-4 lycosidilith spider-demons and 1 raklupis spider-demon)
Challenge Rating: 57
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

The Queen of Chaos is a native of Limbo and rules the Steaming Fen. Her main goal and primary objective is to retrieve the *Rod of Seven Parts* and use it to heal Miska and resume the War of Law and Chaos.

Her lower body is a mass of squid-like tentacles, mauve in color; a beak lies hidden among her lower tentacles. The tentacles are always shiny with slime, and a twisted network of red and purple veins can be seen through her skin. Her upper body is humanoid, female, and grossly fat with bluish skin. Her eyes and hair are dark green and hangs in drooping curls. She stands about 25 feet tall.

COMBAT

The Queen attacks with her spell-like abilities and her trident, both as a ranged weapon and in melee. If she grabs an opponent with her tentacles, she will pass it to her lower tentacles where she can deal bite damage as well, with the beak hidden amongst them.

Spell-Like Abilities: At will—*blasphemy, chain lightning, clairvoyance/clairaudience, deeper darkness, desecrate, detect good, detect law, detect magic, fear, greater dispelling, major image, magic circle against law, magic missile, mass charm, pyrotechnics, read magic, see invisible, slow, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only*), unhallow, unholy aura, unholy blight,* and *ventriloquis*m; 3/day— *polymorph any objec*t; 1/day—*circle of death*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: The Queen can cast divine spells from the Chaos domain as a 20th-level cleric (save DC 21 + spell level).

Improved Grab (Ex): To use this ability, the Queen must hit an opponent with a tentacle attack. If she gets a hold, she can constrict.

Constrict (Ex): The Queen deals 2d4+9 points of damage with a successful grapple check against Large or smaller creatures. She may pass a trapped creature to the tentacles on her lower body in order to free up her primary tentacles. This is a free action. A foe still takes constriction damage each round regardless of which tentacle holds it. An attack with a +3 or greater slashing weapon that deals at least 15 points of damage severs a tentacle (AC 25).

Tear (Ex): A beak hidden among her tentacles automatically bites a trapped opponent for 2d6+4 points of damage each round.

Noxious Cloud (Su): Affected as by *deeper darkness* and *stinking cloud*, cone, 30 feet, every hour; Fortitude save (DC 35).

Crush (Ex): The Queen may place a constricted opponent under her massive lower body as a standard action. A trapped opponent takes 2d6+9 points of crushing damage per round. A creature

may escape by making an Escape Artist check or Strength check with a DC of 29.

Empathic Link (Su): The Queen has a sixth sense concerning the *Rod of Seven Parts* and can sense its precise location when a creature begins assembling the pieces or when the wielder uses one of the *Rod's* powers. This ability is not inhibited by distance or plane, though she can only detect the *Rod* if it is on Limbo, the Material Plane, or the current plane in which she is traveling.

Chaos Gate (Su): Three times per hour, when the Queen detects the *Rod* being used, she can create a *gate* within 30 feet of her. The other end opens on Limbo or the Material Plane 30-120 feet away from the current wielder of the *Rod.* For each piece of the *Rod* that has been assembled, subtract 10 feet from the distance the gate appears in front of the wielder. Through this gate, the Queen will send a pack or troupe of spider-demons to slay the wielder and retrieve the *Ro*d. Any creature, save the Queen, a demon, or a creature native to Limbo, that steps through the gate (on either side) has a 25% chance of being swept to a random outer plane of existence. Objects and magical effects cannot pass through the chaos gate unless worn or carried.

Summon Demons (Sp): Three times per day the Queen can automatically summon 1d3 raklupis spider-demons, 1d6 lycosidilith or phisarazu spider-demons, or 2d4 spithriku spider-demons, or 2d8 kakkuu spider-demons.

Chaotic Trident: Her trident deals +2d6 points of chaotic damage to any lawful creature it hits. Any lawful creature touching it gains one negative level, so long as the trident is in hand. The Queen, if she hurls this weapon, can retrieve it as a free action using the rope attached to it (the other end is attached to her wrist). The rope (hardness 5, 20 hp) is 75% resistant to magical fire and 100% resistant to normal fire.

Regeneration (Ex): The Queen of Chaos takes normal damage from holy and blessed weapons of at least +3 enchantment. If she loses a tentacle or body part, the lost portion regrows in 4d12 hours.

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

Telepathy (Su): The Queen of Chaos can communicate telepathically with any creature within 100 feet that has a language.

ENCYCLOPEDIA OF

Demon, Raklupis (Spider-Demon)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: 12d8+36 (90 hp)
Initiative: +1 (Dex)
Speed: 40 ft, climb 20 ft
AC: 26 (+1 Dex, +15 natural)
Attacks: Bite +19 melee, 2 morningstars +16 melee; or 2 claws +18 melee, bite +16 melee; or composite shortbow +12 ranged
Damage: Bite 1d6+8 and poison and improved continuous wounding, morningstar 1d8+4; or claw 1d4+8, bite 1d6+4 and poison and improved continuous wounding; or composite shortbow 1d6+8
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Spell-like abilities, poison, improved continuous wounding, haunting chant, web, summon demons
Special Qualities: Damage reduction 30/+3, SR 24, see invisible, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +11, Ref +9, Will +11
Abilities: Str 27, Dex 13, Con 16, Int 18, Wis 16, Cha 16
Skills: Climb +28, Concentration +15, Diplomacy +15, Hide +22, Jump +20, Knowledge (any two) +16, Listen +15, Move Silently +13, Search +16, Sense Motive +15, Spot +15
Feats: Ambidexterity, Blind-Fight, Multiattack, Power Attack, Two-Weapon Fighting, Weapon Focus (bite)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 15
Treasure: Standard coins; double goods; standard items
Alignment: Always chaotic evil
Advancement: 13-17 HD (Large); 18-36 HD (Huge)

The raklupis serve the Queen of Chaos as her generals and advisors. Two stand in for Miska the Wolf-Spider in his absence. About a dozen or so are scattered throughout the planes searching for the *Rod of Seven Parts*.

The raklupis appears as a 10-foot long, sleek, spider with a hard, smooth shell covering its abdomen and back. The creature's wolf head is covered with fur, and a triple row of sharp looking spines runs down the back of the neck to the spider body. The fur is black or gray, and the shell and spines can be almost any color and are always vividly marked with swirls, bands or spots of contrasting colors. Two humanoid arms jut from the base of the wolf neck. The arms are covered in tufts of dark hair.

COMBAT

Raklupis readily employ all manner of weapons in combat, favoring the morningstar or flail above others. They, like their cousins, are masters of ambush, and will usually begin combat by hurling a glob of venom at their foes.

Spell-Like Abilities: At will—*alter self, darkness, fear, scare, telekinesis,* and *teleport without error* (self plus 50 pounds of objects only); 3/day—*invisibility, mirror image*, *shapechange,* and *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Poison (Ex): Bite, Fortitude save (DC 19); initial and secondary damage 2d6 temporary Strength.

Improved Continuous Wounding (Ex): A creature bitten by a raklupis loses 1 hit point per hour per bite as the wound festers into a putrid, tissue destroying sore. The hit point loss can be stopped by casting *neutralize poison*. The lost hit points cannot be cured normally or magically until *neutralize poison* has been cast to stop the loss.

Haunting Chant (Su): 3/day—all within 30 feet are affected as by *mass charm* cast by a 12th-level sorcerer (save DC 21).

Web (Ex): Eight times per day a raklupis shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 19, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The raklupis can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 30 feet, as the *entangle* spell cast by a 12th-level sorcerer.

Sticky Glob: A raklupis can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the raklupis reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the raklupis and one creature of the same size.

Fear Glob: A raklupis can fire a small glob of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 19) or flee in terror for 1d6 rounds.

Glitterdust: A raklupis can fire cone of thread, 60 feet long, affects any in the area as by the *glitterdust* spell cast by a 6th-level sorcerer (save DC 19).

Blindness/Deafness Glob: Glob of poison filled webbing, 30-foot range, bursts in a 20-foot radius. Those that fail a Fortitude save (DC 19) are affected as by *blindness* and *deafness* for 1d6 rounds.

See Invisible (Su): A raklupis can continuously see invisible creatures as the spell cast by a 12th-level sorcerer.

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

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

Summon Demons (Sp): Once per day a raklupis can attempt to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, 1d2 lycosidiliths or raklupis with a 50% chance of success.

Skills: The raklupis' coloration gives it a +8 racial bonus to Hide checks.

Feats: The raklupis gains the Ambidexterity and Two-Weapon Fighting feats as bonus feats.

Demon, Rutterkin

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 4d8 (18 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft
AC: 20 (+10 natural)
Attacks: 2 claws +5 melee; or snap-tongs +5 melee; or guisarme +5 melee; or longsword +5 melee; or triple-dagger +4 ranged
Damage: Claw 1d4+1; or snap-tongs 2d4+1; or guisarme 2d4+1; or longsword 1d8+1; or triple dagger 1d4+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, snap-tongs, summon demons
Special Qualities: Darkvision 60 ft, damage reduction 5/silver, demon qualities, telepathy, SR 6
Saves: Fort +4, Ref +4, Will +5
Abilities: Str 12, Dex 11, Con 11, Int 10, Wis 12, Cha 11
Skills: Hide +6, Listen +9, Move Silently +6, Search +6, Spot +9
Feats: Alertness, Improved Initiative

Climate/Terrain: Any land or underground
Organization: Solitary or gang (2-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7-10 HD (Medium-size); 11-12 HD (Large)

The rutterkin wander the planes of the Abyss, outcasts in their own deranged society. They are hated and abused by most sorts of demons and return the favor whenever opportunity presents itself, especially with respect to the dretch, a lone vrock, or a single hezrou.

Rutterkin are humanoid and resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

COMBAT

The preferred method of attack is with one or more weapons, particularly the snap-tongs. A rutterkin can also attack with its two misshapen claws. This method of attack is not favored by the rutterkin because their malformed bodies are subject to pain if they strike someone.

Spell-Like Abilities: At will—*darkness, desecrate, fear, fly, scare*, and *telekinesis*; 3/day—*invisibility* (self only). These are as the spells cast by a 5th-level sorcerer (save DC 10 + spell level).

Snap-Tongs: Large exotic weapon. It deals 1d10 points of bludgeoning damage, threatens on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent foe. A wielder that hits an opponent of at least small size, but no larger than Large size, attempts to start a grapple as a free action without provoking an attack of opportunity.

If the wielder gets a hold, the snap-tongs grab the opponent and deal 1d10 points of damage each round the hold is maintained.

Triple Dagger: Tiny exotic weapon, it is a three-bladed dagger. Deals 1d4 points of damage, threatens on a 19-20, and deals double damage on a critical hit. It can be used to disarm an opponent. Wielder gains a +3 attack bonus to opposed attack roll when attempting to disarm an opponent. This bonus applies to the opposed roll to keep from being disarmed if the wielder fails to disarm his opponent.

Not normally thrown, the rutterkin have developed a sling-like device that they use to fire a triple dagger. It has a range increment of 10 ft.

Summon Demon (Sp.): Once per day a rutterkin can attempt to summon 1d6 dretches or another rutterkin with a 35% chance of success.

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

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

Demon, Spithriku (Spider-Demon)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 7d8+14 (45 hp)
Initiative: +2 (Dex)
Speed: 40 ft, climb 20 ft
AC: 20 (+2 Dex, +8 natural)
Attacks: Bite +9 melee
Damage: Bite 1d6+1 and poison
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, poison, web, summon demons
Special Qualities: Damage reduction 10/+1, SR 12, see invisible, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +6, Ref +7, Will +5
Abilities: Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 11
Skills: Climb +11, Hide +10, Jump +11, Listen +10, Move Silently +9, Search +8, Sense Motive +9, Spot +10
Feats: Blind-Fight,Weapon Finesse (bite)

Climate/Terrain: Any land and underground
Organization: Pack (2-5) or swarm (6-11)
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic evil
Advancement: 8-10 HD (Medium-size); 11-21 HD (Large)

While the kakkuu form the rank and file of the Queen of Chaos' army, the spithriku serve as her primary servants and messengers.

The spithriku looks like a larger, meaner version of the Kakkuu (q.v.), which it really is. They appear as 6-foot long spiders with the head of a wolf. Two long pedipalps grow from the base of the wolf neck. These cannot be used to manipulate objects, but aid the spithriku when using its senses.

COMBAT

The spithriku usually begins combat using its *darkness* spell-like ability. Then it and its brethren will *teleport* to surround a foe. If faced with physically stronger adversaries, the spithriku will use its *teleport* ability to stay out of melee range and flank its opponents.

Spell-Like Abilities: At will—*darkness, fear, scare, telekinesis,* and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level).

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

Web (Ex): Eight times per day a spithriku shoot a web from its abdomen. This attack is like a *web* spell, with a few exceptions. The range is 50 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the webs is 15, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

The spithriku can perform one of the following special tactics with its webs once per round.

Entangle: Cone, 30 feet, as the *entangle* spell cast by a 7th-level sorcerer.

Sticky Glob: A spithriku can create an adhesive glob of silk about the size of a human fist. The creature will usually perch on a ledge and lower this glob to a range of 50 feet, swinging it as a pendulum. When a creature is hit (or touches the glob) it becomes stuck to the strand and the spithriku reels in its prey at the rate of 20 feet per round.

A strand is strong enough to hold the spithriku and one creature of the same size.

Fear Glob: A spithriku can fire a small globe of sticky webbing up to 30 feet away. Any creature hit by this globe must make a successful Will save (DC 15) or flee in terror for 1d6 rounds.

See Invisible (Su): A spithriku can continuously see invisible creatures as the spell cast by a 7th-level sorcerer.

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

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

Summon Demons (Sp): Once per day a spithriku can attempt to summon 2d8 kakkuu or 1d4 spithriku with a 35% chance of success.

Skills: The spithriku's coloration gives it a +8 racial bonus to Hide checks.

Demon, Yeenoghu (Demon Lord of Gnolls)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Chaotic, Evil)

Hit Dice: 45d8+585 (787 hp)
Initiative: +12 (+8 Dex, +4 Improved Iniative)
Speed: 40 ft
AC: 42 (-1 size, +8 Dex, +25 natural)
Attacks: *+4 heavy flail* +60/+55/+50/+45/+40 melee
Damage: *+4 heavy flail* 1d10+15 plus *confusion* or paralysis
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, summon demons, summon gnolls, summon ghouls
Special Qualities: Damage reduction 30/+3, SR 29, demon qualities, telepathy, darkvision 60 ft
Saves: Fort +39 Ref +32, Will +36
Abilities: Str 32, Dex 26, Con 36, Int 26, Wis 34, Cha 34
Skills: Bluff +60, Climb +46, Concentration +56, Diplomacy +54, Disguise +54, Escape Artist +43, Gather Information +48, Intimidate +52, Jump +46, Knowledge (arcana) +46, Knowledge (planes) +46, Listen +60, Move Silently +47, Scry +38, Search +43, Sense Motive +52, Spellcraft +53, Spot +60
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (heavy flail), Whirlwind Attack

---

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (6-20 gnolls or 2-8 ghouls)
Challenge Rating: 56
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class

Amongst the ranks of the demon princes, Yeenoghu is one of the most powerful and most feared. He dwells in a great mansion the size of a large city. It rolls across the barren salt-waste of his layers, pulled by slaves and controlled by gnolls.

Yeenoghu resembles a human in general form, but only at first glance. His head is that of a hyena, his chest is canine in form, his hands are paw-like, and his feet are pawed. Yeenoghu is thin to the point of being skeletal, and his only body hair is a mangy crest of putrid yellow from his head to his mid-back. Yeenoghu's skin is a dead gray in color, and it is smooth. His eyes are lambent amber and large.

COMBAT

Yeenoghu attacks with his flail and spell-like abilities in combat.

Spell-Like Abilities: At will—*blasphemy, comprehend languages, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, hold person, invisibility, pyrotechnics, read magic, see invisible, suggestion, symbol* (any), *telekinesis, teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura, unholy blight,* and *wall of fire*; 3/day—*magic missile*; 1/day—*fire storm*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Yeenoghu casts arcane spells as a 20th-level sorcerer (save DC 22 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Chaos, Evil, and Trickery.

Heavy Flail: A creature struck by the flail will be affected by the following. Each is as the spell cast by a 20th-level sorcerer and has a save DC of 20.

Confusion (Su): Will save or be affected as though by the spell.
Paralysis (Su): Fortitude save or be paralyzed for 2d8 rounds.

Summon Demons (Sp): Three times per day Yeenoghu can automatically summon one balor, nalfeshnee, or 1d3 mariliths.

Summon Gnolls (Sp): Three times per day, as the Prince of Gnolls, Yeenoghu can summon 5d12 gnolls.

Summon Ghouls (Sp): Twice per day Yeenoghu can automatically summon 3d6 ghouls.

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

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

Devil, Alastor the Grim (Executioner of Hell)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Huge Outsider (Evil, Lawful)

Hit Dice: 39d8+390 (565 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 34 (-2 size, +1 Dex, +25 natural)
Attacks: *Huge +4 vorpal battleaxe* +56/+51/+46/+41/+36 melee; or 2 claws +51 melee, 2 wings +49 melee, bite +49 melee, tail slap +49 melee
Damage: *Huge +4 vorpal battleaxe* 2d8+18; or claw 2d4+14, wing 1d6+7, bite 2d8+7 and poison plus disease, tail slap 2d6+7
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d6+21, summon devils
Special Qualities: Damage reduction 30/+3, SR 30, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft
Saves: Fort +31, Ref +22, Will +30
Abilities: Str 39, Dex 13, Con 30, Int 28, Wis 28, Cha 24
Skills: Bluff +47, Climb +44, Concentration +52, Diplomacy +49, Disguise +42, Gather Information +51, Hide +29, Intimidate +49, Jump +54, Knowledge (arcana) +51, Knowledge (planes) +51, Listen +53, Move Silently +37, Search +49, Sense Motive +44, Spellcraft +44, Spot +53
Feats: Alertness, Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Multiattack, Power Attack, Weapon Focus (battleaxe)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (3-6 pit fiends)
Challenge Rating: 23
Treasure: Standard coins; double goods; standard items
Alignment: Always lawful evil
Advancement: —

Alastor the Grim, the greatest pit fiend of all, serves Asmodeus as Hell's executioner. It is said that if the Hell's were swept away and Asmodeus could choose but one devil as a companion, that it would be neither consort nor lieutenant, but Alastor the Grim.

Alastor appears as a normal pit fiend standing about 16 feet tall. His body is scarred and his wings are broken. Alastor never speaks.

COMBAT

Alastor attacks with his *huge +4 vorpal battleaxe* and his spell-like abilities in combat.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow,* and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 +
spell level).

Fear Aura (Su): As a free action, Alastor can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 39). If the save is successful, that creature cannot be affected again by Alastor's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 39); initial damage 2d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 39) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *DMG*.

Improved Grab (Ex): To use this ability, Alastor must hit a Large or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Alastor deals 2d6+21 points of damage with a successful grapple check against Large or smaller creatures.

Summon Devils (Sp): Three times per day Alastor can automatically summon three lemures, osyluths, or barbazu, two erinyes, hamatulas, cornugons, or pit fiends.

Regeneration (Ex): Alastor takes normal damage from holy and blessed weapons of at least +3 enchantment.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Asmodeus (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 66d8+990 (1287 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (good)
AC: 47 (-1 size, +8 Dex, +30 natural)
Attacks: *Ruby Rod* +86/+81/+76/+71/+66 melee; or slam +81 melee
Damage: *Ruby Rod* 1d10+21 and serious wounds; or slam 1d6+16
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, psionics, chilling fear and weakness gaze, *Ruby Rod of Asmodeus*, summon devils
Special Qualities: Damage reduction 40/+4, SR 33, regeneration 30, devil qualities, see in darkness, telepathy, darkvision 60 ft
Saves: Fort +50, Ref +43, Will +48
Abilities: Str 42, Dex 26, Con 40, Int 34, Wis 36, Cha 42
Skills: Bluff +85, Concentration +84, Craft (weaponsmith) +67, Diplomacy +85, Disguise +85, Gather Information +85, Heal +82, Hide +47, Jump +66, Knowledge (arcana) +81, Knowledge (history) +81, Knowledge (nobility) +81, Knowledge (planes) +81, Knowledge (religion) +81, Listen +82, Move Silently +77, Search +81, Sense Motive +82, Scry +81, Spellcraft +81, Spot +82
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Maximize Spell, Mobility, Power Attack, Silent Spell, Sunder

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-5 pit fiends)
Challenge Rating: 65
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

Asmodeus, the Overlord of Hell, rules the dukes and arch-devils by might and wit. Of all the arch-devils he is the most cunning and artful. His mighty palace rests upon the floor of the lowest rift in Nessus, Hell's ninth, and bottommost plane.

Asmodeus appears as a very handsome human standing about 13 feet tall. His hair is black, as is his goatee; his eyes burn red. Small horns jut from his forehead.

COMBAT

Asmodeus will attack first using his gaze weapon, then his spells and spell-like abilities, followed up by his *Ruby Rod.* If things go against him (not likely) or he becomes bored with combat, he will summon other devils to finish the combat, while he attends to business elsewhere.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, hold monster, ice storm, improved invisibility, magic circle against good, major image, mass charm, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only*), unholy aura, unhallow, wall of fire, wall of ice,* and *wish*; 1/day—*greater restoration, meteor swarm* (any), *shapechange* and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

Spells: Asmodeus casts arcane spells as a 20th-level sorcerer (save DC 26 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Evil, Knowledge, Law, and Strength.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

Chilling Fear and Weakness Gaze (Su): 30 feet; Will save (DC 59) or flee in fear for 2d6 rounds, and be affected by a *ray of enfeeblement* and a *slow* spell as cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected by Asmodeus' gaze for one day.

Ruby Rod of Asmodeus: Asmodeus carries a glowing ruby rod that has the following powers.

- Acts as a *rod of absorption* (Rods, *rod of absorption*, page 196 in the *DMG*).
- Functions as a *+5 greatclub*.
- Any creature touched is affected as if by *inflict serious wounds* as cast by a 20th-level cleric (3d8+15 points of damage).
- Once per round, it may fire a ray of acid (24d4 points of acid damage), frost (12d6 points of cold damage), or lightning (24d8 points of electrical damage) to a range of 60 feet, Reflex save (DC 20) for half. Each may be used a total of three times per day.

Summon Devils (Sp): Three times per day Asmodeus can automatically summon 1d2 cornugons or gelugons, or 1d4 pit fiends.

Regeneration (Ex): Asmodeus takes normal damage from holy and blessed weapons of at least +4 enchantment.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Baalzebul (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Outsider (Evil, Lawful)

Hit Dice: 55d8+825 (1072 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (good)
AC: 42 (-1 size, +8 Dex, +25 natural)
Attacks: 2 slams +59 melee, bite +54 melee
Damage: Slam 1d8+15, bite 1d8+7
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, spells, psionics, fear and weakness gaze, summon devils
Special Qualities: Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy, darkvision 60 ft
Saves: Fort +44, Ref +37, Will +42
Abilities: Str 40, Dex 26, Con 40, Int 30, Wis 36, Cha 36
Skills: Bluff +71, Concentration +73, Diplomacy +71, Disguise +53, Gather Information +71, Heal +53, Hide +56, Intimidate +71, Knowledge (arcana) +68, Knowledge (planes) +68, Knowledge (religion) +68, Listen +71, Move Silently +64, Scry +68, Search +60, Sense Motive +71, Spellcraft +68, Spot +71
Feats: Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Maximize Spell, Mobility, Power Attack, Silent Spell

---

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-5 cornugons)
Challenge Rating: 62
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

The sixth and seventh planes of Hell, Malbolge and Maladomini, are ruled by Baalzebul, “Lord of the Flies”. He is an arch-devil of great power, second only to Asmodeus.

Maladomini is a black stone plane filled with stinking vapors, fire pits, and huge caves and caverns. On this plane will be found the huge fortress of Baalzebul.

Baalzebul appears as a 12-foot tall humanoid with a large, long head. Two huge fly-like eyes dominate the head. His mouth is filled with razor sharp teeth. Two large horns jut from the sides of his head.

COMBAT

Baalzebul attacks with his slam and bite, as well as his spells and spell-like abilities. He will open combat with his gaze attack.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, hold monster, improved invisibility, magic circle against good, major image, mass charm, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire,* and *wish*; 1/day— *greater restoration, meteor swarm* (any), *shapechange,* and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Baalzebul casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Evil, Knowledge, Law, and Trickery.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dispel good, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear and Weakness Gaze (Su): 30 feet; Will save (DC 50) or flee in fear for 2d6 rounds and be affected by a *ray of enfeeblement* spell as cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected again by Baalzebul’s gaze for one day.

Summon Devils (Sp): Three times per day Baalzebul can automatically summon 1d6 cornugons or 1d2 pit fiends.

Regeneration (Ex): Baalzebul takes normal damage from holy and blessed weapons of at least +4 enchantment.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil, Bael (Duke of Hell)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+420 (577 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 40 (-1 size, +3 Dex, +8 chain mail, +20 natural)
Attacks: *+3 telescoping morningstar* +43/+38/+33/+28/+23 melee
Damage: *+3 telescoping morningstar* 1d8+11
Face/Reach: 5 ft by 5 ft/10 ft (15-20 ft with *+3 telescoping morning star*)
Special Attacks: Spell-like abilities, psionics, fear aura, summon devils
Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft
Saves: Fort +30, Ref +22, Will +28
Abilities: Str 27, Dex 17, Con 33, Int 28, Wis 28, Cha 26
Skills: Bluff +38, Climb +40, Concentration +47, Craft (weaponsmith) +33, Diplomacy +33, Disguise +37, Escape Artist +31, Intimidate +38, Knowledge (arcana) +33, Knowledge (engineering) +34, Knowledge (planes) +31, Knowledge (nobility) +31, Knowledge (religion) +29, Listen +34, Move Silently +25, Scry +44, Search +44, Sense Motive +44, Spellcraft +44, Spot +39
Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (morningstar), Improved Initiative, Power Attack, Sunder, Weapon Focus (morningstar)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-5 cornugons and 4-8 hamatulas)
Challenge Rating: 17
Treasure: Standard plus *+3 chainmail* and *+3 telescoping morningstar*
Alignment: Always lawful evil
Advancement: By character class

Bael is vassal to Mammon, commanding 66 companies of hamatulas in his master's service.

Bael appears as an 8-foot tall golden skinned humanoid. He wears battered bronze-colored *+3 chainmail* armor. His bovine head features large round eyes, a long broad nose, and protruding ears. He has forward curling horns.

COMBAT

Bael attacks with his *+3 telescoping morningstar* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, inflict serious wounds, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow,* and *wind walk*; 2/day—*shapchange*; 1/day—*meteor swarm* (any), *symbol* (any), and *wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Psionics (Sp): At will—*astral projection, charm monster, detect evil, detect law, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Fear Aura (Su): As a free action, Bael can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 35). If the save is successful, that creature cannot be affected by Bael's fear aura for one day.

Summon Devils (Sp): Three times per day, Bael can automatically summon three lemures, hamatulas, or barbazu, or two erinyes, osyluths or cornugons, or one pit fiend.

Regeneration (Ex): Bael takes normal damage from holy and blessed weapons of at least +3 enchantment.

Telescoping Morningstar: As a standard *+3 morningstar*, but handle can extend and retract from 4-8 feet in length as a free action.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil, Belial (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 51d8+663 (892 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 40 ft, 60 ft (good)
AC: 41 (-1 size, +7 Dex, +25 natural)
Attacks: *+5 Military fork of pain* +67/+62/+57/+52/+47 melee
Damage: *+5 Military fork of pain* 1d8+16 and pain
Face/Reach: 5 ft by 5 ft/10 ft (15 ft. with fork)
Special Attacks: Spell-like abilities, spells, psionics, fear gaze, summon devils
Special Qualities: Damage reduction 30/+3, SR 31, regeneration 25, devil qualities, see in darkness, telepathy, darkvision 60 ft
Saves: Fort +40, Ref +34, Will +37
Abilities: Str 32, Dex 24, Con 36, Int 30, Wis 30, Cha 40
Skills: Bluff +69, Concentration +61, Diplomacy +69, Disguise +69, Gather Information +64, Heal +64, Intimidate +69, Knowledge (arcana) +64, Knowledge (planes) +64, Knowledge (religion) +64, Listen +64, Move Silently +61, Scry +64, Search +64, Sense Motive +64, Spellcraft +64, Spot +64
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (military fork), Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (military fork), Whirlwind Attack

---

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-3 pit fiends)
Challenge Rating: 60
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

Great Belial rules Phlegethos, Hell's fourth plane from his citadel located in the volcanic city of Abriymoch. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. Belial must guard against the machinations of Mammon, so he does not have freedom to act.

Belial appears as a 10-foot tall handsome humanoid with blue-black skin. His eyes are slanted and red. Belial has no wings.

COMBAT

Belial prefers to use his military fork in combat as well as his spells and spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura, unhallow, wall of fire,* and *wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Spells: Belial casts arcane spells as a 20th-level sorcerer (save DC 25 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Evil, Law, and War.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Fear Gaze (Su): 30 feet; Will save (DC 50) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Belial's gaze for one day.

Summon Devils (Sp): Three times per day Belial can automatically summon 1d6 osyluths, 1d4 barbazu, or 1d2 hamatula or pit fiends.

Regeneration (Ex): Belial takes normal damage from holy and blessed weapons of at least +3 enchantment.

