

8 Monster Overview

[Players: this chapter contains information for the sole use of the GM. Please do not read this chapter unless you intend to run games yourself; otherwise, you may spoil surprises for yourself and the other players.]

Adventurers need challenges, and often the most challenging things out there are other creatures. Sometimes a creature has something the adventurers want, and it doesn't want to give it up. Sometimes a creature is hungry, and the adventurers look like a snack. Sometimes a creature has goals that are opposed to the goals of the adventurers, and they come into conflict as a result. Sometimes a creature has goals that aren't opposed to the goals of the adventurers, and prudent players should discover this before a needless fight breaks out. Figuring out how to negotiate a world full of creatures, some of which are quite dangerous, is an important part of **Tales of the Iron League**.

This game calls such creatures **monsters**. This isn't meant to imply that all creatures are monstrous, or wicked, or even hostile. A monster is literally any creature the adventurers could run into who may prove to be a challenge, often related to combat or subterfuge, but possibly also pertaining to negotiation, barter, or alliance. The only creatures who aren't monsters are the ones who are unmistakably innocuous (a sparrow singing in the woods, for instance) or who are mostly dressing for the setting (the server in a crowded tavern, perhaps). Even these things could turn out to be monsters if they're something more interesting in disguise!

This chapter is intended to present the GM with a wealth of monsters they can incorporate into their games. This gives the GM a block of statistics they can refer to should the adventurers encounter a given monster. This chapter also provides the GM with rules allowing them to alter the monsters tabulated here; a monster can be made stronger or weaker, or its abilities can be subtly or drastically altered (especially helpful when the players are familiar with this chapter – sometimes what a monster can do should be a surprise!) Finally, this chapter shows that all the monsters listed here were built using a consistent set of rules, and the GM can follow those blueprints to create their own monsters entirely from scratch. These rules, for instance, do not contain an entry for the Marsh-wiggles from C.S. Lewis' **Narnia** series of books; if the GM decides they want the adventurers to meet a Marsh-wiggle, creating one by following the rules for monster-building is a straightforward exercise.

Anatomy of a Monster

Like player characters, monsters are represented in this game as blocks of attributes and other statistics. The monster is brought to life by the GM who describes what the creature does and says during play, just as if they are playing a character of their own. The numerical properties of a monster's statistical block, however, are what guide the GM regarding the monster's strong and weak points, desires and disinclinations, capabilities and skills.

The rules for how monsters are put together are in many cases the same as, or very similar to, the rules for assembling a player character. Monsters have ability scores just like adventurers; they don't generally have classes and levels, but they do have primary traits and Hit Dice. When monsters attack, they roll 1d20 and add various modifiers, and on a success (and sometimes on a failure) they deal a certain amount of damage. Some can even cast spells in the same way that spells are cast by player character spellcasters. Monsters have defenses, movement rates, skills and proficiencies, senses,

languages, and most of the other statistical properties of player characters. The way these values are determined is different from creating a player character, but the way the numbers are used follows the same common language.

Monsters' attributes are listed in a common order and arrangement called a **stat block**; there's a lot of information to present for each monster, so if they are ordered the same way, it makes it easier for the GM to pick out the specific piece of information they need. If a GM wants to create their own monster, here are the steps to follow to generate the stat block:

1. Think about what kind of monster you want to create. Choose their **primary trait**.
2. Establish what **rank** you want your monster to have. Choose their HD and calculate the rank.
3. Assign the monster's ability scores, making sure to not exceed the total allocated for the monster's primary trait and HD. If the monster needs better or worse ability scores, assign the appropriate **special powers** or **weaknesses** as required.
4. Assign the monster's four defenses (AC, Dodge, Toughness, Poise) based on the values tabulated for the monster's primary trait and HD and modified by its ability scores. Then spread the **defense bonus points** out among the four defenses.
5. Determine the kinds of **natural attacks** you want your monster to have, chosen from the available options for its primary trait. Use the base combat attack bonus modified by the monster's Strength (or Dexterity in the event of ranged attacks) modifier to establish the attack bonus for each **primary** and **secondary attack**. Use the values tabulated for the monster's primary trait and HD to establish the damage of each attack, modified by the monster's Strength modifier if it is a melee attack.
6. Determine the special powers and weaknesses you want your monster to have. For any special power that is an attack, establish the attack bonus and damage based on the monster's tabulated base combat and spell attack bonuses modified by ability scores.
7. Determine the monster's hit points.
8. Choose the monster's skills.
9. Determine the **environment** the monster is likely to inhabit.
10. Determine the monster's **movement, languages, proficiencies, senses, and metabolism**, based on the values tabulated for the monster's primary trait and HD, and modified by its special powers.
11. If the monster casts spells using a spellbook, choose the spells in the monster's spellbook.
12. Determine what **treasure types** your monster is likely to accumulate.
13. Write down additional information such as **initiative, recovery, alignment, and surges** if applicable.
14. Think about what your monster looks like and acts like. Write a one-line short description and a somewhat longer description (several paragraphs at most).

Each entry in a stat block is described in greater detail below.

Hit Dice and Rank

Player characters have levels that describe the degree of competence they have achieved within their chosen class. Their levels directly determine how many hit points they have, and they also indirectly determine how effective they are in battle, how many spells they can cast, how many skill proficiencies

they get, the number of their surges, and so on. A lower-level character is inherently not as powerful as a higher-level character.

Most monsters don't have class levels, but they do instead have **Hit Dice**, abbreviated as **HD**. A monster's HD, like class levels, determines their chances to attack, the number of special powers they have, their defenses and ability scores, and many other properties. More information is given under **primary traits** below. Additionally, each HD represents an 8-sided die worth of hit points. Like a 1st level character, a 1 HD monster has relatively few hit points and has less powerful abilities, but a 10 HD monster has a much greater ability to absorb damage as well as having additional capabilities.

Chapter 6 describes how to calculate the XP earned by adventurers when they defeat a monster. A key component to this is a monster's **rank**, which is a measure of how difficult it is to prevail against such a creature in combat. In general, adventurers in an average-sized party of 4 or 5 will have a straightforward time contesting against a monster whose rank is the same as their average level, will have a significant challenge against a monster whose rank is one or two greater than their average level, and may find themselves over their heads if they encounter a monster whose rank is 3 or more above their average level. Therefore, a party of four new 1st level adventurers shouldn't have too much trouble with a single *orc warrior* (rank 1), might have their hands full fighting a *flind* (rank 3), and might need to run away from a *fire mephit* (rank 5) so they can live to fight another day. However, even a rank 1 creature is potentially deadly, and a very clever plan can allow a party to be much more effective than the numbers might otherwise indicate, so this should be regarded as a guideline only. A group of up to four creatures is probably about as difficult to defeat as a single creature with a rank that is two higher, so a group of four *orc warriors* is equivalent to about a rank 3 threat.

The rank of a monster is determined by its primary trait (see below). With few exceptions, the rank will either be equal to the monster's HD, its HD plus one, or its HD plus two – some kinds of monsters are more dangerous than others, and this is reflected by assigning a higher rank to the monsters with more formidable statistics and more powerful abilities.

Primary Traits

Each monster has **traits** attached to them. Traits help classify a being into different categories so that it's easy to tell what a creature can do, what its strengths and weaknesses are, etc. Some monsters have greater or fewer numbers of traits, but every monster has at least one called its **primary trait**. There are sixteen primary traits, and each one represents a basic type of monster. If one knows a monster's HD and its primary trait, you can use the tables below to determine the framework of a creature's attributes, and then make decisions to completely build it from there. The meaning of each primary trait is expanded upon below:

Aberration – these monsters have strange or alien physiques, and they tend to rely more upon supernatural powers and spell-like abilities than upon raw combat prowess to get by in the world. This does not mean that they cannot be formidable in a melee, but it is meant to suggest that this primary trait is the best framework to build a creature which uses a wealth of unusual powers to overcome challenges. They have a rank equal to their HD plus one. An *aberration's* attributes are tabulated below:

Table 8-1: TOTIL Aberration Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapons 1 Primary / 1 Secondary	Natural Weapons 1 Primary/ 2 Secondary
1	+1	+0	13	10	6	12	+3	63	1	2	1d4	1d3/1d3	1d3/1d2
2	+1	+1	13	10	6	13	+3	63	2	2	1d4	1d3/1d3	1d3/1d2
3	+2	+1	13	11	7	13	+4	64	2	3	1d6	1d4/1d4	1d4/1d3
4	+2	+2	14	11	7	14	+4	64	2	3	1d6	1d4/1d4	1d4/1d3
5	+3	+2	14	12	8	15	+5	65	2	4	1d8	1d6/1d6	1d6/1d4
6	+4	+3	14	12	8	15	+5	65	3	4	1d8	1d6/1d6	1d6/1d4
7	+4	+3	15	13	9	16	+6	66	3	5	1d10	1d8/1d6	1d6/1d6
8	+5	+4	15	13	9	17	+6	66	3	5	1d10	1d8/1d6	1d6/1d6
9	+5	+4	15	14	10	18	+7	67	3	6	1d12	1d10/1d8	1d8/1d6
10	+6	+5	16	14	10	18	+7	67	4	6	1d12	1d10/1d8	1d8/1d6
11	+7	+5	16	15	11	19	+8	68	4	7	2d6	1d12/1d10	1d10/1d8
12	+7	+6	16	15	11	20	+8	68	4	7	2d6	1d12/1d10	1d10/1d8
13	+8	+6	17	16	12	20	+9	69	4	8	2d8	2d6/1d12	1d12/1d8
14	+8	+7	17	16	12	21	+9	69	5	8	2d8	2d6/1d12	1d12/1d8
15	+9	+7	17	17	13	22	+10	70	5	9	2d10	2d8/2d6	2d6/1d10

Default *aberrations* do not have proficiencies. Their default senses are: normal hearing, normal vision, and infravision. Their default metabolism is: eat, sleep, breathe. By default, they do not speak or understand languages, but they gain 1 language per Intelligence bonus. They have a default walking movement allowance of 60'.

Animal – these monsters closely resemble more advanced members of the Animal Kingdom in the real world. They may be giant versions of real-world animals, and they may even be more intelligent than similar creatures found in a zoo, but otherwise creatures with the *animal* primary trait do not typically have magical powers or exotic abilities. They have a rank equal to their HD. An *animal's* attributes are tabulated below:

Table 8-2: TOTIL Animal Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Intelligence is 2; Sum of Remaining Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapons 1 Primary/ 2 Secondary
1	+1	+0	13	12	10	6	+3	50	1	1	1d6	1d4/1d3
2	+1	+1	13	13	10	6	+3	50	1	1	1d6	1d4/1d3
3	+2	+1	13	13	11	7	+3	51	1	1	1d8	1d6/1d4
4	+2	+2	14	14	11	7	+3	51	1	1	1d8	1d6/1d4
5	+3	+2	14	15	12	8	+4	52	1	2	1d10	1d6/1d6
6	+4	+3	14	15	12	8	+4	52	2	2	1d10	1d6/1d6
7	+4	+3	15	16	13	9	+4	53	2	2	1d12	1d8/1d6
8	+5	+4	15	17	13	9	+4	53	2	2	1d12	1d8/1d6
9	+5	+4	15	18	14	10	+5	54	2	3	2d6	1d10/1d8
10	+6	+5	16	18	14	10	+5	54	2	3	2d6	1d10/1d8
11	+7	+5	16	19	15	11	+5	55	3	3	2d8	1d12/1d8
12	+7	+6	16	20	15	11	+5	55	3	3	2d8	1d12/1d8
13	+8	+6	17	20	16	12	+6	56	3	4	2d10	2d6/1d10
14	+8	+7	17	21	16	12	+6	56	3	4	2d10	2d6/1d10
15	+9	+7	17	22	17	13	+6	57	3	4	2d12	2d8/1d12

Default *animals* do not have proficiencies. Their default senses are: normal hearing, normal vision, low light vision, and scent. Their default metabolism is: eat, sleep, breathe. By default, *animals* do not speak or understand languages. They have a default walking movement allowance of 60'.

Beast – these monsters are the opposite number of *aberrations* in that they tend to rely more on brute force and physical might than on mystical powers or spells. Many creatures with this primary trait do have unusual attack or defense abilities, but the chief strength of this monster category is that they have more formidable combat capabilities. Some of these creatures resemble animals but have unusual additions to their physiology (a horse with wings!) or abilities (a lizard that can breathe fire!) They have a rank equal to their HD plus one. A *beast's* attributes are tabulated below:

Table 8-3: TOTIL Beast Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Intelligence is 3; Sum of Remaining Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapons 1 Primary/ 1 Secondary	Natural Weapons 1 Primary/ 2 Secondary
1	+1	+0	13	12	12	6	+3	50	1	1	1d6	1d4/1d4	1d4/1d3
2	+2	+1	13	13	13	6	+3	50	1	2	1d6	1d4/1d4	1d4/1d3
3	+3	+1	13	13	13	7	+4	51	1	2	1d8	1d6/1d6	1d6/1d4
4	+4	+2	14	14	14	7	+4	51	1	2	1d8	1d6/1d6	1d6/1d4
5	+5	+2	14	15	15	8	+5	52	1	3	1d10	1d8/1d6	1d6/1d6
6	+6	+3	14	15	15	8	+5	52	2	3	1d10	1d8/1d6	1d6/1d6
7	+7	+3	15	16	16	9	+6	53	2	3	1d12	1d10/1d8	1d8/1d6
8	+8	+4	15	17	17	9	+6	53	2	4	1d12	1d10/1d8	1d8/1d6
9	+9	+4	15	18	18	10	+7	54	2	4	2d6	1d12/1d10	1d10/1d8
10	+10	+5	16	18	18	10	+7	54	2	4	2d6	1d12/1d10	1d10/1d8
11	+11	+5	16	19	19	11	+8	55	3	5	2d8	2d6/1d12	1d12/1d8
12	+12	+6	16	20	20	11	+8	55	3	5	2d8	2d6/1d12	1d12/1d8
13	+13	+6	17	20	20	12	+9	56	3	5	2d10	2d8/2d6	2d6/1d10
14	+14	+7	17	21	21	12	+9	56	3	6	2d10	2d8/2d6	2d6/1d10
15	+15	+7	17	22	22	13	+10	57	3	6	2d12	2d10/2d8	2d8/1d12

Default *beasts* do not have proficiencies. Their default senses are: normal hearing, normal vision, low light vision, and scent. Their default metabolism is: eat, sleep, breathe. By default, *beasts* do not speak or understand languages. They have a default walking movement allowance of 60’.

Construct – these are creatures that were assembled from inert materials by a skilled practitioner of magic and animated by esoteric energies to take on some semblance of life. They are like magical robots – not truly alive, but with enough of the capabilities of living beings to make them effective servants and guardians. These creatures are frequently immune to many harmful effects because they are not truly alive, but their intelligence and behavior are severely constrained. They have a rank equal to their HD. A *construct’s* attributes are tabulated below:

Table 8-4: TOTIL Construct Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Intelligence is 3; Sum of Remaining Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapon 2 Secondary
1	+1	+0	15	6	12	6	+3	60	1	1	1d8	1d6
2	+1	+1	15	6	13	6	+3	60	1	2	1d8	1d6
3	+2	+1	15	7	13	7	+4	61	1	2	1d10	1d8
4	+2	+2	16	7	14	7	+4	61	1	2	1d10	1d8
5	+3	+2	16	8	15	8	+5	62	1	3	1d12	1d10
6	+4	+3	16	8	15	8	+5	62	2	3	1d12	1d10
7	+4	+3	17	9	16	9	+6	63	2	3	2d6	1d12
8	+5	+4	17	9	17	9	+6	63	2	4	2d6	1d12
9	+5	+4	17	10	18	10	+7	64	2	4	2d8	2d6
10	+6	+5	18	10	18	10	+7	64	2	4	2d8	2d6
11	+7	+5	18	11	19	11	+8	65	3	5	2d10	2d8
12	+7	+6	18	11	20	11	+8	65	3	5	2d10	2d8
13	+8	+6	19	12	20	12	+9	66	3	5	2d12	2d10
14	+8	+7	19	12	21	12	+9	66	3	6	2d12	2d10
15	+9	+7	19	13	22	13	+10	67	3	6	3d8	2d12

Default *constructs* do not have proficiencies. Their default senses are: normal hearing, normal vision. They have no metabolism. By default, *constructs* do not speak languages, but they understand the language of their creator. By default, *constructs* are immune to the following conditions: *afraid*, *bleeding*, *charmed*, *confused*, *diseased*, *fatigued*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious*. They have a default walking movement allowance of 30’.

Dragon – drawn straight from the mythological tales of yore, these creatures are powerful, cunning, frequently hostile monsters, known for their vicious attacks on towns and cities, but also famed for hoarding vast piles of treasure in their lairs. They are reptilian, with scaly hides and long sinuous bodies; they frequently have bat-like wings, and they are legendary for their fearsome breath weapon attacks which can lay waste to the countryside. They are both potent melee combatants and have many exotic abilities; monsters with this primary trait are formidable challenges for characters of all levels. They have a rank equal to their HD plus two. A *dragon’s* attributes are tabulated below:

Table 8-5: TOTIL Dragon Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapons 1 Primary/ 1 Secondary	Natural Weapons 1 Primary/ 2 Secondary
1	+1	+0	15	12	12	12	+3	72	2	1	1d6	1d4/1d4	1d4/1d3
2	+2	+1	15	13	13	13	+3	72	3	2	1d6	1d4/1d4	1d4/1d3
3	+3	+1	15	13	13	13	+4	73	3	2	1d8	1d6/1d6	1d6/1d4
4	+4	+2	16	14	14	14	+4	73	3	2	1d8	1d6/1d6	1d6/1d4
5	+5	+2	16	15	15	15	+5	74	4	3	1d10	1d8/1d6	1d6/1d6
6	+6	+3	16	15	15	15	+5	74	4	3	1d10	1d8/1d6	1d6/1d6
7	+7	+3	17	16	16	16	+6	75	4	3	1d12	1d10/1d8	1d8/1d6
8	+8	+4	17	17	17	17	+6	75	5	4	1d12	1d10/1d8	1d8/1d6
9	+9	+4	17	18	18	18	+7	76	5	4	2d6	1d12/1d10	1d10/1d8
10	+10	+5	18	18	18	18	+7	76	5	4	2d6	1d12/1d10	1d10/1d8
11	+11	+5	18	19	19	19	+8	77	6	5	2d8	2d6/1d12	1d12/1d8
12	+12	+6	18	20	20	20	+8	77	6	5	2d8	2d6/1d12	1d12/1d8
13	+13	+6	19	20	20	20	+9	78	6	5	2d10	2d8/2d6	2d6/1d10
14	+14	+7	19	21	21	21	+9	78	7	6	2d10	2d8/2d6	2d6/1d10
15	+15	+7	19	22	22	22	+10	79	7	6	2d12	2d10/2d8	2d8/1d12

Default *dragons* do not have proficiencies. Their default senses are: normal hearing, normal vision, infravision, and scent. However, at 7 HD they gain *enhanced senses: infravision*, at 10 HD they gain *tremorsense*, and at 13 HD they gain *gestalt senses*. *Dragon* default metabolism is: eat, sleep. By default, they do not speak or understand languages, but they gain 1 language per Intelligence bonus, generally starting with Draconic. They have a default walking movement allowance of 60' and a default flying movement allowance of 30'. Their default flying movement allowance increases to 45' at 4 HD, 60' at 7 HD, 75' at 7 HD, and 90' at 10 HD. By default, all *dragon* creatures have the *breath weapon* special power.

Elemental – the universe was built, long ago, on building blocks of the four essential elements: fire, air, water, and earth. Beings native to these four elements were created first – the workers who assembled the elements to make the Prime Material Plane. These creatures are called *elementals*, and although they usually dwell far from Uroth, sometimes they are called back for a time... and sometimes they come unbidden. These creatures are powerful, especially when dealing with their native elements, but they must always reckon with their legacy of enforced servitude. They have a rank equal to their HD plus one. An *elemental's* attributes are tabulated below:

Table 8-6: TOTIL Elemental Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapon 2 Secondary
1	+1	+0	13	12	12	6	+3	63	1	1	1d8	1d6
2	+1	+1	13	13	13	6	+3	63	1	2	1d8	1d6
3	+2	+1	13	13	13	7	+4	64	1	2	1d10	1d8
4	+2	+2	14	14	14	7	+4	64	1	2	1d10	1d8
5	+3	+2	14	15	15	8	+5	65	1	3	1d12	1d10
6	+4	+3	14	15	15	8	+5	65	2	3	1d12	1d10
7	+4	+3	15	16	16	9	+6	66	2	3	2d6	1d12
8	+5	+4	15	17	17	9	+6	66	2	4	2d6	1d12
9	+5	+4	15	18	18	10	+7	67	2	4	2d8	2d6
10	+6	+5	16	18	18	10	+7	67	2	4	2d8	2d6
11	+7	+5	16	19	19	11	+8	68	3	5	2d10	2d8
12	+7	+6	16	20	20	11	+8	68	3	5	2d10	2d8
13	+8	+6	17	20	20	12	+9	69	3	5	2d12	2d10
14	+8	+7	17	21	21	12	+9	69	3	6	2d12	2d10
15	+9	+7	17	22	22	13	+10	70	3	6	3d8	2d12

Default *elementals* have proficiency in all weapons if they have limbs capable of wielding them. However, they are not proficient in any armor types. The weapons wielded by *elementals* are giant-sized at 4 HD or above, and gargantuan-sized at 10 HD or above. Their default senses are: normal hearing, normal vision, and infravision. Their default metabolism is: eat, usually their native element. By default, they do not speak or understand languages, but they gain 1 language per Intelligence bonus, generally starting with Elemental. They have a default walking movement allowance of 60'.

