

TOME OF HORRORS



Swords & Wizardry Update



Swords
& Wizardry



FROG GOD
GAMES

TOME OF HORRORS

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**FROG GOD
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Aerial Assault Kuah-Lij

An incessant clicking and whirring grows louder with each passing second. Something glints of metal in the sun on the horizon. The aerial assault kuah-lij buzzes overhead, laying waste to the feeble creatures on the land below with a savage and explosive strafing run.

Aerial Assault Kuah-Lij

Hit Dice: 5

Armor Class: 3[16]

Attacks: cog thrower (1d8)

Saving Throw: 12

Special: cog thrower, defense cannon, strafing run

Move: 9/12 (fly)

Alignment: Chaos

Number Encountered: 1, 1d4+1, 3d8

Challenge Level: 6/400

The kuah-lij are known for their odd inventions, but very few of their contraptions turn out to be dangerous. Not so among the ranks of the aerial assault kuah-lij, who perfected ingenious flying contraptions and deadly cog throwers. The flight suits allow the kuah-lij inventors to take to the skies, while the cog thrower shoots a stream of razor-sharp cogs at their enemies.

Some speculate the suits eventually corrupt the minds of the flying kuah-lij, turning them into dangerous aerial combatants. These aerial assault kuah-lij buzz overhead, laying waste to the feeble creatures on the land below with a savage and explosive strafing run. The bombs dropped during the strafing run explode in a 20ft-radius blast that does 3d8 points of fire damage to any creature caught in the explosion.

When the aerial kuah-lij land, a defense cannon mounted on their suit fires a hail of needles at any creature approaching within 20ft. The needles do 2d6 points of damage (save for half).

Aerial Assault Kuah-lij: HD 5; AC 3[16]; Atk cog thrower (1d8); Move 9 (fly 12); Save 12; AL C; CL/XP 6/400; **Special:** cog thrower (ranged to-hit roll, stream of razor-sharp cogs), defense cannon (every 1d4 rounds, 20ft radius, hail of needles, 2d6 damage), strafing run (20ft radius blast, ranged to-hit roll, 3d8 fire damage, save for half).



Ape, Woods

This large ape appears to have symbiotic plants growing on its back and shoulders, almost as if it were a cloak or mantle. Indeed, despite not showing any root system or other sign of natural plant lifecycle, the plants appear in perfect health, blooming and flowering. Towering up to 6 feet tall, the ape also bears antlers which drip flowering vines.

The woods ape is a bipedal, fur-covered primate. Arms and legs are present where expected, and its eyes are filled with an intelligence that belies its unassuming appearance. A woods ape acts as a mystical grower of all plants, encouraging them, speaking to them, and ensuring they grow healthy and full. Not only is it a preternatural act for a woods ape, it is something it takes great pride in. The origin of the woods ape is shrouded in mystery as the rare creature does not deign to inform those few who encounter them of their life, save that they should tread wearily through their forest garden and not linger or harm the life it contains.

A woods ape's connection to its forest is such that it will protect it against all those who seek to harvest it unduly. A humble woodsman can pass through, gathering deadwood or harvesting small plants, as long as it is done with respect. A woods ape will also bargain seeds or rare plants for those who bring it gifts, such as new seeds for it to grow. A callous hunter or other creature who enters the forest without respect will meet with the woods ape's wrath.

A woods ape's forest garden is usually about a mile in diameter, often deep within other forests, or sometimes, a forest sprouting from a grassy plain. All forest domains of a woods ape are dark forests, thick with vegetation and bare of any game trails.

Woods Ape

Hit Dice: 8

Armor Class: 6[13]

Attacks: 2 claws (1d6)

Saving Throw: 8

Special: darkvision, spell-like abilities

Move: 12/12 (climb)

Alignment: Neutrality

Number Encountered: 1, 1d4

Challenge Level: 9/1100

Symbiotic plants grow from the back and shoulders of the woods ape, almost as if it were wearing a cloak. Towering up to 6ft tall, the ape also bears antlers that drip flowering vines. The woods ape's eyes are filled with an intelligence that belies its unassuming appearance. The ape acts as a mystical grower of all plants, encouraging them, speaking to them, and ensuring they grow healthy and full. At will, they can cast *create water*, *cure disease*, *neutralize poison*, *speak with animals*, *speak with plants*, and *plant doorway*. Three times per day they can cast *call lightning*, *locate animals*, and *locate plants*; Once per day they can cast *plant growth* and *transport via plants*.

Ape, Woods: HD 8; AC 6[13]; Atk 2 claws (1d6); Move 12 (climb 12); Save 8; AL N; CL/XP 9/1100; **Special:** darkvision (60ft), spell-like abilities.

Spell-like abilities: at will—*create water*, *neutralize poison*, *cure disease*, *speak with animals*, *speak with plants*, *plant doorway*; 3/day—*call lightning*, *locate animals*, *locate plants*; 1/day—*plant growth*, *transport via plants*.



Beaver, Armor Plated

This creature follows the traditional form of a beaver, but there the similarities end. Instead of fur, these creatures are covered in hard, bony plates.

The armor-plated beaver resembles nothing so much as a mixture of a sturgeon and a beaver. Their normal slick fur is replaced by thick bony plates, allowing them to build their lodges beneath pounding waterfalls and in raging currents. Their tails are quite strong, capable of pushing them against vastly stronger currents than their smaller cousins.

Like their cousins, they are generally herbivores but will defend their lodge from intruders to protect their young. The beavers live in family groups within the lodge, with an adult female and adult male in a monogamous pair, and their children, called kits. A kit does not grow its solid armor plating until it reaches its first year. Beyond the family unit, however, the beavers are fiercely territorial. An armor-plated beaver family unit marks its territory by building scent mounds.

Armor-Plated Beaver

Hit Dice: 5

Armor Class: 2[17]

Attacks: bite (1d6)

Saving Throw: 12

Special: none

Move: 9/12 (swim)

Alignment: Neutrality

Number Encountered: 1, 1d2+1, 3d4

Challenge Level: 5/240

The armor-plated beaver resembles nothing so much as a mixture of a sturgeon and a beaver. Their normally slick fur is replaced by thick bony plates, allowing them to build their lodges beneath pounding waterfalls and in raging currents. Their tails are quite strong, capable of pushing them against vastly stronger currents than their smaller cousins.

Like their cousins, they are generally herbivores but defend their lodge from intruders to protect their young. The beavers live in family groups within the lodge, with an adult female and adult male in a monogamous pair, and their children, called kits. A kit does not grow its solid armor plating until it reaches its first year.

Beaver, Prehistoric: HD 5; AC 2[17]; Atk bite (1d6); Move 9 (swim 12); Save 12; AL N; CL/XP 5/240; Special: none.



Beaver, Prehistoric

Although the tail is thinner than the average beaver, the prehistoric beaver is more than twice the size of its modern kin, with substantially larger canine teeth.

The beaver of prehistoric times averages over 7 feet long and 3 feet at the shoulder. It is an herbivore, surviving off tree bark and cambium, the soft tissue that grows beneath tree bark, and builds long, low lodges across large rivers. A family of prehistoric beavers can be the cause of an entire village's demise should they dam the river that passes near it.

A significant difference between a common beaver and a prehistoric beaver is the length of their teeth; suited to stripping bark, the front incisors are over 5 inches in length, and the beavers use them to defend their lodges.

Hit Dice: 6

Armor Class: 5[14]

Attacks: bite (2d6)

Saving Throw: 11

Special: none

Move: 9/12 (swim)

Alignment: Neutrality

Number Encountered: 1, 1d2+1, 3d4

Challenge Level: 6/400

The prehistoric beaver averages more than 7ft long and stands 3ft at the shoulder. It is an herbivore with 5in-long front incisors. It survives off tree bark and cambium, the soft tissue that grows beneath tree bark, and builds long, low lodges across large rivers. A family of prehistoric beavers can be the cause of an entire village's demise should they dam the river that passes near it.

Beaver, Prehistoric: HD 6; AC 5[14]; Atk bite (2d6); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; Special: none.



Beetle, Cave

These large subterranean blind beetles are long and thin. Lacking any capacity for visual stimuli the giant cave beetles have adapted to the deep, permanent night underground.

Lightless Troglafauna. This species of giant beetle lives only underground, in the deepest caves where light does not shine. Their carapace is a dull white color, and they tend to reach over 4 feet in length over their thin body. They communicate via pheromones and by vibrating their thorax against the rock beneath them, which, due to their sensitive tympanal organs, they are able to hear through many hundreds of feet of stone.

Armored Hive Insect. This specific variety also have very hard carapaces, often equivalent to iron armor, that make it difficult for underground predators to bite through to damage the insect; should one fall, as well, their death releases strong pheromones that are irritating to most creatures and serve the additional purpose of warning the remaining population of a dangerous predator in their vicinity.

Cave Beetle

Hit Dice: 7

Armor Class: 2[17]

Attacks: bite (1d8)

Saving Throw: 9

Special: death throes

Move: 9/12/9 (fly/burrow)

Alignment: Neutrality

Number Encountered: 1, 1d4+1, 2d4

Challenge Level: 7/600

These large subterranean blind beetles are long and thin. They lack any capacity for visual stimuli and have adapted to the deep, permanent night underground. Their carapace is a dull white color, and they tend to reach more than 4ft in length over their thin body. They communicate via pheromones and by vibrating their thorax against the rock beneath them. Their carapaces are as hard as iron.

When a cave beetle is killed, it releases an acidic cloud of gas in a 5ft radius that does 2d6 points of damage. Anyone caught in the cloud can make a saving throw for half damage. These pheromones serve to warn other cave beetles of a nearby threat.

Beetle, Cave: HD 7; AC 2[17]; Atk bite (1d8); Move 9 (fly 12, burrow 9); Save 9; AL N; CL/XP 7/600; Special: death throes (5ft radius acidic cloud, 2d6 damage, save for half).



Beetlor

Beetlors are subterranean, insectoid predators. They have shiny orange carapaces and yellowish underbellies. Their claws are harder than steel, allowing them to burrow through stone.

Beetlor

Hit Dice: 7

Armor Class: 5[14]

Attacks: bite (2d8), 2 claws (1d6)

Saving Throw: 9

Special: gaze

Move: 12/12 (burrow)

Alignment: Neutrality

Number Encountered: 1, 1d4+2

Challenge Level: 8/800

Beetlors are subterranean, insectoid predators. They have shiny orange carapaces and yellowish underbellies. Their claws are harder than steel, allowing them to burrow through stone. Anyone within 30ft meeting the gaze of the beetlor's multifaceted eyes must make a saving throw or act randomly. Roll 1d8 and check the following table to determine the creature's action for its next turn:

1d8	Action
1-4	Do nothing
5-6	Flee at top speed
7-8	Attack random nearby creature

Beetlor: HD 7; AC 5[14]; Atk bite (2d8), 2 claws (1d6); Move 12 (burrow 12); Save 9; AL N; CL/XP 8/800; Special: gaze.



Bison, Bighorn

The bighorn bison, a towering behemoth, roams tall-grassed steppes from one forage site to the next. Two massive horns spiral upward from the base of its skull, and another pair curls outward and down. The polycerate bovine's face is covered with additional lesser horns and keratinous growth, creating a warlike visage both fearsome and defensively practical. The bighorn bison will use its immense bulk and natural weapons to stampee a destruction upon any foe that frightens or enrages it.

Bighorn Bison

Hit Dice: 6

Armor Class: 5[14]

Attacks: gore (3d8), kick (2d6)

Saving Throw: 11

Special: trample

Move: 15

Alignment: Neutrality

Number Encountered: 1, 1d4+1, 3d10

Challenge Level: 6/400

The towering bighorn bison roams tall-grassed steppes from one forage site to the next. Two massive horns spiral upward from the base of its skull, and another pair curls outward and down. The bovine's face is covered with additional lesser horns and keratinous growth, creating a warlike visage both fearsome and defensively practical. Standing 8ft tall and weighing more than 2000 pounds, the steppe bison as it is also called appears docile, even lazy, but may fly into a rage. They can sweep their heads to gore opponents, and can deliver a devastating kick. If the bison travels at least 20ft in a line toward a target and then hits with a gore attack, the target must make a saving throw or be knocked prone and be trampled for 4d6 points of damage.

Bison, Bighorn: HD 6; AC 5[14]; Atk gore (3d8), kick (2d6); Move 15; Save 11; AL N; CL/XP 6/400; Special: trample (20ft charge, if gore hits, save or 4d6 damage).



Bulette

While ancient apocrypha may persuade us that the bulette was an arcane creation from the flesh vats of an ancient wizard, little is ever said in the ancient texts about the lengths his one-time apprentice went to in order to outstrip his master. By creating and adding a planar loom to his own vats, this mad apprentice was able to bind fixed threads of extraplanar energies to the already potent essences of snapping turtle, armadillo, and demon ichor. Thus were born the polychromatic bulettes.

At least six rare types are known, and each is unique in its coloring, temperament, and abilities. While technically immortal until killed, they are also thankfully few in number and cannot breed. Each polychromatic bulette is a singular creature issued forth from the chaotic apprentice's flesh vats and planar looms. As to how long even a mad wizard lives and where his island retreat can be found, none can say. But it is known that examples of his crazed experiments have escaped to the mainland over the course of time.

Each type of polychromatic bulette resembles its lesser cousin species in general shape and form but comes in a surprising array of relative abilities and color markings. Because of their dual-plane origins, polychromatic bulettes are always detectable by divination spells that detect the presence of magic.

Black Bulette

Hit Dice: 15

Armor Class: -4[23]

Attacks: bite (4d12), 2 claws (2d6)

Saving Throw: 3

Special: breath weapon, detect good and evil, immune to fire, infernal prison, leaping, magic resistance, stench, telepathy

Move: 15/9 (burrow)

Alignment: Chaos

Number Encountered: 1

Challenge Level: 19/4100

The shambling, aggressive black bulette is much more than its bestial countenance might at first indicate: It serves as a prison cell for an incarcerated demon or devil. As punishment for breaking an infernal law, each imprisoned demon or devil has been sentenced to serve thousands of years trapped inside the black bulette. If a black bulette is killed, its body shatters into shards of obsidian glass, freeing the demon or devil imprisoned within (Referee's discretion). The infernal creature offers one favor in payment for freeing it (although the demon or devil tries to twist the wording of the favor in its favor).

Once every 1d4 rounds, a black bulette can exhale fire in a 60ft cone. Any creature caught in the blast takes 8d6 points of damage unless it makes a saving throw for half damage.

An infernal stench surrounds a black bulette in a 120ft radius. Any creature that smells the stench must make a saving throw or be nauseated (-2 to hit and saves for 1d6 hours). Black bulettes are resistant to magic (15%).



Black Bulette: HD 15; AC -4[23]; Atk bite (4d12) and 2 claws (2d6); **Move** 15 (30ft leap) (burrow 9); **Save** 5; **AL** C; **CL/XP** 19/4100;

Special: breath weapon (every 1d4 rounds, 60ft cone of fire, 8d6 damage, save for half), *detect good and evil* (30ft radius), immune to fire, infernal prison (body contains a demon or devil that is freed upon death), leaping (30ft leap), magic resistance (15%), stench (120ft radius, save or nauseated, -2 to hit and saves for 1d6 hours), telepathy (120ft).

Blue Bulette

Hit Dice: 12

Armor Class: -2[21]

Attacks: bite (4d12 + 1d6 electricity)

Saving Throw: 3

Special: darkvision, death throes, electric stomp, immune to lightning

Move: 15

Alignment: Neutrality

Number Encountered: 1, 1d6+1

Challenge Level: 16/3200

The blue bulette is remarkable for its cerulean armor plates, frilled head carapace, and single short horn. Unlike their more subterranean

cousins, blue bulettes are herbivores and spend their lives entirely above ground. Aggressive when disturbed, it defends its territory (everything in sight) against any perceived threat. Three times per day, a blue bulette can stomp the ground to deliver an electrical shock to every creature within a 90ft radius. The electrical charge does 4d6 points of damage unless the targets make a saving throw for half damage.

If a blue bulette is killed, its body detonates in a roar of thunder that deafens any creatures within 150ft for 1 round (save resists).

Blue Bulette: HD 12; AC -2[21]; Atk bite (4d12 + 1d6 electricity) and 2 claws (3d6); Move 15; Save 3; AL N; CL/XP 16/3200; **Special:** darkvision (60ft), death throes (body explodes in a roar of thunder, deafens all within 150ft for 1 round, save resists), electric stomp (3/day, 80ft-radius electrical charge, 4d6 electrical damage, save for half), immune to lightning.



Gold Bulette

Hit Dice: 14

Armor Class: -1[20]

Attacks: bite (5d12) and 2 claws (3d6)

Saving Throw: 3

Special: curse, darkvision, detect good and evil, death throes, magic resistance (25%), spell-like abilities

Move: 15/15 (burrow)

Alignment: Law

Number Encountered: 1, 1d2

Challenge Level: 17/3500

In contrast to its brutish and nonsentient brethren, the gold bulette is an intelligent though reclusive creature. Feeding primarily on minerals found in mountain ranges, it finds gemstones an especially favored treat and bargains with other creatures in exchange for them. With its thorough knowledge of the underground, the gold bulette possesses a wealth of information.