Military Fork of Pain: Huge Martial weapon, reach, 1d8 points of piercing damage, x3 crit. Any creature struck must succeed at a Fortitude save (DC 20) or be affected as if by a *symbol of pain* cast by a 20th-level sorcerer.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil, Caarcrinolaas (Duke of Hell)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 34d8+340 (493 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft, 60 ft (good)
AC: 41 (+3 Dex, +8 chainmail, +20 natural)
Attacks: *+3 scythe* +46/+41/+36/+31/+26 melee; or horn +42 melee
Damage: *+3 scythe* 2d4+11; or horn 1d6+8
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, psionics, fear, summon devils
Special Qualities: Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft
Saves: Fort +29, Ref +22, Will +28
Abilities: Str 27, Dex 17, Con 31, Int 26, Wis 28, Cha 28
Skills: Bluff +35, Climb +30, Concentration +47, Diplomacy +46, Disguise +39, Gather Information +35, Intimidate +43, Knowledge (arcana) +45, Knowledge (planes) +39, Knowledge (religion) +28, Listen +39, Move Silently +38, Scry +40, Search +31, Sense Motive +36, Spellcraft +43, Spot +39
Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical, Improved Initiative, Power Attack, Sunder, Weapon Focus (scythe)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1 pit fiend, 2-5 barbazu, and 4-7 hamatulas)
Challenge Rating: 17
Treasure: Standard plus *+3 chainmail* and *+3 scythe*
Alignment: Always lawful evil
Advancement: By character class

Caarcrinolaas is a duke in the service of Mammon. He leads 36 companies of hamatulas into combat. He is indifferent to the ambitions of others, preferring to follow orders and wait for any opportunity that comes along to better himself. Let others risk their necks in intrigues; Caarcrinolaas will sit and watch patiently.

Caarcrinolaas appears as a gray-brown furred humanoid with a dog's head and yellow eyes. He has scarlet bat-like wings and upright, scarlet horns. His hooves are black and his forked tail is scarlet. In the center of his brow is a third horn. Taller than the other two, it stands straight up,
and Caarcrinolaas can use it in combat, though he rarely, if ever, does.

He wears *+3 chainmail*.

COMBAT

In combat, Caarcrinolaas attacks with his *+3 scythe*. He wears an iron collar that protects him from any form of decapitation.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, dispel magic, fire shield, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow,* and *wish*; 2/day—*flesh to stone*; 1/day—*circle of death, meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 +
spell level).

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law,* and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear (Su): Touch; Will save (DC 37) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Caarcrinolas' fear touch for one day.

Summon Devils (Sp): Three times per day, Caarcrinolaas can automatically summon 3 lemures, hamatulas, barbazu, or 2 erinyes, osyluths, or cornugons, or one pit fiend.

Regeneration (Ex): Caarcrinolaas takes normal damage from holy and blessed weapons of at least +3 enchantment.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil, Dispater (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 48d8+624 (840 hp)
Initiative: +14 (+10 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 42 (+10 Dex, +22 natural)
Attacks: *Staff of Dis* +61/+56/+51/+46/+41 melee; or claw +56 melee
Damage: *Staff of Dis* 2d6+12; or claw 1d6+8
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with staff)
Special Attacks: Spell-like abilities, spells, psionics, chill and fear gaze, summon devils, *Staff of Dis*
Special Qualities: Damage reduction 30/+3, SR 31, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft
Saves: Fort +39, Ref +34, Will +38
Abilities: Str 26, Dex 26, Con 36, Int 30, Wis 34, Cha 34
Skills: Alchemy +50, Bluff +63, Concentration +63, Craft (any one) +58, Diplomacy +63, Disguise +57, Gather Information +63, Intimidate +57, Intuit Direction +50, Knowledge (arcana) +61, Knowledge (any three) +61, Listen +57, Move Silently +53, Scry +61, Search +55, Sense Motive +61, Spellcraft +61, Spot +58
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)
Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-5 erinyes and 3-18 Medium-size zombies)
Challenge Rating: 58
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

Dispater is the ruler of Dis, Hell's second plane. His capitol is the iron city of Dis, named for the entire plane. The iron city is filled with zombies, erinyes, and a sprinkling of hamatula.

Dispater is evilly handsome, and only his small horns, tail, and cloven left hoof betray his true identity.

COMBAT

Dispater attacks using his staff, spells and spell-like abilities in combat.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, restoration, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire,* and *wish*; 1/day— *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Dispater casts arcane spells as a 20th-level sorcerer (save DC 22 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Law, and Magic.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Chill and Fear Gaze (Su): 30 feet; Will save (DC 46) or *slowed* as the spell cast by a 20th-level sorcerer and flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Dispater's gaze for one day.

Summon Devils (Sp): Three times per day Dispater can automatically summon 1d4 erinyes, 1d3 hamatula, or 1d2 pit fiends.

Regeneration (Ex): Dispater takes normal damage from holy and blessed weapons of at least +3 enchantment.

Staff of Dis: Large bludgeoning weapon, as a *+4 staff*, deals 2d6+4 points of damage per hit. It possesses all the abilities of a *rod of rulership (Rod of Rulership*, page 198 in the *DMG*).

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil, Distender (Baatezu)

COPYRIGHT NOTICE: Legions of Hell, © 2001 Chris Pramas (Green Ronin Publishing)

Huge Outsider (Evil, Lawful)

Hit Dice: 8d8+56 (92 hp)
Initiative: -1 (-1 Dex)
Speed: 25 ft.
AC: 18 (-2 size, -1 Dex, +11 natural)
Attacks: 2 slams +13 melee
Damage: Slam 2d6+7
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Vomit
Special Qualities: Baatezu qualities, damage reduction 10/+1
Saves: Fort +13, Ref +5, Will +9
Abilities: Str 24, Dex 8, Con 24, Int 6, Wis 16, Cha 16
Skills: Intimidate +14, Jump +13, Listen +13, Spot +13
Feats: Improved Critical (slam), Power Attack, Sunder

Climate/Terrain: Any land
Organization: Solitary or gang (2-5)
Challenge Rating: 8
Treasure: None
Alignment: Always lawful evil
Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

COMBAT

Distenders are enormous, and their mighty fists alone are strong enough to squash most enemies into paste (they have a threat range of 19-20 with the Improved Critical feat). What makes them most effective, however, is their vomit attack. This vile ability can have a variety of mind-jarring effects.

Vomit (Ex): Each round a distender can make a single vomit attack, spewing a chosen humor in a 25-foot-long cone. It cannot vomit the same humor two rounds in a row. All types produce mind-affecting attacks that require a successful Will Save (DC 17) to avoid.

- *Black Bile:* Black bile produces severe melancholy. Creatures affected by black bile become incapable of any action for 1d4 rounds as they stand still, wrapped in their own morose thoughts. The effect is *otherwise* similar to a *hold monster* spell.
- *Blood:* Blood makes victims feel happy (despite being covered with sticky gore!). Creatures affected by blood are so filled with optimism and good cheer that they cannot take any offensive action for 1d6 rounds. They may not make attacks, cast damaging or mind-affecting spells, or initiate any action that would harm another. However, they suffer no penalties to Armor Class.
- *Phlegm:* Phlegm engenders cowardice. Creatures affected by phlegm are so full of fear that they become panicked, fleeing away from the distender for 1d4 rounds. Those that cannot flee for some reason cower in terror instead, and attacks against them are at a +2 bonus.
- *Yellow Bile:* Yellow bile incites violence and vengefulness. Creatures affected by yellow bile are overcome with wrathful feelings for 1d3 rounds. They turn on the nearest creature, friend or foe, with their most powerful attack or spell.

COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Enforcer of Dis (Baatezu)

COPYRIGHT NOTICE: Legions of Hell, © 2001 Chris Pramas (Green Ronin Publishing)
Large Outsider (Evil, Lawful)

Hit Dice: 11d8+33 (82 hp)
Initiative: +3 (Dex)
Speed: 35 ft., fly 40 ft. (average)
AC: 25 (-1 size, +3 Dex, +13 natural)
Attacks: 2 claws +16 melee
Damage: Claw 1d8+5
Face/Reach: 5 ft. by 5 ft./10 ft.
SpecialAttacks: Fear, rend 2d8+7, spell-like abilities, summon baatezu
Special Qualities: Baatezu qualities, damage reduction 10/+2, SR 20
Saves: Fort +10, Ref +10, Will +8
Abilities: Str 20, Dex 16, Con 16, Int 11, Wis 13, Cha 17
Skills: Balance +9, Climb +10, Escape Artist +11, Gather Information +14, Hide +13, Intimidate +12, Jump +10, Knowledge (Hell) +10, Move Silently +11, Spot +9, Tumble +11
Feats: Dodge, Mobility, Spring Attack, Weapon Focus (claw), Weapon Specialization (claw)

Climate/Terrain: Any land and underground
Organization: Solitary, team (2-5), or patrol (1 enforcer plus 2d6 herlekins)
Challenge Rating: 9
Treasure: Standard
Alignment: Always lawful evil
Advancement: 12-16 HD (Large); 17-22 (Huge)

COMBAT

Enforcers of Dis prefer to get their way without a fight. They are masters of intimidation, and their reputation is such that many renegades surrender without a struggle. They are no strangers to violence, however, and can and do use their claws to deadly effect. Their spell-like abilities usually serve to block off exits or capture an offender for later judgment.

Fear (Su): A creature hit by an enforcer of Dis's claw attack must succeed at a Will save (DC 18) or be affected as though by *fear* cast by an 11th-level sorcerer. Whether or not the **S**ave is successful, that creature cannot be affected again by that enforcer's fear ability for one day.

Rend (Ex): If an enforcer ofDis hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d8+7 points of damage.

Spell-Like Abilities: At *will--animate dead. charm person, detect good, detect magic, detect thoughts, dispel chaos, dispel good, hold person, suggestion,* and *teleport without error* (self plus 50 pounds only); *3/day-lightning bolt, polymorph self; prying eyes,* and *wall of* fire, 1/day--*hold monster* and *wall of force.* These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Summon Baatezu (Sp): Once per day an enforcer of Dis can attempt to summon 2d6 herlekins with a 50% chance of success, or another enforcer with a 35% chance of success.

Feats: Enforcers of Dis receive Weapon Focus (claw) and Weapon Specialization (claw) as bonus feats.

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Devil, Focalor (Duke of Hell)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 40d8+440 (620 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (good)
AC: 35 (+3 Dex, +22 natural)
Attacks: Slam +48/+43/+38/+33/+28 melee; or *+3 staff* +51/+46/+41/+36/+31 melee
Damage: Slam 1d6+7; or *+3 staff* 1d6+10
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, psionics, breath weapon, summon devils
Special Qualities: Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft
Saves: Fort +33, Ref +25, Will +31
Abilities: Str 25, Dex 17, Con 33, Int 28, Wis 28, Cha 28
Skills: Bluff +44, Climb +42, Concentration +51, Diplomacy +37, Disguise +48, Gather Information +40, Intimidate +40, Knowledge (arcana) +49, Knowledge (engineering) +37, Knowledge (planes) +41, Knowledge (religion) +35, Listen +41, Move Silently +37, Scry +49, Search +39, Sense Motive +39, Spellcraft +49, Spot +40, Swim +49
Feats: Blind-Fighting, Cleave, Combat Casting, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Sunder, Weapon Focus (slam, staff)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazu)
Challenge Rating: 17
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class

Focalor acts as seneschal to Mammon and wields much of the real power in Minauros. He is a master strategist and carefully watches over Mammon's palace as well as Glasya (Mammon's consort and Asmodeus' daughter).

Many in the Hells believe Mammon would be easy prey were it not for his dukes and the care of Focalor. Many arch-devils have tested Focalor's loyalty in the past and come away disappointed, as he is unshakable in his dedication to Mammon.

Focalor appears human—a thin, bearded, and middle-aged sage with power and heavy concerns—until he unfurls his feathered wings from his flowing robes or reveals his brown cloven hooves. He wears an iron gauntlet on his right hand as his badge of office.

COMBAT

Focalor attacks using his spell-like abilities or his staff and fists. If the battle is going against him, he will gate in a troupe of barbazu or hamatula and flee. If Glasya is present and in trouble, Focalor will protect her at all costs, including that of his own life.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, control weather, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, lightning bolt, magic circle against good, major image, produce flame, passwall, polymorph self, pyrotechnics, see invisibility, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, water breathing,* and *wish*; 2/day—*bestow curse* and *blink* ; 1/day—*blindness/deafness, meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection, deeper darkness, detect evil, detect law, dispel good, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Breath Weapon (Su): Line of fear, 5 feet wide, 5 feet high, and 30 feet long, once per round; Will save (DC 31) or affected as *fear* cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected by Focalor's fear breath weapon for one day.

Summon Devils (Sp): Three times per day, Focalor can automatically summon three lemures, osyluths, or barbazu, or two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Focalor takes normal damage from holy and blessed weapons of at least +3 enchantment.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil, Geryon (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Huge Outsider (Evil, Lawful)

Hit Dice: 44d8+616 (814 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft, fly 50 ft (average)
AC: 33 (-2 size, +2 Dex, +23 natural)
Attacks: 2 claws +58 melee, tail sting +57 melee
Damage: Slam 2d6+16, tail sting 2d4+8 and poison
Face/Reach: 10 ft by 30 ft/10 ft
Special Attacks: Spell-like abilities, spells, psionics, poison, fear gaze, improved grab, tear, bull's horn, summon devils
Special Qualities: Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft
Saves: Fort +38, Ref +26, Will +32
Abilities: Str 42, Dex 14, Con 38, Int 26, Wis 26, Cha 36
Skills: Bluff +60, Concentration +61, Diplomacy +60, Disguise +53, Heal +48, Intimidate +60, Knowledge (arcana) +53, Knowledge (planes) +52, Knowledge (religion) +48, Listen +53, Move Silently +42, Scry +53, Search +48, Sense Motive +53, Spellcraft +55, Spot +53
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (tail sting), Improved Initiative, Mobility, Multiattack, Power Attack, Weapon Focus (tail sting)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-5 osyluths)
Challenge Rating: 56
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

Geryon is the ruler of Stygia, Hell's fifth plane. Geryon dwells in a great fortress in the city of Tantlin in the very middle of the plane, and seldom ventures forth.

He appears as a 10-foot tall snake-humanoid. His upper torso is that of a handsome man with dark hair and eyes, while his lower torso is that of a huge, 30-foot long, snake. Huge, black bat-like wings protrude from his back. His tail ends in a razor-sharp stinger.

COMBAT

Geryon attacks with his massive fists and poisonous tail in combat. One of his favorite tactics is to grab an opponent and sting it to death with his tail.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, ice storm, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of ice,* and *wish*; 1/day—*mass charm, meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Geryon casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Evil, Law, and Strength.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law,* and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear Gaze (Su): Gaze, 30 feet; Will save (DC 45) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Geryon's gaze for one day.

Improved Grab (Ex): To use this ability, Geryon must hit with a claw attack. If he gets a hold he can sting with his tail.

Tear (Ex): Geryon automatically hits a held opponent with all his melee attacks each round he maintains the hold.

Poison (Ex): Tail sting, Fortitude save (DC 46); initial and secondary damage 2d6 points of temporary Constitution damage.

Summon Devils (Sp): Three times per day Geryon can automatically summon 1d3 osyluths or barbazu, or 1d2 hamtula or pit fiends.

Regeneration (Ex): Geryon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Bulls Horn: Geryon carries a great horn which he can blow as a full round action. The horn summons 5d4 6 HD minotaurs. It may be blown thrice per week.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Glasya (Princess of Hell)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 23d8+184 (287 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (good)
AC: 34 (-1 size, +3 Dex, +22 natural)
Attacks: *+3 short sword of venom* +32/+27/+22/+17/+12 melee
Damage: *+3 short sword of venom* 1d6+9 and poison
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, psionics, fear, summon devils
Special Qualities: Damage reduction 25/+3, SR 27, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft
Saves: Fort +21, Ref +16, Will +22
Abilities: Str 23, Dex 17, Con 27, Int 26, Wis 28, Cha 32
Skills: Bluff +36, Climb +20, Concentration +31, Diplomacy +37, Disguise +34, Gather Information +35, Intimidate +28, Knowledge (arcana) +31, Listen +29, Move Silently +26, Scry +31, Sense Motive +25, Spellcraft +35, Spot +28
Feats: Ability Focus (fear), Blind-Fight, Combat Casting, Dodge, Empower Spell, Improved Initiative, Maximize Spell, Mobility, Weapon Focus (shortsword)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazu)
Challenge Rating: 15
Treasure: Standard plus *+3 short sword of venom*
Alignment: Always lawful evil
Advancement: By character class

As consort to Mammon, Glasya is one of the more powerful and influential female devils. Glasya is the daughter of Asmodeus, the Overlord of the Hells.

Glasya appears as a very beautiful female standing about 9 feet tall. She has copper-colored skin, small horns, and black bat-like wings.

COMBAT

Glasya very rarely enters combat, but when pressed, she will attack using her short sword or spell-like abilities. Given the chance she will *teleport* away, but not before summoning other devils to deal with the interlopers.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura,* and *unhallow*; 1/day—*finger of death, meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Psionics (Sp): At will—*astral projection, charm monster, detect evil, detect law, dispel good,* and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Fear (Su): By speaking, 30-foot radius, Will save (DC 32) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Glasya's fear aura for one day.

Summon Devils (Sp): Three times per day Glasya can automatically summon three lemures, osyluths, or barbazu, or two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Glasya takes normal damage from holy and blessed weapons of at least +3 enchantment.

Short Sword of Venom: Functions as a *dagger of venom*.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil, Herlekin (Baatezu)

COPYRIGHT NOTICE: Legions of Hell, © 2001 Chris Pramas (Green Ronin Publishing)
Medium-Size Outsider (Evil, Lawful)

Hit Dice: 2d8+4 (13 hp)
Initiative: +1 (+1 Dex)
Speed: 35 ft.
AC: 15 (+1 Dex, +4 natural)
Attacks: Military fork +5 melee; or gore +5 melee
Damage: 1d8+4 military fork; 1d6+4 gore
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Blood rage, horns down!
Special Qualities: Baatezu qualities
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 14, Int 8, Wis 9, Cha 12
Skills: Hide +4, Intimidate +4, Jump +6, Listen +2, Wildemess Lore +1
Feats: Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, brood (2-5), or pack (5-20)
Challenge Rating: 1
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class

COMBAT

Herlekin are fast-moving shock troops, sent in after waves of lemures have exhausted the enemy. They excel at assaults but do not do well with complicated maneuvers. Herlekin have a taste for blood and are difficult to control once battle has begun. Still, in numbers and properly led, they make a potent force.

Blood Rage (Ex): Herlekin thirst for blood, and can drink the blood of a downed opponent as a partial action. Doing so drives a herlekin into a killing rage the following round, and it attacks madly until it or every opponent is dead. While raging, it gains +4 Strength, +4 Constitution, and -2 AC. It cannot end the blood rage voiuntarily.

Horns Down! (Ex): Although trained to fight with the military fork, a herlekin often gives into instinct and use its massive horns in battle. It crouches over, horns lowered, and charges head first at the enemy, making a single attack that deals 2d6+8 points of damage. The herlekin must move at least 20 feet in a straight line to build up proper momentum. This is otherwise a normal charge attack.

Devil, Mammon (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 46d8+644 (851 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 50 ft. (average)
AC: 37 (-1 size, +5 Dex, +23 natural)
Attacks: *+5 Unholy fauchard-fork of wounding* +62/+57/+52/+47/+42 melee; or 2 slams +56 melee, bite +54 melee
Damage: *+5 Unholy fauchard-fork of wounding* 1d10+16; or Slam 1d8+11, bite 2d8+5
Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with fauchard-fork)
Special Attacks: Spell-like abilities, spells, fear gaze, summon demons
Special Qualities: Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft.
Saves: Fort +39, Ref +30, Will +36
Abilities: Str 32, Dex 20, Con 38, Int 30, Wis 32, Cha 32
Skills: Bluff +60, Concentration +63, Diplomacy +60, Disguise +60, Gather Information +60, Heal +60, Intimidate +60, Knowledge (arcana) +59, Knowledge (planes) +59, Knowledge (religion) +59, Listen +60, Move Silently +51, Scry +59, Search +56, Sense Motive +60, Spellcraft +59, Spot +60
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (fauchard-fork), Improved Initiative, Mobility, Multiattack, Power Attack, Sunder, Weapon Focus (fauchard-fork)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (18 HD Huge nightmare, 5-12 hellhounds)
Challenge Rating: 57
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

From the black stone city of Minauros (named after the plane), Mammon rules Hell's third plane. Mammon and Dispater are supposed allies and purportedly support Mephistopheles, but neither has ever failed to obey Asmodeus. Mammon's realm is a boundless series of rifts with slime streams along the bottoms. Hot ash sprays from volcanoes and cover the plane.

Mammon is red-gold in color and his scaled wings gleam like rubies. His form is bloated and soft looking. His head is bald and his eyes are black with red pupils. A large toothy maw dominates his head. Small horns jut from the top of his head.

COMBAT

Mammon attacks with his fauchard-fork in battle as well as his spells and spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire,* and *wish*; 1/day— *meteor swarm* (any), *shapechange,* and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: Mammon casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 21 + spell level). He has access to the domains of Evil, Law, and Trickery.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Fear Gaze (Su): Gaze, 30 feet; Will save (DC 44) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Mammon's gaze for one day.

Summon Devils (Sp): Three times per day Mammon can automatically summon 1d4 hamatula or barbazu, or 1d2 pit fiends.

Regeneration (Ex): Mammon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Unholy Fauchard-Fork of Wounding: Large Martial weapon, reach, 1d10 piercing damage, x3 crit; acts as a weapon of wounding and an unholy weapon (Unholy, Wounding, page 187 in the *DMG*).

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Melchon (Duke of Hell)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 33d8+363 (511 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 33 (+3 Dex, +20 natural)
Attacks: Greataxe +41/+36/+31/+26/+21 melee; or tail sting +40 melee
Damage: Greataxe 1d12+7; or tail sting 2d4+7
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, psionics, fear aura, corrupt water, summon devils
Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft
Saves: Fort +28, Ref +21, Will +27
Abilities: Str 25, Dex 17, Con 31, Int 26, Wis 28, Cha 28
Skills: Bluff +34, Climb +37, Concentration +46, Diplomacy +45, Disguise +29, Gather Information +39, Heal +34, Intimidate +34, Knowledge (arcana) +44, Knowledge (planes) +33, Knowledge (religion) +33, Listen +39, Move Silently +28, Scry +34, Search +38, Sense Motive +34, Spellcraft +34, Spot +38
Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (greataxe), Improved Initiative, Power Attack, Sunder, Weapon Focus (greataxe)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1 pit fiend, 2-5 barbazu, and 7-12 erinyes)
Challenge Rating: 16
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class

Melchon is a duke in the service of Mammon, on whose behalf he leads 18 companies of erinyes in battle. A devil most jealous of his stronger fellows, Melchon is something of a malcontent in Minauros, and would welcome any setback to Bael or Focalor. He keeps his true feelings well hidden concerning such things.

Meclhon stands 6 feet tall and appears as a red skinned humanoid with upturned, bull-like horns; black, curling brows and beard. His hooves are black and he has large crimson wings.

COMBAT

Melchon disdains the use of magical weapons and uses his greataxe in battle as well as his spell-like abilities. Melchon is fond of poison and uses poisons equal to Deathblade poison (Poison, page 80 in the *DMG*).

Both his greataxe and tail will already be envenomed (90% chance) when he enters combat.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow,* and *wish*; 2/day—*fireball*; 1/day— *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection, detect evil, detect law, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear Aura (Su): As a free action, 30-foot radius, Will save (DC 35) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Melchon's fear aura for one day.

Corrupt Water (Ex): Touch transforms up to 66 gallons of water into a deadly poison equal to Deathblade poison. Holy water is unaffected by this ability. Magical waters or potions receive a save (DC 36) to avoid corruption. A potion's save bonus is equal to 2+one-half its caster level.

Summon Devils (Sp): Three times per day, Melchon can automatically summon 3 lemures, erinyes, or barbazu, or 2 osyluths, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Melchon takes normal damage from holy and blessed weapons of at least +3 enchantment.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Mephistopheles (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 62d8+868 (1147 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (good)
AC: 44 (-1 size, +8 Dex, +27 natural)
Attacks: *+5 vorpal pitchfork* +80/+75/+70/+65/+60 melee; or 2 claws +74 melee
Damage: *+5 vorpal pitchfork* 2d6+18 and 2d6 electrical, fire, or cold; or Claw 1d8+13
Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with pitchfork)
Special Attacks: Spell-like abilities, spells, psionics, fear gaze, summon devils
Special Qualities: Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy, darkvision 60 ft
Saves: Fort +47, Ref +41, Will +45
Abilities: Str 36, Dex 26, Con 38, Int 34, Wis 34, Cha 38
Skills: Bluff +79, Concentration +79, Craft (weaponsmith) +62, Diplomacy +79, Disguise +79, Escape Artist +58, Gather Information +77, Heal +62, Intimidate +79, Jump +63, Knowledge (arcana) +77, Knowledge (planes) +77, Knowledge (religion) +77, Listen +77, Move Silently +73, Scry +77, Search +77, Sense Motive +77, Spellcraft +77, Spot +77
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (pitchfork), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (pitchfork), Whirlwind Attack

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-5 gelugons)
Challenge Rating: 64
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

The eighth plane of Hell, Caina, is ruled by Mephistopheles. His main aim is to wrest the seventh plane from Baalzebul and with the strength gained, challenge Asmodeus for the overlordship of the hells.

His great iron citadel sits in the icy mountains of the frozen plane. The eighth plane is a plane of frozen marshes and steaming slime pits.

Mephistopheles appears as a great blue-black humanoid about 8 feet tall. He has very handsome features with black scales. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils. His normal speech is a whispering wind.

COMBAT

Mephistopheles attacks using his fear gaze, followed by his spells and spell-like abilities. If engaged in melee combat, he will use his *+5 pitchfork* , rarely relying on his talons.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, cone of cold, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, ice storm, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of ice,* and *wish*; 1/day—*mass charm, meteor swarm* (any), *shapechange,* and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

Spells: Mephistopheles casts arcane spells as a 20th-level sorcerer (save DC 24 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Knowledge, Law, and War.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dispel good, levitate,* and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level).

Fear Gaze (Su): 30 feet; Will save (DC 55) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Mephistopheles' gaze for one day.

Summon Devils (Sp): Three times per day Mephistopheles can automatically summon 1d6 gelugons or 1d2 pit fiends.

Regeneration (Ex): Mephistopheles takes normal damage from holy and blessed weapons of at least +4 enchantment.

Vorpal Pitchfork: *+5 vorpal pitchfork* , treat as a trident; deals 2d6 points of damage and 2d6 points of cold, electrical, or fire damage (Mephistopheles chooses the type of additional damage each time he hits with his trident). It also has the vorpal weapon special qualities (Vorpal, page 187 in the *DMG*).

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Moloch (Arch-Devil)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 42d8+546 (735 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
Speed: 40 ft
AC: 38 (-1 size, +6 Dex, +23 natural)
Attacks: 2 claws +52 melee, bite +50 melee; or *+5 6-tailed shocking whip* +52 ranged
Damage: Claw 1d6+11, bite 1d8+5; or *+5 6-tailed shocking whip* 2d6+16 and 1d10 electrical
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, spells, psionics, breath weapon, improved grab, summon devils
Special Qualities: Damage reduction 30/+3, SR 29, regeneration 20, devil qualities, see in darkness, telepathy, darkvision 60 ft
Saves: Fort +36, Ref +29, Will +32
Abilities: Str 32, Dex 22, Con 36, Int 26, Wis 28, Cha 30
Skills: Bluff +55, Concentration +58, Diplomacy +55, Disguise +55, Intimidate +55, Knowledge (arcana) +53, Knowledge (planes) +53, Knowledge (religion) +53, Listen +54, Move Silently +46, Scry +53, Search +54, Sense Motive +54, Spellcraft +53, Spot +54
Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Mobility, Multiattack, Power Attack, Sunder

---

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1-4 cornugons)
Challenge Rating: 55
Treasure: Double standard
Alignment: Always lawful evil
Advancement: By character class

Moloch is a grand duke, viceroy of Baalzebul, and the lord of Malbolge, Hell's sixth plane. Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between the two, much to Moloch's detriment and Mephistopheles' delight.

Moloch is a great, square-bodied creature standing around 14 feet tall. He has red-orange skin, short thick arms and legs, and huge square hands and feet. His feet and head are horned. His head is huge with slanting eyes and gaping mouth.

COMBAT

Moloch attacks with either a claw/claw/bite routine or his weapon and spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, burning hands, charm person, comprehend languages, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, fire charm, fly, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire,* and *wish*; 1/day— *flame strike, meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

Spells: Moloch casts arcane spells as a 20th-level sorcerer (save DC 20 + spell level) and divine spells as a 20th-level cleric (save DC 19 + spell level). He has access to the domains of Evil, Law, and Strength.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law,* and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 20 + spell level).

Breath Weapon (Su): 30 feet, cone, Will save (DC 44) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Moloch's breath weapon for one day.

Improved Grab (Ex): To use this ability, Moloch must hit a Large or smaller creature with a claw attack.

Tear (Ex.): Moloch automatically hits a held opponent with his claws and bite attacks each round he maintains the hold.

Summon Devils (Sp): Three times per day Moloch can automatically summon 1d4 cornugons or 1d2 pit fiends.

Regeneration (Ex): Moloch takes normal damage from holy and blessed weapons of at least +3 enchantment.