Extraplanar – *elementals* are not the only creatures who hail from outside the Prime Material Plane. The sages say there are many other dimensions beyond the one that is home to Uroth – strange, alien places, where only the strong and sorcerous can survive. The creatures from these outside realms are called *extraplanars*; they tend to be powerful in battle, have access to arcane abilities, and are usually strongly oriented to either the good or evil alignment. These creatures have a rank equal to their HD plus two. An *extraplanar's* attributes are tabulated below:

Table 8-7: TOTIL Extraplanar Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapon 1 Primary/ 1 Secondary	Natural Weapon 1 Primary/ 2 Secondary	Natural Weapon 2 Secondary
1	+1	+1	13	12	12	12	+3	72	2	2	1d8	1d6/1d6	1d6/1d4	1d6
2	+2	+1	13	13	13	13	+3	72	3	2	1d8	1d6/1d6	1d6/1d4	1d6
3	+3	+2	13	13	13	13	+4	73	3	3	1d10	1d8/1d6	1d6/1d6	1d8
4	+4	+2	14	14	14	14	+4	73	3	3	1d10	1d8/1d6	1d6/1d6	1d8
5	+5	+3	14	15	15	15	+5	74	4	4	1d12	1d10/1d8	1d8/1d6	1d10
6	+6	+4	14	15	15	15	+5	74	4	4	1d12	1d10/1d8	1d8/1d6	1d10
7	+7	+4	15	16	16	16	+6	75	4	5	2d6	1d12/1d10	1d10/1d8	1d12
8	+8	+5	15	17	17	17	+6	75	5	5	2d6	1d12/1d10	1d10/1d8	1d12
9	+9	+5	15	18	18	18	+7	76	5	6	2d8	2d6/1d12	1d12/1d8	2d6
10	+10	+6	16	18	18	18	+7	76	5	6	2d8	2d6/1d12	1d12/1d8	2d6
11	+11	+7	16	19	19	19	+8	77	6	7	2d10	2d8/2d6	2d6/1d10	2d8
12	+12	+7	16	20	20	20	+8	77	6	7	2d10	2d8/2d6	2d6/1d10	2d8
13	+13	+8	17	20	20	20	+9	78	6	8	2d12	2d10/2d8	2d8/1d12	2d10
14	+14	+8	17	21	21	21	+9	78	7	8	2d12	2d10/2d8	2d8/1d12	2d10
15	+15	+9	17	22	22	22	+10	79	7	9	3d8	2d12/2d10	2d10/2d6	2d12

Default *extraplanars* have proficiency in all weapons if they have limbs capable of wielding them. However, they are not proficient in any armor types. The weapons wielded by *extraplanars* are giant-sized at 4 HD or above, and gargantuan-sized at 10 HD or above. Their default senses are: normal hearing, normal vision, and infravision. Their default metabolism is: eat, sleep. By default, they do not speak or understand languages, but they gain 1 language per Intelligence bonus. They have a default walking movement allowance of 60’.

Fey – the World of Uroth is a big place, and much of it has been civilized – tamed and cultivated by humans and other intelligent species. However, there are still many wild places left, and these unspoiled locales are jealously guarded by the spirits that call wilderness home – the *fey*. These creatures tend to be weak in combat, but instead they rely upon magic and trickery to defend themselves and protect what they deem to be theirs. They have a rank equal to their HD. A *fey*’s attributes are tabulated below:

Table 8-8: TOTIL Fey Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Special Abilities	Natural Weapons 1 Primary
1	+0	+1	10	12	6	10	+3	63	1	1	1d2
2	+1	+1	10	13	6	10	+3	63	2	2	1d2
3	+1	+2	10	13	7	11	+4	64	2	2	1d2
4	+2	+2	11	14	7	11	+4	64	2	2	1d2
5	+2	+3	11	15	8	12	+5	65	2	3	1d2
6	+3	+4	11	15	8	12	+5	65	3	3	1d2
7	+3	+4	12	16	9	13	+6	66	3	3	1d2
8	+4	+5	12	17	9	13	+6	66	3	4	1d2
9	+4	+5	12	18	10	14	+7	67	3	4	1d2
10	+5	+6	13	18	10	14	+7	67	4	4	1d2
11	+5	+7	13	19	11	15	+8	68	4	5	1d2
12	+6	+7	13	20	11	15	+8	68	4	5	1d2
13	+6	+8	14	20	12	16	+9	69	4	5	1d2
14	+7	+8	14	21	12	16	+9	69	5	6	1d2
15	+7	+9	14	22	13	17	+10	70	5	6	1d2

Default *fey* have proficiency in cheap weapons, light helms, shields, and armor types of AC 12 or below, although they may not necessarily have bodies capable of using them. Their default senses are: normal hearing, normal vision, and low light vision. Their default metabolism is: eat, sleep, breathe. All *fey* speak the Fey language, and they gain 1 additional language per Intelligence bonus. By default, all *fey* creatures have the *warcrafter* and *damage resistance (faerie iron)* special powers. They have a default walking movement allowance of 60'.

Fungus – fungi on the world of Uroth are usually very similar to fungi in the real world: small, inert, and mostly harmless. On Uroth, however, sometimes *fungus* creatures have arisen in the deepest and darkest places that can challenge even the hardest adventurers. Monsters with the *fungus* primary trait are not usually very powerful in combat, but their strange physiology makes them immune to many hazardous effects, and survival pressure has given them curious abilities to threaten the unwary. They have a rank equal to their HD. A *fungus*' attributes are tabulated below:

Table 8-9: TOTIL Fungus Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Intelligence is 1; Sum of Remaining Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapons 1 Primary/ 1 Secondary
1	+1	+0	10	10	12	6	+3	50	1	1	1d4	1d3/1d2
2	+1	+1	10	10	13	6	+3	50	1	2	1d4	1d3/1d2
3	+2	+1	10	11	13	7	+3	51	1	2	1d6	1d4/1d3
4	+2	+2	11	11	14	7	+3	51	1	2	1d6	1d4/1d3
5	+3	+2	11	12	15	8	+4	52	1	3	1d8	1d6/1d4
6	+4	+3	11	12	15	8	+4	52	2	3	1d8	1d6/1d4
7	+4	+3	12	13	16	9	+4	53	2	3	1d10	1d6/1d6
8	+5	+4	12	13	17	9	+4	53	2	4	1d10	1d6/1d6
9	+5	+4	12	14	18	10	+5	54	2	4	1d12	1d8/1d6
10	+6	+5	13	14	18	10	+5	54	2	4	1d12	1d8/1d6
11	+7	+5	13	15	19	11	+5	55	3	5	2d6	1d10/1d8
12	+7	+6	13	15	20	11	+5	55	3	5	2d6	1d10/1d8
13	+8	+6	14	16	20	12	+6	56	3	5	2d8	1d12/1d8
14	+8	+7	14	16	21	12	+6	56	3	6	2d8	1d12/1d8
15	+9	+7	14	17	22	13	+6	57	3	6	2d10	2d6/1d10

Default *fungus* creatures do not have proficiencies. Their default senses are: normal vision and tremorsense. Their default metabolism is: eat. By default, *fungus* creatures do not speak or understand languages. By default, *fungus* creatures are immune to the following conditions: *bleeding*, *diseased*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious*. They have a default walking movement allowance of 15'.

Giant – some creation stories say that shortly after making the world, deities populated it with intelligent beings to help take care of it. But the first caretakers they attempted to make, the *giants*, were so huge and destructive that the divine powers had to all but destroy them and start over with something smaller: humanity. These creatures still live in the less civilized parts of the world, and they survive through sheer brute-force power, often smashing opponents to death with huge clubs or thrown boulders. They have a rank equal to their HD plus one. A *giant's* attributes are tabulated below:

Table 8-10: TOTIL Giant Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary	Natural Weapon 2 Secondary
1	+1	+0	13	10	12	6	+3	63	1	1	1d8	1d6/1d4
2	+2	+1	13	10	13	6	+3	65	1	1	1d8	1d6/1d4
3	+3	+1	13	11	13	7	+4	67	1	1	1d10	1d6/1d6
4	+4	+2	14	11	14	7	+4	69	1	1	1d10	1d6/1d6
5	+5	+2	14	12	15	8	+5	71	1	2	1d12	1d8/1d6
6	+6	+3	14	12	15	8	+5	73	2	2	1d12	1d8/1d6
7	+7	+3	15	13	16	9	+6	75	2	2	2d6	1d10/1d8
8	+8	+4	15	13	17	9	+6	77	2	2	2d6	1d10/1d8
9	+9	+4	15	14	18	10	+7	79	2	3	2d8	1d12/1d8
10	+10	+5	16	14	18	10	+7	81	2	3	2d8	1d12/1d8
11	+11	+5	16	15	19	11	+8	83	3	3	2d10	2d6/1d10
12	+12	+6	16	15	20	11	+8	85	3	3	2d10	2d6/1d10
13	+13	+6	17	16	20	12	+9	87	3	4	2d12	2d8/1d12
14	+14	+7	17	16	21	12	+9	89	3	4	2d12	2d8/1d12
15	+15	+7	17	17	22	13	+10	91	3	4	3d8	2d10/2d6

Default *giants* have proficiency in cheap weapons, light helms, shields, and armor types of AC 12 or below. At 9 HD they also gain proficiency in standard weapons, heavy helms, and all armor types. The weapons wielded by *giants* are giant-sized at 4 HD or above, and gargantuan-sized at 10 HD or above. Their default senses are: normal hearing, normal vision, and infravision. Their default metabolism is: eat, sleep, breathe. All *giants* speak the Giantish language, and they gain 1 additional language per Intelligence bonus. By default, all *giant* creatures have the *warcrafter* and *throw rocks* special powers. At 9 HD, they gain the *warmaster* special power. They have a default walking movement allowance of 60'.

Humanoid – there are many species of intelligent creatures that live on the world of Uroth, but the ones who walk on two legs so that they can use hands to manipulate tools are the ones who have successfully expanded civilization. The great advantage of these creatures is that they have learned to make weapons and armor to offset their weakness in combat, and some have learned the mystical arts to more than make up for their lack of exotic powers. All *humanoids* have two legs, two arms, and two eyes unless stated otherwise. These creatures have a rank equal to their HD. A *humanoid's* attributes are tabulated below:

Table 8-11: TOTIL Humanoid Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Special Abilities	Natural Weapons 1 Primary
1	+1	+0	10	10	10	6	+3	63	1	1	1d2
2	+1	+1	10	10	10	6	+3	63	2	1	1d2
3	+2	+1	10	11	11	7	+4	64	2	1	1d2
4	+2	+2	11	11	11	7	+4	64	2	1	1d2
5	+3	+2	11	12	12	8	+5	65	2	2	1d2
6	+4	+3	11	12	12	8	+5	65	3	2	1d2
7	+4	+3	12	13	13	9	+6	66	3	2	1d2
8	+5	+4	12	13	13	9	+6	66	3	2	1d2
9	+5	+4	12	14	14	10	+7	67	3	3	1d2
10	+6	+5	13	14	14	10	+7	67	4	3	1d2
11	+7	+5	13	15	15	11	+8	68	4	3	1d2
12	+7	+6	13	15	15	11	+8	68	4	3	1d2
13	+8	+6	14	16	16	12	+9	69	4	4	1d2
14	+8	+7	14	16	16	12	+9	69	5	4	1d2
15	+9	+7	14	17	17	13	+10	70	5	4	1d2

Default *humanoids* have proficiency in cheap weapons, light helms, shields, and armor types of AC 12 or below. Additionally, they may have one additional weapon proficiency for each 3 HD, rounded up. However, unlike all other primary traits, they do not have proficiency with natural weapons, and they must take proficiency in Unarmed Combat to avoid a non-proficiency penalty. Their default senses are: normal hearing and normal vision. Their default metabolism is: eat, sleep, breathe. All *humanoids* speak a native language, and they gain 1 additional language per Intelligence bonus. By default, all *humanoid* creatures have the *warcrafter* special power. They have a default walking movement allowance of 60'.

Lycanthrope – the curse of lycanthropy afflicts every *humanoid* species; the infected are compelled by the light of the full moon to change shape into savage bestial forms that cause only bloodshed and sorrow to the rest of the world. In addition to being formidable combatants, *lycanthrope* creatures are difficult to harm, have a wealth of special powers, and can spread the curse to those unlucky enough to survive their attacks. These creatures have a rank equal to their HD plus two.

All *lycanthropes* shift between three forms: their original humanoid form (the one they had before they were afflicted with the curse), a bestial form (typically quadrupedal, carnivorous, and corresponding to a fixed animal type but grotesquely huge), and a hybrid form (which combines the head and hide of the bestial form with the bipedal form and hands of the humanoid form). In humanoid form, the creature is the same as it was prior to becoming afflicted with lycanthropy, with unchanged abilities and morality and mindset; most of the time, a *humanoid* afflicted with the shape-changing curse is unaware that anything is amiss. The presence of the curse is impossible to detect; the humanoid form has no alignment that it didn't already have, and no magically detectable aura surrounds them. However, the evil monster lurks deep within them, using their senses to view the world, and sometimes subtly influencing the host form's behavior during the day so that it can plan its activities at night.

The *lycanthrope* remains dormant within the cursed *humanoid* during the two weeks out of every month on either side of the new moon. For the two weeks on either side of the full moon, the *lycanthrope* is 50% likely to be active on any night when the moon is high in the sky. For the two days of the full moon, the *lycanthrope* is 100% likely to be active at night when the moon is visible. When the *lycanthrope* is active, the evil persona asserts itself, and the creature changes shape into either the bestial or hybrid forms as it sees fit. During such times it goes out into the night and attempts to wreak havoc, killing and eating many creatures, spreading its curse to a few, but always attempting to avoid leaving a trail that will lead investigators back to its humanoid form.

During the nights of the full moon, the evil persona of the *lycanthrope* may choose to reveal itself to its humanoid form, which then becomes fully aware of what the cursed creature has done. The humanoid may then elect to embrace the curse, in which case it becomes fully evil but has access to all the hybrid form’s abilities while in humanoid form, or fight the curse, in which case it retains its personality in humanoid form and may attempt to try to find a way to cure itself of lycanthropy. Methods for doing so can be found in Chapter 7. However, the wicked persona is always lurking within the humanoid’s psyche, aware of everything the humanoid is conscious of, and it can spontaneously take over control of the humanoid if it feels threatened. Note that while the bestial and hybrid forms may be formidable in combat, the humanoid may be quite fragile; if the creature is killed in humanoid form, it is dead and the curse is lifted, so *lycanthropes* always prefer to only give the curse to *humanoids* who aren’t easily slain. In contrast, the hit dice of the *lycanthrope* in bestial and hybrid forms is increased to match the hit dice (including levels and templates) of the humanoid form afflicted – a *lycanthrope* is never made weaker by changing forms.

A *lycanthrope*’s attributes are tabulated below:

Table 8-12: TOTIL Lychanthrope Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Bestial Form Default AC	Bestial Form Default Dodge	Bestial Form Default Toughness	Bestial Form Default Poise	Bestial Form Bonus Spread out over Defenses	Sum of Ability Scores	Bestial Form # of Skills	Added Bestial Form Special Abilities	Bestial Form Natural Weapon 1 Primary	Bestial Form Natural Weapons 1 Primary/ 2 Secondary	Hybrid Form Natural Weapons 1 Primary
1	+1	+0	13	12	12	6	+3	72	1	1	1d6	1d4/1d3	1d2
2	+2	+1	13	13	13	6	+3	72	1	2	1d6	1d4/1d3	1d2
3	+3	+1	13	13	13	7	+4	73	1	2	1d8	1d6/1d4	1d2
4	+4	+2	14	14	14	7	+4	73	1	2	1d8	1d6/1d4	1d2
5	+5	+2	14	15	15	8	+5	74	1	3	1d10	1d6/1d6	1d2
6	+6	+3	14	15	15	8	+5	74	2	3	1d10	1d6/1d6	1d2
7	+7	+3	15	16	16	9	+6	75	2	3	1d12	1d8/1d6	1d2
8	+8	+4	15	17	17	9	+6	75	2	4	1d12	1d8/1d6	1d2
9	+9	+4	15	18	18	10	+7	76	2	4	2d6	1d10/1d8	1d2
10	+10	+5	16	18	18	10	+7	76	2	4	2d6	1d10/1d8	1d2
11	+11	+5	16	19	19	11	+8	77	3	5	2d8	1d12/1d8	1d2
12	+12	+6	16	20	20	11	+8	77	3	5	2d8	1d12/1d8	1d2
13	+13	+6	17	20	20	12	+9	78	3	5	2d10	2d6/1d10	1d2
14	+14	+7	17	21	21	12	+9	78	3	6	2d10	2d6/1d10	1d2
15	+15	+7	17	22	22	13	+10	79	3	6	2d12	2d8/1d12	1d2

Default *lycanthropes* do not have proficiencies while in bestial form, but while in hybrid form, they have whatever proficiencies their humanoid form has. Their default senses in bestial form are: normal hearing, normal vision, low light vision, and scent; their default senses in hybrid form are the same as

their humanoid form. Their default metabolism is: eat, sleep, breathe. *Lycanthropes* have the same languages as their humanoid form, but they cannot speak while in bestial form.

The tabulated hit dice of the lycanthrope are their minimums in bestial and hybrid forms; if their humanoid form has more hit dice, then the bestial and hybrid forms have that many hit dice as well. The tabulated natural attacks, defenses, and skills apply to a *lycanthrope's* bestial form; while in hybrid form, these are the same as the humanoid form. The tabulated ability scores apply to a *lycanthrope's* bestial form and hybrid form; the humanoid form's ability scores remain unchanged. While in bestial form or hybrid form, a lycanthrope has the following bonus special powers: *damage resistance (silver)*, *shapechange*, *cursed touch (lycanthropy)*. While in bestial form or hybrid form, a *lycanthrope* has the following weakness: *code of conduct (lunacy)*. The tabulated special powers apply only to the bestial form; the hybrid has all special powers of the humanoid form. While in bestial form, they have a default walking movement allowance of 60'; their hybrid movement rate is the same as their humanoid form.

Ooze – dark caverns and ruined places are commonly home to these monsters: simple creatures that mindlessly slither about, scavenging for food or actively hunting prey. *Oozes* as a rule are slow and easy to strike, but they are insidious and difficult to harm effectively; they have also weaponized mindlessness, and any magical effect that relies on the presence of a nervous system will find little to work on with these creatures. They have a rank equal to their HD. An *ooze's* attributes are tabulated below:

Table 8-13: TOTIL Ooze Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Intelligence is 1; Sum of Remaining Ability Scores	# of Skills	Special Abilities	Natural Weapon 1 Primary
1	+1	+0	10	6	10	6	+3	50	1	1	1d8
2	+1	+1	10	6	10	6	+3	50	1	2	1d8
3	+2	+1	10	7	11	7	+3	51	1	2	1d10
4	+2	+2	11	7	11	7	+3	51	1	2	1d10
5	+3	+2	11	8	12	8	+4	52	1	3	1d12
6	+4	+3	11	8	12	8	+4	52	2	3	1d12
7	+4	+3	12	9	13	9	+4	53	2	3	2d6
8	+5	+4	12	9	13	9	+4	53	2	4	2d6
9	+5	+4	12	10	14	10	+5	54	2	4	2d8
10	+6	+5	13	10	14	10	+5	54	2	4	2d8
11	+7	+5	13	11	15	11	+5	55	3	5	2d10
12	+7	+6	13	11	15	11	+5	55	3	5	2d10
13	+8	+6	14	12	16	12	+6	56	3	5	2d12
14	+8	+7	14	12	16	12	+6	56	3	6	2d12
15	+9	+7	14	13	17	13	+6	57	3	6	3d8

Default *oozes* do not have proficiencies. Their default senses are: gestalt senses and tremorsense. Their default metabolism is: eat. By default, *oozes* do not speak or understand languages. By default, *oozes* are immune to the following conditions: *bleeding*, *diseased*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious*. By default, all *ooze* creatures have the *amorphous* special power. They have a default walking movement allowance of 15'.