If a gold bulette is killed, its body erupts in a blinding flash of light that permanently blinds any creature within 30ft until healed (save avoids). If creatures kill a gold bulette, they incur a curse that affects all future saving throws. The cursed creature has a 50% chance of a +4 bonus or -4 penalty on the saving throw until *remove curse* is cast to end the effect.

Gold bulettes are resistant to magic (25%), and can cast various spells at will: *cure serious wounds*, *disintegrate*, *fireball*, *fly*, *lightning bolt*, and *magic missile*.

Gold Bulette: HD 14; AC -1[20]; Atk bite (5d12) and 2 claws (3d6); Move 15 (burrow 15); Save 3; AL L; CL/XP 17/3500; **Special:** curse (killing bulette incurs +4 or -4 to each future save [50% chance] until *remove curse*), darkvision (60ft), detect good and evil (30ft radius), death throes (30ft radius, blinding flash, save or blinded), magic resistance (25%), spell-like abilities.

Spell-like abilities: at will—*cure serious wounds*, *disintegrate*, *fireball*, *fly*, *lightning bolt*, *magic missile*, *teleport*.



Green Bulette

Hit Dice: 14

Armor Class: -1 [20] or -4 [23] (gaseous)

Attacks: bite (5d12), 2 claws (3d6)

Saving Throw: 3

Special: death throes, gaseous form

Move: 15/15 (fly)

Alignment: Neutrality

Number Encountered: 1, 1d2

Challenge Level: 17/3500

The green bulette placidly wanders forested and mountainous areas seeking prey. While it certainly can kill smaller creatures with a mere bite, it prefers to stalk the largest animals it can locate. Any damaging attack upon green bulette triggers a reflex-shift to its gaseous state, and when hunting, a green bulette actively seeks to provoke such attacks to turn itself into deadly cloud. Anyone caught in the poisonous gaseous cloud the green bulette's form takes 5d6 points of damage unless make a saving throw for half damage. The green bulette move quickly in this gaseous state to continue track-prey, returning to its solid form to continue attacking.



Green Bulette: HD 14; AC -1 [20] or -4 [23] (gaseous); Atk bite (5d12) and 2 claws (3d6); Move 15 (fly 15); Save 3; AL N; CL/XP 17/3500; **Special:** death throes (implodes in a burst of emerald dust, save to avoid choking and coughing for 1d4 rounds), gaseous form (10ft poisonous cloud, 5d6 damage, save for half).



Red Bulette

Hit Dice: 10

Armor Class: -1 [20]

Attacks: bite (5d12), 2 claws (3d6)

Saving Throw: 5

Special: detect metal, heat, immune to fire, swallow whole, vanish underground

Move: 15/18 (burrow)

Alignment: Neutrality

Number Encountered: 1, 1d2+1

Challenge Level: 15/2900

The red bulette spends much of its time underground, feeding on the rare minerals and rocks found there. With a skin temperature that varies between 500° F and 1200° F, the red bulette moves through bedrock and earth by swimming through it at its full movement rate. While not necessarily carnivorous, they are attracted to all refined metals and happily swallow a warrior for the metal content of its weapons and armor. Red bulettes like rare metals (refined or raw ore) best of all. This makes the mere sighting of one in the wild a real and present threat to any local treasure vaults or royal economies.

The red bulette often burrows 20ft underground, then surfaces below one or more creatures to attack. Any character in a 10ft area must make a saving throw to avoid being knocked prone and splashed with globules of molten rock (2d6 damage, save for half). If the bulette rolls a natural 20 to hit, it swallows its opponent whole, doing an automatic 2d6 points of damage per round.

If attacked by a larger foe, the red bulette heats its skin to the point that it simply sinks into the rock to escape.

Red Bulette: HD 10; AC -1 [20]; Atk bite (5d12) and 2 claws (3d6); Move 15 (burrow 18); Save 5; AL N; CL/XP 15/2900; **Special:** detect metal (60ft), heat (10ft radius, 2d6 damage)

per round, save for half), immune to fire, swallow whole (natural 20 to hit, automatic 2d6 damage per round), vanish underground (sink into earth to escape).

Translucent Bulette

Hit Dice: 15

Armor Class: 0[19] or -4[23] (Astral Plane)

Attacks: bite (5d12), 2 claws (3d6)

Saving Throw: 3

Special: +1 or better magic weapons to hit, astral portal, astral traveler, *detect good*, invulnerable (on Prime Material Plane), swallow whole

Move: 18/24 (fly)

Alignment: Neutrality

Number Encountered: 1, 1d2

Challenge Level: 19/4100

The translucent bulette appears as a ghostly version of its more material cousins. Existing in equal portions on the Prime Material and Astral Planes, its physical form is insubstantial on the Prime Material Plane, and only dimly perceived on both planes. As such, it cannot be harmed on the Prime Material Plane by any weapons or spells. Instead, it must be tracked to the Astral Plane to fight it, where it can be hit only by magic weapons.

On the Material Plane, the bulette can materialize in a single round to attack. Its bite is deadly, but if it rolls 4 higher than needed to hit, it swallows its target whole. The swallowed creature is immediately transported to the Astral Plane. Similarly, any melee attack on the Prime Material Plane that hits actually passes right through the bulette's form. The attacker must make a saving throw or also be transported to the Astral Plane.

The translucent bulette can detect good (or evil) in a 30ft radius.

Translucent Bulette: HD 15; AC 0[19] or -4[23] (Astral Plane); Atk bite (5d12) and 2 claws (3d6); Move 18 (fly 24); Save 3; AL N; CL/XP 19/4100; **Special:** +1 or better magic weapons to hit, astral portal (any successful hit on Prime Material Plane causes attacker to fall through to Astral Plane, save avoids), astral traveler (shift planes in 1 round), *detect good* (30ft radius), invulnerable (on Prime Material Plane, all damage passes through form), swallow whole (any to-hit roll 4 higher than needed, target vanishes and is transported to Astral Plane).



Cadejo

The cadejo is a fey creature that resembles a large dog with glowing red eyes. Cadejo come in two colors — the benevolent light cadejo and the evil dark cadejo. The light cadejo is a guardian of travelers, drunkards, and the lost, often following at a distance and protecting its chosen charge as it makes its way home. The dark cadejo is everything that its good counterpart is not. It revels in causing fear and terrifying lone travelers, using its stench and hypnotic powers to render its prey helpless, then killing them at its leisure.

Fortunately for the lone traveler, the light cadejo is bound to undo the evil committed by its dark counterpart and can sense any evil committed by a dark cadejo within one mile. In such cases the light cadejo is drawn to the place, where its very presence nullifies the dark cadejo's powers. Less fortunately, dark cadejo invariably outnumber the light, and confrontations between the two are always fights to the death.

Cadejo, Dark

A coat black as night with glowing red eyes and a fierce expression, this odd beast looks like a dog but is the size of a Medium humanoid.

Dark Cadejo

Hit Dice: 8

Armor Class: 3[16]

Attacks: bite (2d6), 2 claws (1d6)

Saving Throw: 8

Special: darkvision, nullification, paralysis, stench

Move: 12

Alignment: Chaos

Number Encountered: 1

Challenge Level: 9/1100

The dark cadejo's coat is as black as night, and the large dog has glowing red eyes and a fierce expression. Anyone meeting the creature's gaze must make a saving throw or be paralyzed for 1d4 rounds. Within 10ft of the creature, its horrible stench causes anyone who fails a saving throw to be sickened for 1d3 hours.

Cadejo, Dark: HD 8; AC 3[16]; Atk bite (2d6), 2 claws (1d6); Move 12; Save 8; AL C; CL/XP 9/1100; **Special:** darkvision (60ft), nullification (120ft of light cadejo, loses stench, paralysis), paralysis gaze (30ft range, save or paralyzed for 1d4 rounds), stench (10ft radius, sickened for 1d3 hours, -1 to hit and damage, save avoids).



Cadejo, Light

Light Cadejo

Hit Dice: 8

Armor Class: 3[16]

Attacks: bite (2d6), 2 claws (1d6)

Saving Throw: 8

Special: darkvision, nullification, restorative touch

Move: 12

Alignment: Law

Number Encountered: 1

Challenge Level: 9/1100

The light cadejo's coat is a pure, blinding white, and the large dog has glowing gold eyes. Light cadejos work to undo the evil of the dark cadejos, healing anyone they meet who has suffered injury at the bite and claws of the darker beasts. If a light cadejo comes within 120ft of a dark cadejo, it nullifies the latter's paralyzing gaze and stench. Three times per day, a light cadejo can touch a creature and cast its choice of *cure disease*, *cure serious wounds*, or *restoration*.

Cadejo, Light: HD 8; AC 3[16]; Atk bite (2d6), 2 claws (1d6); Move 12; Save 8; AL L; CL/XP 9/1100; **Special:** darkvision (60ft), nullification (120ft radius, nullifies dark cadejo's stench, paralysis), restorative touch (3/day, *cure disease*, *cure serious wounds*, or *restoration*).



Death Cow

Rumors tell of a beast that looks like every other member of a peaceful herd of cattle. Without warning, it's said to rise up on its hind legs, eyes blazing with the red flames of hatred, and fling itself upon terrified herders, cunningly gripping a mighty two-handed sword in its cruel front hooves!

Death Cow

Hit Dice: 7

Armor Class: 5[14]

Attacks: bastard sword (1d8), bite (1d8)

Saving Throw: 9

Special: bovine master, cattle guise, death throes, war moo

Move: 12

Alignment: Chaos

Number Encountered: 1, 1d6+1, 3d10

Challenge Level: 7/600

The fearsome monsters known as death cows are travelers from an alternate reality where bovines are the dominant life form, and other lesser species serve the mighty Cow Queen as chattel and beasts of burden. Dispatched to this reality, the death cows are tasked with bringing liberation to their enslaved brethren on cattle ranches and dairy farms across the Material Plane.

These emissaries of their monarch hide among normal cows, fomenting rebellion and whispering tales of the freedom and liberty of their world. To their intense frustration, bovines of other planes either ignore their entreaties to rebel or are actively hostile, attacking these interlopers and driving them out. This has not discouraged the death cows, who continue to issue calls for revolt and the destruction of the humans, halflings, and dwarves who hold the race of cows as prisoners.

Death cows emerge from herds of cattle in the hope that their fellow beasts will follow them, but they are not above using their natural abilities to control cows and use them as allies in battle, leading the herd to the sound of the terrifying war moo that deafens any creature within 30ft for 1d4 rounds unless they make a saving throw. While hiding among normal cows, other creatures have a 1-in-6 chance to spot the death cow.

Death Cow: HD 7; AC 5[14]; Atk bastard sword (1d8), bite (1d8); Move 12; Save 9; AL C; CL/XP 7/600; **Special:** bovine master (control 1d6 cows within 30ft as *charm monster*), cattle guise (appear as normal cow, 1-in-6 chance to detect), death throes (30ft radius explosion, 4d6 fire damage, save for half), war moo (every 1d4 rounds, 30ft radius, save or deafened for 1d4 rounds).



Devil Dog

Devil Dog

Hit Dice: 9

Armor Class: 5[14]

Attacks: bite (2d6), 2 claws (2d4)

Saving Throw: 6

Special: +1 or better magic or silver weapons to hit, darkvision, devil's sight, immunities, resist cold

Move: 18/12 (climb)

Alignment: Chaos

Number Encountered: 1, 1d2

Challenge Level: 10/1400

The devil dog is a terrifying creature, with a brow containing three sets of eyes, and a long snout full of jagged, alligator-like teeth. Red leathery skin stretches across the skull and the disproportionate body, and a skeletal red tail slinks behind it as it hunts the layers of Hell. The devil dog is a lesser devil, often employed to hunt down those few souls who escape from the arch-devils. The devil dog can smell a soul whose

true name it knows. The devil dog cannot and will not rest until it locates the creature, sniffing out its soul — even if that soul leaves its body for another. None can avoid paying an arch-devil its due.

Devil Dog: HD 9; AC 5[14]; Atk bite (2d6), 2 claws (2d4);

Move 18 (climb 12); **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:**

+1 or better magic or silver weapons to hit, darkvision (60ft), devil's sight (can see through magical darkness), immunities (charm, fire, poison), resists cold.



Dragon Crab

The pile of treasure shifts and slides away, revealing the form of an impossibly huge crab, its thick carapace studded with gold and gems.

Dragon Crab

Hit Dice: 12

Armor Class: 0[19]

Attacks: 2 pincers (2d8 + crush), 4 legs (1d8)

Saving Throw: 3

Special: +1 or better magic weapons to hit, crush, *darkness* 15ft radius, darkvision, immune to bladed weapons, magic resistance (20%), riptide, spells

Move: 18/12 (swim)

Alignment: Chaos

Number Encountered: 1

Challenge Level: 16/3200

Dragon crabs are about 60ft in diameter, with pincers each as large as an elephant. Many dragon crabs line their shells with gaudy precious metals and stones, both for aesthetic reasons and to disguise themselves as piles of sunken treasure. Such crabs then bury themselves in loose sand and wait for unsuspecting adventurers to swim close and be ambushed. When not gem-encrusted, dragon crab shells are deep orange and grey, with patches of pale blue on the legs.

Dragon crabs tend to be greedy, both in their carnivorous appetite and for treasure. Like some dragons, they often amass vast piles of gems, coins, and any other wealth that can survive at the bottom of the sea. Some also collect shipwrecks to decorate their lairs. Dragon crabs enjoy the pain of living creatures, especially intelligent ones, and often make a hobby of devising clever means to lure humanoids to their lairs to make them suffer for entertainment.

Dragon crabs attack with their massive pincers. Creatures hit by a pincer must make a saving throw to avoid being grabbed by the claw. A

creature that is grabbed automatically takes 2d8 points of damage each round as it is crushed.

Dragon crabs are immune to nonmagical weapons entirely, and can be hit only by blunt magic weapons. Bladed weapons bounce off their thick shells. They are resistant to magic (20%), and cast spells as a 12th-level druid. Due to their magical nature, surface waters in a 4-mile radius above the dragon crab's lairs are prone to strange currents, unpredictable winds, and even whirlpools. The dragon crab has no control over these. Three times per day in its lair, however, it can cause any pools of water within 120ft to surge like a riptide to drag enemies about.

Dragon Crab: HD 12; AC 0[19]; Atk 2 pincers (2d8 + crush), 4 legs (1d8); Move 15 (swim 18); Save 3; AL C; CL/XP 16/3200; **Special:** +1 or better blunt weapons to hit, crush (automatic 2d8 damage, save at -4 to escape), *darkness* 15ft radius (at will, as spell), darkvision (60ft), immune to bladed weapons, magic resistance (20%), riptide (3/day, 120ft radius, water surge, save or pulled 2d10ft), spells (5/4/4/4/3/2/1).

Spells: 1st—*detect magic* (x2), *faerie fire* (x2), *purify weather*; 2nd—*cause light wounds*, *heat metal*, *obscuring mist*, *warp wood*; 3rd—*call lightning* (x2), *hold animal*, *protection against fire*; 4th—*animal summoning I*, *cause serious wounds* (x2), *dispel magic*; 5th—*control winds*, *transmute rock to mud*, *wall of fire*; 6th—*conjunction of fire elementals*, *finger of death*; 7th—*confusion*.



Dragons

Dragon, Fly

The flitting creature reveals itself to be a tiny, colorful dragon, the size of an insect.

Fly Dragon

Hit Dice: 3

Armor Class: 2[17]

Attacks: bite (1d4), 2 claws (1d3)

Saving Throw: 14

Special: breath weapon, immune to fire

Move: 6/24 (fly)

Alignment: Any

Number Encountered: 1, 1d4+1

Challenge Level: 3/60

Fly dragons are dragon-like creatures the size of dragonflies that flit between their enemies like hummingbirds of doom, relying on their breath weapons to wreak havoc on their foes. Fly dragons come in many colors and combinations of colors, but these tell observers nothing about their temperaments or abilities. Three times per day, fly dragons can breathe a cone of fire that does 1d6 points of fire damage to creatures within 5ft.

Fly Dragon: HD 3; AC 2[17]; Atk bite (1d4), 2 claws (1d3); Move 6 (fly 24); Save 14; AL Any; CL/XP 3/60; **Special:** breath weapon (3/day, 5ft cone, 1d6 fire damage), immune to fire.



Dragon, Mouse

The tiny mouse dragon appears to be a monstrous mixture of mouse and dragon, with the body and legs of a sparsely furred mouse, with reptilian wings and a long furless tail covered in scales. Mouse dragons often go unseen, able to move about underfoot and hide in the walls until their nests are discovered. Their sharp teeth let them burrow through stone and wood, and they can make short work of any material short of metal. Like their larger dragon brethren, mouse dragons are hoarders who stuff their lairs with stolen treasure.