6-Tailed Shocking Whip: Medium-size +5 ranged weapon, 2d6+5 points of subdual damage and 2d6 points of electrical damage.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Devil, Zimmar (Duke of Hell)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+280 (437 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (average)
AC: 33 (-1 size, +2 Dex, +22 natural)
Attacks: *+3 vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee
Damage: *+3 vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils
Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft
Saves: Fort +27, Ref +21, Will +24
Abilities: Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 20
Skills: Bluff +40, Climb +43, Concentration +43, Diplomacy +40, Disguise +30, Gather Information +37, Hide +33, Intimidate +35, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35
Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1-2 pit fiends, 2-5 hamatulas, and 6-10 osyluths)
Challenge Rating: 18
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class

The great pit fiend Zimimar leads 6 companies of osyluths in the service of Mammon. He serves as "protector" of Mammon's palace on Minauros, and is thus almost always found there, or in the company of Mammon himself. Zimimar does not like nor trust Bael or Focalor, though he keeps his suspicions to himself.

Zimimar appears as a normal pit fiend.

COMBAT

Great Zimimar attacks with his *+3 vorpal bastard sword* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow,* and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Fear Aura (Su): As a free action, Zimimar can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Zimimar's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 33); initial damage 1d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *DMG*.

Improved Grab (Ex): To use this ability, Zimimar must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Zimimar deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

Summon Devils (Sp): Three times per day Zimimar can automatically summon three lemures, osyluths, or barbazu, two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Zimimar takes normal damage from holy and blessed weapons of at least +3 enchantment.

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

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

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

Devil Dog

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Magical Beast (Cold)

Hit Dice: 6d10+12 (45 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
AC: 15 (+2 Dex, +3 natural)
Attacks: Bite +8 melee
Damage: Bite1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Frightful presence, throat-rip
Special Qualities: Scent, cold subtype, darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +7, Will +3
Abilities: Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 10
Skills: Hide +5*, Listen +9, Move Silently +8, Spot +9, Wilderness Lore +2*
Feats: Alertness

Climate/Terrain: Any cold land
Organization: Solitary, pair, or pack (7-16)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-9 HD (Medium-size); 10-18 HD (Large)

Stark-white predators that inhabit the cold regions of the world, devil dogs roam in packs in an endless search for food. They will always attack humanoid parties, being sly enough to use their protective coloration to the best advantage.

A devil dog resembles a white-furred wolf with icy blue eyes. They typically grow to be 5 feet long and stand 3 feet tall at the shoulder.

COMBAT

Devil dogs hunt in packs. A pack usually circles an opponent, each wolf attacking in turn to exhaust it.

Frightful Presence (Ex): Activated when the devil dog bays, it forces creatures within 30 feet with fewer Hit Dice than the devil dog to make a Will save (DC 13) or become *frightened* (see Chapter 3 of the *Core Rulebook II, the DMG*). The effect lasts for 5d6 rounds.

Throat-Rip (Ex): A devil dog always takes the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the devil dog delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the devil dog has ripped the opponent's throat open. A character killed in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Skills: Devil dogs receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. *Their natural coloration grants devil dogs a +7 racial bonus to Hide checks in areas of snow and ice. A devil dog has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Disenchanter

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Magical Beast

Hit Dice: 5d10+10 (37 hp)
Initiative: +3 (Dex)
Speed: 50 ft.
AC: 15 (-1 size, +3 Dex, +3 natural)
Attacks: Snout touch +6 melee
Damage: Snout touch disenchantment
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Disenchantment
Special Qualities: Damage reduction 10/+1, darkvision 60 ft.
Saves: Fort +6, Ref +7, Will +1
Abilities: Str 16, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills: Listen +4, Spot +4

Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6-12 HD (Large); 13-15 HD (Huge)

The disenchanter resembles a spindly dromedary-like animal with a long, flexible snout. It is pale blue in color and slightly translucent.

COMBAT

A disenchanter is able to discern the most powerful magical items in a group and will always attack those first, unless the item in question is too difficult to reach (such as hidden in a backpack), in which case the disenchanter will choose to attack a more readily available target (such as a magical shield). It fastens its snout onto an item and drains the item's magical properties. Magical weapons striking a disenchanter will not be drained of their magical properties.

Disenchantment (Ex): a disenchanter that makes a successful touch attack with its snout causes the target magical item to be instantly and permanently drained of any magic it possesses. Items worn or carried have an AC equal to the target creature's Dexterity modifier plus any magical deflection bonus (such as from a *ring of protection*) to AC the creature may have. For example, if the disenchanter attacks a creature with Dex 14 (+2 bonus) wearing *+1 plate armor*, it needs only to hit AC 12 (+2 for the Dex bonus). The armor bonus does not apply. A held object (such as a +1 longsword) receives a +5 bonus to AC because the creature can quickly move it out of harm's way. An item struck receives a Fortitude save (DC 14) to negate the effects of the disenchantment. The save is equal to the target creature's base Fortitude save bonus as long as the targeted item is being held, touched or worn. Otherwise, the magic item has a base save bonus of 2 + one-half its caster level (see the *Core Rulebook II, the DMG* page 176). If the save is successful, the item retains its magic. If failed, it becomes a normal nonmagical item forevermore.

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

THE COUNCIL'S ENCYCLOPEDIA OF LIEFDALIA MUNDANE AND MAGICAL

Doom Guard

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Construct

Hit Dice: 5d10 (27 hp)
Initiative: +0
Speed: 30 ft.
AC: 18 (+8 full plate)
Attacks: Longsword +8 melee
Damage: Longsword 1d8+5
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Construct, magic immunity, darkvision 60 ft.
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 20, Dex 10, Con –, Int –, Wis 11, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium-size), 11-15 HD (Large)

The doom guard is an animated creature similar in nature to a golem. Created by a series of arcane enchantments, these frightening automatons are often used as guards in the castles and towers of those who create them. Doom guards are found in both western and eastern (oriental) styles as well as a variety of others.

Doom guards never speak and, thus, have no language of their own. They are able to obey simple commands from their creator, but these are generally limited to one or two rudimentary concepts. Typical orders include "stay in this room and attack anyone but me who enters" or "kill anyone who opens this chest until I tell you otherwise."

Doom guards are not undead, although they are often mistaken for creatures of this type. They cannot be turned or affected by spells that are intended for use against the living dead.

COMBAT

The doom guard is an unsubtle and straightforward opponent. When their instructions call for them to engage in combat, they simply move toward their intended target and strike with their weapons. Subtle planning can often enable a party to outwit doom guards without having to battle them one-on-one.

Most doom guards are armed with some manner of sword, axe, or bludgeon. In rare cases (about 1 in 10), they are equipped with heavier or lighter weapons.

Magic Immunity (Ex): A doom guard is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Lightning-based effects deal normal damage to a doom guard. A *transmute metal to wood* spell deals 1d6 points of damage per caster level. Fire and cold-based effects deal half damage to a doom guard, and no damage if the doom guard succeeds at its saving throw.

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

CREATING A DOOM GUARD

A doom guard costs 50,000 gp to create, which includes 1,500 gp for the body. Assembling the body requires successful Craft (armorsmithing or weaponsmithing) check (DC 15).

The creator must be 12th level and have the Craft Wondrous Item feat. The ritual to complete the doom guard requires one week of time. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's shop and a smithy and costs 1,000 go to establish.

Dracolisk

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Magical Beast

Hit Dice: 7d10+21 (52 hp)
Initiative: +2 (Dex)
Speed: 30 ft, fly 60 ft (poor)
AC: 17 (-1 size, +2 Dex, +6 natural)
Attacks: Bite +10 melee, 2 claws +5 melee
Damage: Bite 2d6+4, claw 2d4+2
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Breath weapon, petrifying gaze
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +8, Ref +7, Will +3
Abilities: Str 18, Dex 14, Con 17, Int 6, Wis 13, Cha 12
Skills: Listen +11, Spot +12
Feats: Blind-Fight

Climate/Terrain: Any marsh or underground
Organization: Solitary or pair
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8-9 HD (Large); 10-21 HD (Huge)

The dracolisk is believed to be the offspring of a black dragon and basilisk. The dracolisk is a very territorial creature, attacking all who come within its domain

The dracolisk has deep-brown scales, six legs, and resembles a black dragon in all respects.

COMBAT

The dracolisk attacks first with its breath weapon and gaze attack. After this, it attacks with its bite and clawed forelegs.

Breath Weapon (Su): Line of acid 5 feet wide, 5 feet high, and 30 feet long, once every 1d6 rounds; damage 4d4, Reflex half DC 16

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 14).

Skills: Dracolisks receive a +2 racial bonus to Listen and Spot checks.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Drage, Brown

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley
Diminutive Dragon (Earth)

Hit Dice: 1/2 d12 (3 hp)
Initiative: +5 (+5 Dex)
Speed: 10 feet, fly 20 feet (perfect)
AC: 23 (+4 Size, +5 Dex , +4 natural)
Attacks: 2 Claws +10 melee, Bite +2 melee
Damage: Claws 1d2-3, Bite 1d2-3
Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet
Special Attacks: Breath Weapon
Special Qualities: Immunity to Electricity
Saves: Fort: +4, Reflex: +7, Will: +4
Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14
Skills: Hide +8*, Spot +3.
Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground
Organization: Solitary or clutch (2-7)
Challenge Rating: 1
Treasure: ½ Standard
Alignment: Usually neutral
Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Brown drages tend to be a light tan or khaki color when born, with their hides slowly darkening to near-black as they age. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws.

Breath Weapon (Su): The brown drage's breath weapon is a 5-foot line of electricity. It does 1d3+1 points of acid damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Acid Immunity (Ex): A brown drage takes no damage from electricity-based attacks.

Skills: Brown Drages have a +3 racial bonus to Hide checks (included in above statistics).

THE COUNCIL'S ENCYCLOPEDIA OF THE MUNDANE AND MAGICAL

Drage, Orange

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Diminutive Dragon (Water)

Hit Dice: 1/2 d12 (3 hp)
Initiative: +5 (+5 Dex)
Speed: 10 feet, fly 20 feet (perfect)
AC: 23 (+4 Size, +5 Dex , +4 natural)
Attacks: 2 Claws +10 melee, Bite +2 melee
Damage: Claws 1d2-3, Bite 1d2-3
Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet
Special Attacks: Breath Weapon
Special Qualities: Acid Immunity
Saves: Fort: +4, Reflex: +7, Will: +4
Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14
Skills: Hide +8*, Spot +3.
Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground
Organization: Solitary or clutch (2-7)
Challenge Rating: 1
Treasure: ½ Standard
Alignment: Usually neutral
Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Orange drages tend to be a dark orange color when born, with their hides slowly gaining luster as they age until the creature looks similar to a copper dragon. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws.

Breath Weapon (Su): The orange drage's breath weapon is a 5-foot line of acid. It does 1d3+1 points of acid damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Acid Immunity (Ex): An orange drage takes no damage from acid -based attacks.

Skills: Orange Drages have a +3 racial bonus to Hide checks (included in above statistics).

THE COUNCIL'S ENCYCLOPEDIA OF THE MUNDANE AND MAGICAL

Drage, Purple

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Diminutive Dragon (Cold)

Hit Dice: 1/2 d12 (3 hp)
Initiative: +5 (+5 Dex)
Speed: 10 feet, fly 20 feet (perfect)
AC: 23 (+4 Size, +5 Dex , +4 natural)
Attacks: 2 Claws +10 melee, Bite +2 melee
Damage: Claws 1d2-3, Bite 1d2-3
Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet
Special Attacks: Breath Weapon
Special Qualities: Cold Subtype
Saves: Fort: +4, Reflex: +7, Will: +4
Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14
Skills: Hide +8*, Spot +3.
Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground
Organization: Solitary or clutch (2-7)
Challenge Rating: 1
Treasure: ½ Standard
Alignment: Usually neutral
Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Purple drages tend to be a light lavender color when born, with their hides slowly darkening to a rich, amethyst-like color and luster as they age. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws.

Breath Weapon (Su): The purple drage's breath weapon is a 5-foot line of frost and cold. It does 1d3+1 points of cold damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Cold Subtype (Ex): A purple drage takes no damage from cold-based attacks. Heat and fire-based attacks do double damage unless a saving throw is allowed, in which case the drage takes half damage on a successful save (double damage on a failed save).

Skills: Brown Drages have a +3 racial bonus to Hide checks (included in above statistics).

THE COUNCIL'S ENCYCLOPEDIA OF THE MUNDANE AND MAGICAL

Drage, Rainbow

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Diminutive Dragon (Air)

Hit Dice: 1/2 d12 (3 hp)
Initiative: +5 (+5 Dex)
Speed: 10 feet, fly 20 feet (perfect)
AC: 23 (+4 Size, +5 Dex , +4 natural)
Attacks: 2 Claws +10 melee, Bite +2 melee
Damage: Claws 1d2-3, Bite 1d2-3
Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet
Special Attacks: Breath Weapon
Special Qualities: Immunity to Sonic attacks
Saves: Fort: +4, Reflex: +7, Will: +4
Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14
Skills: Hide +8*, Spot +3.
Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground
Organization: Solitary or clutch (2-7)
Challenge Rating: 1
Treasure: ½ Standard
Alignment: Usually neutral
Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Rainbow drages mix all colors of the rainbow on their hides, which resemble the insides abalone shells at birth. Their hides slowly darken as they age, eventually reaching a rich luster not entirely unlike oil spilled across a puddle as they age. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws.

Breath Weapon (Su): The rainbow drage's breath weapon is a 5-foot line of low-frequency sound. It does 1d3+1 points of sonic damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Immunity to Sonic Attacks (Ex): The rainbow drage takes no damage from sonic attacks.

Skills: Rainbow Drages have a +3 racial bonus to Hide checks (included in above statistics).

THE COUNCIL'S ENCYCLOPEDIA OF THE MUNDANE AND MAGICAL

Drage, Yellow

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Diminutive Dragon (Fire)

Hit Dice: 1/2 d12 (3 hp)
Initiative: +5 (+5 Dex)
Speed: 10 feet, fly 20 feet (perfect)
AC: 23 (+4 Size, +5 Dex , +4 natural)
Attacks: 2 Claws +10 melee, Bite +2 melee
Damage: Claws 1d2-3, Bite 1d2-3
Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet
Special Attacks: Breath Weapon
Special Qualities: Fire Subtype
Saves: Fort: +4, Reflex: +7, Will: +4
Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14
Skills: Hide +8*, Spot +3.
Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground
Organization: Solitary or clutch (2-7)
Challenge Rating: 1
Treasure: ½ Standard
Alignment: Usually neutral
Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Yellow drages tend to be a bright lemon-color when born, with their hides slowly gaining a burnished look similar to a gold dragon as the creature ages. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws.

Breath Weapon (Su): The yellow drage's breath weapon is a 5-foot line of flame. It does 1d3+1 points of fire damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Fire Subtype (Ex): A yellow drage takes no damage from fire and heat-based attacks. Cold-based attacks do double damage, unless a saving throw is allowed, in which case the drage takes half damage if the save is successful and double damage if it is not.

Skills: Yellow Drages have a +3 racial bonus to Hide checks (included in above statistics).

THE COUNCIL'S ENCYCLOPEDIA OF THE MUNDANE AND MAGICAL

Dragon, Faerie

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Tiny Dragon

Hit Dice: 2d12+2 (15 hp)
Initiative: +0
Speed: 15 ft., 60 ft. (good)
AC: 15 (+2 size, +3 natural)
Attacks: Bite +4 melee
Damage: Bite 1
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: Spells, breath weapon
Special Qualities: Improved invisibility, immunities, SR 21, darkvision 60 ft., low-light vision, telepathy
Saves: Fort +4, Ref +3, Will +7
Abilities: Str 11, Dex 11, Con 13, Int 18, Wis 18, Cha 16
Skills: Hide +5, Listen +9, Search +9, Spot +9
Feats: Hover

Climate/Terrain: Temperate and warm forest
Organization: Solitary or clan (3-6)
Challenge Rating: 4
Treasure: Double standard
Alignment: Always chaotic good
Advancement: 3-5 HD (Tiny); 6 HD (Small)

A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.

Faerie dragons are about 2 feet long and resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm. The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

They speak Draconic, Common, Sylvan, and Elven,

COMBAT

Faerie dragons shun combat, but if pressed, they will turn invisible and attack with their spells and breath weapon.

Improved Invisibility (Su.): A faerie dragon can turn invisible and attack as if using the spell *improved invisibility*. The effect can be dispelled, but the faerie dragon can create it again as a free action on its next turn.

Breath Weapon (Su.): Cone, 5 feet, once every 1d4 rounds; Reflex save (DC 12) or wander aimlessly in a state of euphoric bliss for 2d6 rounds. Creatures so affected cannot act, and lose their Dexterity bonus to AC.

The victim can keep his mind on the situation if he succeeds at a Will save (DC 12) each round; if he fails, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

Spells: Faerie dragons can replicate arcane spells (65% chance) as 6th-level sorcerers (save DC 13 + spell level) or divine spells (35% chance) as 8th-level druids (save DC 14 + spell level).

Immunities (Ex.): Faerie dragons are immune to sleep and paralysis effects.

Telepathy: Faerie dragons can communicate telepathically with one another with a range of 2 miles.

THE COUNCIL'S ENCYCLOPEDIA OF FANTASTIC MUNDANE AND MAGICAL

Dragon, Mercury

Conversion by Scott Greene and/or Erica Balsley
Dragon (Fire)

Climate/Terrain: Temperate and warm mountains
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating: Wyrmling 1; very young 2; young 3; juvenile 5; young adult 7; adult 9; mature adult 11; old 14; very old 16; ancient 17; wyrm 18; great wyrm 20
Treasure: Double standard
Alignment: Always chaotic good
Advancement: Wyrmling 4-5 HD (Tiny); very young 7-8 HD (Small); young 10-11 HD (Medium-size); juvenile 13-14 HD (Medium-size); young adult 16-17 HD (Large); adult 19-20 HD (Large); mature adult 22-23 HD (Huge); old 25-26 HD (Huge); very old 28-29 HD (Huge); ancient 31-32 HD (Huge); wyrm 34-35 HD (Gargantuan); great wyrm 37+ HD (Gargantuan)

Mercury dragons are fast, relatively small (by dragon standards) creatures with long tails. They are very whimsical and make and change decisions quite often.

At birth its scales are dull silver. As the dragon ages they become brighter, and at adulthood they take on a mirror finish.

COMBAT

Mercury dragons are unpredictable in combat, though they will never attack good-aligned creatures unless provoked.

They always use spells in combat, finding new and creative ways of doing so.

Breath Weapon (Su): A mercury dragon has one type of breath weapon, a line of superheated yellow light. The range, damage, and save is listed below each dragon below.

Reflect Light (Ex): By forgoing their wing attacks (adult or older mercury dragons only), a mercury dragon can angle its wings to reflect light, changing it into a brilliant burst of dazzling brightness. They can aim this at one creature (treat it as a ray attack) each round. An opponent failing a Reflex save (DC equals that of the dragon's frightful presence) is blinded for 3 rounds (50% miss chance in combat, all opponents have full concealment, you lose Dexterity bonus to AC, and grant opponents a +2 bonus to attack rolls, move at half speed, and suffer a –4 on most Strength and Dexterity-based skills).

Creatures to whom sunlight is harmful or unnatural take 3d6 points of damage. Undead caught within the ray take 1d6 points of damage per Hit Die of the mercury dragon (half damage if a successful Reflex save is made).

Immunities (Ex): Immune to *sleep* and paralysis effects.

Blindsight (Ex): A mercury dragon can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 30 feet X the dragon's age category (range is listed in the stat block for each dragon).

Keen Senses (Ex): A mercury dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 100 feet X the dragon's age category (range is listed in the stat block for each dragon).

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Spell-Like Abilities: At will—*speak with animals*; 3/day—mirror image and *polymorph self*; 1/day—*telekinesis, project image,* and *reverse gravity*.

MERCURY DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	3d12+3 (22)	17 (+2 size, +5 natural)	+5	+4	+3	+4	2d8 (12)	-	-
Very Young	S	6d12+6 (45)	18 (+1 size, +8 natural)	+8	+6	+4	+5	4d8 (14)	-	-
Young	M	9d12+18 (76)	21 (+11 natural)	+11	+8	+6	+8	6d8 (15)	-	-
Juvenile	M	12d12+24 (102)	24 (+14 natural)	+15	+10	+8	+10	8d8 (18)	-	-
Young Adult	L	15d12+45 (142)	26 (-1 size, +17 natural)	+18	+12	+9	+12	10d8 (20)	20	19
Adult	L	18d12+54 (171)	29 (-1 size, +20 natural)	+22	+14	+11	+14	12d8 (22)	22	21
Mature Adult	H	21d12+84 (220)	31 (-2 size, +23 natural)	+25	+16	+12	+17	14d8 (24)	24	23
Old	H	24d12+120 (276)	34 (-2 size, +26 natural)	+30	+19	+14	+19	16d8 (27)	26	25
Very Old	H	27d12+135 (310)	37 (-2 size, +29 natural)	+33	+20	+15	+20	18d8 (28)	28	26
Ancient	H	30d12+180 (375)	40 (-2 size, +32 natural)	+38	+23	+17	+22	20d8 (31)	30	28
Wyrm	G	33d12+198 (412)	41 (-4 size, +35 natural)	+40	+24	+18	+24	22d8 (32)	32	30
Great Wyrm	G	36d12+252 (486)	44 (-4 size, +38 natural)	+44	+27	+20	+24	24d8 (35)	34	32

MERCURY DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft, fly 150 ft (average)	11	10	13	12	13	12	Fire subtype, speak with animals	-
Very Young	60 ft, fly 150 ft (average)	13	10	13	12	13	12	-	-
Young	60 ft, fly 150 ft (poor)	15	10	15	14	15	14	-	1st
Juvenile	60 ft, fly 150 ft (poor)	17	10	15	14	15	14	Mirror Image	3rd
Young Adult	60 ft, fly 150 ft (poor)	19	10	17	16	17	16	Damage reduction 5/+1	5th
Adult	60 ft, fly 150 ft (poor)	21	10	17	16	17	16	Polymorph Self	7th
Mature Adult	60 ft, fly 150 ft (poor)	23	10	19	18	19	18	Damage reduction 10/+1	9th
Old	60 ft, fly 150 ft (poor)	27	10	21	18	19	18	Telekinesis	11th
Very Old	60 ft, fly 150 ft (poor)	29	10	21	20	21	20	Damage reduction 15/+2	13th
Ancient	60 ft, fly 150 ft (poor)	31	10	23	20	21	20	Project Image	15th
Wyrm	60 ft, fly 150 ft (clumsy)	33	10	23	22	23	22	Damage reduction 20/+3	17th
Great Wyrm	60 ft, fly 150 ft (clumsy)	35	10	25	22	23	22	Reverse gravity	19th

Dragon, Yellow

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Dragon (Fire)

Climate/Terrain: Warm plains and hills
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating: Wyrmling 2; very young 3; young 4; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: Wyrmling 6-7 HD (Small); very young 9-10 HD (Medium-size); young 12-13 HD (Medium-size); juvenile 15-16 HD (Large); young adult 18-19 HD (Large); adult 21-22 HD (Huge); mature adult 24-25 HD (Huge); old 27-28 HD (Huge); very old 30-31 HD (Huge); ancient 33-34 HD (Gargantuan); wyrm 36-37 HD (Gargantuan); great wyrm 39+ HD (Gargantuan)

Yellow dragons love deserts, preferring areas of sandy, windswept desolation. They are most comfortable in daytime temperatures of 105 degrees and up, although they can easily survive subfreezing temperatures at night. A yellow dragon's scales at birth are tan in color, but slowly, as the dragon ages, change to a desert sand color. Their scales are dull and lackluster, but this is to their advantage for they do not reflect light very well. Their teeth and claws are of similar color.

Yellow dragons are solitary, selfish creatures that form no close bonds with any other creature, including other yellows. They are highly territorial; the only time they'll let another yellow into their territory is to mate, which is actually quite rare. Immediately afterward, the dragons separate. The mother raises the offspring, but won't go out of her way to protect them from attackers. The young dragons usually leave home before they reach the juvenile age category. The main enemies of yellow dragons are brass dragons, which actively hunt the smaller creatures.

COMBAT

Although preferring guile to combat and ambush to attack, yellows are fierce and cunning fighters. Even if forced into a situation where direct combat is inevitable, they'll still use their spells and innate abilities so as to mislead, misdirect, and distract their opponents.

A favorite hunting tactic for a yellow is to dig a steep-walled, cone-shaped depression in the sand, and then bury itself at the bottom of this crater with just its eyes and nostrils showing. When a creature stumbles into the depression, the dragon moves its wings in the sand, causing the steep walls of the cone to collapse and drawing the prey straight to the dragon's mouth.

Breath Weapon (Su): A yellow dragon has one type of breath weapon, a cone of scorching air and earth.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Silence (Sp): The dragon can use this ability as the spell of the same name, a number of times per day equal to its age category.

Other Spell-Like Abilities: 3/day—*create/destroy water, improved invisibility*, and *wind wall*; 1/day—*wall of stone* and *enervation*.

YELLOW DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	5d12+5 (37)	15 (+1 size, +4 natural)	+7	+5	+4	+4	1d6 (13)	-	-
Very Young	M	8d12+16 (68)	17 (+7 natural)	+10	+8	+6	+6	2d6 (16)	-	-
Young	M	11d12+22 (93)	20 (+10 natural)	+14	+9	+7	+8	3d6 (17)	-	-
Juvenile	L	14d12+42 (133)	22 (-1 size, +13 natural)	+17	+12	+9	+11	4d6 (20)	-	-
Young Adult	L	17d12+68 (178)	25 (-1 size, +16 natural)	+22	+14	+10	+12	5d6 (22)	20	19
Adult	H	20d12+100 (230)	27 (-2 size, +19 natural)	+26	+17	+12	+15	6d6 (25)	23	21
Mature Adult	H	23d12+115 (264)	30 (-2 size, +22 natural)	+30	+18	+13	+16	7d6 (26)	24	22
Old	H	26d12+156 (325)	33 (-2 size, +25 natural)	+34	+21	+15	+19	8d6 (29)	27	24
Very Old	H	29d12+174 (362)	36 (-2 size, +28 natural)	+38	+22	+16	+20	9d6 (30)	28	25
Ancient	G	32d12+224 (432)	37 (-4 size, +31 natural)	+40	+25	+18	+23	10d6 (33)	31	27
Wyrm	G	35d12+280 (507)	40 (-4 size, +34 natural)	+44	+27	+19	+24	11d6 (35)	32	28
Great Wyrm	G	38d12+304 (551)	43 (-4 size, +34 natural)	+44	+27	+19	+24	11d6 (35)	32	28

YELLOW DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average), burrow 20 ft.	13	10	13	10	11	10	Create/destroy water	-
Very Young	40 ft., fly 150 ft. (poor), burrow 20 ft.	15	10	15	10	11	10		-
Young	40 ft., fly 150 ft. (poor), burrow 20 ft.	17	10	15	12	13	12		-
Juvenile	40 ft., fly 150 ft. (poor), burrow 20 ft.	19	10	17	14	15	14		1st
Young Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	23	10	19	14	15	14	Damage reduction 5/+1	3rd
Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	27	10	21	16	17	16	Improved Invisibility	5th
Mature Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	29	10	21	16	17	16	Damage reduction 10/+1	7th
Old	40 ft., fly 150 ft. (poor), burrow 20 ft.	31	10	23	18	19	18	Wind Wall	9th
Very Old	40 ft., fly 150 ft. (poor), burrow 20 ft.	33	10	23	18	19	18	Damage reduction 15/+2	11th
Ancient	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	35	10	25	20	21	20	Wall of stone	13th
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	37	10	27	20	21	20	Damage reduction 20/+2	15th
Great Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	39	10	27	22	23	22	Enervation	17th

Drake, Blast

COPYRIGHT NOTICE: Original Submission © 2001
By Spencer Cooley
Small Dragon (Air)

Hit Dice: 2d12+4 (17 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet, fly 60 feet (good)
AC: 19 (+1 Size, +1 Dex, +7 natural)
Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee
Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1
Face/Reach: 5 feet x 5 feet/5 feet
Special Attacks: Shriek
Special Qualities: Sonic Immunity
Saves: Fort: +5, Reflex: +4, Will: +3
Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10
Skills: Move Silently +5
Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground
Organization: Solitary, clutch (2-5), or brood (6-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 3 HD (Small); 4-6 HD (Medium-size)

Blast drakes are small, distant relatives of dragons. They resemble tiny green dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, blast drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Shriek (Su): A blast drake's shriek takes the form of a 15 foot long cone of sonic force and can be used every 1d4+1 rounds. This attack does 2d6 points of sonic damage, with a Reflex Save (DC 13) allowed for half damage. The shriek can be heard at a great distance, but only those in the cone take damage. A *silence* spell cast on the drake prevents it from using its shriek, and a *silence* spell cast elsewhere stops the attack as though the outer radius of the spell were a *wall of force*.

Sonic Immunity (Ex): Blast drakes are immune to sonic damage and all sound-based attacks.

Drake, Caustic

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Small Dragon (Water)

Hit Dice: 2d12+4 (17 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet, fly 60 feet (good)
AC: 19 (+1 Size, +1 Dex, +7 natural)
Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee
Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1
Face/Reach: 5 feet x 5 feet/5 feet
Special Attacks: Breath Weapon
Special Qualities: Acid Immunity
Saves: Fort: +5, Reflex: +4, Will: +3
Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10
Skills: Move Silently +5
Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground
Organization: Solitary, clutch (2-5), or brood (6-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 3 HD (Small); 4-6 HD (Medium-size)

Caustic drakes are small, distant relatives of dragons. They resemble tiny black dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, caustic drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A caustic drake's breath weapon is a 20 foot long line of acid and can be used every 1d4+1 rounds. This attack does 2d6 points of acid damage, with a Reflex Save (DC 13) allowed for half damage.