Plant – like fungi, most plants on the world of Uroth are simple and harmless. However, *plant* monsters have arisen in the darkest forests and most remote fens that are more than a match for local animal life, and they may take the lives of a few adventurers as well. Most such monsters are stupid and not very mobile, but although they have comparatively few special powers, they are strong and robust; additionally, like *oozes*, their mindlessness makes them proof against many kinds of attacks. They have a rank equal to their HD. A *plant's* attributes are tabulated below:

Table 8-14: TOTIL Plant Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Intelligence is 1; Sum of Remaining Ability Scores	# of Skills	Default Movement	Special Abilities	Natural Weapon 1 Primary	Natural Weapon 2 Secondary
1	+1	+0	13	6	12	6	+3	50	1	10'/5'	1	1d8	1d6
2	+2	+1	13	6	13	6	+3	50	1	10'/5'	1	1d8	1d6
3	+3	+1	13	7	13	7	+3	51	1	10'/5'	1	1d10	1d8
4	+4	+2	14	7	14	7	+3	51	1	10'/5'	1	1d10	1d8
5	+5	+2	14	8	15	8	+4	52	1	10'/5'	2	1d12	1d10
6	+6	+3	14	8	15	8	+4	52	2	10'/5'	2	1d12	1d10
7	+7	+3	15	9	16	9	+4	53	2	10'/5'	2	2d6	1d12
8	+8	+4	15	9	17	9	+4	53	2	10'/5'	2	2d6	1d12
9	+9	+4	15	10	18	10	+5	54	2	10'/5'	3	2d8	2d6
10	+10	+5	16	10	18	10	+5	54	2	10'/5'	3	2d8	2d6
11	+11	+5	16	11	19	11	+5	55	3	10'/5'	3	2d10	2d8
12	+12	+6	16	11	20	11	+5	55	3	10'/5'	3	2d10	2d8
13	+13	+6	17	12	20	12	+6	56	3	10'/5'	4	2d12	2d10
14	+14	+7	17	12	21	12	+6	56	3	10'/5'	4	2d12	2d10
15	+15	+7	17	13	22	13	+6	57	3	10'/5'	4	3d8	2d12

Default *plants* do not have proficiencies. Their default senses are: normal vision and tremorsense. Their default metabolism is: eat. By default, *plants* do not speak or understand languages. By default, *plants* are immune to the following conditions: *bleeding*, *diseased*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious*. They have a default walking movement allowance of 5'.

Undead – from time to time, whether by horrible accident or by malevolent design, creatures that die are infected with a spark of **unlife** and animate to plague the living. The weakest of *undead* creatures are brought back to a semblance of life to serve magic practitioners as shambling servants, but more powerful such creatures are self-willed, evil, and hunger for life-energy. They have a variety of eerie powers to assist them in their quest to destroy life. These creatures have a rank equal to their HD plus one. The *undead's* attributes are tabulated below:

Table 8-15: TOTIL Undead Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Sum of Ability Scores	# of Skills	Default Movement	Special Abilities	Natural Weapon 1 Primary	Natural Weapons 1 Primary/ 2 Secondary
1	+1	+0	13	10	10	10	+3	63	1	120'/60'	1	1d6	1d4/1d3
2	+1	+1	13	10	10	10	+3	63	1	120'/60'	2	1d6	1d4/1d3
3	+2	+1	13	11	11	11	+4	64	1	120'/60'	2	1d8	1d6/1d4
4	+2	+2	14	11	11	11	+4	64	1	120'/60'	2	1d8	1d6/1d4
5	+3	+2	14	12	12	12	+5	65	1	120'/60'	3	1d10	1d6/1d6
6	+4	+3	14	12	12	12	+5	65	2	120'/60'	3	1d10	1d6/1d6
7	+4	+3	15	13	13	13	+6	66	2	120'/60'	3	1d12	1d8/1d6
8	+5	+4	15	13	13	13	+6	66	2	120'/60'	4	1d12	1d8/1d6
9	+5	+4	15	14	14	14	+7	67	2	120'/60'	4	2d6	1d10/1d8
10	+6	+5	16	14	14	14	+7	67	2	120'/60'	4	2d6	1d10/1d8
11	+7	+5	16	15	15	15	+8	68	3	120'/60'	5	2d8	1d12/1d8
12	+7	+6	16	15	15	15	+8	68	3	120'/60'	5	2d8	1d12/1d8
13	+8	+6	17	16	16	16	+9	69	3	120'/60'	5	2d10	2d6/1d10
14	+8	+7	17	16	16	16	+9	69	3	120'/60'	6	2d10	2d6/1d10
15	+9	+7	17	17	17	17	+10	70	3	120'/60'	6	2d12	2d8/1d12

Default *undead* do not have proficiencies. Their default senses are: normal hearing, normal vision, and lifestense. They do not have a metabolism. By default, they do not speak or understand languages, but they gain 1 language per Intelligence bonus. By default, *undead* are immune to the following conditions: *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious*. Default *undead* creatures have a melee attack range of 5', regardless of HD. They have a default walking movement allowance of 60'.

Vermin – the simplest of Animal Kingdom lifeforms (arthropods and mollusks) are distinguished from *animal* monsters because they are less cunning and less combat-capable on average; however, *vermin* monsters can be a real threat, particularly when these creatures grow to enormous sizes. What they lack in raw combat power, they make up for by having comparatively more strange powers they can use to hunt prey and repel predators. These creatures have a rank equal to their HD. A *vermin's* attributes are tabulated below:

Table 8-16: TOTIL Vermin Primary Trait

HD	Combat Attack Bonus	Spell Attack Bonus	Default AC	Default Dodge	Default Toughness	Default Poise	Bonus Spread out over Defenses	Intelligence is 1; Sum of Remaining Ability Scores	# of Skills	Default Movement	Special Abilities	Natural Weapon 1 Primary	Natural Weapons 1 Primary/ 2 Secondary
1	+0	+0	13	12	10	6	+3	50	1	120'/60'	1	1d4	1d3/1d2
2	+1	+1	13	13	10	6	+3	50	1	120'/60'	2	1d4	1d3/1d2
3	+1	+1	13	13	11	7	+3	51	1	120'/60'	2	1d6	1d4/1d3
4	+2	+2	14	14	11	7	+3	51	1	120'/60'	2	1d6	1d4/1d3
5	+2	+2	14	15	12	8	+4	52	1	120'/60'	3	1d8	1d6/1d4
6	+3	+3	14	15	12	8	+4	52	2	120'/60'	3	1d8	1d6/1d4
7	+3	+3	15	16	13	9	+4	53	2	120'/60'	3	1d10	1d6/1d6
8	+4	+4	15	17	13	9	+4	53	2	120'/60'	4	1d10	1d6/1d6
9	+4	+4	15	18	14	10	+5	54	2	120'/60'	4	1d12	1d8/1d6
10	+5	+5	16	18	14	10	+5	54	2	120'/60'	4	1d12	1d8/1d6
11	+5	+5	16	19	15	11	+5	55	3	120'/60'	5	2d6	1d10/1d8
12	+6	+6	16	20	15	11	+5	55	3	120'/60'	5	2d6	1d10/1d8
13	+6	+6	17	20	16	12	+6	56	3	120'/60'	5	2d8	1d12/1d8
14	+7	+7	17	21	16	12	+6	56	3	120'/60'	6	2d8	1d12/1d8
15	+7	+7	17	22	17	13	+6	57	3	120'/60'	6	2d10	2d6/1d10

Default *vermin* do not have proficiencies. Their default senses are: normal hearing, normal vision, and low light vision. Their default metabolism is: eat, sleep, breathe. By default, *vermin* do not speak or understand languages. They have a default walking movement allowance of 60'.

Secondary Traits

The primary traits sort monsters into categories, but other traits are used to further describe monsters. Monsters that have a **secondary trait** are different from monsters that do not have that trait, but this doesn't mean that one creature has an advantage over another; in most cases, if a secondary trait confers an advantage to a creature, it must take a designated special power related to that advantage. Similarly, some secondary traits may convey a disadvantage, and this is associated with a weakness that the monster may use to offset additional special powers. Each secondary trait is described below.

Air Type – all *elementals* are associated with one of the four essential elements – air, earth, fire, water – and they are native to a plane of existence where that element is dominant. Such dimensions are inherently dangerous to those who call the Prime Material Plane home, but *elementals* who are born in that dimension are comfortable there and have powers that enable them to survive and thrive in such a place. Creatures with the *air type* secondary trait are *elementals* who are native to the Plane of Elemental Air, and each such creature has the *elemental type (air)* special power – see later in this chapter.

Altitude – monsters with this secondary trait are native to high altitudes. They do not suffer from the *anoxia* hazard described in Chapter 6.

Amorphous – an *amorphous* monster has a pliable body that can easily squeeze through narrow spaces. All such creatures must have the *amorphous* special power which is described later in this chapter.

Amphibious – most creatures are either air-breathers, and they are therefore comfortable operating in a dry environment, or they are water-breathers, meaning they function best below the surface of the water. This is described in more detail in the Metabolism and Movement sections later in this chapter. Some creatures are equally at home in an air-breathing and water-breathing environment; these

creatures receive the *amphibious* secondary trait. These monsters must also take the *amphibious* special power; see later in this chapter.

Apodal – monsters that are *apodal* have no feet. This means they cannot be knocked *prone*.

Aquatic-native – these monsters are most at home in water. Unlike the default, which is for creatures to be native to walking on dry land, they have a slow walking speed but a fast swimming speed. This is covered in more detail in the Movement section later in this chapter. They also do not suffer any of the penalties associated with fighting in or below the water that are described in Chapter 6. Aquatic-native creatures may or may not breathe water; this is explained in more detail under Metabolism.

Barbaric – the species associated with this monster is capable of crafting simple mechanisms and non-metallic arms and armor. Note that this does not mean that the individual has the skill to make such items -- only that some members of their species commonly manufacture such items, and therefore the individual is more likely to have such items in their possession. This does not mean that exceptional individuals cannot have greater crafting skills than what is typical for their species, nor does it mean that an individual cannot learn how to use more sophisticated items.

Celestial - Many creatures inhabit the Outer Planes (see Chapter 10), and of the ones most oriented towards the alignment of good, among the most important are the angels. There are many types of angels, but they all belong to the Celestial Choir that stand in opposition to the *infernals* and the forces of evil, and all such creatures have the *celestial* secondary trait as well as the *celestial* special power (see later in this chapter).

Civilized -- the species associated with this monster is capable of crafting complex mechanisms and metallic arms and armor. Note that this does not mean that the individual has the skill to make such items, only that some members of their species commonly manufacture such items, and therefore the individual is more likely to have such items in their possession.

Cold-native – monsters with this secondary trait are at home in low-temperature climate zones. They are immune to the *hypothermia* hazard described in Chapter 6. However, such a creature does not have any other resistance to cold damage unless special powers are used to grant resistance or immunity; see later in this chapter.

Dwarf – creatures with this secondary trait are members of the same species as the Dwarf PCs discussed in Chapter 2. All such monsters have the *dwarf* special power described later in this chapter. Note that Dwarf characters are exceptional members of their species, and they may have abilities that not all members of their species share.

Earless – monsters with this secondary trait have no ears or similar hearing organs, and they therefore will not have a sense of hearing. This is associated with the weakness of *reduced senses (normal hearing)*; see the Senses section later in this chapter. Such creatures are also not subject to being affected by attacks that require the target to be able to hear.

Earth Type -- all *elementals* are associated with one of the four essential elements – air, earth, fire, water – and they are native to a plane of existence where that element is dominant. Such dimensions are inherently dangerous to those who call the Prime Material Plane home, but *elementals* who are born in that dimension are comfortable there and have powers that enable them to survive and thrive in

such a place. Creatures with the *earth type* secondary trait are *elementals* who are native to the Plane of Elemental Earth, and each such creature has the *elemental type (earth)* special power – see later in this chapter.

Elf -- creatures with this secondary trait are members of the same species as the Elf PCs discussed in Chapter 2. All such monsters have the *elf* special power described later in this chapter. Note that Elf characters are exceptional members of their species, and they may have abilities that not all members of their species share.

Evil – most creatures have the capacity to behave in a manner consistent with both good and evil; even the worst-behaved person can sometimes show a streak of compassion, and even the saintliest person is capable of terrible acts. Most monsters do not have an alignment. However, the universe has **poles of alignment** that sway creatures towards good or evil acts. A few creatures, such as the *extraplanars*, have embraced one or the other of these poles, but denizens of other planes can gravitate towards an alignment as well. Those who are oriented with the direction of evil have the evil alignment and the *evil* secondary trait.

Eyeless -- monsters with this secondary trait have no eyes or similar vision organs, and they therefore will not have a sense of sight. This is associated with the weakness of *reduced senses (normal seeing)*; see the Senses section later in this chapter. Such creatures are also not subject to being affected by attacks that require the target to be able to see.

Fire Type -- all *elementals* are associated with one of the four essential elements – air, earth, fire, water – and they are native to a plane of existence where that element is dominant. Such dimensions are inherently dangerous to those who call the Prime Material Plane home, but *elementals* who are born in that dimension are comfortable there and have powers that enable them to survive and thrive in such a place. Creatures with the *fire type* secondary trait are *elementals* who are native to the Plane of Elemental Fire, and each such creature has the *elemental type (fire)* special power – see later in this chapter.

Gnome – there are many types of *fey* creatures, but the species that has most integrated itself with civilization on the surface world of Uroth are the *gnomes*. These creatures are secretive and shy, but they have been known to trade with other communities, although they attempt to remain aloof from political or military struggles. All such monsters have the *gnome* special power described later in this chapter.

Goblin – it is said that when the dwarves left Skirkendal, their ancestral home at the center of Uroth, they began the long climb of Aghen-Khaz to reach the surface. This migration took many generations, and along the way they encountered many other creatures that lived in the deep places below the surface. Chief among these were the goblins, a family of related types of underground *humanoid* species. The goblins and the dwarves have been enemies ever since, and they have fought many battles both above and below ground. All goblins have the *goblin* special power described later in this chapter.

Golem – a *golem* is a particular class of *construct* for which a combination of Arcane and Divine magic went into the construction. Wizardry puts the pieces together and makes them function, but the engine that drives the monster is a tiny spark of life energy – a creature's soul. The combination yields a

powerful creation, but also potentially one that is volatile and difficult to control. All *golems* have the *golem* special power described later in this chapter.

Good – most creatures have the capacity to behave in a manner consistent with good or evil; even the worst-behaved person can sometimes show a streak of compassion, and even the saintliest person is capable of terrible acts. Most monsters do not have an alignment. However, the universe has poles of alignment that sway creatures towards good or evil acts. A few creatures, such as the *extraplanars*, have embraced one or the other of these poles, but denizens of other planes can gravitate towards an alignment as well. Those who are oriented with the direction of good have the good alignment and the *good* secondary trait.

Halfling -- creatures with this secondary trait are members of the same species as the Halfling PCs discussed in Chapter 2. All such monsters have the *halfling* special power described later in this chapter. Note that Halfling characters are exceptional members of their species, and they may have abilities that not all members of their species share.

Heat-native -- monsters with this secondary trait are at home in high-temperature climate zones. They are immune to the *heat stroke* hazard described in Chapter 6. However, such a creature does not have any other resistance to fire damage unless special powers are used to grant resistance or immunity; see later in this chapter.

Immobile – these monsters have no movement rates, which is commonly reflected in the weakness of *reduced movement*. Such creatures can never be knocked *prone*.

Incorporeal – some creatures have no solid substance; their bodies are like vapor, and while they have only limited ability to interact with the physical world, they are also much harder to damage with physical weapons, and they can even move through solid walls. All creatures with the *incorporeal* secondary trait must take the *incorporeal* special power described later in this chapter.

Infernal – *Celestial* creatures are opposed by *infernals*, a group of creatures from the Outer Planes (see Chapter 10) who have the alignment of evil. It is said that once upon a time, all *infernals* were one big, wicked family. On the verge of defeating the *celestials*, the Everwar broke out and divided the *infernals* into two opposing camps: the demons and the devils. These wicked creatures would rather fight each other than anybody else, which perhaps works to the benefit of the entire universe. All *infernals* have the *infernal* special power (see later in this chapter).

Many-footed – creatures with this secondary trait have three or more feet, which gives them stability superior to that of bipeds. They enjoy a +4 bonus to defenses against attacks that move them against their will or knock them *prone*, or a +4 bonus to their ability scores for skill checks that have the same effects.

Mindless – creatures with very simple nervous systems carry the *mindless* secondary trait. They must always have an Intelligence score of 1; if their Intelligence is ever increased above that level, they lose the mindless trait. Creatures that are mindless are so simple that they are immune to the *afraid*, *charmed*, *confused*, and *unhinged* conditions. Additionally, all spells involving illusion have no effect on them.

Orc – of the species that have spread civilization across the surface of Uroth, humans have been the most successful: they are numerous and aggressive, and they show great energy in resolving challenges to their dominion over territory. Humanity’s chief rival in this are orcs, a species of *humanoid* whose communities in Uroth can vary from scattered bands of primitive peoples to mighty empires that trade and make war with the other nations of the world. These monsters have the *orc* secondary trait, and they must take the *orc* special power which is described later in this chapter. An exception are *orc civilians*, *sedentary* persons who are more like *human civilians* than other orcs.

Sahuagin – there are several *humanoid* species that live underwater, and the most aggressive of these are the *sahuagin*. These monsters call themselves the **shark people**, and they pride themselves on their ferocity. With their limited ability to breathe air as well as water, *sahuagin* have been known to raid communities along the seashore – their culture has little tradition of trade with other species – and they exist in a perpetual state of war with other intelligent undersea species. Those with the *sahuagin* secondary trait must take the *sahuagin* special power which is described later in this chapter.

Sedentary – for those species who have developed their civilizations to the point where elements of the population need not learn martial skills for their own preservation, such relatively harmless individuals carry the *sedentary* secondary trait. These creatures, regardless of HD, have a combat attack bonus of +0. They have little experience with arms and armor, and they can only have proficiency in *cheap* weapons and light helms. While other creatures have Hit Dice worth 1d8 hit points, a *sedentary* creature only gains 1d4 hit points for every HD. These creatures gain no special powers. A *sedentary* creature is relatively harmless in a combat setting, and it is therefore worth 0 XP to defeat.

Swarm – some monsters are not a single creature at all, but a collection of similar but relatively small creatures acting in concert. A *swarm* monster is hard to kill with weapons because each blow only kills a few of the component creatures, and therefore all weapons, including natural weapons, only deal half damage (rounded down). However, such a monster is susceptible to area damage of the sort generated by a magical spell or a flaming puddle of oil; the amount of hit point damage dealt by such attacks is doubled. All *swarms*, regardless of the type of creature that composes it, take up a 10’x10’ area, and it attacks by occupying the same space as enemy targets. Every turn of combat they attack every creature within their area, making a touch attack with combat attack bonus plus Dexterity modifier plus two against all targets’ Dodge defenses. On a success, the attack deals natural attack damage plus any special power attacks associated with the creature; on a failure, the attack deals half hit point damage (rounded down) and no special power effects. If a swarm has no natural attacks, it may instead attack every creature within their area with special attacks; however, these do not inflict damage upon a miss. Swarms move at half the default movement rates; see the Movement section later in this chapter.

Warcrafter – these creatures have a basic level proficiency in weapons of war. A creature with the *warcrafter* secondary trait must take the *warcrafter* special power described later in this chapter.

Warmaster – these creatures have a level of training in arms and armor superior to that of *warcrafters*. A creature with the *warmaster* secondary trait must take the *warmaster* special power described later in this chapter.

Warsavant – monsters with the *warsavant* secondary trait have reached peak understanding and skill with weapons and armor. A creature with the *warsavant* secondary trait must take the *warsavant* special power described later in this chapter.

Water-breathing – the default for all monsters, if not stated otherwise, is for those with breathing metabolisms to breathe air and not water. However, monsters with the *water-breathing* secondary trait breathe water instead, but they have no ability to breathe air. This is discussed in more detail under the Metabolism section later in this chapter.

Water Type -- all *elementals* are associated with one of the four essential elements – air, earth, fire, water – and they are native to a plane of existence where that element is dominant. Such dimensions are inherently dangerous to those who call the Prime Material Plane home, but *elementals* who are born in that dimension are comfortable there and have powers that enable them to survive and thrive in such a place. Creatures with the *water type* secondary trait are *elementals* who are native to the Plane of Elemental Water, and each such creature has the *elemental type (water)* special power – see later in this chapter.

Web-climber – some monsters, particularly those that are spider-like, are comfortable moving in and around webs. Where webs form a horizontal or vertical surface, a creature with the *web-climber* secondary trait can move across them at their full walking movement rate. No attack involving webs can ever give such a creature the *ensnared* condition.

Winged – creatures with this secondary trait have wings that allow them to have a fly movement rate – see the Movement section later in this chapter. Flightless birds do not carry this trait.

Hit Points

Hit points for monsters work the same as they do for player characters: when the creature loses all its hit points, it dies unless special powers or magical spells are used to save its life.

A player character's hit points are determined by giving them maximum hit points on the die for their first level, and then rolling the relevant die for each subsequent level. Monster hit points are based on HD, which in general are worth 1d8 hp apiece. Unlike a player character, monsters do not receive maximum hit points for their first Hit Die, but they must roll for hit points on all their Hit Dice at the same time. A monster's Constitution modifier is applied to every HD when rolling hit points.

The GM may roll each monster's hit points separately, or they may accept the default hit point total given in the monster listing. The default hit point total is determined by giving the monster 5 hit points for odd HD and 4 hit points for even HD. Therefore, a 7 HD monster with a 13 Constitution would have 5+4+5+4+5+4+5 hp, plus 7 hp for the Constitution bonus, for a total of 39 hp.