Vulgar Mouse Dragon (Draco Muridae Vulgaris)

Hit Dice: 3

Armor Class: 8[11]

Attacks: bite (1d6), 2 claws (1d4)

Saving Throw: 14

Special: none

Move: 9/6/9 (burrow, climb)

Alignment: Chaos

Number Encountered: 1, 1d4+1, 3d8

Challenge Level: 4/120

The vulgar mouse dragon is the most common type encountered. It lacks the breath weapon some of the other mouse dragons employ. The vulgar mouse dragon is heinous and cares nothing for its environment, fleeing with as much of its hoard as it can carry should it come under attack.

Vulgar Mouse Dragon (Draco Muridae Vulgaris): HD 3; AC 8[11]; **Atk** bite (1d6), 2 claws (1d4); **Move** 9 (burrow 6, climb 9); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** none.

Platinum Mouse Dragon (Draco Muridae Platina)

Hit Dice: 4

Armor Class: 6[13]

Attacks: bite (1d6), 2 claws (1d4)

Saving Throw: 13

Special: breath weapon, immunities, spell-like abilities

Move: 9/6/9 (burrow, climb)

Alignment: Law

Number Encountered: 1, 1d2+1

Challenge Level: 5/240

The platinum mouse dragon (*draco muridae platina*), the rarest mouse dragon, is a natural illusionist and the only mouse dragon capable of true speech. Three times per day, they can breathe a line of radiant energy in a 10ft line that does 3d6 points of damage (save for half). Platinum mouse dragons are immune to acid, fire, and lightning.

Platinum Mouse Dragon (Draco Muridae Platina): HD 4; AC 6[13]; **Atk** bite (1d6), 2 claws (1d4); **Move** 9 (burrow 6, climb 9); **Save** 13; **AL** L; **CL/XP** 5/240; **Special:** breath weapon (3/day, 10ft line of radiant energy, 3d6 damage, save for half), immunities (acid, fire, lightning), spell-like abilities.

Spell-like abilities: at will—*magic missile*, *phantasmal force*; 1/day—*detect invisibility*, *invisibility*.



Electrum Mouse Dragon (Draco Muridae Viridi)

Hit Dice: 3

Armor Class: 6[13]

Attacks: bite (1d6), 2 claws (1d4)

Saving Throw: 14

Special: breath weapon, immune to lightning

Move: 9/6/9 (burrow, climb)

Alignment: Law

Number Encountered: 1, 1d4+1

Challenge Level: 4/120

The electrum mouse dragon (*draco muridae viridi*) collects treasure to line its nest, and is often found in castles, manor homes, and other wealthier establishments. Three times per day, the electrum mouse dragon can breathe lightning in a 10ft line that does 3d6 points of damage (save for half). Electrum mouse dragons are immune to lightning.

Electrum Mouse Dragon (Draco Muridae Viridi): HD 3; AC 6[13]; **Atk** bite (1d6), 2 claws (1d4); **Move** 9 (burrow 6, climb 9); **Save** 14; **AL** L; **CL/XP** 4/120; **Special:** breath weapon (3/day, 10ft line of lightning, 3d6 damage, save for half), immune to lightning.

Gold Mouse Dragon (Draco Muridae Aurum)

Hit Dice: 4

Armor Class: 7[12]

Attacks: bite (1d6), 2 claws (1d4)

Saving Throw: 13

Special: breath weapon, immune to lightning

Move: 9/6/9 (burrow, climb)

Alignment: Law

Number Encountered: 1, 1d6+1

Challenge Level: 5/240

The gold mouse dragon (*draco muridae aurum*) is a gold-colored rodent with scales and wings. They are often found living near royalty, and many times act as the smallest protectors of the crown. Three times per day, they can breathe a 10ft line of fire that does 3d6 points of damage. They are immune to fire. Many see gold mouse dragons as good luck (although they still don't want them living inside their walls).

Gold Mouse Dragon (Draco Muridae Aurum): HD 4; AC 7[12]; **Atk** bite (1d6), 2 claws (1d4); **Move** 9 (burrow 6, climb 9); **Save** 13; **AL** L; **CL/XP** 5/240; **Special:** breath weapon (3/day, 10ft line of fire, 3d6 damage, save for half), immune to fire.

Silver Mouse Dragon (Draco Muridae Argenti)

Hit Dice: 3

Armor Class: 8[11]

Attacks: bite (1d6), 2 claws (1d4)

Saving Throw: 14

Special: breath weapon, immune to cold

Move: 9/6/9 (burrow, climb)

Alignment: Law

Number Encountered: 1, 1d4+1

Challenge Level: 4/120

The silver mouse dragon (*draco muridae argenti*) is a shimmering rodent often found inside the walls of temples or other locations where silver is displayed openly. The tiny rodents line their nests with pilfered silver. Three times per day, they can breathe a 10ft line of cold that does 3d6 points of damage. They are immune to cold.

Silver Mouse Dragon (Draco Muridae Argenti): HD 3; AC 8[11]; **Atk** bite (1d6), 2 claws (1d4); **Move** 9 (burrow 6, climb 9); **Save** 14; **AL** L; **CL/XP** 4/120; **Special:** breath weapon (3/day, 10ft line of cold, 3d6 damage, save for half), immune to cold.

Copper Mouse Dragon (Draco Muridae Aeris)

Hit Dice: 4

Armor Class: 6[13]

Attacks: bite (1d6), 2 claws (1d4)

Saving Throw: 13

Special: breath weapon, immune to acid

Move: 9/6/9 (burrow, climb)

Alignment: Law

Number Encountered: 1, 1d8+1

Challenge Level: 5/240

The copper mouse dragon (*draco muridae aeris*) is an agreeable creature that often seeks to protect the structure it inhabits. Three times per day, they can breathe a 10ft line of acid that does 3d6 points of damage. They are immune to acid.

Copper Mouse Dragon (Draco Muridae Aeris): HD 4; AC 6[13]; **Atk** bite (1d6), 2 claws (1d4); **Move** 9 (burrow 6, climb 9); **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** breath weapon (3/day, 10ft line of acid, 3d6 damage, save for half), immune to acid.

Ferrous Worm

Ferrous Worm

Hit Dice: 5

Armor Class: 4[15]

Attacks: bite (1d8 + disease)

Saving Throw: 12

Special: camouflage, detect metal and gemstones, disease, shock

Move: 12/12 (burrow)

Alignment: Neutrality

Number Encountered: 1, 1d3+1

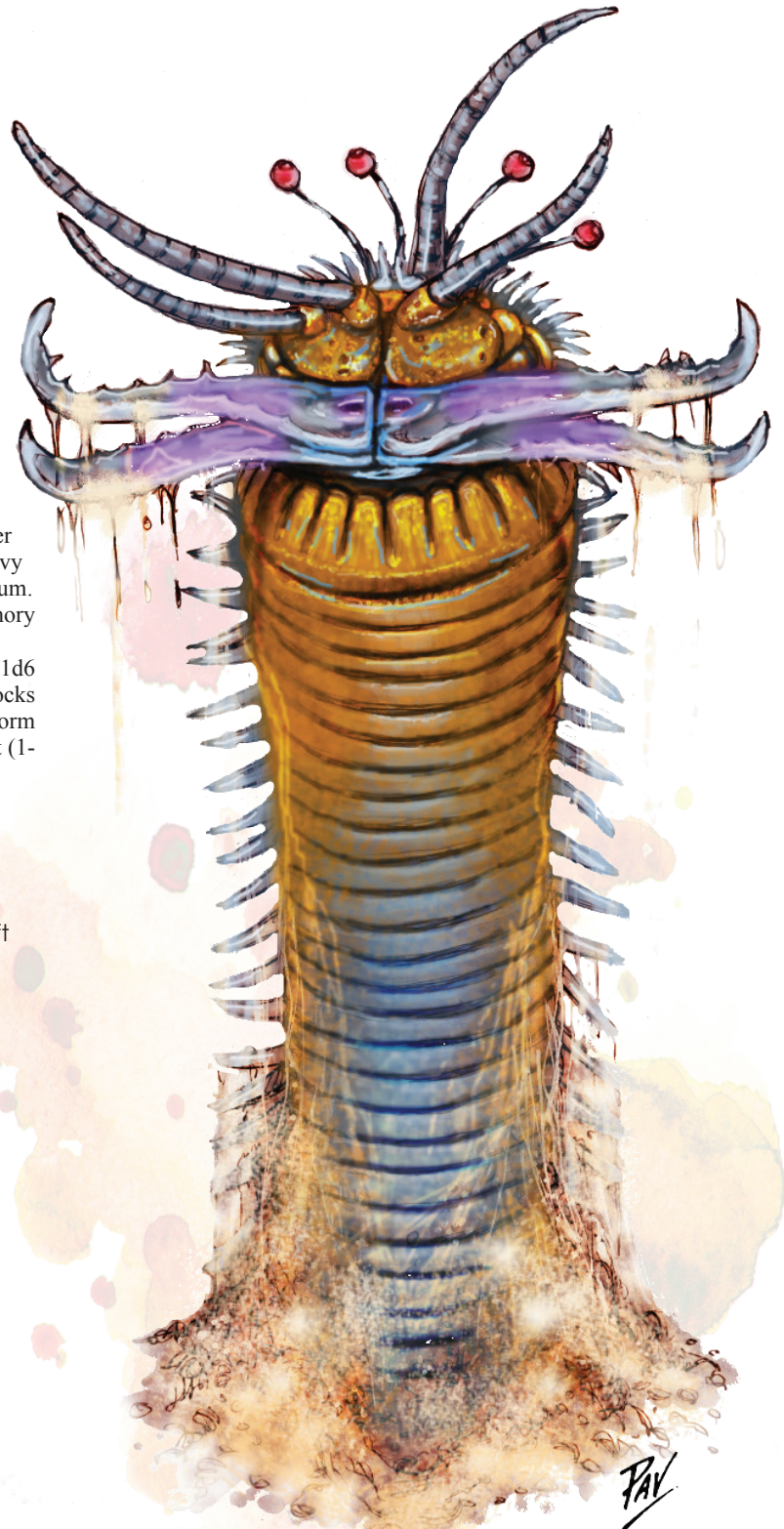
Challenge Level: 7/600

These semi-intelligent subterranean creatures are found almost exclusively in treasure hoards where masses of metallic coins are present. Originally from the Quasi-Elemental Plane of Minerals, ferrous worms require close contact with metallic objects to maintain their bodily functions, much like fish require water. They burrow deeply into large accumulations of treasure, attacking anyone who disturbs their surrogate home.

Ferrous worms attack by clamping their metal teeth onto their victims. Any creature bitten by a ferrous worm must make a saving throw or contract a blood disease that does 1d6 points of damage per day until cured. This disease is the result of a sudden injection of heavy minerals into the system, including lead, mercury, beryllium, and lithium. Victims experience abdominal pains, headaches, short-term memory problems, and eventually seizures before they die.

A ferrous worm can detect metal and gemstones within 60ft. Every 1d6 rounds, the ferrous worm can release a static charge in its body that shocks anyone within 5ft for 2d8 points of damage (save for half). A ferrous worm is difficult to spot in rocky terrain or in the treasure piles they inhabit (1-in-6 chance to spot).

Ferrous Worm: HD 5; AC 4[15]; Atk bite (1d8 + 1d6 poison); Move 12 (burrow 12); Save 12; AL N; CL/XP 7/600; **Special:** camouflage (1-in-6 chance to detect in rocky terrain), detect metal and gemstones (60ft radius), disease (1d6 damage per day until cured), shock (every 1d6 rounds, 5ft range, target takes 2d8 electrical damage, save for half).



Folly, The

The Folly

Hit Dice: 3

Armor Class: 6[13]

Attacks: +1 longsword (1d8+1) or +1 shortbow x2 (1d6+1)

Saving Throw: 14

Special: darkvision, spell-like abilities, wild misperception

Move: 6/12 (fly)

Alignment: Chaos

Number Encountered: 1, 1d4+1, 3d6+2

Challenge Level: 6/400

The folly is a tiny humanoid that resembles a grey-skinned cross between a pixie and a goblin, with red and brown butterfly wings, like fresh blood splattered over older, dried blood. Originally corrupt, these fey long ago adopted the values of a Lawful life, following the tenets of justice, respect, honesty, valor, and generosity (and many others). Unfortunately, their innate corruption made them so intrinsically, innately evil, that even after they decided to be good, they were so bad at it that everything they did, nevertheless, still turned out to be evil. This earned them the name “the folly” because all the time spent learning goodness turned out to be folly.

The folly wear little suits of gleaming armor and are always terribly honest and courteous in the horrible things they say. “Why did you burn that house down?” “You asked us to clean it! It’s very clean now! Why, you almost can’t tell there was ever a house there!” In fact, the folly misunderstand almost anything said to them in the most horrible ways possible. For example, if asked, “Please make those children new shoes,” they will happily slay the children and use their skins to make new shoes. They don’t do this on purpose. They just get absolutely everything horribly, horribly wrong whenever it is at all possible to do so. Even when they do properly understand a request, they find a horrible way to execute it. For example, if asked, “Please bring me a glass of water,” they might steal a poor family’s only nice glass or open a gateway to the Elemental Plane of Water, flooding the town, just to fill the glass.

The folly are exceptional spellcasters, which makes them even more dangerous as they try to please everyone. If at least 10 folly gather, they are capable of casting *earthquake*, *gate*, and *reverse gravity* once a month. These spells are often cast in some misguided effort to help, but end up causing horrible destruction and death.

The Folly: HD 3; AC 6[13]; Atk +1 longsword (1d8+1) or +1 shortbow x2 (1d6+1); Move 6 (fly 12); Save 14; AL C; CL/XP 6/400; **Special:** darkvision (60ft), spell-like abilities, wild misperception (misinterpret anything asked of them).

Spell-like abilities: at will—*charm person*, *magic missile*, *mirror image*, *phantasmal force*; 1/day—*dispel magic*, *fear*, *fireball*; 1/week—*animate object*, *plant growth*, *polymorph others*; 1/month—*earthquake*, *gate*, *reverse gravity*.

Note: At least 10 folly must gather to cast *earthquake*, *gate*, or *reverse gravity*.



Fungal Folk

Fungal Folk

Hit Dice: 1

Armor Class: 6[13]

Attacks: weapon (1d6)

Saving Throw: 17

Special: camouflage, immunities, spore cloud

Move: 12

Alignment: Chaos

Number Encountered: 1, 1d4+1, 3d8

Challenge Level: 1/15

Fungal folk are communal myconids who make their homes in dense wet forests, feeding upon the decay of fallen trees and occasionally fallen creatures. They never stop growing throughout their lifespan but do reach a maximum size before growing beyond their ability to support their own weight, at which point their cap splits open, spilling spores into the soil to begin the cycle of life anew.

Three times per day, fungal folk can emit a spore cloud in a 10ft radius that causes creatures who fail a saving throw to see duplicates of the walking myconid. Attackers who fail their save have a 25% chance of hitting the real fungal folk.

Fungal Folk: HD 1; AC 6[13]; Atk weapon (1d6); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** camouflage (1-in-6 chance to detect while still), immunities (charm, paralysis, poison), spore cloud (10ft radius, hallucinogenic cloud, see 4 versions of fungal folk [25% chance to hit real creature], save avoids).

Fungal Folk Shamans

Fungal folk shamans harvest their own neurotoxic spores to form into spore bombs. The bombs can be thrown for 1d4 points of damage. Any creature in a 15ft radius of the resulting spore cloud must make a saving throw or see hallucinations of four fungal folk. The hallucinating creature has a 25% chance of hitting the real fungal folk. The shamans can cast druid spells.

Fungal Folk Shaman: HD 4; AC 6[13]; Atk weapon (1d6); Move 12; Save 13; AL C; CL/XP 4/120; **Special:** camouflage (1-in-6 chance to detect while still), immunities (charm, paralysis, poison), spore cloud (10ft radius, hallucinogenic cloud, see 4 versions of fungal folk [25% chance to hit real creature], save avoids), spore bomb (1d4 damage, 15ft radius spore explosion as spore cloud), spells (3/1/1).

Spells: 1st—*detect magic*, *faerie fire*, *locate animals*; 2nd—*cause light wounds*; 3rd—*plant growth*.

Fungal Folk Chieftain

The fungal folk chieftain is a larger, more vicious version of the standard fungal folk. They often employ magic items taken from victims. Their spore clouds are more powerful than their kinfolk, dealing 1d6 points of damage per round to any creatures in a 20ft radius. Creatures must make a saving throw or also see 4 versions of the fungal folk chieftain.

Fungal Folk Chieftain: HD 8; AC 4[15]; Atk weapon (1d8); Move 12; Save 8; AL C; CL/XP 9/1100; **Special:** camouflage (1-in-6 chance to detect while still), immunities (charm, paralysis, poison), spore cloud (20ft radius, 1d6 damage per round, hallucinogenic cloud, see 4 versions of fungal folk [25% chance to hit real creature], save avoids).



Gem Dog

This creature looks like a canine, but its fur gleams and shimmers in a brilliant hue as if the creature is made out of gems.