Acid Immunity (Ex): Caustic drakes are immune to acid.

Drake, Fire (Firedrake)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Dragon (Fire)

Hit Dice: 4d12+4 (30 hp)
Initiative: +1 (Dex)
Speed: 20 ft, fly 60 ft
AC: 15 (+1 size, +1 Dex, +3 natural)
Attacks: Bite +7 melee
Damage: Bite 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Breath weapon, pyrophoric blood
Special Qualities: Fire subtype, immunities, darkvision 60 ft, low-light vision
Saves: Fort +5, Ref +5, Will +4
Abilities: Str 13, Dex 13, Con 13, Int 4, Wis 11, Cha 11
Skills: Hide +5, Listen +6, Move Silently +5, Search +1, Spot +6
Feats: Flyby Attack, Weapon Focus (bite)

Climate/Terrain: Temperate hills and mountains
Organization: Pair, clutch (2-5), or family (6-8)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement: 5-9 HD (Small); 10-12 HD (Medium-size)

Although frequently mistaken on first sighting for a young red dragon, the firedrake is neither as intelligent nor as powerful as its dragon cousin.

This small dragonet is about 4 feet long, and a bit over 2 feet tall. It has the features and proportions of a miniature red dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the firedrake is somewhat mottled in color, with mauve and burgundy splotches over the red base color. The wings beat slowly, even when the dragonet is on the ground. In this manner the firedrake provides airflow to its body, and wards off pesky insects. A shimmer of heat rises off of the dragonet at all times.

COMBAT

The firedrake's primary attack is with its breath weapon, though it is not hesitant to use its bite.

Breath Weapon (Su): Cone of fire, 40 feet long, once per 1d4 rounds but not more than five times per day, 2d8 points of damage, Reflex save half (DC 13).

Pyrophoric Blood (Ex): A firedrake's blood is highly flammable and will ignite in a burst of flame upon contact with the air.

Any hit with a slashing or piercing weapon that deals 3 or more points of damage draws blood. The attacker must succeed at a Reflex save (DC 13) to avoid being caught in the flames that erupt from the wound. On a failed save the attacker takes 1d3 points of damage.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Immunities: Firedrakes are immune to sleep and paralysis effects.

FIREDRAKE BLOOD

Firedrake blood can be kept, in its liquid state, in a sealed, airtight container, or underwater or some other inert liquid. It can then be used as a firebomb, equivalent to a torched flask of oil, or used to create flaming weapons. The blood will burn for 1d6 rounds before the fire extinguishes. A weapon coated with the flaming blood deals 1d3 points of fire damage in addition to normal weapon damage.

Drake, Flame

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Small Dragon (Fire)

Hit Dice: 2d12+4 (17 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet, fly 60 feet (good)
AC: 19 (+1 Size, +1 Dex, +7 natural)
Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee
Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1
Face/Reach: 5 feet x 5 feet/5 feet
Special Attacks: Breath Weapon
Special Qualities: Fire Subtype
Saves: Fort: +5, Reflex: +4, Will: +3
Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10
Skills: Hide +4
Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground
Organization: Solitary, clutch (2-5), or brood (6-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 3 HD (Small); 4-6 HD (Medium-size)

Flame drakes are small, distant relatives of dragons. They resemble tiny red dragons and are sometimes kept as pets by fire creatures, dragons. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, flame drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A flame drake can belch forth a 15 foot long cone of fire every 1d4+1 rounds. This attack does 2d6 points of fire damage, with a Reflex Save (DC 13) allowed for half damage.

Fire Subtype (Ex): Flame drakes are immune to fire. They take double damage from all cold-based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage).

Drake, Force

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Small Dragon

Hit Dice: 2d12+4 (17 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet, fly 60 feet (good)
AC: 19 (+1 Size, +1 Dex, +7 natural)
Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee
Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1
Face/Reach: 5 feet x 5 feet/5 feet
Special Attacks: Breath Weapon
Special Qualities: Force Absorption
Saves: Fort: +5, Reflex: +4, Will: +3
Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10
Skills: Move Silently +5
Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground
Organization: Solitary, clutch (2-5), or brood (6-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 3 HD (Small); 4-6 HD (Medium-size)

Force drakes are small, distant relatives of dragons. They resemble tiny purple dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, force drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A force drake's shriek takes the form of a 15 foot long cone of glowing force and can be used every 1d4+1 rounds. This attack does 2d6 points of damage, with a Reflex Save (DC 13) allowed for half damage. Note that because this weapon is made of force, it can affect incorporeal creatures.

Force Absorption (Su): Force drakes absorb force-based attacks. Any force-based attack directed at the drake heals it instead of damaging it on a point-for-point basis. The creature cannot exceed its normal maximum hit points, though absorbing force that would heal it past its maximum hit points allows it to use its breath weapon again immediately (instead of waiting). Thus, a *magic missile* spell that would normally do 3 points of damage instead heals the drake of 3 points of damage. If the drake had only taken 2 points of damage, it would be fully healed and able to use its breath weapon on its next action, even if it had just used it the round prior and had rolled a 5 for the number of rounds it had to wait between breaths.

The Council's Encyclopedia of the Mundane and Magical

Drake, Frost

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Small Dragon (Cold)

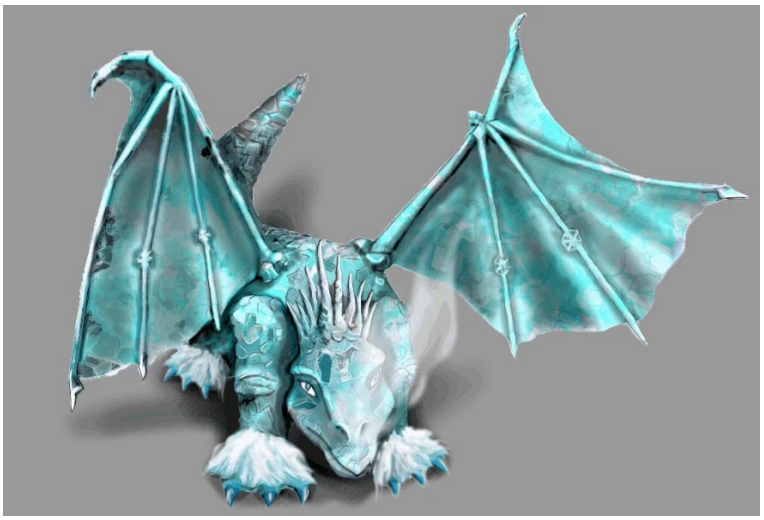

Illustration © 2001, Frederic Simons

Hit Dice: 2d12+4 (17 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet, fly 60 feet (good)
AC: 19 (+1 Size, +1 Dex, +7 natural)
Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee
Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1
Face/Reach: 5 feet x 5 feet/5 feet
Special Attacks: Breath Weapon
Special Qualities: Cold Subtype
Saves: Fort: +5, Reflex: +4, Will: +3
Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10
Skills: Spot +4
Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground
Organization: Solitary, clutch (2-5), or brood (6-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 3 HD (Small); 4-6 HD (Medium-size)

Frost drakes are small, distant relatives of dragons. They resemble tiny white dragons and are sometimes kept as pets by cold creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, frost drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A frost drake's breath weapon is a 15 foot long cone of frost and can be used every 1d4+1 rounds. This attack does 2d6 points of cold damage, with a Reflex Save (DC 13) allowed for half damage.

Cold Subtype (Ex): Frost drakes are immune to cold. They take double damage from all fire-based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage).

Drake, Ice (Icedrake, Ice Lizard)

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Dragon (Cold)

Hit Dice: 3d12+3 (22 hp)
Initiative: +1 (Dex)
Speed: 20 ft, fly 50 ft
AC: 18 (+1 size, +1 Dex, +6 natural)
Attacks: Bite +5 melee, 2 claws +0 melee
Damage: Bite 1d6+1, claw 1d4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Breath weapon, spell-like abilities
Special Qualities: SR 18, cold subtype, immunities, vulnerabilities, darkvision 60 ft, low-light vision
Saves: Fort +4, Ref +4, Will +3
Abilities: Str 13, Dex 13, Con 13, Int 4, Wis 11, Cha 11
Skills: Hide +4, Listen +4, Move Silently +5, Search +3, Spot +4
Feats: Flyby Attack

Climate/Terrain: Cold hills and mountains
Organization: Pair, clutch (2-5), or family (6-8)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 4-6 HD (Small); 7-9 HD (Medium-size)

Although frequently mistaken on first sighting for a young white dragon, the icedrake is neither as intelligent nor as powerful as its dragon cousin.

This small dragonet is about 3 feet long, and almost 2 feet tall. It has the features and proportions of a miniature white dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the icedrake is snow white in color.

COMBAT

The icedrake's primary attack is with its breath weapon, though it is not hesitant to use its bite and claws.

Breath Weapon (Su): Cone of cold, 40 feet long, once per 1d4 rounds but not more than five times per day, 2d6 points of damage, Reflex save half (DC 13).

Spell-Like Abilities: 2/day—*fear* and *sleep*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level).

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Immunities: Icedrakes are immune to sleep and paralysis effects.

Vulnerabilities: Icedrakes are highly susceptible to *charm monster* and *hold monster* spells. They receive a –2 on their saves against these spells.

Council's Encyclopedia of Mundane and Magical

Drake, Static

COPYRIGHT NOTICE: Original Submission © 2001 By Spencer Cooley

Small Dragon (Earth)

Hit Dice: 2d12+4 (17 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet, fly 60 feet (good)
AC: 19 (+1 Size, +1 Dex, +7 natural)
Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee
Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1
Face/Reach: 5 feet x 5 feet/5 feet
Special Attacks: Breath Weapon
Special Qualities: Electrical Immunity
Saves: Fort: +5, Reflex: +4, Will: +3
Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10
Skills: Spot +4
Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground
Organization: Solitary, clutch (2-5), or brood (6-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 3 HD (Small); 4-6 HD (Medium-size)

Static drakes are small, distant relatives of dragons. They resemble tiny blue dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, static drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A static drake's breath weapon is a 20 foot long line of lightning and can be used every 1d4+1 rounds. This attack does 2d6 points of electricity damage, with a Reflex Save (DC 13) allowed for half damage.

Electrical Immunity (Ex): Static drakes are immune to electricity.

The Council's Encyclopedia of Mundane and Magical

Drolem

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Huge (Long) Construct

Hit Dice: 20d10 (110 hp)
Initiative: -3 (-3 Dex)
Speed: 20 feet (can't run), fly 30 feet (poor)
AC: 27 (-2 Size, -3 Dex, +22 natural)
Attacks: 2 Claws +22 melee, Bite +12 melee, Tail +12 melee
Damage: Claws 1d8+9, Bite 2d8+4, Tail 2d6+4
Face/Reach: 10 ft. x 20 ft./10 ft.
Special Attacks: Breath Weapon
Special Qualities: Construct, Damage Reduction 20/+3, Spell Immunity, Fire and Cold Immunity, Perceive Invisible
Saves: Fort: +6, Reflex: +3, Will: +6
Abilities: Str: 28, Dex: 5, Con: -, Int: 3, Wis: 10, Cha: 14

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 12
Treasure: Double Standard
Alignment: Always neutral
Advancement Range: 21-30 HD (Huge); 31-50 HD (Gargantuan); 51-60 HD (Colossal)

A drolem is a magical construct made to resemble a dragon. The drolem is extremely expensive to construct and is almost always used only to guard a special item, treasure, or area. The finished drolem may look exactly like another normal dragon, or may simply appear as a dragon skeleton.

A drolem is only minimally intelligent - it has just enough intelligence to comprehend its masters orders. It will carry them out exactly, without attempting to twist them (it is not intelligent enough to try to twist them). Because of this excellent service and because they are not prone to go out of control, drolems are considered preferable to other types of golems for extremely important work, justifying the extra cost involved in their creation.

COMBAT

A drolem in combat will fight as its master instructed it. This allows for some minor strategic tactics (e.g., feign sleep until a group comes within 20 feet and then use your breath weapon to catch them by surprise), but drolems usually fight in a straightforward manner and do not adjust well to changing combat conditions.

Breath Weapon (Su): A drolem is imbued with the ability to belch forth a 30 foot long cone of poisonous gas every 1d4+1 rounds. Resistance is made with a Fortitude save (DC 22, damage 3d6 temporary Con, secondary damage 1d6 temporary Con).

Spell Immunity (Su): A drolem is immune to spells of 4th level and below.

Perceive Invisibility (Su): A drolem may perceive invisible creatures as though under the effects of a *see invisible* spell cast by a 10th-level sorcerer. This is a continuous ability that the drolem cannot repress.

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

COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Dune Stalker

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Evil, Fire)

Hit Dice: 6d8+12 (39 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 16 (+1 Dex, +5 natural)
Attacks: 2 claws +8 melee
Damage: Claw 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Sonic attack, kiss of death
Special Qualities: Damage reduction 15/+1, SR 17, improved tracking, darkvision 60 ft.
Saves: Fort +7, Ref +6, Will +7
Abilities: Str 12, Dex 13, Con 14, Int 14, Wis 14, Cha 14
Skills: Climb +8, Escape Artist +8, Hide +9, Knowledge (any one) +8, Listen +10, Move Silently +7, Search +10, Spot +11
Feats: Improved Initiative, Weapon Focus (claw)

Climate/Terrain: Any warm land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 7-10 HD (Medium-size); 11-18 HD (Large)

A vile naked humanoid in appearance, bony, and with long sharp fingers and clawed toes, the dune stalker roams the Material Plane in response to summons from evil spellcasters. The dune stalker originates from the Para-Elemental Plane of Magma.

Dune stalkers speak Common, Ignan and Auran.

COMBAT

The dune stalker's principal ranged attack is by sonic vibration. The dune stalker's broad chest allows it to take in a huge quantity of dry, hot air, which is then forced out under tremendous pressure through a resonance chamber in the nasal passages.

At close range, the dune stalker will attempt to deliver a kiss of death to whichever target within melee range is most identifiable as good. This is accomplished when the dune stalker places its lips in direct contact with the bare skin of its victim, and makes a sonic vibration attack.

Sonic Attack (Su): Once every 1d4 rounds, a dune stalker can emit a blast of ear-shattering sound that stuns all within 30 feet for 1d4 rounds unless a successful Fortitude save (DC 15) is made.

Kiss of Death (Su): Touch, Fortitude save (DC 15) or die.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

COUNCIL'S ENCYCLOPEDIA OF THE PLANE AND MAGICAL

Dusanu (Rot Fiend)

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Small Plant

Hit Dice: 4d8+12 (30 hp)
Initiative: -1 (-1 Dex)
Speed: 30 feet
AC: 17 (-1 Dex, +8 natural)
Attacks: 2 Claws +6 melee
Damage: Claws 1d6+3
Face/Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Spore rot, Spore cloud
Special Qualities: Plant, Spongy body, spawn
Saves: Fort: +7, Reflex: +0, Will: +1
Abilities: Str: 16, Dex: 8, Con: 16, Int: 10, Wis: 11, Cha: 10
Skills: Move Silently +3, Spot +4

Climate/Terrain: Temperate and warm forests or swamps, underground
Organization: Solitary
Challenge Rating: 5
Treasure: 1/10th coins, 50% items (see below)
Alignment: Usually neutral evil
Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

A dusanu is a gruesome, semi-intelligent plant that breeds by killing other creatures. A dusanu appears as a mold-encrusted skeleton with two glowing eyes, usually wearing the tattered remains of any clothing its victim might have been wearing.

A dusanu is created when a creature infected with the dusanu's spores (see below) dies. Within a few hours, the creature's flesh is consumed and much of the bone structure is destroyed as well, leaving a spongy set of bones underneath the layer of mold that forms over the creature. The mold, slightly magical and rather strong, helps to animate the creature to move it about, allowing it to proliferate by spreading its spores about. When a dusanu is thus "born," it inherits all of the knowledge the dusanu from whose spores it sprang. This passing of knowledge makes a dusanu a dangerous opponent. A dusanu's size and Hit Dice are dependent upon the creature that it was born from, and even larger specimens than those listed are not unheard of.

A dusanu's treasure consists of those items the creature it spawned from was wearing – hence the treasure type of items and small amounts of coin. Items of an organic nature will have been destroyed by a dusanu or at least mostly eaten – coins might be found in a hole-filled, mold-covered pouch. All items carried by a dusanu will be inorganic and limited to what might be found on (or hanging from) the creature.

COMBAT

A dusanu does have considerable intelligence, and prefers to attack victims in less-inhabited areas. A dusanu prefers to attack until it has hit two or three times (this increasing the likelihood of an infection), then retreat, hopefully evading its pursuers. It will use traps and cover of darkness to increase its likelihood of escape.

Spore Rot (Ex): When a dusanu's moldy claws hit an opponent in combat, the mold in that area spews spores, in an attempt to infect the creature's open wound. An opponent hit by a dusanu in combat must make a Fortitude save (DC 15) or be infected by Spore Rot. Spore Rot has an incubation period of 1 day; damage is 2d6 temporary Constitution.

Spore Cloud (Ex): A dusanu's moldy components constantly release spores, acting as a continuous spread in a 5 foot radius from its body. Those within the cloud must make a Fortitude save every round (DC 12) or become infected with Spore Rot (as above).

Spongy Body (Ex): Because a dusanu's body, including the bones of the original creature, has become spongy and yields when hit, bludgeoning weapons inflict only half normal damage to a dusanu.

Spawn (Su): A creature infected with Spore Rot will rise as a dusanu 1d8 hours after its death, harboring all of the memories and knowledge of the original dusanu. Casting a *cure disease* spell on the body within this time span will prevent this.

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

Dusanu (Rot Fiend) - Alternate

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium–size Plant

Hit Dice: 9d8+18 (58 hp)
Initiative: +0
Speed: 30 ft
AC: 16 (+6 natural)
Attacks: 2 claws +8 melee
Damage: Claw 1d6+2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spore cloud, disease
Special Qualities: Spongy body, electricity immunity, plant
Saves: Fort +8, Ref +3, Will +3
Abilities: Str 14, Dex 10, Con 14, Int 10, Wis 11, Cha 10
Climate/Terrain: Any temperate or warm land
Organization: Pack (2–4)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: 10–27 HD (Medium–size)

The dusanu, or rot fiend, is a horrifying and intelligent humanoid that shuffles through the deepest wilderness of Mystara, attacking unfortunate humans and humanoids with its deadly spores.

A rot fiend appears as a yellowing, mold-encrusted human (or humanoid) skeleton, often wearing tattered clothing. Its strange eyes flicker with a haunting blue light, and the foul air near a dusanu is tainted with the spores of its terrible dry rot. The dusanu is actually a fungal colony inhabiting a human or humanoid skeleton. Its collective –group mind" grants the creature its intelligence and will. Mold inhabits every crevice of the host skeleton save the eye sockets, from which it emits the strange waste fumes that cause the dusanu's eyes to flicker with an eerie blue light.

Dusanu prefer to travel in small packs, so characters hardly ever encounter them alone. Rot fiends appear to communicate through the release of spores and can sense one of their own kind tip to 10 miles away. The creatures do not seem to choose any particular lair or hunting ground, but instead adopt a nomadic lifestyle. Adventurers find them most often roaming deep forests or swamps far from regular human habitation.

When not attacking humans and other intelligent creatures, rot fiends avoid civilization.

Periodically, a dusanu must renew its mold colony by launching spores onto a carcass, rotting tree limb, or other dead object. The spores rapidly grow into mold that consumes the decaying material, then launches new revitalized spores that feed on the previous mold colony to build a new one. The mold on the dead material dies after it has used up its food supply. In this way, a rot fiend can consume an entire body or tree trunk the size of itself in less than three hours.

There has been no account of any successful communication with a dusanu, although several sages and wizards have made the attempt.

COMBAT

In battle, dusanu are intelligent and very cunning. The monsters always attack with their moldy claws.

Spore Cloud (Ex): When attacking, a rot fiend pack attempts to form a spore-radiating circle around the opponent. As a rot fiend attacks, its spores radiate outward in a 5-foot radius around its body. Any creature that contacts the cloud must succeed at a Fortitude save (DC 16) or take
1d8 points of damage and become infected with *rot fiend fungus*.

Disease (Ex): Rot fiend fungus—spore cloud, Fortitude save (DC 16), incubation period 1d3 days; 1d8 temporary Constitution (see below and see Disease, page 74 in the *DMG*).

Spongy Body (Ex): A dusanu's mold-infested bones are very soft and protect it from damage. Nonmagical weapons deal no damage, magical blunt weapons deal half damage, and magical piercing or slashing weapons deal normal damage.

Electricity Immunity (Ex): Dusanu take no damage from electricity.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits. Dusanu have darkvision with a range of 60 feet.

ROT FIEND FUNGUS

A rot fiend reproduces by infecting humans and other humanoids with its poisonous spores. Those infected do not show any outward signs of infection for the duration of the incubation, save for an achy

rash. The various *cure wounds* spells have no effect on the victim.

At the end of the incubation period, yellowish mold erupts from the victim's skin. Each day the victim must succeed at a Fortitude save (DC 16) or become overgrown with mold, suffering 1d8 points of temporary Constitution damage. The spores can be destroyed with a *remove disease*.

If a victim dies from rot fiend fungus, his body will lie dormant for 1d4 days before animating and creating a new dusanu. The character loses all former abilities and memories.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Dust Digger

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Aberration

Hit Dice: 4d8+4 (22 hp)
Initiative: +0
Speed: 10 ft
AC: 16 (-1 size, +7 natural)
Attacks: 5 tentacles +5 melee
Damage: Tentacle 1d6+3
Face/Reach: 10 ft by 10 ft/5 ft
Special Attacks: Sinkhole, improved grab, swallow whole
Special Qualities: Burrow, tremorsense, darkvision 60 ft
Saves: Fort +2, Ref +1, Will +4
Abilities: Str 14, Dex 10, Con 13, Int 2, Wis 11, Cha 10
Skills: Hide +0*, Listen +4, Spot +4
Feats: Alertness

Climate/Terrain: Warm desert
Organization: Solitary, gang (4-8), or colony (9-20)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Dust diggers dwell in arid climates that have loosely packed, sandy soil, such as desert dunes. They travel above ground only at night and never longer than a few minutes at a time.

A dust digger resembles a starfish with 5 arm-like tentacles around a central maw.

COMBAT

A dust digger buries itself and waits for its prey. When a creature walks on top of a dust digger, the dust digger deflates its body, creating an area very much like a sinkhole. Once fully deflated, the dust digger folds its arms up around the victim and forces it into its maw.

Sinkhole (Ex): By deflating its body (when buried in sand), the dust digger uses the sands shifting toward its mouth to slow the escape of its prey.

A creature caught in the shifting sand can only move at half speed, and must make a Reflex save (DC 13 with the DC increasing by +1 per round to a maximum of +3) each round to maintain its footing. If the save fails, the creature falls and slides toward the dust digger's mouth. On a successful save, the creature maintains it's footing, but must make another Reflex save (same DC) for each round it remains in the shifting sand.

Improved Grab (Ex): To use this ability, the dust digger must hit with two of its tentacles. If it gets a hold, it can bite or swallow its prey.

Swallow Whole (Ex): By making a successful grapple check, a dust digger can swallow a grabbed opponent of Medium-size or smaller. Once inside, the creature takes 2d8+2 points of crushing damage plus 6 points of acid damage per round from the dust digger's digestive juices. A swallowed creature can climb out of the digger with a successful grapple check. This returns it to the digger's maw where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The dust digger's gizzard can hold two Small creatures, four Tiny, eight Diminutive, or sixteen Fine or smaller opponents.

Burrow (Ex): A dust digger can glide through sand, loose soil or almost any sort of loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an are containing a burrowing dust digger flings the dust digger back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

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

Skills: *Dust diggers receive a +8 racial bonus to Hide checks when in sand covered terrain.

Ear Seeker

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Fine Vermin

Treat as a trap (CR 6)

Ear seekers are small maggot-like insects that occupy decaying wood. As adults, they are harmless as they spend their days deep within rotting logs happily eating the wood. As larvae, the ear seekers can be lethal to warm–blooded creatures. Female ear seekers lay their eggs in warm, moist areas. Generally, the warm moistness of decaying vegetable matter suits them. On rare occasions, however, they will enter the ear of a living creature and deposit their eggs there. An adult ear seeker will lay 1d8+8 tiny eggs and then fly off to die. The incubation time of the eggs is 4d6 hours, at which time the tiny larvae hatch and begin to consume the only available food source: the surrounding flesh. Preferring warmth, they will burrow inwards to where the most food and body heat is. The host must succeed at a Fortitude save (DC 18) or die in 1d4 days as the ear seekers devour its brain tissue. Even if the save is successful, the host suffers 3d6 points of permanent Intelligence and Wisdom damage.

After sating themselves, the larvae will turn to pupae. The agony for the host finally ends. This stage lasts about two weeks, at which time adult ear seekers crawl out of the host and fly away. A *cure disease* spell destroys the eggs and larvae. A *restoration* spell will heal the ability damage dealt by an ear seeker, but it must be cast twice; once for Intelligence damage and once for Wisdom damage.

Eel, Giant Moray

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Beast

Hit Dice: 5d10 (27 hp)
Initiative: +3 (Dex)
Speed: Swim 20 ft.
AC: 16 (-1 size, +3 Dex, +4 natural)
Attacks: Bite +5 melee, tail lash +0 melee
Damage: Bite 1d8 and disease, tail lash 1d4
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Improved grab, tear, disease
Special Qualities: Immunities, amphibious, darkvision 60 ft., low-light vision
Saves: Fort +4, Ref +7, Will +2
Abilities: Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills: Hide +4, Listen +6, Spot +6
Feats: Weapon Finesse (bite)

Climate/Terrain: Warm aquatic
Organization: Solitary or school (4-8)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-9 HD (Large); 10-15 HD (Huge)

A giant moray eel is a feared predator, known for its fearsome diseased bite.
It appears as an 8-foot long eel with mottled brown leathery skin, with lighter brown or yellow spots on its dorsal area. It has pronounced incisor teeth. Some species are known to be at least 20 feet long or more.

COMBAT

A giant moray eel will conceal itself in a reef, seaweed, or underneath stones. When its prey passes by, it lunges out, biting its prey and striking with blinding speed. It will attack almost anything that passes near it, regardless of the size of the prey.

The eel will only use its tail lash on a foe trapped in its jaws or on a foe attempting to flank it.

Improved Grab (Ex): To use this ability, a giant moray eel must hit a foe with its bite attack. If it gets a hold, it tears the flesh.

Tear (Ex): A giant moray eel automatically hits a held opponent with all its attacks each round it maintains the hold.

Disease (Ex): The bite inflicts its foe with a disease akin to *mummy rot*.

Immunities (Ex): Giant moray eels are immune to all forms of fear and disease, magical or otherwise.

Amphibious (Ex): Giant moray eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the Suffocation rules on page 88 of the *Core Rulebook II, the DMG*).

Skills: Giant Moray eels gain a +4 racial bonus to Hide, Listen and Spot checks.

Feats: The Giant Moray Eel gains Weapon Finesse (bite) as a bonus feat.

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Elemental Beast, Air

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Tall) Elemental

Hit Dice: 8d8+16 (52 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: fly 120 feet (perfect)
AC: 21 (-1 Size, +4 Dex, +8 natural)
Attacks: bite +9 melee
Damage: bite 2d6+1
Face/Reach: 5 ft x 5 ft/10 ft
Special Attacks: Whirlwind Grab, Rage
Special Qualities: Elemental, Air Mastery, Spell Vulnerability, Damage Reduction 10/+1
Saves: Fort: +4, Reflex: +10, Will: +2
Abilities: Str: 12, Dex: 18, Con: 14, Int: 3, Wis: 11, Cha: 12
Skills: Hide +9, Listen +5, Move Silently +9, Spot +5.
Feats: Weapon Finesse (Bite), Improved Initiative

Climate/Terrain: Any with large amounts of air
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 9-16 HD (Large); 17-24 HD (Huge)

An air elemental beast is made of only the purest elemental material available. It is native to the Elemental Plane of Air where it is highly prized by djinni as a guardian beast and as a tracker and hunter.

On its native plane, elemental beast is usually invisible. On the Prime plane, however, foreign material such as sand or silt can get caught up in the whirling winds and air currents that formulate the beast, causing it great pain and revealing its true form. The elemental beast is an enormous 8-foot head with wings attached at the back. Its wide mouth is filled with rows of pointed razor-sharp teeth. Its eyes shine with pain and malicious light. The turbulent winds that give the beast its form create a howling and whistling sound.

COMBAT

In combat, the air elemental beast attacks with its powerful bite. It prefers to attack with surprise, using its natural ability to blend in with normal air to catch opponents off guard.

Whirlwind Grab (Ex): If the beast's attack roll is a natural 20, and its opponent is no larger than medium-sized, it seizes its opponent in its large mouth (consider the victim grappled). The next round, If the creature is land-based, the air beast lifts the being from the ground to a height of 50 feet and drops the victim (probably resulting in falling damage to the victim). If the victim flies, the air beast flies at its maximum speed directly at a solid object such as a rock or the ground. At the last minute, the air beast releases its victim and veers away. Its perfect maneuverability allows the beast to instantly change direction and avoid the collision itself. The victim takes 3d6 points of damage from the impact (Reflex save vs. DC 14 for half damage) unless it also has perfect maneuverability, in which case the victim can also stop itself instantly, avoiding the damage.