Initiative

Monsters roll for initiative the same way player characters do: one creature on their side rolls 1d12 and applies their initiative modifier, and the highest result of all sides in a conflict gets to take their turns first. Just as is the case with the adventurers, no monster may roll initiative twice until all monsters have rolled at least once.

A monster's initiative modifier is the same as its Dexterity modifier, as adjusted by special powers.

Morale Modifier

A monster may periodically need to make a morale check to determine whether its response to the adventurers is aggressive and bold, or passive and tentative. Rules for morale are found in Chapter 7, and the basic mechanic is a Charisma check. A minimal success indicates a more direct and assertive

response, possibly indicating violence, while a failure indicates an indirect or cautious response, which may translate into retreat or surrender. However, not all creatures with high Charisma scores are brave, and not all creatures with low Charisma scores are cowardly. The GM should select a modifier between -5 and +5 for the morale modifier, which is applied to the creature's Charisma score for the purposes of making morale checks. Therefore, an *ettin* has a Charisma score of 13, but its morale modifier is +3, and its morale check is therefore rolled against a 16. Some kinds of creature, especially mindless constructs and undead, never make morale checks – they always behave in accordance with their instructions.

Ability Scores

Monsters have the same six ability scores as player characters: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The modifier associated with each ability score is the same as tabulated in Chapter 2.

Monsters do not roll ability scores randomly. Instead, the tabulated data for the monster's primary trait and Hit Dice determine the sum of all six ability scores. The GM may build a monster by allocating any score they like to each ability score, provided the result equals the listed sum, and modified by special powers and weaknesses. No score may be lower than 1 nor exceed 25. Depending on what the monster's primary trait is, there may be limitations placed on the monster's Intelligence score; for instance, animals have an Intelligence score of 2 but the other five scores may vary widely. There are special powers that remove limitations on Intelligence for such creatures too; see later in this chapter.

Monsters that are *swarms* do not follow the usual rules for ability scores. Statistics given for *swarm* ability scores should be for the individual creatures that compose the swarm, and they are therefore comparatively weak – a swarm of bees, no matter how angry, cannot batter down a door. *Swarm* monsters ignore the **sum of ability scores** listing for their primary trait, and they are not eligible to take special powers or weaknesses that increase or decrease their ability scores.

Natural Attacks

Most monsters can make at least one attack with its physical body; the rare monster that cannot do this may take the weakness of *no attacks* to gain other advantages. A typical *humanoid*, for instance, can punch a creature with its fist, although weapons are much more effective. Other monsters can attack with a bite, claws, a tail stinger, a lashing pseudopod, a sharp proboscis, or just about any other body part the GM can envision as being useful in combat.

Many monsters have multiple attacks they can make in a round. For player characters, making multiple attacks in a round is a function of either attempting to fight with multiple weapons, which is difficult to do, or spending surges to gain more attacks. Monsters that have multiple natural attacks, however, may attack with all their natural attacks as part of a single standard action which does not trigger attacks of opportunity. Any other attacks they may have, such as those granted by special powers, are not made with the same standard action as natural attacks, unless the special power description says so. So, for instance, a terrifying *gorgon* can ram with its horns and kick with its hooves in a round, or it may breathe a cloud of poison gas, but it cannot do both things in the same turn.

Natural attacks are always melee attacks. Natural attacks are divided into two types: primary and secondary attacks. A monster's primary natural attack is its main attack form, and it often is the most damaging of its natural attacks. A monster's bonus to hit with a primary attack is equal to its combat attack bonus, as tabulated for its primary trait and HD, adjusted by its Strength modifier. A monster may

also have one or more secondary attacks. A monster's bonus to hit with a secondary attack is equal to its combat attack bonus adjusted by its Strength modifier minus two. Therefore, a monster's secondary attack bonus is always two less than its primary attack bonus. Attacks are generally rolled against the AC defense, although there are exceptions for *swarms* (see secondary traits above) or creatures with the *incorporeal* special power (see special powers later in this chapter).

The primary trait table for the monster lists the options available for how many primary and secondary attacks the monster can perform. For instance, an *animal* may be built with a single primary attack, or a single primary attack and two secondary attacks. It's up to the GM to decide which column on the table they want to use; however, notice that the fewer natural attacks a monster gets, the more damage their attacks will do – more is not always better. Once the GM decides the number and kind of attacks the monster will have, they then choose what each attack corresponds to. If an animal is built with one primary attack, it could correspond to a lizard's bite, or a swordfish's sword, or anything else the GM imagines. Note that special powers can impact the number of primary or secondary attacks a creature can have. If a monster has multiple primary or secondary attacks, the GM must decide if they are the same type of attack or a different type – for instance, if a monster has two primary attacks, one could be a bite and the other could be a lashing tail, or they could both be bites, depending on the kind of monster the GM is trying to build.

The table then lists the base damage for each attack; if two die types are listed, the one before the slash is for primary attacks and the one after the slash is for secondary attacks. The die type is the amount of hp damage inflicted upon a successful hit; for natural attacks, no damage is taken on a miss, except for *swarm* monsters. The damage is adjusted by the monster's Strength modifier. One aspect to natural weapon damage is slightly different from weapon damage: when a Strength modifier subtracts from weapon damage, say 1d6-1, one rolls the 1d6 and subtracts 1 from the result, with a minimum result of 1 hp damage. For natural weapons, each penalty of 1 to the damage means each die rolled for damage is downgraded to the next lower dice type, following this progression: 1d12 > 1d10 > 1d8 > 1d6 > 1d4 > 1d3 > 1d2 > 1. Therefore, if a monster's attack has a base damage of 2d6, but it has a Strength score of 8, and therefore a Strength modifier of -1, then the damage becomes 2d4. Note that special powers can impact the damage that attacks inflict, and some special powers are separate attacks that are automatically triggered when a natural attack successfully hits, e.g., a scorpion's tail sting deals damage but also makes a poisoning attack. Most natural attack damage has the *sharp* property, but it is up to the GM to determine whether an attack is *blunt*.

Melee attacks made by monsters are typically made at the same range as melee attacks made by player characters. However, some monsters have longer reach, either because they are a significantly larger creature, or because they have a special power that improves their melee attack range. Unless noted otherwise, if the base damage of the most damaging primary or secondary natural attack requires rolling two dice, then all the creature's natural attacks and touch attacks have an effective range of 10', and if the base damage of the most damaging primary or secondary natural attack requires rolling three dice, then all the creature's natural attacks and touch attacks have an effective range of 15'. Unlike polearm attacks, monsters with longer reach suffer no penalties for attacking creatures at a range of 5' or less.

Monsters that are *incorporeal* cannot easily interact with the physical world, so they cannot perform natural attacks the way most monsters do. However, if they concentrate, they can focus all their will into picking up a physical object or attacking corporeal targets with a jolt of force. Such a monster

therefore only gets a single primary attack, but it is a melee touch attack, using the monster's combat attack bonus and Dexterity modifier plus two against the target's Dodge defense. On a successful hit it deals base natural attack damage, but this is not modified for Strength. Any special attacks triggered by hitting with a natural attack can also be added to an *incorporeal* creature's attacks. *Incorporeal* monsters cannot wield weapons.

For the purposes of nomenclature, an attack is described with an attack bonus before a slash and the damage the attack does after the slash. As a default, unless stated otherwise a natural attack is rolled against the target's AC defense, deals untyped hit point damage when it succeeds, and it has no effect when it misses. If the attack is a weapon, it is assumed that the weapon is normal-sized and deals standard damage as tabulated in Chapter 5 for a normal-sized weapon. Small monsters deal weapon damage equal to a normal-sized weapon, but with its damage die downgraded for the monster's Strength modifier as described above. A melee attack will have a standard 5' attack range unless stated otherwise.

If a monster has hands, or manipulating limbs like hands, then it is capable of wielding weapons; if it has the right proficiencies (see later in this chapter), it can wield such weapons skillfully. Making one weapon attack is made instead of making either its primary attack or all its secondary attacks, whichever one is associated with the creature's hands. The rules for making monster weapon attacks are like determining weapon attack rolls for player characters; a melee attack is modified by the monster's combat attack bonus plus Strength modifier against the AC defense, and a missile attack roll is modified by the monster's combat attack bonus plus Dexterity modifier against the AC defense, modified by range. If a monster has multiple primary attacks with its hands, it may make multiple weapon attacks as well without penalty; otherwise, monsters that lack weapon proficiencies or multiple-weapon proficiencies suffer the same penalties to hit on their attack rolls as player characters.

It is often true that a monster cannot make an attack every round with every limb capable of making such an attack; a *decapus*, for instance, has ten tentacles but it can only make four tentacle attacks per round. The monster is simply not capable of coordinating all its limbs to attack using all of them every turn. Note, however, that a *decapus* can certainly maintain a grapple with a limb while making attack rolls with four others.

Defenses

Monsters have the same four defenses that player characters have: Armor Class (AC), Dodge, Toughness, and Poise. To determine a monster's defenses, note that base defense values are tabulated for each primary trait and HD. These are then modified by the monster's ability scores like player characters. On top of that, the tables list a **bonus spread out over defenses**; this is a bonus that may be split up among the four defenses as the GM sees fit. For example, a GM might decide to create a monster called a *war tortoise*, a 3 HD animal. This type of monster has a total bonus of +3 to add to the creature's defenses once they are modified by ability scores. The GM might decide to put the entire bonus into AC, ruling that the *war tortoise* has a hard shell that makes it hard to hit with weapons. Alternatively, they may decide that the creature's stubborn nature gives it a higher Poise defense as well, so the bonus might be split up with +2 to AC and +1 to Poise.

Movement

Monsters need to be able to move around to pose a significant challenge for adventurers. There are many ways for a monster to move, and not all monsters will have the same movement capabilities. The basics of monster movement are the same as character movement: a movement allowance is expressed as a distance the monster can move in a single turn using a move action. A monster's entry lists its preferred mode of movement first. The types of movement are described below.

Walking – the default movement for all creatures is walking. Unless stated otherwise, monsters can move at a walking allowance of the default speed listed in the primary trait table. Where a walking movement allowance is granted by a special power, the default allowance is 60'. These numbers may be increased or decreased by up to 50% if the GM wants to create a monster that is somewhat faster or slower; however, increasing or decreasing walk movement rate more than that requires the use of a special power or weakness. Monsters that have the aquatic-native secondary trait have a slower default walking rate of 15', but this can never be greater than their swim movement rate.

All creatures can also take a **run** action. The default for most creatures is that its run action's movement allowance is double its walk movement allowance. See Chapter 7 for the penalties suffered by a creature that is running. Additionally, a monster acquires the *fatigued* condition if it runs for a quantity of rounds equal to 4 plus its Constitution modifier. All creatures can only double their movement rate with one type of movement.

Swimming – only *aquatic-native* or *amphibious* creatures are sufficiently at home in the water to swim quickly. The default swim movement allowance for such creatures is 60'. These numbers may be increased or decreased by up to 50% if the GM wants to create a monster that is somewhat faster or slower; however, increasing or decreasing swim movement allowance more than that requires the use of a special power or weakness. All monsters that are not *aquatic-native* or *amphibious*, and that are not a plant, ooze, or fungus, have a swim movement rate of 15', but no larger than its walk movement allowance. Swimming creatures may **dart**, the aquatic version of running. Note the penalties for combat while swimming described in Chapter 7; these penalties do not apply to *aquatic-native* or *amphibious* creatures. Fire-type elemental creatures do not have a swim speed.

Flying – monsters only have a fly movement rate if it is listed as their primary trait default, if a special power has been used to get it, or if a spell or magic item is involved. It is up to the GM to decide if a flying monster needs wings to fly, in which case they acquire the *winged* secondary trait. The default fly movement allowance for creatures using a special power to gain fly movement is 60'. These numbers may be increased or decreased by up to 50% if the GM wants to create a monster that is somewhat faster or slower; however, if its rate is increased above the default, its walking rate may be no higher than 15'. Increasing or decreasing fly movement rate more than 50% requires the use of a special power or weakness. Creatures without the *fly* special power cannot use this means of movement. Flying creatures may **swoop**, the aerial version of running; additionally, they may **dive** if the movement is largely vertical, which is a swoop that carries the same penalties to perception and defenses but does not cause fatigue. Creatures that can fly do not have a climbing speed.

Climbing – monsters with the *climb* special power gain the ability to quickly negotiate surfaces that are vertical or even upside down without any chance of falling. The default climb movement allowance for such creatures is 30'. These numbers may be increased or decreased by up to 50% if the GM wants to

create a monster that is somewhat faster or slower; however, increasing or decreasing climb movement rate more than that requires the use of a special power or weakness. All creatures without the *climb* special power have a climb movement allowance of 15', but it is never greater than the creature's walk movement allowance, and creatures that lack appendages for climbing may have no climb speed at all. Additionally, these creatures must succeed on a Feats of Agility check or risk falling as described in Chapter 3, and they acquire the *fatigued* condition if they climb for a quantity of rounds equal to 4 plus their Constitution modifier. Note that creatures with the *web-climber* secondary trait can move even more quickly where webbing covers surfaces. However, there is no running equivalent while climbing.

Ice Walking – the *ice walk* special power grants a creature the ability to rapidly tunnel through snow or even solid ice. The default ice walk movement allowance for such creatures is 30'. These numbers may be increased or decreased by up to 50% if the GM wants to create a monster that is somewhat faster or slower; however, increasing or decreasing ice walk movement allowance more than that requires the use of a special power or weakness. Creatures without the *ice walk* special power cannot use this means of movement. It is not possible to run while ice walking. Ice walking creates vibrations in the snow or ice that can be felt by creatures standing on or touching the surface within 30'; if a creature using its ice walk movement rate is attempting to be stealthy, an Intuition check opposed by a Stealth check may be used to determine if the vibrations are detected.

Earthgliding – the *earthglide* special power grants a creature the ability to move through solid stone like a fish swimming through water. The default earthglide movement allowance for such creatures is 30'. These numbers may be increased or decreased by up to 50% if the GM wants to create a monster that is somewhat faster or slower; however, increasing or decreasing earthglide movement allowance more than that requires the use of a special power or weakness. Creatures without the *earthglide* special power cannot use this means of movement. It is not possible to run while earthgliding. Earthgliding creates vibrations in the ground that can be felt by creatures standing on or touching the surface within 30'; if a creature using its earthglide movement allowance is attempting to be stealthy, an Intuition check opposed by a Stealth check may be used to determine if the vibrations are detected. Earthgliding creatures can only move through solid rock; they cannot earthglide through soil, sand, or gravel.

Burrowing – the *burrow* special power grants a creature the ability to rapidly dig through soil, sand, or gravel. The default burrow movement allowance for such creatures is 30'. These numbers may be increased or decreased by up to 50% if the GM wants to create a monster that is somewhat faster or slower; however, increasing or decreasing burrow movement allowance more than that requires the use of a special power or weakness. Creatures without the *burrow* special power cannot use this means of movement. It is not possible to run while burrowing. Burrowing creates vibrations in the ground that can be felt by creatures standing on or touching the surface within 30'; if a creature using its burrow movement allowance is attempting to be stealthy, an Intuition check opposed by a Stealth check may be used to determine if the vibrations are detected. Burrowing creatures can only move through loose material; they cannot burrow through solid stone.

Senses

The chief difference in the way senses work for monsters is that they have a wider variety of means of perception than do player characters. However, the basic way that they work is similar: a table lists the kinds of things that a given sense can detect if a minimal success is made on a perception skill check, and good, great, or fantastic successes can reveal the information one, two, or three rows higher on each

table. A monster has default senses listed in its primary trait table, but these can be added to or subtracted from by taking the appropriate special powers or weaknesses (see later in this chapter). Additionally, it is possible to take the *enhanced senses* special power, the effects of which can be found in the descriptions of each sense listed below.

Gestalt Senses -- this perceptive sense relies on a variety of subtle senses working together – perhaps involving the five senses commonly known, or perhaps depending on sensory input of a completely alien nature. Regardless, gestalt senses provide an almost sixth sense ability to perceive things nearby. It requires no specialized organs, and perceiving things with this sense requires no skill. The range of gestalt senses is short – only within 30' – but the creature perceives everything within that area. Invisibility is easily seen through using gestalt senses, as are all other illusions, and Stealth checks made within the area of this perceptive sense automatically fail. Gestalt senses work in water, but they are blocked by solid objects thicker than a piece of paper. When the *enhanced senses* special power is applied to this sense, it doubles the effective range of gestalt senses to 60'.

Infravision -- this perceptive sense requires that the monster has eyes, or organs that perform the same function; all monsters without eyes have the *eyeless* secondary trait. Perceiving things with this sense uses the Seeing skill. Infravision sees heat signatures up to 60' distant; within that area, the monster perceives things as if bright light conditions are present. However, this sense is spoiled by the presence of heat-producing light sources in the visible spectrum; when a monster is within the radius of such a light source's bright light, that creature's infravision does not work. Infravision cannot see things underwater, and it is blocked by solid objects thicker than a piece of paper. When the *enhanced senses* special power is applied to this sense, it doubles the effective range of infravision to 120'.

Lifesense -- this perceptive sense relies upon an *undead* creature's inherent hunger for the essence of the living, and while it doesn't rely upon any organ, it is generally only a sense accessible to monsters with the *undead* primary trait. Perceiving hidden things with this sense uses the Intuition skill. Within 60', the monster can sense living material, which appears as a bright spot against a background of everything that is not alive. Living beings that have hit dice glow more brightly than ordinary non-motile plants, non-swarm insects, et cetera. Lifesense can sense direction and number of lifeforms, and it can sense enough of a shape to living beings that it can attack them without penalty, even if they are invisible. Solid objects do not block this sense unless perceiving through a minimum of 12" thickness of stone, or any thickness of lead or gold. When the *enhanced senses* special power is applied to this sense, it allows the perceiver access to information two rows higher on the table.

Low Light Vision -- this perceptive sense requires that the monster has eyes, or organs that perform the same function; all monsters without eyes have the *eyeless* secondary trait. Perceiving things with this sense uses the Seeing skill. Creatures with low light vision still rely upon light sources to see, but areas of darkness are treated as areas of dim light, and areas of dim light are treated as areas of bright light. When the *enhanced senses* special power is applied to this sense, even the area within the darkness radius of a light source is treated as bright light.

Mineral Senses -- this perceptive sense relies upon a strange organ that most creatures lack – an organ that can detect the presence of metals, gems, and other interesting minerals. Perceiving things with this sense uses the Intuition skill. Within 60', the monster can sense ores and raw gems, although ores worked into purified metal and cut gemstones appear more sharply and attractively to this faculty. This

perceptive sense has a range of 60', and it is unblocked by any solid, liquid, or gaseous barrier. However, it has no ability to perceive anything that is not mineral in nature. When the *enhanced senses* special power is applied to this sense, it doubles the effective range of mineral sense to 120'. See the table below for what mineral sense can perceive.

Table 8-17: TOTIL Mineral Sense Perception

Range	Mineral Sense Detail Level
0'	discern whether metals or gems have magical properties
5'	discern whether stone has been worked or is enchanted
10'	discern the exact location of metals or gems
20'	discern the quantity of metals or gems
40'	discern the type of metals or gems
60'	discern the presence and direction of metals or gems

Normal Vision -- this perceptive sense requires that the monster has eyes, or organs that perform the same function; all monsters without eyes have the *eyeless* secondary trait. Perceiving things with this sense uses the Seeing skill. The sense of normal vision works identically to the description for seeing things found in Chapter 6. The distance one can see using this sense is strongly dependent on the light source available; the distances that pieces of equipment shed light are given in Chapter 5, while the distances that spells shed light are given in Chapter 4. When the *enhanced senses* special power is applied to this sense, it allows the perceiver access to information two rows higher on the table.

Normal Hearing -- this perceptive sense requires that the monster has ears, or organs that perform the same function; all monsters without ears have the *earless* secondary trait. Perceiving things with this sense uses the Hearing skill. The sense of normal hearing works identically to the description for hearing things found in Chapter 6. Hearing things underwater has the same difficulty as hearing things in the air. When the *enhanced senses* special power is applied to this sense, it allows the perceiver access to information two rows higher on the table.

Scent -- this perceptive sense relies upon a nose or similar olfactory-sensing organ. Perceiving things with this sense uses the Intuition skill. This sense allows the monster to detect odors, even subtle ones, within 60'. It can be blocked by pungent or acrid odors. By smelling tracks or spoor, a monster with this sense can succeed at a minimal Intuition check to gain a +4 bonus to tracking skill checks for a track no older in hours than the number of successes rolled. Additionally, a creature can use this ability to locate creatures or objects with odors within its sensing area. When the *enhanced senses* special power is applied to this sense, it allows the perceiver access to information two rows higher on the table. See the table below for what scent can perceive.