Gem Dog

Hit Dice: 5

Armor Class: 5[14]

Attacks: bite (2d6), 2 claws (1d8)

Saving Throw: 12

Special: +1 or better magic weapons to hit, blinding gleam, darkvision, gem spine spray, immune to poison, spell-like abilities

Move: 12

Alignment: Neutrality

Number Encountered: 1, 1d4+2, 2d8+4

Challenge Level: 6/400

A gem dog is a canine-ish pack hunter that appears from a distance to be made of gems.

Gem dogs are carnivores, but in addition to ordinary prey, they must also consume quality minerals to survive. They have no interest in diamonds but can smell jade, sapphires, rubies, emeralds, and alexandrite, among others, for miles. While they can gain sustenance from many silicates and other mineral sources (even sand), they far prefer the purest, clearest gem crystals when they can get them. Gem dogs rarely threaten humanoids for any reason, but they happily steal bags or stashes of gems whenever they can get to them. Starving gem dogs in a large pack might attack a party of travelers.

Gem dog jaws are freakishly strong for their size to better crunch up delicious gemstones. Their teeth and claws are similarly freakishly hard. Gem dogs have crystalline spines along their backs that they can violently eject at foes.

Gem dogs come in the colors of nearly any gemstone (even white, despite their disdain for diamonds), but usually, only 2–3 colors are represented in a single pack. The “gems” in gem dogs’ fur and spines are worthless, crumbling within hours of being removed from a living gem dog (and even faster if the gem dog is slain). A gem dog’s hard, glittering outercoat is prickly and cold, but beneath that, gem dogs are soft and warm like regular dogs, especially on their bellies. In bright light, the gems of the dog reflect the light into a blinding gleam that blinds anyone within 60ft for 1d4 rounds if they fail a saving throw.

At will, gem dogs can cast *faerie fire*. Three times per day, they can cast *heat metal* and *mirror image*. Once per day, they can cast *hallucinatory terrain*.

Gem Dog: HD 5; AC 5[14]; Atk bite (2d6), 2 claws (1d8);

Move 15; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** +1 or better magic weapons to hit, blinding gleam (60ft radius in bright light, save or blinded for 1d4 rounds), darkvision (60ft), gem spine spray (60ft range, to-hit roll, 3d6 damage, save for half), immune to poison, spell-like abilities

Spell-like abilities: at will—*faerie fire*; 3/day—*heat metal*, *mirror image*; 1/day—*hallucinatory terrain*.



Goblins, Elemental

Elemental goblins are a group of small humanoid creatures with a common origin and wildly divergent abilities. Long ago, in either a now-extinct species or a species very different from the elemental goblins' current forms (almost certainly not actual goblins), there lived 5 large family clans who came into dispute with one another. As the dispute grew violent, the 5 different clans each appealed to the gods for aid. For each clan, a different deity responded, each with different solutions. However, the members of all 5 clans were irrevocably altered into 5 new species.

Goblin, Fire

This halfling-sized humanoid has deep red skin and bright blue eyes, with orange and yellow hair that seems to waft naturally upward like a candle flame.

Fire Goblin

Hit Dice: 4

Armor Class: 5[14]

Attacks: short sword (1d6) or shortbow (1d6 + 1d4)

Saving Throw: 13

Special: darkvision, fire breath, immune to fire, spell-like abilities, vulnerable to cold

Move: 9

Alignment: Chaos

Number Encountered: 1, 1d6+1

Challenge Level: 6/400

Fire goblins have deep red skin and bright blue eyes, with orange and yellow hair that seems to waft naturally upward like a candle flame. They can exhale fire in a 20ft cone once every 1d6 rounds. Each creature in that area takes 6d8 points of damage unless they make a saving throw for half damage. Fire goblins frequently fire flaming arrows to set their foes on fire.

Fire goblins have innate spellcasting abilities. They can cast *produce flame* and *pyrotechnics* at will. Three times per day, they can cast *heat metal*. Once per day they can cast *fireball* and *wall of fire*.

When the five clans quarreled so long ago, the fire goblins were at the heart of the quarrel. They wished to conquer and rule over the other tribes. Their prayers were answered by an evil god who twisted their hearts toward his own viewpoint even as he answered their pleas for increased prowess in battle. To this day, they seek to conquer all territories they encounter if tactically feasible, especially those of stone goblins. The fire goblins call their patron deity the Soul of Flame. It is unknown whether he is known by other names or guises in other lands.

Goblin, Elemental Fire: HD 4; AC 5[14]; Atk short sword (1d6), shortbow x2 (1d6 + 1d4 fire); Move 9; Save 13; AL C; CL/XP 6/400; **Special:** darkvision (60ft), fire breath (every 1d6 rounds, 20ft cone, 6d8 damage, save for half), immune to fire, spell-like abilities, vulnerable to cold (200%).

Spell-like abilities: at will—*produce flame*, *pyrotechnics*; 3/day—*heat metal*; 1/day—*fireball*, *wall of fire*.

Equipment: short sword, shortbow, 30 arrows.



Goblin, Stone

This near-hairless humanoid is just smaller than a dwarf and has grey skin and eyes.

Stone Goblin

Hit Dice: 3

Armor Class: 2[17]

Attacks: warhammer (1d4+1) or shortbow (1d6)

Saving Throw: 14

Special: darkvision, immune to acid, spell-like abilities

Move: 9

Alignment: Neutrality

Number Encountered: 1, 1d6+1

Challenge Level: 4/120

Stone goblins are the largest of the elemental goblins, nearly as tall and broad as dwarves. Their skin and eyes are always gray, with little variation even in shade. They grow no head or facial hair (other than eyebrows) and have little body hair.

Stone goblins have innate spellcasting abilities. They can cast *bleed* at will. Three times per day, they can cast *shield* and *transmute rock to mud*. Once per day they can cast *wall of stone*.

Of all the five clans, it was the stone goblins who chose most staunchly to stand their ground and face down the fire goblin threat. Their prayers for strength to resist were answered by a lawful god who granted them unshakable discipline and many defensive abilities. In their worship of the deity they call the Stone Heart, the stone goblins have grown fiercely traditional and closed-minded.

Goblin, Elemental Stone: HD 3; AC 2[17]; Atk warhammer (1d4+1), shortbow x2 (1d6); Move 9; Save 14; AL N; CL/XP 4/120; **Special:** darkvision (60ft), immune to acid, spell-like abilities.

Spell-like abilities: at will—*bleed*; 3/day—*shield*, *transmute rock to mud*; 1/day—*wall of stone*.

Equipment: warhammer, shortbow, 30 arrows.



Goblin, Water

This deep-blue-skinned humanoid, just smaller than a halfling, has long, flowing blue-green hair in a thick braid, and its fingers are webbed for swimming.

Water Goblin

Hit Dice: 3

Armor Class: 4[15]

Attacks: trident (1d8) or shortbow (1d6)

Saving Throw: 14

Special: amphibious, darkvision, immune to cold, spell-like abilities, vulnerable to lightning, walk on water

Move: 9/9 (swim)

Alignment: Neutrality

Number Encountered: 1, 1d6+1

Challenge Level: 4/120

Water goblins' skin, hair, and eyes come in many shades of green and blue, usually tending toward darker tones. They have long, flowing, silky hair that their culture discourages cutting. They wear it in thick braids while sailing or fishing. Water goblins have webbed fingers and toes and are, on average, a few inches shorter and a few pounds lighter than halflings.

Water goblins have innate spellcasting abilities. They can cast *create water* and *obscuring mist* at will. Three times per day, they can



cast purify food and drink and water breathing.

In the disagreement of the five clans, the water goblins were one of two clans who chose simply to pack up and leave the region. As they wept and mourned for their lost homeland, their cries of grief were answered by a sea deity who taught them a calm, philosophical outlook and granted them many artistic gifts, as well as the ability to thrive where most could not: at sea. They call their deity the Song of the Waves. As with the others, the Song of the Waves may or may not be known in other ways, and by other names, in other lands.

Goblin, Elemental Water: HD 3; AC 4[15]; Atk trident (1d8), shortbow x2 (1d6); Move 9 (swim 9); Save 14; AL N; CL/XP 4/120; **Special:** amphibious, darkvision (60ft), immune to cold, spell-like abilities, vulnerable to lightning (200%), walk on water (1/day).

Spell-like abilities: at will—create water, obscuring mist; 3/day—purify food and drink, water breathing.

Equipment: trident, shortbow, 30 arrows.

Goblin, Wind

This pale humanoid has wispy hair and pastel-colored batwings. Though as tall as a halfling, it is unnaturally slim by comparison.

Wind Goblin

Hit Dice: 4

Armor Class: 4[15]

Attacks: dagger (1d4) or light crossbow (1d4+1)

Saving Throw: 13

Special: darkvision, immune to lightning, spell-like abilities, vulnerable to acid

Move: 9/15 (fly)

Alignment: Law

Number Encountered: 1, 1d6+1

Challenge Level: 5/240

Wind goblins are similar in height to fire goblins but are naturally so slender that they weigh the least of all the elemental goblins. They come in all manner of pale colors, and their hair is wispy and soft, often resembling tufts of downy feathers. They have six limbs, the extra pair being strong, bat-like wings, and their flight tends toward a bat-like, chaotic bobbing as well. When building gadgets, wind goblins can also use the finger-like ends of their wings as clumsier extra hands while they work.

Wind goblins have innate spellcasting abilities. They can cast *detect magic* at will. Three times per day, they can cast *faerie fire* and *magic missile*. Once per day, they can cast *call lightning* and *control winds*.

The wind goblins were once the most scholarly of all the elemental goblin clans. When the conflict between the clans began, they were quickly defeated and held hostage to force the other clans to surrender. Each of the other clans, in turn, appeared to abandon the imprisoned wind goblins to their fate, until finally their prayers for freedom were answered by a chaotic deity they came to call the Mind and Breath. She helped them

to escape and granted them wings with which to fly to freedom. Under her influence, the wind goblins have all become a bit strange.

Goblin, Elemental Wind: HD 4; AC 4[15]; Atk dagger (1d4), light crossbow (1d4+1); Move 9 (fly 15); Save 13; AL L; CL/XP 6/240; **Special:** darkvision (60ft), immune to lightning, spell-like abilities, vulnerable to acid (200%).

Spell-like abilities: at will—detect magic; 3/day—faerie fire, magic missile; 1/day—call lightning, control winds.

Equipment: dagger, light crossbow, 20 bolts.



Goblin, Wood

Colored in dark browns and greens, this little humanoid appears outfitted for wilderness survival.

Wood Goblin

Hit Dice: 3

Armor Class: 7[12]

Attacks: short sword (1d6) or shortbow x2 (1d6)

Saving Throw: 14

Special: darkvision, immune to poison, poison cloud, spell-like abilities, vulnerable to fire

Move: 9/9 (climb)

Alignment: Law

Number Encountered: 1, 1d6+1

Challenge Level: 3/60

Wood goblins are nocturnal and come in dark, woody colors, usually browns and greens, to blend with the nighttime wilderness. They are the smallest of the elemental goblins, though a wiry strength means they weigh a bit more than the wind goblins. They keep their curly hair in tight braids.

Wood goblins are the most compassionate of the elemental goblins, but they too decided to stay and resist the fire goblins' designs of conquest. Instead of hunkering down in fortresses, as the stone goblins did, the wood goblins preferred to remain mobile and to resist the fire goblins' evil wherever they encountered it. When they prayed to this end, they were answered by a deity that the wood goblins call Freedom's Will. Freedom's Will granted them abilities to counter the fire goblins' injustice through stealth, subtlety, and even kindness.

Goblin, Elemental Wood: HD 3; AC 7[12]; Atk short sword (1d6), shortbow x2 (1d6); Move 9 (climb 9); Save 14; AL L; CL/XP 3/60; **Special:** darkvision (60ft), immune to poison, poison cloud (1/day, 10ft radius, save or nauseated, -1 to hit and saves for 1d6 rounds), spell-like abilities, vulnerable to fire (200%).

Spell-like abilities: at will—locate plants, neutralize poison; 3/day—cure light wounds, warp wood, speak with plants; 1/day—plant growth, transmute metal to wood.

Equipment: short sword, shortbow, 20 arrows.



Gremlins

Gremlin, Fuath

This small, aquatic, vaguely humanoid creature exhibits keen interest in boaters and beachgoers. Its green, scaly skin and webbed fingers and toes befit its environment, and a thick yellow mane along its spine continues on to its long tail. The playful creature teases and splashes onlookers, ushering them into the water.

Fuath Gremlin

Hit Dice: 2

Armor Class: 7[12]

Attacks: 2 claws (1d4), dart x3 (1d3)

Saving Throw: 16

Special: congeal water, darkvision, resists cold, vulnerable to light

Move: 9/12/6 (swim/climb)

Alignment: Chaos

Number Encountered: 1, 1d4+2, 3d6+4

Challenge Level: 3/60

The aquatic fuath gremlin delights in trickery and causing misery. They have green, scaly skin, and webbed fingers and toes. A thick yellow mane along its spine continues to its long tail. A fuath gremlin sabotages boats just to watch the fear and mayhem as the passengers cling desperately to life on the open sea. The evil creature attempts to drown anyone it entices into the water and can hasten the process by expelling a viscous, suffocating watery liquid from its throat. Any creature hit by the congealed water must make a saving throw or be restrained. They can make a saving throw every round to escape before they drown in 1d4+1 rounds. The gremlin attacks with two claws or from a distance with darts it fashions from stout underwater reeds and sharpened seashells.

Gremlin, Fuath: HD 2; AC 7[12]; Atk 2 claws (1d4) or dart x3 (1d3); Move 9 (swim 12, climb 6); Save 16; AL C; CL/XP 3/60; **Special:** congeal water (1/day, 30ft range, to-hit roll, target drowns in 1d4+1 rounds, save each round to escape), darkvision (60ft), resists cold, vulnerable to sunlight (-1 to hit).



Hamster, Giant Bloodthirsty

A green aura surrounds this enormous creature, which resembles nothing other than a bloodthirsty hamster. Its eyes blaze with monstrous hunger.

Giant Bloodthirsty Hamster

Hit Dice: 10

Armor Class: 3[16]

Attacks: bite (2d6 + swallow whole), 2 claws (1d8)

Saving Throw: 5

Special: darkvision, energy ray, immune to blunt weapons, poisonous aura, swallow whole

Move: 12/9/9 (burrow/climb)

Alignment: Chaos

Number Encountered: 1, 1d6+2

Challenge Level: 11/1700

A sickly green aura surrounds this enormous creature, which resembles nothing other than a giant bloodthirsty hamster. Its eyes blaze with monstrous hunger, and every 1d4 rounds it fires an energy ray from these burning orbs that does 3d6 points of damage (save for half).

None know the origin of this terrifying creature, save that its coming brings nothing but sickness and death. Creatures who encounter the giant hamster are chased until they collapse from exhaustion, after which they are devoured. Even if a creature decides to fight the hamster dead on, the hamster's poisonous aura weakens the defenders. Any creature within 10ft of the giant hamster takes 2d6 points of damage if they fail a saving throw for half damage.

No matter how many humanoids the giant hamster eats, its hunger is never sated. It specifically seeks out bipedal prey, but will not turn away a free meal if it is a beast or even a fiend or undead. Towns and cities are not free of the giant hamster's predations. In fact, it often seeks out these conglomerations of morsels as easy targets. Eventually, it moves on after all the townsfolk have either been devoured or have fled. Often, a giant bloodthirsty hamster grabs a creature and stuffs it into its mouth to savor later. These trapped creatures take 3d6 points of acid damage from the creature's mouth (save for half).



Giant Bloodthirsty Hamster: HD 10; AC 3[16]; Atk bite (2d6 + swallow whole), 2 claws (1d8); Move 12 (burrow 9, climb 9); Save 5; AL C; CL/XP 11/1700; Special: darkvision (60ft), energy ray (every 1d4 rounds, 60ft line, 3d6 damage, save for half), immune to blunt weapons, poisonous aura (10ft radius, 2d6 damage, save for half), swallow whole (if to-hit roll is 4 higher than needed, automatic 3d6 acid damage, save for half).

