

The Council's Encyclopædia of Lifeforms Mundane and Magical



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The Council's Encyclopedia of Lifeforms Mundane and Magical

... or, the Netbook of Creatures

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FROM THE EDITOR

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

Don't forget the Stat Blocks!

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

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

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

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

Changes from Version to Version

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

Thank you and enjoy the Encyclopedia!

Spencer "The Sigil" Cooley

Editor, Project Team Leader

Our website:

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

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THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

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HAMSTER, GIANT SPACE

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[Large Animal](#)

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (Dex)

Speed: 20 ft., burrow 10 ft.

AC: 12 (-1 size, +1 Dex, +2 natural)

Attacks: Bite +7 melee

Damage: Bite 1d8+6

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

Special Attacks: Improved grab, cheek pouch

Special Qualities: Immune to disease, low-light vision

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 19, Dex 13, Con 16, Int 1, Wis 10, Cha 10

Skills: Climb +7, Listen +4, Spot +3

Feats: Endurance

Climate/Terrain: Temperate hills and plains

Organization: Small pack (1d4 adults, encounters of 2 or less will both be female, encounters of 3 will be two females one male, while encounters of 4 will be two males and two females, 20% per adult female that 1d4 young are present, and 20% per adult female that 1d4 juveniles are present)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

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

Giant space hamsters are exactly what they sound like—cute brown bear-sized rodents with thick fur. Giant space hamsters are found in a variety of colors, but are usually golden brown with white underbellies, bands, and spots. They are well muscled though they appear to be fat. A giant space hamster can hold 200 pounds of food in its cheeks.

Like their tiny ancestors, giant space hamsters enjoy all sorts of green vegetables, fruits, nuts, grains, and water. They sometimes eat raw or cooked meat; wild giant space hamsters especially enjoy giant insects. One giant hamster can easily put away 30 pounds of food and 10 gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.

COMBAT

Giant space hamsters normally only have one type of attack—a nasty bite. They avoid even this on most occasions, as domestic breeds are quite cowardly.

However, wild breeds are more aggressive, and they briefly charge at anyone who approaches a burrow. Domesticated females protecting their litter may also attack.

Improved Grab (Ex): To use this ability, a giant space hamster must hit with its bite attack. If successful, it may stuff a foe in its cheek pouch.

Cheek Pouch (Ex): By making a successful grapple check against an opponent of Small or smaller size, the giant space hamster can stuff a foe in its cheek pouch. A trapped foe can escape by making a successful Strength check (DC 16) or by dealing 5 points of damage to the hamster's cheek. A trapped foe can only attack with a Tiny slashing or piercing weapon, and then only if it was in hand when the foe was stuffed in the cheek pouch.

Immune to Disease (Ex): Giant space hamsters are immune to all magical and nonmagical diseases.

Endurance: Giant space hamsters receive the Endurance Feat for free.

Giant Space Hamster Ranches and Gnomes

Giant space hamsters are usually kept on huge hamster ranches run by gnome colonists on various worlds. These giant hamsters travel in small packs, browsing on the local landscape and living in special hamster hutches constructed by their gnomish keepers. The hamster hutches often include artificial burrows and gnomes have constructed enormous and colorful pipe systems (some of them transparent) through which these creatures may crawl aboveground.

Wild packs of these creatures exist on worlds long settled by gnomes, though they make easy prey for many carnivores and are thus quite rare in the wilderness. Wild giant space hamsters are the same size as domestic ones, but they dig their own burrows (6 feet wide and 120 to 180 feet long) in hillsides.

Gnomes are unable to figure out how to reduce their breeding rates, aside from separating the sexes (this conclusion was suggested after a 22 year long research program that included five gnome fatalities). Giant space hamsters can easily have several litters in one year, and grow to breeding adulthood in about two years. These creatures live 18 years at most, and remain fertile all their adult lives.

These creatures did not evolve naturally, as one might guess. They were created by a gnome research committee attempting to develop a relatively passive creature large enough to wind up the giant rubber bands attached to the huge running wheels inside gnomish spelljammer craft. These devices produce internal power from torque. The giant space hamsters produced by the committee ran for hours inside their big wheels, and were eventually spread through space.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

HANGMAN TREE

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[Huge Plant](#)

Hit Dice: 6d8+30 (57 hp)

Initiative: -2 (Dex)

Speed: 0 ft (see text)

AC: 17 (-2 size, -2 Dex, +11 natural)

Attacks: 3 vines +10 melee

Damage: Vine 0 and constrict 2d6+12

Face/Reach: 10 ft by 10 ft/0 ft (15 ft with vine)

Special Attacks: Improved grab, constrict, swallow whole

Special Qualities: Hallucinatory spores, SR 12, plant, fire vulnerability, vulnerabilities, blindsight

Saves: Fort +10, Ref +0, Will +1

Abilities: Str 27, Dex 6, Con 20, Int 8, Wis 10, Cha 10

Skills: Hide +0*

Climate/Terrain: Any forest

Organization: Solitary

Challenge Rating: 5

Treasure: 50% standard

Alignment: Usually neutral evil

Advancement: 7-12 HD (Huge); 12-18 HD (Gargantuan)

A tree of this sort resembles a thick oak with few branches and sparse foliage. There are knot-like protuberances where sensory organs are—usually high on the trunk. The lower trunk will show a scar-like place for expulsion of indigestible material.

The hangman tree is named for its ropy appendages. These sinewy vines are noose-like at their ends and when dropped down appear much as if they were hanging ropes. Hangman trees are deciduous and are found in temperate to subtropical climes. All are solitary. Their shallow root systems and small leaf areas require them to supplement their nutrition by direct ingestion of protein. Thus, each tree can move very slowly; once it is fully-grown, its effective movement is only a few feet per day. Saplings move about 6 feet per hour, mature trees about one-third that rate. During freezing weather, a taproot is put down and the tree is dormant.

A hangman tree has no interest in any sort of treasure, and as each moves constantly, it is unlikely that any treasure will be found near one, although indigestible items will be expelled from the belly-trunk periodically.

A tree of this sort can speak haltingly in Common as learned over the years.

COMBAT

The tree attacks by dropping its noose-like appendages around prey.

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

A single attack with a slashing weapon that deals at least 10 points of damage severs a vine (AC 15).

Constrict (Ex): A hangman tree deals 2d6+12 damage with a successful grapple check against Large or smaller opponents. Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.

Swallow Whole (Ex): A hangman tree can try to swallow a Large size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d6+12 points of crushing damage per round plus 1d6 points of acid damage from the hangman tree's interior. A swallowed creature can cut its way out by using claws or a Small or Tiny weapon to deal 25 points of damage to the interior (AC 20). Once the creature exits, contraction closes the hole; another swallowed opponent must again cut its own way out.

The hangman tree's interior can hold one Large, two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Hallucinatory Spores (Ex): A hangman tree can release a cloud of hallucinatory spores that will cause all creatures within 50 feet to make a Will save (DC 18) or believe the tree to be of some ordinary sort. A creature affected will have no interest in attacking the hangman tree for 3d6 minutes, unless the hangman tree attacks him.

Vulnerabilities (Ex): Electrical attacks deal double damage to the hangman tree; cold-based attacks will paralyze the tree until the effect wears off; darkness causes it to act as if affected by the *slow* spell.

Fire Vulnerability (Ex): A hangman tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a successful save.

Blindsight (Ex): Hangman trees have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

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

Skills: *A hangman tree receives a +16 racial bonus to Hide checks made in forested areas.

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LIFEFORMS MUNDANE AND MAGICAL

HELLGRAMMITE, GIANT

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[Large Magical Beast](#)

Hit Dice: 6d10+12 (45)

Initiative: +1 (+1 Dex)

Speed: Swim 30 ft.

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

Attacks: Bite +5 melee

Damage: Bite 3d6+4

Face/Reach: 2 ft by 10 ft/10 ft

Special Qualities: Blindsight

Saves: Fort +4, Ref +3, Will +0

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

Skills: Swim +5

Climate/Terrain: Any freshwater aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement Range: 7-12 HD (Large)

The giant hellgrammite is actually a larval stage of the giant winged insect known as a dobsonfly; however, the adult form of the creature is utterly harmless, living only long enough to mate and lay its eggs before dying. It is the larva which poses the true danger to adventurers; it can cut a man in half with its powerful jaws.

COMBAT

The hellgrammite will drift in bodies of water, camouflaging itself by submerging itself among weeds, leaves, and other aquatic debris; when it feels the vibrations in the water of a prey's approach, it will strike rapidly, attempting to dismember its prey with a strike from its powerful pincer-like jaws. If the initial strike fails, it will generally attempt to hide again, only fighting if it cannot escape.

HIPPOCAMPUS

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[Large Beast](#)

Hit Dice: 4d10+12 (34 hp)

Initiative: +2 (Dex)

Speed: Swim 60 ft.

Armor Class: 15 (-1 size, +2 Dex, +4 natural)

Attacks: Tail slap +6 melee; or bite +6 melee

Damage: Tail slap 1d6+4; or bite 1d4+4

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

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

Abilities: Str 18, Dex 15, Con 16, Int 8, Wis 12, Cha 8

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

Climate/Terrain: Any aquatic

Organization: Solitary, pair, or herd (3-8)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic good

Advancement Range: 5-12 HD (Large)

A hippocampus is also called a merhorse or sea horse. Like the merfolk, they are half-fish. The front half of a hippocampus resembles a horse, complete with a flowing mane and long, strong legs. The legs, however, end in wide fins rather than hooves. The hindquarters of the animal are that of a great fish. Their bodies are covered in fine scales in the fore parts, large scales elsewhere. Coloration is that of seawater. Typical colors include ivory, pale green, pale blue, aqua, deep blue, and deep green.

Aquatic races often tame these animals, and they make fine steeds for they are strong, swift, and very intelligent.

Although they cannot speak, they understand Aquan, and can learn another language if properly trained.

COMBAT

In combat a hippocampus will strike at its opponent with its powerful tail, inflicting bludgeoning damage. They rarely rely on their bite attack.

Skills: *Due to their coloration, hippocampi receive a +8 bonus to Hide checks when underwater.

Training a Hippocampus

Training a hippocampus as an aquatic mount requires a successful Handle Animal check (DC21 for a young creature, or DC28 for an adult) and that

the creature be willing. Hippocampi mature at the same rate as horses.

Trainers can reduce the DC by 5 and the rearing time by one-half by using a magical bridle enchanted for this purpose.

Hippocampi eggs are worth 1,500 gp apiece on the open market, while young are worth 2,500 gp each. Professional trainers (usually tritons) charge 1,000 gp to rear or train a hippocampus. Riding a trained hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot attack in the same round unless he or she succeeds at a Ride check (see Ride, page 72 in the *Core Rulebook I, the PH*).

Carrying Capacity: A light load for a Hippocampus is up to 233lbs; a medium load 234-466lbs; and a heavy load, 467-700lbs.

HOARD RAIDER

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[Large Magical Beast](#)

Hit Dice: 6d10+6 (39)

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

Speed: 40 ft, fly 30 ft (poor)

AC: 18 (-1 size, +4 Dex, +5 natural)

Attacks: 2 claws +8 melee, Bite +6 melee

Damage: claw 1d8+2, Bite 1d10+2

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

Special Attacks: Sense Treasure

Special Qualities: Blindsight, Regeneration, Scent

Saves: Fort +2, Ref +10, Will +0

Abilities: Str 15, Dex 18, Con 13, Int 3, Wis 11,
Cha 3

Skills: Balance +7, Climb +3, Jump +3, Swim +2

Feats: Lightning Reflexes, Multiattack, Improved
Initiative

Climate/Terrain: Any dungeon

Organization: Solitary

Challenge Rating: 6

Treasure: Double standard

Alignment: Always neutral

Advancement Range: 7-12 HD (Large)

Hoard Raiders were originally the creation of a wizard whose name has been lost to history; whoever he was, he wanted the treasures of several ancient tombs, but was unwilling to enter them himself. Instead, he used his magic to breed together bats and humans, creating a hybrid creature; fast, agile, and capable of moving in total darkness. He instilled in them an instinct to seek and collect treasure, and planned to magically recall them (and the hoards they'd collected) back to his tower once they'd filched everything. No one knows what went wrong, but they were never recalled, and many still exist in the dungeons he planted them in, still collecting treasure for their master.

Hoard Raiders appear as giant humanoid bats, covered with dark fur. Their eyes are hollow and empty, a plank expanse devoid of even rudimentary emotions. The wingflaps on their forearms are somewhat vestigial, but they can still use them for labored flight.

COMBAT

Hoard Raiders will only attack for two reasons: to protect their existing hoard, and to gain further treasure from creatures within the dungeon. It will strike quickly, slashing and biting at its victims. If badly wounded, it will play possum, relying on its

regenerative abilities to get it back into the fight. It will not flee unless it has tried to play possum at least once without success.

Sense Treasure (Ex): Hoard Raiders can actually sense the presence of magical items, precious metals and gemstones within a 40-foot radius of them; it is suspected that this is somehow related to their radar sense and their ability to track by scent, but nobody is certain. It is this ability that they use to find the treasures they collect.

HOOK HORROR

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Large Beast

Hit Dice: 5d10+20 (47 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

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

Attacks: 2 claws +5 melee, bite +0 melee

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

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

Special Attacks: Improved grab, rend, tear

Special Qualities: Blindsight, immunity to light, darkvision 60 ft., low-light vision

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

Abilities: Str 17, Dex 13, Con 16, Int 6, Wis 11, Cha 10

Skills: Climb +18, Hide +6, Listen +15, Spot +3

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or clan (5-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

The hook horror is a bipedal vaguely humanoid creature with the head of a vulture. Its arms end in sharp hook-like talons. A hook horror is covered with a very hard exoskeleton, mottled gray in color. Its eyes are yellow. Hook horrors have very poor eyesight and track their prey by sound.

Hook horrors cannot speak, but communicate with others of their kind by making clacking noises with the exoskeleton- a very eerie sound that can be heard up to 60 feet away.

COMBAT

A hook horror attacks using its razor sharp talons in melee. Once it has hooked an opponent, it bites with its beak.

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

Rend (Ex.): A hook horror that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Tear (Ex.): A hook horror automatically hits an opponent with all of its melee attacks each round it maintains the hold.

Blindsight (Ex.): Hook horrors have very poor eyesight but can ascertain all foes within 60 feet using sound.

Immunity to Light (Ex.): Due to their poor eyesight, hook horrors are effectively immune to all attacks that effect sight (*blindness, flare, etc.*).

Skills: A hook horror receives a +12 racial bonus to Listen and Climb checks.

HOUND OF ILL OMEN

Conversion by Scott Greene and/or Erica Balsley
(CR -)

One of the legendary beasts whose appearance usually portents death, this beast appears in the form of a dark, shadowy wolf-hound, five feet tall at the shoulder.

When it appears it is only visible to one member of a group of creatures, and it is only visible for a few seconds.

The creature sighting the hound will hear it emit a booming howl before it vanishes. This howl cannot be heard by anyone save the single creature viewing the hound.

The howl, in effect, curses the opponent in that the next 1d10 wounds taken will deal quadruple damage. Also, until the requisite number of wounds is taken (i.e., 1d10) no healing (magical or otherwise) is possible.

If *remove curse* is cast on the opponent within 10 minutes of viewing the hound, the curse is halved (i.e., only the next 1d5 wounds taken will be quadrupled in damage).

The hound cannot be harmed or driven away by any means, and legends say it only appears if a creature has seriously offended his deity. It is rumored that only one hound exists.

HUECUVA

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[Medium-Size Undead](#)

Hit Dice: 2d12 (13 hp)

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

Speed: 30 ft.

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

Attacks: Claw +2 melee

Damage: Claw 1d4+1 and disease

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

Special Attacks: Disease

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

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 12, Dex 15, Con –, Int 4, Wis 9, Cha 10

Skills: Listen +6, Spot +6

Feats: Improved Initiative

Climate/Terrain: Any land and underground

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

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-size)

Huecuva are the remains of clerics who were unfaithful to their vows and turned to evil. As such they are condemned to eternal unlife.

Huecuva resemble robed skeletons and may be mistaken for them. Woe to those who make this mistake however, for the huecuva is more than just a mindless skeleton dressed in tattered priestly robes.

COMBAT

A huecuva attacks with its claws. It will fight to the death.

Disease (Ex.): Filth Fever—claw, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (Disease, page 74 in the Core Rulebook II, the DMG).

Change Self (Sp.): 3/day—as the spell cast by a 10th-level sorcerer.

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

HUNGRY WATERS

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[Large Undead](#)

Hit Dice: 4d12 (26)

Initiative: -4 (-4 Dex)

Speed: Swim 5 ft.

AC: 17 (-4 Dex, +11 natural)

Face/Reach: 5 ft by 5 ft / 15 ft

Special Attacks: Improved Grab, Swallow Whole

Special Qualities: Blindsight, Damage Reduction
30/fire

Saves: Ref +0, Fort +2, Will +1

Abilities: Str 19, Dex 2, Con -, Int 2, Wis 2, Cha 2

Climate/Terrain: Any aquatic

Organization: Swarm

Challenge Rating: 3

Treasure: Standard

Alignment: Always evil

Advancement Range: 5-10 HD (Huge)

Hungry waters may come into being wherever someone has drowned; in certain cases, the spirit of the dead may infest the area, causing the water to become a deathtrap for the unwary swimmer. The very waters become the new body of the angry spirit, which is continually seeking to bring new souls to share its eternal torment. With each such drowning victim, the area grows more deadly. Hungry Waters appear as nothing more than large pools of water, though perhaps a bit calmer on the surface than most.

COMBAT

The waters infested by the spirit look very calm; indeed they seem phenomenally easy to swim through. This impression usually lasts until the swimmer is halfway through the area, at which point powerful undertows develop, dragging the swimmer under (the DC of any Swim checks made in this area is 25). If the swimmer does manage to escape the flow of water, the area will return to normal, with no sign of the dangerous currents. Although the hungry waters can be forced into dormancy with fire, the only true way to get rid of them completely is to perform an exorcism of the area in which they drowned.

HYRGRAD

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By Spencer Cooley
[Small Monstrous Humanoid](#)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 15 (+1 size, +1 Dex, +3 studded leather)

Attacks: gore +2 or club +2 melee plus tail +0
melee; or sling +3 ranged

Damage: gore 1d4; tail 1d4; club 1d6; or sling bullet
1d4

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

Special Attacks: Pin

Special Qualities: Low-light vision

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

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

Skills: Craft (Trapmaking) +3, Hide +5, Intimidate
+3, Spot +3

Feats: Multiattack

Climate/Terrain: Marshes or Plains

Organization: Troupe (4-9), clan (10-100 plus
100% noncombatants plus 1 3rd-level sergeant per
20 adults and 1 leader of 4th-6th level), or tribe (20-
400 plus 100% noncombatants plus 1 3rd-level
sergeant per 20 adults plus 1 5th-level captain per
50 adults and one leader of 6th-9th level)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Hyrgrads are sometimes called “the rhino people.” Their bodies are mostly human, but from about the middle of the chest, their bodies begin to see the skin stiffen and thicken. Their heads resemble rhinos with manes – these manes come in many different colors and it is not uncommon for Hyrgrad to dye their manes. Hyrgrad are a stout people and surprisingly nimble, but sadly, they tend to come up a little short on the mental end. They are simple and usually peaceful, content to be left to their own devices and follow their leaders. Strangely, they also have a long tail with a viciously sharp barb on the end as well.

Hyrgrads have little culture and speak in low, gravelly tones. Most speak Sylvan or Terran, and a few (the more intelligent specimens) speak Common.

Combat

Hyrgrads are terrific troops – they usually have well-rehearsed formations and are quite adept at using their horns and tails to their advantage. They prefer to fight in ranks two deep, with the back rank armed with reach weapons. They are able to quickly react to changing situations based either on predetermined courses of action or commands from their leaders. Fighting a group of hyrgrads is much nastier than fighting a group of goblinoids as hyrgrads have no problem working together or sacrificing one for the sake of many. Hyrgrads frequently try to pin their opponents and allow their fellows to help them pummel the opposition.

Pin (Ex): If a hyrgrad scores a critical hit with its horn or tail, it may attempt to grapple its opponent without drawing an attack of opportunity. It may also do so if it hits the same target with both its horn and tail in the same round.

Hyrgrad Characters

A hyrgrad’s favored class is barbarian. Most tasloi leaders are barbarians or barbarian/clerics. Hyrgrad clerics can choose two of the following domains: Earth, Law, and Sun. Most hyrgrad spellcasters are adepts. Hyrgrad adepts favor spells that enhance their own troops or hinder the opposition.

IXITXACHITL

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[Medium-Size Aberration \(Water\)](#)

Hit Dice: 1d8+1 (5 hp)

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

Speed: Swim 60 ft.

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

Attacks: Bite +1 melee

Damage: Bite 2d4+1

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

Special Qualities: Darkvision 60 ft.

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

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

Skills: Concentration +5, Hide +6, Knowledge (any one) +5, Listen +3, Search +4, Sense Motive +4, Spot +5

Feats: Improved Initiative

Climate/Terrain: Warm aquatic

Organization: Pack (5-12) or colony (10-100 plus 100% noncombatants plus 1 2nd level cleric per 10 adults, 1 3rd level cleric per 20 adults, 1 4th level cleric per 50 adults, and 1 vampiric ixitxachitl per 100 adults)

Challenge Rating: 1

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

The ixitxachitl (IX-it-CHA-chit'l), are a race of evil, intelligent manta-like beings that dwell in warm, shallow seas. They are about the size of a stingray, and closely resemble that animal.

An ixitxachitl has graceful, wing-like fins and a long, barbed tail. Unlike a manta ray, however, it has a mouthful of razor sharp teeth.

COMBAT

A favorite tactic of the ixitxachitl is to hide in the sand of the ocean floor, wait for its prey to pass by, then spring up and bite them.

Spells: Ixitxachitl clerics have access to two of the following domains: Chaos, Evil, Healing, Protection, and Water.

Skills: Ixitxachitl receive a +4 racial bonus on Hide and Spot checks.

IXITXACHITL, VAMPIRIC

GREATER

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[Large Undead](#)

Hit Dice: 8d12 (52 hp)

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

Speed: Swim 60 ft.

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

Attacks: Bite +7/+2 melee

Damage: Bite 2d6+3 and energy drain

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

Special Attacks: Energy drain

Special Qualities: Damage reduction 15/+1, undead, fast healing 3, darkvision 60 ft.

Saves: Fort +2, Ref +4, Will +8

Abilities: Str 16, Dex 15, Con –, Int 14, Wis 14, Cha 16

Skills: Concentration +11, Hide +13, Knowledge (any one) +10, Listen +6, Search +7, Sense Motive +6, Spot +10

Feats: Improved Initiative, Weapon Focus (bite)

Climate/Terrain: Warm aquatic

Organization: Solitary or troupe (1-4 vampiric ixitxachitl plus 4-20 ixitxachitl per vampiric ixitxachitl)

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

These creatures are very rarely encountered. They can only achieve this status by being bitten by an existing greater vampiric ixitxachitl. They often act as the ruler of a city of ixitxachitl.

COMBAT

Energy Drain (Su): Living creatures hit by a greater vampiric ixitxachitl's bite attack receive two negative levels. The Fortitude save to remove the negative level has a DC of 17.

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

Skills: Greater vampiric ixitxachitl receive a +4 racial bonus on Hide and Spot checks.

IXITXACHITL, VAMPIRIC

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

Hit Dice: 2d12 (13 hp)

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

Speed: Swim 60 ft.

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

Attacks: Bite +2 melee

Damage: Bite 2d4+1 and energy drain

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

Special Attacks: Energy drain

Special Qualities: Undead, fast healing 3, darkvision 60 ft.

Saves: Fort +0, Ref +2, Will +4

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

Skills: Concentration +5, Hide +7, Knowledge (any two) +5, Listen +6, Search +6, Sense Motive +6, Spot +6

Feats: Improved Initiative, Power Attack

Climate/Terrain: Warm aquatic

Organization: Solitary, pack (2-8 ixitxachitl), or squad (4-20 ixitxachitl) **Challenge Rating:** 2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Vampiric ixitxachitl are very rarely encountered and are far deadlier than their ordinary brethren due to their undead nature and vampiric abilities.

COMBAT

Energy Drain (Su): Living creatures hit by a vampiric ixitxachitl's bite attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

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

Skills: Vampiric ixitxachitl receive a +4 racial bonus on Hide and Spot checks.

JACKALWERE

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[Medium-Size Shapechanger](#)

Hit Dice: 4d8+12 (30 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (50 ft in jackal form)

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

Attacks: Bite +5 melee; or longsword +4 melee

Damage: Bite 2d4+1; or longsword 1d8+1

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

Special Attacks: Sleep gaze

Special Qualities: Alternate form, damage reduction 10/+1, darkvision 60 ft.

Saves: Fort +7, Ref +6, Will +5

Abilities: Str 13, Dex 15, Con 16, Int 12, Wis 14, Cha 12

Skills: Bluff +5, Disguise +4, Hide +8, Listen +4, Move Silently +6, Spot +6, Wilderness Lore +3

Feats: Scent, Track, Weapon Finesse (bite)

Climate/Terrain: Temperate land

Organization: Solitary or pack (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

First and foremost, the jackalwere is not a lycanthrope. Therefore, they do not carry and infect their victims with lycanthropy.

The jackalwere is a shapechanger. It can assume the form of a jackal (its true form), any Medium-Size humanoid, or a combination of the two. The jackalwere is the bane of humankind. They love the taste of human, elf, and halfling flesh.

COMBAT

The jackalwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in.

When ready to attack, the jackalwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon, as well as utilizing its bite.

If attacked in its full humanoid form, the jackalwere will seek escape, long enough to assume its hybrid form.

Alternate Form (Su.): A jackalwere's natural form is that of a jackal. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, jackal-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the jackalwere gains all the abilities of the form (for example, a jackalwere in dwarf form has dwarven racial traits). The jackalwere keeps its ability scores and can use its sleep gaze. It loses its special qualities of damage reduction and it cannot use its bite attack.

In hybrid form, a jackalwere looks like a bipedal jackal. The jackalwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

A jackalwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the jackalwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Sleep Gaze (Su.): 30 feet range, Will save negates DC 13, or affected as *sleep* spell cast by a 12th-level sorcerer. This ability is not limited by the target's HD.

JERMLAINE

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[Tiny Humanoid \(Jermlaine\)](#)

Hit Dice: 1/2d8 (2 hp)

Initiative: +0

Speed: 20 ft.

AC: 13(+2 size, +1 natural)

Attacks: Small halfspear -2 melee; or tiny sap -1 melee; or dart +0 ranged

Damage: Small halfspear 1d4-2; or tiny sap 1d4-2; or dart 1d4-2

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

Special Attacks: Sneak attack, teamwork

Special Qualities: Evasion, blindsight, darkvision 30 ft.

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

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

Skills: Hide +8*, Listen +5, Move Silently +9, Spot +2

Feats: Weapon Focus (tiny sap)

Climate/Terrain: Temperate land and underground

Organization: Gang (4-9), squad (10-24 plus 1-6 giant rats or 1-6 osquips), mob (25-48 plus 1-6 giant rats or 1-6 osquips and 1-6 normal rats), or clan (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level)

Challenge Rating: 1/6

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Jermlaines are opportunistic brigands who prey on unwary travelers in the subterranean regions.

Jermlaines appear as tiny humans dressed in baggy clothing and leather helmets, though in fact, the clothing and helmet are the jermlaine's body and pointed head. The fingernails and toenails are thick and filthy, although the fingers and toes are very nimble. Their gray-brown, warty hide blends well with natural earth and stone. When they wear rags or scraps as clothing, such items are likewise colored.

Jermlaines speak Common and their own language (a combination of squeaks and twitters that is often mistaken for bats or rats).

COMBAT

Jermlaines only attack when they feel there is no serious opposition. They prefer to attack injured, ill, or sleeping victims. They avoid directly confronting

strong, alert parties, although they may try to injure them out of sheer maliciousness.

The jermlaines' favorite tactic is capturing victims with nets or pits. In little-used passages the creatures prepare pits covered by doors, or they string nets overhead. In well-traveled passages, the jermlaines stretch ropes across the corridors in order to trip an unwary traveler. When a victim falls afoul of a trap, the jermlaines swarm to attack. Some pummel the victim with a sap while others use rope to bind their victims.

Jermlaines attack well-armored victims with acid or flaming oil missiles.

Slain victims and 5% of subdued victims are later devoured by the jermlaines. Most captives are robbed, stripped, shaved totally hairless, and left trussed in a passageway. If an unsuspecting victim pauses near a lurking band of jermlaines, they dart out and cut straps, belts, packs, and pouches. Each jermlaine in the band makes one such attack before fleeing back into the shadows. Such attacks are usually not noticed until the slashed items begin to fall apart. They also try to steal, damage, or befoul victims' possessions.

Sneak Attack (Ex): Jermlaines share the rogue's ability to strike effectively when an opponent is unaware of their presence. Any time an opponent would be denied his Dexterity bonus to AC, or when the jermlaine flanks its victim, the jermlaine deals an additional 1d6 points of damage per attack.

Evasion (Ex): Like rogues, jermlaines who make their Reflex saving throw against an effect that would normally deal half damage instead avoid damage altogether.

Teamwork (Ex): For every two jermlaines that are grappling a foe, all jermlaines get a +2 competence bonus on attacks against this foe.

Blindsight (Ex): Jermlaines have very poor eyesight but can ascertain all foes within 30 feet (including invisible ones) using scent and sound.

Skills: Jermlaines receive a +8 racial bonus to Move Silently checks and a +4 racial bonus to Listen checks. *They receive a +8 racial bonus to Hide checks when in dirt or earth covered surroundings.

JERMLAINE SOCIETY

Jermlaines are extremely distant relatives of the gnomes. Their deeply rooted sense of inferiority at

their own diminutive size has become a malicious need to humiliate normal-sized humanoids. They prey on hapless adventurers, who provide riches, sadistic amusement, and an occasional meal.

Jermlaine society is divided among clans whose members are united by blood. The clan chief is normally the strongest or cleverest of the elders. The chief both instructs the young jermlaine in the art of the ambush and leads important attacks (albeit from a secure location in the rear). Jermlaine family life centers on the mother, as the father may be unknown, off hunting, or dead. If a female jermlaine has dependent children, she normally concentrates on raising such children rather than participating in attacks. As the children mature, she and the clan chief take the young on practice attacks on potential victims and participate in the humiliation of captives.

Jermlaine lairs are cunningly hidden and physically impassable by most humanoids, as they are usually a series of small chambers and tunnels scaled to their tiny occupants. The typical jermlaine lair is a filthy cave or burrow, a short distance from a larger cavern complex. The only areas that can be easily reached by a Small or larger creature are the ones where living captives are held, and dead victims are butchered for food. Small, corridors or thin, normally impassable cracks in the rock walls control access past this area. The corridors lead directly to living areas and communal chambers. The living areas are furnished with crude furniture and items scavenged from past victims.

Treasures are concealed throughout the lair. Each family maintains a series of small, personal caches, while the communal hoard is hidden in a series of small chambers at the end of cunningly concealed crawl ways. Creatures of Small or larger size cannot fit into the crawl ways.

ENCYCLOPEDIA OF
JERMLAINE AND MAGICAL

KAMADAN

Conversion by Scott Greene and/or Erica Balsley
[Large Magical Beast](#)

Hit Dice: 4d10+8 (30 hp)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 16 (-1 size, +2 Dex, +5 natural)

Attacks: 2 claws +8 melee, bite +3 melee, 6 snakes +3 melee

Damage: Claw 1d6+4, bite 1d8+2, snakes 1d4

Face/Reach: 5 ft by 10 ft/5 ft (10 ft with snakes)

Special Attacks: Breath weapon

Special Qualities: Darkvision 60 ft, lowlight vision

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

Abilities: Str 18, Dex 15, Con 15, Int 5, Wis 12, Cha 9

Skills: Balance +8, Hide +5*, Listen +6, Move Silently +9, Spot +6

Feats: Alertness, Dodge

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral (evil tendencies)

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

The kamadan is a greatly feared hunter that resembles a large leopard with 6 snakes sprouting from its shoulders. Sages believe it is a distant relative of the displacer beast, though how it came to be is still a matter for speculation.

COMBAT

The kamadan opens combat by using its breath weapon. Those that resist the effects are then attacked by the kamadan. It attacks using its claws and bite. Each snake also bites an opponent.

Breath Weapon (Su): Cone of sleep, 30 feet, every 1d4 rounds (but not more than 5 times per day); Fortitude negates. Creatures with 4 HD or less do not receive a save to avoid the effects; they are automatically affected. Otherwise as the *sleep* spell cast by an 8th-level sorcerer.

Skills: Kamadans receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or undergrowth, the Hide bonus improves to +8.

KECH

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Medium-Size Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +2 (Dex)

Speed: 40 ft., climb 20 ft.

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

Attacks: 2 claws +4 melee, bite +0 melee

Damage: Claw 1d4+1, bite 1d6

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

Special Attacks: Rend

Special Qualities: Pass without trace, darkvision 60 ft., low-light vision

Saves: Fort +5, Ref +7, Will +2

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

Skills: Hide +10*, Listen +5, Move Silently +10, Spot +5, Use Rope +6

Climate/Terrain: Any forest

Organization: Pack or band (3-8)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral evil

Advancement: 6-15 HD (Medium-size)

A kech is monkey-like in gait and appearance, with a fang-filled mouth, protruding lower jaw, and fiery blue eyes. The frame is slim and finely muscled. Kech are equally at home in trees or on the ground. Their toes are long and prehensile, enabling them to grasp limbs and swing from branch to branch.

On the ground, kech run like baboons, using their knuckles and back legs to spring after opponents.

Their skin is tough and leathery, with leaf-like wrinkles and a natural green camouflage coloring.

They speak their own language and Common.

COMBAT

Kech prefer traps to outright attacks, constructing pit falls, snares, and so forth, to catch unwary travelers or weaken large parties of adventurers. They prefer lone targets but will attack a large, well-armed party at night.

During combat, kech usually concentrate on one or two members of the party (most likely the guards), trying to dispatch them quickly before the others awaken. The kech then disappear into the forest dragging their kill with them.

Rend (Ex.): If a kech hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d4+1 points of damage.

Pass Without Trace (Ex.): The kech can move across any ground—ice, snow, mud, without leaving any footprints. Tracking by nonmagical means is impossible.

Skills: Kech receive a +2 racial bonus to Listen and Spot checks. *Due to their coloration and leaf-like skin, kech receive a +15 racial bonus to Hide checks when in a forested area.

KELP DEVIL

Conversion by Scott Greene and/or Erica Balsley
Huge Plant

Hit Dice: 8d8+32 (68 hp)

Initiative: +0

Speed: 30 ft, swim 50 ft

AC: 20 (-2 size, +12 natural)

Attacks: 6 fronds +12 melee

Damage: Frond 1d6+8

Face/Reach: 10 ft by 20 ft/10 ft

Special Attacks: Charm, improved grab

Special Qualities: Plant, electricity immunity, fire resistance 20, weapon immunity, blindsight

Saves: Fort +10, Ref +2, Will +3

Abilities: Str 26, Dex 10, Con 19, Int 5, Wis 12, Cha 10

Skills: Hide +0*

Climate/Terrain: Temperate and warm aquatic and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral evil

Advancement: 9-15 HD (Huge); 17-24 HD (Gargantuan)

Kelp devils are the weird mutation of kelpies and contaminants left by Keraptis in the waters under White Plume Mountain.

A kelp devil appears as a mass of floating seaweed about 20 feet in diameter. Six 10-foot long fronds (pseudopodia) extend from the kelp devil's body.

A kelp devil can regrow severed fronds over a period of 10 days.

COMBAT

Kelp devils lie in wait, floating amongst seaweed, until their prey draws near. Once its opponent is in range, a kelp devil lashes out with its fronds attempting to grapple a foe. The main body of the devil remains underwater when attacking, thereby granting the kelp devil three-quarters concealment against all attacks (30% miss chance).

A creature tangled up in the kelp devil's fronds will be dragged into the water and drowned. Drowned victims are taken back to the kelp devil's lair to be devoured.

Charm (Su): Twice per day, with a successful hit the kelp devil can affect any creature touched by a

frond as by *charm monster* cast by a 12th-level sorcerer (save DC 14).

Improved Grab (Ex): To use this ability, the kelp devil must hit an opponent of up to Large size with two fronds. If it gets a hold, it will drag its opponent in the water and attempt to drown it.

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

Electricity Immunity (Ex): Kelp devils are immune to all electrical effects.

Weapon Immunity (Ex): Kelp devils take no damage from bludgeoning weapons.

Blindsight (Ex): Kelp devils have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Skills: Kelp devils receive a +12 bonus to Hide checks when amidst natural seaweed.

KENKU

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Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 50 ft. (poor)

AC: 14 (+2 Dex, +2 leather armor)

Attacks: 2 claws +2 melee, beak +2 melee; or weapon (scimitar or quarterstaff) +2 melee

Damage: 2 claws 1d4, bite 1d4; or scimitar 1d6 or quarterstaff 1d6/1d6

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

Special Attacks: Spell-like abilities

Special Qualities: SR 17, darkvision 60 ft.

Saves: Fort +1, Ref +6, Will +3

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

Skills: Disguise +12, Escape Artist +4, Hide +6, Innuendo +8, Listen +3, Move Silently +4, Open Lock +4, Pick Pocket +4, Spot +3

Feats: Ambidexterity

Climate/Terrain: Any land

Organization: Company (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, 3 6th-level captains, and 1 7th-level leader)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Kenku are bipedal, humanoid birds that use their powers to annoy and inconvenience the human and demihuman races. The typical kenku resembles a humanoid hawk wearing human clothing. Kenku have both arms and wings. The wings are usually folded across the back and may be mistaken at a distance for a large backpack (DC 15 to detect as folded wings at a distance of greater than 10 feet). The feathers are predominantly brown with white underfeathers and face markings. The eyes are a brilliant yellow.

Kenku are a secretive race that lives among the other races without the bulk of the population ever being aware of their presence. Kenku may appear to be friendly, helpful, and even generous. They may offer nonverbal advice to humanoids, but this is carefully designed to mislead. It may actually lead the party into dangers and difficulties they might otherwise have avoided.

They do not speak; although they may give out bird-like squawks, these are gibberish. Kenku

apparently communicate with each other telepathically, but this has not yet been proven. They are adept at symbols, sign language, and pantomime.

COMBAT

All kenku are expert fighters and usually attack with a scimitar or quarterstaff. If unarmed, they attack with either pair of claws, and their beak. If they are on foot, they use the hand claws. If in flight, the foot claws are used. They do not usually kill unless their own lives are threatened by the survival of their foe.

Spell Like Abilities: Kenku of 3 HD or higher have spell-like abilities as follows.

At 3 HD, once per day, a kenku can use *magic missile*. Once each 30 days it may use *polymorph self* and retain the chosen form for no more than seven days.

At 4 HD, once per day, a kenku can use *shocking grasp*. They can also use *invisibility* at will.

At 5 HD, once per day, a kenku can use *mirror image* or *web*. They can use *call lightning* at will.

These abilities are as the spells cast by a 7th-level sorcerer (save DC 10 + spell level).

Skills: Kenku receive a +8 racial bonus to Disguise and Innuendo checks.

KENKU SOCIETY

The actual structure of kenku society is elusive. The kenku themselves either refuse to comment or lie. Those kenku lairs that have been encountered tend to be small underground chambers or cave complexes. It is believed that large caverns deep underground may hold sizeable kenku communities.

Kenku reproduction is similar to that of large birds. The female lays a clutch of two to four eggs that hatch after 60 days. New hatchlings are featherless, helpless, and have 1 hit point each. Hatchlings grow swiftly and gain 1 hit point each month. Within six to eight months they have adult feathers and are able to function independently as 1 HD kenku. At this point they begin to learn to use the skills they need as adults (thieving, fighting, disguise). If a hatchling is captured, it either lacks this training or has whatever minimal skills it acquired before capture.

Younger kenku are reckless and prone to audacious plans. They have been known to pass themselves off as gods and collect the worshipers' offerings. Older kenku are more reserved and cunning, preferring to kidnap wealthy humanoids as a source of revenue.

Domestically raised kenku are prized as servants. Kenku eggs are commonly sold for 250 gp, hatchlings for 300-500 gp. However, this is a form of slave trade, with all the attendant complications. If a kenku discovers captive kenku, it will attempt to secretly rescue the captive and, if possible, kidnap the slave trader or owner. They will avenge slain kenku.

KENKU CHARACTERS

The favored class of the kenku is rogue. Kenku leaders are generally rogue/fighters or rogue/sorcerers.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

KILLMOULIS

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

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

Initiative: +5 (Dex)

Speed: 20 ft

AC: 19 (+4 size, +5 Dex)

Attacks: Needle +1 melee

Damage: Needle 1d3-3

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

Special Qualities: Telepathy, SR 15, low-light vision

Saves: Fort +1, Ref +7, Will +2

Abilities: Str 5, Dex 21, Con 12, Int 10, Wis 14, Cha 6

Skills: Craft (any three) +4, Hide +19, Profession (farmer or miller) +2, Listen +6, Move Silently +9, Spot +6

Feats: Skill Focus (Hide)

Climate/Terrain: Any land or underground

Organization: Solitary or gang (2-4)

Challenge Rating: 1/4

Treasure: 1/10 standard

Alignment: Usually chaotic neutral

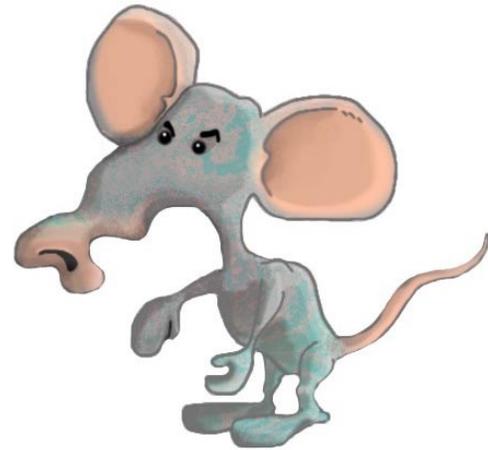
Advancement: 2 HD (Diminutive)

Killmoulis are diminutive beings that like to provide useful services but also commit mischief. Killmoulis always dwell in places where humans are involved in some form of industry, preferably in places where foodstuffs are handled. They make their homes under the floors, within the walls, or atop the dark rafters. They come out only when the workers are gone. Like their distant relatives the brownies, the killmoulis are torn between the benevolent performance of useful duties and a mischievous streak to perform harmless tricks. Killmoulis are tireless workers adept at performing simple tasks.

A killmoulis is about one foot in height. Although the overall shape is that of a thin humanoid, the head is immense in proportion. Killmoulis have no mouths or chins. They inhale food through their prodigious noses. Killmoulis do not speak but are apparently telepathic. They appear to be sexless.

COMBAT

Killmoulis are basically inoffensive beings. They lack any real ability or inclination to attack humans or other creatures. They sometimes use needles to stab dogs, cats, or rats, as these creatures eat killmoulis.



Telepathy (Su): Killmoulis can communicate telepathically with any creature within 100 feet that has a language. They rarely use this ability, but occasionally send barely noticeable telepathic messages of thanks and friendliness; the recipients generally perceive these as “warm feelings.”

Skills: Killmoulis receive a +8 racial modifier to Hide checks.

KI-RIN

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[Large Magical Beast](#)

Hit Dice: 12d10+72 (138 hp)

Initiative: +4 (Dex)

Speed: 50 ft., fly 80 ft. (average)

AC: 23 (-1 size, +4 Dex, +10 natural)

Attacks: Horn +17 melee, 2 hooves +15 melee

Damage: Horn 1d8+7, hoof 1d4+3

Face/Reach: 5 ft. by 10 ft./5 ft. (10 ft. with horn)

Special Attacks: Spells, spell-like abilities, psionics

Special Qualities: SR 29, darkvision 60 ft., low-light vision, telepathy

Saves: Fort +12, Ref +12, Will +13

Abilities: Str 25, Dex 18, Con 22, Int 20, Wis 22, Cha 24

Skills: Animal Empathy +14, Concentration +18, Listen +14, Spellcraft +14, Spot +14, Wilderness Lore +12

Feats: Alertness, Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Multiattack, Trample

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 13

Treasure: Standard

Alignment: Always lawful good

Advancement: 13-36 HD (Large)

The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish. Ki-rins come to the aid of humanoids if asked properly, or if such beings are faced with a powerful, extremely evil being. Ki-rin believe in self-improvement, though, and do not casually come to a humanoid's aid except in the most dire of circumstances.

The ki-rin's coat is covered with luminous golden scales like a sunrise on a clear morning. The thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep violet. The ki-rin has a melodious voice.

Ki-rins speak their own language, Auran, Celestial, Common, Draconic, and Sylvan. Since they are telepathic, they are able to mentally or verbally converse with virtually any living thing.

COMBAT

The ki-rin can physically attack with its powerful hooves or a unicorn-like horn. Otherwise it employs its spells and spell-like abilities.

Spells: A ki-rin casts spells as an 18th-level sorcerer.

Spell-Like Abilities: At will—*call lightning, control weather, create food and water, gaseous form, major creation, persistent image, and wind walk*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 17 + spell level).

Psionics (Sp): At will—*detect chaos, detect evil, detect good, detect law, detect thoughts, invisibility, and polymorph self*. These abilities are as the powers manifest by a 12th-level psion.

Attack/Defense Modes (Sp): At will—all/all.

Plane Shift (Su): A ki-rin can shift from the Material Plane to the Ethereal or Astral Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). This ability is otherwise identical with *plane shift* as cast by a 12th-level sorcerer.

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

KORRED

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[Small Fey](#)

Hit Dice: 6d6+6 (27 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

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

Attacks: Slam +8 melee; or shears +8 melee; or cudgel +8 melee

Damage: Slam 1d2+4; or shears 1d4+4; or cudgel 1d6+4

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

Special Attacks: Spell-like abilities, animate rope, rock throwing

Special Qualities: SR 16, low-light vision

Saves: Fort +3, Ref +7, Will +6

Abilities: Str 19, Dex 15, Con 12, Int 12, Wis 13, Cha 11

Skills: Bluff +8, Hide +6, Listen +5, Move Silently +6, Perform +6, Search +4, Spot +5

Feats: Alertness, Dodge, Mobility

Climate/Terrain: Temperate forest

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: By character class

The korred are a fun loving race of fey creatures that inhabit the forests of the world. They always carry large cudgels and pouches with them. Their pouches contain their shears, hair, and other items considered valuable by that korred.

A korred stands roughly 3 feet tall, and resembles a satyr with long, unkempt hair and beard.

COMBAT

The korred attacks using its laugh, then its animate ability to animate its hair to entangle a foe. After that a korred will use either its shears or cudgel. If unarmed a korred can attack with its fists.

Animate Rope (Su.): A korred can weave its hair (contained in its pouch) into rope that it can animate to entangle creatures with, as the *animate rope* spell cast by a 12th-level sorcerer. It takes the korred 1 round to weave a rope.

Laugh (Su.): 3/day—60-foot spread, Will save (DC 14) or stunned 1d4 rounds (*Core Rulebook II, the DMG*, page 85). Whether the save is successful or not, the creature is immune to the laugh from that korred for one day.

Rock Throwing (Ex.): A korred can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. A korred has a range increment of 20 feet.

Spell-Like Abilities: At will—*shatter*, *stone shape*, *stone tell*, *transmute rock to mud*.

Cudgel: Treat as a club.

Shears: Small Martial weapon, 1d4 points of slashing damage, crit x3.

KRAKENTUA

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[Colossal Aberration](#)

Hit Dice: 50d8+450 (675 hp)

Initiative: +4 (Improved Initiative)

Speed: 50 ft., swim 30 ft.

Fly 30 ft. (poor) (females only)

AC: 16 (-8 size, +14 natural)

Attacks: Slam +45 melee, tentacle +43 melee

Damage: Slam 2d6+16, tentacle 2d6+8

Face/Reach: 40 ft. by 40 ft./25 ft.

Special Attacks: Spell-like abilities (female), constrict, trample, spit (male), mist (male)

Special Qualities: flight (female), send dreams (female)

Saves: Fort +30, Ref +14, Will +32

Abilities: Str 43, Dex 11, Con 28, Int 17, Wis 20, Cha 18

Skills: Listen +25, Spot +25, Wilderness Lore +33

Feats: Improved Initiative, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Track, Weapon Focus (tentacle)

Climate/Terrain: Temperate and warm aquatic

Organization: Solitary

Challenge Rating: 20

Treasure: standard

Alignment: always chaotic evil

Advancement: 50-150HD (Colossal)

Among the most fearsome creatures in all of Kara-Tur, the krakentua is a powerful creature with an insatiable appetite for destruction and an obsessive desire to enslave those it considers inferior.

The krakentua has the body of a human and the head of a kraken. It stands 80-100 feet tall, and wears luxuriant silken robes in rich colors, usually violet or red.

Its leathery, dark green skin is as cool to the touch as a serpent's scales. Seven tentacles extend from its head, each nearly 20 feet long. The tentacles are as agile as human hands, capable of wielding weapons and tools with ease.

The krakentua has huge red eyes with black pupils, and a chitinous beak hidden beneath its tentacles. Red mist continually oozes from the pores of its body. As a result, many observers mistakenly believe the creature hovers atop a crimson cloud. The beast can breathe both water and air.

A master of language, the krakentua is conversant in the tongues of all lands and creatures of Kara-Tur.

COMBAT

A krakentua attacks with its tentacles, sometimes wielding Huge versions of normal weapons in its tentacles. Females use their spell-like abilities in addition to the aforementioned attacks.

Constrict (Ex): A krakentua tentacle deals 2d6+8 points of damage with a successful grapple check against Gargantuan or smaller opponents.

Trample (Ex): Krakentua can trample Gargantuan or smaller opponents for 8d12+16 points of damage. Opponents who do not take an opportunity of attack against the krakentua can attempt a Reflex save (DC 51) for half damage.

Spit (Su): Male krakentua only, line of cherry milk acid, 100 feet, blindness for 2d6 rounds; Reflex save (DC 44) to avoid.

Mist (Su): Male krakentua only, cone of mist, 50 feet, 1d4 points of damage; Fortitude save (DC 44) negates.

Spell-Like Abilities: Females only; at will—*clairaudience/clairvoyance*, *detect evil*, *detect good*, and *detect thoughts*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

Send Dreams (Su): A female can induce dreams in a sleeping opponent. The krakentua imprints the dreaming target's aura. This imprint allows the krakentua to track the target at a later date.

The sleeping victim is allowed a Will save (DC 40) to reject the dream. If the save fails the krakentua can imprint the target's mind for up to 1 hour.

For every 10 minutes spent imprinting a target, the krakentua gains a +2 to its Wilderness Lore roll to track the target. It can track a target anywhere on the same plane of existence as if using a *discern location* spell. The krakentua can move at full speed while tracking a target in this manner.

The tracking bonus disappears after 1 week as the imprint fades from the target's aura.

Creating the dreams is extremely stressful for the krakentua. She cannot create dreams for more than an hour a month, and she can never create more than three dreams in immediate succession.

KRAKENTUA SOCIETY

Krakens can be found in any remote sea area of Kara-Tur. They prefer uninhabited islands or the warm ocean depths, but occasionally they dwell offshore near civilized coasts.

Krakens reproduce asexually. The female has an eighth tentacle that functions solely as a reproductive organ. When the female reaches full maturity (about 1,000 years old), the eighth tentacle breaks off and sinks to the bottom of the ocean. One to four buds form on the tentacle. Each bud swells into a pod, 30 feet in diameter, then hatches a new kraken.

Krakens have no affinity for treasure. However, they are obsessed with maintaining a congregation of slaves (most often of human origin), who must worship and honor them.

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LARVA

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[Medium-Size Outsider \(Evil\)](#)

Hit Dice: 1/2d8+1 (3 hp)

Initiative: +0 (Dex)

Speed: 10 ft.

AC: 13 (+3 natural)

Attacks: Bite +1 melee

Damage: Bite 1d4+1 plus wounding and disease

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

Special Attacks: Wounding, disease

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +0, Will -2

Abilities: Str 12, Dex 10, Con 12, Int 4, Wis 6, Cha 2

Skills: Listen +1, Spot +1

Climate/Terrain: Any land and underground

Organization: Swarm (10-100)

Challenge Rating: 1/2

Treasure: None

Alignment: Any evil

Advancement: 1 HD (Medium-size)

Larvae are the evil dead from the Prime Material plane who led especially selfish lives. They are doomed to spend their wretched existences serving the whims of evil on the lower planes.

Larvae appear as man-sized worms approximately five feet long with a roughly humanoid head resembling the tortured soul's original appearance. They are sickly yellow in color and are covered with a thick, viscous, foul-smelling fluid.

Larvae communicate with one another through basic body language that cannot be interpreted by anyone else.

COMBAT

Larvae have essentially no will of their own. They simply lay in giant, quivering masses on the ground until commanded by a being of greater power than their own, at which point they will do the bidding of the one who commanded them.

Wounding (Ex): The bite of a larva will bleed for 1 additional point of damage per round until magically healed or until the victim receives a successful Heal check (DC 20).

Disease (Su): The bite of a larva will inflict the foe with a rotting disease (akin to *mummy rot*) unless a successful Fortitude save (DC 11) is successful. A *remove disease* spell destroys the disease.

LARVA SOCIETY

Larvae are herded by night hags who use them as bargaining chips to further their own ends. The larvae are sought after by most of the lower planar powers because they are used to form quasits and imps. Powerful lichs also seek larvae because they feed off the creatures' energies to maintain their immortal, undead status. The night hags will trade larvae to the lower planar denizens to keep them from entering their territory.

The hags will also trade larvae to the lichs for destroying those creatures that refuse to trade. It is a complex and wholly evil bartering system that is perpetuated by the growing numbers of lower planar inhabitants.

Larvae are the sole means for creating imps and quasits. Since the imps and quasits might later advance to become greater demons, it can be said that larvae are the foundation of the population of the lower planes.

There is no real criterion for selecting larvae to be made into greater creatures. Since all larvae are considered to be equally lowly, they are just randomly selected when the need for other types of creatures arises. How the larvae are transformed into greater creatures depends wholly on the race of fiends doing the transformation. Devils, for example, will cast the larvae into one of the many pools of flame found in Hell where the larvae must endure the suffering for 11 days. Once their time in the pool is complete, they emerge as the new creature, perhaps a little crueller than they were before they entered. Other fiends have different ways to advance larvae, but all are dark, evil, and a very painful ordeal.

LAVA CHILDREN

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Medium-Size Humanoid (Fire)

Hit Dice: 4d8+4 (22 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft

AC: 16 (+6 natural)

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

Damage: Claw 1d6+1, bite 1d8

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

Special Attacks: Improved grab, tear

Special Qualities: Immune to metal, fire subtype, immune to earth magic, vulnerabilities, darkvision 60 ft

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

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

Skills: Listen +3, Spot +3

Feats: Improved Initiative

Climate/Terrain: Any warm underground

Organization: Gang (3-6), band (7-15 plus 50% noncombatants plus 1 5th-level fighter, 1 5th-level wizard, and 1 5th-level cleric)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Lava children dwell underground or in volcanic regions of the world. They appear as broad-built humanoids about 5 feet tall with black, sooty hair, and green eyes. Their faces have a curious, child-like appearance, with a permanent smile. Their skin is pinkish-white and rough to the touch.

Lava children speak their own gibberish-like tongue and Common.

COMBAT

A lava child attacks using its clawed hands and vicious bite. They will direct their attacks against the most heavily armored foe (as their attacks can pass through armor) in an attempt to weaken the attacking party.

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

Tear (Ex): A lava child automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Immune to Metal (Ex): Lava children are completely immune to any metal object and its effects (e.g., swords, armor, doors, walls). Metal simply passes through the lava children as though they did not exist.

All attacks made against metal-armored foes are considered touch attacks as the lava child's attacks simply pass through the metal armor.

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

Immune to Earth Magic (Ex): Lava children are immune to all spells of the Earth subtype.

Vulnerabilities (Ex): Lava children take one extra point of damage per caster level from spells of the Air or Water subtype.

LEPRECHAUN

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[Small Fey](#)

Hit Dice: 1d6 (3 hp)

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

Speed: 40 ft.

AC: 15 (+1 size, +4 Dex)

Attacks: Dagger +5 melee

Damage: Dagger 1d4-2

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

Special Attacks: Spell-like abilities

Special Qualities: low-light vision, SR 27

Saves: Fort +0, Ref +6, Will +5

Abilities: Str 7, Dex 18, Con 11, Int 17, Wis 16, Cha 16

Skills: Bluff +7, Concentration +4, Craft (any one) +6, Escape Artist +8, Hide +8, Jump +2, Listen +15, Move Silently +8, Open Lock +6, Perform (comedy, dance, limericks, melody) +7, Pick Pocket +8, Search +6, Sense Motive +6, Spot +7

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

Climate/Terrain: Temperate forest

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

Challenge Rating: 4

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

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic, and causing harmless mischief. One of their favorite tactics is to pilfer an object from a person, turn invisible, and dash away.

Rumors persist that the leprechaun is a cross between a pixie (Sprite, page 172 in the *Core Rulebook III, the MM*) and a halfling. Whether this is true or not, no one knows.

They have pointed ears, and their noses also come to a tapered point. They stand about 2 feet tall.

Leprechauns are fond of wearing brightly colored clothes (green or gray coats, brown or green breeches) and flamboyant attire as well (pointed shoes and wide-brimmed hats or stocking caps). Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

COMBAT

Leprechauns shun combat and will usually turn invisible and flee if threatened. However, a

leprechaun will not sit idly by while a helpless creature is attacked. When combating a foe, they take full advantage of their spell-like abilities to drive an opponent away.

Spell-Like Abilities: At will—*dancing lights*, *invisibility* (self only), *permanent image* (visual and auditory elements only), *polymorph any object*, *ventriloquism*. These are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

Skills: Leprechauns receive a +8 racial bonus to Listen checks.

LIVING STATUE, CRYSTAL

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Medium Construct

Hit Dice: 3d10 (17 hp)

Initiative: +2 (+2 Dex)

Speed: 30 feet (can't run)

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

Attacks: 2 slams +5 melee

Damage: slam 1d4+3

Face/Reach: 5 feet x 5 feet/5 feet

Special Qualities: Construct, Damage Reduction 10/+1

Saves: Fort: +1, Reflex: +3, Will: +1

Abilities: Str: 14, Dex: 14, Con: -, Int: -, Wis: 10, Cha: 10

Climate/Terrain: Any land or underground

Organization: Solitary or brace (2-5)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

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

A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations.

A crystal living statue appears as a finely-wrought humanoid carved of crystal or glass. The living statue may seem to wield weapons (also made of crystal), but will use these as slam attacks. Once animated, the crystalline form of the living statue is somewhat altered, retaining the outer hardness of crystal but the internal consistency of firm gelatin. Attacks with non-magical weapons may break through its hard "skin", but then slide easily through the creature, the wound instantly closing as the weapon is withdrawn and the broken "skin" immediately mending to crystalline hardness once again.