Table 8-18: TOTIL Scent Perception

Range	Scent Detail Level
0'	gain a +4 bonus to skill checks to track the scent's source
5'	discern the exact location of a scent (effectively visible for targeting)
10'	make skill checks to determine the exact nature of the scent
20'	discern the exact location of a scent (effectively invisible for targeting)
40'	discern the number of sources of unusual scents
60'	discern the presence and direction of unusual scents

Tremorsense -- this perceptive sense requires that the monster has a sense of touch and can feel vibrations. Perceiving things with this sense uses the Intuition skill. The monster senses tiny vibrations in a surface or solid medium it is touching, and it builds a mental picture of other things that are touching that surface or solid medium as well. This perceptive sense has a range of 60'. It does not allow perceiving objects in a liquid medium or gaseous medium (such as air) unless both it and the object to be seen are touching the same solid surface. Note that a solid surface can be loosely packed solids such as sand, mud, gravel, grass, ice, or snow. This sense is much less effective against things that are not moving; skill checks involving tremorsense against immobile objects take a -4 penalty. When the *enhanced senses* special power is applied to this sense, it allows the perceiver access to information two rows higher on the table. See the table below for what tremorsense can perceive.

Table 8-19: TOTIL Tremorsense Perception

Range	Tremorsense Detail Level
0'	discerning whispered speech made by creatures on the surface
5'	building a visual picture of creatures on the surface
10'	discerning speech and similar sound made by creatures on the surface
20'	discern the approximate size and exact location of objects
40'	discern the number of sources of objects on the surface
60'	discern the presence and direction of objects on the surface

Special Powers

The default abilities of any monster are set by its primary trait and Hit Dice; the relevant table for that trait defines the type of creature's basic capabilities. Special powers go above and beyond what is typical; each one grants a creature a different type of movement, or enhances its senses, or gives it an attack or defense that makes it more formidable. Special powers are what make a monster unique.

Some primary trait types automatically grant each monster of that type a particular special power; *dragons* gain *breath weapon* by default, for instance, and typical *giants* can all *throw rocks*. Each monster also has one or more selectable special powers, the number determined by the monster's HD and the relevant primary trait table. Monsters can balance having additional special powers by also having weaknesses, which are described later in this chapter.

The spells descriptions in Chapter 4 use the dx parlance to describe the escalation of a spell's damage output based on the caster's level. A similar mechanic exists for special powers. When a special power

lists a dx of damage, this die will be 1d4 for monsters with HD 1-3, 1d6 for monsters with HD 4-6, 1d8 for monsters with HD 7-9, 1d10 for monsters with HD 10-12, and 1d12 for monsters with HD 13-15. This only accounts for the base monster's HD; templates may provide the creature with additional abilities, but they do not provide additional hit dice for the purposes of calculating dx.

The special powers are tabulated here:

Table 8-20: TOTIL Special Powers

Ability Score Bonus	increase sum of creature's ability scores by 7
Aboleth Mucus	mucus cloud grants ability to breathe water but takes away ability to breathe air
Alarming Shriek	creature can emit a piercing shriek that attracts the attention of other living beings
All-Terrain	creature's movement is uninhibited by difficult terrain
Amorphous	creature can squeeze through narrow spaces
Amphibious	creature exists equally well in water and on dry land
Animate Avatar	creature can animate an object that looks like it to do its bidding
Antimagic Cone	creature makes a conical area in which magic is suppressed
Barbed Hide	if the creature grapples or is grappled, it inflicts damage
Blast	creature attacks a linear area with untyped damage
Blinding Beauty	any who look upon the creature can be blinded
Blinding Cone	creature makes a conical area which blinds targets
Blinding Spittle	creature spits out a blinding flash
Blinding Spray	creature sprays the eyes of a target to blind it
Blood Draw	creature attaches to a victim and sucks its blood
Boneless	creatures are resistant to damage from bashing weapons
Breath Weapon	creature breathes an area attack of energy damage or some other condition
Burrow	creature can move through loose soil
Celestial	creature gains many abilities of the good-aligned denizens of the outer planes
Charge	when creature moves at least 20', one attack is more effective
Charming Dance	creature can sway hypnotically in order to charm targets
Charming Gaze	creature can charm a visible target
Charming Song	any who hear the creature can be charmed
Charming Spores	creature emits a cloud of spores to charm targets
Climb	creature is more effective at climbing up walls or across ceilings
Condition Resistance	creature is not subject to a particular condition
Confusing Babble	any who hear the creature can be confused
Constrict	creature can catch and squeeze a target to automatically inflict damage every
Corrosive	creature has an acidic body
Coven	creatures can band together and gain additional powers with greater numbers
Crush	creature can automatically damage targets it has enveloped
Cursed Touch	creature's natural attacks can inflict a curse
Damage Resistance	creature takes less damage from certain kinds of weapons
Death Gaze	creature can drain life energy from a visible target
Death Wail	creature can drain life energy from targets that can hear it
Defensive Cloud	when creature is damaged with fire, it makes a poisonous screening cloud

Table 8-20: TOTIL Special Powers (continued)

Detonation	when creature dies it explodes
Disease Touch	creature's natural attacks can inflict a disease
Drain	creature can touch a target to damage an ability score or life energy levels
Dwarf	creature is a dwarf and gains thematic benefits
Earthglide	creature can move through solid stone
Eat Metal	creature can choose to attack and damage weapons or armor that are made of
Elemental Type	creature gains special abilities linked to the four elemental types
Elf	creature is an elf and gains thematic benefits
Energy Aura	creature is surrounded by an energy nimbus that damages nearby targets
Energy Recovery	creature recovers hit points if attacked by a particular energy type
Energy Resistance	creature takes less damage from one of the four energy types
Enhanced Senses	one of creature's senses has longer range
Envelop	creature can engulf a target, and then any damage it takes is shared with the target
Envenomed Weapons	creature's weapons are continuously coated with poison
Extra Primary Attack	creature gains an additional primary attack
Eye Suite	creature has many magical eyes, each capable of a different kind of attack
Fast	creature has fast reflexes that allow it to act first in a round
Filament	creature can shoot a sticky filament at targets to drag them closer
Fleshless	creature takes less damage from bladed or pointy weapons
Fly	creature gains a flying speed
Gestalt Senses	creature gains gestalt senses
Gnome	creature is a gnome and gains thematic benefits
Goblin	creature is a goblin and gains thematic benefits
Golem	creature is a golem and gains thematic benefits
Grab	creature's natural attacks hold onto a target, making it easier to attack
Halfling	creature is a halfling and gains thematic benefits
Hard on Metal	metal weapons that strike the creature are damaged
Harvest	creature can harvest a body part from a dead creature and gain a benefit
Haste	creature can move more quickly
Haunt	creature can invade the dreams of those sleeping nearby
Horrifying Bay	any who hear the creature may become afraid
Horrifying Gaze	creature can make a visible target afraid
Horrifying Scream	creature can frighten hearing creatures nearby
Horrifying Touch	creature's natural attacks can make a target afraid
Horrifying Visage	any who see the creature may become afraid
Hurl Energy	creature can throw a ball of energy as a ranged weapon
Ice Walk	creature can tunnel rapidly through ice and snow
Immunity	creature is immune to a type of energy attack
Improved Natural Attack	one of creature's natural attacks does more damage
Incendiary	creature has a fiery body
Incorporeal	creature's body is insubstantial
Infernal	creature gains many abilities of the evil-aligned denizens of the outer planes
Infravision	creature gains Infravision senses
Ink Cloud	creature makes an obscuring ink cloud
Interpose	creature can take the brunt of an attack instead of an ally
Intoxicating Touch	creature's natural attacks can intoxicate
Invisible	creature cannot be seen
Javelin Master	creature is very good at throwing javelins quickly
Kick	creature can kick a target while it is moving

Table 8-20: TOTIL Special Powers (continued)

Leap	creature can make powerful leaps, and an attack while leaping is more effective
Lifesense	creature can sense life force nearby
Low Light Vision	light sources illuminate spaces more clearly
Lure	creature can make an illusionary lure to draw in prey
Magically Impregnable	creature is difficult to affect with magic
Mimicry	creature is good at pretending to be an inert object
Mineral Senses	creature can detect nearby metals and other minerals
Mobile	one of creature's movement rates is faster
More Secondary Attacks	creature gets more secondary attacks
Multiple Heads	creature has several heads
Multiple Weapons	creature can use multiple weapons at the same time without penalty
Nauseating Stench	creature gives off a noxious odor
Normal Hearing	creature gains the ability to hear
Normal Vision	creature gains the ability to see
Ongoing Damage	attacks cause pain for a long time
Orc	creature is an orc and gains thematic benefits
Oversized Weapons	creature can wield weapons that are unusually large
Pack Tactics	creature attacks most effectively in a large group
Pact With Death	powers
Paralyzing Gaze	creature can paralyze a visible target
Paralyzing Touch	creature's natural attacks can paralyze
Petrifying Gaze	creature can petrify a visible target
Petrifying Touch	creature's natural attacks can petrify
Petrifying Visage	all who can see the creature may be petrified
Phase Door	creature can make a short teleport
Phase Shift	creature can move between planes
Poison Aura	creature can surround itself with a poisonous effect
Poison Spittle	creature can make a ranged attack with poison
Poison Touch	creature's natural attacks can poison
Possession	creature can attempt to possess the body of a target
Potent Remnants	undead creatures can retain some of the abilities of their form in life
Pounce	creature is more effective when jumping onto a target
Punishing Attack	one of creature's natural attacks deals Trauma damage
Queen's Scent	the creature's subjects attack more fiercely when it is nearby
Rage	creature can go berserk and become more effective in combat
Reach	creature's attacks can reach farther away
Read Thoughts	creature can read nearby minds
Regeneration	creature heals damage at an incredible rate
Rend	creature does extra damage when more than one secondary attack hits
Rise	undead creature can rise again when it is destroyed
Sahuagin	creature is a sahuagin and gains thematic benefits
Scent	creature gains the scent sense
Smart	a monster that usually has a limited intelligence can be much smarter
Shapechange	creature can change forms
Share Senses	the creator of a construct can use its senses
Shielded Mind	it is impossible to read the creature's mind

Table 8-20: TOTIL Special Powers (continued)

Shocking Touch	creature can touch a target to deliver a powerful shock
Sleep Cone	creature makes a conical area that puts targets to sleep
Sleep Gaze	creature can put to sleep a visible target
Slippery	creature's skin is slick and slimy, making it hard to capture
Slowing Cloud	creature emits a cloud of gas to slow targets
Speak with Plants	creature can speak with nearby plants as if they had a language
Spellcaster	creature can cast spells like a cleric or elf
Spine Attack	creature can shoot out two quills as a ranged attack
Split	when creature is struck in combat, a small version of itself divides off
Sticky	creature's skin is covered with glue, making objects and other creatures stick
Structural Attack	creature's attacks deal extra damage to structures
Stunning Gaze	creature can stun a visible target
Stunning Screech	creature can stun hearing creatures nearby
Stunning Touch	creature's natural attacks can stun
Summon Pack	creature can summon a group of weaker monsters to help it
Summon Swarm	creature can summon a swarm monster to help it
Swallow Whole	creature can swallow a target and digest it in its stomach
Telepathy	creature can communicate telepathically
Throw Rocks	creature can throw boulders as ranged attacks
Tongue	creature has a long sticky tongue it can use to draw targets close
Tremorsense	creature can sense through vibrations in the ground
Unerring Track	creature can automatically track a particular type of target
Unstable Terrain	creature makes the ground around it soft and treacherous
Vortex	creature surrounds itself with a whirling vortex of water
Warcrafter	creature has a base level of proficiency with arms and armor
Warmaster	creature has an advanced level of proficiency with arms and armor
Warsavant	creature has the highest level of proficiency with arms and armor
Weakening Gaze	creature can fatigue a visible target
Weakening Touch	creature's natural attacks can fatigue
Web Ball	creature can throw a sticky ball of webs as a ranged attack
Whirlwind	creature surrounds itself with a whirlwind of air
Wound	creature's natural attacks cause bleeding wounds

If a GM decides to build a new monster, they may select special powers from this list to create the creature they have in mind. This does not imply that all special powers are equally effective, either in combat or in any other sense, but they are otherwise interchangeable: if a monster can have three special powers, any three chosen from the table above will fill the bill. There are a few rare exceptions; some traits are so formidable that they require spending two or more special power slots to be able to acquire it. These situations are described in the specific language for each special power. Additionally, some special powers have prerequisites, so the GM must be careful to ensure that any monster they create follows all the rules. If a special power can be taken multiple times, each entry describes what effect this has; if an entry does not mention the effect of taking it multiple time, a creature only receives a benefit from taking that special power one time.

Some special powers grant abilities that a creature must use a particular part of its action economy (2 basic actions, unlimited free actions, 1 move action, 1 standard action, 1 interrupt, unlimited reactions) to perform. Unless stated otherwise in the special power description, each power can be used as many times as the creature's action economy allows. Unless stated otherwise, the default action type used to

trigger a monster special power is a standard action. Using a special power does not trigger attacks of opportunity unless noted otherwise in the description.

A description of each special power follows:

Ability Score Bonus – taking this special power increases the total number of a monster’s ability score points by seven. This can be taken multiple times. This change is permanent.

Aboleth Mucus – this special power is typically employed by the *aboleth*, a species of monster that lives in lakes and rivers deep underground, but other monsters may have this capability as well. This special power allows an underwater creature to continuously exude thick mucus that surrounds it in a globe with a radius of 10’ – no action is required. If another being that can breathe air enters this cloud, the mucus attacks that target using the monster’s spell attack bonus and Constitution modifier, opposed by the target’s Toughness defense. If the attack is successful, the target loses the ability to breathe air but gains the ability to breathe water for a 24-hour period. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. This is not a poison, and this effect cannot be dispelled by magical means.

Alarming Shriek – a monster with this special power can emit an ear-piercing shriek of a volume and intensity specifically pitched to arouse the irritation and curiosity of living beings. For a period of one hour, chances of having *monster encounters* (see Chapter 6) within a 100-foot radius are doubled.

All-Terrain – some types of terrain are difficult to negotiate and slow a creature down. A creature with this special power is not inhibited by difficult terrain; it can move through these areas at its full movement rate.

Amorphous – creatures with this special power acquire the *amorphous* secondary trait. An *amorphous* creature either has no bones, or the framework of its body is so flexible that it can compress itself in ways that most bony creatures would find impossible. An *amorphous* creature can squeeze through gaps no wider than one inch, although depending on the creature’s size, it may take them multiple rounds or even minutes to be able to do so.

Amphibious – creatures with this special power acquire the *amphibious* secondary trait. These creatures are equally at home on land or in water. They can breathe both air and water, and this should be accounted for in their metabolism (see later in this chapter). They will also have walking and swimming speeds as if they are native to both land and sea; refer to the Movement section earlier in this chapter. *Amphibious* creatures do not take any of the penalties related to combat in the water described in Chapter 6, although they are still limited in the types of weapons that are effective underwater.

Animate Avatar – this powerful special power is only given to creatures frequently found in an environment where some portion of their surroundings resembles them physically – a cactus-creature living in a desert full of cacti, for instance, or a stony beast living in an old temple full of similarly carved statues. As a standard action, twice per day the creature can animate one of these normally inanimate features within 60’ to serve it as a guardian or helper. These avatars have physical statistics like those of the animating creature, including the Hit Dice, default senses and movement rates of the creature’s primary trait; however, they have no special powers, and they have an Intelligence score of 1, requiring

them to receive very specific mental commands from the animating creature that they must obey. The avatar animates at the beginning of the creature's next turn, and it remains active for up to 1 hour.

Anti-magic Cone – the creature generates a cone-shaped field, 60' wide at its end and 60' long, originating from the creature and oriented in a direction that the creature selects. At the start of its turn as a free action, the creature may re-orient this cone, which then follows the creature's movement in that same orientation. Any magical effect within this cone is immediately suppressed; spell effects cease to function, and magic items only function as non-magic items (e.g., a magic sword acts as a normal sword, and a magic potion flask contains inert liquid). This special power does not end magical effects, but merely suppresses their function; when a magical effect is no longer within the cone, it resumes magical operation. When the cone departs, magical effects already affecting an object or area resume immediately; magic items become potent at the beginning of the turn of their wielders. Casting magical spells while inside the cone is impossible.

Barbed Hide – a creature with this special power has skin covered with barbed hooks that cruelly cut into any beings touching it. If any being is *grappling* or is *grappled* by a creature with this special power, they sustain 1dx hp damage at the beginning of their turn.

Blast – this special power grants a creature the ability to generate a blast of force to damage its enemies. The damage created by a *blast* is untyped damage; it does not employ one of the four types of energy (fire, cold, lightning, acid), and commonly takes the form of a forceful jet of air, a gout of water, a sandstorm, or something similar. The creature designates a direction in which it directs its *blast*, which is a line 5' wide and 30' long. All targets within the area are individually attacked using the creature's spell attack bonus and Dexterity modifier against the target's Toughness defense. On a success, the *blast* deals damage equal to 2dx hp. This special power is somewhat arduous to use; once employed, it cannot be used again until the creature recovers that power. At the start of each of its turns, make a recovery roll by rolling 1d20 and adding the creature's Constitution modifier; if it rolls a 10 or better, it has recovered the use of *blast* and may use it again.

Blinding Beauty – a creature with this special power has such unearthly beauty, perfection of form, and aesthetic appeal, that unfortunate beings who look upon it can be struck blind. The creature may hide its beauty, of course, choosing to cover portions of itself so that the full and damaging scope of its beauty does not harm others – but when it uncloaks itself, look out! As a standard action, the creature targets all beings within 60' who can see it, and these targets are individually attacked using the creature's spell attack bonus and Charisma modifier against the target's Poise defense. On a success, the target acquires the *blinded* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll with 1d20 and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *blinded* condition is gone. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being's next turn.

Blinding Cone – the creature generates a cone-shaped field of flashing lights, 60' wide at its end and 60' long, originating from the creature and oriented in a direction that the creature selects. At the start of its turn as a free action, the creature may re-orient this cone, which then follows the creature's

movement in that same orientation. Any beings who find themselves inside this cone at any point during the creature's turn, and who can see the creature, are individually attacked using the creature's spell attack bonus and Charisma modifier against the target's Toughness defense. On a success, the target acquires the *blinded* condition. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as an interrupt when a creature enters the area of effect. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *blinded* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being's next turn.

Blinding Spittle – as a basic action which does not trigger attacks of opportunity, the creature spits a pellet of liquid chemicals up to 15' feet away, and if it hits a hard surface, it generates a bright flash within a 5' radius area. Targets within the area with the ability to see are individually attacked using the creature's spell attack bonus and Dexterity modifier against the target's Toughness defense. On a success, the target acquires the *blinded* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *blinded* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being's next turn. This special power may be used once per turn.

Blinding Spray – as a basic action which does not trigger attacks of opportunity, the creature sprays a gout of muddy water at a single target within 30'. The target is attacked using the creature's spell attack bonus and Dexterity modifier against the target's Toughness defense. On a success, the target acquires the *blinded* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *blinded* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being's next turn. Although this power is an attack, it does not end the creature's turn. This special power may be used once per turn.

Blood Draw – creatures with this special power attack other beings by attempting to suck their blood or other vascular fluids. This means that beings without blood or vascular fluids – *constructs, elementals, fungus, oozes, plants, and undead* – are immune to this type of attack. As a standard action, the creature makes a melee touch attack to attach itself to a target. The creature attacks with its combat attack bonus plus Dexterity modifier plus 2 against the target's Dodge defense. On a success, the attack deals

1d3 hp damage and the creature is **attached** – the target can only move if it is larger than the creature, and then it brings the creature with it. The attached creature can be detached if, as a standard action, the target or another being attempts an opposed Feats of Might or Feats of Agility check against the creature – the target chooses which skill to contest. The attached creature can also be detached if it is slain. A target with an attached creature does not suffer any other penalties, but if the creature starts its turn attached to a target, it may use a standard action to drain 1d3 points of Constitution from the target. Note that this special power can be taken twice, and the creature with these special powers inflicts 2d3 hp damage when attaching and drains 2d3 points of Constitution.

Boneless – this special power grants a creature protection from attacks that rely on blunt force, perhaps because it is well padded, or because it lacks fragile bones that can be broken. A creature with this special power takes half damage, rounded down, from weapons with the *blunt* property. They also take half damage, rounded down, from falling, deadfall traps, thrown rocks, or spells that rely on blunt force.

Breath Weapon – a creature with this special power can damage opponents by breathing out a field of damaging energy or another dangerous effect. The strength of a *breath weapon* is dependent on the creature’s Hit Dice; consult the following table.