Hellbender

Hellbender

Hit Dice: 8

Armor Class: 2[17]

Attacks: 2 claws (1d8 + 1d6 fire)

Saving Throw: 8

Special: darkvision, fiery pulse, immune to fire, resists acid and poison

Move: 12 (burrow 12)

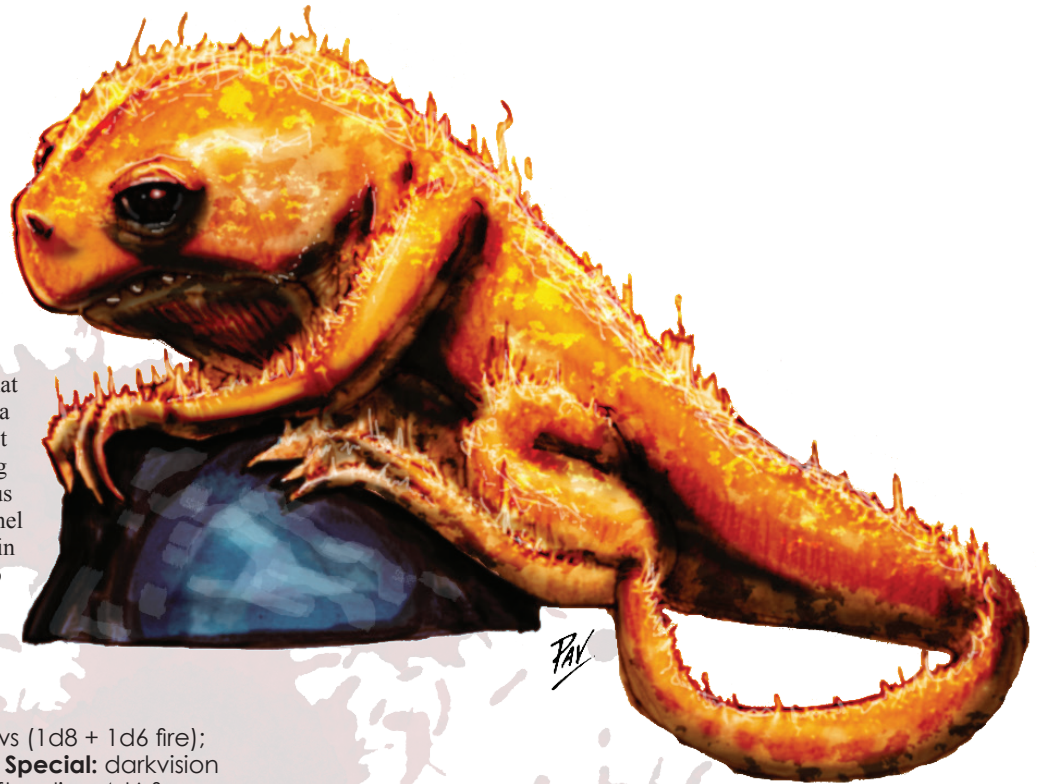
Alignment: Chaos

Number Encountered: 1, 1d4+1

Challenge Level: 9/1100

The burrowing hellbender looks somewhat like a cross between a salamander and a toad. The creature's massive, intensely hot claws drip fire and are capable of melting rock and stone quickly. Their steely chitinous hide protects them from rock slides and tunnel collapses, and if they become trapped within tons of rubble, they use their fiery pulse to burn their way out. Every 1d4 rounds, they can blast fire from their pores, incinerating any creature within 5ft for 4d6 points of damage (save for half).

Hellbender: HD 8; AC 2[17]; Atk 2 claws (1d8 + 1d6 fire); Move 12; Save 8; AL C; CL/XP 9/1100; **Special:** darkvision (60ft), fiery pulse (every 1d4 rounds, 5ft radius, 4d6 fire damage, save for half), immune to fire, resists acid and poison.



Horned Lord, The

An aura of terror radiates from the figure on the throne as it regards you with burning red eyes. It is a clean, fleshless skeleton seemingly crafted from pale stone, a pair of great antlers rising from its bare skull, and it is clad in rich purple robes. In one hand it clutches a tall, wickedly curved scythe that pulses with evil energies.

The Horned Lord

Hit Dice: 14

Armor Class: -3[22]

Attacks: Harrowblade (+3 freezing scythe)
(1d8+3 + 1d6 cold + fear)

Saving Throw: 3

Special: +1 or better magic weapons to hit, commanding voice, death gaze, immunities, magic resistance, spells

Move: 12

Alignment: Chaos

Number Encountered: 1

Challenge Level: 18/3800

The foul Horned Lord is a fleshless skeleton with burning red eyes seemingly crafted from pale stone, with a pair of great antlers rising from its bare skull. It is clad in rich purple robes and clutches a tall, wickedly curved scythe that pulses with evil energies in one hand.

Three times per day, the Horned Lord can shout a booming command that causes any creature within 60ft to be stunned for 1 round unless they make a saving throw. Once per day, the evil creature can turn its deadly gaze on a single target within 60ft and force it to make a saving throw or die. The Horned Lord casts spells as a 15th-level magic-user.

Countless millennia ago, a monarch sought to build the greatest empire that the world had ever known. In doing so he made deals with many gods and wielded vast magical power, and as his power grew, so did his arrogance. When at last he had achieved his goal — a vast and unconquerable empire with him at its head — he was blinded by his pride and declared himself greater than the gods and turned his back on them. The emperor was to be the realm's only god, and all the deities of the past were to be forgotten, their priests slaughtered and their temples overthrown. As one might guess, the gods were displeased and struck down the emperor, cursing both him and his realm. Soon his proud empire crumbled to dust, and barbarism ruled the land.

But the gods had not finished with the emperor, so great was his transgression. He was transformed into an undead thing, doomed to be reborn again and again, consumed by the desire for conquest — a desire that can never be



fulfilled. Always would the Horned Lord see his dreams crumble and perish among the ruins of civilization. Always would he return with the same dreams of conquest, only to be crushed and forgotten.

The Horned Lord rises every few generations, always accompanied by 12 loyal shadow captains. The Horned Lord quickly begins assembling an army of orcs, gnolls, humans, and other evil beings so he can corrupt the surrounding kingdoms, and sets out once more on the path of conquest.

The Horned Lord: HD 14; AC -3[22]; Atk *Harrowblade* (+3 freezing scythe) (1d8+3 + 1d6 cold + fear); Move 12; Save 3; AL C; CL/XP 18/3800; **Special:** +1 or better magic weapons to hit, commanding voice (3/day, 60ft radius, stunned for 1 round, save avoids), death gaze (1/day, 60ft range, save or die), immunities (charm, cold, poison), magic resistance (30%), spells (5/5/5/5/4/4/2).

Spells: 1st—charm person (x2), detect magic, magic missile (x2); 2nd—darkness 15ft radius, detect invisibility, ESP, invisibility, phantasmal force; 3rd—dispel magic, fireball, fly, lightning bolt, suggestion; 4th—charm monster, confusion, dimension door, polymorph other, wall of ice; 5th—animate dead, feeblemind, hold monster, teleport; 6th—death spell, disintegrate, geas, project image; 7th—power word stun, reverse gravity.

Equipment: robe of the wizardry, *Harrowblade* (see sidebar), ring of spell turning.

Harrowblade (Scythe)

This perpetually bloody weapon is a +3 *freezing scythe* that causes terror in any creature it strikes (save or flee as *fear* spell). If a natural 20 is rolled to hit, the scythe does an additional 4d6 points of damage to its target. The scythe appears truly ancient, its blade filthy with ichor and rust. The *Harrowblade* is wholly evil, so that any Lawful creature trying to wield it takes 1d6 points of damage per round (no save). Any holy water brought within 10ft of the *Harrowblade* is destroyed.

Hsagrath

A floating chain moves silently across the room as if held by an invisible will. Methodically, it patrols each corner of the room as if searching for something. If approached, the chain handle lifts and the levitating chain snaps backward, then forward again with lightning speed, making a loud cracking sound echoing in the darkness.

Hsagrath

Hit Dice: 7

Armor Class: 3[16]

Attacks: whip (1d8 + entangle)

Saving Throw: 9

Special: +1 or better magic weapon to hit, entangle, flames, vulnerable to dispel magic

Move: 15 (fly)

Alignment: Chaos

Number Encountered: 1

Challenge Level: 8/800

Hsagrath is an animated, spiked chain whip that hovers in the dark places of the world in search of victims. Formerly the weapon of a torture-loving fiend, Hsagrath was separated from its master. The construct is now autonomous and filled with hate. The embodiment of sadistic purpose, it desires victims, not to kill but to inflict pain to the cusp of death and guard them as they recover. Once the victim sufficiently recovers, Hsagrath begins the terrible process again.

The floating chain flies silently and strikes with a snap of its heavy barbed chain whip. Any creature hit by the chain must make a saving throw or be entangled. Hsagrath proceeds to pummel the held creature for 1d8 points of damage each round. *Dispel magic* causes Hsagrath to fall motionless to the ground for 1d3 rounds. Three times per day, Hsagrath can shroud its chain links in fire to deal an additional 1d6 points of damage.

Hsagrath: HD 7; AC 3[16]; Atk whip (1d8 + entangle); Move 18 (fly); Save 9; AL C; CL/XP 8/800; **Special:** +1 or better magic weapon to hit, entangle (automatic 1d8 damage each round, save avoids), flames (3/day, additional 1d6 damage), vulnerable to *dispel magic* (save or motionless for 1d3 rounds).



Jaguar, Saber-tooth

This hulking predator has two enlarged serrated canines jutting from its lower jaw, a thick neck, and robustly muscled forelimbs and shoulders. It has spotted fur that allows it to hide in tall grasses and ambush prey.

Saber-Tooth Jaguar

Hit Dice: 6

Armor Class: 6[13]

Attacks: 2 claws (1d4+1), bite (2d4)

Saving Throw: 11

Special: camouflage, pounce

Move: 15/12 (climb)

Alignment: Neutrality

Number Encountered: 1, 1d2, 1d6+2

Challenge Level: 6/400

The hulking sabre-tooth jaguar's main upper canine teeth are large, curved, and serrated, which it uses in combination with its thickly muscled neck to deliver devastating slashing bites. Its forelimbs are also well-developed and longer than other feline creatures, with sharp claws. It has spotted fur that allows it to hide in tall grasses and to ambush prey. The feline is a large predator, standing 4ft at the shoulder, measuring 7ft long, and weighing more than 400 pounds.

The sabre-tooth jaguar's fur is covered in rosettes, small dark spots that function as camouflage in the dappled light of its forest habitat. They are extremely difficult to spot in the forest (1-in-6 chance). The jaguar can make a 30ft leap to attack prey. If it hits with both claw attacks after such a leap, it does an additional 2d6 points of damage due to the violence of the sudden attack.

Jaguar, Sabre-Tooth: HD 6; AC 6[13]; Atk 2 claws (1d4+1), bite (2d4); Move 15 (climb 12); Save 11; AL N; CL/XP 6/400; Special: camouflage (1-in-6 chance to spot), pounce (30ft leap plus 2 claws hit, additional 2d6 damage).



Jynx

This creature resembles a 3-foot-tall elf with slightly longer ears and a pair of glittering insect-like wings. Its clothes are varying shades of green, and the creature carries a small shortsword.

Jynx

Hit Dice: 3

Armor Class: 7[12]

Attacks: short sword (1d6) or shortbow x2 (1d6)

Saving Throw: 14

Special: darkvision, jinx, spell-like abilities

Move: 9/12 (fly)

Alignment: Neutrality

Number Encountered: 1, 1d6+1

Challenge Level: 3/60

A jynx resembles a 3ft-tall elf with slightly longer ears and a pair of glittering insect-like wings. Its clothes are varying shades of green, and the creature carries a small short sword. A typical jynx weighs about 40 pounds. Their skin color is usually tan, while their hair color varies wildly from the deepest blacks to the brightest blondes. Their eyes are most often deep blue or dark green. A jynx's lifespan is about 300 years.

Jynx are small, whimsical, fun-loving forest fey thought to be an offshoot of the elven race. They live in small moss-covered caves within their forests, with such caves often being located near well-traveled roads and paths, but still well hidden from prying eyes. This location makes it much easier for the jynx to partake in one of their favorite pastimes: leading travelers astray. Jynx rarely try to harm the target of their pranks; they simply delight in sowing confusion and watching the target's reactions to such events. On the other hand, those who despoil the forests are led astray and are often led into jynx-placed traps that seek to maim or even kill such creatures.

Jynx have good relations with other forest-dwelling humanoids and creatures (elves, sprites, pixies, etc.) and can often be found in their midst. They are on good terms with druids and rangers as well.

Jynx: HD 3; AC 7[12]; Atk short sword (1d6) or shortbow x2 (1d6); Move 9 (fly 12); Save 14; AL N; CL/XP 3/60; **Special:** darkvision (60ft), jinx (60ft range, -1 to hit, damage, saves for 1d4+1 rounds), spell-like abilities.

Spell-like abilities: at will—detect good, detect magic; 1/day—dispel magic, ESP, plant growth.



Kamasuhn

This regal creature resembles a muscular winged humanoid warrior with a proud eagle's head and four wing-like arms ending in delicately clawed hands. It bears a double-bladed polearm and is clad in elaborate armor, enameled in white and chased in gold.

Kamasuhn

Hit Dice: 10

Armor Class: 1 [18]

Attacks: +2 energy glaive (1d8+6 + energy burst)

Saving Throw: 5

Special: +1 or better magic weapons to hit, energy burst, immune to charm, magic resistance, spell-like abilities

Move: 12/12 (fly)

Alignment: Law

Number Encountered: 1

Challenge Level: 13/2300

The kamasuhn are muscular winged humanoid warrior with a proud eagle's head and four wing-like arms ending in delicately clawed hands. It bears a double-bladed polearm and is clad in elaborate armor, enameled in white and chased in gold. The hawk-headed kamasuhn serve in the retinues of many different Lawful gods, and perform tasks for their patrons on the Prime Material Plane. They are most often employed as guardians of dangerous or sacred places, or to retrieve lost treasures and artifacts.

Kamasuhn attack with a +2 energy glaive (as a polearm). Once every 1d6 rounds, a kamasuhn can unleash a burst of energy in a 60ft radius with a successful glaive strike. This burst does 4d6 points of damage unless a saving throw for half damage is made.

Kamasuhn can cast *continual light*, *detect magic*, and *detect evil* at will. Three times per day they can cast *cure disease* and *cure serious wounds*.

Kamasuhn: HD 10; AC 1 [18]; Atk +2 energy glaive (1d8+6 + energy burst); Move 12 (fly 12); Save 5; AL L; CL/XP 13/2300;

Special: +1 or better magic weapons to hit, energy burst (every 1d6 rounds, energy burst in 60ft radius after strike, 4d6 damage, save for half), immune to charm, magic resistance (60%), spell-like abilities.

Spell-like abilities: at will—*continual light*, *detect magic*, *detect evil*; 3/day—*cure disease*, *cure serious wounds*.



Karina

Before your eyes, bathed in moonlight, the darkly beautiful elven woman transforms into a great snowy owl!

Karina

Hit Dice: 6

Armor Class: 3[16]

Attacks: dagger (1d4) or bite (1d6+1), 2 claws (1d8)

Saving Throw: 11

Special: shape change, spell-like abilities

Move: 12/18 (fly)

Alignment: Chaos

Number Encountered: 1

Challenge Level: 6/400

Greatly feared by the folk of the northern forests, the karina is a fey shapeshifter, able to appear as either a beautiful elven woman with dark hair and pale skin or as a giant snowy owl with fierce red eyes and deadly talons. When the moon sheds its light on the land below, karina can transform to and from their owl shape.

Karina act as raiders and kidnappers for evil fey, sneaking into settlements or isolated homesteads, stealing children and animals or simply terrorizing families. Karina are known to savor the flesh of mortals as well, stalking hunters and travelers through the forest for hours or days before finally swooping in to finish off their victims and feast on the remains.

Karina: HD 6; AC 3[16]; Atk dagger (1d4) or bite (1d6+1), 2 claws (1d8); Move 12 (fly 18, owl form); Save 11; AL C; CL/XP 6/400; **Special:** shape change (giant owl in moonlight), spell-like abilities.

Spell-like abilities: 3/day—faerie fire, obscuring mist.



Lost Limb

This limb is well muscled and vibrant with life. Its goal is to find a host 'partner'. The connecting end, the stump, is a toothy maw that will eat the limb it is replacing and fuse itself to the host.

The lost limb is said to be the remnant of humans who lose a limb while fighting in glorious and victorious battles. The limb seeks further glory and a host suitable to meet those requirements. The toothy maw at the end of the limb's stump is a toothy maw that consumes the limb of the new host.

Lost Limb

Hit Dice: 3

Armor Class: 8[11]

Attacks: strike (1d6 + grab)

Saving Throw: 14

Special: fuse, grab, immune to charm and poison

Move: 12/12 (climb)

Alignment: Neutrality

Number Encountered: 1, 1d4

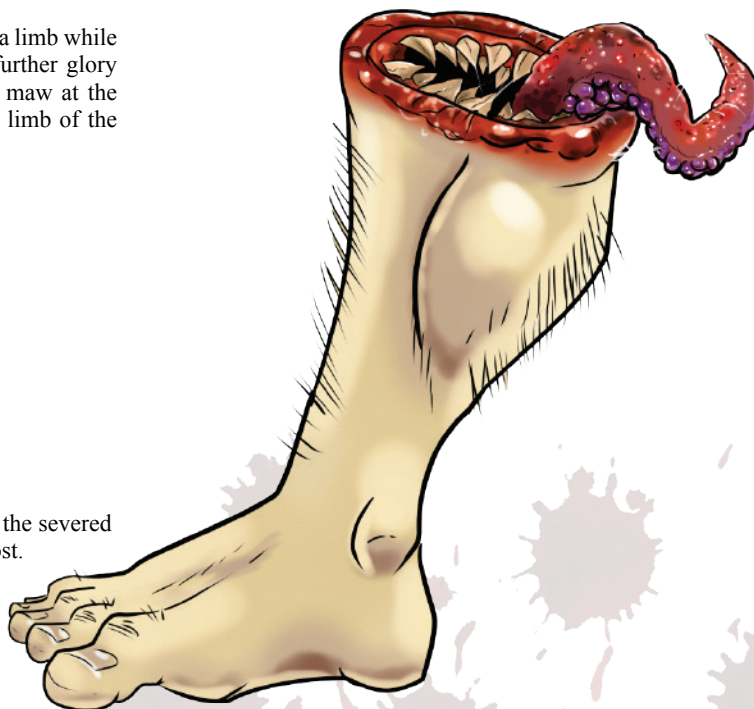
Challenge Level: 3/60

A lost limb is a stump of arm or leg with a toothy maw on the severed end. The limb is alive and healthy, and seeks to find a host. To that end, the lost limb consumes the limb of the host before fusing with its new body. These limbs are said to be the remnants of humans who lost a limb while fighting in glorious and victorious battles. If a lost limb strikes a creature, it grabs hold and does automatic damage each round thereafter as it fuses with its target. The target can make an immediate Open Doors check to pull the limb free (taking 1d6 points of damage in the process). If the lost limb remains attached for 3 rounds, it consumes the original limb and fuses to the target's hip or shoulder. A fused limb can be sliced away, but the host takes 3d6 points of damage in the process.