Because they are relatively inexpensive and immune to normal weapons, crystal living statues are the favored guardians of small-time ("hedge") wizards in outlying communities where magical weapons are a rarity.

COMBAT

Crystal living statues have no grasp of strategy as such – they will follow the orders of their creator, but left to their own devices, they will simply advance on the most obvious threat and begin trying to pummel the life out of the threat with their slam attack.

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

LIVING STATUE, IRON

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Medium Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0

Speed: 15 feet (can't run)

AC: 18 (+8 natural)

Attacks: 2 slams +7 melee

Damage: slam 1d4+4

Face/Reach: 5 feet x 5 feet/5 feet

Special Qualities: Construct, Damage Reduction 10/+1, Metal Absorption

Saves: Fort: +1, Reflex: +1, Will: +1

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

Climate/Terrain: Any land or underground

Organization: Solitary or brace (2-5)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

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

A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations.

Iron living statues are usually crude representations of humans or humanoid creatures. They carry out the instructions of their creators to the best of their limited ability.

Because they are relatively inexpensive and immune to normal weapons, iron living statues frequently see use as guards in areas where metal is plentiful. Their ability to heal themselves and to grow by absorbing scrap metal makes them special favorites of wealthy metalworkers - if one can absorb the initial cost of creation of a small iron living statue, it is a relatively easy matter to "feed" it cheaply and end up with a large, fearsome guardian.

COMBAT

Iron living statues have no grasp of strategy as such - they will follow the orders of their creator, but left to their own devices, they will simply advance on the most obvious threat and begin trying to pummel the life out of the threat with their slam attack. They ignore metal weapons that become lodged in their bodies, absorbing them automatically without further effort or thought.

Metal Absorption (Su): An iron living statue can absorb metal into its body. Doing so allows it to heal itself. Any successful hit made on an iron living statue with a metal weapon requires the weapon's wielder to make a Reflex save (DC 12) or the weapon becomes lodged in the statue. Wielders using magical weapons gain the weapon's enhancement bonus on the saving throw (so an attacker with a +1 battleaxe gets a +1 to the Reflex save attempt). A weapon or other metal object held by the statue gets no saving throw. The statue absorbs the metal in the weapon in one round, immediately destroying the weapon or object and granting the living statue hit points based on weapon size - Tiny weapons yield 1 hit point, with each size increase doubling the gained hit points. Weapons made of both metal and wood (a halbard, for example) are treated as though they were one size category smaller for the purposes of hit points gained through absorption. The statue *can* rise past its initial maximum hit points if it absorbs enough metal (the creature advances this way). If a weapon is stuck in the statue but the statue is killed before the weapon can be absorbed, the weapon is unharmed and may be removed normally from the statue.

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

LIVING STATUE, JADE

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Medium Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0

Speed: 30 feet (cannot run)

AC: 20 (+10 natural)

Attacks: Slam +9 melee

Damage: 1d8+6

Face/Reach: 5 ft x 5 ft/5 feet

Special Qualities: Construct, Damage Reduction 10/+1, Spell Resistance 18

Saves: Fort: +1, Reflex: +1, Will: +1

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

Climate/Terrain: Any inhabited, ruins, mountain, or underground

Organization: Solitary or Pair (2)

Challenge Rating: 3

Treasure: Standard

Alignment: Always Neutral

Advancement Range: 5-12 HD (Medium-size)

A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations.

Jade Living Statues are seldom encountered, as the art of creating them is lost to modern generations. The jade that comprises the statues is very spell resistant, providing them with their excellent magic resistance. Jade living statues tend to look much more crudely-made than other forms of living statues, often with exaggerated features or mitten-like hands that do not show individual digits.

COMBAT

Jade living statues are simple combatants. They attempt to engage the closest foe in melee combat, striking repeatedly until he falls. They then move on to the next closest foe. The exception comes when a single foe deals the statue a blow inflicting at least 7 points of damage, at which point its attention switches to the new threat.

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



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LIVING STATUE, ROCK

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Large (Tall) Construct

Hit Dice: 5d10 (27 hp)

Initiative: +0

Speed: 20 feet (can't run)

AC: 15 (-1 Size, +6 natural)

Attacks: 2 slams +11 melee

Damage: slam 1d6+9

Face/Reach: 5 feet x 5 feet/10 feet

Special Attacks: Magma Squirt

Special Qualities: Construct, Damage Reduction

10/+1, Magma Spray, Fire Immunity

Saves: Fort: +1, Reflex: +1, Will: +1

Abilities: Str: 22, Dex: 11, Con: -, Int: -, Wis: 10, Cha: 10

Climate/Terrain: Any land or underground

Organization: Solitary or brace (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement Range: 6-12 HD (Large); 13-15 HD (Huge)

A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations.

Rock living statues usually look like crude carvings of humanoid creatures. Their features are rough and their eyes glow with a dim red light. Just as humans have blood running through their veins, a rock living statue has magma flowing through its veins. The magic animating the statue keeps the magma hot and this causes the eyes to glow and causes the statue to radiate heat. Most creatures (fire-immune creatures excepted) will feel the heat radiating from the statue as soon as they approach within 15 feet.

COMBAT



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Rock living statues have no grasp of strategy as such – they will follow the orders of their creator, but left to their own devices, they begin combat by trying to spray their opponents with magma. If its opponents close for melee combat, it will take attacks of opportunity as soon as they are presented. If the group keeps its distance and tries to bring down the creature with missile fire, it will advance on them. In melee combat they will attack the most obvious threat and begin trying to pummel the life out of the threat with their slam attack.

Magma Squirt (Ex): The rock living statue has the ability to fire blobs of magma. This is done in place of an attack and does incur attacks of opportunity. Usually, the magma is propelled out the creature's eyes, mouth, or hands. This stream of magma should be treated as a line breath weapon 30 feet in length. Creatures caught in the line suffer 2d6 points of fire damage and 1d6 points of impact damage (Reflex save versus DC 12 for half damage; a single save is made for both the fire and impact damage). Any creature failing its save is assumed to have gotten magma on them and suffers the effects of a *heat metal* spell as though cast by a 5th-level druid. A rock living statue may use this ability a number of times per day equal to its Hit Dice. Note that Magma Sprays (below) also count toward this limit.

Magma Spray (Ex): Any time the rock living statue is damaged with a slashing or piercing weapon, it sprays magma just as though it were performing its magma squirt (in the direction of the attack that just damaged it). This is a free action that does not provoke attacks of opportunity. Treat this in all other respects as a Magma Squirt.

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

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LIVING STATUE, ROCK/OOZE

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[Large Construct](#)

Hit Dice: 6d10 (33 hp)

Initiative: +0

Speed: 30 feet (cannot run)

AC: 18 (-1 Size, +9 natural)

Attacks: 2 slams +10 melee

Damage: 2d6+7

Face/Reach: 5 ft x 5 ft/10 feet

Special Attacks: Ooze Squirt

Special Qualities: Construct, Damage Reduction 10/+1, Ooze Spray

Saves: Fort: +2, Reflex: +2, Will: +2

Abilities: Str: 22, Dex: 11, Con: -, Int: -, Wis: 10, Cha: 10

Climate/Terrain: Any inhabited, ruins, mountain, or underground

Organization: Solitary or Pair (2)

Challenge Rating: 5

Treasure: Standard

Alignment: Always Neutral

Advancement Range: 7-14 HD (Large); 15-18 HD (Huge)

A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations.

Rock/ooze Living Statues are horrible foes. Outwardly, they resemble statues carved of rock, but inside this outer rocky shell they are filled with grey ooze (q.v.). This makes them far more dangerous than their close cousins, Rock Living Statues (q.v.). They are capable of following only the simplest of instructions; "attack all creatures but me that enter this room" is about as complicated a set of directions as these creatures can understand.

COMBAT

Rock/ooze living statues are fearsome combatants. They generally begin combat by using their Ooze Squirt attack to launch two blobs of grey ooze at their opponents, followed by closing in to strike in melee with a pair of powerful slam attacks.

Ooze Squirt (Ex): The rock/ooze living statue has the ability to fire blobs of grey ooze (q.v.). This is done in place of an attack and will incur an attack of opportunity. Usually the ooze is expelled through the creature's mouth or hands. This is treated as a 30 foot long stream attack, with a Reflex save allowed to dodge out of the way (DC 13). The target closest to the statue that also fails its save is considered to be grappling with a grey ooze. If the all targets make their save, the ooze lands on the ground at the end of the stream, flat-footed until the next round, when it can join combat normally. The total number of oozes that may be expelled by a living statue is equal to half the Hit Dice of the statue (round down). Note that Ooze Sprays (see below) also count towards this limit.

Ooze Spray (Ex): Any time the rock/ooze living statue is damaged by a slashing or piercing weapon, it sprays ooze just as though it were performing an Ooze Squirt (in the direction of the attack that just damaged it) as a free action. Treat this in all respects as an Ooze Squirt.

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

LIVING STATUE, SILVER

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Small Construct

Hit Dice: 2d10 (11 hp)

Initiative: +2 (+2 Dex)

Speed: 20 feet (cannot run)

AC: 19 (+1 Size, +2 Dex, +6 natural)

Attacks: Slam +2 melee

Damage: 1d6+1

Face/Reach: 5 ft x 5 ft/5 feet

Special Qualities: Construct, Malleable skin, Damage Resistance 5/+1

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

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

Feats: Improved Initiative

Climate/Terrain: Any inhabited, ruins, or forest

Organization: Solitary or Clutch (2-5)

Challenge Rating: 2

Treasure: see below

Alignment: Always Neutral

Advancement Range: 3-4 HD (Small); 5-6 HD (Medium)

A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations.

Silver living statues are made of pure silver. They are frequently placed in a position where they will appear as ornamental statues (near a shrine, perhaps) in order to allow them to blend in with their surroundings. The magic that gives them motion also extends to keeping their skins untarnished by the ravages of age, so they may sometimes be distinguished in an ancient, undisturbed shine by the fact that they are still brilliant and shining, while the remainder of the treasure is tarnished or discolored by age. They are capable of following only the simplest of instructions; "attack all creatures but me that enter this room" is about as complicated a set of directions as these creatures can understand.

COMBAT

Silver living statues are very straightforward combatants. They attempt to slam their bodies against their opponent in order to wear the opponent down. They have no concept of tactics and generally the first foe a living statue attacks will be the target of all subsequent attacks by that statue until it or the foe is brought down.

Malleable Skin (Ex): Because it is made of a malleable metal (silver), the living is somewhat resistant to damage (its skin gives a little, then returns). Any slashing or bludgeoning attack made against the silver living statue does only half damage, with this halving applied before considerations are made for its Damage Resistance.

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

LIVING STATUE, STEEL

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Medium Construct

Hit Dice: 8d10 (44 hp)

Initiative: +0

Speed: 30 feet (cannot run)

AC: 22 (+12 natural)

Attacks: 2 slams +13 melee

Damage: 2d6+7

Face/Reach: 5 ft x 5 ft/5 feet

Special Attacks: Catch Weapon

Special Qualities: Construct, Damage Reduction 15/+2, Steel Absorption

Saves: Fort: +2, Reflex: +2, Will: +2

Abilities: Str: 21, Dex: 10, Con: -, Int: 8, Wis: 10, Cha: 10

Climate/Terrain: Any inhabited, ruins, mountain, or underground

Organization: Solitary or Pair (2)

Challenge Rating: 6

Treasure: Standard

Alignment: Always Neutral

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

A living statue is a construct similar to, but weaker than, a golem. Living statues are seldom endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. Their peculiar nature makes steel living statues exceptional assassins, especially against weapon-using foes.

COMBAT

A steel living statue is somewhat cunning in combat. It lingers at a short distance to invite attacks with arrows and the like, silently absorbing the metal contained therein to bolster its combat ability. When its opponent(s) cease missile fire (possibly because the thing has grown in size), it then charges and attacks. It often tries to grab foes' weapons to absorb them in melee combat (that also prevents its foes from continuing to attack it). Against a spell-using foe, it attempts to close immediately.

Catch Weapon (Ex): The living statue may make a disarm attempt in lieu of a regular attack. If the disarm attempt succeeds, the living statue has grabbed his opponent's weapon and may use its steel absorption power to absorb the weapon the following round.

Metal Absorption (Su): An steel living statue can absorb metal into its body. Doing so allows it to heal itself. Any successful hit made on a steel living statue with a metal weapon requires the weapon's wielder to make a Reflex save (DC 14) or the weapon becomes lodged in the statue. Wielders using magical weapons gain the weapon's enhancement bonus on the saving throw (so an attacker with a +1 battleaxe gets a +1 to the Reflex save attempt). A weapon or other metal object held by the statue gets no saving throw. The statue absorbs the metal in the weapon in one round, immediately destroying the weapon or object and granting the living statue hit points based on weapon size – Tiny weapons yield 1 hit point, with each size increase doubling the gained hit points. Weapons made of both metal and wood (a halbard, for example) are treated as though they were one size category smaller for the purposes of hit points gained through absorption. The statue *can* rise past its initial maximum hit points if it absorbs enough metal (the creature advances this way). If a weapon is stuck in the statue but the statue is killed before the weapon can be absorbed, the weapon is unharmed and may be removed normally from the statue.

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

LURKER ABOVE

Conversion by Scott Greene and/or Erica Balsley
Huge Aberration

Hit Dice: 10d8+40 (85 hp)

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

Speed: 10 ft, fly 40 ft (average)

AC: 14 (-2 size, +2 Dex, +4 natural)

Attacks: Buffet +15 melee

Damage: Buffet 2d4+15

Face/Reach: 15 ft by 15 ft/10 ft

Special Attacks: Smother

Special Qualities: Darkvision 60 ft

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

Abilities: Str 30, Dex 12, Con 19, Int 2, Wis 11, Cha 10

Skills: Hide +0*, Listen +6, Spot +6

Feats: Alertness, Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

A carnivorous creature found only in dark, underground places, the lurker above (also called lurkers) resembles an enormous manta ray. Its grayish belly is about 20 feet in diameter and appears as textured stone.

The lurker above usually attaches itself to a ceiling where it is nearly invisible.

COMBAT

Lurkers attack by dropping on an unsuspecting victim and suffocating it by wrapping it in its body.

Smother (Ex): A successful attack indicates the lurker deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (Grapple, page 137 in the *Core Rulebook I, the PH*). If the lurker succeeds at the grapple, it has wrapped itself around its prey. The following round, the victim must either hold her breath or begin taking suffocation damage. (A creature can hold its breath for 2 rounds per point of Constitution. After this time, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by +1 for each previous success.) If the victim runs out of breath, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A victim can escape the lurker's hold by making an opposed grapple roll or an Escape Artist roll against the lurker's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage inflicted on a lurker while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the lurker above.

Skills: *Lurkers receive a +8 racial bonus to Hide checks when next to a stone surface.

MAEDAR

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

Hit Dice: 6d8+12 (39 hp)

Initiative: +2 (Dex)

Speed: 30 ft

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

Attacks: 2 slams +9/+4 melee

Damage: Slam 1d3+4

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

Special Attacks: Stone to flesh

Special Qualities: Stone walk, immunities, vulnerability, transfer to glyptar, darkvision 60 ft

Saves: Fort +4, Ref +7, Will +6

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

Skills: Bluff +7, Disguise +5, Hide +7, Listen +7, Move Silently +7, Spot +7

Feats: Expertise, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or mated pair (medusa)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Maedar are the little-known male version of the medusas. They are extremely rare, however, and few medusas ever find a maedar spouse. Maedar lack the petrifying gaze of the females. The typical maedar is a muscular, hairless humanoid male, usually dressed in a kilt or tunic. The typical maedar is a monogamist who mates for life; he is fiercely devoted to his mate and will go to any length to assist or avenge her. A widowed maedar will pursue his mate's killer for years.

Because of the maedar's rarity, most sages are unaware of their existence. Maedar are rarely seen; generally they remain in the lair they share with a medusa mate. A maedar's magical power provides food for him and his mate. He smashes her petrified victims with his fists and then transforms them into flesh, which they both consume.

COMBAT

A maedar will enter combat unarmed, slamming opponents with its powerful fists.

Stone to Flesh (Su): Once every 30 minutes, by touch, stone to flesh as the spell cast by a 12th-level sorcerer (save DC 12 + spell level). The maedar can extend this touch ability into the Astral and Ethereal planes.

Stone Walk (Su): A maedar can pass through stone and rock at its normal movement rate without hindrance. Any type of wood or metal stops the maedar.

Vulnerability (Ex): A maedar that is the subject of a *phase door* spell while using its stone walk ability is instantly and irrevocably slain.

Immunities (Su): Maedar are immune to petrification and paralysis (including related spells, such as *hold person* and *slow*). They are immune to the poisonous bite of a medusa's serpentine hair.

Transfer to Glyptar (Su): When a maedar reaches 0 hp it can transfer its life force into the rocks where its spirit melds with a rock crystal known as a glyptar.

If the glyptar is removed intact from the ground, the maedar's spirit can animate the glyptar and any inorganic item or substance attached to it. Thus, if the glyptar is set in the eye of a stone statue, the maedar's life force animates it as a stone golem. Similarly, if the glyptar is set in the hilt or handle of a weapon, the weapon animates as a dancing weapon.

The maedar retains all mental abilities while in glyptar form, including its ability to stone walk, which is granted to anything the glyptar is attached to (not held by).

A glyptar is immune to all mind-influencing, controlling, and contacting effects (such as *telepathy* and *detect thoughts*) and the *phase door* spell.

The glyptar can perform a stone to flesh attack (Fortitude save DC 15) once every 30 minutes against any target touched by the glyptar or its setting.

A glyptar has a hardness of 20 and 5 hit points. As an intelligent Item, the glyptar has the mental abilities of the maedar from which it was made. A glyptar's Ego score is 13.

MAEDAR CHARACTERS

The favored class of the maedar is fighter.

MAEDAR SOCIETY

Most medusas typically mate with human males. This cross produces two to six eggs that hatch into fledgling, human-like females, who mature into

medusas. The cross insures the continuation of the medusa species.

When a medusa finds and mates with the extremely rare maedar, the eggs hatch into human infants, 25% male and 75% female. Only 1% of the males born are actually maedar; the remaining males and all the females are normal human infants who die at the sight of their mother.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

MAGMA CREEPER

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by Spencer Cooley
[Gargantuan \(Long\) Ooze](#)

Hit Dice: 12d10+102 (168 hp)

Initiative: -5 (-5 Dex)

Speed: 30 feet

AC: 1 (-4 Size, -5 Dex)

Attacks: slam +9 melee

Damage: slam 4d6+4

Face/Reach: 30 feet x 40 feet/15 feet

Special Attacks: Stun, Engulf, Acid

Special Qualities: Blindsight, Fire Immunity,
Electricity Resistance 20, Cold Vulnerability, Ooze

Saves: Fort: +10, Reflex: -1, Will: -1

Abilities: Str: 16, Dex: 1, Con: 22, Int: -, Wis: 1,
Cha: 1

Climate/Terrain: Volcano, Underground

Organization: Solitary or pair (2)

Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement Range: 13-24 HD (Gargantuan); 25-
36 HD (Colossal)

A magma creeper is a huge ooze that usually lives near areas of extreme heat such as a volcano. A magma creeper usually resembles a quick-moving flow of magma; however, it often changes course and certainly does not follow the path of least resistance to find potential prey. The creature can subsist on rocks due to its extremely powerful acids, but prefers animal flesh for the greater nutritional value.

COMBAT

Magma creepers simply flow toward the nearest available animal target, not distinguishing among foes, and attempting to slam or (preferably) engulf the target. If two creatures are an equal distance from it, the magma creeper attacks the larger of the two.

Stun (Ex): If the creeper scores a critical hit with its slam attack, the target must make a successful Fortitude Saving Throw (DC 22) or be *stunned*.

Acid (Ex): The magma creeper is constantly covered in acid. A creature hit by a creeper is dealt an additional 3d6 points of acid damage (Reflex save vs. DC 22 for half). Creatures engulfed by the creeper take 10d6 points of acid damage per round (no save allowed).

Engulf (Ex): In lieu of making a slam attack, the

magma creeper may attempt to engulf a target.

Blindsight (Ex): A magma creeper's entire body is its sensory organ, thus, it is not affected by spells affecting vision and operates normally even in total darkness.

Cold Vulnerability (Ex): Cold-based attacks do double damage to a magma creeper unless a saving throw is allowed, in which case the creeper takes half damage on a successful save (it still takes double damage on a failed save).

MAGNESIUM SPIRIT

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Outsider (Evil, Lawful) (Incorporeal)

Hit Dice: 6d8+6 (33 hp)

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

Speed: 50 ft.

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

Attacks: Incorporeal tail slap +8 melee

Damage: Incorporeal tail slap 1d6 and 1d6 temporary Strength damage

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

Special Attacks: Blinding flash, strength drain, possess body

Special Qualities: Incorporeal, vulnerability

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

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

Skills: Hide +11, Listen +10, Search +10, Spot +10

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always lawful evil

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

The magnesium spirit is an outsider that has been summoned and trapped on the Prime Material Plane. Their actual plane of origin is a matter of conjecture. Their behavior is completely dominated by their need to inhabit a material body in order to complete the ritual that will return them to their home plane. Sages believe only three or four of these creatures actually exist on the Prime Material Plane.

A magnesium spirit appears as a man-sized column of white fire, 3-feet in diameter, with a wispy 5-foot tail. Their bodies do not give off any heat.

COMBAT

A magnesium spirit will first attack using its blinding flash ability. After that it will attack with its tail slap. Once a victim has suffered temporary Strength damage equal to 1/2 its Strength score, the magnesium spirit attempts to possess the victim's body.

Blinding Flash (Su.): Three times per day, the magnesium spirit can flare up its body in a blinding flash. All those viewing it within a 20-foot radius, Fortitude save (DC 14) or *blindness* as the spell

cast by a 10th-level sorcerer. The *blindness* lasts for 1d3 hours.

Strength Drain (Su.): Tail slap, 1d6 temporary Strength damage.

Possess Body (Su.): Once per round, after a foe has suffered temporary Strength damage equal to at least half its Strength score, the magnesium spirit can merge its body with that of the victim. This is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 17).

On its next turn the magnesium spirit and the victim's body vanish in a flash of light, returning to the spirit's home plane, never to be seen again.

If hit with holy water while possessing a creature's body, and before it can return to its home plane, the magnesium spirit is ejected from the host's body. The victim's body collapses in a husk, and can only be returned to life by the casting of a *miracle*, *true resurrection*, or *wish*.

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

Vulnerability: Holy water, 1d8 points of damage per full vial.

MALICE

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[Tiny Undead](#)

Hit Dice: 1d12+3 (9 hp)

Initiative: +5 (+5 Dex)

Speed: fly 30 feet

AC: 18 (+2 Size, +5 Dex, +1 deflection)

Attacks: incorporeal touch +7 melee

Damage: 1d3 plus Vitality Strain

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

Special Attacks: Vitality Strain

Special Qualities: Incorporeal, Undead

Saves: Fort: +0, Reflex: +5, Will: +2

Abilities: Str: -, Dex: 20, Con: -, Int: -, Wis: 10, Cha: 12

Feats: Toughness

Climate/Terrain: Any inhabited, ruins, or underground

Organization: Company of 4-16 and one Grey Philosopher (q.v.)

Challenge Rating: 2

Treasure: none

Alignment: Any evil

Advancement Range: 2-3 HD (Tiny)

A malice is an incarnation of pure spite and wickedness, created by a Grey Philosopher. They flit around the area near a philosopher, cackling, babbling, and laughing wickedly the entire time.

Malices appear as small, vaguely humanoid wisps with grossly distorted features. They have small, spindly arms ending in claws and huge maws. As they owe their very existence to the Grey Philosopher who created them, malices cannot travel more than 100 feet from their Philosopher. However, their incorporeal nature allows them to pass through floors, walls and other such material. All malices created by a philosopher immediately vanish when the philosopher is destroyed.

Unlike Grey Philosophers, malices are subject to turning. An evil cleric who elects to gain control of the malices still cannot take them farther than 100 feet from their philosopher or they instantly are destroyed.

COMBAT

Malices attack for the sheer pleasure of watching other creatures in pain. Malices attack somewhat randomly, expressing no preference among targets in melee. They seem to have some limited ability to communicate, for once a group is discovered by a single malice, two more malices join in the attack each round until the group has moved too far from the grey philosopher for the malices to follow (a clever group may deduce the location of the philosopher after two or three encounters with its malices). If the philosopher is attacked, the malices arrive for combat at the same rate. Not intelligent enough to pick out targets attacking the philosopher, they randomly attack any target in the general area of the philosopher as though the philosopher no more important than any of the malices.

Vitality Strain (Su): A malice's touch deals 1 point of temporary Constitution damage in addition to normal damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source (except force attacks). Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

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

MANSCORPION

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[Large Aberration](#)

Hit Dice: 8d8+24 (60 hp)

Initiative: +0

Speed: 40 ft.

AC: 15 (-1 size, +6 natural)

Attacks: 2 claws +9 melee, sting +4 melee; or club +8 melee, sting +4 melee

Damage: Claw 1d4+3, sting 1d6+3 and poison; or club 1d8+3, sting 1d6+3 and poison

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

Special Attacks: Poison, frenzy

Special Qualities: SR 15, darkvision 60 ft.

Saves: Fort +5, Ref +4, Will +8

Abilities: Str 17, Dex 10, Con 16, Int 14, Wis 14, Cha 16

Skills: Climb +9, Hide +6*, Listen +10, Move Silently +6, Sense Motive +8, Spot +10

Feats: Dodge, Lightning Reflexes, Weapon Focus (claws, tail)

Climate/Terrain: Warm desert

Organization: Solitary, patrol (4-16 armed with javelins and clubs, plus 1 leader of 10th level), or swarm (20-30 armed with javelins and clubs, 1 leader of 10th level, and 1 spellcasting noble of 15th level)

Challenge Rating: 6

Treasure: Double standard

Alignment: Always neutral evil

Advancement: By character class

The origin of these creatures is thought to lie in an ancient curse placed on evil humans.

A manscorpion has a dark-skinned human torso that sits atop a long, bony-plated, scorpion-like body supported by six legs. Bony plates completely cover the legs. The protruding spine continues along the abdomen and forms a tail 10 feet long.

Their hands have two thick fingers and a long thumb; the hands are often mistaken for scorpion-like claws. The creatures are hairless, and their faces are handsome and noble, except for the red, glowing eyes.

The lower body, legs, and tail are usually sand-colored, and blend easily with the desert. Manscorpions speak their own language and Common.

COMBAT

The manscorpion attacks with its claws and tail. Alternately, a manscorpion will attack with a large obsidian-studded club (treat as battleaxe, but damage is bludgeoning). When a patrol is encountered, its members will be armed with a javelin as well as a club. They will loose their javelins first before closing for melee.

Improved Grab (Ex.): To use this ability, the manscorpion must hit with both claw attacks. If it gets a hold, it hangs on and stings.

Squeeze (Ex.): A manscorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws and stinging at its full attack value.

Poison (Ex.): Tail sting, Fortitude save (DC 17), initial and secondary damage 1d6 temporary Strength.

Frenzy (Ex.): A manscorpion that is reduced to 5 hit points or less will forego all attacks except for its sting attack. It will sting twice per round.

Skills: *Due to their coloration, manscorpions receive a +4 racial bonus to Hide checks when in desert or sand covered surroundings.

MANSCORPION CHARACTERS

A manscorpion's favored class is fighter; manscorpion leaders tend to be fighters. Manscorpion nobles tend to be sorcerers. Manscorpion clerics worship Synnx the Scorpion God and can choose two of the following domains: Destruction, Evil, and Trickery.

MARGOYLE

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

Hit Dice: 6d10+24 (51 hp)

Initiative: +2 (Dex)

Speed: 45 ft., fly 80 ft. (average)

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

Attacks: 2 claws +8 melee, bite +6 melee, gore +6 melee

Damage: Claw 1d6+1 melee, bite 1d8, gore 1d8

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

Special Qualities: Damage reduction 15/+1, freeze, darkvision 60 ft., low-light vision

Saves: Fort +9, Ref +7, Will +3

Abilities: Str 13, Dex 15, Con 19, Int 8, Wis 12, Cha 8

Skills: Hide +7*, Listen +6, Spot +8

Feats: Multiattack, Weapon Finesse (claw, bite, gore)

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or wing (1-2 margoyles and 4-6 gargoyles) **Challenge Rating:** 5

Treasure: Standard coins; standard goods; double items

Alignment: Always chaotic evil

Advancement: 7-9 HD (Medium-size); 10-18 HD (Large)

Margoyles are stronger, bigger, and more horrid form of gargoyle. They are found mainly in caves and caverns.

Margoyles speak Common and Terran.

COMBAT

Margoyles either remain still, then suddenly attack, or dive into their prey.

Freeze (Ex.): A margoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the margoyle is really alive.

Skills: *Margoyles receive a +8 racial bonus to Hide checks when concealed against a background of unworked stone (such as is found in caverns and caves).

MARUT

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[Large Construct](#)

Hit Dice: 15d10 (82 hp)

Initiative: -1 (Dex)

Speed: 40 ft. (can't run)

AC: 28 (-1 size, -1 Dex, +20 natural)

Attacks: Slam +24/+19/+15 melee

Damage: Slam 2d8+21

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

Special Attacks: Spell-like abilities

Special Qualities: Construct, damage reduction 30/+3, magic immunity, cold and fire resistance 30, acid immunity, fast healing 5, darkvision 60 ft.

Saves: Fort +5, Ref +4, Will +7

Abilities: Str 39, Dex 9, Con —, Int 14, Wis 14, Cha 14

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always lawful neutral

Advancement: 16-30 (Large), 31-45 (Huge)

Maruts are the servants of the gods throughout the upper planes. They go forth and spread the will of those gods to all the outer planes. They are enchanted golems imbued with intelligence and sentience from the gods.

These great creatures look like red-eyed giants carved from polished black stone. They seem to be fashioned out of a single piece of stone with no discernable joints. Maruts are typically covered in golden armor with wide plates on the shoulders and armbands.

Maruts have no input of their own, and therefore do not speak. They can, and often do, relay messages given to them. They understand all languages.

COMBAT

Maruts attack with their fists in combat. Their physical attack alone is enough to fell all but the most powerful opponents.

Spell-Like Abilities: At will—*animate objects*, *blindness/deafness*, *blink*, *contagion*, *continual flame*, *hold person*, *lightning bolt* and *shades*; 3/day—*control weather*; 1/day—*earthquake*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Magic Immunity (Ex): A marut is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the marut's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

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

CONSTRUCTION

No known mortal method of constructing a marut has been discovered. Maruts exist for the service of their god. These creatures will spread the will of their god, be it a god of disease, love, or magic, wherever they go. Maruts will interact with others only if it directly involves the service they are currently performing or if they are being hindered from performing that service.

The marut itself is constructed from pure onyx and is likely worth hundreds of thousands of gold pieces.

MEENLOCK

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[Small Aberration](#)

Hit Dice: 4d8+4 (22 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

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

Attacks: 2 claws +4 melee

Damage: 1d3 and paralysis

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

Special Attacks: Frightful presence, paralysis, mind assault

Special Qualities: Dimension door, telepathy, light vulnerability, darkvision 60 ft.

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

Abilities: Str 10, Dex 13, Con 13, Int 14, Wis 14, Cha 12

Skills: Climb +4, Escape Artist +5, Hide +11, Jump +4, Listen +7, Move Silently +11, Search +6, Sense Motive +6, Spot +7

Feats: Blind-Fight, Weapon Finesse (claw)

Climate/Terrain: Any underground

Organization: Gang (2-4), mob (5-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful evil

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

Meenlocks are a small, malevolent underground race that delights in killing others and turning them into meenlocks. They lair in deep, dark, sealed, vertical underground shafts.

A meenlock appears as a 2-foot tall, bipedal creature covered in black, shaggy fur. Its head is white, cut with dark ridges. Its hands end in sharp claws. Its large, bulbous eyes are pale blue in color.

COMBAT

Meenlocks very rarely leave their lairs and will immediately attack any creature foolish enough to journey into its lair. They attack with their claws. Paralyzed creatures are bound, and cast aside for the transformation into a meenlock.

It is if adventurers remove the seal from the top of the shaft but fail to penetrate the meenlocks' lair that the creatures will take fullest advantage. When the adventurers depart, they will be followed at a safe distance by the meenlocks, and one adventurer will be 'marked' by a sort of mental imprint that can be readily detected by other meenlocks. The meenlocks will choose a human

over a nonhuman and a good creature over a non-good creature.

If combat is engaged at anytime after the marking, the meenlocks will concentrate their attacks on the 'marked' creature.

From the time of his 'marking' and onwards, the chosen victim will receive disturbing telepathic messages from the meenlocks through their mind assault ability. The messages will vary in content, but the threat will always be the same—that the meenlocks will pursue relentlessly until they can make the victim one of their own.

If the 'marked' creature escapes or avoids combat with the meenlocks, they will pursue, but will not attack until the victim has bedded down to rest. At that time, they will attack attempting to drag the victim back to their lair where it will be transformed into a meenlock.

Frightful Presence (Ex): Meenlocks emit an aura that affects creatures with less than 4 HD who are within 30 feet, and who fail a Will save (DC 13). On a failed save, a creature is shaken for 5d6 rounds. Characters who are shaken suffer a -2 morale penalty on attack rolls, checks, and saving throws.

Paralysis (Ex): Those hit by a meenlock's claw attack must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6 minutes. Elves can be affected by a meenlock's paralysis attack.

Mind Assault (Su): Using an extended form of their telepathy ability, the meenlocks can communicate telepathically with a single 'marked' creature within 300 feet. All meenlocks will make contact with the creature's mind. The 'marked' creature is allowed a Will save (DC 13) to avoid becoming shaken (-2 morale penalty on attack rolls, checks, and saving throws). A creature affected suffers a -2 penalty on all Concentration checks. The shaken effects last as long as the meenlocks maintain contact.

Meenlocks will not use this ability if they are engaged in combat. They will use it before or after combat in order to track a victim they deem worthy enough to become a meenlock.

Dimension Door (Su): Once every 1d4 rounds, a meenlock uses this ability as the spell cast by a 6th-level sorcerer. The range is limited to 60 feet.

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

Light Vulnerability (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) causes a meenlock to flee to any shadowy area nearby that it can find. They get no save against this effect.

Skills: Meenlocks receive a +4 racial bonus to Hide and Move Silently checks.

MEENLOCK SOCIETY

The meenlocks have their lairs in dark, sealed, vertical underground shafts. If the seal is removed, the bottom of the shaft cannot be seen and anything dropped in will land noiselessly on a thick moss 'carpet' which lines the walls and floor of the shaft. The shaft is completely dark and the smell of rotting corpses will drift upwards.

At the bottom of the shaft is the actual lair, a large, open space, covered with a thick moss 'carpet.'

The Transformation into a Meenlock

Any creature captured and dragged back to the meenlocks' lair will undergo a very painful and prolonged form of torture that can stretch over the course of several days. During this time, the victim suffers 1d6 points of temporary Constitution damage per day. When the victim reaches Constitution 0, it dies, and 1d4 hours later, rises as a meenlock, with no abilities or memories of its former life.

ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

MODRON, DECATON (HIERARCH MODRON)

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[Medium-Size Outsider](#)

Hit Dice: 10d8+20 (65 hp)

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

Speed: 30 ft., fly 10 ft. (poor)

AC: 25 (+2 Dex, +13 natural)

Attacks: 10 tentacles +10 melee

Damage: Tentacle 1d6

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

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, resistances, SR 13

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

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

Skills: Concentration +14, Diplomacy +10, Gather Information +8, Intuit Direction +9, Heal +15, Knowledge (planes) +10, Listen +14, Search +9, Sense Motive +9, Spellcraft +12, Spot +14

Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always lawful neutral

Advancement: 11-30 HD (Medium-size)

There are exactly 100 decatons. They are the lowest order of official in Nirvana. One decaton is assigned to each sector of Nirvana, while the other 36 serve with the hextons commanding the armies of Nirvana.

A decaton appears as a 10-tentacled sphere set on two stumpy legs. Its tentacles are spaced evenly around its body. It has four eyes spaced evenly apart around its body. Its mouth sits on top of its body.

Decatons speak Modron, Celestial, Common, and Infernal.

COMBAT

A decaton attacks with its spell-like abilities and tentacles in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, heal, healing circle, remove disease, remove*

paralysis and teleport without error (self plus 50 pounds of objects only), and *wall of force*. All are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 10th-level casters (save DC 12 + spell level). Decatons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): A decaton has four eyes spaced equally apart along its spherical body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Decatons can communicate telepathically with any creature within 44 miles that has a language.

MODRON, DUODRONE (BASE MODRON)

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[Small Outsider](#)

Hit Dice: 2d8 (9 hp)

Initiative: +0 (Dex)

Speed: 30 ft., fly 30 ft. (poor)

AC: 14 (+1 size, +3 natural)

Attacks: 2 claws +4 melee; or halfspear +4 melee

Damage: Claw 1d4+1; or halfspear 1d6+1

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

Special Qualities: Darkvision 60 ft., modron qualities, resistances

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

Abilities: Str 12, Dex 11, Con 11, Int 6, Wis 8, Cha 9

Skills: Diplomacy +3, Listen +5, Spot +5

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary, squad (1 plus 12 monodrones), pair (plus 24 monodrones), or company (3-12 plus 12 monodrones for each duodrone)

Challenge Rating: 1

Treasure: None

Alignment: Always lawful neutral

Advancement: 3-6 HD (Medium-size)

Duodrones are bi-functional modrons and lead companies of monodrones in the Nirvanan Army. They serve as noncommissioned officers or special shock troops.

A duodrone appears as a flat, rectangular creature with two spider-like legs, two spider-like arms, and a small set of fan-like wings. They have one central eye and a large mouth.

Duodrones speak Modron, though they have limited conversation ability.

COMBAT

The duodrone attacks with either a halfspear or its claws.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

MODRON, HEXTON (HIERARCH MODRON)

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[Large Outsider](#)

Hit Dice: 14d8+42 (105 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft., fly 30 ft. (average)
AC: 27 (-1 size, +3 Dex, +15 natural)
Attacks: 2 slams +16 melee, 4 claws +14 melee
Damage: Slam 2d6+3, claw 2d4+1
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Darkvision 60 ft., damage reduction 30/+3, psionics immunity, modron qualities, resistances, SR 23
Saves: Fort +12, Ref +12, Will +13
Abilities: Str 16, Dex 16, Con 17, Int 17, Wis 19, Cha 19
Skills: Concentration +17, Diplomacy +21, Gather Information +15, Hide +10, Intuit Direction +12, Knowledge (planes) +13, Knowledge (any two) +11, Listen +18, Search +13, Sense Motive +13, Scry +13, Spellcraft +14, Spot +18
Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack

Climate/Terrain: Any land
Organization: Solitary or battalion (12-48 pentadrones)
Challenge Rating: 13
Treasure: None
Alignment: Always lawful neutral
Advancement: 15-42 HD (Large)

There are exactly 36 hextons. Each hexton serves as a general in the Army of Nirvana. These armies assure order and prevent invasion from Acheron, Arcadia, and the Plane of Concordant Opposition. One hexton and his army is assigned to each region, 2 serve directly under each vicerojal quarter, and 3 serve the tertians as special police. The remaining 9 serve directly under Primus.

Hextons appear as humanoids with six arms - two large human arms with six fingers and four tentacles tipped with sharp claws below. They have thin, fanlike folded wings, joined at the shoulders.

Hextons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

A hexton attacks with its spells, fists and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *command*, *dimension door*, *teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 14 + spell level).

Spells: A hexton can replicate cleric spells as 18th-level casters (save DC 14 + spell level). A hexton has access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Hextons can communicate telepathically with any creature within 216 miles that has a language.

MODRON, MONDRONE (BASE MODRON)

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[Small Outsider](#)

Hit Dice: 1d8 (4 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

Messenger mondrone 20 ft., fly 60 ft. (poor)

AC: 13 (+1 size, +2 natural)

Attacks: Bite +2 melee; or halfspear +2 melee; or light crossbow +1 ranged

Damage: Bite 1d4; or halfspear 1d6; or light crossbow 1d8

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

Special Qualities: Darkvision 60 ft., resistances, modron qualities

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

Abilities: Str 10, Dex 10, Con 10, Int 3, Wis 7, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any land

Organization: Squad (12 plus 1 duodrone), patrol (13-48 plus 1 duodrone per 12 monodrones), platoon (49-84 plus 1 duodrone per 12 monodrones), battalion (85-120 plus 1 duodrone per 12 monodrones), or company (121-144 plus 1 duodrone per 12 monodrones)

Challenge Rating: 1/2

Treasure: None

Alignment: Always lawful neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

Monodrones make up the bulk of the population on the plane of Nirvana. The monodrones are single-function modrons. Most are assigned a simple task or serve to form the regiments in the Nirvanan Army.

A mondrone appears as a sphere with two spider-like arms and two spider-like legs. A single eye and mouth are located in the middle of the sphere.

One twelfth of all monodrones lack the spider-like arms and have fan-like wings joined to the body. These creatures are faster and serve as messengers. They cannot wield weapons.

Monodrones speak Modron, and can (despite their relatively low Intelligence) relay perfectly any message of up to 48 words.

COMBAT

The mondrone attacks with either a halfspear or light crossbow. If caught unarmed it relies on its bite. Messenger monodrones do not have arms, so must rely solely on their bite attack in combat.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

MODRON, NONATON (HIERARCH MODRON)

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[Large Outsider](#)

Hit Dice: 11d8+33 (82 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 25 (-1 size, +3 Dex, +13 natural)
Attacks: 9 tentacles +11 melee
Damage: Tentacle 1d6+1
Face/Reach: 5 ft. by 5ft./10 ft.
Special Attacks: Psionics, spell-like abilities, spells
Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, resistances, SR 15
Saves: Fort +10, Ref +10, Will +9
Abilities: Str 13, Dex 16, Con 16, Int 14, Wis 14, Cha 15
Skills: Concentration +12, Diplomacy +15, Gather Information +13, Intuit Direction +9, Hide +8, Knowledge (planes) +9, Listen +9, Search +16, Sense Motive +10, Spellcraft +12, Spot +17
Feats: Alertness, Improved Initiative, Spell Penetration

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always lawful neutral
Advancement: 12-33 HD (Large)

There are exactly 81 nonatons. They are the principal overseers of law and order, and usually head up investigations of rogue modron units and small party invasions of the Plane of Nirvana. Using their detection powers, they will discern a party's intent and then deal with them appropriately. Disruptive groups are eliminated or exiled.

One nonaton serves each sector, 9 serve the tertians, and the 8 remaining report directly to Primus. Each nonaton has 12 pentadrone lieutenants, each lieutenant commands 12 quadrone sergeants, and each sergeant commands 12 tridrone police.

A nonaton appears as a cylinder set upon three stumpy legs. It has 9 tentacles that are spaced evenly around its body. One central eye and mouth are located on opposite sides of the nonaton.

Nonatons speak Modron, Celestial, Common, and Infernal.

COMBAT

A nonaton attacks with its tentacles in combat.

Psonianics (Su.): At will—*detect chaos, detect law, invisibility, plane shift*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, detect thoughts, dimension door, discern lie, mirror image, slow, teleport without error* (self plus 50 pounds of objects only), *web*, and *wall of force*; 1/day—*power word stun*. All are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 12th-level casters (save DC 12 + spell level). Nonatons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): A nonaton has two eyes set on opposite sides of its spherical body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Nonatons can communicate telepathically with any creature within 63 miles that has a language.

MODRON, OCTON (HIERARCH MODRON)

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[Large Outsider](#)

Hit Dice: 12d8+36 (90 hp)

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

Speed: 30 ft., fly 30 ft. (average)

AC: 26 (-1 size, +2 Dex, +15 natural)

Attacks: 8 tentacles +12 melee

Damage: Tentacle 1d8+1

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

Special Attacks: Spell-like abilities, spells

Special Qualities: All-around vision, damage reduction 20/+2, darkvision 60 ft., modron qualities, psionics immunity, resistances, SR 17

Saves: Fort +11, Ref +10, Will +10

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

Skills: Concentration +13, Diplomacy +15, Gather Information +13, Intuit Direction +9, Hide +9, Knowledge (planes) +9, Knowledge (any one) +8, Listen +9, Search +16, Sense Motive +10, Scry +13, Spellcraft +12, Spot +18

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always lawful neutral

Advancement: 13-36 HD (Large)

There are exactly 64 octons. Each one is in charge of a sector of the Plane of Nirvana. The base modrons of the sector, along with those decatons and nonatons assigned to these governors, are considered wards of the octons and their responsibility.

Each octon has a staff of 1 decaton, 1 nonaton, 5 pentadrones, 16 quadrones, 81 tridrones, 256 doudrones, and 1728 monodrones.

An octon appears as a torpedo-like creature with a large circular collar around it near the top. Attached to the collar, spaced evenly apart are 8 arms.

A single eye and mouth are set in the body above the collar, opposite each other.

Octons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

An octon attacks using its spell-like abilities and 8 tentacles.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect good, detect evil, dimension door, haste, water walk, telekinesis, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. All are as the spells cast by a 14th-level sorcerer (save DC 12 + spell level).

Spells: They can replicate cleric spells as 14th-level casters (save DC 12 + spell level). Octons have access to the domains of Law, Protection, and War.

All-Around Vision (Ex.): An octon has one eye on each side of its body. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Octons can communicate telepathically with any creature within 80 miles that has a language.

MODRON, PENTADRONE (BASE MODRON)

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[Medium-Size Outsider](#)

Hit Dice: 5d8+10 (32 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

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

Attacks: 5 slams +9 melee

Damage: Slam 1d4+6

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

Special Attacks: Breath weapon

Special Qualities: All-around vision, damage reduction 10/+1, darkvision 60

ft., modron qualities, resistances

Saves: Fort +6, Red +7, Will +5

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

Skills: Diplomacy +7, Gather Information +5, Intuit Direction +5, Knowledge (planes) +5, Listen +8, Search +5, Sense Motive +5, Spot +8

Feats: Alertness, Track

Climate/Terrain: Any land

Organization: Solitary, regiment (1 pentadrone plus 8 quadrones, 144 monodrones, 48 duodrones, 24 tridrones, and 24 messenger monodrones)

Challenge Rating: 4

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-12 HD (Medium-size)

Pentadrones are the police of Nirvana. They are also in charge of all lesser modrons. Some serve as an elite unit in the Nirvanan Army, while others command the regiments.

A pentadrone resembles a starfish set on five thin stilt-like legs. Each appendage is equipped with one central eye and mouth. In the center of the starfish body is a "turret" that allows the pentadrone to emit its breath weapon.

Pentadrones speak Modron, Common, and Celestial.

COMBAT

The pentadrone attacks with its breath weapon and then uses its slam attacks against an opponent.

Breath Weapon (Ex.): 30 feet, cone of gas, Fortitude save (DC 14) or paralyzed 2d4 rounds, usable once per hour, up to 5/day.

Levitation (Ex.): The pentadrone can use its breath weapon to levitate up to 20 feet, up or down, per round, as a move-equivalent action. The pentadrone can maintain the levitation for 1 hour. Each use of its breath weapon in this way counts toward its breath weapon limit for the day.

All-Around Vision (Ex.): A pentadrone has one central eye set into each of its appendages. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 20.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

MODRON, PRIMUS (THE ONE AND THE PRIME)

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[Huge Outsider](#)

Hit Dice: 73d8+803 (1131 hp)
Initiative: +14 (+10 Dex, +4 Improved Initiative)
Speed: 60 ft., fly 90 ft. (perfect)
AC: 48 (-2 size, +10 Dex, +30 natural)
Attacks: Slam +85/+80/+75/+70/+65 melee
Damage: Slam 6d6+21 and teleportation
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Psionics, spell-like abilities, spells, teleportation slam
Special Qualities: Damage reduction 50/+5, darkvision 60 ft., modron qualities, resistances, SR 38
Saves: Fort +48, Ref +48, Will +50
Abilities: Str 38, Dex 30, Con 31, Int 35, Wis 34, Cha 35
Skills: Concentration +85, Craft (any three) +60, Diplomacy +86, Gather Information +81, Heal +71, Intuit Direction +71, Knowledge (Nirvana) +86, Knowledge (planes) +80, Knowledge (arcana) +70, Knowledge (any five) +60, Listen +76, Search +71, Sense Motive +71, Scry +80, Spellcraft +86, Spot +81
Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Empower Spell, Enlarge Spell, Expertise, Extend Spell, Heighten Spell, Improved Initiative, Maximize Spell, Mobility, Power Attack, Quicken Spell, Silent Spell, Still Spell, Stunning Fist, Sunder, Spell Penetration

Climate/Terrain: Any land
Organization: Solitary (unique)
Challenge Rating: 25 (solitary)
Treasure: None
Alignment: Always lawful neutral
Advancement: By character class

Primus is the ruler of all the planes of Nirvana. He sets the order, writes the laws, and establishes the rules and regulations. All who serve him carry out these orders, with failure meaning a return to the energy pool at best as a monodrone.

Primus appears as a 20-foot tall humanoid with a baldhead. His hands are unseen, the right bathed in rainbow bright lights, the left clouded in inky darkness.

Primus speaks Modron, Abyssal, Aquan, Auran, Common, Celestial, Draconic, Ignan, Infernal, Sylvan, and Terran.

COMBAT

Primus attacks with his psionics, spells or slam attacks in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, continual flame, detect chaos, detect evil, detect good, detect law, detect magic, detect thoughts, dimensional anchor, dimension door, dispel magic, domination, earthquake, greater dispelling, imprisonment, improved invisibility (self only), resurrection, restoration, shapechange, suggestion, teleport without error* (self plus 50 pounds of objects only), and *wall of force*; 3/day—*greater restoration, mass charm, power word blind, power word kill, power word stun, prismatic spray, symbol (any), wish*. These are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Spells: Primus can cast spells as a 20th-level sorcerer (DC 22 + spell level) and cleric spells as a 20th-level caster (DC 22 + spell level). Primus has access to the domains of Law, Protection, and War.

Psionics (Sp.): At will—*astral projection, fly, levitate, plane shift, and polymorph self*. These are as the spells cast by a 20th-level sorcerer (save DC 22 + spell level).

Teleportation Slam (Ex.): Left hand, Fortitude save (DC 60) or be teleported to the plane of Acheron, right hand, Fortitude save (DC 60) or be teleported to the plane of Arcadia.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Primus can communicate telepathically with any creature on the Plane of Nirvana that has a language.

MODRON, QUADRONE (BASE MODRON)

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[Medium-Size Outsider](#)

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

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

Attacks: 4 claws +7 melee; or 2 longspears +7 melee; or 2 longbows +6 ranged

Damage: Claw 1d4+3; or 2 longspears 1d8+3; or longbow 1d8

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

Special Qualities: All-around vision, darkvision 60 ft., modron qualities, resistances

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

Abilities: Str 16, Dex 15, Con 13, Int 12, Wis 12, Cha 11

Skills: Diplomacy +5, Intuit Direction +6, Knowledge (planes) +5, Listen +8, Search +6, Sense Motive +6, Spot +8

Feats: Multidexterity, Rapid Shot

Climate/Terrain: Any land

Organization: Solitary, squad (2-3), or battalion (4 quadrones plus 72 monodrones, 24 duodrones, 12 tridrones, and 12 messenger monodrones)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful neutral

Advancement: 5-12 HD (Medium-size)

Quadrone are four-function creatures that make up the upper level of workers on the Plane of Nirvana. They serve as field officers in the Nirvanan Army.

A quadrone appears as a cube with two spider-like legs and four spider-like arms. It has a set of eyes and a mouth on each of its sides.

Quadrone speak Modron, Common, and Celestial.

COMBAT

The quadrone wields a longbow in each set of hands. It may fire two bows per round. The quadrone attacks by firing its longbow and then closing to melee with its claws.

All-Around Vision (Ex.): A quadrone has a pair of eyes set into each of its sides. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

QUADRONE, WINGED (Base Modron)

All stats are the same as the normal quadrone with the following changes.

Speed: 30 ft., fly 30 ft. (poor)

Attacks: 4 claws +7 melee; or longsword +7 melee; or 2 longbows +6 ranged

Damage: Claw 1d4+3; or longsword 1d8+3; or longbow 1d8

A winged quadrone appears as a cube with two spider-like legs and two spider-like arms. A small set of wings are jointed to the body. It has a set of eyes and a mouth on each of its sides.

COMBAT

The winged quadrone attacks by firing its longbow and then closing to melee with its claws.

MODRON, QUARTON (HIERARCH MODRON)

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[Large Outsider](#)

Hit Dice: 16d8+64 (136 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft, fly 90 ft. (good)
AC: 30 (-1 size, +3 Dex, +18 natural)
Attacks: 4 slams +19 melee
Damage: Slam 2d8+4
Face/Reach: 5 ft. by 5ft./10 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Damage reduction 30/+3, darkvision 60 ft., psionics immunity, modron qualities, resistances, SR 29
Saves: Fort +14, Ref +13, Will +15
Abilities: Str 19, Dex 16, Con 19, Int 19, Wis 20, Cha 20
Skills: Concentration +20, Diplomacy +20, Gather Information +20, Hide +13, Intuit Direction +15, Knowledge (planes) +17, Knowledge (any three) +15, Listen +18, Search +15, Sense Motive +15, Scry +20, Spellcraft +19, Spot +18
Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land
Organization: Solitary or guard (36 pentadrones)
Challenge Rating: 15
Treasure: None
Alignment: Always lawful neutral
Advancement: 17-48 HD (Large)

There are exactly 16 quartons. They oversee the operation of the bureau, sector governors, and army units attached to their region. Each quarton has a personal staff of those hierarchs assigned to his staff plus 36 pentadrones that act as a guard unit.

Quartons look like tall, stocky humanoids with four flexible arms jutting from the shoulders. They have fan-like wings similar to the hextons.

Quartons speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A quarton attacks with its fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are

as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Spells: A quarton casts divine spells as a 20th-level cleric (save DC 15 + spell level). Quartons have access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Quartons can communicate telepathically with any creature within 384 miles that has a language.

MODRON, QUINTON (HIERARCH MODRON)

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[Large Outsider](#)

Hit Dice: 15d8+60 (127 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 20 ft. (average)
AC: 28 (-1 size, +2 Dex, +17 natural)
Attacks: 5 slams +17 melee
Damage: Slam 1d8+3
Face/Reach: 5 ft. by 5ft./10 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Damage reduction 30/+3, darkvision 60 ft., modron qualities, psionics immunity, resistances, SR 26
Saves: Fort +13, Ref +11, Will +13
Abilities: Str 17, Dex 15, Con 18, Int 18, Wis 19, Cha 19
Skills: Concentration +19, Diplomacy +19, Gather Information +20, Hide +12, Intuit Direction +14, Knowledge (planes) +16, Knowledge (any three) +14, Listen +17, Search +14, Sense Motive +14, Scry +19, Spellcraft +18, Spot +17
Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always lawful neutral
Advancement: 16-45 HD (Large)

There are exactly 25 quintons. Quintons are the major bureau chiefs and record keepers of Nirvana. Each has a septon and a staff of 25 pentadrones, 64 quadrones, 81 tridrones, and countless monodrones. There are bureaus in each sector and quarter towers, and 5 main bureaus in Primus' tower.

Quintons look like tall, stocky humanoids with four flexible arms jutting from the shoulders. They have a prehensile tail that serves as its 5th arm. They have fan-like wings similar to the hextons.

Quintons speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A quinton attacks with its fists in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, detect evil,*

detect good, detect magic, dimension door, legend lore, teleport without error (self plus 50 pounds of objects only), and *wall of force*. These are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

Spells: A quinton casts divine spells as 20th-level clerics (save DC 14 + spell level). Quintons have access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Quintons can communicate telepathically with any creature within 238 miles that has a language.

MODRON, SECUNDUS (HIERARCH MODRON)

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[Large Outsider](#)

Hit Dice: 18d8+108 (189 hp)

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

Speed: 50 ft., fly 50 ft. (good)

AC: 33 (-1 size, +4 Dex, +20 natural)

Attacks: Slam +24/+19/+14/+9/+4 melee

Damage: Slam 2d8+9 and stun

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

Special Attacks: Monk abilities, psionics, spell-like abilities, spells, stun

Special Qualities: Damage reduction 40/+4, darkvision 60 ft., modron qualities, resistances, SR 33

Saves: Fort +17, Ref +15, Will +18

Abilities: Str 24, Dex 18, Con 22, Int 23, Wis 24, Cha 24

Skills: Concentration +27, Diplomacy +27, Gather Information +22, Hide +16, Intuit Direction +20, Knowledge (planes) +20, Knowledge (any three) +21, Listen +26, Search +24, Sense Motive +24, Scry +21, Spellcraft +26, Spot +29

Feats: Alertness, Blind-Fight, Improved Initiative, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always lawful neutral

Advancement: 19-54 HD (Large)

There are exactly 4 secundi. They are the viceroys of the quarters, are the virtual rulers of Nirvana, reporting only to Primus himself. Each commands a staff of 2 tertians, 2 hextons, 4 septons, and a multitude of base modrons.

A secundus appears as an incredibly thin, tall humanoid with a long narrow face and deepset eyes.

Secundi speak Modron, Abyssal, Auran, Celestial, Common, Infernal, and Sylvan.

COMBAT

A secundus attacks using its fists, spells, and psionics in combat.

Monk Abilities (Ex.): Secundi have all the abilities of 13th-level monks.

Psionics (Sp.): At will—*detect chaos, detect law, detect thoughts, invisibility, plane shift, suggestion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spells: A secundus can cast divine spells as 20th-level clerics (save DC 17 + spell level). They can cast spells as 20th-level sorcerers (DC 17 + spell level). Secundi have access to the domains of Law, Protection, and War.

Stun (Ex.): Slam, Fortitude save (DC 26) or stunned 3d4 rounds.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Secundi can communicate telepathically with any creature within 420 miles that has a language.

MODRON, SEPTON (HIERARCH MODRON)

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[Medium-Size Outsider](#)

Hit Dice: 13d8+39 (97 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 27 (+2 Dex, +15 natural)
Attacks: 7 claws +15 melee
Damage: Claw 1d6+3
Face/Reach: 5 ft. by 5ft./5 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Detect magic, detect thoughts, damage reduction 20/+2, modron qualities, psionics immunity, resistances, SR 20
Saves: Fort +11, Ref +10, Will +11
Abilities: Str 15, Dex 15, Con 16, Int 16, Wis 16, Cha 17
Skills: Concentration +16, Diplomacy +19, Gather Information +15, Hide +10, Intuit Direction +12, Knowledge (planes) +13, Knowledge (any two) +10, Listen +15, Search +13, Sense Motive +12, Scry +13, Spellcraft +13, Spot +15
Feats: Alertness, Blind-Fight, Improved Initiative, Multidexterity

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Always lawful neutral
Advancement: 14-39 HD (Medium-size)

There are exactly 49 septons. Septons are officials who maintain order and see that all regulations have been obeyed. Seven of them serve each hexton assigned to the quintons. The septons travel from place to place as inspectors and examiners of work and records, and they are charged with transferal of information from outlying areas to the towers of the regions, quarters, and the capitol tower itself

One septon serves each quinton, 4 serve each secundus, and 8 serve Primus directly.