Table 8-21: TOTIL Breath Weapon Special Power

HD	Damage Dice	Line	Cone	Cloud	Ball
1	2dx	5' wide, 30' long	20' wide, 20' long	15' wide, 15' long	range 60', 10' radius
2	2dx	5' wide, 30' long	20' wide, 20' long	15' wide, 20' long	range 65', 10' radius
3	3dx	5' wide, 30' long	25' wide, 25' long	20' wide, 20' long	range 70', 10' radius
4	3dx	5' wide, 60' long	25' wide, 25' long	20' wide, 25' long	range 75', 10' radius
5	3dx	5' wide, 60' long	30' wide, 30' long	20' wide, 30' long	range 80', 10' radius
6	4dx	5' wide, 60' long	30' wide, 30' long	25' wide, 30' long	range 85', 15' radius
7	4dx	5' wide, 90' long	35' wide, 35' long	25' wide, 35' long	range 90', 15' radius
8	4dx	5' wide, 90' long	35' wide, 35' long	25' wide, 40' long	range 95', 15' radius
9	5dx	5' wide, 90' long	40' wide, 40' long	30' wide, 40' long	range 100', 15' radius
10	5dx	10' wide, 90' long	40' wide, 40' long	30' wide, 45' long	range 105', 15' radius
11	5dx	10' wide, 90' long	45' wide, 45' long	30' wide, 50' long	range 110', 20' radius
12	6dx	10' wide, 90' long	45' wide, 45' long	35' wide, 50' long	range 115', 20' radius
13	6dx	10' wide, 120' long	50' wide, 50' long	35' wide, 55' long	range 120', 20' radius
14	6dx	10' wide, 120' long	50' wide, 50' long	35' wide, 60' long	range 125', 20' radius
15	7dx	10' wide, 120' long	55' wide, 55' long	40' wide, 60' long	range 130', 20' radius

Each *breath weapon* may take the form of a line, cone, cloud, or ball, and the areas and ranges for each such effect are listed in the table. A line effect begins touching the creature and extends in the orientation of its choice; the creature may choose to stop the line short of its maximum length. A cone effect begins with the narrow end touching the creature and extends in the orientation of the creature’s choice; the creature may choose to stop the cone short of its maximum length. A cloud effect begins with any portion of the area touching the creature, oriented as specified by the creature; the cloud’s size is fixed. A ball effect is launched by the creature up to its maximum range, oriented as specified by the creature; the ball’s size is fixed.

Breath weapons may do damage or impose conditions. If they are damaging, one of the four energy types (fire, cold, acid, lightning) is chosen, and the damage done by the *breath weapon* is listed in the table. If they impose a condition, then the GM must determine what condition is imposed and how long it lasts. *Breath weapons* typically have an effect even if the attack misses; for damaging attacks, this is half damage (rounded down). For conditions, this is typically a lesser consequence such as *slowed*, *fatigued*, or a point of ability score damage.

As a standard action, the creature chooses the orientation (and, in the case of ball attacks, the range) of its *breath weapon*, and all targets within the area are individually attacked using the creature's combat attack bonus and Dexterity modifier. The defense depends on the *breath weapon* type; damaging effects usually attack Dodge, poison effects usually attack Toughness, and the defense against other types of attacks is up to the GM. Once a *breath weapon* is used, that special power cannot be used again until the creature recovers that power. At the start of each of its turns, the creature will make a recovery roll by rolling 1d20 and adding the creature's Constitution modifier; if it rolls a 15 or better, it has recovered the use of its *breath weapon* and may use it again.

Burrow – Creatures with this special power gain the ability to move through sand, soil, or gravel. They gain a speed of 30' digging rapidly through such loose material (see the Movement section earlier in this chapter). This special power does not grant the ability to move through solid stone. This special power does not create a persistent tunnel; the material collapses behind the monster. While using this power, a monster that breathes will not suffocate while digging. Monsters partially or fully inside the medium will suffer the same penalties to combat or spellcasting that they would experience while swimming.

Celestial – NOTE: taking this requires the use of two special power slots. The *celestial* special power is a package of related special powers: *celestial* creatures all have *energy resistance (cold and lightning)*, *telepathy*, and *damage resistance (magical)*. See elsewhere in this chapter for the functions of these special powers. They are also immune to the *charmed* and *afraid* conditions, and they all have the good alignment. They have proficiency with all weapons. *Celestial* creatures all gain the *celestial* secondary trait; see above.

Charge – creatures with this special power are more effective if they can get some momentum behind their attack. If a creature with *charge* can move using its running movement allowance and traveling in a straight line at least 20' before it attacks, it will receive a +1 bonus on the attack roll for one of its attacks. Furthermore, if that attack hits, the damage that it deals is doubled. However, creatures that *charge* act recklessly and leave themselves exposed to danger; they accept all penalties associated with running, including a -2 penalty to all defenses and a -2 penalty to perception skill checks.

Charming Dance – this special power grants a creature the ability to mesmerize foes by contorting and undulating its body in hypnotic patterns. As a move action that does not trigger attacks of opportunity, the creature performs its dance and targets all beings within 30' who can see it, and these targets are individually attacked using the creature's spell attack bonus and Charisma modifier against the target's Poise defense. On a success, the target acquires the *charmed* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *charmed* condition is gone. If the special power ever fails to successfully attack a target, that

target is immune to that special power for 1 day. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being's next turn.

Charming Gaze – the creature gains the ability to emanate beams of power from its eyes that can make other beings believe them to be friends and trusted allies. A **gaze** attack cannot be countered by closing one's eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60' and attacks it with spell attack bonus plus Charisma modifier against the target's Dodge defense. On a success, the target acquires the *charmed* condition. This condition persists as described in the *charm humanoid* spell in Chapter 4.

Charming Song – the creature can sing a mesmerizing song that makes other beings perceive it as friendly and well-intentioned. As a standard action, the creature's song targets all beings within 30' that can hear it, and it individually attacks targets with spell attack bonus plus Charisma modifier against the target's Poise defense. On a success, the target acquires the *charmed* condition. This condition persists as described in the *charm humanoid* spell in Chapter 4. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Note that on their turn, beings can choose to use a basic action that triggers attacks of opportunity and a substance such as wax to stop their ears, and then they cannot be targeted until their ears are unblocked; however, the being acquires the *deafened* condition until it chooses to unstop its ears.

Charming Spores – a creature with this special power continuously emits spores that can cause breathing beings to regard it as a boon companion. A breathing being within 30' of the creature is attacked using the creature's spell attack bonus and Charisma modifier against the Poise defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *charmed* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *charmed* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day.

Climb – creatures with this special power gain the ability to move across surfaces that are not horizontal. They gain a speed of 30' climbing up walls or even across ceilings and other overhangs. However, this speed cannot be faster than the creature's walk movement rate.

Condition Resistance – A condition type is chosen from one of the following options: *poisoned*, *diseased*, *afraid*, *charmed*, *petrified*. The creature cannot acquire that condition.

Confusing Babble – the creature emits a continuous babble that addles the senses, causing otherwise rational beings to temporarily lose their sanity. At the start of their turn, any being within 60' who can hear the creature is attacked using the creature's spell attack bonus and Charisma modifier against the Poise defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *confused* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition

on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *confused* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Note that on their turn, beings can choose to use a basic action that triggers attacks of opportunity and a substance such as wax to stop their ears, and then they cannot be targeted until their ears are unblocked; however, the being acquires the *deafened* condition until it chooses to unstop its ears.

Confusing Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to temporarily addle the mind of the target. Attack the target with the creature's spell attack bonus and Charisma modifier against the Poise defense, and on a success the target acquires the *confused* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *confused* condition is gone. If this special power is selected twice, all the creature's primary and secondary attacks can cause *confusion*.

Constrict – this special power gives creatures a choice. Whenever the creature attacks with a primary attack, it can either inflict damage as usual, or it can instead choose to give the target the *grappled* condition. That primary attack is still usable by the creature while a target is *grappled*; it is assumed that an enormous python, for instance, has transferred its victim to its crushing coils but its mouth can still bite other targets! If a target is *grappled* by the creature at the start of each subsequent turn, as a basic action that does not trigger attacks of opportunity it can inflict primary attack damage on the *grappled* target. This special power only allows for a creature to *constrict* a single target at a time. To escape the *grappled* condition, on its turn as a standard action, a victim makes an opposed Feats of Agility or Feats of Might check (the victim's choice), opposed by the creature's Fights of Might; on a success, the victim is no longer *grappled*.

Corrosive – this powerful special power gives a creature power related to having an acidic composition. The creature is *immune* to acid. The creature's natural attacks are converted to inflicting acid damage. When a being makes a melee or missile or touch attack against the creature, 1dx hp acid damage is automatically inflicted on the being (if it is attacked with a natural attack or a touch) or on the weapon. The creature continuously exudes acid that eats away organic matter such as wood or leather, and slowly scores and pits metal objects. The creature cannot prevent this from happening; a *corrosive ooze* trying to cross a rope bridge will probably burn its way through before reaching the other side, and such a creature can be easily tracked through a grassy meadow by the burns it leaves on the undergrowth.

Coven – this special power can only be taken by hags and other creatures who work magic as witches. Individually, a creature with the *coven* special power has no additional powers, but when three or more creatures with this special power agree to form a witches' coven, they all gain abilities if they are all within 1 mile of each other. The degree of benefit gained depends on the size of the coven; refer to the following table:

Table 8-22: TOTIL Coven Special Power

Number in the Coven	Levels of <i>Elite</i> ()	Levels of <i>Wizard</i> ()	<i>Scrying</i> (as the spell)	<i>Legend Lore</i> (as the spell)
3	1		1/day	
4	1		1/day	
5	1	1	1/day	
6	2	1	1/day	
7	2	2	2/day	
8	2	2	2/day	
9	3	2	2/day	1/week
10	3	3	2/day	2/week

Members of the coven may gain levels of the *elite* () or *wizard* () enhancements; see later in this chapter. Each member also gains the ability to *hurl energy*, as the special power found in this section, and the type of energy used may be chosen every round by the one who uses the power; however, only one member of the coven may *hurl energy* in any given round. Additionally, if all the members of a coven join hands, they may cast *scrying* or even *legend lore* as the spells found in Chapter 4. The casting level for these spells is determined by the highest-level caster in the group.

Crush – the only creatures that may select this special power are those that also have the *envelop* special power (see later in this section). If a creature starts its turn with one or more targets *ensnared*, it may use a free action to automatically inflict primary attack damage on each target.

Cursed Touch – one type of the creature’s primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to inflict a terrible curse upon the target. Attack the target with the creature’s spell attack bonus and Charisma modifier against the Poise defense, and on a success the target acquires the *cursed* condition. The nature of the curse is fixed for each creature. If this special power is selected twice, all the creature’s primary and secondary attacks can inflict the curse.

Damage Resistance – this special power reduces the damage that a creature takes from most types of melee and missile attacks – some aspect of the creature’s anatomy supernaturally allows it to ignore much of the physical damage that weapons can do. For every 5 HD a creature has, rounded up, this special power subtracts 5 hp from damage inflicted; therefore, a creature with 5 HD reduces 5 hp from every successful weapon attack, but a creature with 6 HD reduces 10 hp. However, every creature has an Achilles’ heel, and creatures with this special power take full damage from weapons made from a particular material. There are three versions of this special power: *magical*, *silver*, and *faerie iron*; these represent the type of material that affects the creature fully. In the case of *silver* and *faerie iron*, these materials affect the creature fully; in the case of *magical*, each bonus of +1 to damage decreases the *damage resistance* by 5, e.g. a creature with damage resistance (magical) with 12 HD will reduce 15 hp damage from non-magical weapons, 10 hp damage from a weapon with a +1 damage bonus, 5 hp damage from a weapon with a +2 damage bonus, and it will provide no reduction in damage from weapons with a damage bonus of +3 or greater. This special power can reduce damage from natural weapons or manufactured weapons, but it does not reduce damage from spells, special powers, falling damage, flaming oil, or any other source unless the GM rules that it is a weapon or weapon-like. Note that it is possible for a creature to have more than one of the three types of *damage resistance*, and

then an attack must be made using a weapon that employs both types of materials to inflict full damage. A creature with this special power has natural attacks that count as if the creature is made from the material that can damage it fully, so two creatures with *damage resistance (magical)* can injure each other with their natural weapons, with an equivalent damage bonus equal to +1 for every 5 HD or fraction thereof.

Death Gaze -- the creature gains the ability to emanate beams of power from its eyes that can draw life energy out of a living being. A gaze attack cannot be countered by closing one's eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60' and attacks it with spell attack bonus plus Charisma modifier against the target's Dodge defense. On a success, the target is energy drained by one level. Means for restoring drained life energy are described in Chapter 7.

Death Wail -- the creature can create a shivering howl that pierces the souls of all within earshot. As a standard action, the creature's wail targets all beings within 30' that can hear it, and it individually attacks targets with spell attack bonus plus Charisma modifier against the target's Toughness defense. On a success, the target is energy drained by one level. Means for restoring drained life energy are described in Chapter 7. Note that on their turn, beings can choose to use a basic action that triggers attacks of opportunity and a substance such as wax to stop their ears, and then they cannot be targeted until their ears are unblocked; however, the being acquires the *deafened* condition until it chooses to unstop its ears.

Defensive Cloud -- those who use fire, magical or mundane, to attack a creature with this special power will soon regret it! When the creature takes even 1 hp of fire damage, it emits a toxic cloud of vapor that obstructs vision and kills living creatures. The cloud is 30'x30' and 20' tall, and it obscures vision to 5'. When a monster starts its turn inside the cloud, or as a reaction when a monster enters the cloud, the cloud targets that monster's Toughness defense with the creature's combat attack bonus and its Constitution modifier. On a hit, the attack inflicts 1d6 Constitution damage; on a miss it inflicts 1 hp. The cloud persists for an hour, but strong winds will disrupt it. Not breathing is not a defense against this special power, but resisting poison is. There is no mechanism for recovery, and all attacks end when the monster is no longer inside the cloud. Multiple fire attacks do not expand the *defensive cloud*, but the duration is set by the most recent such attack.

Detonation -- when a creature with this special power dies, as a reaction it immediately explodes. All targets within 10' are individually attacked with the creature's spell attack bonus and Charisma modifier against the target's Dodge defense. On a success, the target takes 3dx hp damage. Once a creature *detonates*, insufficient remains are left to communicate with or raise. This damage may have an energy type.

Disease Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to infect the target with a gruesome disease. The nature and duration of the disease is fixed for each creature and is described in Chapter 7, and its Infection Attack should be made as dictated by the specific disease. If this special power is selected twice, all the creature's primary and secondary attacks can spread the disease.

Drain – the user of this special power can draw down the vitality of an enemy, damaging their physical attributes or even their life energy. Every time this special power is selected, a choice must be made whether this power will attack one of the six ability scores, or whether it will instead deal energy drain damage. Once this choice is made, it is fixed for that special power. The damage that the *drain* attack deals is dependent on the creature’s HD and is tabulated below:

Table 8-23: TOTIL Drain Special Power

HD	Ability Score Drain (hit)	Ability Score Drain (miss)	Energy Drain (hit)	Energy Drain (miss)
1	1d2	none	N/A	N/A
2	1d2	none	N/A	N/A
3	1d3	none	N/A	N/A
4	1d3	none	1 + <i>fatigued</i>	none
5	1d4	1	1 + <i>fatigued</i>	none
6	1d4	1	1 + <i>fatigued</i>	none
7	1d4	1	1 + <i>fatigued</i>	none
8	1d6 + <i>fatigued</i>	1	1d2 + <i>fatigued</i>	none
9	1d6 + <i>fatigued</i>	1	1d2 + <i>fatigued</i>	none
10	1d6 + <i>fatigued</i>	1	1d2 + <i>fatigued</i>	none
11	1d8 + <i>fatigued</i>	1d2	1d2 + <i>fatigued</i>	none
12	1d8 + <i>fatigued</i>	1d2	1d3 + <i>fatigued</i>	1 + <i>fatigued</i>
13	1d8 + <i>fatigued</i>	1d2	1d3 + <i>fatigued</i>	1 + <i>fatigued</i>
14	1d10 + <i>fatigued</i>	1d2 + <i>fatigued</i>	1d3 + <i>fatigued</i>	1 + <i>fatigued</i>
15	1d10 + <i>fatigued</i>	1d2 + <i>fatigued</i>	1d3 + <i>fatigued</i>	1 + <i>fatigued</i>

Note that only creatures with 4 HD or more can make an energy drain attack. As a standard action, the creature makes a melee attack using combat attack bonus plus Dexterity modifier against the Toughness defense. If the attack succeeds, the damage listed under the **hit** column is inflicted; additionally, depending on the creature’s HD, the target may acquire the *fatigued* condition. If the attack fails, the damage listed under the **miss** column is inflicted, which depending on the creature’s HD may be no damage, or it may deal a fraction of the damage dealt by the hit result. The target may also acquire the *fatigued* condition on a miss. In addition to causing damage, drain restores health to the creature; if it is wounded, it regains 1 hp for every 1 point of ability score damage inflicted, or 1d6 hp for every life energy level drained.

Once a *drain* attack is used, that special power cannot be used again until the creature recovers that power. At the start of each of its turns, make a recovery roll by rolling 1d20 and adding the creature’s Constitution modifier; if it rolls a 15 or better, it has recovered the use of its *drain* and may use it again. This form of attack can only be used against living creatures that have hit dice; ordinary plants, even massive trees, are very much alive but cannot be drained.

Dwarf – creatures with the *dwarf* special power all have infravision. The first language they speak will be Dwarf. They may also choose proficiency in one weapon with the *dwarf* property and may take advantage of the benefits that this property grants. All creatures with this special power have the *dwarf* secondary trait.

Earthglide – Creatures with this special power gain the ability to swim through solid stone. They gain a speed of 30’ phasing through this medium, regardless of the hardness of the stone (see the Movement

section earlier in this chapter). This special power does not grant the ability to move through sand, soil, or gravel. This special power does not create a persistent tunnel; the material fills in behind the monster. While using this power, a monster that breathes will not suffocate while swimming. Monsters partially or fully inside the medium will suffer the same penalties to combat or spellcasting that they would experience while swimming.

Eat Metal – this special power gives creatures a choice. Whenever the creature successfully attacks with a primary attack, it can either inflict damage as usual, or it can instead choose to affect a single metal object that the target is wearing or wielding. Armor, weapons, helms, or shields that are made of metal acquire the *broken* property. If the object had the *broken* property already, it is destroyed.

Elemental Type – NOTE: taking this requires the use of two special power slots. The *elemental type* special power is a package of related special powers that is dependent on the element that the creature is associated with. Monsters with this special power must select one of the four elemental types: air, earth, fire, or water. The powers gained by the monster are as follows:

- Air: gains the *fly* and *mobile* special powers, the *whirlwind* special power, and the *blast* special power.
- Earth: gains the *earthglide* special power, the *throw rocks* special power, and the *tremorsense* special power.
- Fire: gains the *immunity (fire)* special power and the *hurl energy (fire)* special power.
- Water: gains the *amphibious* special power, the *vortex* special power, and the *blast* special power.

Elf – creatures with the *elf* special power all have infravision. The first language they speak will be Elf. They may also choose proficiency in one weapon with the *elf* property and may take advantage of the benefits that this property grants. All creatures with this special power have the *elf* secondary trait.

Energy Aura – select one of the four energy types (acid, cold, fire, lightning); the creature is surrounded by a nimbus of that energy type. The creature is not necessarily immune to that energy (although other special powers can be taken to grant such protection) but the energy is directed outward, so it does not harm the creature. When any being begins its turn within 5' of the creature, that being takes 1dx hp damage of that type. No attack roll is required to inflict this damage. At the GM's option, the creature's natural attacks may take on the energy type of its *energy aura*.

Energy Recovery – a monster must have *immunity* to one of the four energy types (acid, cold, fire, lightning) to take this special power. Not only does that energy type not cause damage to the creature, but the creature is healed hp equal to the damage that attack would have caused on a successful hit. Therefore, if a *flesh golem* is attacked with a *lightning bolt* cast by a 6th level Elf, no attack roll is made; the monster is healed 4d6 hp up to its maximum hit points.

Energy Resistance – when this special power is selected, one of the four energy types is selected: cold, fire, electricity, or acid. The creature gains *energy resistance* against damage of the selected energy type (see Chapter 7). If this special power is selected twice, it can give the creature *energy resistance* against more than one energy type, or it can instead be converted to the *immunity* special power.

Enhanced Senses – when this special power is selected, choose one of the monster’s perceptive senses, including any gained from other special powers. That sense is made more powerful; see the Senses section earlier in this chapter for the effects of *enhanced senses*.

Envelop – this special power gives creatures a choice. Whenever the creature successfully attacks with a primary attack, it can either inflict damage as usual, or it can instead choose to give the target the *ensnared* condition by entrapping the target within its body. The primary attack can still be used while a target is *ensnared*, and a creature with this special power can have multiple targets *ensnared* at the same time. The creature can continue to use its primary attack on any victims it has *ensnared*. While the creature has one or more victims *ensnared*, any damage it takes is evenly divided between the creature and its victims, except for damage that is caused by one of the victims. Therefore, if a *gelatinous cube* has *enveloped* Hattie Hartflower and Delgaard the Bold, and then Strong Soledad attacks the monster with their great sword inflicting 12 hp damage, the *gelatinous cube*, Hattie, and Delgaard each take 4 hp damage. To escape the *ensnared* condition, on its turn as a standard action, a victim makes an opposed Feats of Agility or Feats of Might check (victim’s choice) with a penalty of -4, opposed by the creature’s Feats of Might; on a success, the victim is no longer *ensnared*. If a creature escapes the *ensnared* condition, it also escapes the *grappled* condition.

Envenomed Weapons – this special power can only be given to monsters who can wield weapons. Any weapon they wield in combat is instantaneously coated with *greyblade* poison (see Chapter 7). The creature does not need to have any *greyblade* poison in their possession, and the poison is only present on a weapon they are actively wielding; it cannot be harvested or shared with another, and it disappears when the creature dies or takes its hands off the weapon.