Rage (Ex): If the air elemental beast absorbs a large amount of foreign matter such as dust, sand, or dirt, it goes into a berserk fury. In this state, the beast gains +4 Strength, +4 Constitution, and –2 AC. For every round the elemental air beast is within 10 feet of a source of loose foreign matter, there is a 5% cumulative chance the beast absorbs enough material to send it into this berserk rage. This lasts for 1d8 rounds, after which the material has been ejected from its body.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Spell Vulnerability: Certain spells have unusual effects on the elemental beast. A *control weather* spell cast at an elemental beast of air causes it 8d8 points of damage, but the creature gets a Will saving throw for half damage. A *gust of wind* spell cast at the air beast adds a +2 HD to the beast for 1d4 rounds and has a 50% chance of sending the creature into a berserk fury. Damage suffered during this period is first subtracted from the added HD, and all attacks made during this time gain a +2 morale bonus to hit.

Air Mastery (Ex): Airborne creatures suffer a –1 penalty to attack and damage rolls against an air elemental beast.

Skills: An air elemental beast gains a +5 bonus to Hide and Move Silently rolls when in an environment with clear air (i.e., not filled with rain, smog, dust, or other such debris), not included in the stats above.

Elemental Beast, Earth

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Long) Elemental

Hit Dice: 8d8+24 (60 hp)
Initiative: +0
Speed: 30 feet, burrow 30 feet
AC: 17 (-1 Size, +8 natural)
Attacks: bite +9 melee, tail +5 melee
Damage: bite 2d6+4, tail 1d8+2
Face/Reach: 5 ft x 10 ft/5 ft
Special Attacks: Locking Bite, Stun, Double Damage Against Objects
Special Qualities: Elemental, Spell Vulnerability, Tunnel through Stone, Weakness against other Elements, Damage Reduction 10/+1, Tremorsense
Saves: Fort: +9, Reflex: +2, Will: +2
Abilities: Str: 18, Dex: 10, Con: 16, Int: 3, Wis: 11, Cha: 12
Skills: Hide +9, Listen +5, Move Silently +5, Spot +9.
Feats: Power Attack, Cleave

Climate/Terrain: Any with large amounts of pure earth
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement Range: 9-16 HD (Large); 17-24 HD (Huge)

The elemental beast of earth is native to the Elemental Plane of Earth. An earth elemental beast is made solely of rock, minerals, clay, or dirt, all in their purest forms. There is no foreign or organic substance within the creature.

An earth beast stands approximately 8 feet tall at the shoulders. It is a quadruped and vaguely resembles a reptile with an elongated tail. Its inordinately large mouth has rows of sharp teeth made from various rocks and minerals. A single ridge of spikes runs down the center of its back. The spikes cluster at end of the tail like a mornnigstar. It emits a growl that resembles the sound of an avalanche or an earthquake.

COMBAT

Illustration © 2001, Frederic Simons

The elemental beast of earth can move as swiftly and as easily through earth and rock as it does above ground. Its favored attack method is to erupt from under the surface and surprise its victims. When attacking in this manner, the elemental beast gains a +8 circumstance bonus to its hide and move silently checks. Dwarves gain their Stonecunning bonus on this check.

An earth elemental beast attacks using a powerful bite against an opponent, using its powerful tail slap against others that might oppose it.

Locking Bite (Ex): To use this ability, the beast must score a critical hit with its bite attack and the victim must be no larger than medium-sized. A victim may make an opposed Strength check or an Escape Artist check (DC 18) to break free. The victim automatically receives 3d6 points of damage from the bite each round until he pulls free or the beast is killed.

Stun (Ex): A creature of medium size or smaller hit by the beast's tail attack must succeed at a Fortitude save (DC 18) or be stunned for 1d4 rounds.

Double Damage against Objects (Ex): If the beast makes a full attack against an object or structure, it deals double damage.

Burrow (Ex): A beast can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing beast flings the beast back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Spell Vulnerability: If the creature is *levitated* or *flying*, it panics, suffering a –4 penalty to all attack and damage rolls. It will attempt to reach the ground by any means. An *earthquake* spell causes 8d8 points of damage to the elemental, but only if the creature is touched by the caster. A *rock to mud* spell slows the earth beast to half movement both above and below ground, reducing it to one partial action per round because of sluggishness.

Weakness against other Elements (Ex): An earth elemental beast cannot travel through water. All attacks made by the earth elemental beast against airborne or waterborne creatures are made at -2 and all damage is reduced by 1 hp per die (to a minimum of 1 point of damage per die).

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

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Elemental Beast, Fire

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Long) Elemental (Fire)

Hit Dice: 8d8+16 (52 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 60 feet
AC: 19 (-1 Size, +2 Dex, +8 natural)
Attacks: 2 Claws +8 melee, Bite +4 melee
Damage: Claws 1d6+3, Bite 1d8+1
Face/Reach: 5 feet x 10 feet/5 feet
Special Attacks: Breath Weapon, Pounce, Burn
Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+1, Rage
Saves: Fort: +4, Reflex: +8, Will: +3
Abilities: Str: 16, Dex: 14, Con: 15, Int: 2, Wis: 12, Cha: 12
Skills: Listen +7, Move Silently +8, Spot +7
Feats: Improved Initiative, Multiattack

Climate/Terrain: Any land or underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral
Advancement Range: 9-16 HD (Large); 17-24 HD (Huge)

A fire elemental beast is large four-legged creature made from pure fire. It can be summoned to any dry area, but requires a small flame to give the beast a starting point from which it can collect the heat from the surrounding area to generate its flaming body. Their speed occasionally causes less-experienced opponents to believe that the huge, quick-moving flame is a fireball.

The fire beast resembles a large, catlike beast with extremely broad shoulders. Fire dances and flickers throughout its body, giving the appearance of rippling muscles beneath a fiery orange coat. A mane of pure fire surrounds its head and its eyes are black voids that look like empty sockets. Flames lick out from its formless, ever-changing face, but there is the consistent appearance of large fiery teeth. The fire beast's bellow sounds like the roar of a hundred bonfires.

Fire elemental beasts are noted for foul tempers and destructive habits. They are ornery, brutal, and generally unpleasant company.

COMBAT

Illustration © 2001, Frederic Simons

In combat, a fire elemental beast tries to cause as much havoc as possible. It uses its breath weapon as often as it can in order to set objects (and opponents) ablaze. It prefers to pounce upon its opponents, then breathe fire into the center of a group. Fire elemental beasts prefer close-in fighting, where their fiery bodies can cause more harm to opponents.

Breath Weapon (Ex): A fire elemental beast can breathe a 30 foot long cone of fire every 1d4 rounds. This does 2d8 points of fire damage to those caught within its blast area (Reflex Save DC 16 for half damage). Flammable items that fail this Reflex save catch fire.

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

Burn (Ex): A hit from a fire elemental beast's claw or bite attacks inflicts 1d4 points of fire damage due to the hot flames that make up its body. Any creature grappling (or attempting to grapple) the beast takes 2d4 points of fire damage from the flame and heat.

Rage (Ex): A fire elemental beast hit with fire has a 25% chance of flying into a berserk rage on its next turn as the fire in its body is made impure. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Elemental Beast, Water

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Tiny Elemental (Water)

Hit Dice: 1d8+3 (7 hp)
Initiative: +3 (+3 Dex)
Speed: 15 feet, Swim 60 feet, fly 60 feet (poor)
AC: 21 (+2 Size, +3 Dex, +6 natural)
Attacks: Bite +2 melee
Damage: Bite 1d4
Face/Reach: 2 ½ feet x 2 ½ feet/0 feet
Special Attacks: Swarm Attack, Shared Essence, Choke
Special Qualities: Elemental, Damage Resistance 10/+1, Water Breathing
Saves: Fort: +3, Reflex: +5, Will: +0
Abilities: Str: 10, Dex: 16, Con: 16, Int: 2, Wis: 10, Cha: 11
Skills: Move Silently +7

Climate/Terrain: Any large body of water
Organization: School (8-24)
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral
Advancement Range: none

Water elemental beasts are always summoned in schools of 8 to 24. The water elemental beast looks like a misshapen pike or piranha with an oversized mouth filled with sharp teeth. They range in size from 9 to 12 inches and have small, membranous wings with which they can fly but which fold flat along their bodies when not in use.

COMBAT

Water elemental beasts attack as a school in combat. If opponents are approaching the water wherein they reside, they will wait for the opponent to blunder into the water before attacking. If the opponent seems loathe to enter the water, or if an individual in the water attempts to flee, they launch themselves through the air to begin flight and attack while in flight. Much like piranha, once they have wounded a given individual, all of them will concentrate their attacks on that individual until either he is out of range or dead (or the school is killed).

Swarm Attack (Ex): Attacking in concert allows the water elemental beast to flank an opponent as long as at least 2 beasts share the square with the opponent.

Illustration © 2001, Frederic Simons

Shared Essence (Su): When targeted by an area attack, the school takes damage in the following manner: damage and Saving Throws should be calculated as though the school were a single creature, then spread evenly over all individuals in the area affected. For example, if four beasts are caught in a fireball that inflicted 14 points of damage, each beast would take only 3 or 4 points of damage instead (less on a successful saving throw). Water elemental beasts gain a cumulative +1 racial bonus for each 4 beasts in a school (round down).

Choke (Ex): On a critical hit, an elemental beast manages to land in its opponent's mouth. The creature may make an Escape Artist check (DC 11) each round to spit the elemental beast out. While a beast is in a creature's mouth, that creature is considered to be drowning. The beast only emerges voluntarily after the victim dies.

Water Breathing: A water elemental beast drowns in air. This makes them loathe to remain in the air for very long (they leave water airborne to fly and attack, but immediately try to return to water if possible).

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Executioner's Hood

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Tiny Aberration

Hit Dice: 2d8+2 (11 hp)
Initiative: +0 (Dex)
Speed: 10 ft., climb 5 ft.
AC: 14 (+2 size, +2 natural)
Attacks: Slam +1 melee
Damage: Slam 0 and suffocation
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: Improved grab, suffocation
Special Qualities: Alcohol vulnerability, sleep immunity, darkvision 60 ft.
Saves: Fort +0, Ref +0, Will +2
Abilities: Str 10, Dex 10, Con 12, Int 4, Wis 8, Cha 10
Skills: Listen +4, Spot +4

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Tiny); 5-6 HD (Small)

The executioner's hood is a bag-like monster that resembles an actual executioner's hood. It is about 1 inch thick and 2 feet in diameter. There are two eye holes which actually can be used to see into or out of its cavity. The hood is dull black in color.

COMBAT

The executioner's hood will cling to a wall or ceiling awaiting its prey. When its prey passes under it, the hood drops and attempts to engulf the victim's head.

Improved Grab (Ex.): To use this ability, the executioner's hood must hit with its slam attack.

Suffocation (Ex.): An executioner's hood that gets a hold wraps itself around the head of a Medium-size or smaller creature as a standard action. The executioner's hood attempts a grapple that does not provoke an attack of opportunity. If it gets a hold it deals damage (equal to its slam attack) per round.

A creature can hold its breath for a number of rounds equal to twice its Constitution score. After this period of time, the creature must succeed at a Constitution check (DC 10) each round (the DC increases by +1 for each success). On a failed roll, the victim falls unconscious (o hp). In the following round, the victim drops to –1 hit points and is dying. In the third round, the victim suffocates.

Attacks that hit the executioner's hood deal the same amount of damage to the victim. Spells that affect the executioner's hood have full effect on the victim as well (because the executioner's hood attaches many small fibrous strands to the victim).

Sleep Immunity (Ex.): Immune to *sleep* effects.

Alcohol Vulnerability: Pouring wine, ale, brandy, or the like on an executioner's hood deals 1 point of damage to it per round. After the hood has taken 4 points of damage, it will release its victim and drop to the floor. At least 1 full quart must be used.

Illustration © 2001, Frederic Simons

Eye of Fear and Flame

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Construct

Hit Dice: 12d8 (54 hp)
Initiative: +0
Speed: 30 ft. (can't run)
AC: 18 (+8 natural)
Attacks: Eye rays +11 ranged
Damage: Eye ray (see text)
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Eye rays
Special Qualities: Construct, ethereal jaunt, detect law, greater command, immunities, telepathy, darkvision 60 ft.
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 12, Dex 11, Con –, Int 14, Wis 16, Cha 16

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 9
Treasure: None (the gems from its eyes are worth 1,000 to 3,000 gp each)
Alignment: Always chaotic evil
Advancement: 13-36 HD (Medium-size)

The eye of fear and flame is a hooded humanoid of average size. The face is always invisible, with the interior of the hood being seen as an opaque black screen. The eye constant stalks the world looking for lawful and good individuals in which to command and force into service. The deeds and commands given by an eye of fear and flame are always evil in nature.

The gems lose their magical properties when they are removed or when the eye of fear and flame is killed.

Sages say a dark and evil god created the eye of fear and flame to slay good and just creatures. Scholars believe that only twenty of these creatures exist.

COMBAT

If the eye is attacked, or its commands are not obeyed, it will cast back its hood to reveal its true visage; a bare red skull with a red jewel in its right eye socket and a black jewel in its left eye socket.

The eye of fear and flame will use its greater command ability when it first encounters a foe. If this fails, it will remove its hood and use its eye rays.

Eye Rays (Su.): Each eye's effects resemble a spell cast by a 12th-level sorcerer but follows the rules for a ray (see Aiming a Spell, page 148 in the *Core Rulebook I, the PH*).

Fireball: red gem, once every 1d4 rounds, 880-feet range, 10d6 damage to all creatures within the area of effect, Reflex save (DC 19) for half.

Fear: black gem, continuously emits a *fear* ray, 60-foot range. Will save (DC 19) or flee in terror at full movement rate for 12 rounds. Affected creatures suffer a –2 morale penalty on saving throws for 12 rounds. Those succeeding at their save are unaffected for the remainder of the encounter.

The *fear* can be dispelled, but the eye of fear and flame can create it again as a free action on its next turn.

Greater Command (Sp.): At will—as the spell cast by a 12th-level sorcerer, 50-feet, Will save (DC 18).

Detect Law (Su.): An eye of fear and flame has a continuous *detect law* that affects a 30-foot radius. The aura can be dispelled, but the eye of fear and flame can create it again as a free action on its next turn.

Ethereal Jaunt (Su.): If melee is going badly for the eye of fear and flame it will make its escape through the Ethereal Plane. It can remain on the Plane for 12 rounds before reappearing on the Material Plane.

Immunities: Should anyone be foolish enough to cast a *blindness* or *power word, blind* spell at the eyes, they will be reflected back to the caster with full effect.

Telepathy (Su.): The eye of fear and flame can communicate telepathically with any creature within 100 feet that has a language.

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

Eye of the Deep

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium-Size Aberration

Hit Dice: 10d8+20 (65 hp)
Initiative: +4 (Improved Initiative)
Speed: 5 ft., swim 20 ft.
AC: 15 (+5 natural)
Attacks: Eye rays +7 ranged touch, 2 claws +2 melee, bite +2 melee
Damage: Claw 2d4, bite 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Eye rays
Special Qualities: All-around vision, darkvision 60 ft.
Saves: Fort +5, Ref +3, Will +8
Abilities: Str 10, Dex 10, Con 14, Int 12, Wis 13, Cha 13
Skills: Hide +6, Listen +14, Search +11, Spot +14
Feats: Flyby Attack, Improved Initiative, Shot on the Run

Climate/Terrain: Any aquatic
Organization: Solitary, pair, or cluster (3-6)
Challenge Rating: 8
Treasure: Standard
Alignment: Always lawful evil
Advancement: 11-15 HD (Medium-size); 16-30 HD (Large)

It is believed that this creature is a relative of the beholder, for there are remarkable similarities between the two species. The eye of the deep dwells only at great depths of the ocean, floating slowly about as it stalks its prey.

The eye of the deep is a 5-foot wide orb dominated by a central eye and a large toothy maw. Two large crab-like pincers and two eyes on stalks sprout from the orb.

COMBAT

An eye of the deep attacks by using its eye rays, then grasping an opponent with its pincer-like claws and subjecting it to its awful bite.

Eye Rays (Su.): Both of the creature's eyes as well as the large central eye can produce a magical ray once per round, even when the eye of the deep is attacking physically or moving at full speed. The creature can aim all of its eyes in any direction.

Each eye's effect resembles a spell cast by a 12th-level sorcerer but follows the rules for a ray (see Aiming a Spell, page 148 in the *Core Rulebook I, the PH*). All rays have a range of 150 feet and a save DC of 17.

Hold Person: The target must succeed at a Will save or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.

Hold Monster: The target must succeed at a Will save or be affected as though by the spell. This is used in the same manner as the *hold person* ray.

Stun Cone (Su.): An eye of the deep's central eye can, once per round, produce a 150-foot stun cone extending straight ahead from the creature's front. Creatures in the area must succeed at a Fortitude save or be stunned for 2d4 rounds.

Improved Grab (Ex.): To use this ability, an eye of the deep must hit a Small or smaller creature with a claw attack.

Rend (Ex): An eye of the deep that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d4 points of damage.

Eyewing

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium–size Outsider

Hit Dice: 3d8+3 (16 hp)
Initiative: +3 (Dex)
Speed: Fly 60 ft (good)
AC: 16 (+3 Dex, +3 natural)
Attacks: 2 claws +4 melee, tail +4 melee; or tear +6 ranged
Damage: Claw 1d4+1, tail 1d4+1; or tear 1d6
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tail)
Special Attacks: Tear
Special Qualities: Keen vision, immunities
Saves: Fort +4, Ref +6, Will +3
Abilities: Str 13, Dex 17, Con 13, Int 5, Wis 10, Cha 6
Skills: Hide +8, Search +15, Spot +15
Feats: Alertness

Climate/Terrain: Any land and underground
Organization: Band (1–20)
Challenge Rating: 2
Treasure: None
Alignment: Always lawful evil
Advancement: 4–9 HD (Medium–size)

Eyewings are loathsome inhabitants of the Abyss. They are obedient, loyal, and dumb—perfect servitors for the dark gods and their more powerful minions.

An eyewing's body is a fat, egg-shaped ball covered with matted black fur. The creature has a five-foot wide body and a 10-foot wingspan. Each wing is tipped with a set of three razor-sharp talons. An eight-foot-long rat's tail dangles from the back of the body; the tail ends in a small, sharp spur. It has no feet and has never been known to land.

The body is dominated by the single bulging, four-foot-wide eyeball. The eyeball is black with a blood-red pupil. A vile blue fluid continuously leaks from the eye soiling its fur. Great leathery eyelids squeeze this fluid out and away from the creature. The stench is unbelievable. It gives off
an acidic smell that scorches the sensitive tissues in other creatures' noses and mouths.

Eyewings are supernatural creatures that exist only to serve their dark masters. When left without orders they become sluggish and listless. This should not be taken to mean that they are any less dangerous. This listlessness is their expression of boredom, but nothing relieves eyewing boredom quite like tearing apart innocent creatures.

Eyewings have no society as such. They do not have a culture. Their simple language consists of shrill squeaks. They understand other spoken languages, but cannot speak them. When in the Abyss they are found only on layers that allow for flying. Their immunity to cold makes them at home on any of the icy layers as well.

COMBAT

An eyewing has two main forms of attack. The most common form is to use its claws and tail to strike its opponents. It can either swoop down on them, or hover and dash. Its second form of attack is to bomb its enemies with a large eyewing tear that is squeezed out of the large eyeball by the leathery eyelid. It has amazing control over the release of the tear. It releases a tear when it is within 100 feet of its target. It can deliver this attack while hovering or diving.

Tear (Su): An eyewing tear is a one-foot-diameter ball of poisonous blue fluid. An opponent hit by the tear takes 2d6 points of damage (Fortitude save at DC 12 for half).

The tears may also splash any creature within 10 feet of the target. The attack roll for the splash attack is made with a –2 penalty. If a creature is splashed, they take 2d4 damage (Fortitude save at DC 12 for half).

An eyewing tear hardens into a rubbery lump within 2d6 hours after being shed. The exact time depends upon the humidity, temperature, etc. A creature handling a hardened tear must make a successful Fortitude save (DC 12) or take 1 point of damage.

Keen Vision (Ex): Eyewings have extremely acute vision that enables them to see with perfect accuracy for up to 25 miles. They also have darkvision with a range of 120 feet.

Immunities (Ex): Eyewings are immune to all cold-based attack and effects, as are their tears.

Skills: Eyewings receive a +8 racial bonus to Search and Spot checks.

Faedorne

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Medium Fey

Hit Dice: 9d6+9 (40 hp)
Initiative: +1 (+1 Dex)
Speed: 30 feet
AC: 14 (+1 Dex, +3 natural)
Attacks: masterwork dagger +6 melee
Damage: dagger 1d4+1
Face/Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Spell use (see below), Spell-like abilities
Special Qualities: Fey abilities, Cloudwalk
Saves: Fort: +4, Reflex: +7, Will: +8
Abilities: Str: 10, Dex: 13, Con: 12, Int: 14, Wis: 14, Cha: 19
Skills: Handle Animal +14, Knowledge (History) +12, Listen +12, Scry +12, Spellcraft +12, Spot +12
Feats: Dodge, Silent Spell, Spell Focus (Illusion), Still Spell, Weapon Finesse (dagger)

Climate/Terrain: Clouds
Organization: Always solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Neutral Good
Advancement Range: 10-11 HD (Medium)

Faedornae are female creatures of great beauty. They are cloud spirits that live on clouds as though they were islands. These islands are only visible at night, and are indistinguishable from other points of light (or stars) in the night skies. To the few creatures who have traveled there and returned, these "stars" are known as Shining Isles. Faedornae enjoy visiting creatures, especially otherwise mundane animals, that, in the eyes if the faedornae, have made their mark for great bravery

Faedornae embody many elvish ideals but rarely make their presence known, even to elves. They prefer to guide subtly rather than to interfere directly in elven affairs. However, they have been known to favor certain elves and provide them with aid in times of danger.

COMBAT

Faedorne shun physical combat, seeking to use spells to calm aggressive intruders. Faedornes are reluctant to leave their Shining Isles and would only do so in the direst emergency. If at all possible, a faedorne will use her spells and illusion abilities to encourage (or trick) an attacker to leave.

Cloudwalk (Su): As a cloud spirit, a faedorne can walk on clouds or any other sort of visible water vapor as though it were solid ground. If she so wishes, she may step anywhere in the cloud (i.e., "climbing" through a cloud as though it were steps), treating parts she chooses as normal ground and other parts as intangible.

Spell-like abilities (Sp): Faedornae are mistresses of illusion, able to create illusions equivalent to a *phantasmal force* spell as a free action and at will. Illusion spells cast by faedornae while on a "Shining Isle" have their save DC increased by 5. Three times a day, a faedorne is able to use *clairvoyance* (as an 8th level sorcerer) to view the land below her Shining Isle.

Spell Use (Sp): In addition to the spell-like abilities listed above, a faedorne casts spells as an 8th-level sorcerer, tending to favor illusion spells over other spell types.

COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Fallen Guard

COPYRIGHT NOTICE: Original Submission © 2001 by Doug Rodermund

Large (Tall) Giant

Hit Dice: 12d8+30 (84 hp)
Initiative: +1 (Dex)
Speed: 30 ft., Climb 150 ft.
AC: 15 (-1 Size, +1 Dex, +5 natural)
Attacks: Huge Greatclub +10 melee; huge longspear +9 melee/ranged; slam +8 melee
Damage: Huge Greatclub 2d6+9; huge longspear 2d6+9, slam 1d10+9
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Frightful Presence
Special Qualities: Great Leap, Divine Will
Saves: Fort +10, Ref +5, Will +10
Abilities: Str 23, Dex 13, Con 21, Int 5, Wis 17, Cha 13
Skills: Jump +62, Spot +3
Feats: Power Attack, Dodge, Mobility, Spring Attack

Climate/Terrain: Any dense forest
Organization: Solitary, pack (7-12, extremely rare)
Challenge Rating: 7
Treasure: Standard; possible magical huge greatclub/longspear
Alignment: Usually chaotic neutral
Advancement: By character class

Fallen Guardsmen are extremely rare, and are completely unknown to all but the select few who survive an encounter in a forest one has taken residence in. Only the most learned of historians know anything of the fallen guardsmens' background. It is rumored that they were the elite guard of another plane's god, feared by most creatures in their brilliant armor. Supposedly there was a great war between their god and another, with their opposition being victorious in the end. The opposing god stripped them of many of their powers and attributes (most notably Intelligence), used powerful psionics to warp their minds (hence their choatic neutral alignments), and cast them out to various scattered worlds among the planes. The creatures now wander aimlessly within dense forests in constant sorrow of their failed protection of their god. They appear to be ageless and do not seem to die of natural causes – only in battle. Whether this is a blessing or a curse from their god is the subject of strident debate.

COMBAT

A Fallen Guard rarely seeks confrontation with other creatures, but their actions can be very sparatic and thus unpredictable. It is rumored that they have occassionally banded together for a purpose of divine righteousenss, but normally are found alone.

Sixth Sense (Su): Fallen Guardsmen seem to have a sixth sense which often alerts them of near danger or a desirable action. The creature may substitute Wisdom for Intelligence as the basic ability for all Intelligence-based skills and ability checks.

Great Leap (Ex): A Fallen Guardsman gets a +60 racial bonus to jump checks (included in stats above) and can take 20 on any jump check as a standard action even if he would not otherwise me able to do so.

Frightful Presence (Su): When a Fallen Guard becomes enraged (automatic after taking even 1 hit point of damage), it flies into a frightful frenzy. All opponents within 30 feet of the creature when it is in its enraged state must make a Will save (DC 17) or suffer a –2 morale penalty to all attack, damage, and skill rolls.

Divine Will (Ex): A Fallen Guard is immune to all mind-influencing effects. In addition, a Fallen Guard automatically makes all Concentration checks.

Feystag

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Magical Beast

Hit Dice: 2d10+4 (15 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 50 ft
AC: 13 (+3 Dex)
Attacks: 2 claws +1 melee
Damage: Claw 1d4-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Control magic item
Special Qualities: Identify magic item, Immunities, SR 25
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 9, Dex 16, Con 15, Int 13, Wis 12, Cha 12
Skills: Animal Empathy +5, Hide +8*, Knowledge (arcana) +4,
Knowledge (nature) +4, Listen +5, Move Silently +8, Spot +5, Use Magic Device +16, Wilderness Lore +5
Feats: Improved Initiative, Skill Focus (Use Magic Device)

Climate/Terrain: Any cold or temperate land
Organization: Solitary or mated pair
Challenge Rating: 1
Treasure: Standard coins; standard goods; double items
Alignment: Usually chaotic neutral
Advancement: 4-6 HD (Medium-size)

Feystags are often whispered of in woodcutter's tales, for their mastery over magic makes them fearsome opponents. These creatures can run on all fours and stand erect. Their limbs are clawed, they have coats of dusty brown hair, and antlers rise from their feline-like heads.

Feystags speak Common and Sylvan.

COMBAT

A feystag senses auras of enchanted items, and it can often identify the type, specific functions, and even "strength" (number of charges, uses, or spells remaining) of a magical item from but a glance.

The feystag's two clawed forearms can awkwardly wield one-handed weapons or rake with its claws.

Control Magic Item (Su): If a feystag learns how to operate an item power triggered by force of will, silent mental command, or spoken word by using its identify magic item ability, it can make the item function from 20 feet away.

Feystags can't control or activate items they haven't identified, and they can activate only one item per round, once, but items that operate continuously for more than one round will do so even after the feystag has turned its attention to another item.
The bearer of an item a feystag activates can wrest control from the creature if the item is controlled by physical means or if the bearer speaks command words. (The bearer's words override the feystag's long-range commands.) If the bearer tries to regain control of a power activated by will, he must make two consecutive Wisdom checks (DC 10 + ½ the feystag's HD + the feystag's Charisma modifier). If only one check succeeds, the bearer must make a Will save (DC 12) or be confused for 1d6 rounds. No one can operate the item during this time if the bearer still holds it. If both Wisdom checks fail, the bearer cannot wrest control from the feystag.

Immunities (Su): A feystag is immune to all enchantment/charm and greater divination magic, and to psionics that duplicate mind reading and mind influencing effects.

Identify Magic Item (Su): A feystag automatically senses all magical auras within a 60-foot radius, seeing them as auras of differing brightness. A feystag that studies an item for one round makes a Use Magical Device check to determine if it divines how to activate or control a property of the item. (Some magical items defy identification or have too faint a dweomer for the feystag to learn their powers—DM's discretion.)

Note that the creature can study only one item per round, but it can do so in addition to other physical, mental, and magical activity. A feystag able to handle an item gains a +1 bonus to its skill check.

Skills: Feystags receive a +8 racial bonus to Use Magic Device checks. *They receive a +4 racial bonus to Hide and Move Silently checks when in forested terrain.