Septons appear as humanoids with large baldheads. They have shoulder collars similar to those of octons, although they are smaller and, while insufficient to propel them, through the air, they provide excellent transport underwater. They have 7 arms spaced evenly around the collar. Each arm ends in a clawed hand.

Septons speak Modron, Auran, Celestial, Common, and Infernal.

COMBAT

A septon attacks with its spells and claws in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension door, teleport without error* (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 13 + spell level).

Spells: A septon casts spells as a 12th-level sorcerer (save DC 13 + spell level). They can also replicate cleric spells as 16th-level casters (save DC 13 + spell level). A septon has access to the domains of Law, Protection, and War.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Detect Magic (Sp.): Operates continuously as the spell, 30-foot range. The septon can suppress this ability. This ability can be dispelled, but the septon can create it again as a free action on its next turn.

Detect Thoughts (Sp.): Operates continuously as the spell, 30-foot range. The septon can suppress this ability. This ability can be dispelled, but the septon can create it again as a free action on its next turn.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Septons can communicate telepathically with any creature within 190 miles that has a language.

MODRON, TERTIAN (HIERARCH MODRON)

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[Large Outsider](#)

Hit Dice: 17d8+85 (161 hp)

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

Speed: 30 ft.

AC: 31 (-1 size, +3 Dex, +19 natural)

Attacks: 2 slams +22 melee, tail slap +20 melee

Damage: Slam 2d8+6, tail slap 2d8+3

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

Special Attacks: Spell-like abilities, spells, stun

Special Qualities: Damage reduction 40/+4, darkvision 60 ft., psionics immunity, modron qualities, resistances, SR 31

Saves: Fort +15, Ref +13, Will +16

Abilities: Str 22, Dex 17, Con 20, Int 20, Wis 22, Cha 22

Skills: Concentration +23, Diplomacy +23, Gather Information +25, Hide +13, Intuit Direction +16, Knowledge (planes) +17, Knowledge (any three) +15, Listen +24, Search +21, Sense Motive +25, Scry +20, Spellcraft +21, Spot +25

Feats: Alertness, Blind-Fight, Improved Initiative, Multiattack, Spell Penetration

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always lawful neutral

Advancement: 18-51 HD (Large)

There are exactly 9 tertians. They are responsible for the trial, judgment, and sentencing of modrons, and non-natives. They supervise the police, command the law enforcement, declare faulty modron rogues, and see that the rules of Primus are obeyed. Eight report to the secundi. One reports to Primus.

Tertians look very human, save that they are 12-foot tall. They have horns jutting from the sides of their bald heads, and the long prehensile tail ends in a mace-like ball.

Tertians speak Modron, Abyssal, Auran, Celestial, Common, and Infernal.

COMBAT

A tertian attacks with its fists and tail in combat.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, command, dimension*

door, teleport without error (self plus 50 pounds of objects only), and *wall of force*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Spells: A tertian cast divine spells as a 20th-level cleric (save DC 16 + spell level). They can also cast arcane spells as 20th-level sorcerers (DC 16 + spell level). Tertians have access to the domains of Law, Protection, and War.

Stun (Ex.): Tail slap, Fortitude save (DC 24) or stunned 3d4 rounds.

Psionics Immunity (Ex.): Immune to all psionic attacks.

Resistances (Ex.): Acid, cold, and fire resistance 10.

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

Telepathy (Su.): Tertians can communicate telepathically with any creature within 405 miles that has a language.

MODRON, TRIDRONE (BASE MODRON)

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[Medium-Size Outsider](#)

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: Claw +5 melee, 2 claws +1 melee; or 3 javelins +4 ranged

Damage: Claw 1d4+2; or javelin 1d6+2

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

Special Qualities: All-around vision, darkvision 60 ft., modron qualities, resistances

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

Abilities: Str 14, Dex 12, Con 12, Int 9, Wis 11, Cha 10

Skills: Diplomacy +5, Intuit Direction +4, Listen +8, Search +4, Sense Motive +4, Spot +8

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary or squad (2-4 plus 12 duodrones and 144 monodrones for each tridrone)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 4-9 HD (Medium-size)

Tridrones main function is to supervise lower orders of modrons. They work on multiple projects and serve as leaders in the regiments of the Nirvanan Army.

A tridrone appears as a 3-sided pyramid with three spidery-legs and three spidery-arms. Each "face" has a single eye, mouth, and arm set in the center of it.

Tridrones speak Modron and Common.

COMBAT

The tridrone attacks first by hurling its javelins and then enter melee using their claws.

All-Around Vision (Ex.): A tridrone has a single eye set into the center of each of its three sides. It can see in all directions around it at all times. It gains a +4 racial bonus to Spot and Search checks. It cannot be flanked.

Resistances (Ex.): Acid, cold, and fire resistance 10

Modron Qualities (Ex.): Immune to mind-influencing effects; not subject to subdual damage, ability damage, ability drain, or energy drain; not subject to critical hits.

MONGRELMAN

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[Medium-Sized Monstrous Humanoid](#)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 15 (+2 Dex, +3 natural)

Attacks: Slam +4 melee; or club +4 melee

Damage: Slam 1d4+2; or club 1d6+2

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

Special Attacks: Sound imitation, fear

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 12

Skills: Climb +4, Hide +14, Listen +2, Move Silently +3, Pick Pocket +14, Wilderness Lore +2

Feats: Ability Focus (sound imitation)

Climate/Terrain: Any land and underground

Organization: Solitary, mob (3-8), or tribe (20-80)

Challenge Rating: 1

Treasure: Standard

Alignment: Always lawful neutral

Advancement Range: 3-6 HD (Medium-size)

Mongrelmen are a mixture of the blood of many species: humans, orcs, gnolls, ogres, dwarves, hobgoblins, elves, bugbears, bullywugs, and many others.

Their appearance varies greatly, combining the worst features of their parent stocks. They are usually clad in dirty rags; they are ashamed of their appearance and try keep their bodies concealed, especially among strangers.

Mongrelmen are masters at hiding not only themselves, but objects and belongings as well. Any item concealed or camouflaged by a mongrelman can only be detected if a successful Spot check is made (DC 20).

They have no distinct tongue of their own, but speak a debased Common, mixed with grunts, whistles, growls, and gestures. Their names often mimic animal noises.

COMBAT

A mongrelman performs acts of violence only in self-defense or (in the case of slaves) on the orders of their masters; free mongrelmen do not hesitate to kill anyone they believe threatens their community. They prefer to avoid contact with other creatures

except in times of great need, when they try to steal what they require (food, tools, etc.).

Sound Imitation (Ex): Mongrelmen can imitate the sounds made by any monster or creature they have encountered. They can imitate the sounds of monsters with special vocal attacks, but they cannot in any way duplicate the special powers or damage done by those attacks. Detecting the ruse requires a successful Will save (DC 14).

Fear (Su): 20 feet, a mongrelman can also use its power of mimicry to combine or alter the sounds it knows how to make; creating ghastly wails, snarls, hoots, and roars. Any creature within 20 feet hearing the sound must succeed at a Will save (DC 11) or be shaken for 1d4 rounds.

This aspect of the mimicking power only works if the mongrelman is concealed. Mongrelmen rely on this ability to scare off unwanted intruders and pesky wilderness travelers.

Skills: Mongrelmen receive a +8 racial bonus to Hide and Pick Pocket checks.

MONGRELMAN CHARACTERS

The favored class for mongrelmen is rogue; mongrelman leaders tend to be fighters or fighter/rogues. They also hold rangers in high regard, as they are able to survive and hunt better than most others of their tribe.

MONGRELMAN SOCIETY

Because of their appearance, mongrelmen are seldom welcome in any lawful or good society, and are usually enslaved or abused by evil or chaotic groups. Thus mongrelmen are found as either slaves or serfs, working long hours for evil humans or humanoids in a dismal community, or as refugees living in abandoned ruins. Enslaved mongrelmen are not willing to rebel, but wait patiently for their masters to be destroyed by outside forces. They prefer to live an orderly day-to-day existence.

Mongrelmen are omnivorous, but their teeth are most efficient at eating meat. The life span of a free mongrelman is between 25 and 35 years; the average slave lives only 15 to 20 years. Their infant mortality rate is very high. Their major enemies are tribes of wandering humanoids that hunt them for sport.

A mongrelman prides itself in the ability to survive; they consider the title "The Survivor" to be more

esteemed than "The Great." For them, patience is a greater virtue than being good at the arts of war.

Free mongrelmen raise domestic game and grow fruits and vegetables. They have a long tradition of art, music, and literature. Their songs are a bizarre cacophony of animal songs mixed with mournful dirges and wails; a few sages consider them to be beautiful, but most disagree.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

MOON DOG

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[Medium-Size Outsider \(Good\)](#)

Hit Dice: 9d8+18 (58 hp)

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

Speed: 40 ft (or 30 ft if on two legs)

AC: 24 (+2 Dex, +12 natural)

Attacks: Bite +13 melee

Damage: Bite 1d8+6

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

Special Attacks: Spell-like abilities, bay, shadow weave, trip

Special Qualities: Damage reduction 20/+2, SR 16, lick, plane shift, dispel magic, immune to fear, scent, darkvision 60 ft

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

Abilities: Str 18, Dex 15, Con 15, Int 15, Wis 16, Cha 14

Skills: Animal Empathy +9, Concentration +12, Hide +11, Knowledge (arcana) +12, Knowledge (any one) +11, Listen +12, Move Silently +11, Sense Motive +11, Spot +12, Wilderness Lore +11*

Feats: Alertness, Improved Initiative, Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (6-11)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral good

Advancement: 10-17 HD (Medium-size); 18=27 HD (Large)

The moon dog, also known as the night prowler or black hound, is often mistaken for a creature of baneful origin, when, in fact, it protects mankind and seeks out evil predators to slay in the night. The moon dog has its origins on the plane of Elysium.

Moon dogs resemble large wolfhounds. Their heads are slightly human in appearance and the creature's forepaws are prehensile; the creature is quite capable of bipedal locomotion. Coloration is mottled dark gray with deep black predominating. Eye color is amber.

COMBAT

A moon dog's normal attack is with its bite. It will however, when faced with evil opponents, use its bay and spell-like abilities.

Spell-Like Abilities: 3/day—*change self* and *mirror image*; 1/day—*dancing lights*, *darkness*, *improved invisibility*, *light*, *nondetection*, *shades*, and *wall of*

fog. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

The following abilities are always active on the moon dog, as the spells cast by a 12th-level sorcerer: *detect evil*, *detect magic*, and *see invisible*. They can be dispelled, but the moon dog can reactivate them as a free action.

Bay (Su): The moon dog may use its bay once per round to produce one of the following effects. Each effect resembles a spell cast by a 12th-level sorcerer. All have a save DC of 14.

Fear: All creatures, except other good outsiders within a 300-foot spread, must succeed at a Will save or be affected as though by *fear*. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that dog's bay for one day.

Dispel Evil: This works like the spell, except it targets one creature within 100 feet (see *dispel evil* in the Core Rulebook I, the PH, page 196).

Dismissal: This works as the spell, except it targets one creature with 9 HD or less (see *dismissal* in the Core Rulebook I, the PH, page 196).

Shadow Weave (Su): When in shadows a moon dog can move in such a way as to affect evil creatures within 60 feet as though by *hypnotic pattern* cast by a 12th-level sorcerer (Will save DC 16).

Any good aligned creature in the area of the shadow weave will be affected as though by *protection from evil* as cast by a 12th-level sorcerer.

The shadow weave is a full round action and the moon dog may take no other action while using it.

Trip (Ex): A moon dog that hits with its bite attack can attempt to trip the opponent as a free action (see page 139 in the Core Rulebook I, the PH) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the moon dog.

Lick (Su): By licking a target, the moon dog may use one of the following abilities. Each is usable 1 time per day per individual and resembles a spell cast by a 12th-level sorcerer.

Cure Light Wounds: This works like the spell.

Delay Poison: This works as the spell.

Remove Disease: This works like the spell.

Plane Shift (Sp): A moon dog can enter the Ethereal Plane, Astral Plane, or Material Plane. This ability resembles the spell of the same name.

Dispel Magic (Su): Once per day, a moon dog can dispel magic as the spell cast by a 12th-level sorcerer. Doing so forces the moon dog back to its own plane of existence.

Immune to Fear (Ex): Moon dogs are immune to all fear effects, magical or otherwise.

Skills: *Moon dogs receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

MORKOTH

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[Medium-Size Aberration](#)

Hit Dice: 7d8+7 (38 hp)

Initiative: +1 (Dex)

Speed: Swim 50 ft.

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

Attacks: Bite +5 melee

Damage: Bite 2d6

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

Special Attacks: Hypnotic pattern, charm

Special Qualities: Darkvision 60 ft., spell reflection

Saves: Fort +3, Ref +3, Will +9

Abilities: Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 17

Skills: Hide +11, Intimidate +7, Listen +9, Move Silently +6, Search +8, Spot +14, Swim +13

Feats: Alertness, Blind-Fight, Iron Will

Climate/Terrain: Any aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

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

Of all the creatures that inhabit the deep, only the kraken exceeds the morkoth in malice and cruelty. Also known as the "wraith of the deep," the morkoth lurks in tunnels hoping to lure its victims into a trap from which they cannot escape.

The descriptions given by those who have encountered morkoths contain considerable variation, so no one is certain what they really look like. They are usually said to resemble an intelligent fish with an octopus's beak. They are most frequently described as being between 5 to 6 feet long, inky black in color, with faint luminescent silver patches. They may have fins for arms and legs that vaguely resemble those of humans, and a number of fins for navigation and propulsion in the depths.

Morkoths speak their own language and Aquan.

COMBAT

A morkoth attacks by snapping with its squid-like beak.

Hypnotic Pattern (Su): A morkoth lives at the center of six spiraling tunnels, each of which leads to a central chamber. These tunnels are narrow (only one Medium-size, two Small, four Tiny, eight

Diminutive, or sixteen Fine creatures may enter at a time). As a victim passes over a tunnel, he must make a Will save (DC 16) or be drawn in by a hypnotic pattern, which leads him toward the central chamber.

Charm (Su): As the victim is drawn into the central chamber, he approaches the morkoth without realizing it and must roll a Will save (DC 16) or be charmed indefinitely. A charmed victim is devoured at the morkoth's leisure. If the morkoth doesn't charm the victim before he comes within 60 feet, the hypnotic effect of the tunnels is broken.

Spell Reflection (Su): A morkoth reflects any spell that is cast at it back to the caster, including spells with an area of effect. Spell casters that have their spells reflected back on them are allowed a save at their normal value to avoid the effects of the spell.

If a *dispel magic* is simultaneously cast with a spell, there is a 50% chance the morkoth will be unable to reflect it, though it is entitled to a saving throw against the dispel.

Skills: Morkoths receive a +8 racial bonus to Swim checks.

MORKOTH SOCIETY

Morkoths are normally solitary creatures. They sometimes make alliances with kraken, offering their help in exchange for an occasional slave. If approached by evil sea humanoids for assistance, morkoths may strike a bargain but often betray their "allies" at the most opportune moment.

Morkoths rarely leave their tunnels. The tunnels are originally natural, but are slowly carved over the course of centuries by the morkoths so that the central chamber grows larger. Morkoths sometimes build their tunnels near hot air vents, so the water in morkoth lairs may be warmer than normal.

Morkoths realize that other intelligent creatures like treasure, so they collect belongings from the creatures they kill to use in bargaining with other creatures. They place no value on gold or gems or even magical items. Morkoths enjoy deception above all else. They do not enslave their victims, if only because their appetites are so fierce that slaves would not survive long.

MUDMAN

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[Small Elemental \(Water\)](#)

Hit Dice: 2d8 (9 hp)

Initiative: -1 (Dex)

Speed: 10 ft.

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

Attacks: Slam +3 melee; or mud glob +0 ranged

Damage: 1d4+3

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

Special Attacks: Mud throwing, engulf

Special Qualities: Elemental, damage reduction 10/+1, dormant state, immunities, susceptibility, tremorsense

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

Abilities: Str 14, Dex 9, Con 11, Int 3, Wis 10, Cha 10

Skills: Listen +4, Spot +3

Climate/Terrain: Temperate and warm water and underground

Organization: Solitary, gang (3-6), or pack (7-12)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Small)

Mudmen are formed in pools of mud where enchanted waters collect and evaporate.

Mudmen resemble short, stocky humanoids, formed of mud. They have a barrel shaped body, and long, thick arms that end in huge, roughly formed hands.

COMBAT

Mudmen cannot detect living creatures outside their mud pool, but once a creature enters a pool, the mudman senses it and assumes its humanoid form.

A mudman attacks using its fists or hurling mud at its foes (its preferred form of attack).

Dormant State (Ex.): A mudman will lie below the surface of the pool with the substance of their body spread throughout the pool. This is its natural form. In this form it is immune to all weapon attacks, but is still susceptible to attacks from spells.

When the presence of a living creature is detected in the pool, the mudman assumes its humanoid form. This is a standard action. It may alternate between forms, but does not heal damage any faster in its dormant state.

Mud Throwing (Ex.): A mudman attacks by hurling globs of mud at its opponent. These globs deal no damage and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit suffers a -2 penalty to its attack rolls and a -4 penalty to effective Dexterity. The creature must make a Reflex save (DC 15) or be stuck to the ground. Even with a successful save, the creature can only move at half speed.

A creature stuck to the ground can break free with a successful Strength check (DC 22) or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon. Breaking the mud off, or another creature assisting, does not require an attack roll; hitting the mud is automatic, after which the creature that hit makes a damage roll to see how much of the mud happened to be broken off.

Breaking the mud off is a standard action that does provoke an attack of opportunity.

A character capable of spellcasting that is bound by the mud must make a Concentration check (DC 15) to cast a spell.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not stack.

Engulf (Ex.): A mudman may hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack roll destroys the mudman, but covers the creature (if Medium-size or smaller) with mud that solidifies around the target's head instantly.

A creature caught in this manner takes suffocation damage (Suffocation, page 88 in the *Core Rulebook II, the DMG*).

The hardened mud can be attacked automatically and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. It can also be pried off (Strength check DC 25).

If the mudman misses its attack, it must spend one full round reforming.

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

Immunities: Immune to all mind-influencing effects.

Susceptibility: *Dispel magic* acts as a fireball spell (1d6 per caster level to a maximum of 10d6) against mudmen. *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8).

Tremorsense (Ex.): A mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

MUSTARD JELLY

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[Large Ooze](#)

Hit Dice: 7d10+29 (67 hp)

Initiative: -5 (Dex)

Speed: 10 ft.

AC: 4 (-1 size, -5 Dex)

Attacks: Slam +6 melee

Damage: Slam 2d4+3 and 1d4 acid

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

Special Attacks: Improved grab, acid, poisonous aura, constrict 2d4+3 and 1d4 acid

Special Qualities: Damage reduction 10/+1, blindsight, SR 13, cold immunity, split, ooze

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

Abilities: Str 15, Dex 1, Con 15, Int —, Wis 1, Cha 1

Climate/Terrain: Any marsh and underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Large); 11-21 HD (Huge)

The mustard jelly, thought to be related to the ochre jelly, however it is far more dangerous, is a large, amorphous ooze. The only clue to its presence is a faint odor (that can be detected at 20 feet) not unlike that of blooming mustard plants. That and its translucent yellowish-brown color give it its name. Unlike other oozes, the mustard jelly cannot climb walls or stick to ceilings.

COMBAT

A mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it.

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

Constrict (Ex.): A mustard jelly deals automatic slam and acid damage with a successful grapple check.

Acid (Ex.): A mustard jelly secretes a digestive acid that dissolves only flesh and wood. Any melee hit deals acid damage.

Poisonous Aura (Ex.): 10-foot radius, affected as by *slow* spell as cast by a 12th-level sorcerer, Fortitude negates DC 15. The save must be made each round a creature is within range.

Split (Ex.): Weapon and electricity attacks deal no damage to a mustard jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

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

MYCONID, LARGE

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[Large Plant](#)

Hit Dice: 5d8+10 (32 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

AC: 12 (-1 size, +3 natural)

Attacks: 2 slams +6 melee

Damage: 1d8+6

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

Special Attacks: Spore cloud, acid skin

Special Qualities: Plant, sunlight vulnerability, low-light vision

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

Abilities: Str 18, Dex 10, Con 15, Int 12, Wis 11, Cha 10

Skills: Hide +4*, Move Silently +4

Climate/Terrain: Any underground

Organization: Solitary, patch (2-5), cluster (7-12), circle (four 1 HD, four 2 HD, four 3 HD, and four 4 HD), or colony (one 6 HD plus 10 circles)

Challenge Rating: 4

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 6 HD (Large)

Myconids, or fungus men, are a race of intelligent fungi that live in remote reaches underground, far away from others. They are cautious creatures that deplore violence. Myconids have no desire to conquer others and would prefer to be left alone. Myconids resemble walking toadstools in human form. Large myconids stand 10-12 feet tall. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side.

There is only ever one 6 HD per colony; he is the king and the leader of that myconid colony.

They have no spoken language and have a lifespan of 24 years.

COMBAT

Fungus men fight by clubbing with their hands.

Spore Cloud (Ex.): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 14 (where applicable). Each may be used once per day per HD of the myconid.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: (2 HD myconids only)—Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying myconid. New myconids spring from the spores in 3d4 days.

Rapport: Line, 30 feet, target can communicate telepathically with the myconid that ejected the spores; Will save negates. The duration of this telepathy is 10 minutes per HD or the myconid.

Pacifier: Line, 40 feet, target is affected as if by a *calm animals* spell (even if the target is not one of the types the spell actually affects). Unlike the actual spell effects, a creature affected, will not defend himself if attacked; Fortitude save negates.

Hallucinator: Line, 40 feet, causes *confusion* as the spell of the same name; Will save negates.

Animator: (6 HD myconid only)—Line, 40 feet, only affects a dead creature; the affected creature will rise in 1d4 days as a 1 HD zombie, though it is not undead and cannot be turned. The corpse remains animated for 1d4+1 weeks before decaying and rotting away; Fortitude negates.

Acid Skin (Ex.): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

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

Sunlight Vulnerability (Ex.): Exposure to sunlight (not merely a *daylight* spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

MYCONID SOCIETY

Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions.

Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined.

The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.

The myconid king is always the largest member of the colony and is the only member at the 6 Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble. In general, myconids are a peaceful race, desiring only to work and meld in peace. There are no recorded instances of disharmony, or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

ENCYCLOPEDIA OF
FINE AND MAGICAL

MYCONID, MEDIUM

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Medium-Size Plant

Hit Dice: 3d8+6 (19 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

AC: 12 (+2 natural)

Attacks: 2 slams +3 melee

Damage: 1d6+1

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

Special Attacks: Spore cloud, acid skin

Special Qualities: Plant, sunlight vulnerability, low-light vision

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

Abilities: Str 13, Dex 10, Con 15, Int 10, Wis 11, Cha 10

Skills: Hide +4*, Move Silently +4

Climate/Terrain: Any underground

Organization: Solitary, patch (2-5), cluster (7-12), circle (four 1 HD, four 2 HD, four 3 HD, and four 4 HD), or colony (one 6 HD plus 10 circles)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 4 HD (Medium-size)

Myconids, or fungus men, are a race of intelligent fungi that live in remote reaches underground, far away from others. They are cautious creatures that deplore violence. Myconids have no desire to conquer others and would prefer to be left alone. Myconids resemble walking toadstools in human form. Medium myconids stand 6-8 feet tall. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side.

They have no spoken language and have a lifespan of 24 years.

COMBAT

Fungus men fight by clubbing with their hands.

Spore Cloud (Ex.): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 12 (where applicable). Each may be used once per day per HD of the myconid.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying myconid. New myconids spring from the spores in 3d4 days.

Rapport: Line, 30 feet, target can communicate telepathically with the myconid that ejected the spores; Will save negates. The duration of this telepathy is 10 minutes per HD of the myconid.

Pacifier: (4 HD myconids only)—Line, 40 feet, target is affected as if by a *calm animals* spell (even if the target is not one of the types the spell actually affects). Unlike the actual spell effects, a creature affected, will not defend himself if attacked; Fortitude save negates.

Acid Skin (Ex.): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

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

Sunlight Vulnerability (Ex.): Exposure to sunlight (not merely a *daylight* spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

MYCONID, SMALL

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[Small Plant](#)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

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

Attacks: 2 slams +1 melee

Damage: 1d4-1

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

Special Attacks: Spore cloud, acid skin

Special Qualities: Plant, sunlight vulnerability, low-light vision

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

Abilities: Str 9, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Hide +4*, Move Silently +4

Climate/Terrain: Any underground

Organization: Patch (2-5) or cluster (7-12)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 2 HD (Small)

Myconids, or fungus men, are a race of intelligent fungi that live in remote reaches underground, far away from others. They are cautious creatures that deplore violence. Myconids have no desire to conquer others and would prefer to be left alone. Myconids resemble walking toadstools in human form. Small myconids stand 2-4 feet tall. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side.

They have no spoken language and have a lifespan of 24 years.

COMBAT

Fungus men fight by clubbing with their hands.

Spore Cloud (Ex.): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 11 (where applicable). Each may be used once per day per HD of the myconid.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: (2 HD myconids only)—Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying

myconid. New myconids spring from the spores in 3d4 days.

Acid Skin (Ex.): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

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

Sunlight Vulnerability (Ex.): Exposure to sunlight (not merely a *daylight* spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

NECROPHIDIUS

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Large Construct

Hit Dice: 3d10 (16 hp)

Initiative: +3 (Dex)

Speed: 30 ft. (can't run)

AC: 17 (-1 size, +3 Dex, +5 natural)

Attacks: Bite +1 melee

Damage: Bite 1d8 and paralysis

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

Special Attacks: Dance of death, paralysis

Special Qualities: Construct, immunities, darkvision 60 ft.

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

Abilities: Str 10, Dex 17, Con –, Int –, Wis 11, Cha 1

Skills: Move Silently +12

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

The necrophidius is created for two reasons—guard or assassin. It appears as to be the skeleton of a giant snake with a fanged human skull as a head.

COMBAT

The necrophidius, if it surprises its opponents (and if it itself is not surprised) will use its dance of death to entrance its foes. Afterwards (or instead of, if there is no surprise) it uses its bite attack.

Dance of Death (Ex.): On the first round of combat, if it surprises its opponents (and if it itself is not surprised) all within 30 feet that view the rhythmic swaying must succeed at a Will save (DC 10) or become *entranced* and unable to take their eyes off the necrophidius for 2d4 rounds. A victim can take no action while *entranced*. This allows the necrophidius to advance and attack an *entranced* foe at a +4 bonus to its attack roll. The target loses its Dexterity bonus to AC while *entranced*.

If the necrophidius successfully attacks a target (and it survives the paralysis effect of its bite), the victim can attempt another Will save with a +2 bonus to the roll to break the *entrancing* effect.

Paralysis (Su.): Bite, Fortitude save (DC 11) or paralyzed for 1d6 minutes.

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

Immunities (Ex.): Because it lacks flesh or internal organs, a necrophidius take only half damage from piercing or slashing weapons.

Skills: The necrophidius receives a +12 bonus to all Move Silently checks.

CONSTRUCTION

A necrophidius' body consists of a human skull and the skeletal remains of a constrictor snake.

The necrophidius costs 15,000 gp to create, which includes 500 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 20).

The creator must be 14th level, and be able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *charm person*, *geas/quest*, *hold person*, *limited wish*, and *polymorph any object*.

NEEDLEMAN

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[Medium-Size Plant](#)

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 natural)

Attacks: 6 needles +3 ranged

Damage: Needle 1d2+1

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

Special Attacks: Needles

Special Qualities: Plant, low-light vision

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 12, Dex 12, Con 13, Int 7, Wis 10, Cha 9

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

Climate/Terrain: Temperate land

Organization: Gang (5-10), squad (11-20), mob (21-40), or plague (41-50)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

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

Needlemen appear ruddy green, mottled with browns and reds in autumn. In winter they turn deep brown, to change to green again in the spring. Their eyes are coal-black, and their skin is covered with masses of small, sharp needles.

COMBAT

The needleman attacks by firing its needles at its target. They hate elves and will attack them on sight.

Needles (Ex.): Range 20 feet (no range increment).

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

Skills: Needlemen receive a +4 racial bonus to Hide, Listen, and Move Silently checks. *They receive a +6 bonus to Hide checks when in a forested area.

NEOGI

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[Small Aberration](#)

Hit Dice: 5d8 (22 hp)

Initiative: +2 (Dex)

Speed: 20 ft., climb 20 ft.

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

Attacks: 2 claws +5 melee, bite +3 melee

Damage: Claw 1d3, bite 1d6 and slow

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

Special Attacks: Slowing bite

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 11, Dex 15, Con 10, Int 14, Wis 14, Cha 10

Skills: Gather Information +6, Hide +12, Intimidate +8, Jump +10, Listen +8, Search +6, Spot +12

Feats: Blind-Fight, Multiattack, Weapon Focus (claw, bite)

Climate/Terrain: Any land and underground

Organization: Pack (2-5 plus 2-5 umber hulks), swarm (6-11 plus 6-11 umber hulks), or colony (20-40 plus one 4th level sorcerer per 10 neogi, 1 Great Old Master, and 20-40 umber hulks)

Challenge Rating: 3

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

Alignment: Always lawful evil

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

The neogi are ruthless slayers and plunderers, and think nothing of eating their enemies, servants, or fallen comrades. They are a hateful, xenophobic race that, according to sages, may come from a different planet.

The neogi appears as a cross between a wolf spider and a moray eel. A lithe, bare, fleshy neck and serpentine head top its short, furry, eight-limbed body. Its mouth is filled with needle-sharp teeth. The ends of its limbs are tipped with small claws. The fur of the neogi is a light tan, but dyed a variety of colors to signify power, rank, accomplishments, and warnings to other neogi. The older a neogi grows, the more colorful its hide becomes.

Neogi speak their own language and Common. Many speak 1-4 other languages to help facilitate their slaves taking orders correctly.

COMBAT

A neogi attacks with its two front legs, attempting to pierce an opponent with the sharp ends, and bite with its razor sharp teeth.

Slowing Bite (Ex): The bite of a neogi is poisonous. Any creature bitten must succeed at a Fortitude save (DC 12) or act as if affected by a *slow* spell cast by an 8th-level sorcerer.

Skills: Neogi receive a +4 racial bonus to Hide and Spot checks. They receive a +6 racial bonus to Jump checks.

NEOGI (GREAT OLD MASTER)

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[Huge Aberration](#)

Hit Dice: 20d8 (90 hp)

Initiative: -2 (Dex)

Speed: 10 ft.

AC: 11 (-2 size, -2 Dex, +5 natural)

Attacks: —

Damage: —

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Swallow whole, spawn neogi

Special Qualities: SR 13, darkvision 60 ft.

Saves: Fort +7, Ref +4, Will +12

Abilities: Str 10, Dex 6, Con 12, Int 8, Wis 10, Cha 10

Skills: Listen +12, Spot +12

Climate/Terrain: Any land and underground

Organization: Solitary or brood (2-8 neogi)

Challenge Rating: 12

Treasure: None

Alignment: Always lawful evil

Advancement: 21-33 HD (Huge); 34-60 HD (Gargantuan)

The neogi making the transformation into a Great Old Master swells to 20 feet in height and a similar girth. Its legs and arms become useless, and its intelligence fades; it now lives only to eat. Live flesh is preferred, but the dead will sustain it.

COMBAT

Great Old Master neogi have no means of physical attack as its arms have withered and its neck is too weak to effectively maneuver its head and mouth in combat.

It can swallow opponents whole, but only those restrained or bound by servants of the Great Old Master.

Swallow Whole (Ex): Any Medium-size or smaller creature bound and fed to a Great Old Master is swallowed whole and takes 2d8 points of crushing damage and 8 points of acid damage per round from the Great Old Master's gut. A swallowed creature can also cut its way out using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The Great Old Master's gut can hold two Medium-size, four small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Spawn Neogi (Ex): If a Great Old Master is attacked and its flesh pierced, it will release 2d4 neogi to defend itself. Blunt weapons will not pierce the skin and therefore do not bring forth young. Only edged or piercing weapons, or magical spells that pierce or burn, will produce this reaction.

Skills: Neogi receive a +4 racial bonus to Listen and Spot checks.

NEOGI SOCIETY

The hated neogi are only found in very remote locations, deep beneath the earth. Their lives revolve around their communities and their slaves. Neogi are a slaving race with an inborn sense of property; all is either owned or owner, slave or neogi. Even neogi are slaves to other neogi, but slave-neogi may have their own slaves. The neogi tattoo their non-neogi slaves with symbols of ownership, usually on the left shoulder. This tattoo takes the form of the neogi's personal house symbol or heraldic crest.

Each neogi has a personal umber hulk slave who is a combination bodyguard, manservant, and useful set of hands. Captive umber hulks are trained from birth to follow their masters caring for their every need.

As a neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. His fellow neogi may choose to poison the older one at once. The different poisons moving through its body overload the old neogi's system, and it begins its change into a Great Old Master.

After 2 months of eating, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient at birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out, only about 3-6 survive. These are considered slaves of the community, until such a time as they claim an umber hulk as their personal slave.

NEREID

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[Medium-Size Elemental \(Water\)](#)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft., swim 60 ft.

AC: 12 (+2 Dex)

Attacks: Spit +5 ranged

Damage: Spit 0 and poison

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

Special Attacks: Poison, beguilement, kiss, shape water, control water, water mastery

Special Qualities: Elemental, SR 21, immunity to attacks, darkvision 60 ft., vulnerability

Saves: Fort +6, Ref +3, Will +4

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

Skills: Bluff +7, Hide +9, Listen +7, Spot +8

Feats: Dodge, Iron Will

Climate/Terrain: Any aquatic

Organization: Solitary, gang (2-4) or troupe (1 giant squid, giant octopus, or Large viper snake for each nereid)

Challenge Rating: 6

Treasure: No coins; no goods; standard items

Alignment: Usually chaotic neutral

Advancement: 5-12 HD (Medium-size)

Many a male has thrown his life away for the fleeting embrace of the "honeyed ones," the beautiful nereids from the Elemental Plane of Water. Playful and flighty, and as unpredictable as their watery homes, the nereids tempt and trick sailors to their dooms. They assume human form on contact with the air.

Gorgeous and voluptuous, these forms are almost always females, young and slim with long, golden hair, pearly white skin, and sparkling green eyes. Their voices are heavenly and their songs are engaging to those that listen. While they always carry a white shawl, either in their hands or draped over their shoulders, they are otherwise lightly clad in white and gold.

If confronted by only females, the nereid appears in a male guise, but its powers are not as effective on women and there is a chance (Spot check DC 10) that the women see the beguiling nereid's true form.

COMBAT

Nereids have few physical attacks, but if forced into combat, they will attack using their poison spittle and shape water attacks.

Beguilement (Su.): A creature of the opposite sex from the nereid seeing a nereid must make a Will save (DC 17) or be instantly smitten and beguiled. A beguiled creature will seek to kiss the nereid, seemingly at all costs.

Poison (Ex.): Spit, 20 feet, no range increments. Fortitude save (DC 14) or blinded for 2d6 rounds as per the *blindness* spell.

Kiss (Su.): Any creature meeting the lips of a nereid must succeed at a Fortitude save (DC 14) or die instantly as the creature's lungs fill with water.

Immunity to Attacks (Ex.): A nereid that is attacked by any weapon (including grappling attacks) can, by making a successful Reflex save (DC 15), instantly transform her body into water and flow away.

Shape Water (Su.): A nereid can form a volume of water into the shape of an arm ending in a clenched fist (AC 15, hp 15). The fist attacks using the nereid's attack roll and deals 1d4 points of damage. The nereid does not need to concentrate to maintain the arm, and is free to act.

Control Water (Su.): A nereid can control water as the spell cast by a 15th-level sorcerer.

Water Mastery (Ex.): A nereid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is land bound, the nereid suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block).

Transparency (Ex.): A nereid is effectively invisible in water until it attacks.

Vulnerability (Ex.): The nereid protects its shawl at all costs, for it contains the nereid's essence; if it is destroyed, the nereid dissolves into formless water. Possession of a nereid's shawl gives a character control over the creature, which will accept commands to avoid damage to the shawl.

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

NILBOG

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[Small Humanoid \(Goblinoid\)](#)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: (+1 size, +1 Dex, +2 studded leather)

Attacks: Morningstar +1 melee; or javelin +3 ranged

Damage: Morningstar 1d8-1; or javelin 1d6-1

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

Special Attacks: Spatio-temporal reversal

Special Qualities: Damage reversal, darkvision 60 ft

Saves: Fort +2, Ref +1, Will +0

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

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), band (10-20 plus 100% noncombatants plus 1 3rd level sergeant and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (20-60 plus 1 3rd level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

The nilbog is a goblin afflicted with a strange space-time reversal disease known as Nilbogism. The disease appears to occur when overly heavy use of magic strains the fabric of the space-time continuum, and leads to some very strange localized events. The disease only affects goblins and is not transmitted by them.

COMBAT

The nilbog, like all goblins, favors ambushes, dirty tricks, and overwhelming odds to a fair fight. It will move within range of a foe so as to affect the creature with its spatio-temporal reversal ability.

Spatio-Temporal Reversal (Ex): Creatures within 20 feet of a nilbog will generally pursue a course of action contrary to their normal intent; for example, a creature may feel an overwhelming urge to load all its treasure into an empty treasure chest and leave empty-handed.

The DM must adjudge the exact circumstances and how it affects those within range. Note that creatures affected do not receive a saving throw to avoid the effects of this ability.

Damage Reversal (Ex): When struck by any attack that would deal it damage, the nilbog actually gains hit points equal to the damage inflicted. It can gain more than its maximum hit points, but never more than 2x its normal hit points. The nilbog can only be damaged through the use of curative magic (*cure light wounds*, healing potions, etc.). Curative magic deals damage equal to the amount it would normally heal.

NILBOG CHARACTERS

A nilbog's favored class is rogue; nilbog leaders tend to be rogues or fighter/rogues. Nilbogs worship Maglubiyet and can choose two of the following domains: Chaos, Evil and Trickery. Most nilbog spellcasters, however, are adepts (see page 37 in the *Core Rulebook II, the DMG*). Nilbog adepts favor spells that fool or confuse enemies.

NORKER

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[Small Humanoid \(Goblinoid\)](#)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 17 (+1 size, +1 Dex, +5 natural)

Attacks: Club +1 melee; or bite +1 melee

Damage: Club 1d6; or bite 1d3

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

Special Qualities: Darkvision 60 ft.

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

Abilities: Str 11, Dex 13, Con 14, Int 10, Wis 11, Cha 8

Skills: Hide +3, Listen +4, Move Silently +4, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24), or tribe (30-300 plus 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2-4 dire wolves, and 2-6 hobgoblins)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Norkers are the distant cousins of hobgoblins. They resemble short 4' tall hobgoblins with 3-inch fangs. Norkers are almost hairless and their skin ranges in color from dark brown to reddish-orange. Their eyes and fangs are yellow. Norkers are not fond of wearing armor since their tough hide provides more than adequate protection.

Armor is not worn by norkers, because their skin is as tough as most armor. For clothing they wear only loin cloths or similar attire. Trophies and other adornments are hung from the belt. Norkers like red and blue over other colors.

Norkers speak Common and Goblin. They do not have a language of their own.

COMBAT

Norkers attack with either their club or bite. They are not stupid and under the right leadership have been known to carry out detailed and exacting plans of action.

Skills: Norkers receive a +4 racial bonus to Move Silently checks.

NORKER CHARACTERS

A norker's favored class is fighter and norker leaders tend to be fighters or fighter/rogues. Norker clerics worship Maglubiyet and can choose two of the following domains: Evil, Destruction, and Trickery. Most norker spellcasters are adepts (see page 37 in the *DMG*). Norker adepts favor spells that deal damage.

OBLIVIAX (MEMORY MOSS)

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Small Plant

Treat as trap (CR 5)

Obliviax is a black moss with the magical ability to steal memories from intelligent creatures. It is called "memory moss" and is a bane to wizards everywhere. Pitch colored and thick, like a luxuriant black carpet, obliviax grows in small patches and spreads through spores. Its leaves and flowers are all glossy black. When it lacks stolen memories it quivers, as if in anticipation. It smells like damp, loamy dirt, a very unappetizing odor. Although it requires no sunlight to grow, it does require daylight to trigger spore production and so it does not naturally occur in subterranean realms. It can be inadvertently or purposefully carried into a cavern, where it will grow but is unable to reproduce. Fire and cold will kill a patch of obliviax.

Memory moss can sense the approach of sentient beings. Once a creature is within 60 feet, the moss attempts to steal its memories. It is selective, first attempting to steal wizards' and sorcerers' memories, then clerics' and druids', then any other spellcasters', then any other characters'. A targeted creature is allowed a Will save (DC 16) to avoid losing all memories from the last 24 hours, including all memorized spells. The memory moss attempts to steal from one creature per round. Once a creature fails its save, the memory moss is sated, and will not attack again for one day.

A creature whose memories are stolen acts as if affected by a *confusion* spell for 1d4 hours. Lost memories can be recovered only by eating the living obliviax. Doing so requires a Fortitude save (DC 13). Success indicates the creature eating the moss has gained the stolen memories it contained (those taken by the obliviax within the last 24 hours). Anyone who gains spells by eating the obliviax can cast them, but the memories fade after 24 hours, unless the creature who lost its memory and spells is the one that actually eats the memory moss.

If the save fails, the eater becomes very ill (initial and secondary damage 1d3 temporary Constitution and -2 to all rolls for 1d6 minutes).

If an obliviax with stolen memories is attacked it forms a part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling

remains attached to the parent moss and defends the plant by casting any stolen spells.

When first encountered, there is a 25% chance that the memory moss has eaten within the last day, and will not attack. In such a case, the moss and mossling will contain 2d4 spells determined randomly using the Random Scrolls Tables (pp. 199-204 of the *Core Rulebook II, the DMG*). The mossling casts these spells at a level equal to the average party level +/- 1d4.

Obliviax Ecology

Obliviax grows in tropical to temperate climates, but cannot abide too much water or cold. It does not grow in desert terrain. It is not uncommon to find patches on tree trunks, fallen logs, or sprouting on rotting leaves. While it does have intelligence, and is aware of other mosses nearby, it does not act in concert with those of its kind, preferring to grab for the best memories possible. Small colonies of this moss are sometimes found in tunnels or caverns, either grown from sprigs of moss tracked in by some unaware creature, or sprouted from spores blown in by the wind.

Evil creatures sometimes transplant obliviax near their lairs so it acts as a guardian. Obliviax powers cannot penetrate lead, so the moss can be carried to a new location in a lead box. Spies use this lead box trick to snare secrets from unsuspecting victims.

A *potion of forgetfulness* can be distilled from obliviax, and its spores can be distilled into an elixir to restore the memories of the forgetful or senile.

ODIC

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Tall) Undead

Hit Dice: 16d12 (104 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: fly 30 ft. (perfect) but see below

AC: 21 (-1 Size, +12 natural)

Attacks: Vine or branch +12 melee

Damage: Vine or branch 1d6+7 (x3)

Face/Reach: 5 ft. x 5 ft./30 ft.

Special Attacks: Poison touch, Energy Draining Aura, Vampiric Leaves, Possess Plant, Superior Reach

Special Qualities: Undead, Poisonous Presence, Spell Immunity, Damage Reduction 20/+2, Spell-like abilities, Powerless in Daylight, Fire Vulnerability, Keen Sight

Saves: Fort: +7, Reflex: +5, Will: +16

Abilities: Str: 20, Dex: 10, Con: -, Int: 16, Wis: 18, Cha: 18

Skills: Knowledge (Monster Lore) +5, Listen +23, Spellcraft +22, Spot +23, Track +23

Feats: Cleave, Great Cleave, Great Fortitude, Improved Critical (Vine/Branch), Improved Initiative, Iron Will, Power Attack, Sunder

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: 17-24 HD (Large); 25-40 HD (Huge); 41-48 HD (Gargantuan)

An odic is an evil, undead spirit inhabiting the body of a plant. An odic is powerless by day but is quite potent at night. In its natural form, an odic appears merely as a glowing, pulsing ball of purplish light. While in this form, an odic is impervious to physical attacks, though as soon as it detects any sentient creature, it immediately tries to possess a plant. An odic will never leave a plant in the presence of sentient creatures.

The poisonous presence of an odic is usually a dead giveaway of its presence, and the light of its Aura can be seen from 300 feet in poor conditions. Plants near an odic tend to look sickened, and small wildlife usually dies as well due to its poisonous presence (sparrows raining from the trees is a good clue that an odic is around). Odics are subtle only because they tend to stay on the outskirts of civilization, where no living soul is around to see them.

COMBAT

Odics prefer to use their vampiric leaves to lure victims toward them rather than open hostility. When confronted in combat, however, the odic is a formidable foe. An odic will use its spell-like abilities frequently, relying on *darkness* and *silence* to slow or inhibit enemy spellcasters. It uses *cause disease* on warrior-types to weaken them before they close for combat. It relies on both its poisonous touch and its *finger of death* spells to slay its enemies, and one of its favorite tactics is to cast *animate dead* on a fallen foe the round after the foe's death. It tends to favor spells while the enemy is closing, knowing that with its reach, foes can either incur attacks of opportunity or will have to close slowly, enduring a barrage of spells and forcing them to remain within its Energy Draining Aura much longer.

Poison Touch (Su): Vine or branch attack, Fortitude save (DC 22); initial damage 2d6 temporary Con, secondary damage 1d6 temporary Con.

Energy Draining Aura (Su): An odic, whether in its natural form or plant form, is surrounded by an emanation of purplish light 20 feet in radius. Each round any creature is within the light, it must make a Fortitude save (DC 22) or receive one negative level. The Fortitude save to remove the negative level has a DC of 22.

Vampiric Leaves (Su): An odic animates 6 leaves (or, if the tree has no leaves, needles, flowers, twigs, or whatever small tree "part" might be substituted and detached) when it possesses a host plant. The odic animates these leaves so that they can fly about in search of prey (Speed: fly 10 feet (good), 1 hp, +12 to Hide rolls). The leaves are diminutive and float about under control of the odic in search of large living creatures. If a leaf succeeds in a touch attack against a creature, that creature must make a Will save (DC 22) or be affected as though by a *domination* spell cast by a 16th-level sorcerer. The odic will force these creatures to return to it, killing them in its energy draining aura. The leaves continue to stay touching the prey until the prey is killed. Removing a leaf from the skin of a *dominated* creature immediately ends the *domination* affect.

Superior Reach (Su): When possessing a plant, an odic twists and warps the plant into an extension of itself. One of the plant's vines or branches is affected by this warping and twisting so as to be extremely long and powerful, giving the odic its 30 foot reach. It is with this branch that the odic makes its physical attacks.

Poisonous Presence (Su): The very presence of an odic is highly toxic. Any potion, water, food, or other such item that comes within one-half mile of the odic is immediately spoiled (though not made poisonous) with no saving throw allowed to avoid this effect. Any plant or animal within one-half mile of the odic is affected as though by a poison that deals initial damage of 1d4 temporary Str and secondary damage of 2d4 Str (Fortitude save is DC 14). This is NOT a continuous effect – once a creature has been influenced by a particular odic in this fashion, he is immune to further effects of the poisonous presence for 24 hours. The odic's poison touch still affects him, however.

Spell Immunity (Su): An odic is immune to all spells of 4th level or lower.

Possess Plant (Su): The odic may attempt to move its essence into a plant. A plant-like monster may attempt a Will saving throw (DC 22) to resist the possession (note that the odic's Energy Drain may kill the plant anyway). A plant possessed by the odic is immediately killed. When the odic takes possession of a plant-like monster, it gains any and all of the physical attacks and exceptional abilities (though not its supernatural abilities) that monster possessed for its own use. This possession totally entwines the odic's essence with that of the plant – i.e., damaging or destroying the plant damages or destroys the odic (since it will not leave a plant in the presence of sentient creatures - like PCs). If the plant possessed by an odic is mobile (e.g., a treant), the odic moves as a plant of that type; otherwise, it cannot move (that is, it cannot run or walk – it can still lash out with its branches or vines).

Powerless in Daylight (Ex): For all its formidable power, an odic is rendered totally helpless during the day. Its essence is temporarily dispersed when daylight arrives. It can neither attack nor be attacked as it fades back to the negative plane of existence. All of its supernatural powers cease to function during the day. If the tree it possessed is destroyed during the day, it returns to existence unharmed in the spot where the tree formerly stood.

Fire Vulnerability (Ex): An odic takes double damage from fire and fire-based attacks, unless a saving throw is allowed, in which case it takes half damage if it successfully saves. Note that this is checked after its Spell Immunity, so a *fireball* (a spell of 4th level or less) would not affect it. If the plant possessed by the odic normally has Fire Resistance or Immunity, these override the Vulnerability.

Spell-like Abilities (Sp): As though by a 16th-level sorcerer, at will (save DC 14+spell level)– *darkness*, *silence*, *cause disease*, *animate dead*, *finger of death*.

Keen Sight (Su): An odic's awareness of its surroundings is magically enhanced – so much so that it can detect creatures that are ethereal, astral, or invisible.

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

ENCYCLOPEDIA OF
PLANE AND MAGICAL

OGRE, HALF-

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Medium-Size Humanoid (Half-Ogre)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 30 ft. (20 ft. with hide armor)

AC: 15 (+2 natural, +3 hide)

Attacks: Greatsword +5 melee; or longspear +4 melee

Damage: Greatsword 2d6+3; or longspear 1d8+3 melee

Face/Reach: 5 ft. by 5 ft.5 ft. (10 ft. with longspear)

Special Qualities: Ogre blood, darkvision 60 ft.

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

Abilities: Str 17, Dex 10, Con 14, Int 9, Wis 10, Cha 9

Skills: Climb +2, Listen +2, Spot +2

Feats: Weapon Focus (greatsword)

Climate/Terrain: Any land and underground

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

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Half-ogres are the offspring of a human and ogre. They are smaller than their ogre parent, but smarter, and have a better understanding of their opponent's in combat.

Half-ogres stand 7-8 feet tall and weigh from 315 to 425 pounds. Skin and hair color are variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green tint. Their odor is noticeable, but it is not as overpowering as that of a full-blooded ogre. The half-ogre traditionally wears heavy skins and furs, but rare individuals have the ability to make a shirt of chainmail.

Half-ogres speak Common and Giant. They live about 110 years. Their sense of smell is better than the average ogre, but it falls short of that of a human.

COMBAT

Half-ogres are often found with full-blooded ogres. If so, the half-ogre will most likely be leading the ogre party. The ogres fight more wisely when led by a half-ogre that concentrates assaults on characters it recognizes as spellcasters, and teaming up against skilled fighters. Ambushes are better planned and more carefully baited.

To earn command privileges, particularly when ogre leaders are present, a half-ogre must show quickness in battle and ferocity in combat. Half-ogres' usual weapon of choice is a greatsword, or a longspear. They sometimes employ longswords and large wooden shields.

Ogre Blood (Ex): For all special abilities and effects, a half-ogre is considered an ogre.

HALF-OGRE CHARACTERS

A half-ogres favored class is barbarian. Half-ogre leaders tend to be barbarians. Half-ogre clerics worship Vaprak "the Destroyer" (choose any two of the following domains: Chaos, Destruction, and Evil) or a human deity. Most half-ogre spellcasters are adepts.

Names: Half-ogres choose either a human name or an ogre name. This choice usually depends on which side of their lineage is predominant, and also where they choose to live (amongst humans or amongst ogres). **Half-Ogre Male Names:** Antog, Gromlok, Morg, Mulk, Scurlug **Half-Ogre Female Names:** Sushnak, Nugdish, Eroshnak

TABLE A-1: RANDOM STARTING AGES

Adulthood	Bar/Rog/	Brd/Fgr/	Clr/Drd/
25	+1d4	+1d6	+2d6

TABLE A-2: AGING EFFECTS

Middle Age	Old	Venerable	Max. Age
55 years	73 years	90 years	+2d20 years

TABLE A-3: RANDOM HEIGHT AND WEIGHT

Base Height	Height Mod.	Base Weight	Weight Mod.
7'	+2d10	240 lb.	x (2d4) lb.

OSQUIP

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[Small Beast](#)

Hit Dice: 3d10 (16 hp)

Initiative: +2 (Dex)

Speed: 30 ft., burrow 5 ft.

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

Attacks: Bite +2 melee

Damage: Bite 1d8

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

Special Qualities: Burrow

Saves: Fort +3, Ref +5, Will +0

Abilities: Str 8, Dex 15, Con 11, Int 1, Wis 8, Cha 6

Skills: Balance +8, Hide +4, Listen +0, Move Silently +4, Spot +0

Climate/Terrain: Any underground

Organization: Pack (4d6)

Challenge Rating: 1

Treasure: Double coins; double gems; 50% Items

Alignment: Always neutral

Advancement: 4-9HD (Small)

The osquip is a multi-legged giant rodent native to dungeon corridors and cellars. It is the size of a small dog; it is hairless, with a huge head and large spade-like teeth. Most specimens have six legs, but some (25%) have eight and a few rare creatures (5%) have ten.

The creature's hide is a very light yellow, almost colorless, and resembles very pliable leather. Its brown eyes are very small and set close together, each being heavily protected by surrounding ridges of bone. Its jaws are unusually large, the entire bony structure projecting several inches forward of the flesh.

The creature often has its lair in the midst of a complex of tunnels beneath the basements of buildings or dungeons. The tunnel system is quite extensive and the entrances to it, which are too small to permit the comfortable passage of a human or other Medium-size creature, are carefully hidden.

It is not easy to domesticate an osquip. Some wizards have successfully done so, using magic. Some subterranean creatures such as jermlaine (q.v.) have also tried with limited success. Osquips can sometimes be controlled with judicious bribes of food, but they do not like to let go of their shiny treasures and react angrily if someone tries to take treasure away from them.

Osquip leather is soft and well insulated against cold and rainy weather; it is used by tanners and tailors to make purses and coats.

COMBAT

The osquip is ferocious and will attack without fear, sometimes emerging from one of its hidden tunnels to get a surprise attack. It attacks with its powerful jaws. If battle goes against it, it tries to flee into its tunnels; if cornered, it uses its teeth to dig an escape tunnel.

Osquips are extremely territorial and attack creatures that invade their tunnels. If they encounter new tunnels while burrowing, they will become very aggressive, exploring every nook of the tunnel and attacking whatever they find, particularly giant rats and jermlaine (q.v.). They treat larger creatures with caution, but attack them if the intruders get too far into their territory. Sometimes they try to ward invaders away with a warning hiss, but they will attack without warning if they have a good chance to surprise.

Burrow (Ex): The osquip can burrow through stone, dirt, or almost any other sort of earth except metal. It's burrowing leaves behind a small hole (Spot DC 20), but does not create any ripple effect or other signs of its presence.

Skills: Osquips receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial modifier to Balance checks.

PAINSHRIEKER

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Chris Pramas (Green Ronin Publishing)

Medium-Size Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

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

Attacks: Masterwork handscythe +5 melee; or 2
masterwork handscythes +3 melee

Damage: Masterwork handscythe 1d8+1; or 2
masterwork handscythes 1d8+1, 1d8

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

Special Attacks: Shock, sonic barrage

Special Qualities: Blindsight, damage reduction
5/leather

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

Abilities: Str 12, Dex 15, Con 16, Int 14, Wis 10,
Cha 8

Skills: Hide +10, Listen +8, Move Silently +6,
Search +10, Spot +8

Feats: Ambidexterity, Exotic Weapon Proficiency
(handscythe), Two-Weapon Fighting

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Usually lawful evil

Advancement: 6-9 HD (Medium-size)

COMBAT

Painshriekers close with opponents quickly so they can use their sonic barrage. When their enemies are still reeling, they rush forward to finish them in melee. Painshriekers favor an exotic weapon called the handscythe. They fight with them in pairs, in a manner similar to the sai.

Blindsight (Ex): Painshriekers can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this, effectively blinding the painshrieker.

Shock (Su): The sight of a painshrieker is so disturbing that a viewer must succeed at a Will save (DC 11) or be paralyzed with fear for 1d3 rounds. Whether or not the save is successful, that creature cannot be affected again by that painshrieker's shock ability for one day. When confronted with a group of painshriekers, a viewer attempts only one save, but the DC is increased by 1 for each additional painshrieker (maximum DC 25). For example, a creature attacked by four painshriekers would have to make one Will save with a DC of 14.

Sonic Barrage (Su): A painshrieker can create a devastating sonic attack in a 50-foot-long cone. Anyone within the cone immediately takes 1d8 damage with no saving throw allowed. Those affected continue to shake as the harmonics rise to a frenzied pitch. On the second round within the cone, they must succeed at a Fortitude save (DC 15) or take 1d12 damage. On the third round they must save again or take 2d8 damage. Successful saves halve the damage.

PARA-ELEMENTAL, ICE

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by Itzhak Even

	Ice Elemental, Small Small Elemental (Air, Water)	Ice Elemental, Medium Medium-Size Elemental (Air, Water)	Ice Elemental, Large Large Elemental (Air, Water)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+0	+0
Speed:	20 ft.	20 ft.	20 ft.
AC:	17 (+1 size, +0 Dex, +6 natural)	18 (+0 Dex, +8 natural)	20 (-1 size, +0 Dex, +11 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +11/+6 melee
Damage:	Slam 1d6+4	Slam 1d8+7	Slam 2d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks	Chill Aura	Chill Aura	Chill Aura
Special Qualities:	Elemental, cold health, cold subtype,	Elemental, cold health, cold subtype,	Elemental, cold health, cold subtype, damage reduction 10/+1
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +1, Will +1	Fort +10, Ref +2, Will +2
Abilities:	Str 17, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 10, Con 17, Int 4, Wis 11, Cha 11	Str 23, Dex 10, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Power Attack	Cleave, Power Attack
	Ice Elemental, Huge Huge Elemental (Air, Water)	Ice Elemental, Greater Huge Elemental (Air, Water)	Ice Elemental, Elder Huge Elemental (Air, Water)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	22 (-2 size, +1 Dex, +13 natural)	23 (-2 size, +1 Dex, +14 natural)	24 (-2 size, +1 Dex, +15 natural)
Attacks:	Slam +17/+12/+7 melee	Slam +21/+16/+11 melee	Slam +25/+20/+15/+10 melee
Damage:	Slam 2d10+10	2d10+12	2d10+13
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks	Chill Aura	Chill Aura	Chill Aura
Special Qualities:	Elemental, cold health, cold subtype, damage reduction 10/+2	Elemental, cold health, cold subtype, damage reduction 10/+2	Elemental, cold health, cold subtype, damage reduction 15/+3
Saves:	Fort +15, Ref +5, Will +5	Fort +17, Ref +8, Will +7	Fort +19, Ref +9, Will +8
Abilities:	Str 25, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 27, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 29, Dex 12, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder
Climate/Terrain:		Any Land and underground	
Organization:		Solitary	
Challenge Rating:		Small 1; medium 3; large 5; huge 7; greater 9; elder 11	
Treasure:		None	
Alignment:		Usually neutral	
Advancement:	Small 3 HD (Small); medium 5-7 HD (Medium-Size); large 9-15 HD (Large); huge 17-20 (Huge);	greater 22-23 HD (Huge); elder 25+ HD (Huge)	

When most people talk about the elemental planes they talk about the planes of Air, Earth, Fire and Water. What most of them seem to be unaware is that these elemental planes are not the only ones. Where the winds of the plane of Air meet the bottomless deep of the plane of Water stands the plane of Ice.