Extra Primary Attack – monsters can only take this special power if the option taken for its natural attacks includes a primary attack. The monster gains a second primary attack with the same chance to hit and damage as the first primary attack. However, each attack may have different special powers associated with it, and they may be the same or different types. This special power can be taken more than once, and each time it is taken it grants another primary attack.

Eye Suite – NOTE: taking this requires the use of three special power slots. This special power is most famously used by the dreaded *eye of terror*, a monster described later in this chapter, which has ten small eyes at the end of a flexible eyestalk, each one capable of generating a different magical attack. The creature may use some, but not all, of these eye attacks in a single round. As a standard action, the monster may make up to 3 attacks against visible targets within 60’. Once a target is chosen, 1d10 is rolled and the monster must either use the associated eye against that target or not use that one attack. Attacks are made one at a time; the monster may choose to attack the same target more than once, but any given eye cannot be used more than once per round – if the 1d10 rolls an eye that has already been used, roll again. The ten eyes and their effects are described in the following table:

Table 8-24: TOTIL Eye Suite Special Power

1d10	Attack	Effect
1	Petrify	same as <i>petrifying gaze</i>
2	Disintegrate	same as <i>disintegration</i> spell cast by an Elf with level equal to monster's HD
3	Death	same as <i>death gaze</i>
4	Telekinesis	same as <i>telekinesis</i> spell cast by an Elf with level equal to monster's HD
5	Sleep	same as <i>sleep gaze</i>
6	Fear	same as <i>horrifying gaze</i>
7	Charm	same as <i>charming gaze</i>
8	Enervation	same as <i>weakening gaze</i>
9	Slow	same as <i>slow</i> spell cast by an Elf with level equal to monster's HD
10	Paralyze	same as <i>paralyzing gaze</i>

Where an eye duplicates the effect of a spell described in Chapter 4, the spell's effects are the same as if it is cast by an Elf with the same level as the monster has HD (maximum 12), using the monster's spell attack bonus and Intelligence modifier.

Fast – a monster with this special power goes first in a round of combat. It does not need to roll initiative every round unless there is more than one creature with this special power present; then all *fast* monsters roll initiative and go in initiative order ahead of all the creatures that are not *fast*. The monster's allies still need to roll initiative, and each ally must have a turn at rolling initiative before any ally can roll twice, exactly as if the *fast* creature was not present in the combat.

Filament – a creature with this special power can shoot a slender but very strong rope-like appendage out of its body; this limb is tipped by a sticky substance, is very elastic, and can extend up to 60' in length. As a standard action that triggers attacks of opportunity, the creature makes a ranged attack against a target with range of 20/40/60, using combat attack bonus and Dexterity modifier against the defender's Dodge defense. On any success, the filament adheres to the target. No damage is inflicted, but while the filament's sticky head is attached to the target, the target cannot move farther away from the monster, although it can move laterally or closer. To escape the filament, on its turn a target must use a standard action to achieve a good success at either a Feats of Agility or Feats of Might skill check. Additionally, a filament can be cut with a sharp weapon or natural attack, but any attack must deal 8 hp damage in a single blow to sever the line. If the monster begins its turn with a target still attached to a filament, the monster can use a basic action that does not trigger attacks of opportunity to attempt to reel the target in closer. Both the monster and the target make an opposed Feats of Might skill check, with the monster receiving a +4 bonus to their Strength ability score, and if the monster succeeds, the target is moved 10' closer. The target may not roll their Feats of Might skill check unless there is some surface they can brace against to resist movement! Damaging a filament does not subtract from the monster's hp, but a severed filament takes a monster 1 week to regrow and it cannot be used until then.

Fleshless – the monster has an unusually bony or sinewy musculature or exoskeleton that makes cutting or piercing weapons less effective. Weapons with the *sharp* property or similar natural attacks deal half damage (rounded down). Attacks with an energy type are not affected by this special power.

Fly – monsters with this special power gain a fly movement rate equal to 60' (see the Movement section earlier in this chapter). If the creature needs wings to fly, it also acquires the *winged* secondary trait.

Gestalt Senses – a monster with this special power gains the perceptive sense of gestalt senses. See the Senses section earlier in this chapter.

Gnome – creatures with the *gnome* special power all have infravision. The first language they speak will be Fey. These monsters all have the *spellcaster* special power. All creatures with this special power have the *gnome* secondary trait.

Goblin – creatures with the *goblin* special power all have infravision. The first language they speak will be Goblin. They may also choose proficiency in one weapon with the *goblin* property and may take advantage of the benefits that this property grants. Hobgoblins may also take this special power and choose from *hobgoblin* weapons. All creatures with this special power have the *goblin* secondary trait.

Golem – NOTE: taking this requires the use of three special power slots. Creatures that take this special power also gain the *golem* secondary trait. All golems must obey the commands of their creators or those given the power to command them. Golems must have a series of secret command words that are used to ensure that only those who know the proper commands can instruct them (and only in the proper language), or they must have some other means to distinguish who can master them, such as a physical object that must be held or worn by their commander. All golems have the special powers of *damage resistance (magical)*, and they are *immune* to the fire, cold, acid, and lightning energy types. Additionally, all *golems* have the equivalent of two *magically impregnable* special powers, meaning that they are immune to all but a few magical spells; the exception spells are chosen separately for each type of golem creature.

Grab – This special power is taken by a monster that has one or more natural attacks. One type of the monster's primary or secondary natural attacks gains the ability to constrain its victim. If that attack hits, it inflicts damage as normal, but it also inflicts the *grappled* condition on the target (see Chapter 7). To escape the *grappled* condition, on its turn as a standard action, a victim makes an opposed Feats of Agility or Feats of Might check (victim's choice), opposed by the monster's Feats of Might; on a success, the victim is no longer *grappled*. While a victim is *grappled*, the attack that inflicted the condition is engaged with that target; it cannot be used to attack another target unless the monster releases the *grapple*, which it can do as a free action on its turn (provided it has not already used that attack on this turn). While the target is *grappled*, however, the monster can continue to use that attack against the target on subsequent rounds. Furthermore, while a target is *grappled*, all the monster's attacks, including the grappling attack, make attack rolls against that target at a +4 bonus. If this special power is taken twice by a monster, all its natural attacks gain the *grab* special power.

Halfling – creatures with the *halfling* special power all have a +1 bonus to initiative and a +1 bonus to their AC defense. They may also choose proficiency in one weapon with the *halfling* property and may take advantage of the benefits that this property grants. All creatures with this special power have the *halfling* secondary trait.

Hard on Metal – some monsters have a hide or armored protection that is especially destructive to metal weapons. If a metal weapon successfully attacks the creature, the weapon automatically acquires

the *broken* property (see Chapter 5). If a metal weapon with the *broken* property successfully attacks the creature, the weapon is destroyed.

Harvest – a monster with this special power has the ghoulish ability to make use of a recently dead (not more than 1 hour) *humanoid's* body parts to grant it some temporary or permanent advantage. Select a specific type of *humanoid* that the monster can harvest from and select a specific part of the body that the monster will use. As a standard action, the monster harvests the selected piece of anatomy from the corpse and eats it or incorporates it into its body in some other way. Immediately the monster gains some specific benefit that the GM may select; examples may include temporarily gaining a particular special power, regaining hit points, gaining access to more spells, or otherwise making the monster more powerful and dangerous. The *harvest* ability cannot be used more than once per month.

Haste – the monster can temporarily increase its speed. As a basic action that does not trigger attacks of opportunity, the creature acquires the *hasted* condition until the start of its next turn. Once it has been used, this special power cannot be used again until the creature recovers the power. At the start of each of its turns, make a recovery roll by rolling 1d20 and adding the creature's Constitution modifier; if it reaches a threshold a 15 or better, it has recovered the use of its *haste* special power and may use it again.

Haunt – this special power gives a monster terrifying power over those unfortunate enough to sleep close by. At one point during the night, the monster performs a ritual which takes ten minutes; if the ritual is interrupted in any way, the special power fails for the night. The monster gains the knowledge of all beings with an Intelligence of at least 3 within ½ mile who are sleeping; it does not know exactly where they are located, but it knows basic information about who and what they are. The monster chooses one sleeping being and invades its dreams, torturing its victim with horrifying visions. The victim gains no benefit from sleeping with respect to healing, recovering surges, or regaining spells. Additionally, the victim is drained of 1d4 points of Constitution. This drained ability score damage nourishes the *haunting* creature; for every point of Constitution that was drained, the monster gains one *elite* enhancement (see later in the chapter). This enhancement lasts until the sun sets on the next day.

Horrifying Bay – a creature with this special power continuously howls in an unnerving fashion, unsettling all who hear it. At the beginning of its turn, any being within 60' of the creature that can hear it is attacked using the creature's spell attack bonus and Charisma modifier against the Poise defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *afraid* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *afraid* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Note that on their turn, beings can choose to use a basic action that triggers attacks of opportunity and a substance such as wax to stop their ears, and then they cannot be targeted until their ears are unblocked; however, the being acquires the *deafened* condition until it chooses to unstop its ears.

Horrifying Gaze -- the creature gains the ability to emanate beams of power from its eyes that can instill terror in an opponent. A gaze attack cannot be countered by closing one's eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60' and attacks it with spell attack bonus plus Charisma modifier against the target's Dodge defense. On a success, the target gains the *afraid* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *afraid* condition is gone.

Horrifying Scream -- the creature can emit a terrifying shriek that curdles the blood. As a standard action, the creature's scream targets all beings within 30' that can hear it, and it individually attacks targets with spell attack bonus plus Charisma modifier against the target's Poise defense. On a success, the target acquires the *afraid* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *afraid* condition is gone. Note that on their turn, beings can choose to use a basic action that triggers attacks of opportunity and a substance such as wax to stop their ears, and then they cannot be targeted until their ears are unblocked; however, the being acquires the *deafened* condition until it chooses to unstop its ears.

Horrifying Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to instill magical horror within the target. Attack the target with the creature's spell attack bonus and Charisma modifier against the Poise defense, and on a success the target acquires the *afraid* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *afraid* condition is gone. If this special power is selected twice, all the creature's primary and secondary attacks can cause fear.

Horrifying Visage -- a creature with this special power has an appearance so fearsome that it generates terror in all who look upon it. At the beginning of its turn, any being within 60' of the creature that can see it is attacked using the creature's spell attack bonus and Charisma modifier against the Poise defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *afraid* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *afraid* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being's next turn.

Hurl Energy – this special power allows a creature to throw a ball of damaging energy at a target. Every time this special power is selected, it is chosen with one of the four energy types (fire, cold, acid, lightning) and that type of energy is then fixed to that special power. This special power may be taken multiple types with a different type of energy attached to each selection. As a standard action that triggers attacks of opportunity, the creature makes a ranged attack against a single target with ranges of 20/40/60, using combat attack bonus and Dexterity modifier against the defender's Dodge defense. On a success, the special power inflicts 2dx hp damage of the chosen energy type. This special power does not require a recovery roll.

Ice Walk – Creatures with this special power gain the ability to rapidly burrow through snow or even solid ice. They gain a speed of 30' tunneling through this medium (see the Movement section earlier in this chapter). This special power does not create a persistent tunnel; the material collapses behind the monster. While using this power, a monster that breathes will not suffocate while digging. Monsters partially or fully inside the medium will suffer the same penalties to combat or spellcasting that they would experience while swimming.

Immunity – Selecting this special power requires two slots. One of the four energy types is selected; the monster takes no damage from any attack that deals that type of damage.

Improved Natural Attack – this special power must be selected for a monster that has at least one natural attack. One of the creature's types of natural attacks is selected, and that type of attack inflicts an additional die of damage – an attack that inflicts 1d8+1 hp damage inflicts 2d8+1 hp damage, and an attack that inflicts 2d6 hp damage instead inflicts 3d6 hp damage. The minimum base damage (not counting Strength modifiers) is 2d4 hp damage for an attack affected by this special power. Note that the range of a creature's attacks is not affected by this special power; a primary natural attack that is improved to 2d8+1 hp damage still only has a range of 5'. If this special power is taken more than once, it must improve a different type of natural attack.

Incendiary -- this powerful special power causes a creature to be continuously wreathed with tongues of flame. The creature is *immune* to fire. The creature's natural attacks are converted to inflicting fire damage. When a being makes a melee or missile or touch attack against the creature, 1dx hp fire damage is automatically inflicted on the being (if it is attacked with a natural attack or a touch) or on the weapon. The creature continuously chars and consumes organic matter such as wood or leather, and slowly scorches and warps metal objects. The creature cannot prevent this from happening; an *incendiary construct* will not be able to climb a rope without it burning away within its grasp, and if it attempts to walk across a wooden floor, it may very well fall through it!

Incorporeal – monsters who take this special power also acquire the *incorporeal* secondary trait. Such creatures have no solid form and do not interact normally with the physical world; they can move through solid objects. This special power makes it difficult for weapons or natural attacks to effectively damage such creatures; all such attacks deal half damage (rounded down). Even magic weapons deal less damage; if a creature has *damage resistance* against an attack form, the *damage resistance* is applied before the *incorporeal* damage reduction. Note that damage with an energy type still affects the creature normally. Of course, just as physical objects cannot interact well with the monster, the monster also has difficulty interacting with physical objects. The monster cannot make natural attacks as normal; instead, as a standard action, the monster makes a melee touch attack using its combat attack bonus

plus Dexterity modifier plus 2 against the target's Dodge defense. On a success, it deals primary attack damage to the target, unmodified by Strength – it's a jolt of force, not a blow. The monster can also not pick up physical objects, including weapons, although if it uses a standard action, it can focus its will and instantaneously push or pull a physical object. *Incorporeal* creatures cannot be *grappled* or *ensnared*, and they cannot *grapple* other beings. Since they cannot walk on the ground, they must have a movement ability such as fly to allow them to get around; similarly, an *incorporeal* creature cannot swim through the water, although it can fly through it.

Infernal - NOTE: taking this requires the use of two special power slots. The *infernal* special power is a package of related special powers: *infernal* creatures all have *energy resistance (fire and cold)*, *telepathy*, and *damage resistance (magical)*. See elsewhere in this section for the functions of these special powers. They are also *immune* to the *poisoned* and *diseased* conditions, and they all have the evil alignment. They have proficiency with all weapons. *Infernal* creatures all gain the *infernal* secondary trait; see above.

Infravision – a monster with this special power gains the perceptive sense of infravision. See the Senses section earlier in this chapter.

Ink Cloud – as a basic action that does not trigger attacks of opportunity, a monster with this ability can generate a cloud of ink (in the water) or smoke (in the air) that obscures vision. The cloud measures 20'x20'x20' and is placed in any location adjacent to the creature. Within the cloud, line of sight is reduced to 5'. The cloud persists for 1 minute unless it is dispersed by strong currents. Once an *ink cloud* is created, that special power cannot be used again until the creature recovers that power. At the start of each of its turns, make a recovery roll by rolling 1d20 and adding the creature's Constitution modifier; if it rolls a 10 or better, it has recovered the use of its *ink cloud* and may use it again.

Interpose – monsters with this special power are adept at protecting allies from harm. As an interrupt action, if the creature is aware that a designated ally within 10' is targeted by any kind of attack, including a weapon or natural attack, spell, or special power, prior to resolving the attack, the monster can make itself the target of the attack. The attack is then resolved as normal. It can use this power even if the attack is not within range of the monster, and the monster does not need to move for the special power to work. It can only use the *interpose* special power once per round.

Intoxicating Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to cause the target to become disoriented. Attack the target with the creature's spell attack bonus and Charisma modifier against the Toughness defense, and on a success the target acquires the *intoxicated* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *intoxicated* condition is gone. If this special power is selected twice, all the creature's primary and secondary attacks can disorient.

Invisible – some monsters are naturally invisible. Invisible creatures gain benefits to Stealth skill checks, are harder to hit in combat, and they also gain a bonus to hit creatures that cannot see them – see Chapter 7. Like the *improved invisibility* spell described in Chapter 4, monsters with this special power remain invisible even when they are attacking. They cannot voluntarily make themselves visible.

Javelin Master – this special power can only be selected by monsters that are capable of wielding weapons. The monster is especially skilled with the javelin; with a single standard action, it can make one additional javelin attack in one turn. Additionally, these creatures may employ javelins underwater without penalty.

Kick – the monster has powerful legs that can lash out and make a minor attack. As a basic action that does not trigger attacks of opportunity the monster may make a kick attack against a single creature within melee range. This attack does not end the monster's turn, but the target of the kick cannot be subsequently attacked by that monster's natural attacks on that turn. The monster makes a melee attack using its combat attack bonus and Strength modifier minus two against the target's AC defense, and a hit inflicts 1dx hp damage plus the monster's Strength modifier.

Leap – the creature can perform amazing jumps. In addition to its movement allowances, the creature's movement may include a single 30' maximum horizontal leap or a single 15' maximum vertical leap. If the creature makes a natural attack at the endpoint of such a leap, all attack rolls are made at a +2 bonus to hit.

Lifesense – a monster with this special power gains the perceptive sense of lifesense. See the Senses section earlier in this chapter.

Low Light Vision – a monster with this special power gains the perceptive sense of low light vision. See the Senses section earlier in this chapter.

Lure – this special power grants a monster the ability to create limited illusions as bait to draw in unsuspecting prey. As a basic action that does not trigger attacks of opportunity, the monster can create a visual illusion within 10' or maintain an ongoing illusion. The illusion can appear to be a creature or an object, and the monster has control over the illusion to allow it to appear to respond to external stimuli, but the maximum area of effect of this illusion is a cube 5' on a side.

Magically Impregnable – when a spell or other magical effect targets a creature with this special power, its inherently anti-magic nature may cause that effect to fail. When an attacker targets the creature, prior to resolving the attack roll, the attacker must make a caster level check, and to successfully overcome the monster's magic-defeating nature, they must achieve a result equal to the monster's HD plus ten. If the caster level check fails, the magical effect does not work on the creature, although it may work on other creatures if it targeted them as well. The attacker will know that this special power was responsible for the failure of the attack. If this special power is taken twice, it confers powerful immunity to magic. All magical effects simply will not work against the creature, except for up to five spells or other magical effects chosen by the GM, which may have atypical effects on the creature. These exceptions may not necessarily be known by the players, but they should ideally be magic that players could intuit to be effective – a possible example being that a monster made from soil could be affected by a *move earth* spell.

Mimicry – a monster with this special power has the uncanny ability to make itself appear like a specific type of object or part of the environment, usually to lull other beings into a false sense of security. When this creature attempts to use a Stealth check to mimic the types of objects or terrain determined for the creature, it uses its Charisma ability score, and that score shall be treated as no lower than 18 for the purposes of this skill check. This power is only effective when the creature is not attacking.

Mineral Senses – a monster with this special power gains the perceptive sense of mineral senses. See the Senses section earlier in this chapter.

Mobile – this special power can be used in two ways. First, for a creature that has no walking movement rate, or a relatively slow walking movement rate, the creature gains a walking movement allowance of 60'. Alternatively, the *mobile* special power can be applied to any type of movement allowance the creature already has (including walking); that movement rate doubles.

More Secondary Attacks – monsters can only take this special power if the option taken for its natural attacks includes at least one secondary attack. The monster gains two more secondary attacks with the same chance to hit and damage as the first secondary attack. However, each attack may have different special powers associated with it, and they may be the same or different types. This special power can be taken more than once, and each time it is taken it grants another two secondary attacks.

Multiple Heads – a monster with this special power has more than one head, and it is implied that each head has its own sensory organs and brain. This does not necessarily mean that the creature has multiple bite attacks; these must be selected by choosing the right number of natural attacks or using other special powers to grant more attacks. However, it does mean that the monster's redundant perceptive functions grant it a +2 bonus to Seeing, Hearing, and Intuition checks. Additionally, its redundant nervous system means that it gains a +4 bonus to its defenses against attacks that result in the *sleeping, charmed, afraid, unhinged, blinded, deafened, stunned, or unconscious* conditions.

Multiple Weapons – this special power can only be taken by a monster that has multiple secondary natural attacks, and each of these attacks is made using a limb capable of holding and employing a weapon. This creature can wield one weapon per limb, and each weapon attack is made as a secondary attack with no additional penalties for multiple weapon fighting. Without this special power, a creature can only make one weapon attack regardless of how many secondary natural attacks it has.

Nauseating Stench – a creature with this special power continuously emits a musk from its body that other creatures find repulsive. At the beginning of its turn, any being within 10' of the creature is attacked using the creature's spell attack bonus and Charisma modifier against the Toughness defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *nauseated* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *nauseated* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Stopping breathing or plugging one's nose is not an effective defense against this special power.

Normal Hearing – a monster with this special power gains the perceptive sense of normal hearing. See the Senses section earlier in this chapter.

Normal Vision – a monster with this special power gains the perceptive sense of normal vision. See the Senses section earlier in this chapter.