FEYSTAG ECOLOGY

A feystag is usually a solitary forager (except during mating cycle). It habitually scouts out new territories, discovering springs, caverns, hiding places, and areas where pitfalls and snares can be set – often a feystag lair is surrounded by traps. The creature hoards magical items, delighted
in their use and always trying to acquire more. A few feystags dwell among humans in remote forest communities. They often bargain with or sell information about items brought to them,
or they become sages. Many creatures—their predators being the same as those for the common

deer—prey upon Feystags. Feystags are friendly with korred, centaurs, and satyrs. They prefer to eat plants (particularly mint), certain mosses, and mistletoe.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Fire Lizard

COPYRIGHT NOTICE: Conversion by Scott Metzger

Huge Magical Beast

Hit Dice: 10d10+70 (125 hp)
Initiative: +0
Speed: 20 ft
AC: 16 (-2 Size, +8 natural)
Attacks: bite +19/+14 melee
Damage: bite 2d6+11
Face/Reach: 5 ft. by 30 ft./10 ft
Special Attacks: Breath 15ft cone of fire for 2d10 damage (DC 15 reflex for 1/2) every 1d4 rounds
Special Qualities: DR 30 against Fire based attacks
Saves: Fort +14, Ref +7, Will +3
Abilities: Str 33, Dex 11, Con 25, Int 2, Wis 12, Cha 10
Skills: Climb +9, Hide +7, Listen +4, Move Silently +6, Spot +4

Climate/Terrain: any subterranean
Organization: solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral

These reptiles may be an ancestral dragon type or an offshoot of a common ancestor. In any case these creatures resemble red dragons, are sometimes called "false dragons", and the latter seem to avoid confrontation with fire lizards. They are slow moving creatures and often (50%) sleep for long periods. They are found in subterranean lairs, coming forth every fort night or so to hunt. As shiny objects attract them, fire lizards collect metals and gems in their den. There is a 10% chance that the lair will contain 1-4 eggs (market value 5,000 gp each), but the fire lizard does not otherwise care for its young which depart after hatching.

Fire lizards are typically neutral gray in color, with mottlings of red brown on the back and reddish undersides. Younger ones are lighter, old (50 to 100 years) specimens are darker.

COMBAT

Fire lizards usually attack with a vicious bite. However, they can breath a 15 ft long cone of fire for 2d10 damage (DC 15 Reflex for 1/2) every 1d4 rounds.

Firesnake

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Small Animal (Fire)

Hit Dice: 2d8 (9 hp)
Initiative: +3 (Dex)
Speed: 20 ft, climb 20 ft
AC: 14 (+1 size, +3 Dex, +3 natural)
Attacks: Bite +5 melee
Damage: Bite 1d3 and paralysis
Face/Reach: 5 ft by 5 ft (coiled)/5 ft
Special Attacks: Paralysis
Special Qualities: Fire subtype, low-light vision
Saves: Fort +0, Ref +6, Will +1
Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills: Balance +11, Climb +12, Hide +15*, Listen +8, Spot +8
Feats: Weapon Finesse (bite)

Climate/Terrain: Any underground
Organization: Solitary or pack (2-5)
Challenge Rating: 2
Treasure: No coins; standard goods (gems only); no items
Alignment: Always neutral
Advancement: 3-5 HD (Small); 6 HD (Medium-size)

Fire snakes are always found in fires. A fire snake ranges in size from 2 feet to 6 feet in length and its body is colored from blood red to orange. Its eyes are white.

Some sages conjecture that fire snakes are some form of larval salamander from the Elemental Plane of Fire.

COMBAT

A fire snake's preferred method of attack is to hide in a nearby fire and then surprise its foes when they pass nearby. A fire snake attacks by biting its opponents with its sharp fangs.

Paralysis (Ex): Those hit by a fire snake's bite attack must succeed at a Fortitude save (DC 11) or be paralyzed for 1d6 minutes.

Fire Subtype (Ex): Fire immunity, double damage from cold, except on a successful save.

Skills: Fire snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better. (This duplicates the skill bonuses for snakes as listed in the Core Rulebook III, the MM, page 201). *Fire snakes receive a +6 racial bonus to Hide checks in fiery surroundings due to their coloration.

Feats: The fire snake receives the Weapon Finesse (bite) feat as a bonus feat.

THE COUNCIL'S ENCYCLOPEDIA OF MONSTERS MUNDANE AND MAGICAL

Flind

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Sized Humanoid (Gnoll)

Hit Dice: 2d8+6 (15 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (+3 Dex, +2 leather armor)
Attacks: Club +4 melee; or flindbar +4 melee
Damage: Club 1d6+3; flindbar 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 17, Dex 13, Con 16, Int 10, Wis 13, Cha 10
Skills: Listen +4, Spot +4
Feats: Power Attack

Climate/Terrain: Temperate or warm land and underground
Organization: Solitary, pair, gang (2-5), mob (2-5 plus 10-20 gnolls), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 10-20 gnolls)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

The flind is similar to a gnoll in body style, though it is a little shorter, and broader. They are more muscular than their cousins. Short, dirty, brown and red fur covers their body. Their foreheads do not slope back as far, and their ears are rounded, but still animal like.

COMBAT

Flind combat tactics are similar to those of their lesser kin, the gnolls. They prefer to strike from ambush, using terrain and concealment to their best advantage. They are most often seen acting in the role of leaders to gnoll bands, keeping discipline with a ruthless hand and little mercy.

Flindbar: Treat as nunchaku (see page 109 of the *Core Rulebook I, the PH*).

FLIND CHARACTERS

The flind's favored class is fighter. Flind leaders are always fighters, and are highly skilled in the use of the flindbar. Flind clerics usually worship the demon prince Yeenoghu and can choose two of the following domains: Chaos, Evil, and Trickery.

THE ENCYCLOPEDIA OF THE PLANE AND MAGICAL

Floating Eye

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Diminutive Aberration

Hit Dice: 1/2d8 (2 hp)
Initiative: +2 (Dex)
Speed: Swim 60 ft.
AC: 16 (+4 size, +2 Dex)
Attacks: Slam –4 melee
Damage: Slam 0
Face/Reach: 1 ft. by 1 ft./0 ft.
Special Attacks: Hypnotic gaze
Special Qualities: Transparency, darkvision 60 ft., low-light vision
Saves: Fort +0, Ref +2, Will +2
Abilities: Str 2, Dex 15, Con 11, Int 1, Wis 11, Cha 11
Skills: Hide +4

Climate/Terrain: Any aquatic
Organization: School (3-12)
Challenge Rating: 1/8
Treasure: None
Alignment: Always neutral
Advancement: 1-2 HD (Diminutive)

Floating Eyes are small saltwater fish that have transparent bodies and a single large eye about the size of a walnut.

COMBAT

Floating eyes get their name from the fact that their body is practically transparent. The creature's eye, however, is capable of bioluminescence and it has such minute control over the intensity and patterns of the light that it can mesmerize other creatures that see it.

Floating eyes are part of an unusual symbiotic relationship with a variety of predatory fish, including sharks. Once the floating eye has mesmerized its prey, predatory fish move in and consume it. After they have eaten, the floating eye moves in and gorges itself on the scraps. **Hypnotic Gaze (Su):** Affected as if by the spell hypnotism cast by a 4th-level sorcerer, 30 feet, Will save (DC 10).

Transparency (Ex): A floating eye is all but invisible, save for its single eye. A Spot check (DC 15) is required to notice a floating eye.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Floor Trapper

COPYRIGHT NOTICE: From **Dungeons**, © 2001 Alderac Entertainment Group

Large Aberration

Hit Dice: 6d8+18 (45 hp)
Initiative: +1 (+1 Dex)
Speed: 10 ft.
AC: 14 (-1 size, +1 Dex, +5 natural, upper body), 10 (lower body)
Attacks: Grab +3 melee
Damage: Grab 2d8
Face/Reach: 5 ft by 5 ft / 5 ft
Special Attacks: Crush
Special Qualities: Camouflage, darkvision 60 ft.
Saves: Fort +5, Ref +3, Will +5
Abilities: Str 10, Dex 12, Con 16, Int 6, Wis 10, Cha 14
Skills: Listen +11, Spot +11

Climate/Terrain: Any subterranean
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Neutral
Advancement Range: 7-12 HD (Large); 12-18 HD (Huge)

The floor trapper is a peculiar creature that lurks in dungeons, lying in wait to grab and smother its prey. This creature is a flat, 2-inch thick, 10-foot radius disk. Its upper surface is covered with a thick, tough hide that has the consistency and appearance of rough stone. Its underside is pale white, pulpy flesh studded with dozens of stubby legs. The floor trapper hunts by positioning itself in a well-traveled cavern.

COMBAT

When a medium-size or smaller creature walks over the trapper, it wraps itself around its victim and begins to crush it. The initial grab attack inflicts 2d8+4 points of damage. Creatures that survive the first attack take 1d6+4 points of damage per round while trapped in the creature. Those caught within a floor trapper may escape by winning an opposed Strength check against the trapper's 19 Str. The creature may be freed by those outside of the trapper if they succeed in an opposed Strength check against the trapper.

After a trapper's initial attack, the thing is somewhat defenseless unless its victim cannot move off of the trapper. Many trappers prefer to lurk in narrow passages, where a victim has less of an opportunity to escape their grasp.

Camouflage (Ex): The trapper's upper body is easily mistaken for a plain stretch of rocky cavern floor. Any creature that approaches within 30 feet of the trapper must make a Spot check (DC 20) to notice the creature. Those actively looking for a trapper can note the slightly moist, glistening look that marks the creature's upper body. Characters who specifically look for this telltale sign of a trapper notice one on a Spot check (DC 15).

Crush (Ex): Once the trapper hits with its first attack, it automatically crushes the victim for 1d6+4 points per round until the victim escapes.

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Flumph

Conversion by Scott Greene and/or Erica Balsley
Small Aberration

Hit Dice: 2d8 (9 hp)
Initiative: +3 (Dex)
Speed: Fly 20 ft (average)
AC: 20 (+1 size, +3 Dex, +6 natural)
Attacks: Spikes +4 melee
Damage: Spikes 1d4 plus 1d4 acid
Face/Reach: 5 ft by 5 ft/0 ft
Special Attacks: Acid
Special Qualities: Nauseating spray, darkvision 60 ft
Saves: Fort +0, Ref +3, Will +5
Abilities: Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10
Skills: Hide +7, Listen +7, Move Silently +7, Search +4, Spot +7
Feats: Weapon Finesse (spikes)*

Climate/Terrain: Any underground
Organization: Pair or colony (4-16)
Challenge Rating: 2
Treasure: None
Alignment: Always lawful good
Advancement: 3-6 HD (Small)

A flumph appears as a jellyfish-like creature. Its body is round and almost flat. The body is flanked by two eyestalks, each about six inches long. Several short tentacles hang from the creature's underside, concealing a mass of small spikes. A flumph is pure white in color with slightly darker tentacles.

COMBAT

The flumph hovers a few inches above the ground, or hangs motionless in reeds or similar concealment, hunting small creatures such as rats, frogs, and lizards. When it finds a small creature, it rises a foot or two, and drops onto its prey, piercing it with its spikes and injecting its acid into the wounds.

If threatened by a larger creature, the flumph attempts to drive it away by squirting a foul-smelling liquid from an orifice on its equator. If this method of repulsion fails, the flumph can rise to a height of 10 feet and drop onto an opponent, piercing it with its spikes and injecting its acid into the wounds.

Acid (Ex): When a flumph hits an opponent with its spikes, it injects a potent acid into the wounds. This acid deals 1d4 points of damage to the opponent for 2d4 rounds. The acid can be washed away by vigorously rinsing (two full rounds) or by total immersion in running water.

Nauseating Spray (Ex): Line of foul smelling liquid, 1 foot wide, 1 foot high, and 20 feet long, once every 1d4 rounds; nauseated (no action other than a single move or move-equivalent action) for 1d4 rounds; Fortitude save (DC 11) negates.

The odor from this spray lingers in the area (and on any creature hit) for 1d4 hours and can be detected at a range of 100 feet.

Bonus Feats: The flumph gains the Weapon Finesse (spikes) feat as a bonus feat.

THE COUNCIL'S ENCYCLOPEDIA OF THE WORLD'S MUNDANE AND MAGICAL

Frog, Giant

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Animal

Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (Dex)
Speed: 15 ft, swim 30 ft
AC: 13 (+2 Dex, +1 natural)
Attacks: Tongue +2 melee; or bite +0 melee
Killer Frog: 2 claws +0 melee
Damage: Tongue 0; or bite 1d6
Killer Frog: Claw 1d4
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tongue)
Special Attacks: Adhesive tongue, swallow whole, leap
Special Qualities: Low-light vision
Saves: Fort +1, Ref +4, Will +2
Abilities: Str 11, Dex 14, Con 13, Int 1, Wis 14, Cha 4
Skills: Hide +13, Listen +5, Spot +5
Feats: Weapon Finesse (tongue)

Climate/Terrain: Temperate and warm land and aquatic
Organization: Swarm (5-40)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Medium-size)

Giant frogs appear as larger versions of normal frogs. They are about 4 feet long.

COMBAT

Giant frogs attack by leaping at their prey and attempting to grapple with their tongue (dealing automatic bite damage) or by bite their opponents.

Adhesive Tongue (Ex): A giant frog can make a grapple attack that does not provoke an attack of opportunity with its tongue. If successful, an opponent is held and automatically takes bite damage each round. A giant frog can attempt to swallow a grappled opponent.

A successful attack against the tongue (AC 16) releases the frog's grip on its prey. If the tongue is successfully attacked, the frog will not attempt a grapple attack against that opponent for the remainder of the combat.

Leap (Ex): A giant frog can leap up to 30 feet horizontally (10 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the giant frog must be at least 10 feet away from its foe.

Swallow Whole (Ex): A giant frog can attempt to swallow a grabbed opponent of Small size or smaller by making a successful grapple check. Once inside, the opponent takes 1d4 points of acid damage per round from the frog's stomach acids. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 4 points of damage to the frog's gut (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The frog's interior can hold two Small, four Tiny, eight Diminutive, or sixteen Fine opponents.

Skills: Due to their coloration giant frogs receive a +4 racial bonus to Hide checks.

KILLER

COMBAT

Killer frogs can attack with their front forelimbs in addition to their tongue and bite attacks.

POISONOUS

COMBAT

Poison (Ex): Poisonous frogs secrete poison through their skin. A creature that touches or is bitten by a poisonous frog must succeed at a Fortitude save (DC 11) or suffer 1d4 points of temporary Dexterity damage. One minute later a second save is made to avoid another 1d4 points of temporary Dexterity damage.

Froghemoth

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Huge Aberration

Hit Dice: 16d8+80 (152 hp)
Initiative: +1 (Dex)
Speed: 20 ft., swim 30 ft.
AC: 16 (-2 size, +1 Dex, +7 natural)
Attacks: 4 tentacles +14 melee, tongue +12 melee, bite +12 melee
Damage: Tentacle 1d6+4, tongue 1d6+2, bite 2d8+4
Face/Reach: 10 ft. by 10 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Electrical immunity, fire resistance 10, darkvision 60 ft.
Saves: Fort +10, Ref +6, Will +11
Abilities: Str 19, Dex 13, Con 20, Int 1, Wis 12, Cha 11
Skills: Hide +0*, Listen +6, Spot +6
Feats: Alertness, Cleave, Multiattack, Power Attack

Climate/Terrain: Temperate or warm marsh
Organization: Solitary
Challenge Rating: 13
Treasure: Standard
Alignment: Always neutral
Advancement: 17-30 HD (Huge); 31-48 HD (Gagantuan)

The froghemoth is a weird aberration that swells in marshes and swamps. It appears as a huge frog-like creature with 4 large tentacles in place of its front legs, a 10-foot long tongue, and a retractable eyestalk on top of its head. Its underbelly is yellow, its body is green, and its tentacles and upper legs are mottled green.

COMBAT

The froghemoth attacks using its tentacles and tongue to grab opponents and attempt to swallow them.

Improved Grab (Ex.): To use this ability, the froghemoth must hit with its tongue attack. If it gets a hold it can attempt to bite or swallow the opponent.

Swallow Whole (Ex.): A froghemoth can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check. A froghemoth that swallows an opponent can use its Cleave feat and grab another opponent.

The swallowed creature takes 2d8+4 points of crushing damage and 1d8 points of acid damage per round from the froghemoth's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The froghemoth's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Electrical Immunity (Ex): The froghemoth takes no damage from electrical effects, but is instead *slowed* for one round.

Skills: The froghemoth receives a +4 racial bonus to Listen and Spot checks. *Due to its coloration it receives a +4 bonus to all Hide checks when in marshlands.

COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL

Fundamental, Air

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Small Elemental (Air)

Hit Dice: 1d8 (4 hp)
Initiative: +3 (+3 Dex)
Speed: fly 60 feet (perfect)
AC: 17 (+1 Size, +3 Dex, +3 natural)
Attacks: Slam +0 melee
Damage: 1d4
Face/Reach: 5 ft x 5 ft/5 feet
Special Qualities: Elemental, Darkvision 60 ft.
Saves: Fort: +0, Reflex: +5, Will: +0
Abilities: Str 10, Dex 17, Con 10, Int 2, Wis 11, Cha 11
Skills: Listen +3, Spot +1

Climate/Terrain: Any outdoor
Organization: Solitary or Pack (2-20)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually Neutral
Advancement Range: 2-3 HD (Small)

Fundamentals are the simplest creatures of the elemental planes. An air fundamental viewed in its natural form resembles a two-foot long slug with no eyestalks bat wings in shape.

Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered “lesser” beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane.

COMBAT

Rogue fundamentals are akin to animals in their attacks – they attack in a straightforward manner and tend to flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Fundamental, Earth

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Small Elemental (Earth)

Hit Dice: 1d8+3 (7 hp)
Initiative: +0
Speed: fly 30 feet (poor)
AC: 16 (+1 Size, +5 natural)
Attacks: Slam +3 melee
Damage: 1d4+3
Face/Reach: 5 ft x 5 ft/5 feet
Special Qualities: Elemental, Darkvision 60 ft.
Saves: Fort: +5, Reflex: +0, Will: +0
Abilities: Str 17, Dex 10, Con 17, Int 2, Wis 10, Cha 10
Skills: Listen +4

Climate/Terrain: Any hills, mountains, or where summoned
Organization: Solitary or Pack (2-20)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually Neutral
Advancement Range: 2-3 HD (Small)

Fundamentals are the simplest creatures of the elemental planes. A fundamental viewed in its natural form resembles a two-foot long slug with no eyestalks bat wings in shape. Earth fundamentals appear as flying bat-like creatures made of rock moving with a liquid-looking motion.

Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered “lesser” beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane.

COMBAT

Rogue fundamentals are akin to animals in their attacks – they attack in a straightforward manner and tend to flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Fundamental, Fire

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Small Elemental (Fire)

Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (+2 Dex)
Speed: fly 60 feet (good)
AC: 15 (+1 Size, +2 Dex, +2 natural)
Attacks: Slam +1 melee
Damage: 1d4+1
Face/Reach: 5 ft x 5 ft/5 ft
Special Attacks: Burn
Special Qualities: Elemental, Darkvision 60 ft.
Saves: Fort: +1, Reflex: +4, Will: +0
Abilities: Str 12, Dex 14, Con 12, Int 2, Wis 11, Cha 10
Skills: Spot +4

Climate/Terrain: Any outdoor
Organization: Solitary or Pack (2-20)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually Neutral
Advancement Range: 2-3 HD (Small)

Fundamentals are the simplest creatures of the elemental planes. A fundamental viewed in its natural form resembles a two-foot long slug with no eyestalks bat wings in shape. A fire fundamental usually appears similar to a flapping sheet of flame.

Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered "lesser" beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane.

COMBAT

Rogue fundamentals are akin to animals in their attacks – they attack in a straightforward manner and tend to flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Burn (Ex): As a being made entirely of flame, the fire elemental will ignite any combustible material it hits unless the material succeeds at a Reflex save (DC 11). Ignited creatures or materials suffer 1d4 points of fire damage each round until the flame is extinguished. A creature may forgo attacks for one round to put the flame out automatically.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Fundamental, Water

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Small Elemental (Water)

Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (+1 Dex)
Speed: fly 30 feet (poor)
AC: 14 (+1 Size, +1 Dex, +2 natural)
Attacks: Slam +2 melee
Damage: 1d4+2
Face/Reach: 5 ft x 5 ft/5 ft
Special Qualities: Amorphous Form, Elemental, Darkvision 60 ft.
Saves: Fort: +3, Reflex: +1, Will: +0
Abilities: Str 14, Dex 12, Con 12, Int 2, Wis 10, Cha 10
Skills: Listen +2, Spot +2

Climate/Terrain: Any outdoor
Organization: Solitary or Pack (2-20)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually Neutral
Advancement Range: 2-3 HD (Small)

Fundamentals are the simplest creatures of the elemental planes. A fundamental viewed in its natural form resembles a two-foot long slug with no eyestalks bat wings in shape.

Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered “lesser” beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane.

COMBAT

Rogue fundamentals are akin to animals in their attacks – they attack in a straightforward manner and tend to flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Amorphous Form (Ex): As a being made entirely of water, the water fundamental takes half damage from slashing or piercing weapons, as they do not do much damage to its watery form.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Fungoid

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Tall) Plant

Hit Dice: 10d8+70 (115 hp)
Initiative: -2 (-2 Dex)
Speed: 30 feet
AC: 19 (-2 Dex, +11 natural)
Attacks: 2 slams +12 melee
Damage: Slam 2d6+7
Face/Reach: 5 ft. x 5 ft./10 ft.
Special Qualities: Plant, Spongy body, cold immunity, fire vulnerability
Saves: Fort: +7, Reflex: +1, Will: +3
Abilities: Str: 21, Dex: 6, Con: 24, Int: 6, Wis: 10, Cha: 10
Skills: Listen +4, Spot +4

Climate/Terrain: Temperate and warm forests or swamps, underground
Organization: Solitary
Challenge Rating: 9
Treasure: 1/4 Standard
Alignment: Always neutral
Advancement Range: 11-15 HD (Large); 16-30 HD (Huge)

A fungoid is an ogre-sized humanoid creature made of fungus with soft, puffy-white skin and vaguely human facial features.

A fungoid is a barely intelligent fungus that is able to move and sense its surroundings. Fungoids are often encountered near patches or rings of mushrooms of the sort frequented by pixies and other sprites, and may be a creation of sprite magics, though other legends attribute their creation to abandoned battlefields or unavenged murders.

COMBAT

Although powerful, a fungoid is quite slow in combat. It attempts to pummel its opponents with its massive fists, using little strategy or other tactics. The flabby flesh of a fungoid gives easily, and chunks sometimes tear off on an opponent's armor (this causes no real damage to the fungoid, but is an excellent device for spooking players).

Spongy Body (Ex): Because a fungoid's body is spongy and yields when hit, bludgeoning weapons inflict only half normal damage.

Illustration © 2001, Frederic Simons

Cold Immunity (Ex): Made of hardy strain fungus that is accustomed to extreme weather conditions, a fungoid takes no damage from cold-based attacks.

Fire Vulnerability (Ex): A fungoid takes double damage from fire-based attacks, except where those attacks allow a saving throw. If the fungoid makes its saving throw, it takes half damage from the attack.

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

Fungus Hulk

Conversion by Scott Greene and/or Erica Balsley
Medium-Size Plant

Hit Dice: 6d8+6 (33 hp)
Initiative: +0
Speed: 30 ft
AC: 19 (+9 natural)
Attacks: 2 claws +8 melee
Damage: Claw 1d4+4 and violet death
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Violet death
Special Qualities: Plant, fire resistance 20, low-light vision
Saves: Fort +6, Ref +2, Will +2
Abilities: Str 18, Dex 10, Con 13, Int 6, Wis 10, Cha 7
Skills: Hide +0*, Listen +4, Move Silently +4

Climate/Terrain: Temperate and warm forest, marsh, and underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: 7-9 HD (Medium-size); 10-18 HD (Large)

Centuries ago, energies left over from Keraptis' bid for immortality combined with the volcanic gases and unusual fungi found in White Plume Mountain. The results were sentient fungoids known as fungus hulks.

At a distance, a fungus hulk resembles a bulky, hunchbacked humanoid wearing a concealing cloak. Closer inspection (20 feet or less) reveals its true form; a spore-bearing mass, surmounted by a head-shaped puffball. Sticky filaments protrude from the puffball.

The fungus hulk's body is a thick carapace of limestone (the hulk absorbs it into its body from the surrounding area). Its "hands" end in sharp, dagger-like claws made of obsidian (again, absorbed into its body from its environment). The claws are covered in a violet-colored liquid that oozes from the fungus hulk's body.

COMBAT

Violet Death (Ex): A creature hit by a fungus hulk contracts a quickly debilitating condition known as the "violet death" unless it succeeds at a Fortitude save (DC 14). On a failed save, the victim loses one-half of its remaining hit points per round until death occurs at the end of the sixth round.

A *remove disease* cast on a victim before death will end the violet death process, though a creature must immediately succeed at another Fortitude save (DC 14) or suffer 1d6 permanent Constitution drain.

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

Skills: Fungus hulks receive a +4 racial bonus to Listen, and Move Silently checks. *They receive a +12 bonus to Hide checks when in swampy or forested areas.

The Council's Encyclopedia of Lifeforms Mundane and Magical

Galeb Duhr

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Elemental (Earth)

Hit Dice: 8d8+48 (84 hp)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 22 (-1 size, -1 Dex, +14 natural)
Attacks: Slam +12/+7 melee
Damage: Slam 2d8+10
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, animate boulders
Special Qualities: Elemental, SR 15, fire resistance 10, electrical immunity, cold vulnerability, camouflage, darkvision 60 ft.
Saves: Fort +12, Ref +1, Will +3
Abilities: Str 25, Dex 8, Con 22, Int 12, Wis 12, Cha 12
Skills: Hide +9, Listen +12, Spot +12
Feats: Alertness, Power Attack

Climate/Terrain: Any hill and mountain
Organization: Solitary or clan (2-5)
Challenge Rating: 8
Treasure: No coins; double goods (gems only); 50% items
Alignment: Always neutral
Advancement: 9-16 HD (Large); 17-24 HD (Huge)

The galeb duhr is a native of the Elemental Plane of Earth. It appears as a large boulder-like creature with two large legs and feet. These act as its hands and feet.

COMBAT

The galeb duhr shuns combat if at all possible. It will use its *transmute rock to mud* ability to sink into the ground and disappear. If pressed, though a galeb duhr will not hesitate to fight.

Spell-Like Abilities: At will—*stone shape*; 1/day—*move earth, passwall, transmute rock to mud,* and *wall of stone.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 11 + spell level).

Animate Boulders (Sp.): A galeb duhr can animate rocks within 180 feet at will, controlling up to two rocks at a time. The boulder has a move speed of 10 and fights as a galeb duhr in all respects. Animated boulders lose their ability to move if the galeb duhr who animated them is incapacitated or moves out of range.

Illustration © 2001, Frederic Simons

Camouflage (Ex.): The galeb duhr receives a +12 racial bonus on Hide checks in rocky terrain as long as it remains motionless.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Electrical Immunity (Ex): The galeb duhr is immune to all electrical effects.

Cold Vulnerability (Ex): The galeb duhr suffers double damage from all cold-based effects, except on a successful save.

Gargoyle, Iron

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Huge (Tall) Construct

Hit Dice: 16d10 (88 hp)
Initiative: +0
Speed: 50 ft (can't run), fly 20 ft (poor)
AC: 22 (-2 Size, +14 natural)
Attacks: 2 Claws +21 melee, Bite +16 melee, Horn +16 melee; or Tail +21 melee
Damage: Claws 1d10+9, Bite 2d8+4, Horn 2d6+4, Tail 1d10+9 and stun
Face/Reach: 10 ft. x 5 ft./10 ft. (tail 15 ft.)
Special Attacks: Breath Weapon, crush
Special Qualities: Construct, fire and heat immunity, damage reduction 30/+2, darkvision 60 feet
Saves: Fort: +5, Reflex: +5, Will: +5
Abilities: Str: 29, Dex: 10, Con: -, Int: -, Wis: 11, Cha: 1

Climate/Terrain: Any land or underground
Organization: Solitary or pair (2)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement Range: 17-24 HD (Huge); 25-48 HD (Gargantuan)

Except in size (it is 15 feet tall), an iron gargoyle resemble a normal gargoyle covered with iron scales and with numerous spikes protruding from its body. Its eyes gleam with a malignant red glow, and in dim lighting conditions, flames are visible licking around the edges of its mouth.

An iron gargoyle is a construct that requires materials from the elemental planes of earth and fire during its creation, making it very expensive and difficult to manufacture (and hence very rare). Because of this material makeup, it does not have rust vulnerability as does an Iron Golem (q.v.).

COMBAT

An iron gargoyle can fly, but does not fight particularly well when airborne. When possible, it will attempt to fly a short distance and then use its Crush attack (see below) against an opponent by landing on it. If forced to fight an airborne opponent, the iron gargoyle uses its breath weapon and tail, trying to force its airborne opponent into a crash landing due to being stunned.

Illustration © 2001, Scott Purdy

Breath Weapon (Ex): The iron gargoyle can breathe fire in cone 30 feet long, inflicting 3d10 points of fire damage, with a successful Reflex Save (DC 18) halving the damage. The gargoyle can use its breath weapon every 1d4+1 rounds.

Crush (Ex): An iron gargoyle may attempt to land on an opponent when airborne. Crush attacks are effective only against creatures of Medium size or smaller. Creatures in the affected area (the 10 foot by 5 foot area which fits under the gargoyle's body) must succeed at a Reflex save (DC 18) or be pinned, automatically taking 2d10+13 points of bludgeoning damage during the next round unless the gargoyle moves off them. If the gargoyle chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they don't escape. An iron gargoyle may not use other attacks when attempting a crush.

Stun (Ex): Any creature hit by the iron gargoyle's tail attack must make a successful Fortitude save (DC 10 plus damage done by the tail attack) or become stunned (q.v.) for 1-3 rounds.

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

Gas Spore

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium Plant

Treat as a trap (CR 4)

Found in underground and temperate regions, the gas spore is 90% chance likely to be mistaken for a beholder. Even at close range there is a 25% chance that the gas spore will be mistaken for the eye tyrant.

The gas spore is a circular sphere with a false central eye, and rhizome growths on top of it that resemble a beholder's eyestalks.