Like the other elemental planes the plane of Ice has elementals of its own, with their own unique set of powers.

Ice elementals, despite being a composite of Air and Water have none of the swiftness of the elementals of these planes. They look like a humanoid shape carved out of icy crystals covered in patches of frost.

COMBAT

Due to their impressive strength and melee abilities they prefer close-quarter combat. A person must beware not only from their fists, but also from their cold aura.

Chill Aura (Ex): The body of the ice elemental gives off intense cold, causing cold damage to anyone nearby. A successful Fortitude save will half

the damage for that round. The save DC, damage, and radius varies with the elemental's size.

Cold Health (Ex): An ice elemental that is wounded in some way will try to find some refuge in cold environments. If an ice elemental comes in contact with natural ice, snow, or sleet he heals 1d8 points of damage every round, up to his maximum.

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

Ice Elemental Sizes

<u>Elemental</u>	<u>Height</u>	<u>Weight</u>	<u>Damage</u>	<u>Chill Aura Radius</u>	<u>Save DC</u>
Small	4 ft.	60 lb.	1d2	5 ft.	13
Medium	8 ft.	500 lb.	1d3	10 ft.	15
Large	16 ft.	4500 lb.	1d4	10 ft.	18
Huge	32 ft.	35,000 lb.	1d6	15 ft.	24
Greater	36 ft.	40,000 lb.	1d8	15 ft.	27
Elder	40 ft.	45,000 lb.	1d10	15 ft.	29

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

PARA-ELEMENTAL, MAGMA

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by Itzhak Even

	Magma Elemental, Small Small Elemental (Earth, Fire)	Magma Elemental, Medium Medium-Size Elemental (Earth, Fire)	Magma Elemental, Large Large Elemental (Earth, Fire)
Hit Dice:	2d8+2 (11 hp)	4d8+8 (26 hp)	8d8+32 (68 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
AC:	16 (+1 size, +0 Dex, +5 natural)	17 (+0 Dex, +7 natural)	18 (-1 size, +0 Dex, +9 natural)
Attacks:	Slam +3 melee	Slam +6 melee	Slam +9/+4 melee
Damage:	Slam 1d4+1	Slam 1d6+3	Slam 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks	Heat Metal Aura	Heat Metal Aura	Heat Metal Aura
Special Qualities:	Elemental, fire immunity, cold vulnerability	Elemental, fire immunity, cold vulnerability	Elemental, fire immunity, cold vulnerability, damage reduction 10/+1
Saves:	Fort +4, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +10, Ref +2, Will +2
Abilities:	Str 13, Dex 10, Con 12, Int 4, Wis 11, Cha 11	Str 17, Dex 10, Con 15, Int 4, Wis 11, Cha 11	Str 19, Dex 10, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Improved Initiative	Improved Initiative	Improved Initiative, Power Attack
	Magma Elemental, Huge Huge Elemental (Earth, Fire)	Magma Elemental, Greater Huge Elemental (Earth, Fire)	Magma Elemental, Elder Huge Elemental (Earth, Fire)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
AC:	19 (-2 size, +0 Dex, +11 natural)	22 (-2 size, +0 Dex, +14 natural)	24 (-2 size, +0 Dex, +16 natural)
Attacks:	Slam +16/+11/+6 melee	Slam +20/+15/+10 melee	Slam +24/+19/+14/+9 melee
Damage:	Slam 2d8+6	Slam 2d8+7	Slam 2d8+8
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks	Heat Metal Aura	Heat Metal Aura	Heat Metal Aura
Special Qualities:	Elemental, fire immunity, cold vulnerability, damage reduction 10/+2	Elemental, fire immunity, cold vulnerability, damage reduction 10/+2	Elemental, fire immunity, cold vulnerability, damage reduction 15/+3
Saves:	Fort +15, Ref +5, Will +5	Fort +17, Ref +7, Will +7	Fort +19, Ref +8, Will +8
Abilities:	Str 23, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 25, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 27, Dex 12, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Improved Bull Rush, Improved Initiative, Power Attack, Sunder	Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Power Attack, Sunder	Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Power Attack, Sunder
Climate/Terrain:	Any Land and underground		
Organization:	Solitary		
Challenge Rating:	Small 1; medium 3; large 5; huge 7; greater 9; elder 11		
Treasure:	None		
Alignment:	Usually neutral		
Advancement:	Small 3 HD (Small); medium 5-7 HD (Medium-Size); large 9-15 HD (Large); huge 17-20 (Huge); greater 22-23 HD (Huge); elder 25+ HD (Huge)		

Between the raging Fire and the slow, strong Earth lies a plane of Magma. A plane full of molten rock, with it's own kind of elemental creatures. While the Magma elementals share some of the abilities of earth and fire, they are neither, and as such have their own unique set of powers.

COMBAT

Like the ice elemental, the magma elemental has strong melee capability, but he also has an aura of heat, with a peculiar power.

Heat Metal Aura (Ex): The body of the magma elemental gives off intense heat. Anyone within 20 ft of the elemental's is affected as if by an enhanced *Heat Metal* spell on any metal object he has. On the first round the metal objects becomes warm. On the second round the item becomes hot and deals 1d4 points of heat damage to anyone in contact with it, and on the third round (and all rounds thereafter) the item becomes searing hot, and deals 2d4 points of heat damage to anyone touching it. From the third round, even if you are within 1 ft. of the item you suffer 1d4 points of damage from the extreme heat exuded by the item.

Leaving the area reduces the effect by one step each round, so after leaving the aura the item cools down to merely hot, the round after that to warm, and on the third round after leaving the aura it returns to normal temperature.

Only magical metal items are granted a save, and the DC varies according to the elemental's size.

Fire Immunity (Ex): A magma elemental is immune to fire.

Cold Vulnerability (Ex): While most people would expect it to suffer double damage from cold, it is not so. But if a magma elemental suffer an amount of cold damage equal to its HD in one round he is affected as if by a *Slow* spell. So a Large elemental that suffers 8 points of cold damage in a round is affected as if by a *Slow* spell if it fails it's Will save. The DC for the save is 10 + the level of spell that caused the cold damage. (i.e. if a wizard used cone of cold to cause the damage the DC would be 15)

Magma Elemental Sizes

<u>Elemental</u>	Height	Weight	Heat Metal Save DC
Small	4 ft.	70 lb.	11
Medium	8 ft.	600 lb.	12
Large	16 ft.	5,300 lb.	14
Huge	32 ft.	40,000 lb.	18
Greater	36 ft.	47,000 lb.	20
Elder	40 ft.	54,000 lb.	22

PECH

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[Small Elemental \(Earth\)](#)

Hit Dice: 4d8+4 (22 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 17 (+1 size, +1 Dex, +5 natural)

Attacks: Heavy pick +8 melee

Damage: Heavy pick 1d6+4

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

Special Attacks: Spell-like abilities, earth mastery

Special Qualities: Elemental, immunity to petrification, light blindness, darkvision 60 ft.

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

Abilities: Str 19, Dex 13, Con 13, Int 11, Wis 10, Cha 10

Skills: Climb +9, Craft (stonemasonry) +11, Listen +5, Profession (miner) +7, Spot +6

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Gang (2-4), pack (5-20), or tribe (21-40)

Challenge Rating: 3

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

Alignment: Always neutral good

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

The pech are creatures of the plane of elemental Earth, though some have extensive mines in the deepest regions of the Prime Material plane. They dwell in dark places and work stone. Pech are thin with long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or red-brown hair. Their eyes are large and pupilless.

COMBAT

The pech relies on its pick in combat.

Spell-Like Abilities: *4/day-stone shape* and *stone tell*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 10 + spell level). Four pech together can, once per day use *wall of stone* and *stone to flesh*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 10 + spell level).

Earth Mastery (Ex): A pech gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the pech suffers a -4 penalty to attack and damage.

(These modifiers are not included in the statistics block).

Immunity to Petrification (Ex): Pech are immune to all petrifying effects (such as a gorgon's breath or medusa's gaze).

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

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

Skills: Pech receive a +4 racial bonus to Craft (stonemasonry) checks.

PHANTOM STALKER

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Medium-Size Elemental (Fire)

Hit Dice: 6d8+12 (39 hp)

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

Speed: 30 ft., fly 60 ft. (average)

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

Attacks: 2 claws +7 melee

Damage: 1d4+3 and 1d6 fire

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

Special Attacks: Improved grab, burn, fiery death

Special Qualities: Polymorph self, elemental, fire subtype

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

Abilities: Str 17, Dex 15, Con 14, Int 4, Wis 11, Cha 11

Skills: Listen +8, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 7 HD (Medium-size); 8-18 HD (Large)

Phantom stalkers are creatures from the Elemental Plane of Fire. When encountered on the Prime Material it is usually in the service of a high level spellcaster, serving as a bodyguard. Spellcaster beware, for summoning a phantom stalker is risky indeed. They will follow their orders to the letter, attempting to pervert the intent, so as to gain release back to their home plane.

The phantom stalker appears as a muscular, reddish humanoid, 7 feet tall, with fiery eyes. Its face is an elongated version of a human face, with a pointed chin and high forehead.

Phantom stalkers speak Common and Ignan.

COMBAT

A phantom stalker attacks with its claws, attempting to grab its opponent and pull it into its body to burn it.

Improved Grab (Ex.): To use this ability the phantom stalker must hit with both of its claw attacks. If it does, it can burn the opponent.

Burn (Ex.): Those hit by a phantom stalker's claw attacks must succeed at a Reflex save (DC 15) or catch fire. The flame burns for 1d4 rounds (see

Catching Fire, page 86 in the *Core Rulebook II, the DMG*). A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a phantom stalker with natural weapons or unarmed attacks take fire damage as though hit by the stalker's attack, and also catch fire unless they succeed at a Reflex save (same DC).

Polymorph Self (Su.): As the spell cast by an 8th-level sorcerer.

Fiery Death (Ex.): When a phantom stalker is reduced to 0 hit points or less, it explodes in a fiery blast equivalent to a *fireball* as cast by a 6th-level sorcerer (save DC 13).

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

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

PHOENIX

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[Gargantuan Outsider \(Good\)](#)

Hit Dice: 20d8+160 (250 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 60 ft., fly 200 ft. (clumsy)

AC: 25 (-4 size, +1 Dex, +18 natural)

Attacks: 2 claws +30 melee, bite +25 melee

Damage: 2 claws 2d6+10, bite 2d8+5

Face/Reach: 20 ft. by 40 ft./15 ft.

Special Attacks: Shriek, spell-like abilities, improved grab, snatch

Special Qualities: Damage reduction 30/+3, SR 21, magic circle against evil, plane shift, darkvision 120 ft.

Saves: Fort +20, Ref +13, Will +17

Abilities: Str 31, Dex 13, Con 27, Int 18, Wis 20, Cha 22

Skills: Concentration +31, Diplomacy +29, Knowledge (any) +27, Knowledge (arcana) +27, Knowledge (planes) +27, Listen +30, Move Silently +24, Search +27, Scry +27, Spot +30

Feats: Alertness, Cleave, Flyby Attack, Improved Initiative, Power Attack

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 17

Treasure: Standard

Alignment: Always neutral good

Advancement: 21-35 HD (Gargantuan); 36-60 HD (Colossal)

The phoenix is an extra-planar bird that represents the spirit of freedom and rebirth.

A phoenix appears as a large bird with a 40' wingspan of bright, multi-colored feathers. The plumage includes bright violet, scarlet, crimson and flaming orange. Its beak and claws are blue-violet. Its eyes are a deep, glowing ruby color.

COMBAT

The phoenix almost always opens combat with its shriek. It will follow up with its spell-like abilities and claw attacks.

Shriek (Su.): All creatures within 30 feet must succeed at a Will save (DC 28) or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that phoenix's shriek for one day.

Spell-Like Abilities: At will—*blindness/deafness, blink, blur, detect evil, detect magic, dismissal, dispel evil, dispel magic, invisibility, misdirection, produce flame, pyrotechnics, remove curse, and remove fear*; 6/day—*cure light wounds*; 3/day—*color spray, polymorph self, and remove disease*; 1/day—*find the path, fire seeds, fire storm, neutralize poison, reincarnate, veil, and wall of fire*; 1/week—*incendiary cloud*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Magic Circle Against Evil (Su.): A phoenix has a continual magic circle against evil that affects a 20-foot radius. The aura can be dispelled, but the phoenix can create it again as a free action on its next turn.

Improved Grab (Ex.): To use this ability, the phoenix must hit with both claw attacks.

Snatch: If a phoenix gets a hold on a creature four or more sizes smaller, it automatically deals damage with both claws each round its hold is maintained.

The phoenix can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the phoenix flings it while flying, the creature suffers this amount of falling damage, whichever is greater.

Plane Shift (Su.): This ability affects only the phoenix. It is otherwise similar to the spell of the same name.

PHYCOMID

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[Small Plant](#)

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 10 ft

AC: 15 (+1 size, +4 natural)

Attacks: None

Damage: None

Face/Reach: 5 ft by 5 ft/0 ft (10 ft with spores)

Special Attacks: Acid stream, spore infection

Special Qualities: Plant, resist fire, tremorsense

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

Abilities: Str 8, Dex 10, Con 13, Int 1, Wis 11 Cha 1

Climate/Terrain: Any underground

Organization: Solitary or patch (2-4)

Challenge Rating: 4

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

Alignment: Always neutral (evil tendencies)

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

The phycomid resembles a blob of decomposing, milk-colored matter with mushroom-like fungus growing from it. The mushroom-like caps vary in color.

COMBAT

The phycomid attacks by spraying its foe with globules of an alkaline-like substance.

Acid Stream (Ex): Line of acidic globules, 10 feet, 2d6 points of damage plus spore infection (see below); Reflex save (13) half.

Spore Infection (Ex): A creature hit by the phycomid's acid stream might become a host for new phycomids unless he succeeds at a Fortitude save (DC 13). If the save fails, mushrooms sprout from the infected area in 1d4+4 rounds, dealing 1d4+4 points of damage. Unless the victim is the recipient of a *remove disease* spell he will die in 1 hour, as his body crumbles into a heap and changes into a phycomid.

Resist Fire (Ex): A phycomid receives a +4 resistance bonus on all saves against fire. If the save succeeds, the phycomid takes no damage; if the save fails the phycomid takes half damage.

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

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

PIERCER

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[Tiny Vermin](#)

Hit Dice: 1d8 (4 hp)

Initiative: -3 (Dex)

Speed: 5 ft., climb 5 ft.

AC: 16 (+2 size, -3 Dex, +7 natural)

9 underbelly (+2 size, -3 Dex)

Attacks: Pierce +2 melee

Damage: Pierce 1d6

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

Special Attacks: Improved critical, acid

Special Qualities: Vermin, darkvision 60 ft.

Saves: Fort +2, Ref -3, Will +0

Abilities: Str 10, Dex 4, Con 11, Int 2, Wis 11, Cha 9

Skills: Hide +4*, Listen +13, Spot +3

Climate/Terrain: Any underground

Organization: Cluster (5-10) or colony (11-20)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

The piercer appears as a normal stalactite (1'-6' long) found on cavern roofs. This is its outer shell. Inside, it appears as a slug with a long tail. A piercer can be identified by the two tiny eyestalks that curl along the side of it.

COMBAT

The piercer attacks by dropping on unsuspecting individuals and impaling them with its shell. Once its attack is expended, the piercer must climb the walls of its lair and resume its position to drop again. On the ground a piercer is easily slain.

Improved Critical (Ex.): A piercer threatens a critical on an attack roll of 19-20.

Acid (Ex.): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: The piercer is immune to all mind-influencing attacks.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

PUDDINGS, DEADLY

Conversion notes by Scott Greene

Large Ooze

BROWN PUDDING

Use the stats for the black pudding with the following changes below.

Hit Dice: 11d10+64 (124 hp)

Damage: Slam 1d8+4 and 2d6 acid

Advancement: 12-16 HD (Huge); 17-33 HD (Gargantuan)

COMBAT

Acid (Ex): As black pudding, except the acid does not affect metals. The pudding's acidic touch deals 50 points of damage to wood or organic materials (including leather).

DUN PUDDING

Use the stats for the black pudding with the following changes below.

Hit Dice: 8d10+52 (96 hp)

Attacks: Slam +6 melee

Climate/Terrain: Warm desert and underground

Challenge Rating: 5

Advancement: 9-14 HD (Huge); 14-24 HD (Gargantuan)

COMBAT

Acid (Ex): As black pudding, except the acid only deals 25 points of damage per round to wood or metal objects, and 10 points of damage per round to stone.

WHITE PUDDING

Use the stats for the black pudding with the following changes below.

Hit Dice: 9d10+64 (113 hp)

Attacks: Slam +6 melee

Climate/Terrain: Any cold and underground

Challenge Rating: 6

Advancement: 10-14 HD (Huge); 15-27 HD (Gargantuan)

COMBAT

Acid (Ex): As black pudding, except the acid does not affect metals. The pudding's acidic touch deals

50 points of damage to wood or organic materials (including leather).

Skills: *Due to its coloration, a white pudding receives a +12 racial bonus to Hide checks when in snow-covered surroundings.

QUASI-ELEMENTAL, ASH

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By Spencer Cooley

Small Elemental (Earth, Cold)

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (+3 Dex)

Speed: 30 feet

AC: 20 (+1 Size, +3 Dex, +6 natural)

Attacks: slam +7 melee

Damage: slam 1d4-1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Choke, Blind, Burn

Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+1, Malleable Body

Saves: Fort: +3, Reflex: +7, Will: +3

Abilities: Str: 8, Dex: 16, Con: 14, Int: 4, Wis: 14, Cha: 14

Skills: Move Silently +10, Spot +9

Feats: Weapon Finesse (slam)

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Ash Quasi-elementals appear as smallish mounds of ash. Their bodies are formed of extreme cold and negative energy; this makes for a small, roughly humanoid being that seems to be made completely of ash and soot. Despite their dirty appearance, these quasi-elementals do not leave obvious tracks of ash because they have a fairly tight control over the material that makes up their bodies and rarely allow it to flake away.

COMBAT

An ash quasi-elemental seeks to disable its foes in combat as quickly as possible. The creature will attempt to blind and choke its victims and use its natural chilling ability to freeze them. They have little grasp of tactics other than knowing to use their choke and blind attacks to their best advantage.

Choke (Ex): If an ash quasi-elemental hits with a slam attack, the victim must make a Fortitude save (DC 14) or be stunned (q.v.) for one round by the ash and soot he has breathed into his lungs. During this time, he coughs and wheezes, trying to clear his lungs and throat.

Blind (Ex): An ash quasi-elemental that successfully grapples its opponent will attempt to shed its ashes into its opponent's eyes. An opponent grappled by an ash quasi-elemental must make a Reflex save (DC 14) each round he is in the grapple or be blinded (q.v.) by ash and soot for 1d4+1 rounds.

Freeze (Ex): Any creature striking an Ash Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of cold damage (Reflex save DC 14 for half), as the elemental nature of the creature sucks the warmth from the target.

Malleable Body (Ex): The soft ash that makes up the creature's body allows easy penetration with minimal damage. The creature takes half damage from piercing and slashing weapons, applied before damage resistance is taken into account. Bludgeoning weapons inflict normal damage (before taking damage resistance into account).

Cold Subtype: Immune to all cold- and water-based attacks. Takes double damage from fire- and heat- based attacks unless these attacks allow a saving throw, in which case it takes half damage on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, DUST

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[Small Elemental \(Earth\)](#)

Hit Dice: 4d8+8 (26 hp)

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

Speed: 20 feet

AC: 19 (+1 Size, +2 Dex, +6 natural)

Attacks: slam +5 melee

Damage: slam 1d4+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Choke

Special Qualities: Elemental, Damage Reduction 10/+1, Electricity and Acid Immunity, Shifting Body, Air Vulnerability

Saves: Fort: +6, Reflex: +3, Will: +2

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

Skills: Hide +9, Move Silently +9

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Dust quasi-elementals often look quite similar to ash quasi-elementals. They appear as vaguely humanoid heaps of dust with the dust that makes up the elemental's body constantly swirling within the confines of the body's form, as though stirred by a small dust devil. They have such control over their bodies that dust trails are not left where they walk.

COMBAT

Dust quasi-elementals prefer lone targets, and in combat against multiple creatures, they will concentrate their assaults on a single foe (preferably the one that appears weakest). A dust quasi-elemental attempts to choke its target whenever possible.

Shifting Body (Ex): The loose dust that constitutes a dust quasi-elemental allows many weapons to pass easily through, making somewhat difficult to harm. Piercing attacks do ½ damage (rounded down), applied before Damage Reduction considerations. Slashing and bludgeoning attacks do normal damage, but may be eliminated by Damage Reduction.

Air Vulnerability (Ex): The loose nature of their bodies also makes dust elementals vulnerable to air-based spells. Spells based on air (e.g., gust of wind) do 1d6 points of damage per spell level to the elemental, even if they are not normally offensive spells.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, LIGHTNING

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Small Elemental (Air)

Hit Dice: 4d8+4 (22 hp)

Initiative: +5 (+5 Dex)

Speed: 30 feet, fly 60 feet

AC: 22 (+1 size, +5 Dex, +6 natural)

Attacks: slam +9 melee

Damage: slam 1d3

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Ball Lightning

Special Qualities: Elemental, DR 10/+1, Electrical Immunity, Fire and Acid resistance 20, Water and cold vulnerability, Discharge

Saves: Fort: +5, Reflex: +6, Will: +4

Abilities: Str: 10, Dex: 21, Con: 12, Int: 10, Wis: 16, Cha: 16

Skills: Listen +11, Move Silently +12, Search +9, Spot +10.

Feats: Weapon Finesse (slam)

Climate/Terrain: Any outdoor

Organization: Solitary or brood (2-4)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement Range: 5-6 HD (Small); 7-10 HD (Medium); 11-12 HD (Large)

Lightning quasi-elementals come from the quasi-elemental plane of lightning, the plane that lies directly between the elemental plane of air and the positive energy plane. They appear as bright balls of light approximately three feet in diameter with sparks and energy arcing continuously off of them.

COMBAT

In combat, a quasi-elemental tends to use its ball lightning powers before committing itself to melee. It is reasonably intelligent and will flee if not commanded by a controlling power to stay and fight. It generally will be encountered with the maximum possible number of *ball lightnings* already in place around it and in combat will always replenish its supply as quickly as possible and take free attacks of opportunity afforded by targets in metal armor.

Ball Lightning (Ex): As a free action, once per round, a lightning quasi-elemental may create a small ball of lightning from the ambient electrical energy of the atmosphere. The quasi-elemental can simultaneously have as many balls of lightning as it has Hit Dice. These balls of lightning appear near the creature and look like glowing, sparking balls about six inches in diameter. The lightning quasi-elemental may "throw" any number of pre-existing balls at any number of targets in lieu of a physical attack, making a ranged touch attack for each ball separately. Any creature using a metal melee weapon to strike the quasi-elemental and/or any creature wearing metal armor (or comprised mostly of metal) approaching within 10 feet of a quasi-elemental runs the risk of being hit by one of the balls spontaneously. Either condition immediately grants the quasi-elemental a free attack of opportunity with a ball (this does not count against the elemental's per-round limit on attacks of opportunity). If a ball hits its target, treat it as though a *shocking grasp* spell had just been successfully cast on the target creature by a sorcerer of a level equal to the elemental's Hit Dice (Reflex save DC 13 for half damage). Balls that miss float back to the elemental in one round without further risk of discharge.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Water and Cold Vulnerability: A lightning quasi-elemental takes double damage from water and cold-based attacks, unless the attack allows a saving throw, in which case it takes half damage on a successful save. Splashing water on a lightning quasi-elemental inflicts 1d4+2 points of damage per flask.

Discharge (Ex): When a lightning quasi-elemental is reduced to 0 hit points, the lightning that makes up its body explodes in a small burst of energy, immediately killing the elemental. Any creature within 10 feet of a quasi-elemental when it discharges receives 2d4 points of electrical damage (Reflex save DC 13 for half).

QUASI-ELEMENTAL, MINERAL

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Small Elemental (Earth)

Hit Dice: 4d8+16 (34 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 20 feet

AC: 18 (+1 Size, -1 Dex, +8 natural)

Attacks: slam +8 melee

Damage: slam 1d4+4

Face/Reach: 5 feet x 5 feet/5 feet

Special Qualities: Elemental, Damage Reduction 15/+1, Fire and Cold Immunity, Mineral Hide

Saves: Fort: +8, Reflex: +0, Will: +2

Abilities: Str: 16, Dex: 8, Con: 19, Int: 4, Wis: 12, Cha: 12

Skills: Hide +6, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Mineral quasi-elementals look like tiny constructs made entirely of quartz or other crystals. They are much harder than such crystals, however, and enjoy considerable protection from physical assault.

COMBAT

Of all quasi-elementals, mineral quasi-elementals are the most straightforward in their assaults – they attempt to batter anything in their way, relying on their inherent physical toughness to shield them from harm.

Mineral Hide (Ex): The extraordinarily hard skin of a mineral quasi-elemental makes it exceedingly difficult to harm. Slashing and piercing attacks do ½ damage (rounded down), applied before Damage Reduction considerations. Bludgeoning attacks do normal damage, but may be eliminated by Damage Reduction.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, LIGHTNING (ALTERNATE)

Conversion by Scott Greene and/or Erica Balsley
Small Elemental (Electricity)

Hit Dice: 6d8 (27 hp)

Initiative: +4 (Dex)

Speed: 60 ft

AC: 18 (+1 size, +4 Dex, +3 natural)

Attacks: Slam +4 melee

Damage: Slam 0 and 1d6 electrical damage

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

Special Attacks: Globe, electricity, arc

Special Qualities: Damage reduction 5/+1, elemental, electricity immunity, fire and acid resistance 20, water vulnerability

Saves: Fort +2, Ref +9, Will +2

Abilities: Str 10, Dex 18, Con 10, Int 4, Wis 11, Cha 11

Skills: Listen +9, Spot +9

Feats: Dodge

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: Small 7-9 HD (Small); medium 10-11 HD (Medium-size); large 12 HD (Large)

Lightning quasi-elementals can be found in the quasi-plane of Lightning, the Elemental Plane of Air, and the Positive Material Plane. During great electrical storms on the Material plane, a few have been known to gather.

A lightning quasi-elemental appears as a small bluish globe of electrical energy. Lightning plays off of and around its body.

COMBAT

A lightning quasi-elemental attacks by arcing itself into an opponent (if the opponent is wearing metal armor) or by releasing small globes of electricity.

Electricity (Ex): A lightning quasi-elemental is composed completely of electricity; therefore any creature touched or touching it takes electrical damage.

An opponent grasping or wearing conductive material (metal weapon, armor, and so on) that attacks a lightning quasi-elemental takes an additional 1d6 points of electrical damage.

Arc (Ex): The lightning quasi-elemental may move up to 120 feet and make an attack by arcing from its current location to any grounded metallic object (including creatures holding metal weapons or wearing metal armor). This is treated as a charge attack.

Globe (Ex): A lightning quasi-elemental can discharge one globe, once per round, for each Hit Die it possesses. This globe will hover near the elemental until an opponent comes within 5 feet, at which time, the globe moves to the opponent and discharges; 1d4 points of damage, Reflex save (DC 13) half.

Electricity Immunity (Ex): Lightning quasi-elementals are immune to all electrical effects

Water Vulnerability (Ex): A lightning quasi-elemental takes 1d8 points of damage per gallon of water it contacts.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking attacks. Lightning quasi-elementals have darkvision with a range of 60 feet.

Lightning Quasi-Elemental, Medium

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

Hit Dice: 10d8+20 (65 hp)

Initiative: +6 (Dex)

Speed: 60 ft

AC: 19 (+6 Dex, +3 natural)

Attacks: Slam +13 melee

Damage: Slam 0 and 1d8 electrical damage

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

Special Attacks: Globe, electricity, arc

Special Qualities: Damage reduction 5/+1, elemental, electricity immunity, fire and acid resistance 20, water vulnerability

Saves: Fort +5, Ref +13, Will +3

Abilities: Str 12, Dex 22, Con 14, Int 4, Wis 11, Cha 11

Skills: Listen +12, Spot +12

Feats: Dodge, Weapon Finesse (slam)

Challenge Rating: 6

COMBAT

Globe (Ex): 1d6 points of electrical damage, Reflex save (DC 17) half.

Lightning Quasi-Elemental, Large

Conversion by Scott Greene and/or Erica Balsley
Large Elemental (Air)

Hit Dice: 12d8+36 (90 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: 60 ft

AC: 21 (-1 size, +8 Dex, +4 natural)

Attacks: Slam +16 melee

Damage: Slam 0 and 2d6 electrical damage

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

Special Attacks: Globe, electricity, arc

Special Qualities: Damage reduction 10/+1, elemental, electricity immunity, fire and acid resistance 20, water vulnerability

Saves: Fort +5, Ref +13, Will +3

Abilities: Str 14, Dex 26, Con 16, Int 6, Wis 11, Cha 11

Skills: Listen +14, Spot +14

Feats: Dodge, Improved Initiative, Weapon Finesse (slam)

Challenge Rating: 9

COMBAT

Globe (Ex): 1d8 points of electrical damage, Reflex save (DC 19) half.

QUASI-ELEMENTAL, RADIANCE

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By Spencer Cooley
[Small Elemental \(Fire\)](#)

Hit Dice: 4d8+12 (30 hp)

Initiative: +5 (+5 Dex)

Speed: fly 60 feet (good)

AC: 22 (+1 Size, +5 Dex, +6 natural)

Attacks: slam +9 melee

Damage: slam 1d3

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Brilliance, Breath Weapon, Burn

Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+1

Saves: Fort: +4, Reflex: +9, Will: +2

Abilities: Str: 10, Dex: 20, Con: 16, Int: 4, Wis: 12, Cha: 12

Skills: Move Silently +12, Spot +8

Feats: Weapon Finesse (slam)

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Radiance Quasi-elementals appear as swirling, glowing spheres of heat and brilliance. Their bodies are formed of fire and positive energy, making them exceedingly hot and volatile - they are similar to tiny stars, complete with varying colors, sunspots, flares and prominences.

COMBAT

A Radiance Quasi-elemental prefers to begin combat by using its breath weapon to weaken foes, rather than immediately closing to engage in physical combat. Radiance Quasi-elementals are not terribly bright, but are direct in their combat methods as they attempt to defeat foes by vaporizing them with the extreme heat they are capable of generating.

Brilliance (Ex): As a free action, once per round, the Radiance quasi-elemental may cause itself to give off a near-blinding burst of light. Treat this as a *flare* spell cast by a 4th-level sorcerer. Using this ability inflicts 1 point of damage to the elemental, as it is using some of its own essence to generate this effect.

Breath Weapon (Su): Though it has no identifiable mouth, a Radiance Quasi-elemental may expel a jet of Radiance - a combination of positive energy and elemental fire - towards a target. This takes the form of a 30 foot long line. This attack does 2d8 points of fire damage (Reflex save DC 15 for half). Using this ability inflicts 1d4+2 points of damage to the elemental, as it is using some of its own essence to generate this effect. Unlike most breath weapons, this breath weapon can be used every round if the elemental so desires.

Burn (Ex): Any creature striking a Radiance Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of fire damage (Reflex save DC 15 for half).

Fire Subtype: Immune to all fire- and heat-based attacks. Takes double damage from water- and cold- based attacks unless these attacks allow a saving throw, in which case it takes half damage on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, SALT

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By Spencer Cooley
[Small Elemental \(Water\)](#)

Hit Dice: 4d8+12 (30 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 feet

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

Attacks: slam +7 melee

Damage: slam 1d3+3

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Dehydrate

Special Qualities: Elemental, Damage Resistance 10/+1

Saves: Fort: +9, Reflex: +2, Will: +2

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

Skills: Hide +8, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Salt elementals appear as semi-amorphous, vaguely humanoid-shaped lumps of salt - usually a dark gray rock salt. They move somewhat stiffly, but are still fairly agile for their size.

COMBAT

Salt elementals prefer to attack with surprise, grappling if possible. They will do all they can to maintain a grapple, knowing that they will both harm the other creature and heal themselves by doing so.

Dehydrate (Ex): Any creature striking a Salt Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of damage (Reflex save DC 15 for half) as the salty makeup of the elemental acts to suck water from their bodies. Creatures made of water (such as water elementals) take double damage from this attack. Creatures with little or no water in their bodies (Undead, Constructs, and some Elementals and Outsiders) are not affected by this ability. For every 2 hit points of damage done by the creature in this fashion, it gains 1 hit point (up to its normal maximum). Creatures grappled by a salt elemental are subject to dehydration every round.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, STEAM

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By Spencer Cooley
[Small Elemental \(Water\)](#)

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (+3 Dex)

Speed: fly 40 feet (good)

AC: 20 (+1 Size, +3 Dex, +6 natural)

Attacks: slam +7 melee

Damage: slam 1d3-1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Scald, Choke, Steam Jet

Special Qualities: Elemental, Damage Resistance 10/+1

Saves: Fort: +6, Reflex: +4, Will: +3

Abilities: Str: 8, Dex: 17, Con: 15, Int: 4, Wis: 14, Cha: 14

Skills: Move Silently +10, Spot +9

Feats: Weapon Finesse (slam)

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Steam Quasi-Elementals appear as floating clouds of steam that move about under their own power and of their own volition. They are sometimes mistaken for vampires (q.v.) or other creatures in gaseous form. One telling trait that allows a veteran adventurer to differentiate a steam quasi-elemental from a creature in gaseous form is the presence of four small dark spots on the elemental's body - its "eyes" - that whirl slowly through the cloud of steam but never disappear.

COMBAT

Steam elementals prefer to skulk in areas where clouds of steam might be expected such as near hot springs, volcanos (especially island volcanoes), and near underground bodies of water. They will also venture out in fog, mist, or similar conditions that obscure their nature. They prefer to attack with surprise by suddenly wrapping their forms about the head of a hapless victim, both scalding and choking him, and then use their steam jets to keep would-be-helpers at bay.

Scald (Ex): Any creature striking a Steam Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of heat damage (Reflex save DC 14 for half).

Choke (Ex): If a steam quasi-elemental hits with a slam attack, the victim must make a Fortitude save (DC 14) or be stunned (q.v.) for one round by the super-heated steam he has breathed into his lungs. During this time, he coughs and wheezes, trying to clear his lungs and throat.

Steam Jet (Su): Once per round, a steam quasi-elemental can fire a jet of superheated steam from its body. The creature makes a ranged touch attack (the creature has a +7 attack bonus on such attacks). If the attack hits, the creature takes 1d6 points of heat damage and 1d6 points of damage from the concussive force. Creatures specifically adversely affected by water-based attacks (for example, fire elementals, but not humans, as they are not specifically adversely affected by water-based attacks) take another 1d6 points of damage as the water in the steam condenses. A Reflex save (DC 14) is allowed for half damage - only a single Reflex save should be made and the results applied to all damage types.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Skills: When in an environment where it could reasonably be expected to blend in with the surroundings (e.g., fog, a steam-filled room, near a hot spring, etc.), a steam quasi-elemental gains a +8 bonus to Hide checks.

QUASI-ELEMENTAL, VACUUM

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Small Elemental (Air)

Hit Dice: 4d8+16 (34 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: fly 15 feet (poor)

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

Attacks: slam +7 melee

Damage: slam 1d4+3

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Suffocate, Improved Grab

Special Qualities: Elemental, Damage Reduction 15/+1, Improved Invisibility, Air Vulnerability, Mute Sound, Sonic Immunity

Saves: Fort: +5, Reflex: +5, Will: +2

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

Skills: Hide +18, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Vacuum quasi-elementals are perhaps the most fearsome of the quasi-elementals, as they are made from the very substance of nothing. This allows them to remain more or less invisible and nearly undetectable in most conditions save for a low sucking sound. Vacuum quasi-elementals are spherical in shape (about 2 feet in diameter) and hover slowly about.

COMBAT

Vacuum quasi-elementals love to hover innocuously at about the height of a human head, waiting for an unsuspecting soul to blunder into them. They employ their suffocation attack with great gusto and use their improved grab ability to stay with a target until he dies of asphyxiation. Since the creature is completely invisible and since it silences the cries of its victims, it is an exceptional hunter, sometimes slowly picking off party members one by one as they try to figure out what is going on.

Suffocate (Ex): A creature grappled by a vacuum quasi-elemental should be treated as though drowning.

Improved Grab (Ex): To use this ability, the quasi-elemental must succeed at a slam attack. If it succeeds, it can attempt to start a grapple without incurring an attack of opportunity and may begin using its Suffocate ability.

Improved Invisibility (Ex): Vacuum quasi-elementals' bodies are made of nothingness – there is literally nothing to see. The quasi-elemental is always invisible and this invisibility cannot be dispelled.

Mute Sound (Ex): Because sound cannot travel in a vacuum, any opponent grappling with the quasi-elemental is considered *silenced* and *deafened*.

Air Vulnerability (Ex): Because a vacuum quasi-elemental is made of the lack of air, any spell that manipulates or creates air causes it 1d6 points of damage per spell level, even if the spell does not ordinarily cause damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Skills: Vacuum quasi-elementals receive a +10 racial bonus to Hide Checks (included in statistics) when in more or less clear air.

QUICKLING

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[Small Fey](#)

Hit Dice: 1d6 (3 hp)

Initiative: +10 (Dex)

Speed: 90 ft.

AC: 23 (+1 size, +8 Dex, +4 *haste*)

Attacks: Dagger +9 melee

Damage: Dagger 1d4-2

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

Special Attacks: Spell-like abilities, *haste*, special daggers

Special Qualities: Natural invisibility, low-light vision

Saves: Fort +0, Ref +10, Will +4

Abilities: Str 7, Dex 27, Con 11, Int 16, Wis 15, Cha 16

Skills: Animal Empathy +7, Bluff +7, Concentration +7, Craft (any one) +7, Escape Artist +12, Jump +10, Listen +6, Move Silently +12, Search +7, Sense Motive +6, Spot +6, Wilderness Lore +7

Feats: Dodge, Mobility, Spring Attack, Weapon Finesse (dagger)

Climate/Terrain: Temperate forest

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

Challenge Rating: 3

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

Alignment: Usually chaotic evil

Advancement: 2-3 HD (Small)

Quicklings are relatives of the brownie (q.v.) that dabbled in magic and mysteries best left alone. Thus, legend relates, they were transformed into creatures of evil. They despise all races other than their own.

Quicklings are small and slender beings. They look much like miniature elves with very sharp, feral features. Their ears are unusually large and rise to points above their heads. Their skin ranges from pale to blue-white. Their hair is silver or white. Quicklings dress in fine clothes of bright colors. They are fond of silver and black, often selecting fabrics and metals in these colors. Quicklings never wear any form of armor or cumbersome clothes.

They speak Common, Sylvan, and Halfling.

COMBAT

Spell-Like Abilities: At will—*dancing lights*, *daze*, *levitate*, *shatter*, and *ventriloquism*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level).

Haste (Su.): A quickling is affected by a permanent *haste* spell. This grants the quickling one extra partial action, either before or after its regular action. It also gives the quickling a +4 bonus to its AC (already included in the stat block above). The quickling loses the +4 AC bonus anytime it would lose a dodge bonus. The quickling can jump one and one half times as far as normal.

Natural Invisibility (Su.): A quickling remains invisible even when it attacks. This ability is constant, but the quickling can suppress or resume it as a free action.

Special Daggers (Ex.): Quicklings sometimes employ special daggers that deal normal damage and can put a creature to sleep.

Sleep: Any opponent struck by the dagger, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell.

Skills: Quicklings receive a +8 racial bonus to Jump checks.

QULLAN

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Large Giant

Hit Dice: 2d8+6 (15 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 12 (-1 size, +1 Dex, +2 natural)

Attacks: Greatsword +6 melee

Damage: Greatsword 2d6+4

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

Special Attacks: Confusion aura

Special Qualities: Darkvision 60 ft., vulnerability

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

Abilities: Str 18, Dex 12, Con 16, Int 8, Wis 12, Cha 10

Skills: Craft (weaponsmithing) +13, Listen +4, Spot +4

Feats: Weapon Focus (greatsword)

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 2

Treasure: 50% standard, plus masterwork greatsword

Alignment: Always chaotic evil

Advancement: By character class

The qullan are strong, insane humanoid creatures standing roughly 8 feet tall. They are infamous for their skill at swordsmithing, though they guard this secret very closely. They appear as bald humans with a small tuft of black hair at the top of their heads. This hair is usually pulled back into a ponytail. Their entire bodies are covered in tattoos of clashing colors. Battle scars gained are sometimes enhanced with cosmetic paint. The qullan consider their scars a sign of dignity and power.

Human or humanoid races have never befriended Qullan, nor have the qullan attempted to make friends with any human or near-human race. Every encounter with the qullan has been in combat.

Qullan never wear armor or carry shields. They prefer loose fitting skins, such as those from a tiger or lion.

They speak their own language. It is not known if they speak Common or any other language as they never speak to those outside the qullan race.

COMBAT

A qullan attacks with its greatsword in combat. It is fearless, and will never retreat or back down,

preferring to fight to the death in nearly all situations.

Confusion Aura (Su.): 5-foot radius, Will save (DC 14) or affected as by *confusion* as cast by a 6th-level sorcerer. A successful save renders the creature immune to the confusion aura of that qullan for one day.

Vulnerability (Ex.): Any enchantment spell cast on a qullan causes its confusion ability to "feed back" and instantly slay the qullan.

Skills: Qullan receive a +8 racial bonus on Craft (weaponsmithing) checks, and a +4 racial bonus on Listen and Spot checks.

RAGGAMOFFYN, COMMON

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[Medium-Size Construct](#)

Hit Dice: 3d10 (16 hp)

Initiative: +0

Speed: 30 ft., fly 20 ft (clumsy)

AC: 15 (+5 natural)

Attacks: Grapple +2 melee

Damage: Grapple 1d6+1

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

Special Attacks: Engulf, Control Host, Constrict

Special Qualities: Construct, weapon immunity

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

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

Climate/Terrain: Any land and underground

Organization: Pack (1-4)

Challenge Rating: 1

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 3-6 HD (Medium-size), 7-9 HD (Large)

These mysterious creatures are sentient scraps of cloth, leather, and metal of unknown origin. Some say that they are formed from the remnants of magical cloaks, boots, and weapons, when these are worn out and discarded. Others claim that vile sorcery and twisted magic is creating these animated creatures using a cursed Manual of Golems.

Raggamoffyns speak no known language, though they understand Common. Raggamoffyns originated in Undermountain, though rumors persist that they have been spotted elsewhere. They seem driven to create more of their own kind, but they must use others to do so, forcing their hosts to destroy enchanted clothing and perform a quick, silent rite that somehow creates another raggamoffyn.

Whether or not the raggamoffyns serve the mage who created them is an open question; some say that their drive to create more of their kind is only a preparation to overrun humanity.

In bright light, raggamoffyns are sometimes confused with mummies or adherers and slain (along with the unfortunate host), but in most cases they can pass as human in poor light. Some say that the raggamoffyns are the nonliving variants of a race of steel shadows that they serve, metal-animating creatures that dwell deep in Undermountain.

Raggamoffyns almost never harm their hosts directly. However, they do force their hosts to kill, to steal, or cause mischief (like the destruction of valuable magical items). Unfortunately, the hosts are always left to face the consequences (having been freed by the raggamoffyn) when things go wrong. Because their actions are planned and directed to a definite goal, some sages believe that raggamoffyns serve the ends of their creators.

Oddly, raggamoffyn (other than the gutterspite) cannot capture and control gnomes or duergar; their very natures could make them immune, or it could be a simple whim of the creator, but these creatures never attack these small races.

They can slip through small openings, such as beneath a door or through a portcullis, just by splitting into their component parts.

Usually just called raggamoffyns, these bits of leather cloaks, gloves, and armor are the most common (and most dangerous) type of raggamoffyn. They thrive in rubbish heaps, alleys, and graveyards where they often include bits of burial shrouds. Common raggamoffyns can control Medium-size or smaller creatures of up to 15 Intelligence and as much as 6 Hit Dice.

Common raggamoffyns gather in roving packs on some nights, often controlling the actions of thieves, watchmen, bookkeepers, or other night owls in the city. In rare cases, they asphyxiate hosts who escape their control and might give away their presence to others—the only active attack raggamoffyns use against their own hosts.

COMBAT

Raggamoffyns prefer to fight by possessing a host. They do this by physically wrapping themselves around their target like cloth around a mummy.

Engulf (Ex): A raggamoffyn can try to wrap a creature one size smaller than itself in its body as a standard action. The raggamoffyn attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it can constrict.

Constrict (Ex): Because it seizes victims by the neck, a creature in the raggamoffyn's grasp cannot speak or cast spells with a verbal opponent. A creature caught can hold its breath for a number of rounds equal to twice its Constitution score. After this period, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each

round, with the DC increasing by +1 for each previous success. When the creature fails a check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A common raggamoffyn deals 1d6+1 points of damage with a successful grapple check against a Medium-size or smaller opponent.

A victim can escape by making an opposed grapple roll or an Escape Artist check against the raggamoffyn's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage dealt to a raggamoffyn while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the raggamoffyn.

Control Host (Su): Once they've covered the host, raggamoffyns can force the host body to do their collective bidding. Even when captured, intelligent creatures can throw off the effects by force of will; when enwrapped by a raggamoffyn, characters can make a Will save (DC 12) to resist the raggamoffyn's control. Successful saves usually cause most (but not all; see below) raggamoffyn to fly to another host. If failed, the character is under the control of the raggamoffyn, but can make a saving throw at the start of each turn to break free.

Weapon Immunity (Ex): Raggamoffyns take no damage from blunt weapons.

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. They have darkvision with a range of 60 feet.

RAGGAMOFFYN, GUTTERSPIE

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
[Medium-Size Construct](#)

Hit Dice: 5d10 (27 hp)

Initiative: +0

Speed: 20 ft., fly 20 ft (clumsy)

AC: 20 (+10 natural)

Attacks: Grapple +4 melee

Damage: Grapple 1d8+1

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

Special Attacks: Engulf, Control Host, Blinding, Constrict

Special Qualities: Construct, weapon immunity, spell immunities

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

Abilities: Str 13, Dex 10, Con -, Int 11, Wis 10, Cha 14

Climate/Terrain: Any land and underground

Organization: Pack (1-3)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 6-10 HD (Medium-size), 11-15 HD (Large)

These mysterious creatures are sentient scraps of cloth, leather, and metal of unknown origin. Some say that they are formed from the remnants of magical cloaks, boots, and weapons, when these are worn out and discarded. Others claim that vile sorcery and twisted magic is creating these animated creatures using a cursed Manual of Golems.

Raggamoffyns speak no known language, though they understand Common. Raggamoffyns originated in Undermountain, though rumors persist that they have been spotted elsewhere. They seem driven to create more of their own kind, but they must use others to do so, forcing their hosts to destroy enchanted clothing and perform a quick, silent rite that somehow creates another raggamoffyn.

Whether or not the raggamoffyns serve the mage who created them is an open question; some say that their drive to create more of their kind is only a preparation to overrun humanity.

In bright light, raggamoffyns are sometimes confused with mummies or adherers and slain (along with the unfortunate host), but in most cases they can pass as human in poor light. Some say that the raggamoffyns are the nonliving variants of a race of steel shadows that they serve, metal-

animating creatures that dwell deep in Undermountain.

Raggamoffyns almost never harm their hosts directly. However, they do force their hosts to kill, to steal, or cause mischief (like the destruction of valuable magical items). Unfortunately, the hosts are always left to face the consequences (having been freed by the raggamoffyn) when things go wrong. Because their actions are planned and directed to a definite goal, some sages believe that raggamoffyns serve the ends of their creators.

Oddly, raggamoffyn (other than the gutterspite) cannot capture and control gnomes or duergar; their very natures could make them immune, or it could be a simple whim of the creator, but these creatures never attack these small races.

They can slip through small openings, such as beneath a door or through a portcullis, just by splitting into their component parts.

The gutterspite is a rare form of raggamoffyn, barely large enough to control creatures of up to Small size, but not quite large enough to engulf elves or humans. The host size is less important to gutterspites, as they almost always choose to stay with the host they bond with at birth.

The gutterspites are the only form of raggamoffyn to cooperate with their hosts, rather than simply dominating them (though they can if the host doesn't cooperate with them). Compared to other raggamoffyns and their whirling scraps of wind and fury, the gutterspites are awkward, shambling masses, made of ropes, string, leather straps, and strips of unraveling cloth holding together a small mass of gems, glass, and glitter.

They can control creatures of up to 10 Intelligence and as much as 4 levels or Hit Dice. A gutterspite's preferred hosts are small, often halflings, dwarves, and gnomes.

Gutterspites are the only raggamoffyns that can control gnomes and duergar.

COMBAT

Raggamoffyns prefer to fight by possessing a host. They do this by physically wrapping themselves around their target like cloth around a mummy.

Engulf (Ex): A raggamoffyn can try to wrap a creature one size smaller than itself in its body as a standard action. The raggamoffyn attempts a

grapple that does not provoke an attack of opportunity. If it gets a hold, it can constrict.

Constrict (Ex): Because it seizes victims by the neck, a creature in the raggamoffyn's grasp cannot speak or cast spells with a verbal opponent. A creature caught can hold its breath for a number of rounds equal to twice its Constitution score. After this period, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the creature fails a check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A gutterspite deals 1d8+1 points of damage with a successful grapple check against a Medium-size or smaller opponent.

A victim can escape by making an opposed grapple roll or an Escape Artist check against the raggamoffyn's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage dealt to a raggamoffyn while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the raggamoffyn.

Control Host (Su): Once they've covered the host, raggamoffyns can force the host body to do their collective bidding. Even when captured, intelligent creatures can throw off the effects by force of will; when enwrapped by a raggamoffyn, characters can make a Will save (DC 14) to resist the raggamoffyn's control. Successful saves usually cause most (but not all; see below) raggamoffyn to fly to another host. If failed, the character is under the control of the raggamoffyn, but can make a saving throw at the start of each turn to break free.

Weapon Immunity (Ex): Raggamoffyns take no damage from blunt weapons.

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. They have darkvision with a range of 60 feet.

Blinding (Su): 1/day—a gutterspite can create a sparkling burst of light that shines from its glitter and glass, blinding all opponents in a 20-foot radius who fail a Fort save (DC 14). This blindness lasts for 1d4 rounds, giving the gutterspite and its host enough time to flee or attack.

Blinded opponents are flat footed, and the gutterspite gains an additional +2 bonus to attack rolls against blinded foes.

Spell Immunities (Su): Gutterspites are unaffected by *color spray*, *darkness*, *light*, *rainbow*, and *continual light* spells.

RAGGAMOFFYN, SHRAPNYL

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[Large Construct](#)

Hit Dice: 7d10 (38 hp)

Initiative: +0

Speed: 20 ft., fly 10 ft (clumsy)

AC: 25 (-1 size, +16 natural)

Attacks: Grapple +9 melee

Damage: Grapple 2d8+5 or 1d6+5 (x5)

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

Special Attacks: Engulf, Control Host, Explode, Constrict

Special Qualities: Construct, weapon immunity, spell vulnerabilities

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

Abilities: Str 20, Dex 10, Con -, Int 12, Wis 10, Cha 16

Climate/Terrain: Any land and underground

Organization: Pair (1-2)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Large), 15-21 HD (Huge)

These mysterious creatures are sentient scraps of cloth, leather, and metal of unknown origin. Some say that they are formed from the remnants of magical cloaks, boots, and weapons, when these are worn out and discarded. Others claim that vile sorcery and twisted magic is creating these animated creatures using a cursed Manual of Golems.

Raggamoffyns speak no known language, though they understand Common. Raggamoffyns originated in Undermountain, though rumors persist that they have been spotted elsewhere. They seem driven to create more of their own kind, but they must use others to do so, forcing their hosts to destroy enchanted clothing and perform a quick, silent rite that somehow creates another raggamoffyn.

Whether or not the raggamoffyns serve the mage who created them is an open question; some say that their drive to create more of their kind is only a preparation to overrun humanity.

In bright light, raggamoffyns are sometimes confused with mummies or adherers and slain (along with the unfortunate host), but in most cases they can pass as human in poor light. Some say that the raggamoffyns are the nonliving variants of a race of steel shadows that they serve, metal-

animating creatures that dwell deep in Undermountain.

Raggamoffyns almost never harm their hosts directly. However, they do force their hosts to kill, to steal, or cause mischief (like the destruction of valuable magical items). Unfortunately, the hosts are always left to face the consequences (having been freed by the raggamoffyn) when things go wrong. Because their actions are planned and directed to a definite goal, some sages believe that raggamoffyns serve the ends of their creators.

Oddly, raggamoffyn (other than the gutterspite) cannot capture and control gnomes or duergar; their very natures could make them immune, or it could be a simple whim of the creator, but these creatures never attack these small races.

They can slip through small openings, such as beneath a door or through a portcullis, just by splitting into their component parts.

These powerful creatures are made of dozens or even hundreds of shards of metal of all varieties and colors, including bits of iron, brass, tin, and copper. The shrapnyl consist of good-sized bits of metal: Entire horseshoes, swords, shields, lanterns, pans, knives, and tableware.

They can control hosts up to Large size with an 18 Intelligence and up to 9 HD or levels. Their preferred victims are ogres, mages, or (best of all) ogre mages. When they seek to disguise themselves, shrapnyl raggamoffyns arrange their metal shards to resemble splint mail armor.

One of the benefits of this parasite is that the shrapnyl actually acts as armor, taking damage that might normally affect its host (spell effects affect both, except as listed below). If they are exposed to acids, those particular pieces of metal flip over and expose the host to the acid damage as well, dividing the damage of the acid between them (host and shrapnyl each take half damage).

Older shrapnyl sometimes include large chunks of gold, silver, or platinum among their scraps, and use them to lure potential hosts near. They may lie still for hours at a time, then suddenly rise up out of a chest or a pile of coins and surround a host. When in its loose metal form, without a host, a shrapnyl can attack five times a round, inflicting 1d6+5 points of damage.

COMBAT

Raggamoffyns prefer to fight by possessing a host. They do this by physically wrapping themselves around their target like cloth around a mummy.

Engulf (Ex): A raggamoffyn can try to wrap a creature one size smaller than itself in its body as a standard action. The raggamoffyn attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it can constrict.

Constrict (Ex): Because it seizes victims by the neck, a creature in the raggamoffyn's grasp cannot speak or cast spells with a verbal opponent. A creature caught can hold its breath for a number of rounds equal to twice its Constitution score. After this period, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the creature fails a check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A shrapnyl raggamoffyn deals 2d8+5 points of damage with a successful grapple check against a Medium-size or smaller opponent.

A victim can escape by making an opposed grapple roll or an Escape Artist check against the raggamoffyn's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage dealt to a raggamoffyn while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the raggamoffyn.

Control Host (Su): Once they've covered the host, raggamoffyns can force the host body to do their collective bidding. Even when captured, intelligent creatures can throw off the effects by force of will; when enwrapped by a raggamoffyn, characters can make a Will save (DC 16) to resist the raggamoffyn's control. Successful saves usually cause most (but not all; see below) raggamoffyn to fly to another host. If failed, the character is under the control of the raggamoffyn, but can make a saving throw at the start of each turn to break free.

Weapon Immunity (Ex): Raggamoffyns take no damage from blunt weapons.

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. They have darkvision with a range of 60 feet.

Explode (Su): 1/day— a shrapnyl can explode into a cloud of steel, dealing 4d10 points of damage to all creatures within a 10-foot radius (Reflex save at DC 16 for half). The shrapnyl's host is unaffected by the explosion, but thereafter the shrapnyl can no longer control its host. The monster must rest and retreat before finding a new host, so it uses the exploding cloud of steel only in extreme situations.

Spell Vulnerabilities (Su): Shrapnyl are vulnerable to *crystalbrittle*, *shatter*, and *heat metal* spells. *Shatter* causes 3d6 points of damage to a shrapnyl, *crystalbrittle* affects it without the benefit of a saving throw, and *heat metal* causes full normal damage to a shrapnyl.

RAGGAMOFFYN,

TATTERDEMANIMAL

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[Small Construct](#)

Hit Dice: 1d10 (6 hp)

Initiative: +1

Speed: 50 ft., fly 30 ft. (clumsy)

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

Attacks: Grapple +0 melee

Damage: Grapple 1d2

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

Special Attacks: Engulf, Control Host, Constrict

Special Qualities: Construct, weapon immunity, fire invulnerability

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

Abilities: Str 10, Dex 12, Con -, Int 8, Wis 10, Cha 10

Climate/Terrain: Any land and underground

Organization: Pack (1-6)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small), 3 HD (Medium-size)

These mysterious creatures are sentient scraps of cloth, leather, and metal of unknown origin. Some say that they are formed from the remnants of magical cloaks, boots, and weapons, when these are worn out and discarded. Others claim that vile sorcery and twisted magic is creating these animated creatures using a cursed Manual of Golems.

Raggamoffyns speak no known language, though they understand Common. Raggamoffyns originated in Undermountain, though rumors persist that they have been spotted elsewhere. They seem driven to create more of their own kind, but they must use others to do so, forcing their hosts to destroy enchanted clothing and perform a quick, silent rite that somehow creates another raggamoffyn.

Whether or not the raggamoffyns serve the mage who created them is an open question; some say that their drive to create more of their kind is only a preparation to overrun humanity.

In bright light, raggamoffyns are sometimes confused with mummies or adherers and slain (along with the unfortunate host), but in most cases they can pass as human in poor light. Some say that the raggamoffyns are the nonliving variants of a race of steel shadows that they serve, metal-

animating creatures that dwell deep in Undermountain.

Raggamoffyns almost never harm their hosts directly. However, they do force their hosts to kill, to steal, or cause mischief (like the destruction of valuable magical items). Unfortunately, the hosts are always left to face the consequences (having been freed by the raggamoffyn) when things go wrong. Because their actions are planned and directed to a definite goal, some sages believe that raggamoffyns serve the ends of their creators.

Oddly, raggamoffyn (other than the gutterspite) cannot capture and control gnomes or duergar; their very natures could make them immune, or it could be a simple whim of the creator, but these creatures never attack these small races.

They can slip through small openings, such as beneath a door or through a portcullis, just by splitting into their component parts.

This lesser form of raggamoffyn is the least dangerous, made of small, dirty, and tattered scraps of cloth and able to wrap itself around creatures of Small size or smaller. A tatterdemanimal cannot control a host with more than 3 Hit Dice or a 4 Intelligence; its usual victims are rats, dogs, cats, birds, and pigs.