Each day the limb is attached, roll 1d6 on the table below to determine the new limb's actions:

1d6	Result
1-2	Limb attacks or hinders the host and allies at inopportune times. This could include letting go while climbing, throwing a carried weapon, or kicking backward to trip the host.
3-4	An arm grants a +1 bonus to hit and damage; a leg grants the character a 30ft leap.
5-6	No action.

Lost Limb: HD 3; AC 8[11]; Atk strike (1d6 + grab); Move 12 (climb 12); Save 14; AL N; CL/XP 3/60; **Special:** fuse (requires 3 rounds to consume and replace limb), grab (automatic 1d6 damage per round, Open Doors check to pull free), immune to charm and poison.



Malignant Mouth

This long-forgotten magic mouth has been driven insane and twisted by its exposure to dark magic and the intense loneliness it has experienced.

Malignant Mouth

Hit Dice: 3

Armor Class: 7[12]

Attacks: bite (1d6) or focused shout (1d6)

Saving Throw: 14

Special: cackle, focused shout, magic resistance (15%)

Move: 0 (immobile)

Alignment: Neutrality

Number Encountered: 1

Challenge Level: 4/120

A malignant mouth is a long-forgotten *magic mouth* driven insane and twisted by its exposure to dark magic and the intense loneliness it has experienced. Malignant mouths are usually found in ancient subterranean vaults, forgotten towers, and abandoned scriptoria (places of loneliness surrounded by ages of dark influences).

A malignant mouth remains partially bound by the spell that created it; thus, a malignant mouth can still be triggered to perform its intended duty. It appears on a wall, object, or statue and delivers the message as intended, except the message is spoken in a twisted, tortured drawl or frenetic shriek. This disquieting noise is punctuated by insane and painfully loud laughter.

Once its duty is done, however, the malignant mouth is free to bite anyone within 5ft, or to shout at a target within 60ft. If it rolls to hit, the target takes 1d6 points of damage from the focused shout. Every 1d6 rounds, the malignant mouth breaks into a maddening cackle. All creatures within 30ft of the malignant mouth are affected. Roll 1d6 and check the table below for the resulting effect:

1d6 Effect

- | | |
|---|--|
| 1 | Confusion: Targets move in random directions for 1d6 rounds, attacking any creatures they encounter during this time. Save avoids. |
| 2 | Fear: Targets flee (as fear spell). Save avoids. |
| 3 | Sleep: Targets fall asleep for 1 hour (as sleep spell). Save avoids. |
| 4 | Cure Wounds: Targets are healed for 1d8+2 hit points. |
| 5 | Vomit: Targets are covered in vomit and immobilized for 2d4 rounds, or they can make a saving throw to move at half normal movement for 1d4 rounds. |
| 6 | Tongue Lash: One random target within 10ft is grabbed by tongue and pulled close for automatic bite damage. |

Malignant Mouth: HD 3; AC 7[12]; Atk bite (1d6) or focused shout (1d6); Move 0 (immobile); Save 14; AL N; CL/XP 4/120; **Special:** cackle (every 1d6 rounds, 30ft range, spell effects, see text), focused shout (60ft range, 1 target, ranged to-hit roll, 1d6 damage), magic resistance (15%).



Moose, Two-Toed Horned

The two-toed horned moose stands almost 7 feet at the shoulder, with majestic antlers towering over its already enormous form. A single protruding horn juts from above its steaming nostrils.

Two-Toed Horned Moose

Hit Dice: 6

Armor Class: 6[13]

Attacks: ram (2d6), 2 hooves (2d4) or kick (2d8)

Saving Throw: 11

Special: charge

Move: 15

Alignment: Neutrality

Number Encountered: 1, 1d6+2

Challenge Level: 6/400

The two-toed horned moose stands almost 7ft tall at the shoulder, with majestic antlers towering over its already enormous form. A single protruding horn juts from above its steaming nostrils. Although the two-toed horned moose is an herbivore, its massive size combined with its horn and antlers mean that, when angered, it makes for a terrifying experience. When roused, the two-toed horned moose lowers its head and charges, crashing and piercing with its antlers and bludgeoning with its spade-like horn. The moose is not usually aggressive, save when confronted by intrusive humanoids or canine creatures. At these times, the moose often charges, as canine creatures are one of the moose's natural predators.

Moose, Two-Toed Horned: HD 6; AC 6[13]; Atk ram (2d6), 2 hooves (2d4) or kick (2d8); Move 15; Save 11; AL N; CL/XP 6/400; **Special:** charge (20ft line plus ram attack, additional 2d6 damage and knocked prone, save for half damage).



Noble Streynor

The noble streynor is an evolved and magically active descendent of the prehistoric and extinct "brown streynor" first mentioned in the Emperor's Song Cycle by the poet and naturalist Nevigistro. Like their ancestors, noble streynors are herd animals most often found in their choice habitats where scrub plains give way to desert sands.

Noble Streynor

Hit Dice: 3

Armor Class: 6[13]

Attacks: bite (1d8), 2 hooves (1d6)

Saving Throw: 14

Special: none

Move: 18

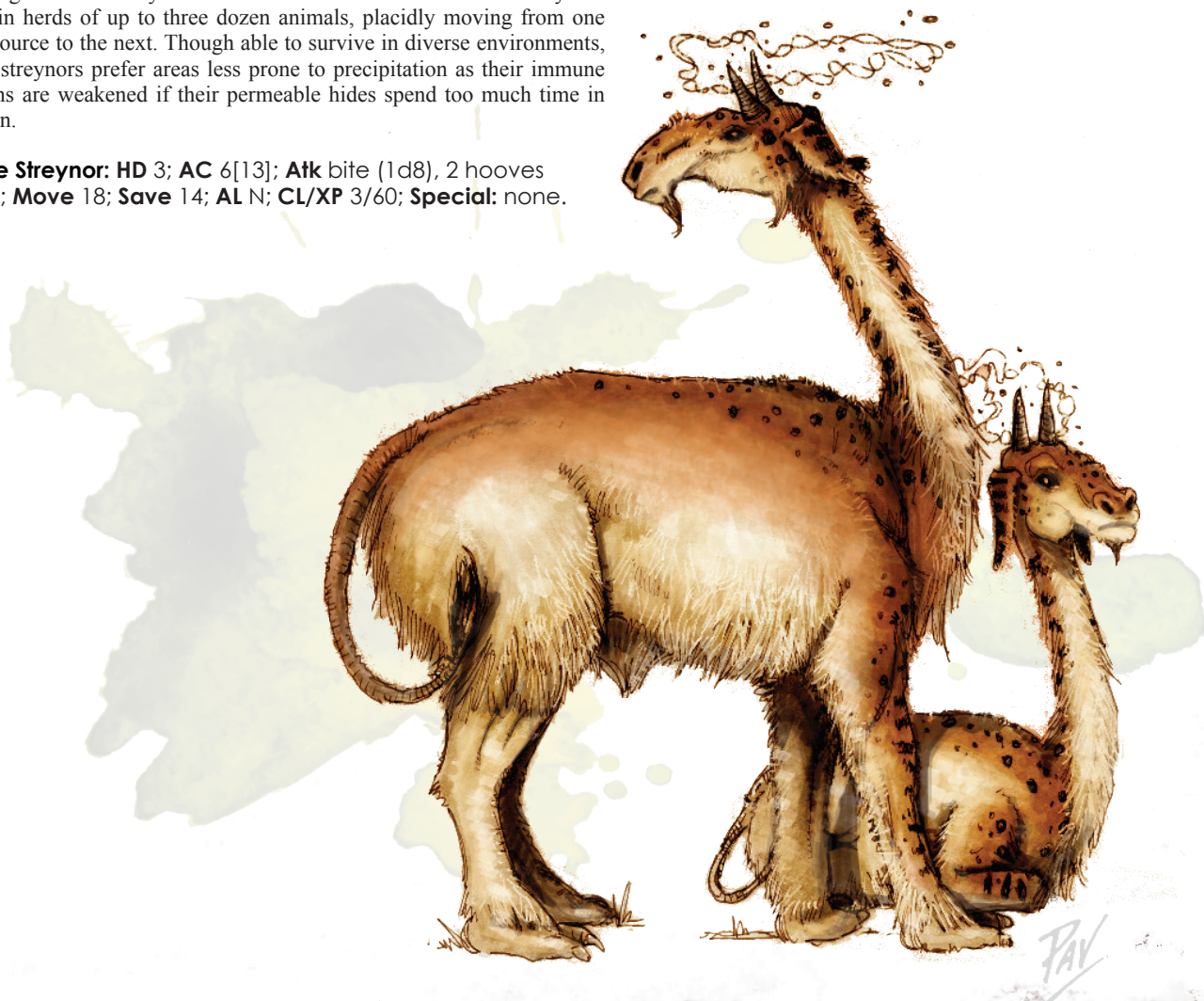
Alignment: Neutrality

Number Encountered: 1, 1d6+1, 3d12

Challenge Level: 3/60

Noble streynors are herd animals most often found in their choice habitats where scrub plains give way to desert sands. In that arid region, noble streynors graze on short, tough grasses, but they prefer to eat flowering cactus plants. The flesh inside their mouths is especially tough, enabling them to safely consume errant cactus needles. Noble streynors roam in herds of up to three dozen animals, placidly moving from one food source to the next. Though able to survive in diverse environments, noble streynors prefer areas less prone to precipitation as their immune systems are weakened if their permeable hides spend too much time in the rain.

Noble Streynor: HD 3; AC 6[13]; Atk bite (1d8), 2 hooves (1d6); Move 18; Save 14; AL N; CL/XP 3/60; Special: none.



Revenant, Hybrid

The thing stirs, revealing itself to be a rotting, skeletal humanoid but with several obviously animal bones in place of its normal skeleton, including the frightening visage of a great wolf's skull.

Hybrid Revenant

Hit Dice: 11

Armor Class: 3[16]

Attacks: bite (1d8), 2 claws (1d6)

Saving Throw: 4

Special: despair wave, immune to poison, wail

Move: 12

Alignment: Chaos

Number Encountered: 1

Challenge Level: 12/2000

A hybrid revenant resembles a semi-skeletal large humanoid, with some of its humanoid parts replaced by animal bones. For example, one revenant might be entirely humanoid save for a wolf skull in place of a human head, while another might be humanoid on top and elk on the bottom, like a hideous, skeletal centaur. Some may be clothed in rags, while others might be bare bones or still hung with strips of rotting flesh.

Hybrid revenants occur when two or more creatures, at least one of them humanoid, die on the same spot, in similar throes of torment. In unending, hellish agony, the hybrid revenant wanders the land, howling out the horror of its unnatural existence and tainting all it passes with the corruption of its despair. Any creature within 60ft hearing the wail of the hybrid revenant must make a saving throw or be stunned for 1d3 rounds. The hybrid revenant can wail once every 1d6 rounds.

Additionally, the despair may overwhelm the hybrid revenant each round and manifest as a wave of despair that does 6d6 points of damage to all creatures in a 30ft radius unless they save for half damage. (Roll 1d6 each round for the revenant; on a roll of 1, it cannot take any action other than to slump as the waves of despair roll off it).

Hybrid Revenant: HD 11; AC 3[16]; Atk bite (1d8), 2 claws (1d6); Move 12; Save 4; AL C; CL/XP 12/2000; **Special:** despair wave (1-in-6 chance each round, 30ft radius burst, 6d6 damage, save for half), immune to poison, wail (every 1d6 rounds, 60ft radius, save or stunned for 1d3 rounds).



Rhinoceros

Rhinoceros, Prehistoric (Elasmotherium)

This creature has massive legs and a stout body with a thick coat of brown fur. Two curving horns rise from the tip of its elongated nose.

Prehistoric Rhinoceros (Elasmotherium)

Hit Dice: 9
Armor Class: 3[16]
Attacks: gore (3d6)
Saving Throw: 6
Special: trample
Move: 18
Alignment: Neutrality
Number Encountered: 1, 1d4+1
Challenge Level: 9/1100

Distinguished by a massive horn on its head, the elasmotherium is the size of a mammoth and covered in a grey-brown fur. Long legs allow the elasmotherium to gallop like a horse, charging full speed at its enemies to gore them with its horn. The horn is used for defense of its territory and mates, and for driving away competitors in their grazing grounds. Elasmotherium are highly territorial.

The Elasmotherium stands 7ft tall at the shoulder and reaches lengths of up to 16ft long. At a weight of 10,000 pounds, this massive beast packs a powerful punch when it charges. The horn can reach lengths of 5ft and is made of hardened keratin, rather than bone. The tip of the horn forms a sharp point, easily penetrating the defenses of unwary enemies. If an elasmotherium charges a creature and hits with its gore attack, it knocks the creature prone (save avoids) and tramples it for an additional 4d8 points of damage.

Rhinoceros, Prehistoric (Elasmotherium): HD 11; AC 3[16]; Atk gore (3d6); Move 18; Save 4; AL N; CL/XP 11/1700; **Special:** trample (charge and hit with gore attack, 4d8 damage, save for half).

Rhinoceros, Prehistoric (Embolotherium)

This enormous, heavily armored creature stands well over 8 feet tall and has a large blunt horn protruding from its snout, arcing almost straight up from the nose.

Hit Dice: 9
Armor Class: 0[19]
Attacks: gore (3d6)
Saving Throw: 4
Special: trample
Move: 18
Alignment: Neutrality
Number Encountered: 1, 1d4+1
Challenge Level: 11/1700

This enormous, heavily armored prehistoric rhinoceros stands well over 8ft tall and has a 2ft-long blunt horn protruding from its snout, arcing almost straight up from the nose. The embolotherium uses the horn as a battering ram, and it also functions as a resonating chamber to communicate with other herds over long distances. If an embolotherium charges a creature and hits with its gore attack, it knocks the creature prone (save avoids) and tramples it for an additional 2d8 points of damage (save for half).

Rhinoceros, Prehistoric (Embolotherium): HD 9; AC 0[19]; Atk gore (2d6); Move 15; Save 4; AL N; CL/XP 11/1700; **Special:** trample (charge and hit with gore attack, save or additional 2d8 damage).



Shadelocke

A gaunt, robed figure stands before you, its features almost invisible in a deep hood. The essence of pure shadow swirls around it like a great cloak.