The gas spore can move up to 30 feet per round, but cannot attack. If it is struck for even 1 point of damage it explodes in a 30-foot spread dealing 6d6 points of damage to all in the area. A Reflex save halves the damage.

A creature struck by the exploding gas spore must succeed at a Fortitude save (DC 14) or be infected with the rhizomes from the gas spore. A creature infected must get a *remove disease* or similar spell within 24 hours or die as his decomposing body sprouts 2d4 new gas spores.

ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Genie, Dao

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Outsider (Earth, Evil, Genie)

Hit Dice: 8d8+24 (60 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 60 ft. (perfect), burrow 20 ft.
AC: 17 (-1 size, +3 Dex, +4 natural)
Attacks: Slam +12/+7 melee
Damage: Slam 1d8+7
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, earth mastery
Special Qualities: Plane shift, telepathy, darkvision 60 ft.
Saves: Fort +9, Ref +8, Will +8
Abilities: Str 20, Dex 14, Con 16, Int 12, Wis 15, Cha 15
Skills: Appraise +9, Concentration +11, Craft (any one) +9, Escape Artist +10, Listen +11, Move Silently +10, Sense Motive +7, Spellcraft +9, Spot +11
Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative

---

Climate/Terrain: Any land
Organization: Solitary, company (2-4), or band (6-15)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral evil
Advancement: 9-11 HD (Large); 12-24 HD (Huge)

A dao is a genie from the Elemental Plane of Earth. While they are generally found on that plane (though even there they are uncommon), the dao love to come to the Material Plane to work evil.

Dao speak Common, Auran and Terran.

COMBAT

Dao prefer to use their spell-like abilities in lieu of physical attacks in combat. A dao that is overmatched will turn invisible and/or plane shift away.

Spell-Like Abilities: 3/day—*transmute rock to mud*; 1/day—grant 1 *wish* (to nongenies only), *change self, detect good, detect magic, invisibility (self only), passwall*, and *wall of stone*. Once per day, a dao can assume *gaseous form* (as the spell) for up to 1 hour.

Earth Mastery (Ex): A dao gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the dao suffers a –4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Plane Shift (Sp): A dao can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the dao and up to six other creatures, provided they all link hands with the dao. It is otherwise similar to the spell of the same name.

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

THE COUNCIL'S ENCYCLOPEDIA OF THE PLANE AND MAGICAL

Genie, Marid

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Huge Outsider (Water)

Hit Dice: 13d8+26 (84 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft, fly 40 ft (perfect), swim 40 ft.
AC: 20 (-2 size, +1 Dex, +9 natural)
Attacks: Slam +18/+13/+8 melee
Damage: Slam 2d6+10
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: Spell-like abilities, water's fury, water mastery
Special Qualities: Plane shift, telepathy, amphibious, water walk, darkvision 60 ft
Saves: Fort +10, Ref +9, Will +10
Abilities: Str 25, Dex 13, Con 14, Int 18, Wis 15, Cha 15
Skills: Bluff +12, Concentration +15, Craft (any two) +17, Escape Artist +14, Intimidate +15, Knowledge (any two) +14, Listen +15, Move Silently +14, Sense Motive +14, Spellcraft +16, Spot +15
Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Power Attack

---

Climate/Terrain: Any land and aquatic
Organization: Solitary, company (2-5), or band (6-11)
Challenge Rating: 10
Treasure: Standard coins; double goods; standard items
Alignment: Always chaotic neutral
Advancement: 14-21 HD (Huge); 22-39 HD (Gargantuan)

The marids are born of the ocean, and believed to have currents for muscles and pearls for teeth. These genies from the elemental plane of Water are the most powerful of all genies. They are also the most individualistic and chaotic of the elemental races, and only rarely deign to serve others.

On their own plane they are rare; marids travel so seldom to the Material Plane that many consider marids to be creatures of legend only.

A marid is about 18 feet tall. They speak Abyssal, Auran, Celestial, Common, Ignan, and Terran.

COMBAT

A marid will use its spell-like abilities and powerful fists in combat to batter and pummel a foe.

Spell-Like Abilities: At will—*create water, ethereal jaunt,* and *purify drink* (same as *purify food and drink*, but only affects liquids); 5/day—*control water, obscuring mist, wall of fog,* and *water breathing*; 2/day—*detect evil, detect good, detect magic, liquid form* (same as *gaseous form*, but changes into water instead of gas), *invisibility, polymorph self,* and *see invisible.*

Once per year a marid can cast *wish.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).

Water's Fury (Su): Line of water, 5 feet wide, 5 feet high, and 60 feet long, once per round; damage 1d6 and blindness (as the spell) for 1d6 rounds. Reflex negates DC 18.

Water Mastery (Ex): A marid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or marid is land-bound, the marid suffers a –4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Plane Shift (Sp): A marid can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the marid and up to six other creatures, provided they all link hands with the marid. It is otherwise similar to the spell of the same name.

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

Amphibious (Su): A marid can breathe both air and water.

Water Walk (Su): The marid can continuously walk on water as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

Giant, Firbolg

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Giant

Hit Dice: 13d8+52 (110 hp)
Initiative: +0
Speed: 40 ft.
AC: 23 (-1 size, +1 Dex, +10 natural, +3 hide)
Attacks: Huge great sword +16/+11 melee; or rock +9/+4 ranged
Damage: Huge great sword 2d8+10; or rock 2d6+7
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, rock throwing
Special Qualities: Rock catching
Saves: Fort +12, Ref +5, Will +8
Abilities: Str 25, Dex 13, Con 19, Int 18, Wis 18, Cha 13
Skills: Climb +10, Concentration +9, Jump +9, Listen +6, Spot +7, Wilderness Lore +10
Feats: Cleave, Deflect Arrows, Power Attack, Weapon Focus (greatsword)

Climate/Terrain: Temperate hills and forests
Organization: Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9 plus 1 5th level cleric), or tribe (21-30 plus 35% noncombatants plus 1-3 5th level clerics)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral but often chaotic good
Advancement: By character class

Of all the giant-kin, the firbolg is the most powerful, due to natural intelligence and considerable magical power. Firbolgs are cautious and crafty. They have learned to distrust and fear humans and most other humanoids.

Firbolgs appear to be normal humans, except that they are over 10 feet tall and weigh over 800 pounds. They wear their hair long and keep great, thick beards. Their skin is a normal fleshy pink, with any shade of hair color, although blonde and red are most common. Their voices are a smooth, deep bass, thick with rolling consonants.

COMBAT

If possible they avoid an encounter, either by hiding or with deception. If forced to fight, they do so with great strategy, utilizing the terrain and situation to best effect. They operate as a group, not a collection of individuals.

Firbolgs can use any Large size weapons in one hand without penalty; they disdain the use of armor or shields. Of manmade weapons, they prefer two-handed swords and halberds. Weapons of their own make are Huge equivalents of human weapons.

Firbolgs usually throw rocks only for sport, in the manner similar to that of the stone giants. Their thrown rocks have a range increment of 120 feet.

Spell-Like Abilities: 1/day—*alter self, detect magic, entangle, protection from elements,* and *reduce*. These abilities are as the spells cast by a 10th-level sorcerer (DC 11 + spell level).

Feats: Firbolgs gain the Deflect Arrows feat for free.

Firbolg Society

Firbolgs live in remote forests and hills. These giant-kin distrust most other civilized races, and stay well away from them. They keep on even terms with druids and the faerie creatures, including elves, neither asking nor giving much, but avoiding insult or injury. Strangers are met with caution, frequently in illusionary disguise as one of their own race. They do not attack or kill without reason, but do enjoy pranks, particularly those that relieve strangers of treasure.

Firbolg society is close-knit and centered around the family or clan. The clans live apart from each other, existing as gatherers and sometimes nomads. Their homes are huge, single-story, wooden houses with stout walls and a central fireplace opening in several directions in the common room. When great decisions are needed, the clans involved meet in an enclave. This happens at least once a year at the fall solstice, just to celebrate if nothing else. The shamans preside over these events, and settle any disputes between clans.

Firbolgs live off the land and with it. Their homes are built from trees cleared from around the house. The clan does keep a field for harvest, but only enough to supplement their diet. They trade tasks involving great strength for food, usually with other peaceful folk in the forests or hills. Gathering and hunting an area up to 20 miles from their homestead is how they obtain the rest of their food. Meat is used in small quantities for most meals, although major celebrations always include a large roast of some sort.

Although many creatures are capable of killing a firbolg, none hunt them exclusively. They are stronger than most forest beasts, and intelligent creatures know better than to mess with them. They

avoid true giants, except storm giants, and aggressively repel other giant- kin from their lands.

FIRBOLG CHARACTERS

The favored class of the firbolg is fighter. Most firbolg chieftains are fighters. Firbolg clerics are called shamans and can choose two of the following domains: Animal, Earth, or War.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Giant, Fomorian

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Giant

Hit Dice: 13d8+65 (123 hp)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 21 (-1 size, -1 Dex, +10 natural, +3 hide)
Attacks: Huge greatclub +16/+11 melee
Damage: Huge greatclub 2d6+10
Face/Reach: 5 ft. by 5 ft./10 ft.
Saves: Fort +13, Ref +3, Will +4
Abilities: Str 24, Dex 8, Con 20, Int 10, Wis 10, Cha 13
Skills: Climb +10, Listen +3, Move Silently +7, Spot +3
Feats: Cleave, Great Cleave, Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any mountains and underground
Organization: Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9), or tribe (21-30 plus 35% noncombatants)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class

Fomorians are the most hideous, deformed, and wicked of all giantkind.

A fomorian stands about 14 feet tall and will have terrible deformities, such as one arm misplaced; huge feet on short legs; eyes on the side like a fish's or one in the back of the head; a pointed, elongated head; flapping ears; a gaping or tiny mouth, and so on. Their bodies are covered with scattered patches of coarse hair.

COMBAT

Although their deformities prevent them from throwing rocks as other giants, the fomorians are very capable opponents in battle. They love to make overrun attacks against smaller creatures when they first join battle. Thereafter,they stand fast and swing away with their massive clubs.

FOMORIAN SOCIETY

Fomorians dwell in mountain caves, abandoned mines, and other such places away from civilization. They rarely modify their lair, usually just adapting to their surroundings. Their lairs are often littered with the bodies of their enemies, and they leave any unusable treasure lying about. Fomorians take any metal pieces of armor and fashion their own from it, though it is patchwork armor at best, and usually falls apart soon after.

Their society is ruled by depravity and wickedness. The strongest and the cruelest giant rules over tall the others. The women and children are treated as slaves. Acts of violence are not unknown among the fomorians.

Fomorians will work with other races for evil causes, though usually only if the other race is stronger than the fomorians. Once the fomorians no longer feel threatened by their cohorts, they quickly dissolve the agreement and attack their former allies.

Giant, Verbeeg

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Giant

Hit Dice: 5d8+15 (37 hp)
Initiative: +0
Speed: 40 ft.
AC: 19 (-1 size, +6 natural, +3 hide, +1 shield)
Attacks: Huge greatclub +9 melee; or Huge longspear +2 ranged
Damage: Huge greatclub 2d6+9; or Huge longspear 2d6+10
Face/Reach: 5 ft. by 5 ft./10ft.
Saves: Fort +7, Ref +1, Will +2
Abilities: Str 23, Dex 10, Con 17, Int 12, Wis 12, Cha 10
Skills: Climb +9, Jump +9, Listen +4, Spot +4
Feats: Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any hills, mountains, and underground
Organization: Solitary, gang (2-5 plus 1-2 hill giants or ogres), band (6-9 plus 35% noncombatants and 1-4 hill giants or ogres), hunting/raiding party (6-9 plus 35% noncombatants, 1-4 hill giants or ogres, and 2-4 wolves or worgs), or tribe (5-30 plus 35% noncombatants, 2-5 ogres or hill giants, and 2-5 wolves or worgs; in arctic climates the wolves will be winter wolves or polar bears)
Challenge Rating: 3
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class

Known as "human behemoths," these human giants inhabit areas infested with hill giants and ogres.

Verbeeg vary in height from 8 to 10 feet tall, and weigh between 300 and 400 pounds. They are unusually thin for their height, although this does not inhibit their fighting ability. Some have minor deformities, such as clubfoot, uneven eyes, hair lips, etc. In all other respects they appear human, including skin, hair, and eye color. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. They almost always carry shields and have the best weapons they can steal. Typically this means clubs and spears.

COMBAT

Verbeeg are smart enough to let others soften up the enemy first. This does not mean that they are cowards, only selfish and practical. Since they are commonly found with hill giants and ogres, in the first few rounds of combat verbeeg drive their less intelligent companions before them into battle. This is accompanied by many curses, oaths, and highly descriptive accounts of the giants' and ogres' parentage.

Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears.

VERBEEG SOCIETY

Verbeeg are found in the same climates as ogres and hill giants. These human behemoths are very rarely found wandering alone.

A verbeeg lair is usually an underground place, such as a cave or inside old ruins. Each tribe will have a chieftain and at least one shaman (a cleric of 3rd-5th level).

The chieftain is responsible for all activities involving hunting, war and negotiations with strangers, while the shaman is responsible for all activities inside the tribe, dispensing judgments concerning law and all magic. Any magical items in the tribe belong to the shaman; he has a 90% chance of knowing how to use these. Most magical items that he does not understand are thrown into the tribal refuse heap before too long.

Verbeeg eat almost anything, but they love flesh of all sorts. They maintain a mutually beneficial relationship with the giants and ogres that share their lair. The verbeeg provide the intelligence and direction that these giant types lack, and the giants provide protection by their greater fighting prowess. To watch a group in action can be hilarious, so long as you are not their intended victim. Hill giants and ogres are too stupid to think much on their own. They tend to follow directions too literally. This usually infuriates the verbeeg. They hop back and forth from foot to foot screaming insults at the befuddled giants that tower over them in height and size, as even the simplest instructions are misinterpreted by these denser humanoids.

GIFF

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Medium–size Humanoid

Hit Dice: 4d8+4 (22 hp)
Initiative: +0
Speed: 20 ft.
AC: 18 (+4 natural, +4 giff plate armor))
Attacks: Halberd +10 melee or slam +10 melee or head butt +10 melee
or firearm +3 ranged
Damage: Halberd 1d10+7 or slam 1d3+7 or head butt 1d6+7 or firearm
1d10 pistol/1d12 musket
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Head butt
Special Qualities: SR 13
Saves: Fort +5, Ref +1, Will +0
Abilities: Str 24, Dex 10, Con 13, Int 7, Wis 8, Cha 12
Skills: Craft (weaponsmith) +4, Craft (armoring) +4, Knowledge (arms
and armor) +5
Feats: Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or platoon (2–20)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class

The giffs are a race of powerfully muscled, hippopotami mercenaries. They are civilized in that they understand the basics of the art known as spelljamming, though they lack mages among their own race. Instead, they hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general leg-breakers. They are pretty good at it, too.

The basic giff is humanoid, with stocky, flat, cylindrical legs and a humanoid torso, arms, and fingers. The chest is broad and supports a head that looks like a hippopotamus's. Giffs come in colors ranging from black to gray to a rich gold, but many have colorful tattoos that leave their bodies a patchwork record of past jobs and victories. The giffs are military-minded, and organize themselves into squads, platoons, companies, corps, and larger groups. The number of giff in a platoon varies according to the season, situation, and level of danger involved. A giff "platoon" hired to protect a gambling operation may number two, while a platoon hired to invade an illithid stronghold may number well over a hundred.

COMBAT

Even unarmed, the giff are powerful customers. They will wade into a brawl just for the pure fun of it, tossing various combatants on both sides around to prove itself the victor. A brawler should only pull a weapon on a giff in the direst circumstances. Once a weapon is bared, the giff consider all restrictions off—the challenge is to the death.

Head Butt (Ex): The unarmed giff also uses a head butt in attacking. The top of the giff's head and snout are plated with thick, chitinous plates, flexible enough to permit motion, but giving the creature a natural helmet. The giff can charge using the head butt.

Skills: *Giff have a +4 racial modifier to any skill involving the knowledge or creation of weapons and armor.

GIFF CHARACTERS

The favored class of the giff is fighter. Nearly any giff encountered in any situation is a fighter, and even multiclass giffs always tend to include that class. They tend to look down upon those who cannot make the best of any given combat situation. Giffs rarely, if ever, become any kind of spellcaster, but clerics of warrior gods aren't unknown among them. Giff clerics have access to the Destruction, Law, Strength, and War domains.

GIFF SOCIETY

The giffs pride themselves on their weapon skills, and any giff will have a number of swords, daggers, maces, and similar tools on hand to deal with troublemakers. In giff terms, a troublemaker is any non-giff one's boss tells him is a troublemaker. Giffs will collect weapons as well, accumulating pole arms from half a hundred worlds and being able to tell the origin and purpose of said arms, and what they killed most recently.

But the giff's true love in weaponry is guns. Their love of explosives serves as a good warning to other races. Any giff will have a 20% chance for a musket (or, rarely, a wheel lock) and sufficient smoke powder for 2-8 shots. A misfiring weapon is of little matter to the giff (occasional fatalities are expected)—the flash, noise, and damage is what most impresses them. See pages 162–163 of the *DMG* for more information on Renaissance era weapons.

The giffs prize themselves as mercenaries, and to that end have made elaborate suits of armor that improve their Armor Class to 18.

These include full helms with other monsters on their crests, and inlaid ivory and bone along the large plates. Armor repair is a major hobby among the giff.

Giffs are deeply suspicious of magic and magical devices, and only accept such items or spells with deep misgivings.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Gloomwing

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Magical Beast

Hit Dice: 5d10+5 (32 hp)
Initiative: +3 (Dex)
Speed: Fly 40 ft (average)
AC: 17 (-1 size, +3 Dex, +5 natural)
Attacks: 2 claws +6 melee, bite +1 melee
Damage: Claw 1d4, bite 1d8
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Confusion, weakness, improved grab, tear, summon gloomwings
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +5, Ref +6, Will +2
Abilities: Str 11, Dex 16, Con 13, Int 2, Wis 12, Cha 10
Skills: Hide +0*, Listen +4, Spot +5
Feats: Weapon Focus (claw)

Climate/Terrain: Temperate and warm land
Organization: Solitary
Challenge Rating: 5
Treasure: None (ivory mandibles are worth 25 gp)
Alignment: Always neutral
Advancement: 6-8 HD (Large); 9-15 HD (Huge)

The creature commonly called the gloomwing is the adult stage of the tenebrous worm (q.v.). They are native to the Plane of Shadow.

Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw. The extended mouth is equipped with a double set of ivory mandibles (25 gp value per gloomwing).

COMBAT

Gloomwings normally swoop to the attack. The gloomwing will hover, biting and flailing with its two front claws. During the second and each successive round of combat, the moth emits a potent pheromone that can attract other gloomwings and can cause weakness in any non-insect.

Confusion (Ex): Any creature viewing the moth squarely from above or below must succeed at a Will save (DC 12) or be affected by *confusion* as cast by a 6th-level sorcerer.

Weakness (Ex): The gloomwing emits a scent in a 30-foot radius that deals 1d2 points of temporary Strength damage each round a creature is within range unless a Fortitude save (DC 13) is made. Once a successful save is made, that creature cannot be affected by the pheromone from that gloomwing for one day.

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

Tear (Ex): A gloomwing automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Summon Gloomwings (Ex): The pheromone emitted by a gloomwing has a 20% chance per round (not cumulative) of attracting 1d4 additional gloomwings.

Skills: *A gloomwing receives a +8 racial bonus on Hide checks in areas covered in darkness.

Goat, Giant

COPYRIGHT NOTICE: Conversion by Scott Metzger

Large Animal

Hit Dice: 3d8+6 (19 hp)
Initiative: +2 (Dex)
Speed: 60 ft
AC: 14 (-1 Size, +2 Dex, +3 natural)
Attacks: gore +3 melee
Damage: gore 1d8+1
Face/Reach: 5 ft. by 10 ft./5 ft
Special Attacks: Charge does double damage
Saves: Fort +5, Ref +5, Will +2
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 4
Skills: Climb +6, Listen +6, Spot +6

Climate/Terrain: any hilly
Organization: herd (1-12)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

These reclusive herbivores dwell in hilly country. They will aggressively defend themselves from any threat. If a goat charges they do double damage with their horns. Their weapons are two long sharp horns. They attack by butting with them. In rare cases these creatures have been tamed to serve as steeds.

ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Golem, Amber

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Long) Construct

Hit Dice: 10d10 (55 hp)
Initiative: +3 (+3 Dex)
Speed: 40 feet (can't run)
AC: 16 (-1 Size, +3 Dex, +4 natural)
Attacks: 2 claws +11 melee, bite +3 melee
Damage: claws 1d8+5, bite 2d6+2
Face/Reach: 5 feet x 10 feet/5 feet
Special Attacks: Pounce, Improved Grab, Rake
Special Qualities: Construct, Damage Reduction 15/+1, See Invisibility, Scent
Saves: Fort: +3, Reflex: +6, Will: +4
Abilities: Str: 21, Dex: 17, Con: -, Int: 2, Wis: 12, Cha: 10

Climate/Terrain: Any
Organization: Solitary or pride (2-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral
Advancement Range: 11-16 HD (Large); 17-24 HD (Huge); 25-30 HD (Gargantuan)

Amber golems are crafted in the form of great cats or enormous dogs. Their semi-translucent bodies are usually expertly sculpted and when in repose, they are quite beautiful.

COMBAT

In battle, it leaps upon its opponents, slashing with its terrible claws and biting with the wickedly sharp slivers of amber that form its teeth.

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

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

Rake (Ex): A golem that gets a hold can make two rake attacks (+11 melee) with its hind legs for 1d4+5 damage. If the golem pounces its opponent, it can also rake.

See Invisibility (Su): The amber golem is considered to have the *see invisibility* spell as though cast by a 10th-level sorcerer operating at all times. If this is dispelled, it may reinstate it as a free action the following round.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Golem, Bone

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Medium Construct

Hit Dice: 5d10 (28 hp)
Initiative: +2 (+2 Dex)
Speed: 30 feet (can't run)
AC: 17 (+2 Dex, +5 natural)
Attacks: 4 claws +7 melee; or up to 4 weapons +7 melee
Damage: Claws 1d4+4; by weapon
Face/Reach: 5 feet x 5 feet/5 feet (or by weapon)
Special Qualities: Construct, Damage Reduction 15/+2, Immunities
Saves: Fort: +1, Reflex: +3, Will: +1
Abilities: Str: 18, Dex: 14, Con: -, Int: -, Wis: 11, Cha: 11

Climate/Terrain: Any land
Organization: Solitary or pair
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement Range: 6-8 HD (Medium-size); 9-15 HD (Large)

Often mistaken for skeletons, bone golems are formed of the bones of any number of creatures. A bone golem is created with four arms and its eye sockets glow with a dull red light. It is these feature that allow most adventurers to distinguish them from skeletons.

Bone golems, like most other forms of golem, are created from raw materials and given life through a secret (and expensive) magical process. Bone golems are usually created from the skeletons of two or more humans, though larger creatures can be used. A bone golem stands about 7 feet tall and has four arms. Its joints are usually bound with cloth to hold the bones together when first created, though once the golem has been animated, the binding is no longer necessary. They follow their creators' simple instructions (up to 24 words) to the best of their ability.

COMBAT

Bone golems are very strong and somewhat dexterous. They are able to wield up to four weapons simultaneously (sometimes they will use a shield in one arm; this replaces one of the weapons). They suffer no penalties for off-hand use or two-weapon fighting and each weapon gains the golem's full Strength bonus. Alternatively, they may use two of their four arms to wield a two-handed weapon (meaning they can conceivably use two two-handed weapons). Typical weapon sets used by the golem include four scimitars, two greatswords, and a halbard, rapier, and shield (giving the creature reach attacks). Missile weapons are generally not used as the golem's limited intelligence causes difficulty in instructing the golem to reload them, though whips and thrown weapons are sometimes used. A golem using a two-handed melee weapon gains a +2 bonus to hit and damage with that weapon because of its Strength.

A golem will engage in combat according to the instructions of its creator. Most often they are used as guardians, attacking all creatures in an area except the creator and those he designates. Usually their instructions in such a circumstance are: "attack all creatures within the area or that are attacking you. Once you are no longer in combat, return here."

Immunities (Ex): Bone golems are immune to cold. They take half damage from slashing and piercing attacks; apply this halving before considering the effects of Damage Reduction.

Golem, Juggernaut

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Huge Construct

Hit Dice: 12d10 (65 hp)
Initiative: –1 (Dex)
Speed: 40 ft. (see text)
AC: 23 (–2 size, –1 Dex, +16 natural)
Attacks: Crush +16 melee
Damage: Crush 4d6+13
Face/Reach: 10 ft. by 20 ft./0 ft.
Special Attacks: Trample
Special Qualities: Construct, slow moving, magic immunity, damage reduction 30/+2, immune to fire,
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 29, Dex 8, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 13-24 HD (Huge); 25-36 HD (Colossal)

These variant golems are close relatives of the dreadful stone golems. They are generally created by powerful wizards and employed as guards or servants in a wide variety of settings.

The juggernaut appears as a huge, powerful stone vehicle of some sort, with wheels or rollers for locomotion.

COMBAT

A juggernaut is clumsy and slow moving, but it makes up for these handicaps by rolling right over opponents in a deadly crushing attack. Anyone caught in the path of a juggernaut charge is overrun by the thundering behemoth.

Trample (Ex): A juggernaut can trample Large or smaller creatures for 4d6+13 points of damage. Opponents who do not make attacks of opportunity against the juggernaut can attempt a Reflex Save (DC 25) to halve the damage.

Slow Moving (Ex): A juggernaut has a movement rate of 10 feet in its first round of animation. This increases by 10 feet each round to a maximum of 40 feet.

A juggernaut is slow to turn, and can change direction only 90 degrees for every 30 feet of movement.

Fire Immunity (Ex): Juggernauts are immune to damage from fire and fire-based spells and attacks.

Magic Immunity (Ex): A juggernaut is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds, with no saving throw, while a transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

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

Construction

A juggernaut's body is chiseled from several blocks of massive stone, the largest of which forms its body. Other blocks are carved into wheels or rollers, pinned in place by massive iron rods. A typical juggernaut weighs 6000 pounds.

The juggernaut costs 80,000 gp to create, which includes 1,500 gp for the body and wheels. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 18).

The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,700 XP from the creator and requires *geas/quest*, *limited wish*, and *polymorph any object*.

Juggernauts that can alter their form require an extra step in their creation, which normally resembles the process to make a stone golem.

Prior to animating a juggernaut, the creator must use the mimic blood as a material component in the final spells woven over the body. This addition gives this golem variant an Intelligence of 10 and an alignment within one step of the creator's.

JUGGERNAUT VARIANTS

Some juggernauts are a unique crossbreed of stone golem and mimic. Once animated, these juggernauts can alter their shape as a mimic does. They can grow up to six limbs, each designed for current needs.

For example, if it wishes to sound a warning, a limb may grow into a trumpet or horn. In combat, its

limbs become maces or hammers that deal 2d6+9 points of damage each.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Golem, Rock

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Huge (Tall) Construct

Hit Dice: 16d10 (88 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet (can't run)
AC: 21 (-2 Size, +1 Dex, +12 natural)
Attacks: 2 slams +20 melee
Damage: slams 2d6+10
Face/Reach: 10 feet x 10 feet/15 feet
Special Qualities: Construct, Damage Reduction 15/+2, Bend Weapons, Fire, Cold, and Electrical Immunity
Saves: Fort: +5, Reflex: +6, Will: +6
Abilities: Str: 24, Dex: 12, Con: -, Int: 2, Wis: 12, Cha: 11

Climate/Terrain: Any
Organization: Solitary or pair (2)
Challenge Rating: 10
Treasure: Standard
Alignment: Always neutral
Advancement Range: 17-24 HD (Huge); 25-40 HD (Gargantuan); 41-48 HD (Colossal)

The constructs usually resemble irregular rock formations until activated. When activated, they appear as vaguely humanoid rock structures. Some specimens have been carved into humanoid forms, though.

COMBAT

Rock golems tirelessly use their slam attacks in an attempt to bludgeon foes into submission.

Bend Weapon (Ex): The Rock golem's hide is so tough that most weapons are ruined when striking it. Bludgeoning weapons function normally against the creature. Slashing or piercing weapons (even magical ones) striking a rock golem will be bent, snapped, dulled, or otherwise rendered useless unless the wielder succeeds at a successful Reflex save (DC 18, a weapon's magical enhancement bonuses apply to this save).

THE COUNCIL'S ENCYCLOPEDIA OF LIFE-FORMS MUNDANE AND MAGICAL

Golem, Scarecrow

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Construct

Hit Dice: 5d10 (27 hp)
Initiative: 0
Speed: 20 ft (can't run)
AC: 14 (+4 natural)
Attacks: 2 slams +5 melee
Damage: Slam 1d6+2 and fascination
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: fascination gaze, fascination touch
Special Qualities: Construct, cold resistance 10, fire vulnerability, darkvision 60 ft
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 15, Dex 10, Con –, Int –, Wis 11, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

A scarecrow appears as a normal scarecrow standing about 6 feet tall. It has a fiery light burning in its carved eye sockets. Their joints are hinged and bend both ways, and their heads spin freely.

COMBAT

Scarecrows are very powerful and attack with their fists in combat.

Fascination Gaze (Su): Permanently paralyzed until the scarecrow is destroyed, 30 feet, Will save (DC 7).

Fascination Touch (Su): Permanently paralyzed until the scarecrow is destroyed, Fortitude save (DC 7).