Tatterdemanimals often gather in small groups and control a group of similar animals, such as a pack of dogs or a flock of pigeons. Oddly, they can fly, although they cannot control the host accurately enough to imitate a bird's flapping wings.

COMBAT

Raggamoffyns prefer to fight by possessing a host. They do this by physically wrapping themselves around their target like cloth around a mummy.

Engulf (Ex): A raggamoffyn can try to wrap a creature one size smaller than itself in its body as a standard action. The raggamoffyn attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it can constrict.

Constrict (Ex): Because it seizes victims by the neck, a creature in the raggamoffyn's grasp cannot speak or cast spells with a verbal opponent. A creature caught can hold its breath for a number of rounds equal to twice its Constitution score. After this period, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each

round, with the DC increasing by +1 for each previous success. When the creature fails a check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A tatterdemanimal deals 1d2 points of damage with a successful grapple against a Small or smaller opponent.

A victim can escape by making an opposed grapple roll or an Escape Artist check against the raggamoffyn's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage dealt to a raggamoffyn while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the raggamoffyn.

Control Host (Su): Once they've covered the host, raggamoffyns can force the host body to do their collective bidding. Even when captured, intelligent creatures can throw off the effects by force of will; when enwrapped by a raggamoffyn, characters can make a Will save (DC 10) to resist the raggamoffyn's control. Successful saves usually cause most (but not all; see below) raggamoffyn to fly to another host. If failed, the character is under the control of the raggamoffyn, but can make a saving throw at the start of each turn to break free.

Weapon Immunity (Ex): Raggamoffyns take no damage from blunt weapons.

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. They have darkvision with a range of 60 feet.

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

RED BASILISK (HALF DRAGON)

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Large Dragon

Hit Dice: 12d12 + 60 (125)

Initiative: +0

Speed: 20 ft; fly 100 ft (average)

AC: 23 (Natural +14, Size -1)

Attacks: Bite +22; 8 Claws at + 20; 2 Wings at +20; Tail Slap +20

Damage: Bite 2d6+10; Claws 1d8+10; Wings 1d6+5; Tail 1d8 +15

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

Special Attacks: Petrifying Gaze (DC 17); Breath Weapon 6d10 (DC 22)

Special Qualities: Low-light & Dark vision; Fire, Sleep, Paralysis and Petrification Immunities.

Save: Fort +13; Ref +8; Will +5.

Abilities: Str31 (+10); Dex10 (+0); Con21 (+5); Int4 (-3); Wis12 (+1); Cha12 (+1).

Skills: Hide +8; Listen +9; Spot +9; Move Silently +6; Tumble +6.

Feats: Snatch; Flyby Attack; Multi-Attack.

Climate/Terrain: Any land, Underground or Mountains

Organization: Solitary or Colony (3-6)

Challenge Rating: 9

Treasure: None

Alignment: always Chaotic Evil

Loads: up to 612lb, light; 613-1246lb, medium; 1225-1840lb, heavy.



THE STRONG'S ENCYCLOPEDIA OF
TRANSFORMS MUNDANE AND MAGICAL

RENDER

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[Large Magical Beast](#)

Hit Dice: 13d10+52 (123 hp)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 23 (-1 size, +2 Dex, +12 natural)

Attacks: 2 claws +19 melee, bite +14 melee

Damage: Claw 1d6+7, bite 2d6+3

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

Special Attacks: Paralyzing gaze, improved grab, rend, rage

Special Qualities: Damage reduction 10/+1, SR 17, regeneration 5, immunities

Saves: Fort +12, Ref +10, Will +6

Abilities: Str 24, Dex 15, Con 18, Int 13, Wis 14, Cha 13

Skills: Hide +3, Listen +20, Spot +20

Feats: Alertness, Cleave, Power Attack, Weapon Focus (claw)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Always chaotic evil

Advancement: 14-19 HD (Large); 20-39 HD (Huge)

Created deep within the labs of Darkhold, the render is without a doubt one of the most savage creatures to ever walk the land. The render was created completely by accident, and efforts to duplicate the experiment that brought life to the creature have since met with failure.

The fearless render is 9 feet tall and composed entirely of muscles, sinews, claws, and teeth. The creature has deep black, short fur that covers its entire body and is matted down with a slimy, sweat-like secretion. The teeth of the render are between 5 and 9 inches long, and razor sharp. The beast's claws are equally as long, and are often caked with the remains of its last victim. The most unnerving thing about the render is the glowing amber eyes. They seem to strike fear in its victim only moments before they die. The creature has a deep hatred of all life, and kills without mercy or remorse.

It is unknown whether a render can speak as most attempts have been met with death.

COMBAT

A render is relentless in combat, attacking only to kill its opponent. They are known to hide and wait for prey to pass by before attacking.

Paralyzing Gaze (Su): Paralyzed for 1 minute, 30 feet, Will save (DC 17).

Improved Grab (Ex): To use this ability, the render must hit with both claw attacks.

Rend (Ex): A render that gets a hold latches onto the opponent's body and tears the flesh. This attack automatically deals 3d6+10 points of damage.

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

Regeneration (Ex): Electricity deals normal damage to a render. The render cannot regenerate lost limbs.

Immunities (Ex): The render is immune to mind-influencing effects and poison.

ROCK BORERS

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[Small Magical Beast](#)

Hit Dice: 1d10-1 (4 hp)

Initiative: -2 (-2 Dex)

Speed: Burrow 5 ft

AC: 12 (+1 size, -2 Dex, +3 natural)

Attacks: Bite +1 melee

Damage: Bite 2d6

Face/Reach: 6 in. by 2 ft / 2 ft

Special Qualities: Blindsight

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

Abilities: Str 8, Dex 6, Con 9, Int 1, Wis 1, Cha 1

Climate/Terrain: Any subterranean

Organization: Swarm

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement Range: 2 HD (Small)

Rock borers are not deadly to adventurers in and of themselves; nonetheless, to those who venture underground, as well as to those who live and work there, no creature can possibly be more feared. The rock borer, a larger (and magical) cousin of the earthworm, has powerful jaws capable of crushing solid rock to powder; it is on this powdery material that the creature subsists. Unfortunately, this also has the effect of weakening the rock structure; even a single rock borer, given time, can do grave damage to the stability of a network of tunnels, and the creatures come not in single numbers, but in swarms. A dungeon infested with rock borers can suffer a localized collapse at the tread of even the lightest of feet.

Rock borers appear as a huge, squat, dark gray earthworm with enlarged jaws containing serrated bone-like teeth. Hard, bristly hairs, almost like spikes, dot its body, helping it move through the earth.

COMBAT

Rock borers do not attack humans, not recognizing them as a source of food; if, however, one is pulled from the rock (which is difficult, due to the spiky body hairs that cover it; a Strength check must be made with a difficulty of 23), it will wriggle about in an attempt to bite its captor and startle him or her into dropping the borer. It will then immediately attempt to burrow back into the ground.

ROT GRUB

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[Fine Vermin](#)

Hit Dice: 1/4d8 (1 hp)

Initiative: +1 (Dex)

Speed: 5 ft.

Armor Class: 19 (+8 size, +1 Dex)

Attacks: Slam +4 melee

Damage: Slam 0

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

Special Attacks: Burrow

Special Qualities: Vermin, darkvision 60 ft.

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

Abilities: Str 2, Dex 13, Con 10, Int –, Wis 10, Cha 1

Skills: Jump +5, Hide+ 5

Climate/Terrain: Any land and underground

Organization: Swarm (5-20)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement Range: 1 HD (Fine)

Rot grubs are a vital part of any dungeon ecology. They are the ultimate garbage disposals. Rot grubs are occasionally found in heaps of offal or dung, but are most commonly found infesting decayed organic matter such as corpses or wood.

The refuse heap surrounding an otyugh will sometimes (25% chance) contain 1d4 swarms of rot grubs. Also, there is a 10% that any corporeal undead creature is a walking nest of rot grubs. Such undead pose a serious threat to any creature that comes within combat range—for that puts them equally in range of the grubs.

COMBAT

Rot grubs lie in wait in decaying organic matter. When their nest is disturbed, they attempt to burrow through any exposed flesh. Rot grubs can, if they so choose, through strong muscular contractions, hurl themselves at one target within 5 feet.

Burrow (Ex): A rot grub secretes an anesthetic when it bites (DC 12 to notice). It takes the rot grub one round to burrow through exposed flesh. It then travels through the host's vital organs to its heart. There it burrows into the heart and kills the host in 10-30 minutes. If the victim is wearing armor of add one round per point of protection to the time it takes the grub to burrow through the skin. This extra time represents the grub's attempt to find an opening in the armor, where it can (hopefully) slip in unnoticed.

The victim must immediately apply flame to the wound (1d6 points of damage per application) or have a *cure disease* spell cast upon him. Flame kills 2d10 grubs per application, while a *cure disease* kills all of them. If not administered within 3 rounds, the rot grubs are too deep for fire to be an effective way of killing them.

RUSSET MOLD

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[Small Plant](#)

Treat as trap (CR 6)

Found in damp, dark areas, this mold resembles rust at distances of greater than 30 feet. It is immune to all attacks involving fire, weapons, and cold, but is vulnerable to applications of alcohol, acid, and other things harmful to plants (such as salt). Russet mold can be killed instantly if *cure disease* or *continual light* is cast on it.

Living creatures that disturb it or come within 5 feet of it cause the russet mold to release a cloud of spores in a 5-foot radius cloud. All those in the area must succeed at a Fortitude save (DC 15) or take 2d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later— even by those who succeeded at the first save— to avoid taking 3d6 points of temporary Constitution damage.

A creature killed by russet mold will rise as a vegepygmy (q.v.) 1d4+20 hours later, unless a *hold plant* spell is cast within 1 hour. *Hold plant* does not actually prevent the creature from becoming a vegepygmy, but it does delay the process for the duration of the spell. After that, only a *wish* or *miracle* can prevent the creature rising.

Russet mold is lumpy and has a texture similar to cold porridge. Small hair-like growths stand upright and constantly waver back and forth.

THE COUNCIL OF ENCYCLOPEDIA OF
THE MUNDANE AND MAGICAL

SABRECLAW

COPYRIGHT NOTICE: Conversion by Spencer Cooley

Large (Tall) Magical Beast

Hit Dice: 5d10+10 (38 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 feet, fly 30 feet (good)

AC: 18 (-1 Size, +1 Dex, +8 natural)

Attacks: claw +7 melee

Damage: claw 1d8+3 (x3)

Face/Reach: 5 feet x 5 feet/10 feet

Special Qualities: Improved Critical, Spell Immunity, Shared Essence, Poison Immunity, Truesight

Saves: Fort: +6, Reflex: +5, Will: +1

Abilities: Str: 15, Dex: 13, Con: 14, Int: 2, Wis: 10, Cha: 10

Skills: Move Silently +9

Feats: Flyby Attack, Improved Initiative

Climate/Terrain: Any outdoor

Organization: Wing (1-20)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement Range: 6-15 HD (Large)

Sabreclaws are large, hairy, flying creatures magically created from befouled waters. Their bodies are covered in short black fur and coated in a slick black grease. Their wings are hairless and leathery, much like a bat's. Their eyes glow a haunting red color and their right "arm" ends in a large, bony extension that greatly resembles a sword.

COMBAT

Sabreclaws always attack in wings. They prefer to attack "on the wing" with flyby attacks, using their numbers to great advantage. They have little more than animal intellect, and their shared essence makes them fierce predators.

Shared Essence (Su): Sabreclaws are created in "wings" of 1-20 individuals. Sabreclaws created from the same wing have a supernatural ability to share their essence so long as they remain within 60 feet of any other member of the wing. In game terms, this means that all sabreclaws from a single wing using the shared essence ability have a shared pool of hit points; damage to any individual is taken from this pool and no individual can be slain until the pool has been reduced to 0 hit points. At this point all members of the wing using the shared essence ability die. A sabreclaw taken more than 60 feet from another member of the wing takes with it from the a number of hit points equal to the total hit points in the pool divided by the number of sabreclaws in the wing (in other words, the average hit points of any given wing member). This means that with a wing of 3 sabreclaws, each with 30 hit points, none will die unless 90 hit points of total damage are done to the wing. This can all be done to a single individual. If the pool was done to 13 hit points and one sabreclaw was forcibly removed from its fellows, it would have 4 hit points and could be killed by doing 4 points of damage to it. Sabreclaws never voluntarily stray from their wing.

Spell Immunity (Su): A sabreclaw is immune to all spells of 3rd level or below.

Truesight (Su): A sabreclaw always sees things as though under the effects of a *true seeing* spell. If this is dispelled, the sabreclaw may attempt to reactivate it once per round as a free action.

Improved Critical (Ex): The scimitar-like claw of a sabreclaw does triple damage on a critical hit.

SANDLING

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Large Elemental (Earth)

Hit Dice: 4d8 (18 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

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

Attacks: +4 Slam

Damage: 2d8+2 Slam

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

Special Attack: Earth Mastery, Push

Special Qualities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Darkvision 60 feet.

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

Abilities: Str 14, Dex 12, Con 10, Int 6, Wis 11, Cha 11

Skills: Listen +7, Spot +7

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 8 HD (Huge)

A sandling appears to be an amorphous mass of moving, sliding sand. A adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial, and will attack any creatures that trespass on their areas. The fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault. If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a slow spell, and will cause the sandling to strike for only one-half damage (1d8+1).

Sandlings are apparently silicon-based creatures, and some sages believe that they originated on the Elemental Plane of Earth. A sandling grows until it reaches fill size (10' diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2' in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than 1/2 ft in diameter. When one grows above this size, the parent sandling perceives it as a threat, and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals (if it can).

Sandlings sense heat, sound, and moisture. They dislike wetness, and will burrow underground to avoid rain or water (unless already defending their territories). There have been reports of huge sandlings three times as large as normal adults, but these have not been substantiated. Sandlings are always the same color as the sand of their territories. They are also the same temperature as their surroundings.

SANDMAN

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[Medium-Size Elemental](#)

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 30 ft.

AC: 17 (+7 natural)

Attacks: Slam +3 melee

Damage: 1d6 and sleep

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

Special Attacks: Sleep

Special Qualities: Darkvision 60 ft., SR 15

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

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

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: Double coins

Alignment: Usually neutral evil

Advancement: 5-12 HD (Medium-size)

A native of either the Elemental Plane of Earth or the Quasi-Elemental Plane of Dust (scholars are not sure which), the sandman appears as a human constructed entirely of sand.

COMBAT

A sandman attacks using its fists if pressed, but almost always relies on its sleep ability to affect those within range. Once a creature goes to sleep, the sandman will not attack it.

Sleep (Su.): 20-foot radius or by touch, Will save (DC 13) or sleep for 30 minutes. Each 1 minute thereafter, the victim must succeed at a Will save (DC 13) to wake up. Slapping or wounding a sleeping creature will wake it, though normal noise will not. Unconscious creatures, constructs, and undead are immune to the effects of this ability.

SHADOW DEMON

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
[Medium-Size Outsider \(Chaotic, Evil\) \(Incorporeal\)](#)

Hit Dice: 7d8+21 (52 hp)

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

Speed: Fly 30 ft. (perfect)

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

Attacks: Incorporeal touch +9 melee, incorporeal bite +4 melee

Damage: Incorporeal touch 1d6, incorporeal bite 1d8

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

Special Attacks: Spell-like abilities, leap, malevolence

Special Qualities: Shadow blend, incorporeal, darkvision 60 ft., immunities, resistances, sunlight powerlessness

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

Abilities: Str –, Dex 15, Con 17, Int 14, Wis 13, Cha 16

Skills: Hide +12, Intuit Direction +7, Jump +12, Listen +7, Search +7, Sense Motive +8, Spot +8

Feats: Dodge, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-11 HD (Medium-size); 12-21 HD (Large)

The shadow demon is the essence of a demon imprisoned in the form of a shadow. Sages and scholars contend that a shadow demon is formed from a manes demon (q.v.), though the high intelligence of the shadow demon seems to put this theory in doubt. A shadow demon is not undead and therefore cannot be turned.

COMBAT

A shadow demon physically attacks by leaping at its opponent and attacking with its claws and bite. Otherwise it uses its spell-like abilities and malevolence.

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

Spell-like Abilities: 1/day—*darkness* and *fear*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Malevolence (Su.): Once per day, a shadow demon can merge its body with a creature on the Prime Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell does not negate this ability. A *daylight* spell, however, will.

Resistances (Ex.): Cold, fire and acid resistance 20.

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

Immunities (Ex.): Immune to poison and electricity.

Sunlight Powerlessness (Su.): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only partial actions.

SHEDU

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[Large Magical Beast](#)

Hit Dice: 9d10+27 (76 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (average)

AC: 16 (-1 size, +1 Dex, +6 natural)

Attacks: 2 hooves +13 melee

Damage: Hoof 1d6+7

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

Special Attacks: Psionics

Special Qualities: Ethereal jaunt, SR 16, darkvision 60 ft., low-light vision

Saves: Fort +9, Ref +7, Will +9

Abilities: Str 21, Dex 12, Con 17, Int 16, Wis 18, Cha 17

Skills: Concentration +9, Knowledge (arcana) +12, Listen +12, Sense Motive +14, Spot +12

Feats: Blind-Fight, Combat Casting, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

Climate/Terrain: Any warm land

Organization: Herd (2-8)

Challenge Rating: 7

Treasure: Standard

Alignment: Always lawful good

Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Shedu travel the world seeking to further the ends of lawful good. They will help any good creature that is in need of aid.

A shedu appears as a winged equine with a human's head that is large and stocky (almost dwarven). A shedu always has a beard and mustache and wears its bristly hair in bands.

Shedu speak Shedu, Auran, Celestial, and Infernal.

COMBAT

Shedu attack with their hooves, and will almost always enter combat if they observe a good creature being threatened by evil.

Psionics (Sp): At will—*astral projection*, *combat prescience*, *concussion*, *ectoplasmic form*, *empathy*, and *mindlink*. These abilities are as the powers manifested by a 12th-level psion.
Attack/Defense Modes (Sp): At will—all/all.

Ethereal Jaunt (Su): At will, a shedu can shift from the Ethereal to the Prime Material Plane as a free action, and shift back again as a move equivalent action (or as part of a move equivalent action). This

ability is otherwise identical with *ethereal jaunt* as cast by an 18th-level sorcerer.

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

SIRINE

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

Hit Dice: 4d6+6 (27 hp)

Initiative: +4 (Dex)

Speed: 30 ft., swim 60 ft.

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

Attacks: Shortsword +2 melee; or dagger +2melee; or touch +2 melee

Damage: Shortsword 1d6; or dagger 1d4; or touch 0 and permanent Intelligence drain

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

Special Attacks: Spell-like abilities, song of the sirine, Intelligence drain

Special Qualities: SR 15, resistance to poison, immunity to gas, amphibious, low-light vision

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

Abilities: Str 10, Dex 18, Con 13, Int 16, Wis 16, Cha 18

Skills: Escape Artist +8, Heal +7, Hide +8, Knowledge (nature) +10, Listen +7, Move Silently +9, Sense Motive +7, Spot +7, Swim +15

Feats: Ability Focus (song of the sirine)

Climate/Terrain: Any aquatic

Organization: Solitary or Sorority (2-8 plus one 8 HD sirine)

Challenge Rating: 4

Treasure: Standard

Alignment: Any

Advancement: 5-8 HD (Medium-size)

Sirines are beautiful, human-like females, at home in any aquatic environment. They have human skin tones ranging to a light yellow-green, and their hair can be almost any color, though silver and dark green are the most common. Sirines have beautiful figures and wear scanty clothing at best.

Most sirines are antisocial, so they try to drive intruders away, with evil sirines taking stronger measures. Other sirines are hungry for social interaction, and try to lure male humans or humanoids to join them for a time.

Sirines speak their own language, Aquan, Sylvan and the language of the nearest intelligent races.

COMBAT

All sirines can defend their solitude with some skill. Most (90%) sirines carry a short sword or a dagger, and 30% carry missile weapons, javelins or slings, as well. Each weapon has a 10% chance of being magical, and *javelins of lightning* are common.

Song of the Sirine (Su): 3/day—30-foot spread, Will save (DC 16) or affected by *mass charm* as cast by an 11th-level sorcerer.

Spell-Like Abilities: 1/day—*fog cloud*, *improved invisibility*, *polymorph self* and *suggestion*. These abilities are as the spells cast by an 11th-level sorcerer (save DC 14 + spell level).

Intelligence Drain (Su): Touch, Will save (DC 13) or affected by *feeblemind* as cast by an 11th-level sorcerer. The effects can only be removed by a *heal*, *limited wish*, *miracle*, or *wish* spell or by the touch of a sirine. Any sirine can restore intelligence taken by another sirine.

Amphibious (Ex): Sirines can survive indefinitely on land or underwater.

Resistance to Poison (Ex): Sirines gain a +2 racial bonus on all saves against poison.

Immunity to Gas (Ex): Sirines are immune to all gas-based attacks such as *stinking cloud* or airborne chemicals.

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

Sirine Society

Sirines are encountered only in lonely places that are otherwise uninhabited. Most live near rocky outcroppings or small islands in the sea. Some choose to live in fresh water, but tend to avoid these areas because they are usually populated and sometimes difficult to reach.

Young sirines often live with their sisters; these sirines are the more social type. As a sirine grows older, she becomes more reclusive and contemplative, however, and eventually looks for a home of her own where she can think and sing in solitude. Even then, they have a rare desire for companionship.

Sirines usually mate with male humans. Some sirines choose elves, tritons, or merfolk as mates, producing children with some of their parents' traits (pointed ears from elves, green skin from aquatic elves, scales and webbed fingers and toes from merfolk and tritons). Sirines never form lasting relationships, for the call of the sea is too great to bind them.

After a gestation period of nine months, they give birth to 1d4 baby sirines, which are female. Their mother cares for the infants until they are five years

old. After that, they fend for themselves, living on the bounty of the sea. Reaching adulthood at 10 years, they live for about 50 years, and yet their beauty never leaves them.

Sirines live to sing, and to think about the sea. If deprived of their voices, or confined away from water, they will slowly wither away until they die. Sirines often have great knowledge regarding the history of their area and any current events. They sometimes trade this knowledge for companionship. All members of a sirine sorority have the same basic alignment (all evil, all good, or all neutral in regards to good and evil).

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

SKITTIBLIN

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Alderac Entertainment Group
[Small Monstrous Humanoid \(Goblinoid\)](#)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 30 ft (15 ft outside caverns)

AC: 13 (+1 size, +2 Dex); but see Special Qualities

Attacks: small rocks +1, slap +1, bite +1

Damage: 1d2 rock or 1d3 slap (subdual) or 1d2 bite (normal)

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

Special Qualities: Darkvision 60 ft., constant cover, improved evasion, spider climb

Saves: Fort +2, Ref +6, Will +0 (note Cover Reflex Save Bonus)

Abilities: Str 10, Dex 15, Con 12, Int 7, Wis 10, Cha 4

Skills: Hide +8, Listen +2, Move Silently +2, Spot +2

Feats: Alertness, Improved Unarmed Strike, Mobility

Climate/Terrain: Underground caverns

Organization: Pack (2-8)

Challenge Rating: 1

Treasure: No coins, 25% goods or items

Alignment: Usually chaotic neutral

Advancement Range: 2 HD (Small)

Skittiblins are the result of a partial (at best) success by a goblin sorcerer at creating a watchdog/servitor race for goblinoid beings. Only marginally more intelligent than animals, skittiblins lack the malice of their larger cousins but also lack their ability to coordinate. They look like slightly stunted, wiry goblins with sickly green-yellow skin and hair that only grows in patches. If they wear anything at all, it's usually no more than a poor loincloth.

Skittiblins speak Goblin very poorly; the rare, more intelligent ones can speak almost as well as an average goblin. Though none are known to exist, a skittiblin with an Intelligence of 12 or better could speak Common, just as an intelligent goblin could.

COMBAT

Skittiblins aren't big on tactics, but they don't usually have to be. Their natural habitat means they are rarely left unarmed, and their ability to cling to cavern walls makes them difficult targets. They pelt their victims until attackers fall down or run away; if necessary, they use their toughened hands to strike with surprising force.

Constant Cover (Ex): So long as there are rocky outcroppings nearby, the thin skittiblins always have at least half cover unless grappling. The less distance it moves, the greater cover it will have. A skittiblin that restricts itself to a five-foot step always has at least three-quarters cover unless grappling. A skittiblin that does not take any movement action in a round always has nine-tenths cover unless grappling. Depending on the density of the nearby cover, the skittiblin may have greater cover available to it, at the DM's discretion.

Improved Evasion (Ex): Functions exactly as the rogue's extraordinary ability of the same name, except it functions only if the skittiblin has some sort of cover available to it. For this reason, it is ineffective against attacks that fill the area more or less completely regardless of obstacles – a *fireball* can be evaded in this manner, for example, but not a *circle of doom*.

Spider Climb (Ex): Functions identically to the spell of the same name, although the skittiblin's talent for this is an extraordinary ability that comes from the rough, resilient skin on its palms and dexterous feet. It can also pull loose a small chunk of rock as a free action 90% of the time, for use as a ranged weapon.

SLAAD, SSENDAM - LORD OF THE INSANE

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

Hit Dice: 65d8+520 (812 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft, fly 60 ft (average)
AC: 36 (+1 Dex, +25 natural)
Attacks: 3 pseudopoda +79 melee
Damage: Pseudopod 1d8+13 and energy drain
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with pseudopod)
Special Attacks: Spell-like abilities, psionics, energy drain, summon slaad
Special Qualities: Fast healing 15, damage reduction 40/+4, SR 30, amorphous, plane shift, resistances, telepathy, alternate form
Saves: Fort +42, Ref +35, Will +43
Abilities: Str 36, Dex 13, Con 27, Int 28, Wis 28, Cha 26
Skills: Climb +63, Concentration +76, Decipher Script +74, Diplomacy +68, Escape Artist +56, Gather Information +63, Intimidate +68, Intuit Direction +69, Knowledge (arcana) +75, Knowledge (planes) +76, Listen +76, Move Silently +61, Scry +69, Search +69, Sense Motive +69, Spellcraft +75, Spot +76, Wilderness Lore +69
Feats: Cleave, Combat Casting, Combat Reflexes, Dodge, Enlarge Spell, Great Cleave, Improved Critical (pseudopod), Improved Disarm, Improved Initiative, Improved Trip, Maximize Spell, Mobility, Multiattack, Power Attack, Weapon Focus (longsword), Weapon Focus (pseudopod)
Climate/Terrain: Any land and underground
Organization: Solitary or troupe (1-2 death slaadi)
Challenge Rating: 37
Treasure: Double standard
Alignment: Always chaotic neutral
Advancement: —

Amongst the slaadi, Ssendam is believed to be the most powerful of all. He spends most of his time wandering the planes in his true form—that of a golden amoeba with a human-sized brain in the center. On occasion he will adopt a humanoid form and enter the Material plane. When in Limbo, he assumes the form of a great golden slaad.

COMBAT

Ssendam attacks using his spell-like abilities, psionics, and energy drain ability. If he becomes bored with combat, he will summon other slaadi to finish the battle, while he plane shifts away.

Spell-Like Abilities: At will—*animate objects, circle of death, chaos hammer, cloak of chaos, deeper darkness, detect magic, dispel law, fear, finger of death, fireball, fly, identify, invisibility, magic circle against law, mass charm, power word blind, see invisibility, shatter, symbol (insanity only), and word of chaos*; 1/day—*implosion* and *storm of vengeance*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from law*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Energy Drain (Su): Each of Ssendam's pseudopoda deals 1d4 negative levels (reflecting the randomness of the plane of Limbo) to any living creature hit. The Fortitude save to remove a negative level has a living creature hit. The Fortitude save to remove a negative level has a DC of 49.

Alternate Form (Su): Ssendam can shift between his natural and any humanoid form at will as a standard action. His favored humanoid form is that of a human male fighter wearing no armor and carrying the fabled *Black Sword* (+3 longsword that acts as a *power word stun* on any creature struck, save DC of 24 to avoid stun effects). This ability is otherwise similar to *polymorph self* cast by a 20th-level sorcerer.

Plane Shift (Sp): Ssendam can enter any of the Outer planes, the Inner planes, or the Material plane. This ability transports Ssendam and up to six other creatures provided they are all touching Ssendam. It is otherwise similar to the spell of the same name.

Amorphous (Ex): Ssendam is not subject to critical hits, and having no clear front or back, cannot be flanked.

Summon Slaad (Sp): Three times per day Ssendam can automatically summon three red, blue, or green slaadi, or two gray or death slaadi.

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

Resistances (Ex): Ssendam has acid, cold, electricity, fire, and sonic resistance 10.

SLAAD, YGORL- LORD OF ENTROPY

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[Large Outsider \(Chaotic\)](#)

Hit Dice: 70d8+630 (945 hp)

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

Speed: 40 ft

AC: 37 (-1 size, +2 Dex, +26 natural)

Attacks: Huge +5 scythe
+85/+80/+75/+70/+65/+60 melee

Damage: Huge +5 scythe 2d6+16 and death strike

Face/Reach: 5 ft by 5 ft/10 ft (20 ft with scythe)

Special Attacks: Spell-like abilities, psionics, death strike, control undead, summon slaad

Special Qualities: Fast healing 15, damage reduction 40/+4, SR 30, amorphous, plane shift, resistances, telepathy

Saves: Fort +46, Ref +39, Will +46

Abilities: Str 33, Dex 15, Con 29, Int 27, Wis 28, Cha 25

Skills: Climb +81, Concentration +79, Diplomacy +77, Escape Artist +72, Gather Information +77, Intimidate +77, Intuit Direction +79, Knowledge (arcana) +78, Knowledge (planes) +78, Listen +79, Move Silently +72, Scry +78, Search +78, Sense Motive +79, Spellcraft +78, Spot +79

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (scythe), Improved Disarm, Improved Initiative, Improved Trip, Multiattack, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (scythe)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1-2 death slaadi)

Challenge Rating: 42

Treasure: Double standard

Alignment: Always chaotic neutral

Advancement: —

Ygorl always appears as a skeletal, black, bat-winged humanoid standing about 12 feet tall. He wields a huge scythe in his hands with various runes inscribed on the blade.

Ygorl does not possess the alternate form ability of other slaadi, and it is clear that the form he assumes on the Material Plane is not the same one in Limbo.

No one has ever seen his true form, that which is rumored to be that of a 15-foot tall slaad of total darkness.

COMBAT

Ygorl's primary attack is with his scythe. He attacks relentlessly with it in combat, mixing in his spell-like abilities and psionics as he sees fit.

Spell-Like Abilities: At will—*animate objects, circle of death, chaos hammer, cloak of chaos, deeper darkness, detect magic, dispel law, fear, finger of death, fireball, fly, identify, invisibility, magic circle against law, mass charm, power word blind, see invisibility, silent image, symbol* (fear or hopelessness only), and *word of chaos*; 1/day—*blasphemy, power word kill* and *storm of vengeance*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from law*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Death Strike (Su): Any creature of demigod status or less struck by Ygorl's scythe will be instantly slain unless a successful Fortitude save (DC 24) is made. Creatures slain can be raised normally, but there is only a 50% chance of such magic working properly. On a successful save a creature still takes 6d6 points of damage. **Control Undead (Su):** When on the Material Plane (and only on the Material Plane), Ygorl can control undead as a 20th-level cleric.

Plane Shift (Sp): Ygorl can enter any of the Outer planes, the Inner planes, or the Material plane. This ability transports Ygorl and up to six other creatures provided they all link hands. It is otherwise similar to the spell of the same name.

Summon Slaad (Sp): Three times per day Ygorl can automatically summon three red, blue, or green slaadi, or two gray or death slaadi.

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

Resistances (Ex): Ygorl has acid, cold, electricity, fire, and sonic resistance 10.

YGORL'S MOUNT

When visiting the Material Plane, Ygorl rides an ancient brass dragon named Shkiv.

Shkiv (ancient brass dragon): CR 19; Huge dragon (fire); HD 31d12+186; hp 465; Init +4 (Improved Initiative); Spd 60 ft, fly 200 ft (poor),

burrow 20 ft; AC 38 (touch 8, flat-footed 38), Atk +40 melee (2d8+11, bite) and +38 melee (2d6+5, 2 claws) and +38 melee (1d8+5, 2 wings) and +38 melee (2d6+5, tail slap) and +38 melee (2d8+5, crush); Face/Reach 10 ft by 20 ft/10 ft; SA breath weapon, spell-like abilities, frightful presence, spells; SQ fire subtype, damage reduction 15/+2, immune to *sleep* and paralysis, SR 27, blindsight 300 ft, keen senses; AL CG; SV Fort +23, Ref +17, Will +21; Str 33, Dex 10; Con 23, Int 18, Wis 19, Cha 18.

Skills and Feats: Bluff +38, Concentration +38, Diplomacy +38, Escape Artist +22, Intimidate +34, Knowledge (arcana) +38, Listen +35, Search +35, Sense Motive +34, Spot +35; Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Power Attack.

Breath Weapon (Su): Shkiv has two breath weapons, a line of fire or a cone of sleep. The save DC for either is 31.

Fire: 100-ft line of fire, 10d6 points of fire damage, Ref save DC 31 for half.

Sleep: 50-ft cone, Will save DC 31 or fall asleep (regardless of HD) for 1d6+10 rounds.

Hover: Can attack with bite, 4 claws, and tail slap. Hemispherical cloud 300-ft radius snuffs out small fires, obscures vision, blinds those inside and for 1 round after they exit. Concentration DC 25 to cast a spell inside.

Spell-like Abilities: At will—*speak with animals*; 3/day—*endure elements* (300-ft radius); 1/day—*suggestion, control winds, and control weather*.

Keen Senses (Ex): Quadruple normal vision range in bad light; double normal vision in good light; darkvision 1,000 feet.

Frightful Presence (Ex): 300-ft radius, all creatures with 31 HD or less, Will save DC 29 or panicked (creatures with 4 HD or less) or shaken (creatures with 5 HD or more) for 4d6 rounds.

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

Sorcerer Spells Known (9/6/6/5/5/4/3/2; base DC 14 + spell level): 0—*dancing lights, daze, disrupt undead, flare, light, open/close, prestidigitation, ray of frost, read magic*; 1st—*animate rope, burning hands, magic missile, obscuring mist, shocking grasp, true strike*; 2nd—*blur, daylight, detect thoughts, misdirection, see invisibility, web*; 3rd—*blink, lightning bolt, magic circle against law, nondetection, water breathing*; 4th—*charm monster, confusion, improved invisibility, remove*

curse, wall of fire; 5th—*dismissal, feeblemind, hold monster, seeming*; 6th—*antimagic field, circle of death, geas/quest*; 7th—*spell turning, teleport without error*.

ENCYCLOPEDIA OF
UNNATURAL AND MAGICAL

SLITHERING TRACKER

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[Small Ooze](#)

Hit Dice: 5d10
Initiative: -5 (Dex)
Speed: 10 ft., climb 10 ft.
AC: 6 (+1 size, -5 Dex)
Attacks: Slam +4 melee
Damage: Slam 1d4 and paralysis
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Paralysis, plasma drain
Special Qualities: Ooze, blindsight, transparent
Saves: Fort +2, Ref -4, Will -4
Abilities: Str 10, Dex 1, Con 12, Int -, Wis 1, Cha 1

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-12 HD (Small); 13-15 HD (Medium-size)

The slithering tracker is transparent, plasma-draining ooze that dwells in dungeons and other underground places.

The slithering tracker is 3' long (but can grow to a length of 7 feet) and has a thickness of about 6 inches.

COMBAT

The slithering tracker will not attack a creature immediately. Rather, it follows its prey back to the place it sleeps.

The slithering tracker attacks sleeping, immobile, or unconscious creatures using a paralyzing secretion. Once a creature is paralyzed, the tracker slowly covers it and drains plasma from the victim's body.

Paralysis (Ex.): Slithering trackers secrete an anesthetizing slime. A target hit by a tracker's slam attack must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6 hours.

Plasma Drain (Ex.): Once a creature is paralyzed, the tracker slowly covers its body, draining all plasma from it. This deals 1d2 points of temporary Constitution damage to the victim per round. A victim reduced to Constitution 0 dies.

Blindsight (Ex.): The slithering tracker's entire body is a primitive sensory organ that can detect prey by scent and vibration within 60 feet.

Transparent (Ex.): The slithering tracker is nearly impossible to see, even in ideal conditions, and it takes a successful Spot check (DC 17) to notice one.

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

SLUG, GIANT

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[Huge Vermin](#)

Hit Dice: 12d8+60 (114 hp)

Initiative: -2 (Dex)

Speed: 20 ft.

AC: 16 (-2 size, -2 Dex, +10 natural)

Attacks: Bite +9 melee

Damage: Bite 2d6+7

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Spit acid

Special Qualities: Vermin, weapon immunity, blindsight

Saves: Fort +13, Ref +2, Will +4

Abilities: Str 21, Dex 6, Con 20, Int -, Wis 10, Cha 2

Skills: Climb +9, Hide +4

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 13-21 HD (Huge); 22-36 HD (Gargantuan)

Giant slugs dwell away from light, preferring the depths of dungeons and similar places. Giant slugs are able to eat substances like wood or burrow through very hard earth using their rasp-like tongues.

Giant slugs appear as larger versions of normal slugs. They are about 25 feet long and can grow to be 50 feet in length. Most are pale gray in color with a pale white underbelly.

COMBAT

A giant slug can attack with its bite, but prefers to attack targets with its highly corrosive spittle.

Spit Acid (Ex): Stream of acid, 5 feet high, 5 feet wide, and 30 feet long, once per round, damage 4d6, Reflex half DC 21.

Weapon Immunity (Ex): Due to its soft tissue and lack of bones, a giant slug takes no damage from bludgeoning attacks.

Blindsight (Ex): Giant slugs have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Salt Vulnerability (Ex): A giant slug is highly susceptible to salt. One pound of salt deals 1d8 points of damage to a giant slug.

Snake, Spitting

Conversion notes by Scott Greene

Special Attacks: Poisonous spittle
Challenge Rating: +1

The spitting snake is a variety of the viper found in the *Core Rulebook III, the MM*, page 202. With the exception of the above listed statistics, it is exactly the same as a viper of its size.

The spitting snake can spit its poison as a ranged attack. The maximum distance is based on the size of the snake.

Size	Distance
Tiny	5 feet
Small	10 feet
Medium-Size	20 feet
Large	30 feet
Huge	40 feet
Gargantuan	50 feet
Colossal	60 feet

COMBAT

The spitting snake can spit its venom at an opponent, in lieu of biting.

Poisonous Spittle (Ex.): Reflex save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

SNAPPING TURTLE, GIANT

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Medium-Sized Animal

Hit Dice: 2d8+2 (11 hp)

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

Speed: 10 ft / 10 ft Swim

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

Attacks: bite +1 melee

Damage: bite 1d6

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

Special Attacks: Improved Grab

Special Qualities: extra 5 ft reach

Saves: Fort +4, Ref +2, Will +1

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

Skills: Spot +6, Listen +6, Hide +6

Feats: Improved Initiative

Climate/Terrain: Lakes and large rivers

Organization: solitary

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral

Advancement: 3-5 HD (Large), 6-10 HD (Huge)

Feared greatly for their voracious appetite and aggressiveness, huge snapping turtles are found in lakes and large rivers. They lurk near shores or on the bottom, as they do not swim quickly. They remain motionless and then shoot forth their long neck (up to 10 ft long) to grab prey.

Combat

Improved Grab (Ex): On a successful hit the turtle will latch on with their mouth, doing automatic damage each round. A successful grapple check is required to break free.

SNYAD (PESTIE)

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[Small Humanoid \(Goblinoid\)](#)

Hit Dice: 1d8 (4 hp)

Initiative: +5 (Dex)

Speed: 60 ft.

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

Attacks: Dagger –1 melee

Damage: Dagger 1d4-1

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

Saves: Fort +0, Ref +7, Will +0

Abilities: Str 8, Dex 20, Con 11, Int 8, Wis 11, Cha 10

Skills: Listen +2, Move Silently +8, Pick Pocket +8, Spot +3

Feats: Dodge

Climate/Terrain: Any underground

Organization: Solitary or mob (3-8)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Snyads live in small passages adjoining dungeon corridors. The entrances to these tunnels are small and usually well concealed behind piles of loose stone, making them very difficult to detect (Search DC 25).

The snyad is a cousin of the mite (q.v.) and often cooperate with them to trap victims. The trap making skills of the mite combined with the speed of the pestie make for quite a formidable team.

Snyads appear as small 2-foot tall humanoids, brown in color. They have long pointed ears and large bulbous noses. Their arms are long and spindly.

COMBAT

Snyads avoid combat at all costs. Their primary interest lies in sneaking up on a would-be victim, relieving him of his coin purse, a small weapon, or the like, and scuttling off into the darkness to its lair.

Skills: Snyads receive a +8 racial bonus to Move Silently and Pick Pocket checks.

SOUL EATER

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[Medium-Size Outsider](#)

Hit Dice: 10d8+20 (65 hp)

Initiative: +6 (Dex)

Speed: Fly 100 ft. (perfect)

AC: 24 (+6 Dex, +8 natural)

Attacks: 2 claws +16 melee

Damage: Claw 1d6+1 and soul drain

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

Special Attacks: Soul drain

Special Qualities: Damage reduction 10/+1, empathic link, find target, immunities

Saves: Fort +9, Ref +13, Will +7

Abilities: Str 13, Dex 22, Con 14, Int 12, Wis 11, Cha 11

Skills: Hide +16*, Listen +13, Search +14, Spot +13

Feats: Dodge, Flyby Attack, Weapon Finesse (claw)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11-20 HD (Medium-size); 21-30 HD (Large)

The soul eater is an outsider summoned to slay beings as ordered by the caster who called it. Once given a victim, the soul eater will not quit until the victim or it is defeated.

A soul eater appears as a cloud of glowing darkness, but can assume any shape of relatively the same size. It has two ghostly white arms that end in claws attached to its body.

COMBAT

The soul eater attacks with two ghostly claws in each round. It will continue to attack until either it or its target is defeated or slain.

Soul Drain (Su.): Each hit by one of its claws deals 1d6 points of temporary Wisdom damage to a foe. A creature reduced to Wisdom 0 by a soul eater dies. A creature slain by a soul eater cannot be returned to life by any means.

Find Target (Sp.): When ordered to locate and slay a being, a soul eater does so unerringly, as though guided by *discern location*. The caster must know the designated creature.

Empathic Link (Ex.): When summoned, the soul eater creates a mental link between itself and the caster who summoned it. Should the soul eater's victim be slain by another, or should the soul eater be defeated (not slain), it will return to the caster and attack. The soul eater can find the caster as long as they are on the same plane of existence. Should the caster leave the plane, it will temporarily break the link, though it will be reestablished once the caster returns to the same plane as the soul eater.

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

Skills: *The soul eater gains a +10 racial bonus on all Hide checks when in darkness or smoke.

WORLD'S ENCYCLOPEDIA OF
UNUSUAL, MYSTIC AND MAGICAL

SPRIGGAN

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
[Small Humanoid \(Gnome\)](#)

Hit Dice: 1d8+1 (5 hp)

6d8+30 (57 hp) as giant

Initiative: +1 (Dex)

-1 (Dex) as giant

Speed: 20 ft.

40 ft. as giant

AC: 16 (+1 size, +1 Dex, +4 chain shirt)

17 (-1 size, -1 Dex, +4 chain shirt, +5 natural) as giant

Attacks: Short sword +1 melee; or halfspear +0 melee

Large short sword +8 melee; or Huge halfspear +8 melee as giant

Damage: Short sword 1d6-1; or halfspear 1d6-1

Large short sword 2d6+5; or Huge halfspear 2d6+5 as giant

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

5 ft. by 5 ft./10 ft. as giant

Special Attacks: Spell-like abilities

Special Qualities: Alternate form, low-light vision

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

For +10, Ref +1, Will +2 as giant

Abilities: Str 8, Dex 12, Con 12, Int 11, Wis 11, Cha 6

Str 20, Dex 8, Con 20, Int 11, Wis 11, Cha 6 as giant

Skills: Hide +4, Listen +3, Move Silently +4, Pick Pocket +4, Spot +3

Feats: Weapon Focus (short sword)

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

These ugly, dour cousins of gnomes are able to become giant-sized at will.

In either size, spriggans look basically the same. They are ugly, thick-bodied humanoids, with pale or dull yellow skin, brown or black hair, and red eyes. On rare occasions a spriggan may have red hair, which they believe is a symbol of good luck. Their noses are large and bulbous, but not beyond the human norm. They are very fond of mustaches and bushy sideburns, but they never clean or comb them. This same policy of uncleanness extends to their bodies and any other possessions. Spriggans smell of dank earth, stale sweat, and grime.

Outside of their lair they always wear armor and carry weapons, usually polearms, although they have been known to carry swords or maces. Spriggans never use shields. They like to carry several nasty little daggers concealed in various places in their armor. Spriggans never wear jewelry or other ornaments. They prefer to keep these things with their hoard, where they brood over them at odd moments.

COMBAT

Spriggans are tricky and tough in battle. They have a wide variety of options for combat.

Spell-Like Abilities: At will—*blur*, *scare*, and *shatter*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 8 + spell level).

Alternate Form (Su): A spriggan's natural form is that of a short ugly gnome. It can assume one other form; that of a Large giant-like humanoid. In giant form, a spriggan gains the increases in abilities as shown in the stat block. It cannot use its spell-like abilities in giant form. Changing form is a standard action.

A spriggan remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the spriggan revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in giant form.

Skills: Spriggans gain a +4 racial bonus to Hide, Move Silently, and Pick Pocket checks.

SPRIGGAN CHARACTERS

A spriggan's favored class is rogue. Spriggan leaders are usually rogue/fighters or rogue/wizards.

SPRIGGAN SOCIETY

Spriggans can never quite get organized as groups. In fact, they are sometimes encountered with part of the group giant-sized and part of them gnomesized. On an individual level they are very clever and use their abilities to the fullest to accomplish their goals. These goals are usually to cause great havoc and mayhem amongst other races. They seem to take great pleasure in destroying property and hurting innocent creatures.

Spriggans usually travel in packs, all of them male. The females keep to dismal burrows or secret dens in forgotten ruins, rarely venturing out farther than necessary to gather food. A female has the same combat abilities as a male. The females mate with

males from packs that wander nearby. The children are cast out upon reaching maturity; the males to join up with packs and the females to find a place to lair. Spriggan infant mortality is high, with the males (80%) surviving more often than the females (60%).

Spriggans hate gnomes more than any living creatures, but they truly love none but those of their own ilk. Perhaps it is the similarity of the true gnomes to their race that drives their hatred. They like to terrorize, rob, and otherwise work vile deeds. They do not hesitate to attack or steal from traveling groups or small settlements in their area. All of their possessions, including their armor and weapons, are stolen from their victims. They greatly fear large groups of organized humanoids and avoid such parties when encountered.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

STOROPER

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[Medium-Size Magical Beast](#)

Hit Dice: 6d10+6 (39 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 10 ft

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

Attacks: 6 strands +9 ranged, bite +1 melee

Damage: Strand (see text), bite 1d8

Face/Reach: 5 ft by 5 ft/5 ft (50 ft with strand)

Special Attacks: Strands, venom, attach, weakness

Special Qualities: Tremorsense, immune to normal missile fire, darkvision 60 ft, low-light vision

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 11, Dex 15, Con 13, Int 12, Wis 16, Cha 12

Skills: Climb +5, Hide +8*, Listen +14, Spot +14

Feats: Alertness, Improved Initiative, Weapon Focus (strand)

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 6

Treasure: No coins; 50% goods (stone only); no items

Alignment: Usually chaotic evil

Advancement: 7-9 HD (Medium-size); 10-15 HD (Large)

The storoper (from "stone roper", also called "tar roper") is about 5 feet high and 2 feet in diameter, and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and weighs about 500 pounds. The storoper has a silicon-based, rocklike body.

If a storoper is killed and cut open, its treasure will be found inside the gizzard.

COMBAT

If anything approaches within 50 feet of the storoper, it will attack by suddenly shooting out its tentacle strands; it prefers to attack two victims at once, each with three strands. The first two victims successfully attacked will be injected with the storoper's venom. If the venom fails, the storoper will continue to hold the creature and the weakness will take effect next round.

Strands (Ex): Most encounters with a storoper begin when it fires its strong, sticky strands. The creature has six such members that can strike up to 50 feet away (no range increment).

Venom (Ex): Twice per day, the storoper can secrete venom from each of its strands. A creature hit by a strand must succeed at a Fortitude save (DC 14) or be paralyzed. A paralyzed creature will appear to have turned to stone (though in fact, it has not).

One round after being paralyzed, the victim recovers and must succeed at a Will save (DC 14) or act in defense of the storoper (as if under the effects of a *charm person* spell) for 2d4 minutes. A charmed creature will fight to the best of its ability to defend the storoper.

If the storoper is killed, the victim affected by the venom will act as if under the effects of a *confusion* spell for 1d6+2 rounds.

Attach (Ex): If a storoper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage. If the storoper uses its venom attack and the target fails its save, it will release that creature so it can fight for the storoper.

If the venom fails, or the storoper has already used its venom attacks for the day, it will draw the stuck opponent 10 feet closer each subsequent round (no attack of opportunity) unless the creature breaks free, which requires a successful Escape Artist check (DC 15) or Strength check (DC 11). The storoper can draw in a creature within 5 feet of itself and bite with a +4 attack bonus, in that round. A single attack that deals at least 10 points of damage severs a strand (AC 20).

Weakness (Ex): After the storoper uses its venom, its strands function similar to a roper's strands. A storoper's strands can sap an opponent's strength. Anyone caught by a strand must succeed at a Fortitude save (DC 14) or take 2d6 points of temporary Strength damage.

Immune to Normal Missiles (Ex): Because of their stony exterior, normal missiles (arrows, bolts, etc.) do not deal damage to the storoper.

Skills: *Storopers receive a +8 racial bonus to Hide checks in stony or icy areas.

SU-MONSTER

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[Medium-Size Magical Beast](#)

Hit Dice: 5d10+5 (32 hp)

Initiative: +3 (Dex)

Speed: 30 ft., 30 ft. climb

AC: 14 (+3 Dex, +1 natural)

Attacks: 2 claws +8 melee, bite +3 melee

Damage: Claw 1d4, bite 1d6

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

Special Attacks: Psionics, rage

Special Qualities: Immunity to psionic attack modes

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

Abilities: Str 11, Dex 16, Con 13, Int 10, Wis 13, Cha 13

Skills: Climb +16, Hide +11, Move Silently +5, Spot +3

Feats: Multiattack, Multidexterity, Weapon Finesse (claw)

Climate/Terrain: Any forest or underground

Organization: Pack (2-4) or family (one male, one female, 1-3 noncombatant young)

Challenge Rating: 4

Treasure: 50% standard

Alignment: Always chaotic neutral

Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

Su-monsters are monkey-like creatures with dirty gray fur. They have black tails and faces, and their paws are blood red. They have prehensile tails that they use to swing from limb to limb or to hang upside down. Su-monsters inhabit forsaken wilderness areas and subterranean lairs as well.

Males and females have identical ability scores. Young su-monsters are incapable of attacking and lack the psionic abilities of the adults.

COMBAT

All four feet of a su-monster are prehensile and armed with long and extremely sharp claws. Su-monsters are at home upright or hanging upside down—the latter being one of their favorite methods of lurking for prey. Su-monsters prefer to attack in this manner since they can bring all four claws and their bite to bear on their opponent.

Psionics (Sp): Su-monsters have a latent psionic ability that enables them to deliver some form of psionic attack if psionic energy is being used within 120 feet of them. Su-monsters can, once per round,

manifest one of three psionic attack modes: *ego whip*, *mind thrust*, or *psychic crush* (see the *PsiH* for details).

Against nonpsionic creatures the selected attack mode will stun the target as follows unless a successful Will save is made; *ego whip* 1d4 rounds (DC 5), *mind thrust* 1d2 rounds (DC 2), or *psychic crush* 2d4 rounds (DC 3).

Immunity to Psionic Attack Modes (Ex): Su-monsters are immune to all psionic attack modes.

Rage (Ex): 1/day—If a female su-monster is attacked, a male su-monster will fly into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The enraged su-monster gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily. Female su-monsters can also fly into a berserk rage if their young are attacked.

Skills: Su-monsters receive a +8 racial bonus to Climb checks.

SYLPH

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[Medium-Size Elemental \(Air\)](#)

Hit Dice: 3d8+3 (16 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 60 ft. (good)

AC: 12 (+2 Dex)

Attacks: Dagger +2 melee

Damage: Dagger 1d4

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

Special Attacks: Spell-like abilities, spells

Special Qualities: Elemental, SR 21, low-light vision

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

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

Skills: Concentration +7, Escape Artist +4, Heal +6, Hide +5, Listen +6, Move Silently +5, Sense Motive +6, Spellcraft +6, Spot +8, Wilderness Lore +6

Feats: Alertness, Great Fortitude, Iron Will

Climate/Terrain: Any mountain

Organization: Solitary

Challenge Rating: 2

Treasure: No coins; double goods; 50% items

Alignment: Always neutral good

Advancement: 4-9 HD (Medium-size)

Sylphs make their home in the aerial reaches of the world, and are fond of flying about, taking in the beauty of nature. They rarely ever contact the ground, and if one is indeed encountered, she is likely to be far away from her home.

The sylphs are very beautiful creatures akin to the nymphs. They have wings, 4-5 feet long and translucent, similar to that of dragonflies. Their hair is always long and flowing and varies in color from brown or blonde to green or purple.

Sylphs speak Auran, Common, and Sylvan.

COMBAT

Sylphs avoid combat whenever possible, fleeing when confronted by intruders or danger.

Spell-Like Abilities: At will, *invisibility* (self only); 1/week—summon a Large 8 HD air elemental.

Spells: Sylphs cast spells as 7th-level sorcerers (save DC 14 + spell level).

TABAXI

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Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 14 (+3 Dex, +1 natural)

Attacks: 2 claws +5 melee, bite +0 melee; or club +4 melee; or javelin +5 ranged

Damage: Claw 1d4+2, bite 1d3+1; or club 1d6+2; or javelin 1d6+2

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

Special Attacks: Pounce, improved grab, rake 1d3+1

Special Qualities: Scent, darkvision 60 ft.

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 10

Skills: Balance +11, Hide +8*, Listen +5, Move Silently +12, Spot +6, Swim +4

Feats: Weapon Finesse (bite, claw)

Climate/Terrain: Warm forest and plains

Organization: Solitary or pride (2-8)

Challenge Rating: 2

Treasure: no coins; no goods; standard items

Alignment: Always chaotic neutral

Advancement: By character class

The tabaxi, or cat-men as other races have come to call them, are a reclusive race of hybrid felines. They live in small prides that roam a large territory. Most prides rarely have anything to do with other prides.

The cat-men are tall and lithe with the smooth-easy grace of cats. Their fine fur is tawny and striped with black, in a pattern similar to that of a tiger. Their eyes are generally yellow and slit-pupilled. They have retractable claws.

Tabaxi speak Common and Sylvan.

COMBAT

Tabaxi are clever and organized, often driving prey into an ambush (though some play with prey before killing it). They will employ their natural weapons or a javelin and club in combat.

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

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

Rake (Ex): A tabaxi that gets a hold can make two rake attacks (+5 melee) with its hind legs for 1d3+1 damage each. If the tabaxi pounces on an opponent, it can also rake.

Skills: Tabaxi receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

TASLOI

COPYRIGHT NOTICE: Conversion by Spencer Cooley
[Small Humanoid \(Reptilian\)](#)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 size, +1 Dex, +3 hide armor)

Attacks: Halfspear +1 melee; or javelin +3 ranged

Damage: Halfspear 1d6-1; or javelin 1d6-1

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

Special Qualities: Low-light vision

Saves: Fort +2, Ref +1, Will +0

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

Skills: Climb +6, Hide +4, Jump +3, Spot +3

Feats: Alertness

Climate/Terrain: Swamp, jungle, and other tropical land

Organization: Gang (4-9), clan (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), war party (10-24 with giant spider or wasp mounts), or tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 giant spider or wasp mounts, and 2-4 hydras)

Challenge Rating: ¼

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Tasloi speak Sylvan; those with Intelligence scores of 12 or above also speak Common. Tasloi are most comfortable in trees, moving from tree to tree with grace and ease; they are much less comfortable when forced to fight on the ground as bipeds.

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's, gold in color and reflective. Their feet are long and prehensile. Often they can be heard at night, whispering in high and whispery voices.

Combat

They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Skills: Tasloi gain a +4 racial bonus to Climb checks. Tasloi cavalry (mounted on giant spiders or giant wasps) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Tasloi Characters

A tasloi's favored class is rogue. Most tasloi leaders are rogues or rogue/clerics. Tasloi clerics can choose two of the following domains: Chaos, Evil, and Trickery. Most tasloi spellcasters are adepts. Tasloi adepts favor spells that fool or confuse enemies.

TASLOI (ALTERNATE)

Conversion by Scott Greene and/or Erica Balsley
Small Humanoid (Tasloi)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft, climb 20 ft

AC: 13 (+1 size, +1 Dex, +1 small wooden shield)

Attacks: Short sword +1 melee; or javelin +2 ranged; or net +2 ranged

Damage: Short sword 1d6-1; or javelin 1d6-1; or net 0

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

Special Qualities: Light blindness, darkvision 90 ft

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

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

Skills: Climb +6, Hide +8*, Listen +5, Move Silently +4, Spot +5

Feats: Alertness

Climate/Terrain: Warm forest

Organization: Gang (4-9), squad (10-24 plus 1-6 giant rats or 1-6 osquips), mob (25-48 plus 2-5 Medium-size monstrous spiders or 2-8 giant wasps), or clan (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 5th-7th level and 11-20 giant wasps and 4-10 Medium-size monstrous spiders)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Tasloi are jungle inhabitants thought to be thousands of years old. Where they originated is anybody's guess, but interbreeding among the various "uncivilized" humanoid races is thought to be their point of origin. The tasloi are quick and nimble in the trees and prefer to spend a good portion of their time there.

A tasloi is a long-legged, flat-headed humanoid standing about three feet tall. They walk in a crouching posture, dragging their knuckles on occasion. Their skin is green in color and thinly covered with coarse black hair. Their eyes are golden.

Tasloi speak their own language and can converse with apes and monkeys.

Most tasloi encountered outside their homes are warriors; the information in the statistics block is for one of 1st level. (See page 39 in the *Core Rulebook II*, the *DMG*, for more about the warrior class.)

COMBAT

Tasloi normally attack from above, dropping from the surrounding treetops onto their unwary opponents, trying to capture and not kill. If they gain surprise they will use their nets to ensnare an opponent. Otherwise they attack with their short swords and javelins. They will use hit and run tactics in order to wear down an opponent. If possible, they will steal the dead after the battle.

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

Skills: Tasloi receive a +4 racial bonus to Hide and Move Silently checks. *In thickly forested areas, the Hide bonus increases to +8. Tasloi cavalry (mounted on giant wasps) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither is included in the statistics block).