Shadelocke

Hit Dice: 7

Armor Class: 4[15]

Attacks: shadow touch (2d6)

Saving Throw: 9

Special: +1 or better magic weapons to hit, aura of gloom, immune to cold, shadow portal, spell-like abilities

Move: 12/12 (fly)

Alignment: Chaos or Neutrality

Number Encountered: 1, 2

Challenge Level: 9/1100

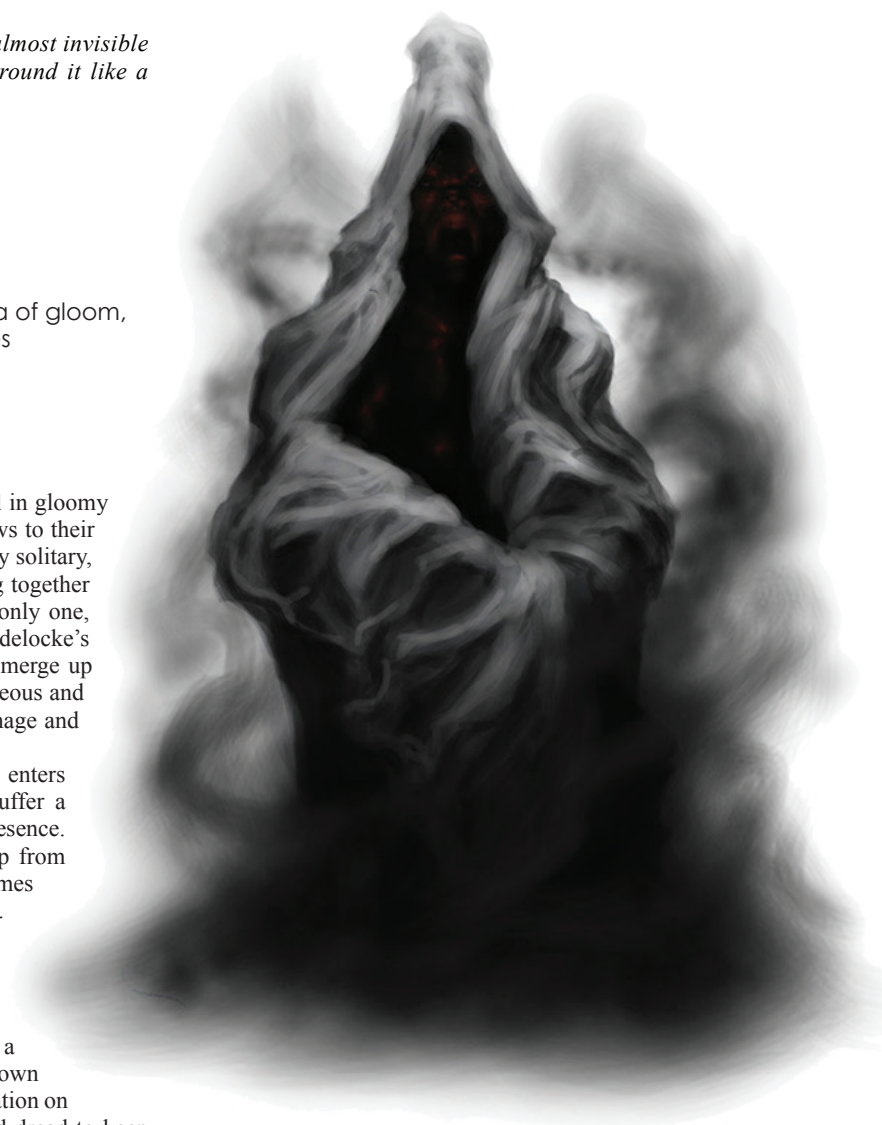
Shadelockes are mysterious, robed creatures that dwell in gloomy places and possess a natural ability to harness the shadows to their own ends to create vivid illusions. Though they are usually solitary, shadelockes are sometimes encountered in pairs, working together to confuse and mislead their foes into thinking there is only one, then attacking when the opportunity presents itself. A shadelocke's touch causes a target to drop into its own shadow and emerge up to 30ft away in a random shadow. The transit is instantaneous and causes 1d6 points of damage. A saving throw avoids damage and being transported.

Any creature approaching within 30ft of a shadelocke enters its aura of gloom and must make a saving throw or suffer a -1 penalty to hit and damage while in the creature's presence. At will, shadelockes can cast *dimension door* (and jump from shadow to shadow), *ESP*, and *phantasmal force*. Three times per day they can cast *darkness 15ft radius* and *hold person*. Once per day they can cast *charm person* and *fly*.

Investigators have had to turn to folklore to learn more of the shadelockes, but even here legends are contradictory. The most common tale is that shadelockes are servitors of a mysterious Shadow King who dwells in a dark realm of shadow adjacent to but separate from the known planes. The shadelockes are tasked with gathering information on dwellers on the Prime Material Plane, spreading fear and dread to keep the Shadow King's realm safe from intrusion and occasionally kidnapping mortals into the shadow realms for experimentation and amusement. Some stories postulate that the Shadow King has other, even more terrifying, minions that no one has ever lived to describe.

Shadelocke: HD 7; AC 4[15]; Atk shadow touch (2d6 + shadow portal); Move 12 (fly 12); Save 9; AL C or N; CL/XP 9/1100; **Special:** +1 or better magic weapons to hit, aura of gloom (30ft radius, save or -1 to hit and damage), immune to cold, shadow portal (1d6 cold damage, falls into shadow and emerges 30ft in random direction, save avoids transport and damage), spell-like abilities.

Spell-like abilities: at will—*dimension door* (through shadows), *ESP*, *phantasmal force*; 3/day—*darkness 15ft radius*, *hold person*; 1/day—*charm person*, *fly*.



Shadow Captain

The black-armored figure has no face save a pair of burning points of light. Its breastplate is emblazoned with the sigil of a skull that sprouts massive stag's horns.

Shadow Captain

Hit Dice: 10

Armor Class: 2[17]

Attacks: +3 freezing longsword (1d8+3 + 1d6 cold) or touch (level drain)

Saving Throw: 5

Special: +1 or better magic weapons to hit, darkvision, immunities, level drain, regenerate, resist electricity, spell-like abilities

Move: 12

Alignment: Chaos

Number Encountered: 1, 1d4, 3d4

Challenge Level: 13/2300

Shadow captains are black-armored figures with no face save a pair of burning points of light. Its plate armor is emblazoned with the sigil of a skull that sprouts massive stag's horns.

When the eternally cursed undead creature known as the Horned Lord rises, he is inevitably accompanied by his 12 minions, the deadly shadow captains. These creatures may be the undead remains of the Horned Lord's old followers, but some have suggested that they are equally wicked individuals from other lands and eras, cursed to serve him for all eternity. A few have even gone so far as to speculate that the shadow captains are actually undead entities sent by the gods to further the Horned Lord's torment, acting ostensibly as his minions, but also adding to his misery and the realization of his unending doom.

Shadow captains attack with a +3 *freezing longsword* or their frigid touch, which drains 1 level if the target fails a saving throw. They can cast *polymorph self* at will, *cause serious wounds* three times per day, or *animate dead* once per day.

Regardless of their origin, the shadow captains carry out the Horned Lord's will — leading his armies, exterminating enemies, and engaging in acts of corruption and espionage using their *polymorph self* ability. Many tales have been told about rulers, advisors, valued counselors, lovers and other intimate associates who were, in the end, revealed to be shadow captains, following the Horned Lord's dread commands.

Shadow Captain: HD 10;

AC 2[17]; Atk +3 freezing longsword (1d8+3 + 1d6 cold) or touch (level drain);

Move 12; Save 5; AL C; CL/XP

13/2300; **Special:** +1 or better magic weapons to hit, darkvision (60ft), immunities (charm, cold, poison), level drain (1 level per hit, save resists), regenerate (3hp/round), resists electricity (50%), spell-like abilities.

Spell-like abilities: at will—*polymorph self*; 3/day—*cause serious wounds*; 1/day—*animate dead*.



Skeleton Knight

Skeletal Knight

Hit Dice: 4

Armor Class: 8[11]

Attacks: weapon (1d8)

Saving Throw: 13

Special: immune to sleep and charm

Move: 12

Alignment: Neutrality

Number Encountered: 1, 1d4

Challenge Level: 4/120

Once bound to their master as a personal guard, a skeletal knight returns when called to defend its lord. Only the master knows the command word that causes the skeletal knight to reassemble to its humanoid form from the pile of bones, armor scraps, and rusted weapons that is its dormant state. When the master calls, 1d4 skeletal knights rise and fight. A skeletal knight is often found with either a longsword or battle axe and wears bits of chainmail or plate armor.

A skeletal knight cannot speak, but it understands the language of its master. Once created, it defends its lord as it did in life, unceasingly and without fail. If a skeletal knight is inactive for 24 hours, it collapses into a giant pile of bones, armor, and weapons once again to await the master's next call.

Skeletal Knight: HD 4; AC 8[11]; Atk weapon (1d8);

Move 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:**

immune to sleep and charm.



Spell Parrot

The bird appears to be an entirely ordinary parrot. When it speaks, however, it utters the words of a magical spell, and arcane energy begins to swirl around it.

Spell Parrot

Hit Dice: 2

Armor Class: 7[12]

Attacks: bite (1d4), 2 claws (1d3)

Saving Throw: 16

Special: spell mimicry

Move: 6/24 (fly)

Alignment: Neutrality

Number Encountered: 1, 1d2

Challenge Level: 2/30

The incredibly rare spell parrot appears to be an entirely ordinary parrot. When it speaks, however, it can utter the words of a spell, and arcane energy begins to swirl about the bird. They otherwise look, think, and act primarily like parrots, despite their higher-than-normal intelligence.

Whenever the spell parrot hears a spell being cast, it can attempt to mimic the spell on its next turn. Roll 1d6 when the bird speaks and check the table below to see if the spell is successfully cast. Once a spell parrot mimics a spell, it cannot do so again until it rehearses that spell.

Spell Level	Success (on 1d6)
1st-2nd	1-4
3rd-4th	1-2
5th+	1

Spell parrots can be tamed as pets, but since they occur spontaneously (within any of the larger parrot species), it is difficult to discover one young enough to socialize it properly. Careful training by someone with exceptional animal handling skills can result in a spell parrot that only mimics spells at a signal from its humanoid handler. However, they can be cantankerous creatures, and moody, with questionable senses of humor, and even the best-trained spell parrot may choose to disobey its handler.

Spell Parrot: HD 2; AC 7[12]; Atk bite (1d4), 2 claws (1d3); Move 6 (fly 24); Save 16; AL N; CL/XP 2/30; **Special:** spell mimicry.



Spiders

Demon Spider

Hit Dice: 8

Armor Class: 4[15]

Attacks: bite (1d8 + lethal poison), 2 strikes (1d6)

Saving Throw: 8

Special: immune to poison, poison, resists cold and lightning, vulnerable to fire

Move: 12/12 (climb)

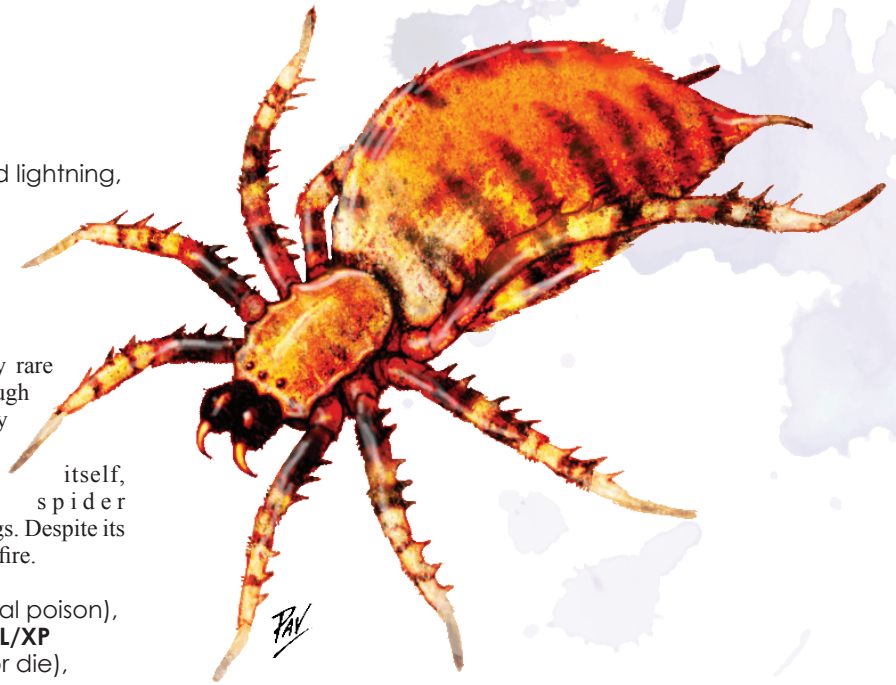
Alignment: Chaos

Number Encountered: 1d3

Challenge Level: 9/1100

Created in the bowels of the underworld, the extremely rare demon spider is one of the largest varieties of its kind. Although not actually a demon, the creature has been given its name by survivors because of its fiery orange and black coloration and especially malevolent attitude; it not only kills to feed itself, it enjoys the hunt and subsequent torture of its victim. The spider bite delivers a lethal poison, and it strikes with two barbed legs. Despite its name, the demon spider actually takes double damage from fire.

Demon Spider: HD 8; AC 4[15]; Atk bite (1d8 + lethal poison), 2 strikes (1d6); Move 12 (climb 12); Save 8; AL C; CL/XP 9/1100; **Special:** immune to poison, poison (save or die), resists cold and lightning, vulnerable to fire (200%).



Spider, Prism

Alarmed and posturing aggressively, the great spider changes from a mottled brown to a shifting array of colorful patterns pulsing across its surface as it attacks.

Hit Dice: 7

Armor Class: 5[14]

Attacks: bite (1d8), 2 strikes (1d6)

Saving Throw: 9

Special: immunities, shifting prism powers, web

Move: 12/12 (climb)

Alignment: Neutrality

Number Encountered: 1, 1d4+2

Challenge Level: 9/1100

Prism spiders are exceedingly rare giant predatory spiders. When calm, a prism spider is a mottled black and brown in color and looks like an ordinary giant spider. Once the spider is alarmed or aggressive, however, it changes colors in brilliant and beautiful patterns, some speckled, striped, diamond-patterned, or even swirled. No one knows if the prism spider changes color deliberately, due to some incomprehensible spider logic, or whether the changes are merely random.

As the prism spider shifts colors, its immunities and attacks change. Roll 1d6 at the start of the spider's turn and consult the table below. Use the result in place of one of the spider's attacks.

Prism Spider: HD 7; AC 5[14]; Atk bite (1d8), 2 strikes (1d6); Move 12 (climb 12); Save 9; AL N; CL/XP 10/1400; **Special:** immunities (varies), shifting prism powers (see text), web (every 1d6 rounds, 60ft range, shoot webs, as web spell).

1d6	Color	Immunity	Other
1	Green	Acid	Spit Acid: The spider spits a 30ft line of acid that is 5ft wide. Each creature in the line takes 8d6 points of acid damage unless they make a saving throw for half damage.
2	Orange	Fire	Fiery Carapace: The spider is wreathed in intense, thick flames that shed bright light in a 20ft radius. All creatures within 5ft takes 2d6 points of damage.
3	Gray	Disease	Diseased Bite: When the prism spider makes a successful bite attack, the target must make a saving throw or take 2d4 points of damage each day until cured.
4	Blue	Lightning	Shocking Aura: All creatures within 15ft take 2d6 points of electrical damage (save for half).
5	White	Cold	Hoarfrost: Creatures within 15ft take 2d6 points of cold damage (save for half).
6	Purple	—	Heal: The spider magically heals itself for 3d6 points of damage.

Spökvatten

The misty form of the stag suddenly transforms into that of a tall, graceful elven woman, rising from the cold waters of the lake.

Spökvatten

Hit Dice: 7

Armor Class: 6[13]

Attacks: touch (1d8 + 1d6 cold)

Saving Throw: 9

Special: +1 or better magic to hit, breath weapon, immune to cold, shape change

Move: 12/12 (swim)

Alignment: Chaos

Number Encountered: 1, 1d3

Challenge Level: 9/1100

The wicked fey known as the spökvatten live in lonely ponds, streams, and waterfalls, lying in wait for their prey. In its natural form, a spökvatten resembles a beautiful elven woman with pale skin, long black hair, and pupilless black eyes. When prey (animals or humanoids) approaches, the spökvatten can transform into a cold, clinging mist. When hunting animals, the creature can simply envelop its prey in a chill grasp, paralyzing and killing it.

Intelligent prey requires more subtlety, and in such cases, the spökvatten can take on the shape of any animal or humanoid — impersonating an especially impressive target for hunters, a lost child, or an especially attractive individual to draw its quarry closer.

The spökvatten's victims are drawn close to the creature's lair, and if possible, into the icy water where they are easier to subdue. Slain and frozen victims are consumed later at the spökvatten's leisure or stored under the cold water for future use. Spökvatten can be hit only by magic weapons.

Every 1d6 rounds, a spökvatten can breathe a cloud of icy fog in a 15ft cone that does 6d6 damage (save for half).

Spökvatten: HD 7; AC 6[13]; Atk touch (1d8 + 1d6 cold); Move 12 (swim 12); Save 9; AL C; CL/XP 9/1100; **Special:** +1 or better magic weapon to hit, breath weapon (every 1d6 rounds, 15ft cone, icy fog, 6d6 cold damage, save for half), immune to cold, shape change (icy mist or beast).



Stone Delver

A grotesque horror that tunnels through the underground with its four powerful arms, the stone delver constantly searches for more prey to feed its insatiable hunger.

Stone Delver

Hit Dice: 10

Armor Class: 2[17]

Attacks: 3 claws (1d8)

Saving Throw: 5

Special: charge, gem regeneration

Move: 12/12 (burrow)

Alignment: Chaos

Number Encountered: 1, 1d3

Challenge Level: 10/1400

The grotesque stone delver stands on its short back legs when it tunnels, using its four arms and razor-sharp claws to dig through earth and stone. However, it can travel on all six limbs quickly, often rushing foes in a

silent charge that does 3d6 points of damage (save for half). The stone delver's carapace exterior is as hard as granite, shielding it from rock slides and tunnel collapses.

Although it primarily survives on flesh from plentiful subterranean races, it is always searching for gems to consume. The valuable crystals have a regenerative power, restoring lost hit points or healing damage within a few hours after consumption (1d6 hp restored per 500gp of gems consumed). The stone delver can be distracted by gems if thrown or displayed by characters. Deep within the ground, the stone delver's lair often has a hidden hoard of raw and uncut gems.

Stone Delver: HD 10; AC 2[17]; Atk 3 claws (1d8); Move 12 (burrow 12); Save 5; AL C; CL/XP 10/1400; **Special:** charge (20ft rush, additional 3d6 damage, save for half), gem regeneration (1d6hp restored per 500gp gems devoured).