Fire Vulnerability (Ex): The scarecrow takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

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

Construction

All scarecrows are different in appearance, but all share some common characteristics; their bodies, arms, and legs are made from cut wood and bound with rope. Most scarecrows are covered in tattered rags and stuffed with grass or straw. A hollow gourd with a carved face usually serves as the head.

The golem costs 8,000 gp to create, which includes 250 gp for the construction of the body. Assembling the body requires a successful Craft (sculpting or woodworking) check (DC 12).

The creator must be 5th level and able to cast divine spells.

Completing the ritual drains 160 XP from the creator and requires *command, hold person,* and *resist element*s.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Golem, Wood

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Small Construct

Hit Dice: 3d10 (17 hp)
Initiative: +1 (+1 Dex)
Speed: 20 feet (can't run)
AC: 15 (+1 Size, +1 Dex, +3 natural)
Attacks: slam +7 melee
Damage: slam 1d4+4
Face/Reach: 5 feet x 5 feet/5 feet
Special Qualities: Construct, Damage Reduction 10/+1, Fire Vulnerability, Immunities
Saves: Fort: +1, Reflex: +2, Will: +1
Abilities: Str: 16, Dex: 13, Con: -, Int: -, Wis: 11, Cha: 11

Climate/Terrain: Any land
Organization: Solitary or pair
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral
Advancement Range: 4 HD (Small); 5-8 HD (Medium-size); 9 HD (Large)

Wood golems are small constructs shaped in roughly human form. They stand about 2 feet tall and look to be made of several pieces of wood joined together and resembling a crude doll. They move stiffly and awkwardly but are surprisingly strong.

COMBAT

Wood golems are incapable of strategy or complex planning. They can follow instructions of up to twelve words in length by their creator, and they will typically simply attack anything that enters a given area, not stopping until the creature is dead.

Fire Vulnerability (Ex): Wood golems take double damage from all fire-based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage). Additionally, fire attacks are not subject to the creature's Damage Resistance.

Immunities (Ex): Wood golems are immune to cold and take half damage from acid. Wood golems take no damage from piercing attacks. Magical piercing weapons that inflict energy damage in addition to normal damage (such as shocking burst weapons) still do energy damage but do no normal damage.

THE LORE'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Gorgimera

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Long) Magical Beast

Hit Dice: 11d10+33 (93 hp)
Initiative: +1 (+1 Dex)
Speed: 30 feet, fly 50 ft. (poor)
AC: 19 (-1 Size, +1 Dex, +9 natural)
Attacks: Bite +16 melee, bite +11 melee, gore +11 melee, 2 claws +11 melee
Damage: Bite 2d6+5, bite 1d8+2, gore 1d8+2, claw 1d6+2
Face/Reach: 5 ft. x 10 ft./5 ft.
Special Attacks: Breath Weapons
Special Qualities: Scent
Saves: Fort: +10, Reflex: +8, Will: +4
Abilities: Str: 20, Dex: 13, Con: 17, Int: 4, Wis: 13, Cha: 9
Skills: Hide +4, Listen +9, Spot +9
Feats: Alertness, Multiattack

Climate/Terrain: Any land and underground
Organization: Solitary, or pride (2-4)
Challenge Rating: 10
Treasure: Standard
Alignment: Usually chaotic evil
Advancement Range: 12-13 HD (Large); 14-32 HD (Huge); 33 HD (Gargantuan)

A gorgimera is closely related to a chimera (see p. 35 of the Core Rulebook III, the MM) but in the place of a goat's head and body, the gorgimera possesses the head and body of a gorgon.

A gorgimera is a beast even more rare then a chimera - a good thing, because they are far more deadly. The gorgimera is obnoxious, cantankerous, and generally nasty. Though it can speak Draconic, it rarely does so - gorgimeras are of lower intelligence then chimeras and have a much-inflated self-opinion, feeling that nothing is more powerful than they are, meaning that unlike chimeras, they are almost never found toadying to others - when they are, it is only because it has been emphatically demonstrated that the "master" is far superior to the gorgimera.

COMBAT

Much like a chimera, a gorgimera's preferred mode of attack is surprise, preferably using either an aerial assault or by concealing itself. Packs of gorgimeras (*extremely* rare) will attack in concert, using wolf-pack tactics of hit-and-run to weaken a foe. The gorgon head usually gores its opponents, saving its breath weapon for particularly stubborn foes (the gorgimera usually fights to obtain food and cannot eat a foe turned to stone by its breath weapon). The dragon head, on the other hand, breathes frequently instead of biting.

Breath Weapon (Su): The dragon head of a gorgimera breathes a weapon in keeping with its dragon type and color. See p. 35 of the Core Rulebook III, the MM, for full details on the dragon head's breath weapon, treating the gorgimera as a chimera in all respects for this weapon.

Breath Weapon (Su): The gorgon head of a gorgimera breathes a weapon equivalent to that of a gorgon - see p. 111 of the Core Rulebook III, the MM, for full details of the gorgimera's breath weapon, treating the gorgimera as a gorgon in all respects for this weapon.

Skills: The gorgimera's three heads give it a +2 racial bonus to Spot and Listen checks.

Greater Medusa

Conversion by Scott Greene and/or Erica Balsley

The greater medusa appears as the standard medusa but has a serpentine lower body. The snake torso is 5-10 feet long. Use the stats for the standard medusa (Medusa, page 131 in the Core Rulebook III, the MM) with the following additions.

Large Monstrous Humanoid

Hit Dice: 8d8+8 (44 hp)

AC: 17 (-1 size, +2 Dex, +6 natural)

Special Attacks: Poisonous blood

Special Qualities: SR 12

Challenge Rating: 8

Poisonous Blood (Ex): The blood of a greater medusa is highly toxic, even after it is dead. Fortitude save (DC 15) or initial 1d6 temporary Strength damage and secondary 2d6 temporary Strength damage.

THE COMPLETE ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

Grell

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley

Large Aberration

Hit Dice: 5d8+10 (32 hp)
Initiative: +2 (Dex)
Speed: Fly 40 ft (average)
AC: 15 (-1 size, +2 Dex, +4 natural)
Attacks: 10 tentacles +5, bite -1 melee
Damage: Tentacle 1d4+2 and paralysis, bite 2d4+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Paralysis, improved grab, rend
Special Qualities: Electrical immunity, darkvision 60 ft
Saves: Fort +3, Ref +3, Will +5
Abilities: Str 14, Dex 14, Con 14, Int 11, Wis 13, Cha 13
Skills: Hide +4, Listen +9, Search +4, Spot +9
Feats: Weapon Focus (tentacle)

Climate/Terrain: Any underground
Organization: Solitary, brood (3-8), or colony (9-20)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 6-12 HD (Large); 13-15 HD (Huge)

The grell is a fearsome carnivore that looks like a giant brain with a vicious beak and 10 dangling tentacles, each about 6 feet long. Some grell are “rogues”, while others live in family units. The "civilized" grell is a hive or colony creature, much like an ant or a bee, but far more intelligent, arrogant, and dangerous.

Grell have a weird language composed of bird-like squawks and chirps, combined with motion and a limited telepathy with other grell. Other creatures cannot learn the grell language, and they would not deign to learn the language of "lesser beings" (a synonym for "food" in their language).

COMBAT

A grell attacks with its tentacles. Each tentacle has a row of small poisonous spines on it. This poison causes paralysis on any creature it touches. Once a victim is paralyzed the grell can lift it up toward the ceiling and devour the prey when desired. A grell automatically hits paralyzed prey each round.

Improved Grab (Ex): To use this ability, the grell must hit with two of its tentacle attacks. If it gets a hold, it can rend its opponent.

Rend (Ex): A grell that gets a hold latches onto the opponent’s body and tears the flesh with its beak. This attack automatically deals 2d4+2 points of damage.

Paralysis (Ex): Touch with tentacle, Fortitude save (DC 14) negates. On a failed save the target is paralyzed for 1d6 minutes.

Electrical Immunity (Ex): Grell are immune to all electrical effects.

COUNCIL'S ENCYCLOPEDIA OF THE HIGHLAND AND MAGICAL

Grey Philosopher

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Medium Undead

Hit Dice: 5d12+3 (35 hp)
Initiative: +0
Speed: 30 feet (will not move)
AC: 14 (+4 deflection)
Attacks: none (but see below)
Damage: none (but see below)
Face/Reach: 5 ft x 5 ft/5 ft
Special Attacks: Malice Incarnation
Special Qualities: Incorporeal, Undead, Turn Immunity
Saves: Fort: +1, Reflex: +1, Will: +8
Abilities: Str: -, Dex: 10, Con: -, Int: 10, Wis: 18, Cha: 18
Skills: Concentration +14, Knowledge (religion) +8, Knowledge (spellcraft) +8, Knowledge (any two) +7.
Feats: Skill Focus (Concentration), Toughness

Climate/Terrain: Any inhabited, ruins, or underground
Organization: Solitary plus a company of 4-16 malices (q.v.)
Challenge Rating: 3
Treasure: Standard
Alignment: Any evil
Advancement Range: 6-12 HD (Medium-size); 11-15 HD (Large)

A grey philosopher is the manifestation of an evil cleric who died with important philosophical deliberations unresolved in his mind. Unlike allips (q.v.), they have not been driven insane; instead, they spend their entire unlife endlessly pondering these weighty matters, so involved that they ignore everything around them. During their centuries of pondering, their evil thoughts take on a partly real form, creating "malices," small incarnations of pure spite and wickedness (see entry for "malice").

A philosopher appears as a seated, grey, insubstantial, robed figure, deep in thought. Its immersion in contemplation is so complete that it neither physically attacks nor defends itself. Until it is actually destroyed, nothing can interrupt ruminations of a philosopher. When its moment of destruction comes, however, it looks into the eyes of its killer with an expression of malicious enlightenment on its face and then vanish with a scream of evil delight. All malices created by a philosopher immediately vanish when the philosopher is destroyed.

Illustration © 2001, JT Baldwin

Treasure that might be found near a philosopher is either the original treasure the evil cleric accumulated in life, leftover treasure carried by creatures killed by the philosopher's malices, or some combination of the two.

COMBAT

Grey philosophers never engage in combat in and of themselves. The malices associated with a philosopher are the only things that will actually engage in combat. The philosopher will sit unmoving until the moment it is destroyed.

Malice Incarnation (Su): Each time a malice is destroyed, the grey philosopher may make a Concentration check (DC 20) to create a new malice. The new malice seems to coalesce inside the translucent hood of the philosopher, then fly out one round later. If the philosopher fails this check, he may make no further checks to replace the lost malice. If multiple malices are killed in a single round, the philosopher gets one check per round until the number of checks he has made equals the number of malices that have been destroyed or the philosopher is destroyed.

Turn Immunity (Su): Because it is so caught up in its brooding, a philosopher does not even notice attempts to turn it. A successful turning sufficient to cause the creature's destruction will destroy it - any other turning results should be ignored.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source (except force attacks). Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

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

Grippli

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Small Humanoid (Grippli)

Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 20 ft., climb 20 ft.
AC: 14 (+1 size, +1 Dex, +2 natural)
Attacks: Short sword +1 melee; or dart +4 ranged; or net +4 ranged
Damage: Short sword 1d6-1; or dart 1d4-1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Marsh move, darkvision 60 ft.
Saves: Fort +0, Ref +3, Will +1
Abilities: Str 8, Dex 13, Con 11, Int 12, Wis 12, Cha 9
Skills: Climb +8, Hide +0*, Listen +4, Spot +4
Feats: Alertness

Climate/Terrain: Warm aquatic, forest, and marsh
Organization: Solitary, pad (2-5), float (6-11), or village (20-30 plus 35%
noncombatants plus 1 3rd level cleric)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class

Grippli resemble small, intelligent, humanoid tree frogs. They are have a primitive culture and are non-aggressive.

They stand just over 2 feet tall and weigh 25 to 30 pounds. Their bodies are shaped like those of frogs, except for the human-like hands and hand-like feet.

Their eyes are yellow with vertical slit pupils. Their skin is gray-green with camouflage stripes and swirling patterns. Although their skin looks wet and shiny, it is actually dry to the touch. Grippli smell of old, wet vegetation.

They love bright colors and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. A normal encounter with grippli outside of the village finds them wearing only thin belts or loincloths to hold weapons or acquired items.

They speak a language of croaks, groans, clicks, and squeaks. In a tribe there is usually at least one member that can speak Common or Sylvan.

COMBAT

Grippli defend themselves with snares, nets, poisoned darts, and the occasional sword or dagger. They have been known to use spears and blowguns on rare occasions. They never wear armor. Generally speaking the grippli prefer small weapons that don't get in the way of climbing.
They are very capable of formulating strategies and tactics to overcome a larger, more powerful force. Grippli prefer ambushes and traps to most other strategies. By trapping their opponents in snares and nets, they can hurl darts at them safely from high in the trees. If unprovoked, they attack only to steal various brightly colored baubles.

Marsh Move (Ex): Grippli suffer no movement penalties for moving in marshes or mud.
Skills: Grippli receive a +8 racial bonus to Climb checks. *They receive a +6 racial bonus to Hide checks when in marshes or forested areas due to their coloration.

GRIPPLI CHARACTERS

A grippli's favored class is rogue. Grippli leaders are usually rogues or rogue/fighters. Grippli priests are usually adepts. Grippli clerics have access to two of the following domains: Animal, Plant, Protection, and Travel.

GRIPPLI SOCIETY

A grippli village is made of small huts of wood and mud built on the ground, in the deep shadows of large trees. On rare occasions, a grippli village is found in the strong limbs of the trees. Each village is led by a tribe mother, usually a 3rd-level cleric. She resembles any other grippli, save that she is 4 feet tall. They have basic family units, just like humans, and each family has its own
hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.

Their naturally high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as elves or the rare village of humans in their area.

Grippli eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. Grippli themselves are hunted as well. Giant snakes and spiders are fond of grippli as meals. Grippli are rare in the world, mostly

because of their low birthrate. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the grippli defend their young ferociously.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

APPENDIX A: OPEN GAMING LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
The Book of Eldritch Might Copyright 2001, Monte J. Cook (BoEM)
Dungeons Copyright 2001, Alderac Entertainment Group (D-AEG)
Legions of Hell Copyright 2001, Chris Pramas, Green Ronin Publishing (LOH)

Other copyright notices are incorporated as author references in the line(s) between the Creature Name and statistic template, and implicitly include the following:

This (Original, Conversion) entry copyright 2000 or 2001 (by Author), with contact information as listed in the "Contributors" section of this Netbook.

APPENDIX B: Submissions Guidelines

Welcome!

We, the design team for the The Council's Encyclopedia of Lifeforms Mundane and Magical, formerly entitled "the Netbook of Creatures," are excited to have you join us as we create a new slew of monsters for RPG players everywhere. To make sure that our offering is of the highest quality, we have prepared this appendix to answer some of your questions – a sort of FAQ for submitting to this book. Please read the entirety before making a submission.

File Type Format:

Files should be sent in .RTF format to your contact person. Deviations from this will be noted below next to the contact name. .RTF is used because it is a format that is common across multiple PC-based word processors while retaining most of its style. If you are using a Mac to submit your creation and cannot put it into .RTF format, please convert to either plain text or HTML format. Please send the files as an attachment to your e-mail and not in the body of the e-mail itself.

Contact Person:

Submissions should be sent to the Editor (and Project Lead) at

creature_leader@dndcommunitycouncil.org

The submission will be subject to a review by one of the Submissions Team Leaders. Submissions will be assigned to Team Leaders based on the creature type as detailed below. The Submissions Team Leader will be responsible for reviewing your creature, making suggestions, as necessary, and serves as your point of contact with the Encyclopedia team.

Submissions Team Leaders (by Creature Type):

***Spencer Cooley** (the_sigil@dndcommunitycouncil.org)*

Templates
Vermin

Scott Greene (mrromeo@vei.net)

Elemental
Outsider
Plant
Undead

Monte Lewis (molewis@mindspring.com)
Aberration
Dragon
Ooze
Shapechanger

Cliff Cadell (ccaddell@home.com)
Animal
Construct
Magical Beast
Monstrous Humanoid

Jeff Khars (jkhars@sc.rr.com)
Beast
Fey
Giant
Humanoid

Note that the above e-mail addresses are provided for use in submitting creatures to the Netbook of Creatures ONLY. Publication of these addresses is not to be construed as a solicitation of any other type of e-mail, particularly bulk "spam" e-mail.

Important Reminder:

Please include your e-mail address on submissions so that we can get in touch with you if we have questions. We do not maintain lists of e-mail addresses! Please also understand that your submission of a creature to us indicates that you are authorized to submit the creature (appropriately referenced) and give us permission to publish it, subject to the guidelines below. Note that we cannot publish anonymously due to restrictions in the Open Gaming License.

Policy Changes

Policy is initially set forth by the Editor (who is also the Project Lead). Any member of the Submissions Team may call a vote on any policy change. The policy change is voted upon, with a simple majority rule determining the course of action. Voting Team Members are the Submissions Team Leaders and the Editor. At present, those members are (listed in order of team seniority):

Spencer Cooley (Editor)
Scott Greene
Cliff Caddell
Monte Lewis
Jeff Khars

If there is a tie in voting the Editor shall have the deciding vote.

The Pre-Review Process (or what needs to occur before you submit your creation)

This consists mostly of the legal stuff we need to accomplish in order to protect your submission and ourselves. Before submitting to us, you will need to go to the DnD Community Council webpage, http://www.dndcommunitycouncil.org/submissions, and download a copy of the Permission Agreement document. We will need you to sign it in the presence of a witness (who will also sign it) and send it to us (instructions, et al are on the form).

If you need details about why we do this and what it means, please read the webpage. Basically it means you are letting us use your work, you are releasing it into the public domain (we will be publishing our Netbook to be 100% Open Gaming Content or in other words 100% in the public domain), and you will not sue us if anyone else uses your work for profit under the terms of the Open Gaming License®. You will be given a contributor ID number and we can begin the real part of the process – the Review process.

The Review Process

In order to maintain a high level of quality among the submissions we receive, each submission is subjected to a review process. This process works as follows:

1.) A creature is submitted to the Editor, who checks to make sure the submitter has complied with the Pre-Review Process, then forwards the submission to the appropriate team member (determined by creature type).

2.) The team member reviews the submission. If there are concerns, he works with the submitter to resolve these concerns, making suggestions for improvements and pointing out potential problems. Submissions Team Leaders may use the input of anyone they wish to assist them with this task, and have the power to create their own mini-review teams for this task. Ultimately, the Submissions Team Leader is responsible for those submissions he receives.

3.) Once the Submissions Team Member has reviewed the submissions and resolved any possible concerns with the submitter, he forwards a copy of the approved submission to the Editor.

4.) The Editor reviews the submission, and if he feels any changes are required, he may return the submission to the Submissions Team Leader, listing his concerns (minor grammatical changes to the submission may be made if necessary without taking this returning step). Return to Step 2.

5.) The Submission is entered into the next copy of the Netbook and published in the next release.

Checks and Balances Within the Process

The Submitter's Appeal (If things stall at Step 2 of the review process)

The submitter may feel that the Submissions Team Leader is excessively critical and that his work should be included in the Netbook "as is." If this is the case, the submitter may appeal to the Editor. The Editor may review the submission or may choose to reject the appeal. If he chooses to review the submission, he may ask the Submissions Team Leader what concerns were mentioned. If the Editor and the Submissions Team Leader are one and the same, the most senior Submissions Team Leader acts in the stead of the Editor in the process outlined below. A review has one of the following possible outcomes:

- The submission is accepted. The Editor overrules the concern of the Submissions Team Member and accepts the submission. This is the most infrequent outcome.
- The submission is not accepted. The Editor agrees with the concern of the Submissions Team Member or may have concerns of his own. The submitter is asked to revise the work and re-submit it to the Submissions Team Leader.
- The submission is put up for vote. All five Team Members review the submission and simple majority rules. In the event of a tie (perhaps caused by abstention of one or more team members), the Submissions Team Leader (not the Editor unless they are one and the same) to whom the submission was originally made has the tie-breaking vote.

Submissions Team Leader Appeals (if things stall at Step 4 of the Review Process)

If a Submissions Team Leader has a submission returned to him by the Editor and feels the Editor is in error, he may appeal the decision to the other three Submissions Team Members. These three review the submission and a simple majority vote (of two) determines whether the submission is to be further revised (upholding the Editor's decision) or included (overruling the Editor's decision).

Artistic Submissions

As of this writing, a final policy for accepting and using Artistic Submissions is not in place (though rest assured that we will do everything in our power to get one going as soon as possible).

Artistic Submissions will be done on a volunteer basis – we don't get paid for this, so we can't pay you. Anyone interested in submitting artwork for use in the book should contact the Editor.

Please do not begin work for a particular monster until you have contacted the editor. Artists have already volunteered to do pictures of some of the creatures and these pictures have not yet made it to press (we don't have a policy fully in place yet). The Editor keeps track of which pictures have been assigned and will work with you so that you can illustrate a creature you would like to illustrate.

The final artistic submissions process will likely be somewhat similar to the regular submissions process – at this point, the proposed plan is to have artists sign an Agreement similar to the one needed for the Pre-Review process in the normal submissions process. One significant difference is that the art will NOT be released into the public domain – the DnD Community Council will seek a royalty-free, explicit license to incorporate art works submitted into DnDCC-sponsored netbooks, but all other rights – including the right to reproduce, post in other locations, and license others to use the work (including for profit) will remain with the artist. The DnD CC will NOT be able to license the use of the artwork except in its own free projects. Art will only be incorporated into the closed PDF versions of this document in order to protect it from easily passing into the public domain.

Submission Format:

Submissions should follow the standard format used in the Core Rulebook III, the MM. For those without the MM, please list the following items in the given order:

- Creature Name
- Creator's Name or Alias (this is how you will be credited), include e-mail address on submissions (if you do not wish us to publish your e-mail address, note this and we will not publish it) and the original work if your submission is a conversion.
- (insert a blank line here)
- Size, Type
- Hit Dice (include Constitution bonus, if any, when listing the Hit Dice and have the average hit points for this monster in parentheses)
- Initiative (include a breakdown of this bonus)
- Speed (one entry for each form of movement such as normal walking, fly, swim – if the creature can fly, include its maneuverability class in parentheses)
- AC (include breakdown of the creature's armor class)
- Attacks (# of attacks of a given type, name of weapon/body part used in attack, attack bonus, attack type – melee/touch/etc.)
- Damage (include one entry for each type of attack)
- Face/Reach
- Special Attacks (list first Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities)
- Special Qualities (again, list first Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities)
- Saves (do not break these down)
- Abilities (list in the order Str, Dex, Con, Int, Wis, Cha)
- Skills (list in alphabetical order)
- Feats (list in alphabetical order)
- (insert a blank line here)
- Climate/Terrain
- Organization
- Challenge Rating (your best estimate)
- Treasure
- Alignment
- Advancement (include increasing size for creatures not advancing by character class)

The first description paragraph should very briefly describe the creature – what is it (in general terms) and how should I use it in my campaign?

The remainder of the "flavor" description may be as long as you want it to be. Use this to answer the "What is it?" question more completely and describe "Why / How / Where / When is it?" too. For practical purposes, please try to limit the description to at most 400 words – this is a couple of long paragraphs and don't write much about combat – use the COMBAT section for that. Obviously, you may need to reference its combat habits (for example, "it likes collecting skulls of fallen victims") but keep it flavor and not combat. This word limit isn't absolutely necessary and if you have a complex creature or a good description, you can keep going, but for editorial purposes, this helps us with our "one creature, one page" rule.

ENCYCLOPEDIA OF MUNDANE AND MAGICAL

COMBAT Section

Use this area to describe how the critter attacks – tactics, usual prey, hiding patterns, and so on – in other words, how is this beastie going to act when it attacks the PCs?

Following the combat section, please include one entry for each of the creature's Special Attacks and Special Qualities. Include saving throw DCs in parentheses (e.g., " a successful Will save (DC 19) resists").

The following Special Attacks are "standard" and need not be described in great detail (include damage and Save DCs where applicable along with the other things noted next to the entry here):

- Ability Score Loss - indicate drain (permanent) or damage (temporary)
- Breath Weapon - indicate shape of weapon and damage type (fire, cold, etc.)
- Constrict
- Energy Drain
- Fear - indicate Aura, Cone, or Ray
- Frightful Presence
- Gaze – indicate if creature is immune to its own gaze
- Improved Grab
- Poison – indicate area or contact poison
- Psionics
- Ray
- Spells – indicate spells by name
- Swallow Whole – indicate the consequences and possible escapability in text (include monster's interior AC and hit points)
- Trample

The following Special Qualities are "standard" and need not be described in great detail:

- Blindsight - indicate range and possible means to foil it
- Damage Reduction – indicate amount and weapon type that overcomes it (e.g., 15/+2)
- Fast Healing
- Regeneration – indicate what attack types deal normal damage to the creature, and note if the creature can reattach severed limbs
- Resistance to Energy – indicate the resistance amount and energy type
- Scent – indicate the bonus
- Spell Resistance – indicate the amount
- Turn Resistance – indicate the amount

Stat Blocks:

At this time, we would as that you please include a sample stat block for your creature as well at the end of your entry (for the correct format for stat blocks, refer to Dungeon Magazine's submissions guidelines at: www.wizards.com/dungeon/article.asp?x=submissions). This allows someone who wishes to use your creature in their own adventure to cut and paste the stat block from the Stat Block Codex and make minor modifications (for armor, hit points, etc.), generally making life much easier for all of us.

Illustrations:

If you would like to include an illustration, by all means send one along – but it will need to conform to the guidelines set forth in the "Artistic Submissions" section.

Publication Frequency:

Monthly updates are currently planned for the netbook, incorporating all ideas submitted in time for our deadlines (usually need to be submitted at least one week ahead of the release). Depending on submission frequency and/or volume, this may change. We are also currently contemplating "mini" folios – for example, a folio containing only the undead or only CR 4 monsters.

Editorial Changes to your Submission:

Most changes to a submission occur during the review process and will be made with your knowledge (and consent). We will try to keep your submission as close to your original words as possible, though we specifically reserve the right to edit a submission to ensure that it fits our layout guidelines – these will be grammatical corrections or "cosmetic" changes not affecting your creature's vital statistics. We also specifically reserve the right to adjust the Challenge Rating you submit. We may make other minor changes on an as-needed basis. Contact the Editor if you object to changes made outside the review process.

Changes we Suggest and Acceptance Policy

Our number one basis for reviewing submissions is the Core Rulebook III, the MM. Our secondary basis for reviewing submissions is the Monster Creation article from DragMag #276. The vast majority of our suggestions for changes to be made to a submission are based on the guidelines set out therein. As an example, any creature submitted as a "Fey" type should have a d6 Hit Die. A "Fey" submission with a d10 Hit Die will be returned so that the Hit Die may be changed to a d6, bringing it into the standard set forth by the MM. Please note that we do not currently require, as does WoTC, simple plurals (adding –s or –es to all names for plurals) – though we suggest it!

Most Frequent Mistakes

Try to make sure your monster is "system legal" before submitting it to us. "System legal" means make sure it has the right Hit Die type, attack bonuses are calculated correctly based on the monster's Hit Dice, type, and abilites (including Feats), the creature has the proper number of skill points, etc. If it is "system legal", most of your obstacles to acceptance are cleared – though note that we may take issue with the Challenge Rating you have chosen or with some of its Special Abilities or Qualities. Our Submissions Team Leader will work with you to resolve these concerns.

The main reason we may take issue with Challenge Ratings is that this is the game's "built-in" rating system. It lets the DM know immediately the approximate power level of the monster. This helps immensely with the game balance issue. Is your monster too overpowered for a CR 2 creature? No problem. Make it a CR 3 or 4 creature and the problem is solved.

We may also take issue with certain of your creature's special abilities. Again, this will be largely for game balance concerns. A 2 HD critter with a flaming breath weapon that does 15d10 points of damage is (obviously) not really that balanced, regardless of Challenge Rating. Why? Well, if that creature wins initiative, it can be as tough on a party as a CR 8 or 9 creature. If it loses initiative, it is maybe a CR 1 or 2 creature because it is killed before it brings its breath weapon to bear on the party. We really can't split the difference either – it's not a CR 5 creature. This is what we mean when we talk of balance – obviously, winning initiative in combat is important, but this creature's challenge (or lack thereof) is not really a function of the creature, but the function of randomness (the initiative roll).

Again, the point of the review process is to help make your creature both "system legal" and the best darn little beastie it can be. Please understand this and take our suggestions with the attitude that we want to see your little creation come to life just as much as you do.

Some very common mistakes include:

- Incorrect melee attack bonus (especially for secondary attacks).
- Incorrect number of Skill Ranks.
- Incorrect Strength modifier on damage
- Incorrect Saving Throw bonuses

Please refer to the beginning of the ***MM*** and review the guidelines for monster creation there. The math can get somewhat convoluted but it can be done – please try to double-check everything before submitting it to us. DON'T just assign numbers based on what "feels" right – there are rules in the system designed to handle this stuff, let's use them.

Use your resources! Available on the Encyclopedia's home site is an Excel Spreadsheet to aid you in doing the math. While this is not foolproof (there are mistakes on it that we just haven't had time to fix yet), it does an excellent job in steering you away from obvious and common problems.

The Bounds of Taste

Bearing in mind that the RPG community consists of many individuals of varying ages, we wish to keep this collection in good taste. The Editor has the final say regarding what is in "good taste." We would like to keep this book in the PG range. I hate to have to say this, but in a community this diverse, it is necessary to include it. Please keep this in mind when creating your submissions. ***We reserve the right to reject any submission on grounds of poor taste.***

THE COUNCIL'S ENCYCLOPEDIA OF MUNDANE AND MAGICAL