TASLOI SOCIETY

The tasloi live in loosely structure bands consisting of several families. Their lair consists of a series of 1d6 large trees interconnected by vines and ropes. Each tree sports 1d6 platforms 50-100 feet above the ground. A tasloi village will contain a number of giant spiders and wasps (on occasion the tasloi build their lair close to a nearby wasp nest). The spiders are used to aid in construction, maintenance, and protection of the village, while the wasps are ridden by the tasloi into battle if needed.

TASLOI CHARACTERS

A tasloi's favored class is rogue; tasloi leaders tend to be rogues or fighter/rogues.

TATTERDEMALION

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By Wm. Eric Downton
[Small Outsider](#)

Hit Dice: 4d8+8 (22 hp)

Initiative: +9 (+5 Dex, +4 Feat)

Speed: 30 feet

AC: 19 (+5 Dex, +4 Race)

Attacks: 2 claws +7 melee (+3 Str, +4 Skill)

Damage: Claws 2d4+3

Face/Reach: 5 feet X 5 feet / 5 feet

Special Attacks: Paralyze, by claw (Fort save15, duration 1d6 rounds)

Special Defenses: Immune to enchantment, poison and disease. Damage Resistance 10/+1.

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

Abilities: Str 16, Dex 20, Con 15, Int 12, Wis 14, Chr 10

Skills: Hide +10, Listen +5, Bluff +5, Spot +5

Feats: Improved Initiative, Improved Unarmed Combat

Climate/Terrain: Mid to Large Cities

Organization: Solitary or groups of 1-4

Challenge Rating: 4

Treasure: None

Alignment: Chaotic Evil

Advancement Range: N/A

Tatterdemalions appear as small, gaunt, starving children covered in hooded robes that are tattered and torn and dirty. Underneath the robes, however, they are far from children in appearance. They are hairless and their skin is oily and smells faintly of dead fish. The palms of their hands and the soles of their feet are sticky to the touch, which gives them the ability to *spider climb* at will. Tatterdemalions are flesh eaters. They use their claws to paralyze a victim so that the flesh is still warm. They will not eat those that are dead.

COMBAT

Tatterdemalions will pretend to be starving beggar children until their prey approaches and then they will always try to close quickly to melee range. Their attacks are fairly straightforward; they try to claw and poison their opponents.

Spider Climb (Su): As per the spell.

TELEKON

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[Medium Undead \(Incorporeal\)](#)

Hit Dice: 4d12 (26 hp)

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

Speed: fly 10 ft. (perfect)

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

Attacks: Slam ranged or Greatsword +1 melee,
Greatsword -1 melee, Greatsword -1 melee

Damage: Greatsword 2d6

Face/Reach: 5 ft. by 5 ft./30 ft.

Special Attacks: Ethereal Penetration, Telekinetic
Slam, Weapon Control

Special Qualities: Concealment, Daylight
Powerlessness, Detect Magic Aura, Incorporeal,
Telekinesis, Limited Tremorsense, Undead,
Weapon Immunity, Weapon Weakness

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

Abilities: Str: -, Dex: 15, Con: -, Int: -, Wis: 12, Cha:
15

Skills: -

Feats: Improved Initiative

Climate/Terrain: Underground

Organization: Solitary or Gang (3-6)

Challenge Rating: 6

Treasure: Special

Alignment: Neutral

Advancement Range: 5-9 HD (Medium)

The Telekon is a type of wraith-like guardian undead created centuries or even millennia ago. The identity of the creators is unknown, and the process is long lost. However, it is known that they were created from human slaves with psychic ability, through a cruel and torturous procedure of enchantment and magical binding. They never leave the room, chamber, hallway or area that they were set to guard, which is usually underground, but the definition of their 'area' can be either broad or precisely defined. While they are typically encountered individually, artifacts of great power have been found to be guarded by several Telekons, in addition to other guardians.

Due to their undead nature and related powers, a Telekon is completely powerless in sunlight and loses some abilities of concealment in other bright places. Almost universally, a Telekon will only be found in an underground location, a vault or other important place. They make excellent guardians, and are often found guarding some great treasure, relic or magical item. In other cases, a strategic, sacred or critical location will be the area guarded. Because of their nature as guardians, it has been theorized, but never proved, that a password can

be used to bypass a Telekon.

Telekons are unintelligent, so it is impossible to communicate with them (with the possible exception of a programmed password).

COMBAT

A Telekon will combat intruders with telekinetically wielded weapons. So many weapons can be controlled that even a single Telekon can overwhelm small groups of intruders, flanking all of them. It has been reported that these creatures will use their powers of telekinesis to draw opponents unused magical weapons (q.v. Detect Magic Aura) and use them against their owners; a Reflex save (DC 15) will prevent this from happening. When possible, a Telekon will use its Telekinetic Slam to move dangerous opponents away from itself or hurl rubble or debris for a high-damage attack. They fight until destroyed, performing their assignment as long and well as possible. However, their instructions apparently can be very complex, since more than one Telekon has been reported to fall back through solid stone to another nearby area littered with weapons to continue the defense.

Concealment (Ex): In any lighting condition less than natural daylight or bright light (*daylight* spell), a Telekon one-half concealment (20% miss chance). In shadows or torchlight, it has nine-tenths concealment (40% miss chance). In anything less than torchlight, it is considered invisible, having total concealment (50% miss chance and attacker must guess location). This applies to the Telekon itself, not the controlled weapons; these have concealment based on conditions as normal (pg. 133 in Core Rulebook I, the PH).

Daylight Powerlessness (Ex): A Telekon is completely powerless in natural sunlight (not merely a *daylight* spell).

Detect Magic Aura (Su): A Telekon radiates an aura of detect magic. All magic items within 60 feet glow with a slight red glow visible to all. With this knowledge, a Telekon will use available magic weapons in preference to any others.

Ethereal Penetration (Su): Even though the weapons controlled by a Telekon are usually normal, the Telekon has the ability to damage ethereal and incorporeal creatures with those weapons.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons or magic, with a 50% chance to ignore any damage

from a corporeal source. Can pass through solid objects at will. Always moves silently.

Telekinesis (Sp): In lieu of any attack, the Telekon can use the Sustained Force option of the spell Telekinesis as if it were a 3rd level Sorcerer. There is no time limit to this use; the level primarily sets the weight of objects that can be moved (75 pounds). In addition, the Telekon can perform other actions while using this ability, although its use eliminates one attack while active.

Telekinetic Slam (Sp): Once every 1d10 rounds, a Telekon can use the Violent Thrust option of the spell Telekinesis as if it were a 9th level Sorcerer. This can be used against creatures or objects. The use of this ability takes the place of one other attack that round.

Limited Tremorsense (Ex): As long as a Telekon is in contact with a hard surface (e.g. stone, ice), it can automatically sense the location of anything within 60 feet that is in contact with that surface.

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

Weapon Control (Su): This is a Telekon's primary method of attack. The Telekon can telekinetically wield up to twenty-five weapons of up to 20 pounds each. This includes random objects used as improvised weapons. With these weapons, the creature can make up to three attacks per round, one with each of three separate wielded weapons, with attack bonuses of +1/-1/-1. All attacks are simultaneous, and can be directed against up to three opponents. Unless the Telekon faces more opponents than half the number weapons, the weapons will be maneuvered in such a fashion that all opponents are considered flanked and shield bonuses are ignored. *Option: For a more involved encounter, each weapon can be maneuvered as a tiny-size flying creature, separate from the Telekon. Flanking and shield bonuses are handled accordingly.*

Weapon Immunity (Ex): In addition to the benefits against weapons conferred by being incorporeal, a Telekon is resistant to weapon attacks that inflict damage. Only magical weapons can harm a Telekon. Unless an attacker is Ethereal or a Ghost Touch weapon is used, the Telekon will only take damage equal to the magical bonus of the weapon from any weapon attack.

Weapon Weakness: Unlike magical weapons, a Telekon has no method of determining weapon quality. The weapons used by a Telekon are, typically, those placed by its creators for its use. Since the methods to create a Telekon are long lost, these weapons are necessarily ancient. These weapons will be in poor condition, having half of their normal hardness and hit points (rounded up). It is possible that some available weapons, never more than a small fraction, will have been scavenged from slain intruders. Since Telekons are never randomly encountered, a DM will have to determine what fraction of the available weapons are the original weapons.

ENCYCLOPEDIA OF
PLANE AND MAGICAL

TENEBOUS WORM

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

Hit Dice: 10d10+10 (65 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 19 (+1 Dex, +8 natural)

Attacks: Bite +8 melee

Damage: Bite 2d6+1 and poison

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

Special Attacks: Paralysis, poison

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

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

Abilities: Str 13, Dex 12, Con 12, Int 2, Wis 11, Cha 4

Skills: Listen +6, Spot +7

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 11-16 HD (Medium-size); 17-30 HD (Large)

These insect-like predators inhabit the Plane of Shadows and can be found in all regions of the plane, though they are more common in forested areas. They seek warm-blooded prey, though they are hesitant to attack creatures larger than themselves. It is the larvae stage of the gloomwing (q.v.)

The tenebrous worm resembles a huge, partially bare caterpillar. The front of the body is covered with lusterless black bristles, while the hind parts are a wet, nauseating gray color. The many faceted eyes reflect the half-light of the Plane of Shadows with a luminous glimmer. Pearl white mandibles flank its gaping maw. These tusk-like weapons are quite beautiful if cut into sheets and inlaid. They have a value of 500 gp to 1,500 gp per set.

COMBAT

A tenebrous worm is a formidable opponent and attacks with its vicious bite.

Paralysis (Ex.): Any creature whose bare skin touches the tenebrous worm, or any creature hit by the worm's bristles, must succeed at a Fortitude save (DC 16) or be paralyzed for 1d6 minutes. Any creature attacking a tenebrous worm with any non-reach weapon has a 35% chance per attack of accidentally touching the bristles. If the worm is touched, the attacker must make a successful

Fortitude save (DC 16) or be paralyzed for 1d6 minutes.

Poison (Ex.): Bite, Fortitude save (DC 16); initial and secondary damage 1d6 temporary Constitution.

THORNY

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[Medium-Size Plant](#)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

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

Attacks: Bite +5 melee, 1d3 thorns +0 melee

Damage: Bite 1d6+2, thorns 1d6+1

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

Special Attacks: Thorns, trip

Special Qualities: Plant, low-light vision

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 14, Dex 15, Con 14, Int 2, Wis 12, Cha 6

Skills: Hide +0*, Listen +4, Move Silently +4, Spot +4

Climate/Terrain: Warm forest and underground

Organization: Solitary or pack (3-8)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

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

Thornies are the pets and companions of the vegepygmies. Sages are unsure of the thornies exact origin, but are certain they are not created by the vegepygmies, as the tribes as a whole do not have the Intelligence or technology to do so.

A thorny resembles a man-sized dog made of wood and leaves and other vegetable matter. Their bodies are covered in sharp thorns.

COMBAT

A thorny attacks with its bite, and if an opponent moves close enough, it will attack with its thorns.

Thorns (Ex.): The thorny's body is covered with sharp wooden thorns. When biting, the thorny thrashes about, striking with 1d3 of them. An opponent hit by the thorny's thorn attack must make a Reflex save (DC 14) or have the thorn break off in his or her flesh. A lodged thorn imposes a -1 circumstance penalty to attacks, saves, and checks. Removing the thorn deals 1d6 additional points of damage.

Trip (Ex.): A thorny that hits with its bite attack can attempt to trip the opponent as a free action (see page 139 in the *Core Rulebook I, the PH*) without making a touch attack or provoking an attack of

opportunity. If the attempt fails, the opponent cannot react to trip the thorny.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

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

Thornies were first mentioned in *S3 Expedition to the Barrier Peaks* (Gary Gygax, 1982).

THOUL

COPYRIGHT NOTICE: Conversion by Spencer Cooley
Medium Undead

Hit Dice: 4d12 (26 hp)

Initiative: +3 (+3 Dex)

Speed: 30 feet

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

Attacks: 2 Claws +7 melee, Bite +2 melee

Damage: Claws 1d4+5, Bite 1d6+2

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Paralyzation

Special Qualities: Undead, Regeneration 5, Spawn

Saves: Fort: +3, Reflex: +4, Will: +6

Abilities: Str: 20, Dex: 17, Con: -, Int: 6, Wis: 15, Cha: 16

Skills: Climb +10, Listen +7, Move Silently +8, Search +6, Spot +7.

Feats: Great Fortitude, Multiattack

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

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

Thouls are a fascinating artificial crossbreed of ghouls, hobgoblin, and troll. They closely resemble hobgoblins and are often found associating with hobgoblins, usually in the bodyguard retinue of a hobgoblin leader (they aren't really bright enough to lead hobgoblins themselves).

Thouls are vicious, cruel, and stupid in the extreme, combining all the worst qualities of trolls and ghouls with hobgoblins. They tend to be animalistic and fearless, trusting in their regenerative ability to allow them to shrug off wounds inflicted on them in battle and in sport among hobgoblin tribes. Hobgoblins tolerate them because of their obvious usefulness in battle, but are constantly making sure a thoul gets enough to eat – they know a hungry thoul will eat a hobgoblin as readily as a human!

It is not known where thouls were first created, though they now seem to be fairly well spread throughout the world. Fortunately, their peculiar spawning methods make them a menace that does not grow in numbers rapidly.

COMBAT

Thouls are usually completely reckless in combat, trusting in their regenerative ability to allow them to shrug off any wounds they might suffer. If confronted by attack forms that do normal damage to them, they will usually retreat and look for an opportunity later to attack from ambush and disable or remove the ability to use those attack forms against them. If a thoul disables an opponent (thorough paralysis, unconsciousness, or death), it usually leaves that opponent in order to attack others, knowing it will be able to feast once the combat is over. Anyone hit by a thoul in combat may attempt to feign paralyzation by making a Bluff roll opposed by the Thoul's Sense Motive skill (no ranks, has only a +2 Wisdom bonus) in order to fool it into moving on to another opponent.

Paralyzation (Su): Creatures hit by a thoul's claw or bite attack are paralyzed for 2d6 minutes unless they succeed at a Fortitude save (DC 15).

Regeneration (Su): Fire, acid, and *blessed* or holy weapons do normal damage to a thoul. Holy water also does normal damage to them, inflicting 2d4 points of damage per vial. Note that this works with the undead type to make the thoul effectively immune to all other attacks.

Spawn (Su): Hobgoblins killed by a thoul rise as thouls themselves after a period of 1d4 days unless a *remove curse* spell is cast on the body before that time. Any other creature killed by a thoul rises as a ghouls, just as though they had been killed by a ghouls (q.v.).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, ability damage, energy drain, subdual damage, or death from massive damage. Note that this means that most attacks have absolutely no effect on the thoul because of its regeneration ability.

THRI-KREEN (MANTIS WARRIOR)

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[Large Monstrous Humanoid](#)

Hit Dice: 6d8+6 (33 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 18 (-1 size, +4 Dex, +5 natural)

Attacks: 4 claws +8 melee, bite +3 melee; or gythka +8/+3 melee, bite +3 melee

Damage: Claw 1d3+2, bite 1d4+1 and paralysis; or gythka 2d4+2, bite 1d4+1 and paralysis

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

Special Attacks: Paralysis, leap, gythka, chatkcha

Special Qualities: Deflect arrows, darkvision 60 ft., vulnerability

Saves: Fort +3, Ref +9, Will +7

Abilities: Str 15, Dex 18, Con 13, Int 13, Wis 15, Cha 10

Skills: Hide +5*, Jump +19, Listen +9, Spot +9

Feats: Multidexterity, Multiweapon Fighting, Power Attack

Climate/Terrain: Any warm land and underground

Organization: Solitary, pair, or pack (5-12)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Thri-kreen are a race of large, intelligent insects often referred to as "mantis warriors." They roam the deserts and savannahs, where they have marked-out hunting territories.

Mature adult thri-kreen are roughly 7 feet tall at the shoulder and 11 feet long. Of the six limbs protruding from their midsection, two are used for walking; the other four end in four-fingered hands. The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two compound eyes, usually black with highlighted eyespots, two antennae, and a complicated jaw structure that manipulates food as the thri-kreen chews. Thri-kreen often wear harnesses and even some forms of clothing, but they never wear armor.

The thri-kreen language is made up of clicks and the grinding of its jaw appendages. While it is difficult for other creatures to speak this tongue, it is just as difficult for a thri-kreen to imitate more standard speech patterns.

Thri-kreen speak their own language, but some understand the Common tongue.

Thri-kreen seldom live more than 35 years.

COMBAT

Unarmed, it attacks with four claws and one bite. If using a weapon, the thri-kreen attacks with its weapon and bite.

Paralysis (Ex.): Bite, Fortitude save (DC 14) or be paralyzed for 1d6 minutes.

Gythka: A Large polearm with a blade at each end. The wielder can fight with it as if fighting with two weapons, but incurs all penalties, associated with fighting with two weapons as if using a one-handed weapon and a light weapon (see *Attacking with Two Weapons*, page 124 in the *PH*). A gythka deals 2d4 points of slashing damage, threatens a critical on a 20, and deals triple damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent.

A gythka may be thrown as a spear (deals 1d8 points of piercing damage, threatens on a 20, and deals triple damage on a critical hit).

Chatkcha: A crystalline throwing wedge with a range increment of 10 feet. It deals 1d6 points of piercing damage, threatens on a roll of 20, and deals double damage on a critical hit. If it misses, the chatkcha returns to the thrower at the start of his next action.

Leap (Ex.): A thri-kreen's jumping distance (vertical or horizontal) is not limited by its height (Jump, page 70 in the *PH*).

Deflect Arrows (Ex.): Thri-kreen can deflect incoming arrows and crossbow bolts as if they had the Deflect Arrows feat.

Vulnerability (Ex.): A thri-kreen's breathing holes are located on the upper thorax between the arms on each side. Due to this, a thri-kreen can only hold its breath for 1 round per point of Constitution (as opposed to the normal 2 rounds per point).

Skills: A thri-kreen receives a +8 racial bonus to all Jump checks. *Due to its coloration, a thri-kreen receives a +8 racial bonus to Hide checks when in foliage.

THRI-KREEN CHARACTERS

A thri-kreen's favored class is fighter; most thri-kreen leaders are fighters. Thri-kreen druids are common among them, while clerics are rare. Rarer still are sorcerers, wizards, bards, and rogues, though they are not unheard of.

TOAD, FIRE

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[Small Magical Beast \(fire\)](#)

Hit Dice: 4d10+4 (22 hp)

Initiative: +1 (Dex)

Speed: 10 ft

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

Attacks: Bite +4 melee

Damage: Bite 1d4-1

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

Special Attacks: Breath weapon, leap

Special Qualities: Fire subtype, darkvision 60 ft, low-light vision

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

Abilities: Str 8, Dex 12, Con 12, Int 7, Wis 14, Cha 4

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

Climate/Terrain: Warm land and underground

Organization: Solitary or pack (2-5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 5-7 HD (Small); 8-12 HD (Medium-size)

The fire toad appears as a reddish toad about 4 feet high and covered with warty purple excrescences. They do not have a vulnerability to water, but despise it and will recoil from an attacker if water is thrown on it.

COMBAT

The fire toad begins combat with its breath weapon. It relies on its breath weapon almost exclusively, choosing to rarely ever bite an opponent.

Breath Weapon (Su): Cone of fire, once per round; damage 2d6, Reflex half DC 13.

Leap (Ex): A fire toad can leap up to 20 feet horizontally (5 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the fire toad must be at least 10 feet away from its foe.

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

TOAD, ICE

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[Large Magical Beast \(cold\)](#)

Hit Dice: 5d10+15 (42 hp)

Initiative: +0

Speed: 30 ft

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

Attacks: Bite +7 melee

Damage: Bite 2d6+4

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

Special Attacks: Cold, leap

Special Qualities: Cold subtype, darkvision 60 ft, low-light vision

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

Abilities: Str 17, Dex 10, Con 17, Int 11, Wis 12, Cha 4

Skills: Hide +1*, Listen +5, Spot +5

Climate/Terrain: Any cold land and underground

Organization: Solitary or pack (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 6-15 HD (Large)

The ice toad appears as a large variety of the normal toad. It is about 10 feet long and white in color.

COMBAT

The ice toad uses its powerful jaws to bite an opponent.

Cold (Ex): Ice toad's bodies generate intense cold, dealing 1d8 points of damage with their touch. Creatures attacking an ice toad unarmed or with natural weapons take cold damage each time their attacks hit.

Leap (Ex): An ice toad can leap up to 50 feet horizontally (20 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the ice toad must be at least 10 feet away from its foe.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Skills: *An ice toad, due to its coloration, receives a +8 racial bonus to Hide checks in its native environment.

TRANSPOSER

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[Medium-Size Shapechanger](#)

Hit Dice: 6d8+6 (33 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 13 (+1 Dex, +2 natural)

Attacks: 2 slams +5 melee

Damage: Slam 1d6+1

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

Special Attacks: Transpose damage

Special Qualities: Change self, darkvision 60 ft

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

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

Skills: Bluff +6, Disguise +7*, Listen +5, Spot +5

Feats: Dodge

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: By character class

The transposer appears fairly humanoid, although it has no features and its limbs end in sucker-like members.

Using its change self ability, the transposer can appear as a humanoid in order to entice its prey into melee.

COMBAT

The transposer attacks by lashing at its opponents using its arms.

Change Self (Su): This ability is as the spell cast by a 6th-level sorcerer.

Transpose Damage (Su): A creature hit by the transposer is linked to it for the remainder of the encounter. Any damage dealt by that opponent to the transposer does the attacker harm and restores lost hit points to the transposer in equal proportion. Any curative-type spell cast on the transposer will harm it while simultaneously healing the linked opponent. Opponents not affected (i.e., not linked to the transposer) can attack the transposer normally. A transposer can link any number of creatures.

Skills: *When using its *change self* ability, the transposer receives a +10 circumstance bonus to Disguise checks.

TRAPPER

Conversion by Scott Greene and/or Erica Balsley
[Huge Aberration](#)

Hit Dice: 12d8+48 (102 hp)

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

Speed: 10 ft

AC: 17 (-2 size, +2 size, +7 natural)

Attacks: Buffet +17 melee

Damage: Buffet 2d4+15

Face/Reach: 15 ft by 15 ft/10 ft

Special Attacks: Smother

Special Qualities: Immunities, darkvision 60 ft

Saves: Fort +8, Ref +5, Will +10

Abilities: Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14

Skills: Hide +8*, Listen +12, Move Silently +12, Spot +12

Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 13-22 HD (Huge); 23-36 HD (Gargantuan)

The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box.

COMBAT

The trapper will wait until a creature is almost centered on its body and then quickly wrap around it, attempting to smother its victim. Once a trapper gets a hold, it will not release a victim until it or the trapper is dead.

Smother (Ex): A successful attack indicates the trapper deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (Grapple, page 137 in the *Core Rulebook I, the PH*). If the trapper succeeds at the grapple, it has wrapped itself around its prey. The following round, the victim must either hold her breath or begin taking suffocation damage. (A creature can hold its breath for 2 rounds per point of Constitution. After this time, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by +1 for each previous success.) If the victim runs out of breath, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, the creature suffocates.

A victim can escape the trapper's hold by making an opposed grapple roll or an Escape Artist roll against the trapper's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage inflicted on a trapper while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons inflict full damage upon the victim but do not harm the trapper.

Immunities (Ex): Trappers are immune to all cold and fire-based effects.

Skills: Trappers receive a +8 racial bonus to Hide checks. *When it changes its color to appear as stone, the Hide bonus increases to +12.

TROLL, ICE

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
Large Giant (Cold)

Hit Dice: 2d8+6 (15 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 12 (-1 size, +1 Dex, +2 natural)

Attacks: 2 claws +4 melee

Damage: Claw 1d6+6

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

Special Attacks: Rend 2d6+6

Special Qualities: Cold subtype, damage reduction 10/+1, limited regeneration 5, vulnerability to slashing weapons, darkvision 90 ft.

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

Abilities: Str 19, Dex 12, Con 16, Int 6, Wis 9, Cha 6

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any cold land

Organization: Band (3-6)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

The ice troll is a smaller, more intelligent relative of the normal troll, and is probably the result of magical experimentation. It closely resembles its more common cousin, but has semitransparent, very cold skin. Ice trolls stand about 9 feet tall.

Ice trolls are cunning, evil creatures that keep humanoids as livestock. Because ice trolls need water or cold to regenerate, they will almost always be found near a lake or river, and will create elaborate traps to lure their prey to them.

Ice troll blood is frequently used in the manufacture of *icy burst* weapons, and *rings of elemental resistance: cold (minor)*.

Ice Trolls speak Giant.

COMBAT

Ice trolls are organized and intelligent enough to know their weaknesses, and will rarely start a fight at a disadvantage. Unlike their larger and less intelligent cousins, they will not wade into combat blindly, but will often try to pick off weaker opponents one by one, hoping to bring back live prey. Ice trolls will often defend their camps by wading in ankle-deep water and attacking from this pool. They frequently lay nets across the floor of

these pools to capture or at least entangle their attackers.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Limited Regeneration (Su): Fire and acid deal normal damage to an ice troll. If an ice troll loses a limb or body part, the lost portion regrows in 3d6 minutes as long as the ice troll is in contact with water or ice. The ice troll can reattach the severed member instantly by holding it to the stump as long as the severed member has been immersed in water. A severed limb can move up to 30 feet in one round and will always move toward the closest source of water.

Vulnerability to Slashing Weapons (Ex):

Because of the thin brittle nature of the ice troll, it is possible to sever one of the creature's limbs with a slashing weapon. On a critical hit with a slashing weapon, the troll must succeed at a Fortitude save (DC 10+damage taken) or lose a limb.

Roll 1d6 to determine the limb lost (1-4 arm, 5-6 leg). An ice troll with a severed leg falls to the ground and can only move by crawling (at half speed). Opponents gain a +4 to attack rolls and the ice troll cannot attack in the same round it moves.

Ice Troll Society

Ice trolls live in groups of 6-12 in arctic and sub-arctic regions, near open water. Because they are smaller and less resilient than their larger cousins, they have developed a higher sense of cooperation to stay alive. Each group has a leader, usually the most intelligent ice troll. Leaders are responsible for keeping the group safe and well fed.

Ice trolls live near settled regions, hoping to waylay and capture humanoids of varying races. Ice trolls will frequently bait traps for adventurers, using treasure they have salvaged from previous groups. Settlements also provide more common livestock, which although less preferable than human flesh, is considered edible in times of want.

Ice troll lairs are always near a lake or running river. Here the ice trolls will have gathered all their treasure, as well as 5-20 humanoid captives. These individuals are kept alive on grains and vegetables, so that the ice trolls need never go too long without food.

Ice trolls mate in the spring and give birth to one baby ice troll in the late fall. When an ice troll group gets too large, it will split, with one group wandering off to find a new lair.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

TWEEN

COPYRIGHT NOTICE: Conversion by Scott Greene and/or Erica Balsley
[Small Outsider \(Incorporeal\)](#)

Hit Dice: 1d8

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 14 (+1 size, +1 Dex, +2 deflection)

Attacks: Short sword +2 (in the Ether only)

Damage: Short sword 1d6 (in the Ether only)

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

Special Attacks: Foresight, bend reality

Special Qualities: Incorporeal, darkvision 60 ft.

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

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

Skills: Listen +5, Spot +5

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Because of the tween's squat and somewhat ugly natural appearance on the Ethereal Plane, it is considered by most other denizens to be among the lowest form of life residing there, and is shunned by all other residents, even other tweens. For that reason, most tweens choose to infest a being on the Material Plane and live vicariously through them, deserting their own solitary lives on the Ethereal Plane.

A tween is a parasitic creature from the Ethereal Plane. On its home plane it appears as a short, squat, ugly humanoid form with stubby arms and legs, and no neck. On the Material Plane, a tween appears as a smoky or shadowy outline within six feet of whichever being it has chosen as its "host."

COMBAT

The tween has no attack abilities on the Material Plane (as it cannot fully manifest on the plane), and indeed has little need to defend itself there. In the Ethereal Plane they will usually be encountered wielding a short sword.

Foresight (Su): The tween has the ability to see a few seconds into the future and can telepathically warn its host of impending danger. Neither the recipient nor the host can be surprised or caught flat-footed.

Bend Reality (Su): The tween bends reality in favor of its host. This grants the host the ability to reroll one roll each round, with the most favorable result of the two being taken. Each creature within 60 feet of the tween or host, be it friend or foe, is affected, as the tween absorbs their luck to fuel its own power. Each creature must reroll one roll each round they remain in the area, taking the least advantageous result.

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

UNDERWORLD ORACLE

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[Medium-Size Aberration](#)

Hit Dice: 3d8+3 (16 hp)

Initiative: +3 Dex

Speed: 30 ft

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

Attacks: Bite +1 melee

Damage: Bite 2d4

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

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

Abilities: Str 10, Dex 17, Con 12, Int 15, Wis 14,
Cha 15

Skills: Diplomacy +7, Gather Information +6, Hide
+8, Knowledge (arcana) +7, Listen +7, Move
Silently +8, Search +7

Feats: Dodge, Run

Climate/Terrain: Subterranean

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Chaotic neutral

Advancement Range: None

Underworld Oracles are said to be the byproduct of a bizarre curse that affects humanoids who venture into a forbidden cavern deep beneath the surface of the earth. Oracles appear as 5-foot tall armless humanoids with dull gray, stony skin. Their heads are slightly larger in proportion to their bodies, and their faces are emotionless masks that resemble the countenance of statues. Underworld Oracles received their moniker for their tendency to lurk at the edge of established subterranean societies, gathering information and sharing it with those whom they encounter. They hunger for rumors and news, and often spy on explorers and monsters to learn of their plans and natures. When an Underworld Oracle encounters a group of strangers, it presses them for information, usually offering news of the surface or background information on the strangers in return for information that the Oracle has learned about the dungeon.

Oracles were reputedly created by a lich who dwelled deep within the earth, near the very core of the planet. The lich was concerned about losing touch with the events in the outer world, so it transformed any humanoids it encountered into oracles and sent them out to learn as much news about the world and report their findings. Oracles are loath to impart any information about their own origin or habits, preferring to keep as much about their own doings as secret as possible. The

creatures' biology, however, offers disturbing evidence of the validity of the curse theory. Slain oracles that are dissected show the internal structure of a variety of species – human, orc, dwarf, elf, and many other humanoids.

VAATI (WIND DUKE OF AAQA)

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Medium-Size Humanoid (Air, Vaati)

Hit Dice: 4d8+12 (30 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 40 ft. (good)

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

Attacks: Quarterstaff +6 melee; or dagger +5 ranged; or longsword +6 melee; or composite longbow +5 ranged

Damage: Quarterstaff 1d6+1; or dagger 1d4+1; or longsword 1d8+1; or composite longbow 1d8+1

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

Special Attacks: Spell-like abilities, air mastery, dominate air creatures

Special Qualities: Immortality, resist air, darkvision 90 ft.

Saves: Fort +4, Ref +6, Will +3

Abilities: Str 17, Dex 15, Con 17, Int 15, Wis 15, Cha 20

Skills: Knowledge (law) +6, Listen +8, Spot +8

Feats: Alertness, Endurance

Climate/Terrain: Any land

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always lawful neutral

Advancement: By character class

The vaati (VAH-tee) are a race of immortals dedicated to Law. Eons ago they ruled a vast empire spread over several worlds on the Material Plane, with footholds throughout the planes. When war between Law and Chaos erupted, the vaati were nearly annihilated. They survived only by creating the *Rod of Seven Parts* and using it to end the war.

The vaati appear as statuesque humans; tall, muscular, and androgynous. As a rule, they wear no clothing, but usually wear belts or harnesses to carry weapons and equipment. They have smooth, ebony skin, white eyes, and velvet black hair (which is kept closely shaved).

COMBAT

The vaati are peaceful and prefer to negotiate rather than fight. If pressed into action, or faced with chaotic foes, they display considerable strength and ingenuity in combat.

Spell-Like Abilities: At will—*feather fall*, *gust of wind*, *obscuring mist*, and *wind wall*. These abilities

are as the spells cast by an 8th-level sorcerer (save DC 15 + spell level).

Air Mastery (Ex): Airborne creatures suffer a –1 penalty to attack and damage rolls against a vaati.

Dominate Air Creatures (Su): The vaati have a supernatural power over all creatures with the air subtype (including air elementals). No creature of the air subtype will attack a vaati, unless the vaati attacks first.

Immortality (Ex): The vaati are immortal and as such do not suffer the effects of aging or aging attacks (i.e., they will still age, but do not suffer the penalties associated with aging). They can still be slain by physical attacks, disease, poison, or the like.

Resist Air (Ex): Vaati receive a +4 bonus to their saving throws against any air type attack.

VAATI SOCIETY

Most of the remaining vaati live in the secluded valley known as the Vale of Aaqa. The valley is completely sealed to all means of transit except flight. Teleportation is ineffective, though there are several gates to the Astral Plane. The valley's exact location is a well-kept secret.

The Vale of Aaqa is a well-regulated paradise with a constant temperature of 72 degrees, manicured fields and gardens, and stately pavilions surrounded by exquisite rock gardens. In the entire valley, there is not a single blade of grass or leaf out of place. The valley could easily support ten times more vaati than currently reside there, and most of the pavilions stand empty.

To most observers the vaati seem stuffy and over-concerned with formal rules. They are excruciatingly regular in their personal habits and they have rules governing everything. They are quick to criticize any lapse in etiquette. Very lawful creatures usually are impressed by their behavior, but others find it tiresome.

Though fairly large and powerful, vaati eat very little. They seem to survive on air alone. The Vale of Aaqa produces an abundance and wide variety of foods, and the vaati can offer the occasional visitor a sumptuous repast.

Most vaati are at least 3,000 years old, and many are much older than that. Vaati birth rates are very low; there are no more than one or two vaati children born in a century. The race will probably

never recover from the losses sustained during the war against Chaos.

THE COUNCIL'S ENCYCLOPEDIA OF LIFEFORMS MUNDANE AND MAGICAL

VAMPIRE ROSE

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[Small Plant](#)

Hit Dice: 4d8+12 (30 hp)

Initiative: +0

Speed: 5 ft.

AC: 15 (+1 size, +4 natural)

Attacks: 1 stalk

Damage: Stalk 1d6+2

Face/Reach: 5 ft. by 5 ft./10 ft. (with stalk)

Special Attacks: Improved grab, blood drain

Special Qualities: Plant, camouflage, blindsight

Saves: Fort +7, Ref +1, Will +2

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

Climate/Terrain: Temperate and warm forest and underground

Organization: Solitary or patch (2-4)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

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

Vampire roses look like normal white rose bushes. They can however, uproot themselves and move slowly toward their prey.

COMBAT

A vampire rose will wait until its prey comes near, lash out with its thorny stalk, and then drain the blood of its victim. When fully sated (i.e., when it has completely drained its victim of all blood), the vampire rose flushes red.

Improved Grab (Ex): To use this ability, the vampire rose must hit with its stalk attack. If it gets a hold, it can drain blood.

Blood Drain (Ex): A vampire rose can suck blood from a living victim with its thorns by making a successful grapple check. If it pins its foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Camouflage (Ex): Since the vampire rose looks like a normal white rose bush when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecutting to notice the subterranean version.

Blindsight (Ex): Vampire roses have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

VEGEPYGMY

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[Small Plant](#)

Hit Dice: 2d8 (8 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

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

Attacks: Claw +2 melee; or handaxe +2 melee

Damage: Claw 1d3; or handaxe 1d6

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

Special Qualities: Plant, electrical immunity, low-light vision

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

Abilities: Str 11, Dex 12, Con 11, Int 6, Wis 10, Cha 9

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

Climate/Terrain: Warm forest and underground

Organization: Gang (4-9), band (10-100 plus 2-5 bodyguards of 3 HD each, 1 5 HD sub-chief, and 1 6 HD chief per 50 vegepygmies), warband (10-24 with 1-4 thornies), or tribe (30-300 plus 2-5 3 HD bodyguards, 1 5 HD sub-chief, and 1 6 HD chief per 50 vegepygmies, and 10-24 thornies)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: 3-6 HD (Small)

The vegepygmy is the result of a victim slain by russet mold (q.v.). The lesser vegepygmies make up the workers and guards of the tribe, while the greater vegepygmies are the chiefs and leaders.

They appear as short bipedal creatures with sharp thorny claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of leaves.

COMBAT

The vegepygmy attacks using either its claws or primitive made weapons, usually a handaxe.

Electrical Immunity (Ex.): Vegepygmies take no damage from electricity.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

Skills: Vegepygmies receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. *They receive a +12 bonus to Hide checks when in a swampy or forested areas.

VHALICAN

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Fine Fey (Incorporeal)

Hit Dice: 11d6 (38 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: fly 15 feet (perfect)

AC: 32 (+8 size, +8 Dex, +6 deflection)

Attacks: Energy blast special ranged

Damage: Energy blast 3d4+3

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

Special Attacks: Energy Blast, Spell Drain, Spells

Special Qualities: Damage Reduction, Immunities, Omnipresence, Nondetection, Resistances, Teleport, Weapon Invulnerability

Saves: Fort -, Ref +15, Will +13

Abilities: Str: -, Dex: 26, Con: -, Int: 28, Wis: 22, Cha: 22

Skills: Appraise +16 (+6 ranks, +10 Int), Hide +26 (+14 ranks, +8 Dex, +4 racial), Intuit Direction +30 (+14 ranks, +6 Wis, +10 racial), Knowledge (Arcana) +28 (+14 ranks, +10 Int, +4 racial), Sense Motive +20 (+14 ranks, +6 Wis), Spellcraft +28 (+14 ranks, +10 Int, +4 racial), Spot +24 (+14 ranks, +6 Wis, +4 racial), Wilderness Lore +20 (+14 ranks, +6 Wis)

Feats: Improved Initiative, Alertness

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 15

Treasure: Double Items (magic only), incidental coins and goods

Alignment: Always neutral

Advancement Range: see below

A vhalican (pron. *val-ik-an*) is a creature of pure magic and thought. The names Sorscion, Magetooth, and Spell Eater are also used by sages and ancient texts to describe this strange but exceedingly rare creature. A vhalican is always found as a single individual. It is surmised that they split or divide when they reach a certain level of strength (measured in hit points), but this has never been confirmed.

When first encountered, the form of the vhalican will be one or more incorporeal motes of light that float and swirl about. Each vhalican possesses one such mote for every hit point it has. Each of these motes is actually a spell or spell-like ability that the vhalican has 'stolen' from another being. These motes are the method by which the creature primarily perceives and interacts with the world. Every vhalican appears with a unique and distinctive combination of colors, usually three to five.

Within the actual lair, there will be a sphere of light (5 ft. diameter) that contains a vague, human-like form in a fetal position. This sphere is not incorporeal, and it is the vhalican's true body, if such a term is appropriate. The sphere form of the vhalican, which is almost entirely helpless on its own, always lies well hidden. The colors of the sphere match the colors of the motes.

Their intellect is completely alien to almost all other types of beings. It may be possible for a divine avatar, demigod or high priest of a *Illustration © 2000, Michael J. Kletch* magic to communicate with a vhalican, but this is pure supposition. They do not seem to pay any attention to spoken languages. Those attempting to contact a vhalican with telepathy will take damage from the mental shock equal to the vhalican's current hit point total (not including the sphere). There is also a 1-in-20 chance that such an unfortunate being will permanently lose a point in both Intelligence and Wisdom; this cannot be recovered magically.

Vhalicans are believed to perceive magic much as most creatures perceive light, scent or sound. They do sometimes collect magic items, and some sages have guessed that they collect magical items for the way they appear, much as a person might collect art or listen to music. It is not known how these items are transported to the lair or moved when a vhalican seeks a new lair. Usually there will be little or no non-magical treasure in a vhalican lair; any such treasure is incidental or accidental.

Other than spells and spell-like abilities, vhalicans do not interact with their environment in any way that sages have yet been able to discern. They effectively survive as a parasite to those that use magic or have magical abilities. The presence of a vhalican may indicate that an area of unusual magical power lies nearby. This is occasionally found to be true, but it is not understood if the vhalican interacts directly with these areas in any way, or if it only understands that those on which it must feed are attracted to such areas. In any case,



it is generally accepted that vhalicans can sense magical locations from great distances.

A vhalican can send its motes to a maximum of 200 yards from the center of the sphere. Often, the motes will not be deployed beyond 150 yards to hide this weakness and prevent triangulation to the location of its lair. If a vhalican is reduced to 20 hit points or less, or if an intruder is detected within the lair of the sphere, all remaining motes will teleport back to the sphere to defend it. If the sphere is destroyed, the vhalican is permanently slain.

The vhalican sphere is AC 15 (-10 dexterity, +5 natural, +10 deflection) and has 20 hit points. These hit points are in addition to the normal hit points represented by the motes. A sphere without motes is defenseless except for its Damage Reduction, Weapon Invulnerability and Armor Class bonuses.

The sphere itself goes into a dormant state if all of its motes are destroyed. The sphere will become shadowy in appearance, but this does not change its game properties. This state will last for approximately one month before the vhalican spontaneously generates a single mote. This is the only time that a mote will be created other than through the theft of a spell or ability.

COMBAT

A vhalican is a very powerful opponent when roused. They are creatures of great genius, and will use strategy and tactics most befitting their nature. Teleportation of motes is used to almost always keep them out of melee range of opponents unless the mote is used for a touch attack spell. The vhalican will not hesitate to 'flee' the field of battle, only to attack when the enemy lets down its guard.

A vhalican will be virtually always be encountered in its disparate form, one to three individual motes or a cloud of individual motes. In combat, each mote must be attacked separately. An individual mote will possess only one of the creature's hit points. If a mote is 'killed', the creature will lose one hit point and the ability to cast one spell. Roll randomly to determine which spell is lost. Area effect spells will include 1d6-4 motes in their area of effect for every 1000 cubic feet (10 foot cube) of the area of effect. The minimum number of motes within this area is 1 and the maximum is three.

If a mote is hit with a Rod of Cancellation, that item will deal 3d4 damage (destroying that many randomly selected motes) but will lose 1d4+1

charges. A Rod of Absorption will also deal 3d4 damage, but will gain half that many charges. If a Sphere of Annihilation touches any single mote, that mote and all other motes within a 5' radius (1d8-6; 0 minimum) will be destroyed unless the vhalican makes a successful Reflex save, avoiding the touch attack. If a Sphere of Annihilation touches the vhalican sphere, the vhalican sphere will lose half of its hit points and all motes will be destroyed; however, the Sphere of Annihilation will also be destroyed.

Damage Reduction (Ex): Each mote has Damage Reduction 5/+3. The sphere form of the vhalican has Damage Reduction 10/-.

Energy Blast (Sp): A vhalican's primary attack is a bolt of energy equivalent to a triple-strength *Magic Missile*. This bolt can originate from any one mote each round, and it strikes unerringly.

Immunities (Ex): Vhalicans are immune to all forms of attack based on liquids, gasses or non-magical solids. They are immune to poison, sleep, paralysis, stunning, disease, death effects, ability score loss, energy drain, gaze attacks, and mind-affecting spells and abilities. They are also immune to absolutely anything that requires a Fortitude save, including disintegration. The sphere form is immune to all spells and special abilities except a Sphere of Annihilation.

Omnipresence (Ex): A vhalican can 'see' anything within 30 feet of one of its motes, or within 50 feet of the main sphere. This sight includes the abilities of low-light vision, darkvision and blindsight. Furthermore, a vhalican is unaffected by darkness, smoke, mist or obfuscations of any other sort. Finally, due to their nature, they continually see as with *Detect Magic*; this cannot be dispelled or suppressed. A vhalican is blinded by and cannot see within an anti-magic area through any means.

Non-detection (Su): A vhalican sphere radiates *Nondetection* at all times.

Resistances (Ex): A vhalican's motes have lightning resistance 10, cold and fire resistance 15, and earth, sound and heat resistance 20. The motes also have spell resistance 15.

Spell Drain (Su): As a full round action, the vhalican can try to drain a spell or one daily use of an ability from another creature. Arcane spells, limited use supernatural abilities and limited use spell-like abilities are candidates for theft, but 0-level spells (cantrips) are never drained. There is no saving throw against this attack, and the

vhalican gains one hit point and one new mote each time a spell or ability is drained. These stolen abilities must be recorded, since they add to the creature's arsenal. Unless a mote is seen (opposed Hide roll), it is possible for a vhalican to steal abilities without being noticed. Only devices that shield against mind-affecting effects will protect against spell or ability theft; non-construct creatures immune to such effects, including other vhalicans, are immune to this ability. Supernatural and spell-like abilities of constructs can be drained. Motes created by the draining of an ability as opposed to a spell will fade away (i.e. are lost along with one hit point) after one day.

Spells (Sp): A vhalican can use one of the spells or spell-like abilities it has stolen. Regardless of the being that a spell was stolen from, all spells take effect as though cast by a 11th level caster, or at the minimum level for the appropriate class to cast the spell, whichever is higher. Spell-like abilities take effect as though used by the creature from which it was stolen. A spell cast by the vhalican must originate from the appropriate mote, which vanishes when the spell or ability within the mote is used. The vhalican therefore loses one hit point each time that a spell is cast. Random spells can be selected using the scroll generation section in the *Core Rulebook II, the DMG*. The distribution of the spells by level is as follows; roll for each mote:

Roll (d20)	Level
01-20	1
21-38	2
39-54	3
55-67	4
68-78	5
79-87	6
88-94	7
95-98	8
99-00	9

Up to two spells may be cast per round as a free action. Concentration checks are not necessary, and spell casting does not draw attacks of opportunity.

The DM should pre-plan an encounter with a vhalican in detail and predetermine the exact spells initially available to the creature. The initial strategies of the creature will depend on this spell selection. With average hit points and average rolls for spell levels, the vhalican will likely have a spell distribution for spell levels 1-9 similar to the following: 7/7/6/5/4/3/3/2/1

Teleport (Su): The vhalican can teleport any or all motes within its area of influence as a free action

during its turn. This cannot be done before casting a spell with a particular mote. It is very unlikely that more than three motes will be encountered at one time: one to deliver an Energy Blast and two for potential spells to use. Spells or effects that hold or contain a vhalican are generally useless, even force effects. The main sphere can be teleported up to 200 yards, but this ability takes ten rounds to activate. If there is no space within 200 yards that can accommodate a five-foot sphere, the vhalican cannot relocate.

Weapon Invulnerability (Ex): The sphere is immune to all physical attacks, except for attacks from magically enhanced weapons. If the Damage Reduction is exceeded, these attacks can only deal damage up to the enhancement bonus of the weapon; any damage beyond this is ignored.

ENCYCLOPEDIA OF
FORMS MUNDANE AND MAGICAL

VODYANOI (AQUATIC UMBER HULK)

Conversion notes by Scott Greene

The vodyanoi are a variety of umber hulk that dwell in deep bodies of fresh water. They do not have the gaze attack of the umber hulk, but can swim (20 ft.). They are otherwise identical with their land bound cousins.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

VOLT

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[Small Aberration \(Electricity\)](#)

Hit Dice: 2d8+1 (10 hp)

Initiative: +4 (Dex)

Speed: Fly 30 ft. (good)

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

Attacks: Bite +4 melee, tail strike -1 melee

Damage: Bite 1d6-1 and blood drain, tail strike 0 and 2d4 electricity

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

Special Attacks: Attach, blood drain, electricity

Special Qualities: Electricity immunity, darkvision 60 ft.

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

Abilities: Str 8, Dex 18, Con 12, Int 2, Wis 12, Cha 8

Skills: Listen +3, Spot +3

Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Gang (2-4), mob (6-11), or swarm (12-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

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

This curious but dangerous little creature appears as a near-spherical bundle of bristly gray hair with two bulbous eyes, two small curved horns, and a 3-foot long tail. It floats as if by levitation.

COMBAT

A volt attacks by latching onto its foe's neck and draining blood each round. A volt will strike a held foe with its tail, dealing electrical damage. A volt will not let go until either it or its opponent is dead.

Attach (Ex): A volt that hits with its bite attack latches onto its foe's neck and drains blood each round. An attached volt automatically hits its foe with its bite and tail strike each round. An attached volt has an AC of 13.

Blood Drain (Ex): A volt drains blood, dealing bite damage and 1d4 points of temporary Constitution damage each round it remains attached.

Electricity (Su): A volt deals 2d4 points of electrical damage with its tail strike. An attached volt automatically hits a held opponent each round with its tail.

Electricity Immunity (Ex): Volts are immune to all electrical effects.

WATER WEIRD

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[Large Elemental \(Water\)](#)

Hit Dice: 3d8+3 (16 hp)

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

Speed: 30 ft.

AC: 16 (-1 size, +2 Dex, +5 natural)

Attacks: Slam +3 melee

Damage: Slam 1d8+4

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

Special Attacks: Improved grab, drown, water mastery, drench

Special Qualities: Damage reduction 10/bludgeoning, elemental, fire resistance 10, transparency, reform body, control elemental, vulnerabilities

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

Abilities: Str 15, Dex 17, Con 12, Int 12, Wis 11, Cha 11

Skills: Hide +9, Listen +6, Move Silently +9, Spot +6

Feats: Improved Initiative

Climate/Terrain: Any aquatic and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

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

The water weird is a life form that has its origins on the Elemental Plane of Water. They attack all living things, draining their life's essence as the victim lay dying.

The water weird takes but two rounds to form from the body of water it inhabits. It appears as a large serpent constructed entirely of water.

COMBAT

The water weird lashes out, attempting to wrap itself around its prey, dragging it into the water where the weird attempts to drown it.

Improved Grab (Ex.): If the water weird scores a hit with its slam attack, it may attempt to grapple its opponent without provoking an attack of opportunity (see Grapple, page 137 in the *Core Rulebook I, the PH*). The weird can only grab creatures of Medium-Size or smaller. If the water weird succeeds at its grapple check, it drags its prey into the water where it pins the victim underwater and attempts to drown him.

Drown (Ex.): See the rules for drowning (Drowning, page 85 in the *Core Rulebook II, the DMG*). A victim can break free by making a successful Strength check (DC 15).

Water Mastery (Ex.): A water weird gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is land bound, the weird suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block).

Drench (Ex.): A water weird's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Medium-size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the weird's HD total.

Control Elemental (Ex.): The water weird has the ability to take control of a water elemental that is within 30 feet by making a successful Intelligence check (DC 10). If the elemental is being controlled by another creature, the water weird can gain control by making a successful Intelligence check (DC 10 + Intelligence modifier of caster currently controlling elemental).

Vulnerabilities (Ex.): Cold-based spells cause the water weird to act as if *slowed*. A *purify food and drink* deals 1d4 points of damage per caster level (maximum 10d4) to the water weird. These hit points are not regained when the weird reforms.

Reform Body (Ex.): When reduced to zero or less hit points the weird collapses back into the water. Two rounds later, it will reform at full strength.

Transparency (Ex.): A water weird is effectively invisible in water until it attacks.

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

WILD HUNT, MASTER OF THE WILD HUNT

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

Hit Dice: 15d8+45 (112 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 21 (+3 Dex, +5 armor, +3 natural)

Attacks: +3 *longspear* +24/+19/+14 melee

Damage: +3 *longspear* 1d8+8

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

Special Attacks: Spells, charm person, favored enemy (goblinoid, beasts, animals, demons)

Special Qualities: Damage reduction 10/+1, SR 16, detect evil, darkvision 60 ft.

Saves: Fort +12, Ref +12, Will +11

Abilities: Str 20, Dex 17, Con 16, Int 18, Wis 15, Cha 16

Skills: Animal Empathy +20, Bluff +13, Concentration +18, Handle Animal +18, Heal +12, Hide +9, Intimidate +13, Knowledge (arcana) +12, Knowledge (nature) +15, Listen +17, Move Silently +9, Search +12, Sense Motive +15, Spellcraft +12, Spot +17, Wilderness Lore +19

Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Power Attack, Track, Weapon Focus (*longspear*)

Climate/Terrain: Any land

Organization: Wild Hunt (Master plus 20 black hounds)

Challenge Rating: 12 (solitary); 20 (with Wild Hunt)

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

The Master and his pack appear whenever called or when there is great evil in the area (the DM decides what constitutes a great evil). They only appear at night.

When the Hunt passes within 30 feet of a creature, that creature must make a Will save (DC 20) or become swept up in the Hunt. Creatures affected will take one of two roles; the hunter or the hunted.

The Master and his hounds always appear 10 miles from the source of the evil and will travel toward it. Should no prey be encountered along the way, the Hunt will move 10 miles beyond the source of the evil in a random direction. If nothing is encountered, it will reverse direction and run for the source of the evil. If no prey is encountered, it will again pass the source and move 10 miles past it in a random direction. The Hunt repeats this process until it finds

its prey, the sun comes up, or the Master and his hounds are slain.

For each mile traveled with the Hunt, each charmed creature must succeed at a Will save (DC 20), with failure indicating the creature has now become the hunted (and the charm is broken).

When the hunted has been run down, there is instant melee to the death. The Master and his hounds will attack and either kill or be killed. All charmed creatures likewise join in the fray and fight to the death as well.

The only way to prevent being killed is to elude the Master and his hounds until sunrise (when the Master and hounds disappear), kill the Master and his hounds, or run out of the ten mile radius of the source of evil.

COMBAT

When the hunt first appears, the Master will sound his horn. It can be heard for 1 mile in all directions. For every one mile the Hunt moves, the Master will again blow his horn.

The Master of the Hunt usually does not engage in combat until the prey has been run down. Then he attacks relentlessly with his +3 *longspear*.

Ranger Class: The Master of the Hunt has the abilities of a 15th-level ranger.

Charm Person (Su): 30-foot radius of the Master and his hounds; Will save (DC 20) or affected creatures join the hunt.

Spells (0/2/1/1/1): 1st-*resist elements, speak with animals*; 2nd-*snare*; 3rd-*water walk*; 4th-*freedom of movement*.

Detect Evil (Su): The Master continuously detects evil as the spell cast by a 20th-level sorcerer. The Master can suppress or restart this ability as a free action.

THE PACK OF THE WILD HUNT

The Wild Hunt consists of 20 Medium-size black hounds. They have licks of green fire for tongues and glowing green eyes.

Treat the black hounds of the Wild Hunt as 5 HD wolves with the following bonuses.

Spell Resistance (Ex): SR 14

WOLF-IN-SHEEP'S-CLOTHING

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[Medium-Size Aberration](#)

Hit Dice: 9d8+18 (58 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 5 ft.

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

Attacks: 7 tentacles +9 melee, bite +4 melee

Damage: Tentacle 1d4+3, bite 2d4+1

Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with tentacle)

Special Attacks: Improved grab, constrict

Special Qualities: Lure-growth, all-around vision, darkvision 60 ft.

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

Abilities: Str 17, Dex 8, Con 15, Int 6, Wis 14, Cha 8

Skills: Hide +10*, Listen +14, Search +7, Spot +14

Feats: Alertness, Improved Initiative

Climate/Terrain: Any temperate land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 10-16 HD (Medium-size); 17-27 HD (Large)

This weird monster lurks in undergrowth or in grassy meadows. It creeps slowly from place to place, using its 7 root tentacles for locomotion.

The body of the wolf-in-sheep's-clothing appears to be a grayish-brown tree stump from 4-5 feet in diameter. It has two 10-foot long eyestalks that are brown at the base, green at the tips, with a violet flower-like eye on the end. Its root tentacles are blackish-brown and 10 feet long. The vertical maw located in the trunk has jagged teeth. When shut, it appears to be an old scar on a normal tree stump.

It has the ability to sprout a growth resembling a small furry creature (such as a rabbit) that it uses to attract prey.

COMBAT

The wolf-in-sheep's-clothing uses its "lure-growth" ability to draw its prey in. Once in range, it lashes out with a tentacle. If it hits, it drags the prey to its mouth and bites until the creature dies.

Improved Grab (Ex): To use this ability, the wolf-in-sheep's-clothing must hit an opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A wolf-in-sheep's-clothing deals 1d4+3 points of damage with a successful grapple check.

A subject can attempt to break free by making an Escape Artist check (DC 23) or a Strength check (DC 17).

A single attack with a slashing weapon that deals at least 10 points of damage severs a tentacle (AC 20).

Tear (Ex): A wolf-in-sheep's-clothing automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Lure-Growth (Ex): It has the ability to sprout a growth resembling a small furry creature (such as a rabbit) that it uses to attract prey. The growth is "moved" so as to look at approaching prey and then it will "freeze" so as to "hide."

All-Around Vision (Ex): The wolf-in-sheep's-clothing's 7-foot long eyestalks allow it to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. A wolf-in-sheep's-clothing cannot be flanked.

Skills: *A wolf-in-sheep's-clothing receives a +8 racial bonus to Hide checks when in forested surroundings.

WOLFWERE

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[Medium-Size Shapechanger](#)

Hit Dice: 5d8+5 (27 hp)

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

Speed: 30 ft. (50 ft. in wolf form)

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

Attacks: Bite +5 melee

Damage: Bite 1d6+1

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

Special Attacks: Song of lethargy

Special Qualities: Damage reduction 10/+1, SR 13, alternate form, darkvision 60 ft.

Saves: Fort +5, Ref +6, Will +7

Abilities: Str 13, Dex 15, Con 13, Int 16, Wis 16, Cha 14

Skills: Bluff +10, Disguise +9, Hide +5, Listen +10, Move Silently +5, Spot +10, Wilderness Lore +8

Feats: Alertness, Improved Initiative, Scent, Track, Weapon Finesse (bite)

Climate/Terrain: Temperate land

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

First and foremost, the wolfwere is not a lycanthrope. Therefore, it does not carry and infect others with lycanthropy.

The wolfwere is a shapechanger. It can assume the form of a wolf (its true form), a Medium-size humanoid, or a combination of the two. The wolfwere is the bane of humankind. They love the taste of human, elf, and halfling flesh.

COMBAT

The wolfwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a pilgrim, minstrel, merchant, etc. It usually carries a stringed instrument, so as not to arouse suspicion when it uses its song of lethargy.

When ready to attack, the wolfwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use weapons, as well as utilizing its bite. In hybrid form, a wolfwere favors the battleaxe or bastard sword.

If attacked in its full humanoid form, the wolfwere will seek escape, long enough to assume its hybrid form.

Song of Lethargy (Ex.): 60-foot spread, Will save (DC 14) negates; or affected as by a *slow* spell as cast by an 8th-level sorcerer. Whether the save is successful or not, the creature cannot be affected by the song of lethargy from that wolfwere for one day.

Alternate Form (Su.): A wolfwere's natural form is that of a wolf. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, wolf-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the wolfwere gains all the abilities of the form (for example, a wolfwere in dwarf form has dwarven racial traits). The wolfwere keeps its ability scores and can use its song of lethargy. It loses its special qualities of damage reduction and spell resistance, and it cannot use its bite attack.