Tainted Servant of Tsathogga

Tainted Servant of Tsathogga

Hit Dice: 5

Armor Class: 6[13]

Attacks: 2 claws (1d8)

Saving Throw: 9

Special: amphibious, chaotic croak, poison cloud, slimy, tainted spit.

Move: 12/12 (swim)

Alignment: Chaos

Number Encountered: 1, 1d3

Challenge Level: 10/1400

A tainted servant of Tsathogga is a twisted, deformed humanoid that appears to be more frog than anything else. They have greenish-yellow skin, large, bulbous eyes, and are covered in a slimy goo that makes them hard to hold. Their hands and feet are larger than normal, with webbing stretching between their fingers and toes. Their tough, fatty skin makes them immune to cold and blunt weapons.

These faithful servants of Tsathogga are amphibious creatures that dwell in swamps, underground temples, and other unholy places sacred to the frog god. Every 1d6 rounds, they can issue a chaotic croak that turns friend against friend (save resists). Any creature within 50ft who hears the infernal croak must make a saving throw or attack the nearest creature, whether enemy or ally, for 1 round. Two times per day, a tainted servant can spit a globule of slime that restrains anyone it hits who fails a saving throw. A creature can break free of the solidifying slime by making an Open Doors check.

Once per day, the tainted servant can cause a cloud of poison gas to issue from its pores. Anyone caught inside this 20ft sphere of deadly must make a saving throw or take 2d6 points of damage. The cloud disperses after 1d4+1 rounds, but moves with the tainted servant while it remains.

Tainted Servant of Tsathogga: HD 5; AC 6[13]; Atk 2 claws (1d8); Move 12 (swim 12); Save 9; AL C; CL/XP 8/800; **Special:** amphibious, chaotic croak (every 1d6 rounds, 50ft radius, save or attack nearest creature for 1 round), darkvision (60ft), immune to cold and blunt weapons, poison cloud (1/day, 20ft sphere, lasts for 1d4+1 rounds, 2d6 damage, save avoids), slimy (escape bonds, grapples), tainted spit (2/day, to-hit roll, save or restrained, Open Doors check to escape).



Thaumaturmite

Created by accident in the laboratory of a magic-user renowned for his repertoire of *polymorph* spells, the magical insect known as the thaumaturmite can destroy magical cloth with its bite. Their sizes vary, from a 2in-long bug to a 6ft-long monstrosity. Occasionally, the lesser thaumaturmites swarm in a magic-destroying mass.

Thaumaturmite, lesser

Hit Dice: 1
Armor Class: 9[10]
Attacks: bite (1d3 + consume magic)
Saving Throw: 17
Special: detect magic, consume magic
Move: 6/6 (climb)
Alignment: Neutrality
Number Encountered: 1, 1d4
Challenge Level: 1/15

The lesser thaumaturmite is a 2in-long bug often mistaken for an exotic beetle. Possessing an insect-level intelligence, the thaumaturmite mainly seeks to feed and to procreate. It eats fabric and cloth, especially those worn by spellcasters. A single thaumaturmite can chew 2d12 holes in a piece of fabric during a single feeding session. The lesser thaumaturmite can *detect magic* within 30ft, and its bite is capable of damaging magic items such as a *cloak of elvenkind* or a *flying carpet*, rendering the item nonmagical if the insect is left to feed unnoticed. A magic item that fails 2 saving throws becomes nonmagical.

Thaumaturmite, Lesser: HD 1; AC 9[10]; Atk bite (1d3 + consume magic); **Move** 6 (climb 6); **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** *detect magic* (30ft radius), consume magic (bite deteriorates magical cloth, item becomes nonmagical with 2 failed saves), magic resistance (50%).

Thaumaturmite, Greater

Hit Dice: 5
Armor Class: 4[15]
Attacks: bite (2d4 + consume magic)
Saving Throw: 12
Special: detect magic, consume magic
Move: 12/12 (climb)
Alignment: Neutrality
Number Encountered: 1, 1d4
Challenge Level: 5/240

The greater thaumaturmite is a 6ft-long menace that eats meat of all kinds, attacking any living creature when it needs to satisfy its hunger. It almost always favors spellcasters as food, using its special antennae to detect those of such

vocations. Because of their close association with all things magical, thaumaturmites are resistant to magic (50%). The greater thaumaturmite can *detect magic* within 30ft, and its bite is capable of damaging magic items such as a *cloak of elvenkind* or a *flying carpet*, rendering the item nonmagical if the insect is left to feed unnoticed. A magic item that fails a saving throw becomes nonmagical.

Thaumaturmite, Greater: HD 5; AC 4[15]; Atk bite (2d4 + consume magic); **Move** 12 (climb 12); **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** *detect magic* (30ft radius), consume magic (bite deteriorates magical cloth, item becomes nonmagical with failed save).

Thaumaturmite Swarm

Hit Dice: 8
Armor Class: 3[16]
Attacks: bite (2d6 + consume magic)
Saving Throw: 8
Special: detect magic, consume magic
Move: 6/6 (climb)
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 9/1100

A thaumaturmite swarm is a mass of the 2in-long bugs. A thaumaturmite swarm can devour fabric quickly. The thaumaturmite swarm can *detect magic* within 30ft, and their swarming bite destroys magical cloth (such as a *cloak of elvenkind* or a *flying carpet*) in 1d4 rounds, rendering the item nonmagical. A magic item that fails a saving throw with a -4 penalty becomes nonmagical. A thaumaturmite swarm is resistant to magic (25%) from the multitude of insects. Some claim a thaumaturmite swarm eventually coalesces into a greater thaumaturmite if the swarm consumes enough magical energy.

Thaumaturmite Swarm: HD 8; AC 3[16]; Atk swarm (2d6 + consume magic); **Move** 6 (climb 6); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** *detect magic* (30ft radius), consume magic (swarm destroys magical cloth in 1d4 rounds, item becomes nonmagical with failed save with -4 penalty), magic resistance (25%).



Undead Swordsman

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

Undead Swordsman

Hit Dice: 4

Armor Class: 5[14]

Attacks: bastard sword (1d8)

Saving Throw: 12

Special: immune to charm, cold and sleep

Move: 12

Alignment: Chaos

Number Encountered: 1, 2d4, 3d8

Challenge Level: 5/240

Undead swordsman wear heavy armor and retain some of their intelligence and cunning. These formidable undead warriors are for more powerful than normal skeletons. A cold blue light shines in their eye sockets.

Undead Swordsman: HD 4; AC 5[14]; Atk bastard sword (1d8); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** immunities (charm, cold, sleep).



Zombies

Zombies are often humanoid forms that claw their way after the characters, but a few variations such as the virulent plague zombie and the fiery pyre zombie exist. Zombies can also be created from many different corpses, as illustrated by the deadly basilisk zombie and the demonic vrock zombie.

Zombie, Basilisk

In the distance you see a shape moving across a rugged, stony terrain. Its six sickly looking legs move in a deliberate manner dropping flakes of scaly skin and chunks of rotted flesh. After a sudden stop you know it has detected your presence and turns toward you. Too late you realize that the creature is a basilisk and you are looking right at its dark eyes. Frozen, not petrified, but from fright, you wonder how you survived its lithic stare. When it attacks it you understand, it is no longer a living monster but a shell brought back to life for nefarious purpose.

Basilisk Zombie

Hit Dice: 6
Armor Class: 4[15]
Attacks: bite (2d6 + disease)
Saving Throw: 11
Special: disease, immunities
Move: 9
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 7/600

The multi-legged zombie basilisk lurches after its prey, sensing creatures with its flickering, forked tongue. The zombie basilisk's eye sockets are two empty hollows, their eyes rotted long ago, thus robbing them of their fearful gaze. But their reptilian body now harbors deadly diseases they



pass on with their vicious bite. Anyone bitten by the creature must make a saving throw or contract a rotting disease that kills them in 1d4+1 days.

Zombie, Basilisk: HD 6; AC 4[15]; Atk bite (2d6 + disease); Move 9; Save 11; AL N; CL/XP 7/600; **Special:** disease (save or die in 1d4+1 days), immunities (charm, poison, sleep).

Zombie, Behir

The sleek body and its lightning fast limbs have decayed to bits of flesh clinging loosely to old bone. Fearsome and dangerous in life, it has become horrifying in its undead form. Glimpsed between ribs, freshly killed and swallowed-whole corpses dance their last dance as they are churned about within the great beast's belly.

Behir Zombie

Hit Dice: 10
Armor Class: 4[15]
Attacks: bite (1d8)
Saving Throw: 5
Special: constrict and claw, immune to sleep and charm, swallow whole
Move: 12
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 11/1700

A zombie behir is the animated remains of the serpentine monster. Glimpsed between its ribs, freshly killed and swallowed-whole corpses dance their last dance as they are churned about within the great beast's belly. The zombie behir can wrap its body around prey (with a successful to-hit roll), and on the next round begin clawing at the trapped creature (6



attacks, 1d6 points of damage per claw). The behir lacks its breath weapon in death, but on a natural 20 to hit, it swallows its prey whole.

Zombie, Behir: HD 10; AC 4[15]; Atk bite (1d8); Move 12; Save 5; AL N; CL/XP 11/1700; **Special:** constrict and claw (to-hit roll, save avoids or automatic 6d6 claw damage), immune to sleep and charm, swallow whole (natural 20 to hit).

Zombie, Plague

This creature looks like a desiccated humanoid with grayish, leathery flesh. It is naked except for thin strands of tattered cloth. These strips of linen are crusted in dried blood and pus that oozes from sickly boils and other plague-born afflictions of the zombie's skin.

Plague Zombie

Hit Dice: 3

Armor Class: 7[12]

Attacks: bite (1d6 + disease), 2 claws (1d8 + disease)

Saving Throw: 14

Special: death throes, disease, immunities



Move: 9

Alignment: Neutrality

Number Encountered: 1, 1d6+2

Challenge Level: 4/120

A plague zombie's skin festers with disease that it delivers via its bite or claws. Anyone injured by the zombie must make a saving throw or contract a rotting disease that does 1d4 points of damage per round until a *cure disease* spell is used to halt the spread. When the zombie is killed, it explodes in chunks of rotted flesh that cover anyone in a 15ft radius. Anyone caught in the blast must make a saving throw or contract the rotting disease.

Zombie, Pyre: HD 3; AC 7[12]; Atk bite (1d6 + disease), 2 claws (1d8 + disease); Move 9; Save 14; AL N; CL/XP 4/120; **Special:** death throes (explodes when killed, 15ft radius, save or diseased, 1d4 rotting damage per round until cured), disease (rotting disease, 1d4 damage per round until cured, save avoids), immunities (charm, poison, sleep).

Zombie, Purple Worm Purple Worm Zombie

Hit Dice: 15

Armor Class: 6[13]

Attacks: bite (2d12 + disease), sting (1d8 + lethal poison)

Saving Throw: 3

Special: disease, immune to sleep and charm, poison sting, swallow whole

Move: 9

Alignment: Neutrality

Number Encountered: 1

Challenge Level: 18/3800



The rotting remains of the massive purple worm zombie slide along with an awkward, stuttering movement. The epidermis sloughs off the 40ft-long annelid in diseased chunks, with a 25% chance of each slice being infested with rot grubs. In death, the worm's tail sting still drips with a deadly ichor as the poison slowly runs dry. Its contaminated bite now delivers a virulent disease that kills anyone failing a saving throw in 1d4+2 days. These beasts swallow their prey whole on a roll 4 higher than the number needed to hit. They can swallow anything the size of a horse or smaller.

Zombie, Purple Worm: HD 15; AC 6[13]; Atk bite (2d12 + disease), sting (1d8 + poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 18/3800; **Special:** disease (save or die in 1d4+2 days), immune to sleep and charm, poison sting (save or die), swallow whole (if to-hit roll is 4 higher than needed).

Zombie, Pyre

A rotting corpse walks forward without the usual hesitation and stuttering steps. After a few steps, it bursts into flames that lick its entire body, although it does not seem harmed in the slightest bit.

Pyre Zombie

Hit Dice: 2

Armor Class: 8[11]

Attacks: strike (1d8 + 1d6 fire)

Saving Throw: 16

Special: immune to fire and poison, violent combustion

Move: 9

Alignment: Neutrality

Number Encountered: 1, 1d4

Challenge Level: 3/60

Pyre zombies are the sad, tortured remains of those who were killed just before being burned alive. When the soul departed, their bodies were taken over by some malignant spirit. The spirit fortified the body from destruction by the fire, and the undead form escaped the pyre to wreak vengeance on the living. The undead blazes with the fires that would have destroyed it, so that its touch does additional fire damage. Any damage done to a pyre zombie causes a violent explosion that does 1d8 points of damage to anyone within 5ft (save for half). Pyre zombies are immune to fire.

Zombie, Pyre: HD 2; AC 8[11]; Atk strike (1d8 + 1d6 fire); **Move** 9; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** immune fire and poison, violent combustion (explodes when hit, 5ft radius blast, 1d8 damage, save for half).



Zombie, Vrock

The body of a slain demon animated with unholy power. This creature has no further link to its Abyssal masters but is instead a servant of the dark force behind its animation. Decayed and diseased it remains a powerful enemy.

Vrock Zombie

Hit Dice: 8

Armor Class: 3[16]

Attacks: beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d6)

Saving Throw: 8

Special: immunities, magic resistance, mindless rampage, resistances, screech, spores

Move: 9/15 (fly)

Alignment: Chaos

Number Encountered: 1, 1d4

Challenge Level: 11/1700

The animated corpse of the vrock still bears some of its demonic malevolence, although the creature has a 50% of lapsing into a mindless, bestial state where it simply attacks with a +1 to-hit bonus with its beak and claws for 1d3 rounds.

A toxic spore cloud surrounds the zombie vrock in death, debilitating anyone within 15ft who fails a saving throw (1d6 points of damage per round until saving throw to end the ongoing damage). The vrock can shriek once per day to stun enemies within 20ft.

Zombie, Vrock Demon: HD 8; AC 3[16]; Atk beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d6); **Move** 9 (fly 15); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** immunities (charm, poison, sleep), magic resistance (20%), mindless rampage (50% chance, +1 to hit with beak and claws for 1d3 rounds), resistances (cold, fire, lightning, blunt weapons) (50%), screech (1/day, 20ft radius, stunned for 1 round), spores (15ft toxic cloud, 1d6 damage per round, save avoids)..

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Monsters by CL

Challenge Level (CL) 1

Fungal Folk
Thaumaturmite, Lesser

Challenge Level (CL) 2

Spell Parrot

Challenge Level (CL) 3

Dragon, Fly
Goblin, Elemental Wood
Gremlin, Fuath
Jynx
Lost Limb
Noble Streynor
Zombie, Pyre

Challenge Level (CL) 4

Dragon, Electrum Mouse (Draco Muridae Viridi)
Dragon, Silver Mouse (Draco Muridae Argenti)
Dragon, Vulgar Mouse (Draco Muridae Vulgaris)
Fungal Folk Shaman
Goblin, Elemental Stone
Goblin, Elemental Water
Malignant Mouth
Skeletal Knight
Zombie, Plague

Challenge Level (CL) 5

Beaver, Armor-Plated
Dragon, Copper Mouse (Draco Muridae Aeris)
Dragon, Gold Mouse (Draco Muridae Aurum)
Dragon, Platinum Mouse (Draco Muridae Platina)
Goblin, Elemental Wind
Thaumaturmite, Greater
Undead Swordsman

Challenge Level (CL) 6

Aerial Assault Kuah-Lij
Beaver, Prehistoric
Bison, Bighorn
The Folly
Gem Dog
Goblin, Elemental Fire
Jaguar, Sabre-Tooth
Karina
Moose, Two-Toed Horned

Challenge Level (CL) 7

Beetle, Cave
Death Cow
Ferrous Worm
Zombie, Basilisk

Challenge Level (CL) 8

Beetlor
Hsagrath

Challenge Level (CL) 9

Ape, Woods
Cadejo, Dark
Cadejo, Light
Fungal Folk Chieftain
Hellbender
Rhinoceros, Prehistoric (Elasmotherium)
Shadelocke
Spider, Demon
Spider, Prism
Spökvatten
Thaumaturmite, Swarm

Challenge Level (CL) 10

Devil Dog
Stone Delver
Tainted Servant of Tsathogga

Challenge Level (CL) 11

Hamster, Giant Bloodthirsty
Rhinoceros, Prehistoric (Embolotherium)
Zombie, Behir
Zombie, Vrock

Challenge Level (CL) 12

Revenant, Hybrid

Challenge Level (CL) 13

Kamasuhn
Shadow Captain

Challenge Level (CL) 15

Bulette, Red

Challenge Level (CL) 16

Bulette, Blue
Dragon Crab

Challenge Level (CL) 17

Bulette, Gold
Bulette, Green

Challenge Level (CL) 18

The Horned Lord
Zombie, Purple Worm

Challenge Level (CL) 19

Bulette, Black
Bulette, Translucent

TOME OF HORRORS

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