In hybrid form, a wolfwere looks like a bipedal wolf. The wolfwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

A wolfwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the wolfwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

WYRD

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Medium Undead

Hit Dice: 2d12 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 30 feet

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

Attacks: 2 spheres (see below) +3 touch or +3 ranged touch or 2 claws +1 melee

Damage: spheres 1d3 Strength (1d4+1 Strength to those with elven blood); claws 1d4

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Undead, Damage Reduction 10/silver, Spawn, Turn Resistance +3

Saves: Fort: +0, Reflex: +2, Will: +3

Abilities: Str: 10, Dex: 14, Con: -, Int: 8, Wis: 12, Cha: 12

Skills: Climb +5, Hide +6, Jump +5, Move Silently +7, Search +1, Spot +6.

Feats: Weapon Finesse (spheres)

Climate/Terrain: Any inhabited, ruins, or forest

Organization: Solitary or Gang (2-5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually Chaotic Evil

Advancement Range: 3-6 HD (Medium)

A strange variety of undead elf, Wyrds are greatly feared in elvish society. They usually appear as dark, robed figures holding a small, diffuse, red, glowing sphere in each hand.

It is rumored that Wyrds are a plague sent among the elves by their gods. Legends disagree on the purpose of this plague - some say it is to punish them for ancient treachery, others say it is to teach them humility, and still others proclaim that is the elvish destiny to slay (or be slain by) all Wyrds in order to prove themselves worthy of the blessing of the gods.

Elven communities frequently hire outside help to deal with the problem of wyrds, knowing that so long as the hired help is not of elven blood, the worst that can happen is the group will fail. Since groups of elves slain by a wyrd rise as wyrds themselves, the failure of an elven group makes the problem much worse. This is possibly one of the few instances where elves are anxious to invite other races into their problems.

COMBAT

In melee combat, a wyrd attempts to strike with the glowing spheres as though he were trying to slap his opponent. The wyrd may also throw the spheres as ranged weapons, though due to his control of the spheres, this is treated as a ranged touch attack. He may also choose to split his attacks, attacking with one sphere in melee and using the other as a missile (though he may draw an Attack of Opportunity for doing so). The wyrd only uses its claws to finish opponents reduced to 0 Strength.

Negative Energy Sphere (Su): Touch attack or ranged touch attack, 30 feet range, deals 1d3 points of temporary Strength damage if attack is successful (1d4+1 to those with elven blood - ordinarily, this includes elves and half-elves). A second sphere immediately appears in the wyrd's hand after one explodes.

Spawn (Su): Any creature with elven blood slain by a wyrd rises in 1d4 days as an independent wyrd. Casting a dispel evil or remove curse spell on the body within this time period prevents this transformation. Creatures lacking elven blood killed by a wyrd do not rise as spawn.

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

XAG-YA AND XEG-YI

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

Hit Dice: 5d8+15 (37 hp)

Initiative: +1 (Dex)

Speed: Fly 30 ft (good)

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

Attacks: 6 tendrils +6 melee

Damage: Tendril 0 and energy melt

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

Special Attacks: Energy melt, energy burst, opposite contact, spell immunity

Special Qualities: Damage reduction 10/+1, SR 12, darkvision 60 ft

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

Abilities: Str 11, Dex 13, Con 16, Int 14, Wis 14, Cha 14

Skills: Hide +9, Knowledge (any one) +8, Listen +12, Move Silently +9, Search +8, Sense Motive +8, Spot +12

Feats: Ability Focus (energy melt), Alertness

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

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

Xag-ya are creatures from the Positive Material Plane, and xeg-yi are creatures from the Negative Material Plane. They are much alike, being reverse images of each other. Both are summoned by spellcasters and used as guardians of magical treasures.

Both creatures appear as 5-foot diameter spheres with six 5-foot long tendrils protruding around its body. The xag-ya has two glowing golden eyes set in the center of its body, while the xeg-yi's eyes are a dull metallic in color.

COMBAT

The xag-ya or xeg-yi attacks using its tendrils to touch an opponent or fire a blast of energy at a foe.

Energy Melt (Su): Touch or ranged ray (10 feet maximum, no range increment), Fortitude save (DC 17). Each creature can use its ranged attack once every 1d4 rounds.

Xag-ya: Positive energy deals 1d4 points of fire damage, ignites combustibles (wood, cloth, parchment), and affects metals similar to the *heat*

metal spell. A metal item that fails its save melts into a pool of molten metal (1d6 points of damage if touched in the same round the item melts). Items that succeed at the save deal damage to unprotected creatures as the *heat metal* spell cast by a 12th-level sorcerer.

Xeg-yi: Negative energy deals 1d4 points of cold damage, destroys combustibles (wood, cloth, parchment), and affects metals similar to the *chill metal* spell. A metal item that fails its save crumbles into dust. Items that succeed at the save deal damage to unprotected creatures as the *chill metal* spell cast by a 12th-level sorcerer.

Energy Burst (Su): If slain, the creature explodes in a violent burst of energy (positive or negative; xag-ya or xeg-yi) that affect all within a 10-foot radius. Those affected take 4d6 points of fire or cold damage and must save as if touched by the creature's energy melt attack.

Opposite Contact (Su): Should a xag-ya and xeg-yi meet, they will rush together and destroy each other in a violent burst of energy. Those within a 30-foot radius take 6d6 points of damage (one-half fire and one-half cold).

Spell Immunity (Ex): The only spells that affect a xag-ya or xeg-yi are *disintegrate*, *magic missile*, *shield*, *banishment*, *dismissal*, *dispel magic*, *miracle*, *plane shift*, and *wish*.

XVART

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[Small Humanoid \(Xvart\)](#)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

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

Attacks: Short sword +0 melee

Damage: Short sword 1d6-1

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

Special Qualities: Darkvision 60 ft.

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

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

Skills: Hide +6, Listen +4, Move Silently +6, Spot +4

Feats: Alertness

Climate/Terrain: Temperate and cold land and underground

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 2nd-level sergeant per 20 adults and 1 leader of 4th—6th level), warband (10-24), or tribe (40-400 plus 1 2nd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 1-6 giant rats)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Xvarts are a cruel, cowardly race of humanoids that live in hilly, cavernous regions. They occupy a place in humanoid society somewhere between goblins and kobolds. Although weak individually, they are extremely prolific, and are almost always encountered in large groups.

The small, bald, blue-skinned creatures often act as intermediaries between kobolds and goblins, usually dominating the latter. Xvarts speak their own language; those with Intelligence scores of 12 or above speak Common or Goblin.

COMBAT

Xvarts will attack a party of humans only if they have a tremendous numerical advantage. Xvarts fear humans, but hate halflings, and will attack them even if the xvarts do not have a tremendous edge in numbers. Xvarts will also attempt to bully kobolds whenever possible.

Xvarts will almost always try to ambush and overwhelm their opponents, preferring not to fight fairly at any time. Xvarts like to fight sleeping or

resting opponents, circling them and brutally attacking before their prey knows what has hit them.

Skills: Xvart gain a +4 racial bonus to Move Silently and Hide checks.

XVART SOCIETY

Xvart society is crude by human standards, but effective in keeping the small creatures alive. Xvarts will lair in a complex of caves or in the deep forest.

Xvarts are mostly resistant to the elements, wearing simple cloth doublets. They prefer blues and greens to dress in, and except for their orange eyes, they blend into their surroundings well.

Xvarts live for only 50 years, and it is a tough existence for them. Most creatures are larger and more powerful than they are. Xvarts mate twice a year, in the spring and in the fall. Each mating produces two children, which are cared for communally until age seven when they are old enough to assume their tribal duties of hunting and caring for the camp.

XVART CHARACTERS

A xvart's favored class is fighter; xvart leaders tend to be fighter/sorcerers. Xvart clerics worship Maglubiyet (the Goblin deity) and can choose two of the following domains: Chaos, Evil, and Trickery.

YELLOW MUSK CREEPER

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[Large Plant](#)

Hit Dice: 3d8+9 (22 hp)

Initiative: +0

Speed: 0 ft

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

Attacks: Pollen spray +2 ranged

Damage: Pollen Spray 0

Face/Reach: 10 ft by 10 ft/0 ft (10 ft with pollen spray)

Special Attacks: Pollen spray, intelligence drain, create yellow musk zombie

Special Qualities: Plant, bulbous root

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

Abilities: Str 20, Dex -, Con 17, Int 3, Wis 11, Cha 9

Climate/Terrain: Temperate lands and underground

Organization: Solitary

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

The yellow musk creeper is a plant that attacks humanoids, draining Intelligence and turning them into yellow musk zombies. The creeper has a sweet, entrancing odor while dormant. The creeper is a large, light green climbing plant with leaves like ivy, 1-4 dark green buds, and 2-12 bright yellow flowers with splashes of purple. It can cover an area of 20 square feet from its single bulbous root.

COMBAT

Yellow musk creepers are dormant until a creature approaches within 10 feet; then the nearest flowers turn and puff a dust, smelling of musk, into the opponent's face.

Pollen Spray (Ex): An opponent hit by the spray must make a successful Fortitude save (DC 14) or be compelled to walk toward the plant, resisting all those who try to prevent it.

Intelligence Drain (Ex): When a victim reaches the creeper, dozens of tiny roots attach themselves to the victim's head and burrow to the brain. The victim automatically suffers 1d4 points of temporary Intelligence damage per round. Attacks on a root will cause it to release, but so many roots will be attached simultaneously that the intelligence drain cannot be prevented by such means.

Bulbous Root (Ex): The main root of the yellow musk creeper lies just under the surface of the soil. The hit points listed above reflect the main root only. While the bulbs, flowers, and smaller roots (that attack the victim) can be burned, frozen, or harmed just as any other plant, they will eventually grow back from the main root.

Create Yellow Musk Zombie (Su): A victim reduced to 0 Intelligence dies instantly; a victim reduced to Intelligence 1 or 2 become a yellow musk zombie under the creeper's control. If the plant dies before reducing its prey to zombie status, the intelligence damage can be healed normally (through rest or magical means). If the mother plant is destroyed first, a zombie can be cured (i.e., returned to its normal state as it was) by a *neutralize poison* followed by a *heal* or *restoration* spell and four weeks of complete rest.

Blindsight (Ex): The yellow musk creeper has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

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

YETI

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[Large Magical Beast](#)

Hit Dice: 4d10+16 (38 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 16 (-1 size, +1 Dex, +6 natural)

Attacks: 2 claws +9 melee

Damage: Claw 1d6+9

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

Special Attacks: Frightful gaze, cold aura, improved grab, constrict

Special Qualities: Cold subtype, darkvision 60 ft, low-light vision

Saves: Fort +8, Ref +5, Will +1

Abilities: Str 23, Dex 12, Con 19, Int 10, Wis 11, Cha 12

Skills: Hide +1*, Listen +6, Listen +7

Feats: Cleave, Power Attack

Climate/Terrain: Any cold land

Organization: Solitary or gang (2-6)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 5-7 HD (Large); 8-12 HD (Huge)

The yeti appears as a large humanoid covered in white fur. Their eyes are pale blue and their teeth and claws are ivory white.

Yetis love the taste of human flesh.

COMBAT

The yeti attacks with its claws, attempting to grab a foe and squeeze it against its frigid body.

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

Constrict (Ex): A yeti deals 1d6+9 points of damage with a successful grapple check against Large or smaller creatures. The yeti can still move but cannot take any attack actions when constricting.

Cold Aura (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage when exposed flesh comes into contact with it.

Frightful Gaze (Su): 30 feet, Will save (DC 13) or frightened (flee or suffer -2 morale penalty to attack rolls, damage rolls, and saves) for 1d3 rounds.

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

Skills: A yeti receives a +4 racial bonus to all Listen and Spot checks. *A yeti, due to its coloration, receives a +8 bonus to Hide checks when in snow-covered areas.

ZARATAN

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[Colossal Beast](#)

Hit Dice: 50d10+600 (875 hp)

Initiative: -3 (Dex)

Speed: Swim 20 ft.

AC: 23 (-8 size, -4 Dex, +25 natural)

Attacks: Bite +47 melee

Damage: Bite 4d8+27

Face/Reach: 200 ft. by 400 ft./20 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Damage reduction 30/+1, immune to poison, telepathy

Saves: Fort +39, Ref +23, Will +16

Abilities: Str 47, Dex 4, Con 35, Int 8, Wis 8, Cha 10

Skills: Listen +8, Spot +8, Swim +30

Climate/Terrain: Warm aquatic

Organization: Solitary

Challenge Rating: 20

Treasure: 50% standard

Alignment: Always neutral

Advancement: 51+ HD (Colossal)

The slow metabolism of the zaratan assures them incredibly long (if uneventful) lives, measured in millennia.

The zaratan is an enormous, passive turtle found in the warm seas of the world. Thankfully, the zaratan spends most of its existence in a profoundly deep slumber.

The shell of a zaratan looks like a sloped, rocky mound several hundred feet in diameter. The zaratan's head, over 50 feet across, is often mistaken for a partially submerged, barnacle-encrusted boulder. The zaratan usually keeps its eyes shut, covered with stony lids that blend with the rest of its head in texture and color. The zaratan's four flippers appear to be small reefs, supporting a variety of corals, barnacles, and small fish. In its dormant state, a zaratan appears to be a small, floating island.

At any given time, a zaratan is 99% likely to be sleeping. As it slumbers, it keeps its mouth wide open. The zaratan spends the rest of its time either mating or conversing with others of its own kind.

The older a zaratan gets, the longer it sleeps. As a result, many actually become indistinguishable from a floating island or reef, supporting their own mini-ecosystems on their broad, rocky carapaces and underbellies.

The older and wiser zaratans are perfectly content to be attended by lesser symbiotic beings, provided they are not too bothersome and don't interfere with a zaratan's sleep. A few are known to support small, uncivilized villages, while others have even been used as a mobile base for pirates and corsairs!

Visitors will find most inhabitants of a zaratan highly superstitious. Many revere their island home as a god. They believe (rightly) that were their deity to awaken due to hunger, their island might sink beneath the sea, destroying their village. As a result, these villagers strive at every opportunity to keep the zaratan well-fed and content, sacrificing large quantities of fish and even visitors to placate their floating deity.

Every few centuries, by sheer coincidence, a pair of zaratans will drift into each other. Should they awake (and be of the opposite sex), they will mate. The courtship ritual may take decades, and the mating itself lasts as long as a year.

The zaratans communicate with one another in a language similar to that of the whales. Conversations between the zaratans often last decades.

COMBAT

More often than not, once wakened from its slumber, a zaratan will react to an enemy by withdrawing into its rocklike shell. A zaratan will remain in its shell for 1-10 years (if not further provoked) before re-emerging.

However, if pestered and wounded for more than 5% of its total hit points, a zaratan becomes a terrible opponent. A single bite from its 40' maw delivers incredible damage and can swallow nearly anything whole.

After a battle, a zaratan will immediately fall into a deep slumber, which typically lasts 1-100 years.

Improved Grab (Ex): To use this ability, the zaratan must hit with its bite attack. If it gets a hold it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole (Ex): A zaratan can try to swallow a grabbed opponent of Gargantuan or smaller size by making a successful grapple check. Once inside, the opponent takes 4d8+27 points of crushing damage plus 1d8 points of acid damage per round from the zaratan's digestive juices. A swallowed creature can climb out of the zaratan's stomach

with a successful grapple check. This returns it to the zaratan's maw, where another successful grapple check is needed to get free. A swallowed creature can cut its way out by dealing 50 points of damage to the zaratan's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The zaratan's gullet can hold one Gargantuan, two huge, four large, eight Medium-size, or sixteen Small or smaller creatures.

Immune to Poison (Ex): The zaratan is immune to poisons of all types.

Telepathy (Su): On rare occasions, a zaratan has been known to communicate with other beings by telepathy. This occurs at a range of 100 ft. and can only transpire if the zaratan and the being with which it wants to communicate speak the same language.

Skills: Zaratans have a +12 racial bonus to Swim checks.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

ANIMAL LORD

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The Animal Lords live in the Happy Hunting Grounds (Beastlands). For each animal there is a corresponding animal lord. There is a fox lord, a bass lord, a mouse lord, a horse lord, and hundreds of other animal lords.

Animal lords can appear in two distinct forms: a human form and an animal form. In either form, each animal lord looks quite different. In human form, they look much like a human man or woman but with subtle features of the animal in question. In this form, they are of Medium-size, about 6 feet tall. In animal form, they look like the animal over which they exercise dominion. The tiger lord will look like a sleek, beautiful tiger, the badger lord will appear as a badger, etc.

While it would be incorrect to say that the animal lords are immoral, it would not be wrong to say they are amoral, especially when dealing with outside affairs. The animal lords care little for anything besides matters directly related to their business. They will conduct their day-to-day affairs related to the animal over which they hold dominion with little regard for the world around them.

That is not to say that the existence of the animal lords does not benefit other animals or people. If a person or other animal is in a lord's territory, the lord will often aid the creature to get rid of it rather than let it die. But in all other dealings, an animal lord can be brutal and seemingly uncaring. There is, as they say, no such thing as animal politics.

The spirits of the animal lords are immortal. In a sense, they are the gods to their respective animals. If an animal lord's form is killed, its essence will reappear in another of its animals, far away, perhaps even on another plane.

The primary driving force of the animal lords is nature. Its own will and the will of the individual are deferred to nature. Although the rabbit lord will seek vengeance upon man for destroying the homeland of rabbits, he will not shed a tear for a rabbit killed by natural predators. It is the way of nature and the will of the gods.

CREATING AN ANIMAL LORD

"Animal lord" is a template that can be added to any mundane animal found in Appendix I of the Core Rulebook III, the MM, (referred to here as the 'base

creature'). Animals given this template have their type changed to OUTSIDER.

An Animal Lord uses the base creature's statistics and special abilities as noted here.

Hit Dice: Total HD increases to 20. If Hit Dice is above 20 then it does not change. Hit Die type remains d8.

Speed: Same as the base creature in either form or 30 ft., whichever is higher. If the base creature has any other type of movement (flight, swim), the animal lord retains that movement rate in animal form only.

AC: The animal lord has +8 natural armor or the base creature's natural armor whichever is better. Animal lords gain a +2 insight bonus to AC from their continuous foresight ability.

Special Attacks: An animal lord retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 animal lord's HD + animal lord's Charisma modifier unless noted otherwise.

Animal lords lose their special attacks from their animal type when in human form, but retain those listed below, unless noted otherwise.

Spell-Like Abilities: At will—charm person, plane shift, teleport without error (self plus 50 pounds of objects only); 3/day—anti-magic field. These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + animal lord's Cha modifier).

Summon Allies (Sp): Three times per day an animal lord can automatically summon 2d4 creatures of its animal type (including were-creatures). These creatures will always be of maximum hit dice.

Special Qualities: An animal lord retains all the special abilities of the base creature (unless noted otherwise) and gains those listed below, and also gains the "Outsider" type. Unless otherwise noted, all special qualities can be used in either of the animal lord's forms.

Alternate Form (Su): All animal lords can shift into animal or human form as though using the polymorph self spell. Changing forms is a standard action. Upon changing forms, the animal lord regains hit points as if having rested for a day.

Damage Reduction (Ex): An animal lord gains damage reduction 20/+2 in either form.

Darkvision (Ex): Range 60 feet.

Resistances (Ex): Acid, cold, and fire 30

Spell Resistance (Ex): SR 28

Sealed Mind (Ex): Immune to all mind-influencing effects

Detect Thoughts (Su): An animal lord can continuously detect thoughts as the spell cast by a 20th-level sorcerer (save DC 20 + animal lord's Int modifier). It can suppress or resume this ability as a free action.

Foresight (Su): An animal lord is continuously protected by foresight as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action. This ability grants the animal lord a +2 insight bonus on its AC and Reflex saves.

Telepathy (Su): An animal lord can communicate telepathically with any creature within 100 feet that has a language. Each animal lord can also communicate telepathically with all animals of its type.

Saves: All saves are Good (+12 on all for "Outsider"). Animal lords gain a +2 insight bonus to Reflex saves (from the foresight ability).

Ability Scores: Increase from the base creature as follows: Str +8, Dex +8, Con +8, Int +18, Wis +6, Cha +10. These ability scores remain constant in either form.

Skills: An animal lord has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat all skills as class-skills. The animal lord receives all racial bonuses (except circumstantial bonuses) for its animal type when in either form.

Feats: Animal lords have five feats, including any listed for its animal type.

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Animal lord plus 10-25 HD worth of creatures of the animal lord's type)

Challenge Rating: Same as the base creature +12

Treasure: Double standard

Alignment: Always neutral

Advancement: N/A

Two sample animal lords follow.

SAMPLE ANIMAL LORDS

This example uses a 3 HD panther (found under the Leopard entry in the Core Rulebook III, the MM) as the base creature.

CAT LORD

Medium-Size Outsider

Hit Dice: 20d8+120 (210 hp)

Initiative: +8 (Dex)

Speed: 40 ft; 40 ft, climb 20 ft as panther

AC: 28 (+8 Dex, +8 natural, +2 insight bonus)

Attacks: Slam +27 melee; Bite +28 melee, claw +26 melee

Damage: Slam 1d6+7; bite 1d6+7, claw 1d3+3 as panther

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

Special Attacks: Spell-like abilities, summon allies; pounce, improved grab, rake 1d6+3 as panther

Special Qualities: Damage reduction 20/+2, SR 28, resistances, sealed mind, detect thoughts, foresight, scent, telepathy, darkvision 60 ft

Saves: Fort +18, Ref +22, Will +16

Abilities: Str 24, Dex 27, Con 23, Int 20, Wis 18, Cha 16

Skills: Balance +35, Climb +30, Concentration +29, Disguise +19, Hide +35*, Knowledge (arcana) +28, Listen +27, Move Silently +35, Search +22, Spellcraft +28, Spot +27

Feats: Cleave, Dodge, Multiattack, Power Attack, Weapons Finesse (bite, claw)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Cat Lord plus 2-5 leopards, tigers, lions, panthers, or weretigers)

Challenge Rating: 14

Treasure: Double standard

Alignment: Always neutral

Advancement: N/A

COMBAT

Skills: The Cat Lord receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 when the Cat Lord is in animal form.

MOUSE LORD

Medium-Size Outsider

Hit Dice: 20d8+80 (170 hp)

Initiative: +10 (+6 Dex +4 Improved Initiative)

Speed: 30 ft, climb 30 ft; 15 ft, climb 15 ft as mouse

AC: 26 (+6, +8 natural, +2 insight bonus)

Attacks: Slam +20 melee; Bite +26 melee

Damage: Slam 1d3; bite 1d6, bite 1d3 as mouse

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

Special Attacks: Spell-like abilities, summon allies

Special Qualities: Damage reduction 20/+2, SR 28, resistances, sealed mind, detect thoughts, foresight, scent, telepathy, darkvision 60 ft

Saves: Fort +16, Ref +18, Will +16

Abilities: Str 10, Dex 23, Con 18, Int 20, Wis 18, Cha 12

Skills: Balance +31, Bluff +24, Climb +29, Concentration +27, Escape Artist +24, Hide +27, Jump +14, Knowledge (arcana) +21, Listen +22, Move Silently +33, Search +15, Spellcraft +28, Spot +27

Feats: Endurance, Improved Initiative, Mobility, Run, Weapons Finesse (bite)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Mouse Lord plus 10-100 mice)

Challenge Rating: 14

Treasure: Double standard

Alignment: Always neutral

Advancement: N/A

COMBAT

Skills: The Mouse Lord receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. She uses her Dexterity modifier for Climb checks.

BEAST OF CHAOS

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Beasts of Chaos are creatures that have been transformed into unnatural monsters by the waves of entropy that flow over the land when the Queen of Chaos focuses her attention on a world.

A beast of chaos looks like a bizarre parody of the creature it once was. It becomes scabrous or mangy, with drooping flesh and a foul smell. Its color turns a disgusting purple mottled with veins of brown and speckled with bits of its original color. It has misshapen appendages, a sagging snout or proboscis, a toothy maw, and horns or tentacles.

CREATING BEASTS OF CHAOS

“Beast of Chaos” is a template that can be added to any Animal (referred to hereafter as the “base creature”). The creature’s type changes to “Magical Beast”. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increases to d10.

Speed: Same as the base creature.

AC: The base creature’s natural armor improves by +4.

Attacks: Same as the base creature, but use the fighter’s BAB (+1 BAB per HD).

Damage: Same as the base creature.

Special Attacks: Same as the base creature plus those listed below.

Frightful Presence (Ex): Activated when the beast of chaos makes a loud sound (roar, growl, bay, or other sound appropriate to its form), this extraordinary ability forces creatures within 30 feet with fewer Hit Dice than the beast to make a Will save (DC 10 + 1/2 the beast’s HD + its Charisma modifier) or become frightened (see Chapter 3 of the *DMG*). The effect lasts for 5d6 rounds.

Rage (Ex): In the presence of bright light (daylight spell, continual flame, but not actual sunlight) a beast of chaos will fly into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily. If the source of light is removed, the creature’s rage will end 1d4 rounds later. The

beast will be fatigued (-2 to Strength and Dexterity) for the remainder of the encounter.

Special Qualities: Same as the base creature plus those listed below.

Immunities (Ex): Immune to *confusion*, *fear*, *hold*, *slow*, and *haste*.

Scent (Ex): The beast can detect opponents within 30 feet by sense of smell. If the opponent is upwind the range increases to 60 feet; if downwind, it drops to 15 feet.

Spell Resistance (Ex): Beasts of chaos gain spell resistance 12.

Darkvision (Ex): Darkvision with a range of 60 feet.

Saves: Good saves on Fortitude and Reflex; poor saves on Will.

Abilities: A beast of chaos gains +2 Strength and +4 Charisma.

Skills: Beasts of chaos receive a +8 racial bonus to Listen checks. Otherwise, same as the base creature.

Feats: Beasts of chaos have a number of feats equal to 1 + the beast’s Intelligence modifier and receive one additional feat per four Hit Dice.

Climate/Terrain: Same as the base creature.

Organization: Solitary or pack (6-11)

Challenge Rating: Same as base creature +2.

Treasure: None

Alignment: Always chaotic neutral

Advancement: —

LION BEAST OF CHAOS

Large Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +3 (Dex)

Speed: 40 ft

AC: 19 (-1 size, +3 Dex, +7 natural)

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d4+6, bite 1d8+3

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

Special Attacks: Pounce, improved grab, frightful presence, rage, rake 1d4+3

Special Qualities: SR 12, scent, immunities, darkvision 60 ft, low-light vision

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

Abilities: Str 23, Dex 17, Con 15, Int 2, Wis 12, Cha 10

Skills: Balance +7, Hide +4, Jump +5, Listen +13, Move Silently +11, Spot +5

Climate/Terrain: Warm plains

Organization: Solitary or pack (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic neutral

Advancement: —

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

DEATH KNIGHT

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A death knight is a horrific form of a lich created by a demon prince (it is thought Demogogon) from a fallen paladin or favored blackguard. There are only twelve of these creatures known to exist.

A death knight appears as a skeletal form dressed in the same armor the character wore in life. The death knight's eyes have decayed and pinpoints of crimson light burn in their place. Its clothes and armor usually show signs of wear and age.

A death knight speaks any languages it knew in life.

CREATING A DEATH KNIGHT

"Death Knight" is a template that can be added to any humanoid paladin (fallen) or blackguard of at least 9th level (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The death knight has +2 natural armor or the character's natural armor, whichever is better.

Special Attacks: A death knight retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 death knight's HD + death knight's Charisma modifier unless noted otherwise.

Fear Aura (Su): 5-foot radius, Will save or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*detect magic*, see *invisible*, and *wall of ice*; 2/day—*dispel magic*; 1/day—*fireball*, any one *power word* spell and *symbol* (pain or fear effect only). All are as the spells cast by a 20th-level sorcerer (save DC 10 + death knight's Cha modifier + spell level).

Summon Demons (Sp): Once per day a death knight can attempt to summon 2d8 dretches or 1d4 vrocks with a 35% chance of success, or one hezrou, marilith or nalfeshnee with a 20% chance of success.

Special Qualities: A death knight retains all the character's special qualities and gains those listed below, and also gains the undead type (see page 6, Core Rulebook III, the MM).

Darkvision (Ex): Range 60 feet.

Turn Resistance (Ex): A death knight has +4 turn resistance (see page 10, Core Rulebook III, the MM).

Spell Resistance (Ex): A death knight has SR 25.

Summon Nightmare (Sp): Once per 10 years, a death knight may summon a nightmare (Nightmare, page 140 in the MM) to serve it as a paladin's mount serves.

Saves: Same as the character

Abilities: A death knight gains a +4 to Strength and a +2 to Wisdom and Charisma, but being undead, has no Constitution score.

Skills: Death knights gain a +8 racial bonus to Intimidate, Sense Motive, and Spot checks. Otherwise same as the character.

Feats: Same as the character

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: None

Alignment: Any evil

Advancement: By character class

SAMPLE DEATH KNIGHT

This example uses a 9th-level paladin (fallen) as the character.

DEATH KNIGHT

Medium-Size Undead

Hit Dice: 9d12 (58 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 22 (+1 Dex, +9 armor, +2 natural)

Attacks: +2 *Longsword* +11/+6 melee

Damage: +2 *Longsword* 1d8+7

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

Special Attacks: Spell-like abilities, fear aura, summon demons

Special Qualities: Undead, SR 25, turn resistance +4, summon nightmare, darkvision 60 ft.

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

Abilities: Str 20, Dex 13, Con –, Int 12, Wis 16, Cha 17

Skills: Diplomacy +12, Heal +12, Intimidate +11, Listen +8, Ride +12, Sense Motive +9, Spot +11

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard plus +1 *full plate armor* and +2 *longsword*

Alignment: Chaotic evil

Advancement: By character class

COMBAT

Fear Aura (Su): 5-foot radius, Will save (DC 17) or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*detect magic*, see *invisible*, and *wall of ice*; 2/day—*dispel magic*; 1/day—*fireball*, any one *power word* spell and *symbol* (pain or fear effect only). All are as the spells cast by a 20th-level sorcerer (save DC 13 + spell level).

Summon Demons (Sp): Once per day a death knight can attempt to summon 2d8 dretches or 1d4 vrocks with a 35% chance of success, or one hezrou, marilith or nalfeshnee with a 20% chance of success.

Summon Nightmare (Sp): Once per 10 years, a death knight may summon a nightmare (Nightmare, page 140 in the *Core Rulebook III, the MM*) to serve it as a paladin's mount serves.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability

damage, energy drain, or death from massive damage.

DRACOLICH

By Scott Greene

The dracolich is the undead form of a powerful and evil dragon. Legends say that a mystical cult engendered the first dracolich.

A dracolich appears as the same as it was in life, though its flesh and scales are pulled tight over its skeleton. Fully skeletal dracoliches have been observed.

A dracolich speaks Common and any other languages it knew in life.

CREATING A DRACOLICH

"Dracolich" is a template that can be added to any dragon creature (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The dracolich has +3 natural armor or the character's natural armor whichever is better

Special Attacks: A dracolich retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 dracolich's HD + dracolich's Charisma modifier unless noted otherwise.

Frightful Presence (Ex.): Dracolich's gain a +2 to the DC of the frightful presence aura generated by all dragons.

Paralyzing Gaze (Su.): 30 feet, Will save or affected as by a *hold person* spell cast by a 20th-level sorcerer.

Cold (Ex.): The dracolich generates intense cold, dealing 1d8 points of damage with its touch. Creatures attacking a dracolich unarmed or with natural weapons take cold damage each time their attacks hit.

Paralyzing Touch (Ex.): Due to the chilling touch of the dracolich, those hit by its claws or bite must succeed at a Fortitude save or be paralyzed for 1d6+2 minutes.

Control Undead (Ex.): Once per day, as a 15th-level cleric.

Damage Reduction: Dracoliches have damage reduction 20/+2.

Special Qualities: A dracolich retains all the character's special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Core Rulebook III, the MM).

Darkvision (Ex.): Range 60 feet.

See Invisible (Su.): A dracolich can continually see invisible as the spell as cast by a 15th-level sorcerer. It can suppress or resume this ability as a free action.

Turning Immunity (Ex.): Dracoliches cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Ex.): Same as character.

Saves: Same as the character

Abilities: A dracolich gains +2 to Strength, Intelligence, Wisdom, and Charisma, but being undead, has no Constitution score.

Skills: Dracoliches gain a +8 racial bonus to Intimidate, Listen, Search, Sense Motive, and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: Double Standard

Alignment: Any evil

Advancement: By character class

ELEMENTAL, ASH

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Ash elementals dwell in the Quasi-Elemental Plane of Ash, a realm of cold, gray darkness. Ash elementals appear as cold, gray forms of their Prime Material counterparts.

CREATING AN ASH ELEMENTAL

“Ash Elemental” is a template that can be added to any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, shapechanger, or vermin. This template cannot be added to any creature of the fire subtype. The creature type changes to Elemental. An ash elemental creature uses all the base creature’s statistics and special abilities except as noted here.

AC: The creature’s natural armor increases by +2.

Special Attacks: An ash elemental retains all the special attacks of the base creature and also gains the following.

Aura of Cold (Su): The creature exudes an aura of cold in a 10-foot radius around its body. Those within the area take 1d4 points of damage per round.

Heat Drain (Su): The touch of an ash elemental drains body heat, dealing 1d6 points of damage and dealing 1 point of temporary Strength damage.

Special Qualities: An ash elemental retains all the special qualities of the base creature and also gains the following.

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

Damage Reduction: 5/+1 or the base creature’s current damage reduction, whichever is higher.

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

Fiery Death (Ex): If an ash elemental is hit by a fire attack that brings it to 0 or less hit points, it explodes in a blinding flash of gray ash dealing 1d4 points of damage per HD it possesses to all within a 20-foot radius (Reflex save at DC 10 + 1/2 base creature’s HD + Con modifier for half).

Saves: Same as the base creature.

Abilities: Same as the base creature, but Constitution is at least 13.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating: As base creature +2

Treasure: Same as the base creature

Alignment: Any

Advancement: Same as the base creature

SAMPLE ASH ELEMENTAL

THE COMPLETE ENCYCLOPEDIA OF
LITTELL AND MAGICAL

ASHEN CARRION CRAWLER

Large Elemental (Cold)

Hit Dice: 3d8+16 (19 hp)

Initiative: +2 (Dex)

Speed: 30 ft., climb 15 ft.

AC: 19 (-1 size, +2 Dex, +8 natural)

Attacks: 8 tentacles +3 melee, bite -2 melee

Damage: Tentacle paralysis and heat drain, bite 1d4+1 and heat drain

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

Special Attacks: Paralysis, aura of cold, heat drain

Special Qualities: Elemental, damage reduction 5/+1, scent, cold subtype, fiery death

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

Abilities: Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Skills: Climb +10, Listen +6, Spot +6

Feats: Alertness

Climate/Terrain: Any underground

Organization: Solitary or cluster (2-5)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Large); 5-9 HD (Huge)

See the description and abilities for a normal carrion crawler (Carrion Crawler, page 29 in the *MM*).

The Ash carrion crawler appears as a normal carrion crawler, except it's coloration is that of gray-brown soot.

Aura of Cold (Su): The ashen carrion crawler exudes an aura of cold in a 10-foot radius around its body. Those within the area take 1d4 points of damage per round.

Heat Drain (Su): The touch of an ashen carrion crawler drains body heat, dealing 1d6 points of damage and 1 point of temporary Strength damage.

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

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

Fiery Death (Ex): If an ashen carrion crawler is hit by a fire attack that brings it to 0 or less hit points, it explodes in a blinding flash of gray ash dealing 3d4 points of damage to all within a 20-foot radius (Reflex save at DC 13 for half).

ELEMENTAL NATIVE

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Elemental natives are creatures native to one of the elemental planes. They usually bear a strong resemblance to their prime material counterparts, but are made of the raw elements of their plane of origin. Elemental natives from the plane of fire usually appear as moving fire in the form of an animal. Elemental natives of the plane of earth usually appear as huge, vaguely-shaped clods of dirt, rocks, and clay. Elemental natives of the plane of ice might appear as creatures made of ice, with rime and icicles jutting out in all directions. Elemental natives of the plane of Lightning might appear as creatures brimming with static or even as lightning shaped into the appropriate creature. The variety of flora and fauna on the elemental planes is quite large, and there is no guarantee that even two water elemental native foxes will look the same nor possess the same abilities. The elemental native usually has difficulty functioning on the prime material plane, as the area of the prime material plane is as hostile to them as the elemental planes are to prime material natives. If summoned by spell, however, the spell keeps a very thin field of their native element around them, allowing them to subsist until the spell's duration.

As a general guideline to appearances, creatures of the "earth" subtype are usually composed of large, vaguely-formed mounds of elemental material. Fine lines and features simply do not exist for these creatures – everything is crude or angular. Creatures of the "cold" subtype often appear as might an ice sculpture or snow mound in the shape of the creature – fine lines are possible, but especially with creatures similar to an ice sculpture, jagged lines of frost and rime are common. Those of a "fire" subtype are usually made of element in the appropriate shape with very indistinct features – and features that can move slightly from location to location. In other words, though a fire elemental native's head is usually clearly defined, the face tends to wander around the head slightly. Creatures of the "water" subtype tend to be characterized by fluid, flowing lines and even major body features sometimes blur themselves. Creatures of the "air" subtype usually take form as tight spirals where musculature and skin would normally be, but with a general aura of spirals extending another several inches outward, so an "air" rabbit would be a small cyclone in the shape of a rabbit with a cloud of swirling wind around the cyclone.

"Elemental Native" is a template that can be added to any aberration, animal, beast, magical beast, plant, or shapechanger that does not already carry a subtype. The creature's type changes to "elemental." If the creature is native to one of the four major elemental planes, it gains the subtype of that plane. If it is from one of the para-elemental planes or quasi-elemental planes, it gains a subtype as determined by the following table:

Plane of Origin	Subtype
Para-elemental Plane of Ice	Cold
Para-elemental Plane of Magma	Fire
Para-elemental Plane of Ooze	Earth,
Water	
Para-elemental Plane of Smoke	Air
Quasi-elemental Plane of Ash	Earth, Cold
Quasi-elemental Plane of Dust	Earth
Quasi-elemental Plane of Lightning	Air
Quasi-elemental Plane of Mineral	Earth
Quasi-elemental Plane of Radiance	Fire
Quasi-elemental Plane of Salt	Water
Quasi-elemental Plane of Steam	Water
Quasi-elemental Plane of Vacuum	Air

AC: The creature gains an added natural armor bonus based on its subtype. If the creature gained multiple subtypes, only the better bonus applies. See the ability score modifiers section for details.

Attacks: The elemental native retains all the attacks of the base creature. It gains no extra attacks.

Damage: Damage is the same as the base creature, though note that special qualities (below) may cause additional incidental energy damage.

Special Attacks: Elemental natives have a 50% chance of possessing a breath weapon. This is described below. Creatures with multiple subtypes will only have one breath weapon, of a type chosen when the creature is created.

Breath Weapon (Su): Elemental natives can breathe a cone of acidic gas (air subtype), a cone of frost (cold subtype), a line of electricity (earth subtype), a cone of fire (fire subtype), or a line of acid (water subtype). Cones are usually 20 feet long, and lines are usually 50 feet long. For each size category of the creature below Medium, reduce a cone's range by 5 feet and a line's range by 10 feet. For each size category of the creature above Medium, add 5 feet to a cone's range and 10 feet to a line's range. This attack deals 1d4 hit points for each 2 HD of the creature plus the creature's Constitution modifier and has a base Reflex save

DC of 10 + ½ creature's HD + Con modifier and can be used every 1d4+1 rounds and while the creature is biting (if applicable).

Special Qualities: An elemental native of the fire or cold subtype has all of the normal strengths and weaknesses associated with that subtype. Creatures of the earth subtype gain electrical immunity. Creatures of the air subtype gain the Natural Invisibility ability (see below). Creatures of the Water subtype gain acid immunity. In addition, creatures of at least 5 HD have one other extra ability chosen from the list below (though they may not choose Natural Invisibility).

Natural Invisibility (Ex): This creature's body is completely transparent and invisible. All foes suffer a 50% miss chance unless they can see invisible creatures. If the invisibility is dispelled, the elemental native may re-establish it as a free action the following round.

Elemental Aura (Ex): Some elemental natives exude such strong energy auras around themselves that it can actually be damaging to other creatures. The energy aura will be one of the following: cold (cold or water subtype), lightning (earth or air subtype), acid (water or air subtype), or flame (fire or earth subtype). This energy aura deals 1d6 points of energy damage to any creature approaching within 5 feet of the elemental native, struck by the elemental native, or striking the elemental native with a natural weapon (such as a claw or bite). The elemental native cannot choose to turn this ability off.

Immunity to Weapon Type (Ex): Some elemental natives, because of their elemental nature, are naturally resistant to certain forms of attack. Those of the air or fire subtype are immune to damage caused by slashing weapons. Those of the water subtype are immune to damage caused by piercing weapons. Those of the earth or cold subtype are immune to bludgeoning weapons.

Damage Resistance (Su): Some elemental natives are naturally damage-resistant, gaining a DR of 10/+1.

Spell Resistance (Su): Some elemental natives are naturally spell resistant, gaining an SR of 10 + ½ HD + Con modifier.

Saves: Same as the base creature

Abilities: Affected as follows:

Subtype	Wis	Cha	Str Natural	Dex Armor	Con Bonus	Int
Air	n/a	n/a	-2	+8 +2	n/a	n/a
Cold	n/a	n/a	+2	n/a +4	+2	n/a
Earth	n/a	n/a	+4	-4 +4	+4	n/a
Fire	n/a	n/a	-2	+4 +4	+2	n/a
Water	n/a	n/a	+2	n/a +2	+4	n/a

Skills: Same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground where sufficient quantities of the elements needed to create them exist.

Organization: As the base creature

Challenge Rating: For creatures of less than 8 HD, same as base creature +1. For creatures of greater than 8 HD, same as base creature +2.

Alignment: Any

Advancement: Same as the base creature

Sample Elemental Native

This example uses a Triceratops (Dinosaur) as the base creature.

ELEMENTAL NATIVE, TRICERATOPS

Huge Elemental (Cold)

Hit Dice: 16d10+128 (216 hp)

Initiative: -1 (-1 Dex)

Speed: 30 ft

AC: 22 (-2 size, -1 Dex, +15 natural)

Attacks: Gore +17 melee

Damage: Gore 2d8+9

Face/Reach: 10 ft by 20 ft/10 ft

Special Attacks: Charge for Double Damage, Trample, Breath Weapon

Special Qualities: Scent

Saves: Fort +18, Ref +9, Will +6

Abilities: Str 22, Dex 9, Con 27, Int 1, Wis 12, Cha 7

Skills: Listen +8, Spot +8

Climate/Terrain: Near large quantities of ice

Organization: Solitary, pair, or herd (5-8)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan); 33-48 HD (Colossal)

This elemental native triceratops was summoned from the para-elemental plane of ice. It appears as a triceratops made of ice with various spikes, edges, and points along the joints and back.

Combat

Straightforward combatant – tries to breathe, gore and charge as much as possible.

Trample (Ex): An elemental native triceratops can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the triceratops can attempt a Reflex save (DC 23) to halve the damage.

Breath Weapon (Su): The elemental native triceratops can breathe a cone of frost 30 feet long once every 1d4+1 rounds. The breath does 8d4+8 points of cold damage (Reflex save DC 26 for half).

Immune to Bludgeoning Weapons (Ex): The elemental native triceratops takes no damage from bludgeoning weapons.

FALLEN CELESTIAL TEMPLATE

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Certain creatures have no type but are instead created by adding a "template" to an existing creature. The fallen celestial is an example of one such template.

The Outer Planes are the battleground of ideas and ideals. Just as fiends represent all that is evil and profane, the celestial inhabitants of the Planes of Good embody all that is righteous and benevolent. For the most part, fiends and celestials meet only as combatants, champions of their respective, mutually exclusive ideologies. Malignancies have a way of spreading, however, and even paragons of purity are susceptible to the beckoning song of sin. Fallen celestials (the Fallen) are a paradox. According to the laws of planar philosophy, they should not exist: Celestials are made of the essence of goodness. Yet a very, very few do become corrupted by evil. This quandary is perhaps best personified by the solar Iblis, who is thought to have been the first celestial being to fall from grace. In refusing to serve the first mortals, Iblis fell victim to the deadly sin of pride. The Samyasan Host (some 200 archons led by the seraph Samyasa) also abandoned the heavens in their lust for mortal pleasures. The ranks of the Fallen include the proud, gluttonous, covetous, and others who succumbed to all manner of failings.

Most fallen celestials appear as corrupted versions of their original selves. A fallen hound archon, for instance, might still have a powerful canine head, but with eyes that flicker with black fire and a mouth that drools sickly green bile. Fallen devas often find their feathered wings become leathery and batlike. Forked tails and cloven hooves are frequent but by no means the only forms of "mutation" common to fallen celestials.

Fallen celestials are locked into their present form. Although they may advance according to the rules for their original type, they cannot ascend to a higher form of celestial. A fallen hound archon, for instance, can never become a fallen trumpet archon.

The Fallen are not truly fiends and cannot technically be classified as devils, demons, or daemons (though many scholars settle for such sloppy categorization). Some serve fiendish lords--indeed, some rule whole layers of Hell and the Abyss. Others ignore the bizarre hierarchies of the fiends altogether. A small number of Fallen cling to

some vestige of their ancient ideals, seeing fiends as unholy blights fit only to be purged in some grand reimagining of the Outer Planes. At the heart of it, however, every fallen celestial is defined by the flaws that caused its disgrace in the first place. Though all fallen celestials willfully turned from the cause of good, not all expected to be thrown down for their transgressions. Some, even after centuries, cannot believe what has happened to them, and continue as much as they are able to live righteous lives. More often, fallen celestials remain deeply embittered about their outcast status, working to make a mockery of everything they once held sacred. Few enemies of the Lords of Good are as spiteful as the Fallen.

Creating a Fallen

"Fallen" is a template that can be added to any celestial, but not to creatures to which the "celestial" template has been added (hereafter referred to as the "base creature"). Fallen retain the celestial qualities of the base creature, save that any innate abilities that harm evil are reversed. (For instance, an archon's persistent *magic circle against evil* effect changes to *magic circle against good*.) Likewise, any ability to cast spells from the Good domain is changed to spells of the Evil domain. The creature's alignment-based subtype changes from good to evil.

The creature uses all of the statistics and abilities it had before the fall, with the following exceptions.

Speed: If the base creature had wings, it retains them (though they usually bear a corrupted appearance) along with its original speed and maneuverability. There is a 75% chance that a base creature who did not have wings develops them, granting the ability to fly at the creature's base speed (average maneuverability).

Attack: A fallen celestial gains bite and claw attacks in addition to the base creature's attacks, if it did not have them already.

Damage: If the base creature does not have bite and claw attacks, use the damage values in the table below. *Otherwise*, use the values below or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw
Damage		
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8

Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: In addition to the other abilities below, a fallen celestial retains all the special attacks of the base creature (unless otherwise noted). Fallen with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their Hit Dice as the caster level, as specified in the table below. Unless otherwise indicated, these abilities are usable once per day.

Special Attacks

Hit Dice	Abilities
1-2	<i>Change self 2/day, command, protection from good 2/day</i>
3-6	<i>charm person 2/day, nondetection</i>
7-8	<i>misdirection, suggestion</i>
9-10	<i>speak with dead, unholy blight, dispel good</i>
11-12	<i>Blasphemy</i>
13-14	<i>Unhallow, unholy aura 3/day</i>
15-16	<i>Firestorm</i>
17-18	<i>Summon monster IX</i> (fiends of like alignment only)
19-20	<i>Soulbind</i>

Blasphemous Benediction (Su): A fallen celestial may bestow an unholy blessing upon an individual it touches. Anyone so touched receives a +1 profane bonus on attack and weapon damage rolls for every 3 HD of that Fallen's total for 1 minute (minimum bonus +1, maximum +6). This bonus does not apply to spell damage. A fallen celestial may touch one being each round, as a standard action.

Probe Soul (Su): As a standard action, a fallen celestial may make a melee touch attack to form an empathic link with a living creature. At that moment, both the Fallen and that mortal experience an image of the mortal's greatest desire--and of that temptation realized. The touched creature must succeed at a Will save (DC = 10 + 1/2 fallen celestial's HD + fallen celestial's Charisma modifier) or become extremely amenable to the Fallen's words and actions, suffering a -6 profane penalty on all saves against Enchantment spells and spell-like abilities of that Fallen for seven days. Additionally, the fallen celestial receives a +6 circumstance bonus on all Bluff and Diplomacy checks made against that creature over the same period.

Unholy Compact (Su): As a full-round action, a fallen celestial may engage a living creature in a blasphemous agreement. The Fallen offers the realization of a great temptation in exchange for the mortal's soul upon that being's death. When a mortal who has consented to the unholy compact

dies, his or her soul travels to the Fallen's domain in the Lower Planes. There it is permanently trapped, as though with the spell *soul bind*. The terms of the compact must be absolutely clear, and the mortal cannot be under any form of magical compulsion, lest the agreement be considered null and void. Acceptance need be no more than a verbal statement, which is a free action. In noncombat situations, some fallen celestials prefer to draw up a physical contract, but this is an affectation. As soon as the agreement is in place, the Fallen must spend its next action using its *grant temptation* ability (see below).

Freeing oneself from an unholy compact is nearly impossible. Even a *wish* or *miracle* cannot release the promised soul. A still-living mortal is released only if the Fallen is destroyed, or if he or she can somehow convince it to give up its claim without magical compulsion. A fallen celestial automatically knows if a given mortal has entered into a compact with another, and has little patience with those it knows it cannot corrupt.

Grant Temptation (Sp): Fallen celestials with 10 or more Hit Dice can grant a *wish* (as cast by a 20th-level sorcerer) or *miracle* (as cast by a 20th-level cleric) to any living creature who has willingly entered an unholy compact (see above). This ability may be used once per week. A given mortal may never benefit from more than one such grant.

Special Qualities: A fallen celestial retains the special qualities of the base creature, with the exceptions listed below.

Holy Interdict (Ex): As a consequence of their disgrace, the Fallen are forever barred from venturing to the Upper Planes, whether by magical or nonmagical means. Likewise, they have difficulty entering holy places, such as churches and even graveyards dedicated to gods of Good. In order to do so, the fallen celestial must succeed at a Will save (DC 25). (The save DC may be higher for especially sanctified places, such as the main temple of the pantheon's chief deity.)

Unsettling Aura (Ex): Something about the fallen celestial's presence, whether it is disguised or not, causes animals to become unsettled: Dogs bark, horses rear, and so on. This aura affects all creatures within a radius of 150 feet that have the animal type. An animal must succeed at a Will save (DC = fallen celestial's HD + fallen celestial's Charisma modifier) or become unsettled. If it fails the save by more than 10, it immediately flees.

Saves: Same as the base creature.

Abilities: Alter the base creature as follows: Wis -2, Cha +2.

Skills: Fallen celestials receive a +4 racial bonus to Bluff and Sense Motive checks. They *otherwise* retain the same skills and ranks as the base creature.

Feats: Fallen celestials have one feat for every four levels or the base creature's total offeats, whichever is greater.

Climate/Terrain: Same as the base creature.

Organization: Solitary

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always evil (retains previous law/chaos disposition)

Advancement: Same as the base creature. (Some extremely powerful Fallen develop unique supernatural and spell-like abilities, and hence have commensurately higher Challenge Ratings.)

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SAMPLE FALLEN CELESTIAL

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 12d8+12 (66 hp)

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

Speed: 40 ft., fly 90 ft. (good)

AC: 27 (+3 Dex, +14 natural)

Attacks: 2 claws +17 melee, bite +12 melee; or +4 *greatsword* +21/+16/+11 melee

Damage: Claw 1d4+5, bite 1d3+2; +4 *greatsword* 2d6+11

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

Special Attacks: Spell-like abilities, spells, trumpet, blasphemous benediction, probe soul, unholy compact, grant temptation

Special Qualities: Damage reduction 10/+1, SR 29, fallen celestial qualities, holy interdict, unsettling aura

Saves: Fort +9, Ref +11, Will +10

Abilities: Str 20, Dex 17, Con 13, Int 16, Wis 14, Cha 18

Skills: Animal Empathy +16, Bluff+8, Concentration +13, Escape Artist +15, Hide +15, Knowledge (any three) +15, Listen +14, Move Silently +15, Sense Motive +18, Spot +14

Feats: Blind-Fight, Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 16

Treasure: No coins; double goods; standard items

Alignment: Always lawful evil

Advancement: 13-18 HD (Medium-size); 19-36 HD (Large)

This example uses a trumpet archon as the base creature.

COMBAT

Spell-like Abilities: *At will-detect evil, continual flame, and message; 2/day-change self; charm person, protection from good; 1/day- blasphemy, command, dispel good, misdirection, nondetection, speak with dead, suggestion, and unholy blight.* These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

Spells: Fallen trumpet archons can cast divine spells from the cleric list and from the Air, Destruction, Evil, Law, and War domains as 14th-level clerics (save DC 12 + spell level).

Trumpet (Su): The fallen archon's corrupted trumpet produces music of haunting, chilling clarity and, if the Fallen wills it, paralyzing fear. All creatures except archons within 100 feet of the

blast must succeed at a Fortitude save (DC 19) or be paralyzed for 1d4 rounds. The Fallen can also command its trumpet to become a +4 *greatsword* as a free action. If the trumpet is ever stolen, it becomes a chunk of useless lead until the fallen archon can recover it.

Fallen Celestial Qualities: Aura of menace (save DC 20), *magic circle against good*, electricity and petrification immunity, *teleport* (self plus 50 pounds only), *tongues*, +4 racial bonus to Fortitude saves against poison.

FOO CREATURE

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Foo creatures are found in areas of the Material Plane, as well as the Upper Outer Planes. They sometimes serve as guardians to those of good alignment.

A foo creature has a large, blunt head with wide-set, bulging eyes. Their bodies appear leonine, with thick fur and large padded feet. Coloration ranges from golden to black. Very odd foo creatures range from white to any other color.

A foo creature can speak Celestial, and a number of additional languages equal to its Intelligence modifier.

CREATING A FOO CREATURE

"Foo Creature" is a template that can be added to any normal Animal, known hereafter as the base creature. The base creature's type changes to "Outsider." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Same as the base creature

Speed: Same as the base creature.

AC: The foo creature has +6 natural armor or the base creature's natural armor, whichever is better.

Special Attacks: A foo creature retains all the base creature's special attacks and also gains those listed below. Saves have a DC of $10 + 1/2$ foo creature's HD + foo creature's Charisma modifier unless noted otherwise.

Summon Foo Creatures (Sp): Once per day, by barking, roaring, etc., a foo creature can summon 1d6 additional foo creatures of the same type with a 35% chance of success.

Special Qualities: A foo creature retains all the base creature's special qualities and gains those listed below, and also gains the Outsider type (see page 6, Core Rulebook III, the MM).

Darkvision (Ex): Range 60 feet.

Protection from Evil (Su): A foo creature is protected by a continuous protection from evil. The aura can be dispelled, but the foo creature can create it again as a free action on its next turn.

Invisibility (Su): A foo creature can become invisible at will as the spell cast by an 15th-level sorcerer. The invisibility can be dispelled, but the foo creature can create it again as a free action on its next turn.

Ethereal Jaunt (Su): A foo creature can shift from the Ethereal to the Material Plane as a free action, and shift back as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Plane Shift (Sp): A foo creature can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to six other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.

Spell Resistance: A foo creature has SR equal to $10 +$ its Hit Dice.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2, Int +10, Wis +2, Cha +4

Skills: A foo creature has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat all skills (including those from the base creature's skill list) as class skills.

Feats: Foo creatures have one feat, plus one feat for every four levels or the base creature's total of feats, whichever is greater.

Climate/Terrain: Any land

Organization: Same as the base creature

Challenge Rating: Same as the character +2

Treasure: Same as the base creature

Alignment: Always chaotic good

Advancement: At least triple normal Hit Dice, or same as base creature

SAMPLE FOO CREATURE

This example uses a 2 HD Dog as the base creature.

FOO CREATURE (DOG)

Medium-Size Outsider

Hit Dice: 2d8+6 (15 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 19 (+3 Dex, +6 natural)

Attacks: Bite +7 melee

Damage: Bite 1d6+6

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

Special Attacks: Summon foo creatures

Special Qualities: SR 12, protection from evil, scent, invisibility, ethereal jaunt, plane shift, darkvision 60 ft.

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

Abilities: Str 19, Dex 17, Con 17, Int 12, Wis 14, Cha 10

Skills: Listen +6, Spot +6, Swim +7, Wilderness Lore +4*

Feats: Weapon Focus (bite)

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic good

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

COMBAT

Protection from Evil (Su): A foo dog is protected by a continuous protection from evil. The aura can be dispelled, but the foo creature can create it again as a free action on its next turn.

Invisibility (Su): A foo dog can become invisible at will as the spell cast by an 15th-level sorcerer. The invisibility can be dispelled, but the foo creature can create it again as a free action on its next turn.

Ethereal Jaunt (Su): A foo dog can shift from the Ethereal to the Material Plane as a free action, and shift back as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.

Plane Shift (Sp): A foo dog can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to six other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.

Summon Foo Creatures (Sp): Once per day, by barking, a foo dog can summon 1d6 additional foo dogs with a 35% chance of success.

Skills: *Foo dogs receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.

LOST, THE

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Of the legions of explorers who penetrate the forbidding depths of the earth, only a fraction return laden with treasure and gold. Many adventurers simply fail to track down any valuable hoards, while others die at the hands of humanoids or monsters. Some, however, meet a fate worse than death. In certain dungeon levels, bands of mad surface dwellers stalk about through the corridors, wearing tattered remnants of their adventuring gear and attacking anything they encounter on sight, screaming maniacally and fighting with a madman's fury. These pitiable creatures are commonly referred to as the Lost.

Rumors often circulate that the Lost are actually infected with some sort of disease or afflicted with a curse. The Lost tend to appear in the same dungeon areas over time, lending credence to the theory. Some explorers believe that creatures such as grimlocks are simply humans infected with some strange disease that causes devolution in humanoids. The Losts' often wild, animal like appearance gives further support to this theory. Lost adventurers often have thick, shaggy hair, and enhanced physical abilities but diminished mental ones. Thus far, no one has discovered a method to return the Lost to their original condition.

The Lost typically attack surface dwellers on sight, shrieking incoherent battle cries and foaming at the mouth. Spell casters transformed into one of the Lost usually lose access to their spells, except for sorcerers who seem to retain the memory of how to use their magic.

CREATING A LOST

"Lost" is a template that can be added to any intelligent, humanoid creature. The base creature type is unchanged by this template.

Special Qualities: The creature gains Darkvision 60 ft if it did not already possess superior darkvision.

Abilities: Str +4, Dex +4, Con +4, Int -4, Wis +0, Cha -2

Skills: Recalculate skill points in light of adjusted Intelligence

Climate/Terrain: Subterranean

Organization: Solitary or gang (2-5)

Challenge Rating: As base creature

Alignment: Changes to Chaotic neutral

ENCYCLOPEDIA OF
THE DUNGEONS AND DRAGONS
UNIVERSITY AND MAGICAL

LYCANTHROPE, WEREBADGER

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[Medium-Size Shapechanger](#)

Hit Dice: 5d8+5 (27 hp)

Initiative: +0; +3 (+3 Dex) as badger or hybrid

Speed: 30 ft.; 30 ft., burrow 10 ft. as badger or hybrid

AC: 18 (+3 Dex, +5 natural) as badger or hybrid

Attacks: Unarmed strike +0 melee; 2 claws +3 melee, bite +2 melee as badger or hybrid

Damage: Unarmed strike 1d3 subdual; claw 1d4+2, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./5 ft. as badger or hybrid

Special Attacks: Rage, curse of lycanthropy as badger or hybrid

Special Qualities: Badger empathy; plus scent, damage reduction 15/silver as wolf or hybrid

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 14, Dex 17, Con 19, Int 10, Wis 10, Cha 10 as badger or hybrid*

Skills: Listen +8, Move Silently +7, Search +4, Spot +8**

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Feats: Multiattack, Weapon Finesse (bite) as badger or hybrid

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

Organization: Solitary or family (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

* In human form, the werebadger has the following ability scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

** In human form, the werebadger has the Craft or Profession (any one) +6, Knowledge (any one) +4.

Werebadgers in humanoid form have one distinguishing (although not unheard of) trait; a streak of silver hair in either their hair or beard (if possessed).

COMBAT

Werebadgers can assume a hybrid form as well as an animal form. In hybrid or badger form, they can rage just as normal dire badgers do.

Alternate Form (Su): A werebadger can assume a bipedal hybrid form or the form of a dire badger. The bipedal form is Medium-size with claws, thick fur, and the head of a badger.

The animal form is that of a dire badger.

Rage (Ex): A werebadger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

See the *MM* (Core Rulebook III) page 217 for more information on the Lycanthrope template.

MAGICAL CONSTRUCT

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“Magical Construct” is a new monster template you can add to any corporeal creature that is not of the shapechanger, elemental, or ooze type—hereafter referred to as the “base creature.” The resulting creature is of the construct type. The material used to make the construct (stone or metal) helps determine its powers and abilities.

A magical construct uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d10 (if the base creature has d12 HD, do not reduce the total).

Speed: Constructs have 75% of the speed of the base creature, unless the speed is for flying; in that case, the speed is 50% of the base creature and the maneuverability falls to Poor.

AC: Natural armor increases by +8 if the construct is made of stone, +12 if it is made of metal.

Attacks: The magical construct retains all the attacks of the base creature.

Damage: The magical construct retains the damage values of the base creature.

Special Attacks: A magical construct retains all the special attacks of the base creature, except those that involve changing shape (something the magical constructs cannot do). It also gains one of the following.

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death. Available to metal constructs only.

Breath Weapon (Su): Turn to stone permanently, cone of gas 60 feet long, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 17).

Breath Weapon (Su): Sleep gas cone, 60 feet, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 17) or fall asleep for 1d10 minutes.

Slow (Su): The construct can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Haste (Su): After it has engaged in at least 1 round of combat, the construct can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Special Qualities: A magical construct retains all the special qualities of the base creature and also gains the following:

- Immune to mind-influencing effects, poison, disease, death effects, paralysis, stunning, *sleep*, and similar effects.
- Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
- Darkvision 60 feet
- Destroyed when reduced to 0 hp, cannot be raised.

Saves: Same as the base creature.

Abilities: Modify the base creature as follows: Str +10, Dex –4, Con [No score], Int [No score], Wis –2, Cha –10 (minimum 1).

Skills: Constructs have no skills.

Feats: Constructs have no feats.

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: Up to 10 HD: as base creature +3 (+4 if metal); 11+ HD: as base creature +2 (+3 if metal)

Treasure: None

Alignment: Always neutral

Advancement: Same as the base creature

CONSTRUCTION

The cost for each construct includes that of the physical body and all the materials and spell components that are consumed or become a permanent part of it. It amounts to 10,000 gp per HD.

The first task is carving or assembling the construct’s physical body. The creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the construct.

The real work of creating a construct involves extended magical rituals that require two months to complete. Understanding the rituals requires a

character of the appropriate level with the Craft Magic Arms and Armor and Craft Wondrous Item feats. The creator must labor for at least eight hours each day in a specially prepared laboratory or workroom. The chamber resembles an alchemist's laboratory and costs 500 gp to establish.

For stone constructs, the creator must be 16th level and able to cast either arcane or divine spells. Completing the ritual drains from the creator 100 XP for each of the construct's HD and requires *geas/quest*, *limited wish*, *polymorph any object*, and *stone shape*.

For metal constructs, the creator must be 16th level and able to cast arcane spells. Completing the ritual drains from the creator 150 XP for each of the construct's HD and requires *geas/quest*, *limited wish*, *polymorph any object* and *iron body*.

When not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, and talking. If personally crafting the construct's body, the creator can perform the rituals while building it. If the creator misses a day of rituals, the process fails and must be started again. Money spent is lost, but XP spent are not. The construct's body can be reused, as can the laboratory.

Completing the ritual drains the appropriate XP from the creator and requires casting any spells on the final day. The creator need not cast the spells personally; they can come from outside sources, such as scrolls or other assisting casters.

Sample Magical Constructs

As examples of the stone and metal magical constructs, here are two new creatures to drop into your favorite game setting.

ENCYCLOPEDIA OF
UNWANE AND MAGICAL

STONE (DIRE) TIGER

Huge Construct

Hit Dice: 16d10 (88 hp)

Initiative: +0

Speed: 30 ft.

AC: 22 (-2 size, +14 natural)

Attacks: 2 claws +23 melee; bite +18 melee

Damage: Claw 2d4+13; bite 2d6+6

Face/Reach: 10 ft. by 30 ft./10 ft.

Special Attacks: Pounce, improved grab, rake
2d4+6, *haste*

Special Qualities: Scent, Construct immunities

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

Abilities: Str 37, Dex 11, Con —, Int —, Wis 10,
Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 17–32 HD (Huge); 33–48
(Gargantuan)

Stone tigers measure 35 feet long and can weigh up to 12,000 lbs. Powerful spellcasters use them as guardians and potent weapons of war.

COMBAT

A stone tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

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

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

Rake (Ex): A stone tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+6 damage each. If the stone tiger pounces on an opponent, it can also rake.

Haste (Su): After it has engaged in at least 1 round of combat, the stone tiger can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

ELEVEN-HEADED BRASS HYDRA

Huge Construct

Hit Dice: 11d10 (60 hp)

Initiative: +1 (Dex)

Speed: 15 ft., swim 15 ft.

AC: 25 (–2 size, –1 Dex, +18 natural)

Attacks: 11 bites +12 melee

Damage: Bite 1d10+6

Face/Reach: 20 ft. by 20 ft./10 ft.

Special Attacks: Breath weapon

Special Qualities: Scent, Construct immunities

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

Abilities: Str 33, Dex 8, Con —, Int —, Wis 8, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: —

Brass hydras measure 30 feet long and can weigh up to 18,000 lbs. They are used most often as guardians of important treasures.

COMBAT

Unlike living hydras, the brass hydra cannot be defeated by lopping off its heads. It must be destroyed entirely.

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death.

PENANGGALAN

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A female vampire variant of great power and horrifying appearance, the penanggalan appears during daylight as an attractive humanoid female of any character class. This "person" will resemble the penanggalan before its death.

At night, the penanggalan assumes her true form. Her head detaches itself from her body, rising vertically and flying off in search of humanoid prey, to feast upon blood. Attached to the base of the head is a 3' long, slimy black "tail", which tapers to a point at one end. A penanggalan's eyes glow red in near-total and total darkness conditions.

The headless body of the penanggalan, if discovered by the living, appears to be merely a decapitated corpse that is very well-preserved on the outside, though if any have the nerve to examine the neck, they will see that the internal organs are visible, and dried up as if mummified.

Penanggalans are solitary creatures that make their lairs in mines, ruins, crypts, underground dungeons, or other abandoned buildings or structures. Simple traps such as pits, deadfalls, or poisoned spears usually protect these places.

These undead creatures are particularly fond of the blood of women in their late teens to early forties, with a Charisma of 13 or greater. It has been speculated that penanggalans focus on that group out of insane jealousy, since the penanggalan can no longer give or receive love. If when in humanoid form, a penanggalan witnesses a couple being affectionate or talking of their romance, the creature will be in such a state of homicidal fury that she will single out the woman for an attack at the earliest possible opportunity.

Penanggalan are not good at seduction, though they can flirt in some small way while in humanoid form, they cannot express love, or engage in any displays of affection. This weakness is enough to repulse even male vampires, who, though they sometimes have beautiful vampiric women as their consorts, would never consider a penanggalan as a companion. Sometimes, vampires will indirectly give clues to a party of adventurers on the whereabouts of a penanggalan's lair, in the hope that they will destroy her.

When in humanoid form, the penanggalan seeks parties of unwary travellers to befriend. The

creature will attempt to join them, and may in fact prove extremely useful, since over her years of undeath, she has been able to pick up many skills and languages, as well as a store of information about the area she frequents. Naturally, the penanggalan will have plausible reasons for her impressive knowledge, and will sometimes even make deliberate errors, or feign ignorance in some areas. These measures are taken in order to deflect the suspicion of party members who may be wondering how their new companion manages to be omniscient.

A penanggalan who joins a party will never encamp with the party for the night, nor will she accompany them to the nocturnal safety of an inn. The creature will beg off, making excuses about other duties. She may even offer to keep guard while the others sleep. Many penanggalans attempt to pass themselves off as rangers, who are known for their vigilance.

Other than the blood they drain from their victims, penanggalan do not eat or drink, though they often pretend to do so to hide their true nature from potential victims. The slimy tail of the penanggalan's head is useful in creating various types of potions of undead control, as well as amulets of turning.

CREATING A PENANGGALAN

Penanggalan is a template that can be added to any female humanoid creature (referred to hereafter as the "base creature.") The creature's type changes to "Undead." It uses all the base creature's statistics and special abilities, except as noted here.

Hit Dice: Increase to 1d12; the head alone has 4d12 HD (26 hp).

Speed: Same as the speed of the base creature. The head of the creature also gains a fly speed of 50 ft. with good maneuverability.

AC: Same as the AC of the base creature, except for the head when it is detached. Its head, when detached, has a Size two categories smaller than that of the base creature. The detached head of a penanggalan is AC 11 (+1 Dex) plus whatever modifier it receives for its Size.

Attacks: A penanggalan retains all the attacks of the base creature and also gains a bite attack if she didn't already have one. In humanoid form, she will try to avoid making bite attacks for fear of giving away her true nature. Damage done by this bite

while in humanoid form will not drain hit points or abilities, nor will it cause undeath.

Damage: Penanggalans have bite attacks and grapple attacks using their tail. Use the damage values in the table below for both of these attacks; note that the tail attack inflicts subdual damage and that the bite attack damage is determined by the size of the base creature, not the head alone. Creatures with natural attacks retain their old damage ratings or use the values below whichever is better:

Size	Damage
Fine	1 point
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Face/Reach: Same as the face and reach of the base creature, except for the detached head, which has a face/reach of 5 ft. by 5 ft./5 ft.

Special Attacks: A penanggalan retains all of the special attacks of the base creature and gains those listed below. Saves have a DC of 10 + one-half the penanggalan's HD + the penanggalan's Charisma modifier unless noted otherwise.

Horrid Appearance (Su): Anyone who sees the detached head of the penanggalan when it is flying, feeding, or fighting, must make a Will Save (DC 10 + $\frac{1}{2}$ penanggalan's hit dice + penanggalan's charisma modifier) or be overcome with fear.

In total darkness, the tail glows with an eerie black luminescence. This, coupled with the red glow from the penanggalan's eyes, makes for a truly horrible sight. People who see this glowing apparition must make the Will save with an additional -2 penalty when he finally sees the penanggalan's full features.

As a penanggalan's head flies about, it sometimes makes a hissing noise, and at other times it makes a gurgling speech that is barely recognizable as Common. If an Intelligence check (DC 15) is made, the listener understands the speech, which is usually a pronouncement of doom or whispered secrets about what it is like to experience Undeath. Any who understand the speech suffer a further -2 penalty on the Will save they make when they first witness the penanggalan's flight.

Hypnotize (Su): When a suitable victim is found, the penanggalan will attempt to hypnotize her prey, as per the 1st-level wizard spell (Will save DC 11 + penanggalan's Charisma modifier). The victim must make the saving or fall under the control of the penanggalan for as long as it takes to feed. If a victim saves against the penanggalan's hypnotism, the monster will not be able to exert any further influence over her and will flee in fear and confusion to one of her lairs for the rest of the night.

Furthermore, the person who made the save will be immune to any further attacks by that specific penanggalan and will be able to recognize that particular one again, regardless of the form the monster takes.

Prehensile Tail (Ex): The shiny black tail protruding from the base of the head is prehensile. It can be used as a whip to snag and choke victims with a melee bonus equal to the Base Attack Bonus of the base creature. The tail has an effective grip Strength equal to the base creature's Strength +10. A penanggalan frequently attacks by biting and grappling with her tail.

Blood Drain (Su): The creature makes two small lacerations on the victim's throat and feasts on the blood throughout the night. For each night's feeding, the victim loses hit points of damage equal to the penanggalan's bite attack, and one point each of temporary Strength and Constitution. If the victim's Strength or Constitution is reduced to zero, the victim dies.

The penanggalan will select the same victim each night, if possible, and will continue to visit and feed on successive nights until the victim is dead. The victim must still be successfully hypnotized each night of the penanggalan's visitation. However, the victim's saving throw is progressively more difficult; the save DC is increased by 1 for every successive night of feeding by the penanggalan. A break in the sequence of one or more nights will halt the progression; the save DC will start again at its normal value if the penanggalan makes renewed contact after a night's respite. If for some reason the victim avoids further attacks, even in the event of a belatedly successful Will save, she will still continue to lose hit points at the rate of one per night, until the victim is dead. Dispel evil cast upon the victim will end this loss.

Note that hit points drained by the penanggalan cannot be restored by magical means such as curative spells, even by powerful spells such as restoration, unless dispel evil has been cast upon

the victim. In effect, the victim's maximum hit points are being drained. Similarly, the victim's lost Strength and Constitution points cannot be recovered until after the dispel evil is cast. Once the spell has been cast, hit points are restored at the rate of one point per day, and the Strength and Constitution points at the rate of one point of each per week.

The victim is "asleep" during the visitations and will never actually see the creature, even if the Will save is made. The penanggalan will never by choice attack a victim who is awake, but will attack any who threaten her lair.

If the victim survives the night, she will remember none of these events, save for some disturbingly ominous dreams, generally of dark shadowy crypts, flowing red waters, and shriveled corpses stacked like wood.

Special Qualities: A penanggalan retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Detach Head (Su): At her lair, a penanggalan's head separates from its body and flies off in search of blood. The head always has its full hit points when it detaches, regardless of damage to the body.

Anyone who witnesses this detaching of the head must make a Will save (DC 10 + one-half the penanggalan's HD + the penanggalan's Charisma modifier) or fall irretrievably unconscious for 24 hours, and then remain feebleminded for 3 days. If the victim makes the save, he is still feebleminded until dawn.

The head and tail will fly in search of a victim. If a penanggalan cannot find a female to kill, a male victim will do as a last resort. If there is more than one eligible female to attack, the penanggalan always attacks the one with the highest Charisma.

In this form the penanggalan can be turned by a cleric. If the head is turned, it will flee to its nearest lair for the rest of the night, and rejoin its body near dawn. If it is dispelled by the cleric, the creature is destroyed, and the body decays.

Create Spawn (Su): A female victim will rise from the grave in three days as a penanggalan, as a free-willed undead. Should an attempt to raise the victim succeed, the victim will be unable to do anything other than rest for a week, after which all damage done by the penanggalan is healed. Failure means that no further attempt can be made;

the process by which the victim becomes a penanggalan is then inexorable. If a penanggalan kills a male victim, he does not return as undead.

Awareness (Su): The detached head of a penanggalan will automatically know when intruders have reached its body, and this is the only occasion when the penanggalan will actively seek out and attempt to destroy an enemy who is awake.

Concealed Alignment (Su): A detect good, detect evil, detect law, or detect chaos spell cast on the creature in humanoid form will reveal the alignment the penanggalan pursued while alive; as undead, at night, the creature is lawful evil.

Special Immunities (Su): In her humanoid form, the penanggalan is immune to holy/ unholy symbols and undead turning. She also has, in either form, the normal immunity of undead creatures to spells that attempt to control the mind or body.

Vulnerabilities (Su): Unlike most undead, a penanggalan takes normal damage from all weapons. Before night falls, a penanggalan must return to one of her secret lairs. She may have as many as six such lairs, all within an area of 25 square miles. If sunlight strikes the penanggalan's head while it is detached from the body, the head will be paralyzed and fall helplessly to the ground until nightfall. If the head and body are not reunited within seven hours of initial exposure to daylight, both will start to decay rapidly and the evil life-force that animates the creature will dissipate. Therefore, a penanggalan will always attempt to reunite her head with her body before the first rays of dawn.

Abilities: Same as base creature. The detached head of the penanggalan has a Dexterity of 13. As undead creatures, penanggalans have no Constitution score.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Base creatures CR+1

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

PENANGGALLAN CHARACTERS

In humanoid form, the creature will fight and act in the manner appropriate to her apparent class and

level, with most abilities undiminished. Penanggalans are always lawful evil, however, which causes characters of certain classes to lose their class abilities, as noted in Chapter 3 of the Players Handbook. In addition, certain classes suffer additional penalties.

Clerics: Clerics are limited to using only those spells that have a harmful effect, and she cannot turn undead. She gains the ability to rebuke undead, however. This ability does not affect the vampire's controller or any other vampire that the master controls.

Penanggalan clerics have access to the Chaos, Destruction, Evil, and Trickery domains.

Paladins: Paladins lose all class abilities.

Wizard/Sorcerer: These characters retain their class abilities, but if a character has a familiar (other than a rat or a bat), the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or a bat.

Sample Penanggalan

This example uses a 4th-level female human fighter as the base creature.

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

PENANGGALAN

Medium-size Undead

Hit Dice: 4d12 (26 hp)

Humanoid form: 4d12 (26 hp)

Initiative: +5 (Dex, Improved Initiative)

Humanoid form: +5 (Dex, Improved Initiative)

Speed: 30 ft., fly 50 ft. (good) Humanoid form: 30 ft.

AC: 13 (+2 size, +1 Dex)

Humanoid form: 17 (+1 Dex, +5 masterwork chain mail, +1large small shield)

Attacks: Bite +5 melee, tail +5 grapple

Humanoid form: Bastard sword +7 melee

Damage: Bite 1d6+3, tail 1d6+8 subdual

Humanoid form: Bastard sword 1d10+3

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

Special Attacks: Horrifying appearance (Will save DC 13), hypnotize (Will save DC 13), prehensile tail, blood drain.

Special Qualities: Detach head, create spawn, awareness, concealed alignment, special immunities, vulnerabilities, undead.

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

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

Skills: Climb +6, Jump +5, Listen +3, Ride +4, Spot +3

Feats: Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

SHADE

COPYRIGHT NOTICE: Template Adapted from the following resources: *1st Edition, Core Rulebook III, the MM II, 2nd Edition Monstrous Comp., Vol IV, DragMag Article #214* By: Brad Bemis (bradleyb@bigfoot.com)

A shade is a mortal being who has transformed himself into a creature of shadow through the use of ancient formulas and long lost magics. Many were formerly arcane spellcasters seeking an alternative form of immortality without becoming an undead creature such as a lich. They physically appear much the same as they did before the transformation with the exception of the grayish to nearly black change in skin coloration. Their eyes become dark and veiled, often with a gray, white, or purplish tint and no pupils. Shades usually become taciturn and withdrawn after the transformation, shedding their humanity as well as their mortality. All shade are ageless.

All scores and abilities remain the same as the base creature except as indicated below. The exact powers of the shade vary depending on the lighting conditions surrounding the shade.

Bright light. Powerful light or direct sunlight that burns into the shade, causing extreme pain. This can include direct sunlight or being the center of a powerful magical force of light.

Ability Modifier: The shade suffers a -5 ability modifier to all ability scores.

Spell Resistance: None

Sense Adjustment: The shade is racked with pain and can barely function. All senses are effectively reduced to 1/10th.

Actions and Movement Adjustments: The shade can only perform a partial action each round.

Magic and Special Abilities: The shade is incapable of using magic, class, or racial abilities in any way.

Special: The shade's physical body begins to break down. For each round of exposure, the shade suffers 2d4 points of damage. Should the shades exposure lead to its death, it dissipates, never to reform again.

CR: base creature -3

No Shadows. Instances where no shadows exist. Either surrounded by light or enclosed in an area of complete darkness (including magical light or darkness). This includes the shade being outlined

by a faerie fire spell or being the center of a light spell.

Ability Modifier: The shade suffers a -3 ability modifier to all ability scores.

Spell Resistance: None

Sense Adjustment: The shade has a difficult time using any of its natural senses. All senses are effectively reduced to 1/2.

Action and Movement Adjustments: The shade can perform limited functions, but is able to use a full round action if necessary.

Magic and Special Abilities: A spellcaster shade's effective casting level is reduced by 2.

Special: The shade suffers 1hp of damage per round when not able to access the essence of shadowstuff.

CR: base creature -1

Weak Shadows. Small shadowy areas of little density, as created by the effects of dawn or twilight, average indoor lighting, or outdoors on a moonless or overcast night.

Ability Modifier: None

Spell Resistance: None

Sense Adjustment: Normal

Action and Movement Adjustments:

Normal

Magic and Special Abilities: The shade can use any class or racial abilities normally.

Special: None

CR: base creature

Strong Shadows. Broad shadows that envelope the area, as caused by dim indoor lighting, being outdoors at night, or the lighting of a dense forest or wood during the day.

Ability Modifier: The shade gains a +1 ability modifier to all ability scores.

Spell Resistance: The shade gains the ability to resist spells (4+1/level).

Sense Adjustment: All ranges for physical senses of the shade are doubled.

Action and Movement Adjustments: The shades rate of movement is adjusted by an additional ½ of the base movement rate rounded up to the nearest 5 (base movement * 1.5).

Magic and Special Abilities: The shade gains the spell-like abilities (once per hour) to generate shadow images and become blurred.

Special: The shade gains a +10 skill check modifier against the use of the Hide in Shadows skill. The shade gains the ability to regenerate [1].

CR: base creature +1

Very Shadowy. Dense concentration of shadowy light, as if in the woods or jungle during the twilight hours, a dark windowless room with a small light source, the flickering of torchlight in a dark enclosure, being outdoors at night on the edge of a natural light source.

Ability Modifier: The shade gains a +3 ability modifier to all ability scores.

Spell Resistance: The shade gains the ability to resist spells (8+1/level).

Sense Adjustment: The shades senses are magnified beyond most mortal creatures. All sense ranges are tripled. A base creature without low-light vision gains low-light vision with a range of 120ft.

Action and Movement Adjustments: The shade can complete a bonus Partial action each round. All base movement rates are doubled.

Magic and Special Abilities: The shade gains the shadow image and invisibility powers above, as well as the abilities to blink once every other round, create shadows once an hour, and shadow shift once per day.

Special/Feats: The shade gains the ability to regenerate [3]. The shade cannot be fooled by any attempt to hide in shadows. All shades gain the alertness feat. A spellcaster shade also gains the Extended

Spell, Heighten Spell, and Spell Focus (shadow based magic only) feats.

CR: base creature +3

The Secret of the Transformation:

There are many speculations, but the true secret of becoming a shade is shrouded so deeply in secrecy that no mortal really knows it. Only another shade can provide the formula and magics required, and then may not even be truthful, possibly causing the demise of a would-be shade.

Special Powers and Descriptions:

Ageless (Su): Age continues to have an effect, but the body itself (now one with the eternal shadows) no longer ages. The shade does, however, continue to experience the aging modifications to Intelligence, Wisdom, and Charisma as normally indicated by the effects of aging chart in the *Players Handbook*. In addition to the given rate of aging listed in the *Players Handbook*, the shade continues to receive a bonus +1 ability score change to Intelligence, Wisdom, and Charisma for each period of difference in age between venerable and maximum age. See Chapter 6: Description of the *Players Handbook* for the effects of age. (Example: A human is considered venerable at 70 years of age. The maximum age for a human is 110 years. For every period of difference [40 years], the shade gains an additional +1 ability score modifier for the listed abilities.

Senses (Ex): The senses impacted by becoming a shade include eyesight and hearing. This can also include other similar senses for base monster races. The base creatures original range value is multiplied by the modifier indicated in the description for each category of shadow.

Regeneration (Su): The shade can regenerate all severed limbs (except for the head) over a period of time (1d4 weeks of continual exposure to strong shadows or better).

Shadow Images (Su): As the spell *mirror image* cast at character level, but yielding 1d4+3 shadowy images.

Blur (Su): As the spell, using characters level to determine all variables.

Blink (Su): As the spell, but this ability allows the shade to appear in any very shadowy area within 300 feet as a free action. The shade never appears inside a solid object. All other variables are based on character level.

Create Shadows (Su): As the spell *Greater Shadow Conjuration* cast at the shades character level, but 1d4 duplicates of the shade will appear. The shade has complete mental control over these duplicates.

Shadow Shift (Su): The ability to *shadow walk* to any very shadowy locale on the same plane as the shade, or *plane shift* between the current locale and the Demiplane of Shadow. The shade can either shadow walk or planeshift once per day, but not both.

Table 1-1: Powers of the Shade

Light Cond.	Ability Mod.	Spell Resist.	Sense Adjust.	Move Adjust.	Magic/Abilities/Special	CR
Bright Light	-5	None	1/10 th	Partial Only	Suffers 2d4 points of damage/round, no magic or abilities can be used	Base -3
No Shadows	-3	None	1/2	Full	Suffers 1 point of damage/round, -2 to caster level,	Base -1
Weak Shadows	None	None	Normal	Normal	Normal	Base
Strong Shadows	+1	4+1/level	Double	Normal, * 1.5 base distance	+10 to spot Hide in Shadows attempts, Regeneration [1], Shadow Images, Blur	Base +1
Very Shadowy	+3	8+1/level	Triple, Low-light vision 120ft	Bonus partial action/round, *2 base distance	Immune to Hide in Shadows attempts, Regeneration [3], Bonus Feats, Shadow Images, Blur, Blink, Create Shadows, Shadow Shift	Base +3

LIFEFORMS MUNDANE AND MAGICAL

SKELETON WARRIOR

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The skeleton warrior is a lich-like undead lord that was once a powerful fighter of at least 10th-level. Legends tell that the skeleton warriors were forced into their undead lich-like state many ages ago by a powerful demi-god who trapped each of their souls in a golden circlet.

A skeleton warrior appears as a roughly lich-like creature dressed in the same type of armor worn during life. Its clothes and armor usually show signs of wear and age.

A skeleton warrior's sole reason for remaining on the Material Plane is to search for and regain the circlet that contains its soul.

A skeleton warrior speaks Common and any other languages it knew in life.

CREATING A SKELETON WARRIOR

"Skeleton Warrior" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The skeleton warrior has +4 natural armor or the character's natural armor whichever is better

Special Attacks: A skeleton warrior retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 skeleton warrior's HD + skeleton warrior's Charisma modifier unless noted otherwise.

Fear Aura (Su.): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 60-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the skeleton warrior's level.

Damage Reduction: Skeleton warriors have damage reduction 15/+1.

Find Target (Sp.): The skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*.

Special Qualities: A skeleton warrior retains all the character's special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Core Rulebook III, the MM).

Darkvision (Ex.): Range 60 feet.

Turning Immunity (Ex.): Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Ex.): SR 28

Saves: Same as the character

Abilities: A skeleton warrior gains +4 to Strength and +2 to Charisma, but being undead, has no Constitution score.

Skills: Skeleton warriors gain a +8 racial bonus to Intimidate checks and a +6 racial bonus to Sense Motive and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: Standard

Alignment: Any evil

Advancement: By character class

SKELETON WARRIOR'S CIRCLET

When a fighter is transformed into a skeleton warrior his soul is trapped in a golden circlet. Anyone possessing one of these circlets may control the skeleton warrior whose soul is stored therein within a 300-foot range. The possessor must wear the circlet on his head to control the skeleton warrior. The controller can see through the skeleton warrior's eyes, but he may not himself move, attack, or cast spells. Other than taking a 5-foot step, the controller may take no action in a round.

The controller may force the skeleton warrior into "active mode", thereby causing it to fight, search for treasure, and so on. In "passive mode", the skeleton warrior stands motionless. While in passive mode, the controller cannot see through the

warrior's eyes, but may act normally (move, attack, cast spells, etc.).

Regardless of the mode of control, once the skeleton warrior and controller move to a distance greater than 300 feet of one another control is broken. It is also broken should the circlet be removed from the controller's head.

If the circlet remains in the controller's possession he may resume control at any time, but if it leaves his possession, the skeleton warrior will immediately stop what it is doing and proceed at double move speed to attack and destroy the former controller. If a skeleton warrior gains control of the circlet containing its soul, the warrior "dies" and vanishes. The circlet crumbles to valueless dust.

When a character first comes into possession of a circlet, he may be unaware of its significance. He may also be unaware that the skeleton warrior whose soul is contained therein is tracking him. As long as the owner of the circlet and the skeleton warrior remain on the same plane of existence, the warrior may track him.

To gain control of a skeleton warrior, the possessor must place the circlet on his head. The would-be controller cannot wear anything else on his head (including a hat, helmet, etc.). The controller must be able to see the skeleton warrior and he must spend one full round establishing control. If the character is interrupted during this time, he must succeed at a Concentration check in order to establish control in the round he is attacked or distracted.

If a character in possession of a circlet does not attempt control or fails his Concentration check, the skeleton warrior will attack him in an attempt to destroy him and gain possession of the circlet.

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SAMPLE SKELETON WARRIOR

This example uses a 12th-level human fighter as the character.

Medium-Size Undead

Hit Dice: 12d12 (78 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 25 (+1 Dex, +4 natural, +10 armor)

Attacks: +2 bastard sword +20/+15/+10 melee

Damage: +2 bastard sword 1d10+9

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

Special Attacks: Fear aura, find target

Special Qualities: Undead, damage reduction 10/+1, SR 28, turning immunity, darkvision 60 ft.

Saves: Fort +11, Ref +6, Will +7

Abilities: Str 21, Dex 13, Con –, Int 12, Wis 13, Cha 14

Skills: Climb +9, Intimidate +9, Jump +11, Listen +11, Ride +8, Search +5, Sense Motive +7, Spot +14, Swim +10

Feats: Alertness, Armor Proficiency (all), Cleave, Great Cleave, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Sunder, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

COMBAT

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

Fear Aura (Su.): Skeleton warriors are shrouded in an aura of fear. Creatures of less than 5 HD in a 60-foot radius must succeed at a Will save or be affected as though by *fear* as cast by a sorcerer of the skeleton warrior's level.

Magic Items Carried: +2 *full plate armor*, +2 *bastard sword*, *cloak of resistance +2*, *boots of speed*.

SPRIT

Template Submission © 2001 by Rebecca Glenn:
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This is an adjustment of the Ghost template from the MM.

Spirits are manifestations of the spiritual aspects of living creatures, geographical locations and remembered ancestors and legends. Generally they do not interact with the prime material world unless specifically called or attracted by extreme circumstances. They may rally to defend their homes, their descendents or their race. Otherwise, they leave the prime material world to its own devices.

Animal and Ancestral spirits greatly resemble the corporeal shapes of their prime material counterparts. Nature spirits tend towards a personified incarnation of the relevant natural element, with a few exceptions.

Creating a Spirit

"Spirit" is a template that can be added to any creature regardless of type. The creature's type changes to "outsider." It otherwise uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the spirit manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its CHA modifier or +1, whichever is higher.

Attacks: The spirit retains all the attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, a spirit uses the base creature's damage ratings. Against non-ethereal creatures, the spirit usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: The spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The spirit also gains the special attacks described below. Saves have a DC of 10 + 1/2 spirit's HD + spirit's CHA modifier unless noted otherwise.

Manifestation (Su): All spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they

manifest, spirits become visible but remain incorporeal. However, a manifested spirit can strike with its touch attack or a spirit touch weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets.

Spirit Touch (Su): A spirit that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its STR modifier to attack and damage rolls. Against material opponents, it adds its DEX modifier to attack rolls only.

Ride (Su): Once per round, an ethereal spirit can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the spirit's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's CHA modifier). A creature that successfully saves is immune to that spirit's ride ability for one day. The spirit may only Ride creatures similar to itself.

Special Qualities: A spirit has all the special qualities of the base creature and those listed below, and gains the outsider type and incorporeal subtype.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to destroy its anchor to the prime material world (i.e., a geographical location for a Nature spirit, a family, tribe or nation, or entire race for an Ancestral spirit and a species for an Animal spirit). The exact means varies with each spirit and may require a good deal of research.

Saves: Same as the base creature

Abilities: Same as the base creature, except that its CHA score increases by +4.

Skills: Spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: Same as the base creature +1

Treasure: None

Alignment: Any

Advancement: Same as the base creature

Spiritual Equipment

The spirit only carries equipment appropriate to its form. If a legendary ancestor, the spirit will carry those items associated with the legend. The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the spirit manifests, and enchanted weapons can harm the spirit.

If any of these items still exist on the material plane and are being used, the spirit cannot have them. Only if they are lying unused, or have been destroyed, can the spirit have his items.

Sample Spirit

This example uses a Brown Bear as the base creature.

SPIRIT, BEAR

Large Outsider (Incorporeal)

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (Dex)

Speed: 40 ft

AC: 15 (-1 size, +1 Dex, +5 natural) for ethereal encounters, 11 (-1 size, +1 Dex, +1 Deflection) when manifested (see below)

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d8+8, bite 2d8+4

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

Special Attacks: Improved Grab, Manifestation, Spirit Touch, Ride

Special Qualities: Scent, Rejuvenation, Outsider type, Incorporeal subtype

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 10

Skills: Hide +9, Listen +12, Search +8, Spot +15, Swim +14

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: 5

Treasure: None

Alignment: Any

Advancement: 7-10 HD (Large)

Skills: Spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot checks.

Combat

Attacks relying on physical contact do not affect nonethereal creatures. Saves have a DC of 10 + 1/2 spirit's HD + spirit's CHA modifier unless noted otherwise.

Manifestation (Su): All spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal. However, a manifested spirit can strike with its touch attack or a spirit touch weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets.

Spirit Touch (Su): A spirit that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its STR modifier to attack and damage rolls. Against material opponents, it adds its DEX modifier to attack rolls only.

Ride (Su): Once per round, an ethereal spirit can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the spirit's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's CHA modifier). A creature that successfully saves is immune to that spirit's ride ability for one day. The spirit may only Ride creatures similar to itself.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to destroy its anchor to the prime material world (i.e., a geographical location for a Nature spirit, a family, tribe or nation, or entire race for an Ancestral spirit and a species for an Animal spirit). The exact means varies with each spirit and may require a good deal of research.

YELLOW MUSK ZOMBIES

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A yellow musk zombie acquires yellow skin and a glazed look, but otherwise looks as it did before, wearing the same clothes and armor and wielding and weapon it held at the time of its conversion. A zombie serves the creeper for about two months before moving off at least 200 feet and dying; the seedling that has been growing in its head quickly sprouts, flowers, and becomes a new yellow musk creeper.

"Yellow Musk Zombie" is a template that can be added to any humanoid of Small to Large size (referred to hereafter as the "base creature"). The creature's type changes to "Plant." It loses all type and alignment modifiers (such as "Fire", "Aquatic", or "Good").

The new yellow musk zombie uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Same as the base creature.

Speed: Drops to 20 feet per round or same as the base creature, whichever is greater.

Armor Class: Natural armor changes to a number based on the yellow musk zombie's size:

Size	Natural AC
Small	1
Medium-size	2
Large	3

Attacks: The yellow musk zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. It loses all ranged manufactured weapons and proficiencies. A creature gains a single slam attack at its full attack bonus in lieu of its other attack. Recalculate the zombie's melee attack bonuses based on its new type (Plant) and abilities (-4 Dexterity). Plant creatures have a base attack of HD x .75 (same as a cleric).

Damage: Natural and manufactured weapons deal normal damage. A slam attack deals damage depending on the yellow musk zombie's size. (Use the base creature's slam damage if it's greater.)

Size	Damage
Small	1d4
Medium-size	1d6

Large

2d4

Special Attacks: The yellow musk zombie loses all special attacks the base creature once enjoyed.

Special Qualities: The yellow musk zombie loses all special qualities the base creature once had. Its type changes to "Plant" and it gains all immunities associated with the "Plant" type.

Saves: Base saves are the same as those of a fighter: Fort +2 + (1/2 HD), Ref +1/3 HD, and Will +1/3 HD.

Abilities: The new yellow musk zombie's Dexterity decreases -4, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills once possessed by the base creature.

Feats: The zombie loses all feats once possessed by the base creature.

Climate/Terrain: Temperate land and underground

Organization: 1 zombie per two flowers on the yellow musk creeper

Challenge Rating: Depends on Hit Dice:

Hit Dice	CR
1/2	1/6
1	1/2
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-14	6
15-17	7
18-20	8

Treasure: None

Alignment: Always neutral evil

Advancement: None.

SAMPLE YELLOW MUSK ZOMBIE

This example uses a 2nd-level fighter as the base creature.

YELLOW MUSK ZOMBIE

Medium-Size Plant

Hit Dice: 2d10+4 (15 hp)

Initiative: -1 (Dex)

Speed: 20 ft

AC: 16 (-1 Dex, +2 natural, +5 chainmail)

Attacks: Longsword +4 melee; or slam +4 melee

Damage: Longsword 1d8+3; or slam 1d6+3

Special Qualities: Plant

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

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

Abilities: Str 16, Dex 8, Con 14, Int 2, Wis 10, Cha 1

Climate/Terrain: Temperate lands and underground

Organization: 1 zombie per 2 flowers on the yellow musk creeper

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

The zombie can move up to 100 feet from the creeper. Yellow musk zombies are not undead and cannot be turned or controlled.

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

ZOMBIE (TEMPLATE)

By Scott Greene

Zombies are corpses reanimated through dark and sinister magic. These mindless automatons shamle about, doing their creator's bidding without fear or hesitation.

CREATING A ZOMBIE

"Zombie" is a template that can be added to any non-undead corporeal creature (referred to hereafter as the "base creature") that has a skeletal system. The creature's type changes to "Undead." It retains most type modifiers (such as "Fire" or "Aquatic"), but loses alignment type modifiers (such as "Good") and type modifiers that indicate kind (such as "Goblinoid" or "Reptilian").

ZOMBIE TYPE MODIFIERS

When turned into zombies, creatures keep some type modifiers and lose others.

They Keep:	They Lose:
Air	Chaotic
Aquatic	Evil
Cold	Good
Earth	Lawful
Electricity	Reptilian
Fire	Humanoid subtype (e.g., Elf)
Water	

The new zombie uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from experience and raise remaining Hit Dice to d12. If the creature has more than 20 Hit Dice, it can't be made into a zombie by the *animate dead* spell. (Exception: A 20th-level cleric with the Evil domain casts *animate dead* at caster level 21, so such a cleric can create an undead creature with 21 Hit Dice.)

Speed: Winged zombies can use their wings to fly at their normal speed. The maneuverability rating drops by one, though it cannot drop below Clumsy.

Armor Class: Natural armor changes to a number based on the zombie's size:

Size	Natural AC
Tiny or smaller	0
Small	1
Medium-size	2
Large	3
Huge	4
Gargantuan	6
Colossal	11

Attacks: The zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. It loses all ranged manufactured weapons and proficiencies.

A creature gains a single slam attack at its full attack bonus in lieu of its natural attack if it has hands. (If the creature already had a slam attack, it can use the zombie attack format and damage, if they're better.) Recalculate the zombie's melee and ranged attack bonuses based on its new type (Undead) and abilities (+2 Strength, -2 Dexterity). Undead creatures have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons inflict normal damage. A slam attack deals damage depending on the zombie's size. (Use the base creature's slam damage if it's greater.)

Size	Damage
Diminutive	1d2
Fine	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	2d4
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The zombie loses all special attacks the base creature once enjoyed.

Special Qualities: The zombie loses all special qualities the base creature once had, except those associated with any subtypes it retains (such as the Fire subtype). All zombies gain the "Undead" type (see the Introduction of the Core Rulebook III, the MM) and this special quality:

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Saves: Base saves are the same as those of a wizard: Fort +1/3 HD, Ref +1/3 HD, and Will +2 + (1/2HD).

Abilities: The new zombie's Strength increases by +2, it has no Constitution or Intelligence score, its Dexterity decreases -2, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills once possessed by the base creature.

Feats: The zombie loses all feats once possessed by the base creature, but gains Toughness.

Climate/Terrain: Any land and underground

Organization: Any

Challenge Rating: Depends on Hit Dice:

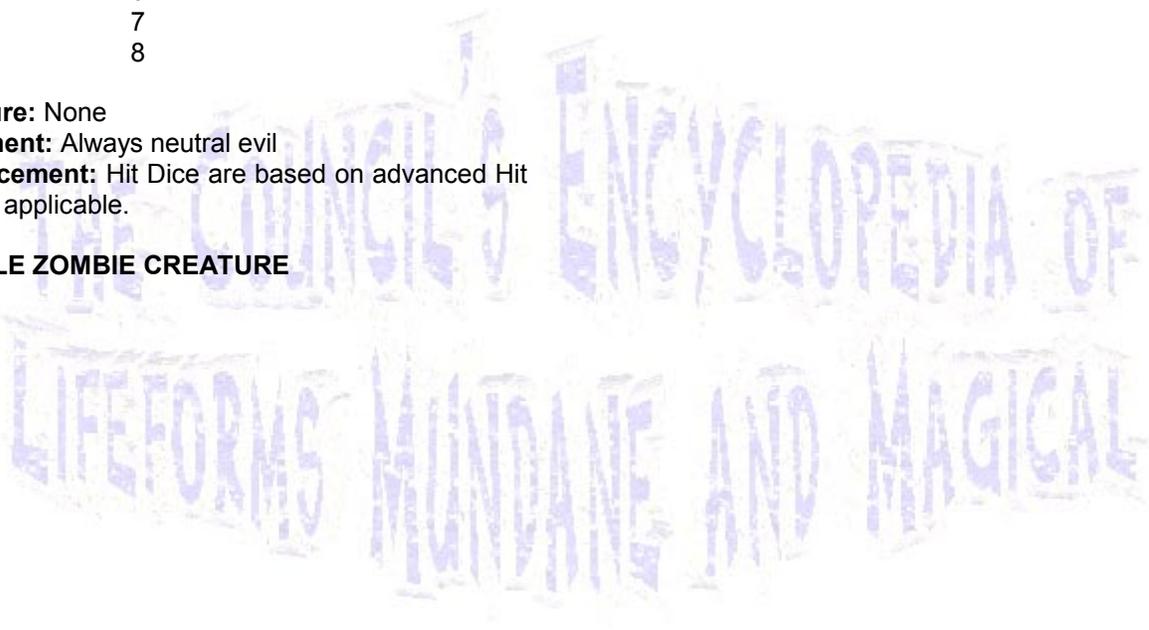
Hit Dice	CR
1/2	1/6
1	1/2
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-14	6
15-17	7
18-20	8

Treasure: None

Alignment: Always neutral evil

Advancement: Hit Dice are based on advanced Hit Dice, if applicable.

SAMPLE ZOMBIE CREATURE



ZOMBIE WOLF

Medium-Size Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: +1 (Dex)

Speed: 50 ft

AC: 13 (+1 Dex, +2 natural)

Attacks: Bite +3 melee

Damage: Bite 1d6+3 melee

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

Special Qualities: Undead, partial actions only, darkvision 60 ft

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

Abilities: Str 15, Dex 13, Con –, Int –, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

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

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THE COUNCIL'S ENCYCLOPEDIA OF
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APPENDIX A: OPEN GAMING LICENSE

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APPENDIX B: Submissions Guidelines

Welcome!

We, the design team for the The Council's Encyclopedia of Lifeforms Mundane and Magical, formerly entitled "the Netbook of Creatures," are excited to have you join us as we create a new slew of monsters for RPG players everywhere. To make sure that our offering is of the highest quality, we have prepared this appendix to answer some of your questions – a sort of FAQ for submitting to this book. Please read the entirety before making a submission.

File Type Format:

Files should be sent in .RTF format to your contact person. Deviations from this will be noted below next to the contact name. .RTF is used because it is a format that is common across multiple PC-based word processors while retaining most of its style. If you are using a Mac to submit your creation and cannot put it into .RTF format, please convert to either plain text or HTML format. Please send the files as an attachment to your e-mail and not in the body of the e-mail itself.

Contact Person:

Submissions should be sent to the Editor (and Project Lead) at

creature_leader@dndcommunitycouncil.org

The submission will be subject to a review by one of the Submissions Team Leaders. Submissions will be assigned to Team Leaders based on the creature type as detailed below. The Submissions Team Leader will be responsible for reviewing your creature, making suggestions, as necessary, and serves as your point of contact with the Encyclopedia team.

Submissions Team Leaders (by Creature Type):

Spencer Cooley (the_sigil@dndcommunitycouncil.org)

Templates
Vermin

Scott Greene (mrromeo@vei.net)

Elemental
Outsider
Plant
Undead

Monte Lewis (molewis@mindspring.com)

Aberration
Dragon
Ooze
Shapechanger

Cliff Cadell (ccaddell@home.com)

Animal
Construct
Magical Beast
Monstrous Humanoid

Jeff Khars (jkhars@sc.rr.com)

Beast
Fey
Giant
Humanoid

Note that the above e-mail addresses are provided for use in submitting creatures to the Netbook of Creatures ONLY. Publication of these addresses is not to be construed as a solicitation of any other type of e-mail, particularly bulk "spam" e-mail.

Important Reminder:

Please include your e-mail address on submissions so that we can get in touch with you if we have questions. We do not maintain lists of e-mail addresses! Please also understand that your submission of a creature to us indicates that you are authorized to submit the creature (appropriately referenced) and give us permission to publish it, subject to the guidelines below. Note that we cannot publish anonymously due to restrictions in the Open Gaming License.

Policy Changes

Policy is initially set forth by the Editor (who is also the Project Lead). Any member of the Submissions Team may call a vote on any policy change. The policy change is voted upon, with a simple majority rule determining the course of action. Voting Team Members are the Submissions Team Leaders and the Editor. At present, those members are (listed in order of team seniority):

Spencer Cooley (Editor)
Scott Greene
Cliff Caddell
Monte Lewis
Jeff Khars

If there is a tie in voting the Editor shall have the deciding vote.

The Pre-Review Process (or what needs to occur before you submit your creation)

This consists mostly of the legal stuff we need to accomplish in order to protect your submission and ourselves. Before submitting to us, you will need to go to the DnD Community Council webpage, <http://www.dndcommunitycouncil.org/submissions>, and download a copy of the Permission Agreement document. We will need you to sign it in the presence of a witness (who will also sign it) and send it to us (instructions, et al are on the form).

If you need details about why we do this and what it means, please read the webpage. Basically it means you are letting us use your work, you are releasing it into the public domain (we will be publishing our Netbook to be 100% Open Gaming Content or in other words 100% in the public domain), and you will not sue us if anyone else uses your work for profit under the terms of the Open Gaming License®. You will be given a contributor ID number and we can begin the real part of the process – the Review process.

The Review Process

In order to maintain a high level of quality among the submissions we receive, each submission is subjected to a review process. This process works as follows:

- 1.) A creature is submitted to the Editor, who checks to make sure the submitter has complied with the Pre-Review Process, then forwards the submission to the appropriate team member (determined by creature type).
- 2.) The team member reviews the submission. If there are concerns, he works with the submitter to resolve these concerns, making suggestions for improvements and pointing out potential problems. Submissions Team Leaders may use the input of anyone they wish to assist them with this task, and have the power to create their own mini-review teams for this task. Ultimately, the Submissions Team Leader is responsible for those submissions he receives.
- 3.) Once the Submissions Team Member has reviewed the submissions and resolved any possible concerns with the submitter, he forwards a copy of the approved submission to the Editor.
- 4.) The Editor reviews the submission, and if he feels any changes are required, he may return the submission to the Submissions Team Leader, listing his concerns (minor grammatical changes to the submission may be made if necessary without taking this returning step). Return to Step 2.
- 5.) The Submission is entered into the next copy of the Netbook and published in the next release.

Checks and Balances Within the Process

The Submitter's Appeal (If things stall at Step 2 of the review process)

The submitter may feel that the Submissions Team Leader is excessively critical and that his work should be included in the Netbook "as is." If this is the case, the submitter may appeal to the Editor. The Editor may review the submission or may choose to reject the appeal. If he chooses to review the submission, he may ask the Submissions Team Leader what concerns were mentioned. If the Editor and the Submissions Team Leader are one and the same, the most senior Submissions Team Leader acts in the stead of the Editor in the process outlined below. A review has one of the following possible outcomes:

- The submission is accepted. The Editor overrules the concern of the Submissions Team Member and accepts the submission. This is the most infrequent outcome.
- The submission is not accepted. The Editor agrees with the concern of the Submissions Team Member or may have concerns of his own. The submitter is asked to revise the work and re-submit it to the Submissions Team Leader.
- The submission is put up for vote. All five Team Members review the submission and simple majority rules. In the event of a tie (perhaps caused by abstention of one or more team members), the Submissions Team Leader (not the Editor unless they are one and the same) to whom the submission was originally made has the tie-breaking vote.

Submissions Team Leader Appeals (if things stall at Step 4 of the Review Process)

If a Submissions Team Leader has a submission returned to him by the Editor and feels the Editor is in error, he may appeal the decision to the other three Submissions Team Members. These three review the submission and a simple majority vote (of two) determines whether the submission is to be further revised (upholding the Editor's decision) or included (overruling the Editor's decision).

Artistic Submissions

As of this writing, a final policy for accepting and using Artistic Submissions is not in place (though rest assured that we will do everything in our power to get one going as soon as possible).

Artistic Submissions will be done on a volunteer basis – we don't get paid for this, so we can't pay you. Anyone interested in submitting artwork for use in the book should contact the Editor.

Please do not begin work for a particular monster until you have contacted the editor. Artists have already volunteered to do pictures of some of the creatures and these pictures have not yet made it to press (we don't have a policy fully in place yet). The Editor keeps track of which pictures have been assigned and will work with you so that you can illustrate a creature you would like to illustrate.

The final artistic submissions process will likely be somewhat similar to the regular submissions process – at this point, the proposed plan is to have artists sign an Agreement similar to the one needed for the Pre-Review process in the normal submissions process. One significant difference is that the art will NOT be released into the public domain – the DnD Community Council will seek a royalty-free, explicit license to incorporate art works submitted into DnDCC-sponsored netbooks, but all other rights – including the right to reproduce, post in other locations, and license others to use the work (including for profit) will remain with the artist. The DnD CC will NOT be able to license the use of the artwork except in its own free projects. Art will only be incorporated into the closed PDF versions of this document in order to protect it from easily passing into the public domain.

Submission Format:

Submissions should follow the standard format used in the Core Rulebook III, the MM. For those without the MM, please list the following items in the given order:

- Creature Name
- Creator's Name or Alias (this is how you will be credited), include e-mail address on submissions (if you do not wish us to publish your e-mail address, note this and we will not publish it) and the original work if your submission is a conversion.
- (insert a blank line here)
- Size, Type
- Hit Dice (include Constitution bonus, if any, when listing the Hit Dice and have the average hit points for this monster in parentheses)
- Initiative (include a breakdown of this bonus)
- Speed (one entry for each form of movement such as normal walking, fly, swim – if the creature can fly, include its maneuverability class in parentheses)
- AC (include breakdown of the creature's armor class)
- Attacks (# of attacks of a given type, name of weapon/body part used in attack, attack bonus, attack type – melee/touch/etc.)
- Damage (include one entry for each type of attack)
- Face/Reach
- Special Attacks (list first Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities)
- Special Qualities (again, list first Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities)
- Saves (do not break these down)
- Abilities (list in the order Str, Dex, Con, Int, Wis, Cha)
- Skills (list in alphabetical order)
- Feats (list in alphabetical order)
- (insert a blank line here)
- Climate/Terrain
- Organization
- Challenge Rating (your best estimate)
- Treasure
- Alignment
- Advancement (include increasing size for creatures not advancing by character class)

The first description paragraph should very briefly describe the creature – what is it (in general terms) and how should I use it in my campaign?

The remainder of the “flavor” description may be as long as you want it to be. Use this to answer the “What is it?” question more completely and describe “Why / How / Where / When is it?” too. For practical purposes, please try to limit the description to at most 400 words – this is a couple of long paragraphs and don't write much about combat – use the COMBAT section for that. Obviously, you may need to reference its combat habits (for example, “it likes collecting skulls of fallen victims”) but keep it flavor and not combat. This word limit isn't absolutely necessary and if you have a complex creature or a good description, you can keep going, but for editorial purposes, this helps us with our “one creature, one page” rule.

ENCYCLOPEDIA OF
UNUSUAL, UNUSUAL AND MAGICAL

COMBAT Section

Use this area to describe how the critter attacks – tactics, usual prey, hiding patterns, and so on – in other words, how is this beastie going to act when it attacks the PCs?

Following the combat section, please include one entry for each of the creature's Special Attacks and Special Qualities. Include saving throw DCs in parentheses (e.g., "a successful Will save (DC 19) resists").

The following Special Attacks are "standard" and need not be described in great detail (include damage and Save DCs where applicable along with the other things noted next to the entry here):

- Ability Score Loss - indicate drain (permanent) or damage (temporary)
- Breath Weapon - indicate shape of weapon and damage type (fire, cold, etc.)
- Constrict
- Energy Drain
- Fear - indicate Aura, Cone, or Ray
- Frightful Presence
- Gaze – indicate if creature is immune to its own gaze
- Improved Grab
- Poison – indicate area or contact poison
- Psionics
- Ray
- Spells – indicate spells by name
- Swallow Whole – indicate the consequences and possible escapability in text (include monster's interior AC and hit points)
- Trample

The following Special Qualities are "standard" and need not be described in great detail:

- Blindsight - indicate range and possible means to foil it
- Damage Reduction – indicate amount and weapon type that overcomes it (e.g., 15/+2)
- Fast Healing
- Regeneration – indicate what attack types deal normal damage to the creature, and note if the creature can reattach severed limbs
- Resistance to Energy – indicate the resistance amount and energy type
- Scent – indicate the bonus
- Spell Resistance – indicate the amount
- Turn Resistance – indicate the amount

Stat Blocks:

At this time, we would ask that you please include a sample stat block for your creature as well at the end of your entry (for the correct format for stat blocks, refer to Dungeon Magazine's submissions guidelines at:

www.wizards.com/dungeon/article.asp?x=submissions). This allows someone who wishes to use your creature in their own adventure to cut and paste the stat block from the Stat Block Codex and make minor modifications (for armor, hit points, etc.), generally making life much easier for all of us.

Illustrations:

If you would like to include an illustration, by all means send one along – but it will need to conform to the guidelines set forth in the "Artistic Submissions" section.

Publication Frequency:

Monthly updates are currently planned for the netbook, incorporating all ideas submitted in time for our deadlines (usually need to be submitted at least one week ahead of the release). Depending on submission frequency and/or volume, this may change. We are also currently contemplating “mini” folios – for example, a folio containing only the undead or only CR 4 monsters.

Editorial Changes to your Submission:

Most changes to a submission occur during the review process and will be made with your knowledge (and consent). We will try to keep your submission as close to your original words as possible, though we specifically reserve the right to edit a submission to ensure that it fits our layout guidelines – these will be grammatical corrections or “cosmetic” changes not affecting your creature’s vital statistics. We also specifically reserve the right to adjust the Challenge Rating you submit. We may make other minor changes on an as-needed basis. Contact the Editor if you object to changes made outside the review process.

Changes we Suggest and Acceptance Policy

Our number one basis for reviewing submissions is the Core Rulebook III, the MM. Our secondary basis for reviewing submissions is the Monster Creation article from DragMag #276. The vast majority of our suggestions for changes to be made to a submission are based on the guidelines set out therein. As an example, any creature submitted as a “Fey” type should have a d6 Hit Die. A “Fey” submission with a d10 Hit Die will be returned so that the Hit Die may be changed to a d6, bringing it into the standard set forth by the MM. Please note that we do not currently require, as does WoTC, simple plurals (adding –s or –es to all names for plurals) – though we suggest it!

Most Frequent Mistakes

Try to make sure your monster is “system legal” before submitting it to us. “System legal” means make sure it has the right Hit Die type, attack bonuses are calculated correctly based on the monster’s Hit Dice, type, and abilities (including Feats), the creature has the proper number of skill points, etc. If it is “system legal”, most of your obstacles to acceptance are cleared – though note that we may take issue with the Challenge Rating you have chosen or with some of its Special Abilities or Qualities. Our Submissions Team Leader will work with you to resolve these concerns.

The main reason we may take issue with Challenge Ratings is that this is the game’s “built-in” rating system. It lets the DM know immediately the approximate power level of the monster. This helps immensely with the game balance issue. Is your monster too overpowered for a CR 2 creature? No problem. Make it a CR 3 or 4 creature and the problem is solved.

We may also take issue with certain of your creature’s special abilities. Again, this will be largely for game balance concerns. A 2 HD critter with a flaming breath weapon that does 15d10 points of damage is (obviously) not really that balanced, regardless of Challenge Rating. Why? Well, if that creature wins initiative, it can be as tough on a party as a CR 8 or 9 creature. If it loses initiative, it is maybe a CR 1 or 2 creature because it is killed before it brings its breath weapon to bear on the party. We really can’t split the difference either – it’s not a CR 5 creature. This is what we mean when we talk of balance – obviously, winning initiative in combat is important, but this creature’s challenge (or lack thereof) is not really a function of the creature, but the function of randomness (the initiative roll).

Again, the point of the review process is to help make your creature both “system legal” and the best darn little beastie it can be. Please understand this and take our suggestions with the attitude that we want to see your little creation come to life just as much as you do.

Some very common mistakes include:

- Incorrect melee attack bonus (especially for secondary attacks).
- Incorrect number of Skill Ranks.
- Incorrect Strength modifier on damage
- Incorrect Saving Throw bonuses

Please refer to the beginning of the **MM** and review the guidelines for monster creation there. The math can get somewhat convoluted but it can be done – please try to double-check everything before submitting it to us. DON'T just assign numbers based on what “feels” right – there are rules in the system designed to handle this stuff, let's use them.

Use your resources! Available on the Encyclopedia's home site is an Excel Spreadsheet to aid you in doing the math. While this is not foolproof (there are mistakes on it that we just haven't had time to fix yet), it does an excellent job in steering you away from obvious and common problems.

The Bounds of Taste

Bearing in mind that the RPG community consists of many individuals of varying ages, we wish to keep this collection in good taste. The Editor has the final say regarding what is in “good taste.” We would like to keep this book in the PG range. I hate to have to say this, but in a community this diverse, it is necessary to include it. Please keep this in mind when creating your submissions. ***We reserve the right to reject any submission on grounds of poor taste.***