Ongoing Damage – when a monster with this special power causes damage with one of its natural attacks, the resulting damage is felt by the target until the beginning of the monster's next turn. For

instance, an *ant swarm* bites Fortana the Fire-Eater for 3 hp damage. Until the start of the *ant swarm's* next turn, that 3 hp damage is treated as an interrupt attack occurring in the middle of any action Fortana takes, including casting spells or performing other actions that require concentration.

Orc – creatures with the *orc* special power all have infravision. The first language they speak will be Orc. They may also choose proficiency in one weapon with the *orc* property and may take advantage of the benefits that this property grants. All creatures with this special power have the *orc* secondary trait.

Oversized Weapons – this special power may only be taken by monsters that can wield weapons. The monster is capable of wielding weapons that are one size larger than a creature of its size can usually use. Therefore, a monster that normally could only wield standard size weapons can wield giant-sized weapons, and a monster that normally could wield giant-sized weapons can wield gargantuan-sized weapons. The monster is still capable of wielding smaller weapons as well.

Pack Tactics – the monster specializes in attacking in groups, overwhelming foes with sheer numbers. A creature with this special power gains a bonus of +1 to melee attack rolls for every similar monster within melee range of the same target. Therefore, if four *hyenas* are surrounding a character, each one gains a +3 bonus to hit with its bite attack.

Pact with Death – NOTE: taking this requires the use of two special power slots, and the monster must be *undead*. The creature's unlife is sustained by the creation of a **phylactery** – an object that houses and protects the monster's vitality. While the phylactery is intact, the creature cannot be permanently destroyed: even if its physical body is disintegrated, the phylactery gradually rebuilds a new form for the creature, and in a month's time it returns at full hit points and functionality. However, the phylactery represents a weak point for the monster; although it can only be destroyed by an attack that deals 10 hp in a single blow, smashing the phylactery immediately and permanently kills the creature. As a result, creatures with a *pact with death* usually hide their phylacteries well and protect them with monsters and traps. The phylactery can be any distance from the monster, but it must be on the same plane of existence. Phylacteries can appear as any kind of object at all, from the size of necklace to the size of a throne, and most forms of magical detection will not reveal them for what they are. Creatures with a *pact with death* receive the benefit of the following special powers: *paralyzing touch*, *horrifying visage*, and *damage resistance (magical)*.

Paralyzing Gaze -- the creature gains the ability to emanate beams of power from its eyes that can cause another being to freeze motionless. A gaze attack cannot be countered by closing one's eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60' and attacks it with spell attack bonus plus Charisma modifier against the target's Dodge defense. On a success, the target gains the *paralyzed* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *paralyzed* condition is gone.

Paralyzing Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to cause the target's muscles to lock up such that it cannot move or act. Attack the target with the creature's combat attack bonus and Charisma modifier against the Toughness defense, and on a

success the target acquires the *paralyzed* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *paralyzed* condition is gone. If this special power is selected twice, all the creature's primary and secondary attacks can paralyze.

Petrifying Gaze -- the creature gains the ability to emanate beams of power from its eyes that can cause another being to turn to stone. A gaze attack cannot be countered by closing one's eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60' and attacks it with spell attack bonus plus Charisma modifier against the target's Dodge defense. On a success, the target gains the *petrified* condition. This condition is permanent unless it is dispelled, or unless magic is used to remove this condition.

Petrifying Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to turn the target to stone. Attack the target with the creature's spell attack bonus and Charisma modifier against the Toughness defense, and on a success the target acquires the *petrified* condition. This condition is permanent unless it is dispelled, or unless magic is used to remove this condition. If this special power is selected twice, all the creature's primary and secondary attacks can petrify.

Petrifying Visage -- a creature with this special power has an appearance so appalling that it can turn onlookers to stone. At the beginning of its turn, any being within 60' of the creature that can see it is attacked using the creature's spell attack bonus and Charisma modifier against the Dodge defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *petrified* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *petrified* condition is gone. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being's next turn.

Phase Door -- the creature can instantaneously teleport short distances. As a move action that does not trigger attacks of opportunity, the creature can create a *dimension door* spell effect as if it is cast by an 8th level Elf. This is not a standard action and therefore does not end the creature's turn.

Phase Shift -- the creature can instantaneously transition between the Prime Material Plane and the Ethereal Plane. As a move action that does not trigger attacks of opportunity, the creature can move from the Prime Material Plane to the corresponding point on the Ethereal Plane, or vice versa. This is not a standard action and therefore does not end the creature's turn.

Poison Aura -- this special power allows a creature to continuously emit a poisonous effect that surrounds it closely, and which damages the health of any who approach. This may take the form of a cloud of vapors, a mane of venomous spines, or anything that the GM can imagine. At the beginning of

its turn, any being within 5' of the creature acquires the *poisoned* condition. The nature and duration of the poison is fixed for each creature and is described in Monster Poisons later in this chapter.

Poison Spittle – a creature with this special power can spit a gout of poison at range. As a standard action that triggers attacks of opportunity, the creature makes a ranged attack against a single target with ranges of 20/40/60, using combat attack bonus and Dexterity modifier against the defender's Dodge defense. On a success, the target acquires the *poisoned* condition. The nature and duration of the poison is fixed for each creature and is described in Monster Poisons later in this chapter.

Poison Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack inflicts damage as normal, but it also imposes the *poisoned* condition. The nature and duration of the poison is fixed for each creature and is described in Monster Poisons later in this chapter. If this special power is selected twice, all the creature's primary and secondary attacks can inject the poison.

Possession – this special power may only be selected for an incorporeal *undead* monster. The creature's mortal remains can be found close to a **soul object** – a physical item that serves as the repository for the creature's life essence. The soul object is a jewel of minimum 200 gp value; if it takes 5 hp of damage, it is destroyed. The creature may enter its soul object as a movement action and make possession attacks against living creatures within 120'. This attack uses Spell Attack bonus plus Charisma modifier against the Poise defense, and on a hit, the victim's soul is drawn into the soul object while the monster inhabits the victim's body. This entrapment cannot be recovered from unless the monster chooses to release them, the soul object is destroyed (killing both monster and victim), or the body is killed more than 120' from the soul object (the monster dies, but the victim is imprisoned within the soul object with no way out). If the body is killed within 120' of the soul object, the victim dies and the monster is shunted back into the soul object. While inhabiting the body, the monster retains its Intelligence, Wisdom, and Charisma scores, and if it has spellcasting ability, it may use it if the body has the voice and appendages to cast. In all other respects, the body has its physical statistics from before it was possessed. After a maximum of 24 hours of possession, the monster must return to its soul object, restoring the victim to its body.

Potent Remnants – this special power may only be selected for an *undead* monster. A creature with this special power has a rank 1 higher than would otherwise be indicated for a creature of its HD. Undead monsters with this special power were created from the remains of a monster other than a *humanoid*, and some portion of the creature's living existence is still available to it in its state of unlife. When generating the monster's statistics, every category is chosen from the primary trait defaults for *undead* or the original creature's primary trait when it was alive, whichever is better. Therefore, a monster that is an undead form of a *bulette* (a *beast*) would gain the *undead's* ability scores but the combat attack bonus of a *beast* with the same HD.

Pounce – this special power can only be selected by a creature that has at least one secondary attack form. The creature attacks by leaping or dropping on prey, and when it does so it can bring other limbs into play to make more attacks. When the creature makes a minimum 20' horizontal move, or a minimum 10' drop downwards, and this movement ends in an attack with natural weapons, it can double its number of secondary attacks. Additionally, each such attack is made as if the attack were a

primary attack, losing the -2 penalty. In subsequent rounds, these extra attacks are lost unless the creature can move and attack in the same fashion.

Punishing Attack – this special power can only be taken by a creature with one or more forms of natural attack. One of the creature's types of natural attacks deals traumatic damage to its victims when it hits. In addition to dealing hit point damage, each successful punishing attack inflicts 1 point of trauma.

Queen's Scent – creatures with this special power are rulers over other kinds of beings that serve as their subjects. The creature can emit a scent that causes its subjects to go into a battle frenzy to defend their queen. When the creature is within 30' of its designated subjects, the servitors receive a bonus of +1 on natural attack rolls, and each successful natural attack hit inflicts an additional 1 hp damage. The creature can also subtly vary the scent to give its subjects commands exactly as if the creature had *telepathy*, although this has no effect on other kinds of beings.

Rage – the monster can enter a state of profound battle-rage that enhances its physical abilities. As a free action, the monster rages for 10 minutes. During this time, the monster gains bonuses of +2 to melee attack rolls, and successful melee hits inflict an additional +2 hp damage; additionally, the creature gains a +4 bonus to Feats of Might skill checks. The monster may choose to end its rage prematurely. If the creature has 10 HD or more, these bonuses increase to +3 to melee attack rolls and attack damage, and a +5 bonus to Feats of Might skill checks.

Reach – all the natural attacks or touch attacks made by the monster have a range 5' longer than the default. This special power can be taken more than once, and each time it is selected, it adds an additional 5' to the range of all natural attacks or touch attacks. This has no effect on weapon attacks.

Read Thoughts – the monster gains the ability to subtly intercept the thoughts of beings. The monster automatically knows the number of beings within 60' that have an Intelligence score of 3 or better. As a basic action that does not trigger attacks of opportunity, once per turn, the monster selects one of those beings and can read its surface thoughts, knowing exactly what it is currently thinking as well as who and what it is. As a standard action that does not trigger attacks of opportunity, the monster selects one of those beings and can dive more deeply into its thoughts, but this requires an attack roll using spell attack bonus plus Charisma modifier vs. the target's Poise defense. The monster chooses a specific piece of information to probe for, and depending on how deeply buried a particular thought may be, the DM may grant the target a bonus up to +5 to its defense. If the attack fails, the target knows it has been probed and what information is being sought. If a creature knows its thoughts are being read and wants to resist, an attack vs. Poise is required even if the spell is scanning surface thoughts.

Regeneration – this potent special power accelerates a creature's healing ability such that it can recover hit points at a superhuman rate. At the beginning of its turn, without any action required, if the creature's current hp is below its maximum, it regains 1 hp for every 2 HD (round up). Additionally, at the beginning of its turn, without any action required, if the creature has sustained trauma damage, it loses 1 point of trauma. *Regeneration* works unless a preset condition applies, such as the creature taking a specific type of damage on the round before, or the creature being subjected to a specific type of called shot. Unless this specific exception occurs, a creature with *regeneration* will even return from being killed; when it is reduced to 0 hp, it becomes *unconscious* and loses one full turn while it is dying, but it does not automatically die at the end of their turn. Instead, on the turn following, it begins to regain hp and trauma, and it becomes conscious as soon as its hp are above zero and its trauma points

falls below its Constitution. This special power is recorded with the points of regeneration and the exception condition listed in parentheses; therefore, a 6 HD *troll* has the special power of *regeneration (3, fire)*. Note that if a creature with *regeneration* is struck by its limitation while it is dying, it immediately dies, and *regeneration* will not bring it back.

Rend – this special power can only be taken by a creature that has at least two of the same type of natural attacks. If any two of these natural attacks hit the same target in the same turn, as a reaction the damage inflicted by those two attacks is doubled. If more than two of the same type of natural attack hit the same target, only the damage of the first two attacks is doubled.

Rise – this special power can only be selected by an *undead* creature. When the monster dies, it may not stay dead. If it is killed by any means short of complete disintegration, as a reaction it immediately makes a recovery roll on 1d20 with its Constitution modifier added. If it rolls 15 or higher, in 1d4 rounds its remains are restored to full health and it can stand up with all forms of damage healed and all conditions removed.

Sahuagin – creatures with the *sahuagin* special power all have low light vision. The first language they speak will be Merfolk. These monsters all have the *amphibious* special power, but they may only breathe air for four consecutive hours; after that they must breathe only water for a day before they regain air-breathing capability. All creatures with this special power also have the *telepathy* special power, but they may only use it to communicate with sharks or other *sahuagin* monsters.

Scent – a monster with this special power gains the perceptive sense of scent. See the Senses section earlier in this chapter.

Shapechange – this special power grants a creature the ability to take on new forms like the results of a *polymorph* spell cast by an Elf with a level equal to the monster's HD (maximum 12). If the creature is a *lycanthrope*, it has exactly three forms it can switch between (see the section on the *lycanthrope* primary trait above). Otherwise, the maximum number of additional forms the creature can assume is equal to 1 for every 3 HD the creature has (round up). The forms are specified at the creature's creation, and these forms may not have more HD than the creature's natural form. Changing forms requires a standard action which triggers attacks of opportunity. If the creature takes this special power twice, its ability to change forms becomes more flexible. The creature may take on an unlimited number of forms, which are not preset when the creature is created. These forms may still not have more HD than the creature's natural form.

Share Senses – this special power can only be selected by a creature that is a *construct*. The controller of the creature may, as a standard action that triggers attacks of opportunity, perceive using the creature's senses. This special power only works while the creature is within a mile of the being that controls it. Only the creature's senses can be used; a *construct* with the *share senses* special power cannot see in the dark, even if its controller can.

Shielded Mind – a creature with this special power is warded against psychic intrusion. Scrying and other location spells fail to locate or spy upon the creature. All spells and special powers that involve reading the creature's thoughts or emotions likewise automatically fail. This special power does not grant any protection against illusions or any conditions.

Shocking Touch – this special power grants a creature the ability to touch a target and deliver a powerful electric jolt. As a standard action, make a touch attack against the target with the creature’s combat attack bonus and Dexterity modifier plus two against the Dodge defense. On a success, the attack delivers electricity damage equal to that dealt by a *shocking grasp* spell (see Chapter 4) cast by an Elf with caster level equal to the creature’s HD. If the attack fails, the special power has no effect; one cannot hold the charge as one can when casting *shocking grasp*. Once a *shocking touch* is used, that special power cannot be used again until the creature recovers that power. At the start of each of its turns, make a recovery roll by rolling 1d20 and adding the creature’s Constitution modifier; if it rolls a 10 or better, it has recovered the use of its *shocking touch* and may use it again.

Sleep Cone – the creature generates a cone-shaped field of hypnotically strobing lights, 60’ wide at its end and 60’ long, originating from the creature and oriented in a direction that the creature selects. At the start of its turn as a free action, the creature may re-orient this cone, which then follows the creature’s movement in that same orientation. Any beings who find themselves inside this cone at any point during the creature’s turn, and who can see the creature, are individually attacked using the creature’s spell attack bonus and Charisma modifier against the target’s Poise defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *sleeping* condition. This condition persists like a *sleep* spell as described in Chapter 4, and it can be disrupted by physically disturbing the sleeper in the same way. Note that on their turn, beings can choose not to look at a creature with this power, and then they cannot be targeted until the start of their next turn; however, the creature is effectively invisible with respect to that being until the start of the being’s next turn.

Sleep Gaze -- the creature gains the ability to emanate beams of power from its eyes that can cause another being to fall asleep. A gaze attack cannot be countered by closing one’s eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60’ and attacks it with spell attack bonus plus Charisma modifier against the target’s Dodge defense. On a success, the target gains the *sleeping* condition. This condition persists like a *sleep* spell as described in Chapter 4, and it can be disrupted by physically disturbing the sleeper in the same way.

Slippery – the creature is naturally coated with a slick substance that makes it difficult to hold onto. It enjoys a +4 bonus to any defenses against any attack that results in the *grappled* or *ensnared* conditions. Additionally, if it is *grappled* or *ensnared*, it gains a +4 bonus on skill checks to escape the *grappled* or *ensnared* condition, provided a successful skill check can result in escape. The creature can choose not to be *slippery* for the purpose of imposing its own *grappled* or *ensnared* conditions on a target.

Slowing Cloud – this special power grants the power to generate a cloud of gas that slows the metabolism of creatures that breathe. Generating the cloud is a basic action that does not trigger attacks of opportunity. The cloud persists for 10 minutes; it is stationary. It attacks every breathing target within 10’ using the creature’s spell attack bonus and Constitution modifier against the Toughness defense. These attacks are made at the beginning of every round that a creature is within the area, and it also attacks as a reaction when a creature enters the area of effect. On a success, the target acquires the *slowed* condition. This condition persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 10

or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 9; every round the recovery target drops by 1 until the *slowed* condition is gone. If the special power ever fails to successfully attack a target, that target is immune to that special power for 1 day. Once a *slowing cloud* is used, that special power cannot be used again until the creature recovers that power. At the start of each of its turns, make a recovery roll by rolling 1d20 and adding the creature's Constitution modifier; if it rolls a 10 or better, it has recovered the use of its *slowing cloud* and may use it again.

Smart – this special power can only be selected by a monster whose primary trait's sum of ability scores indicates that the creature's Intelligence score is limited. The ceiling on the creature's Intelligence score becomes 10. The creature can have a lower Intelligence than 10, provided it is higher than the primary trait default; any ability score points lower than 10 can be reallocated to other ability scores. For example, a 1 HD *construct*'s default is to have an Intelligence of 3 and the remaining 5 ability scores will sum to 60. With the *smart* special power, the monster can have an Intelligence of 10 and five other scores that sum to 60, an Intelligence of 4 and five other scores that sum to 66, or anywhere in between. A creature with this special power may know 1 language, and they may speak this language if they have the physical apparatus to do so.

Speak with Plants – the monster gains the ability to interact with plants, animated or otherwise, as if they were monsters with intelligence and language. As a standard action that does not trigger attacks of opportunity, the monster can command all plant beings within 30' to gain the abilities of a monster with the *plant* primary trait. Most plants will only have 1 HD, but larger plants may be more powerful. Additionally, the monster gains the ability to speak telepathically with plants within 30'. Plants that are animated by the special power will follow the instructions of the monster, including attacking designated targets. They will also communicate with the monster, advising what they have recently perceived with their limited senses. Plants that were already animated will still communicate with the monster, but they must be convinced to follow instructions. Once plants are animated, they remain in that state until the creature is more than 30' away; at that point they resume their normal behavior and abilities.

Spellcaster – a monster with this special power gains the ability to cast spells, just like spellcasting character classes. The caster level of the monster is equal to its HD (maximum 12), and its spell attack bonus is used to make spell attacks. If the spell cast is a Divine spell, the monster's Wisdom modifier applies; if the spell cast is an Arcane spell, the monster's Intelligence modifier applies. Casting a spell requires the same type of action as described in Chapter 4, and it triggers attacks of opportunity in the same way.

If this special power is taken one time, the monster is considered a constrained spellcaster. It receives several spells it can cast based on its HD, and the level of the spell and the number of times it can be used daily are also limited by HD in accordance with the following table:

Table 8-25: TOTIL Spellcaster Special Power

HD	Caster Level	Constrained Spells Known / Daily Castings	Constrained Maximum Spell Level	Unconstrained Spellcasting Equivalent Level
1	as HD	1	1	as Cleric or Elf of a level equal to HD
2	as HD	2	1	as Cleric or Elf of a level equal to HD
3	as HD	3	2	as Cleric or Elf of a level equal to HD
4	as HD	4	2	as Cleric or Elf of a level equal to HD
5	as HD	5	3	as Cleric or Elf of a level equal to HD
6	as HD	6	3	as Cleric or Elf of a level equal to HD
7	as HD	7	4	as Cleric or Elf of a level equal to HD
8	as HD	8	4	as Cleric or Elf of a level equal to HD
9	as HD	9	5	as Cleric or Elf of a level equal to HD
10	as HD	10	5	as Cleric or Elf of a level equal to HD
11	as HD	11	6	as Cleric or Elf of a level equal to HD
12	12	12	6	12
13	12	13	6	12
14	12	14	6	12
15	12	15	6	12

Constrained spellcasters do not require holy symbols or spellbooks to cast spells. 1st and 2nd level spells may be cast no more than 3 times per day; 3rd and 4th level spells may be cast no more than 2 times per day; 5th and 6th level spells may be cast no more than 1 time per day. A constrained spellcaster can choose both Divine and Arcane spells, but these are fixed when the monster is created. For example, a 3 HD constrained spellcaster monster is created. It knows how to cast three spells, but none can be higher than 2nd level. The GM decides the monster will be able to cast *light*, *web*, and *silence*. It can cast 3 spells every day, in any combination – three *light* spells, or two *webs* and a *silence*, or one of all three.

If this special power is taken two times, the monster is considered an unconstrained spellcaster. The GM chooses whether the creature will cast spells as an Elf or as a Cleric of a level equal to its HD (maximum 12). The monster can cast spells every day like that player class, gaining the number of spells equal to that described in Chapter 2. These monsters do require holy symbols or spellbooks to cast spells, but they can also add spells to spellbooks. Unconstrained casters must have ability scores no less than 9 in the attribute associated with their form of casting. All unconstrained Arcane casters gain Magic (fluent) as a bonus language.

If a *spellcaster* monster also has an enhancement (see later in this chapter) that grants spellcasting ability, the spellcasting levels can be added together to yield the monster's caster level, which is still limited to no higher than 12.

Spine Attack – a creature with this special power can shoot long quills out of its body to damage distant targets. As a standard action that triggers attacks of opportunity, the creature makes two ranged attacks against one or two targets with ranges of 20/40/60, using combat attack bonus and Dexterity modifier against the defender's Dodge defense. On any success, the target takes 1dx hp damage.

Split – only a monster that is an *ooze* can be granted this special power. When the monster is struck by any weapon with the *sharp* property, or any natural attack with similar properties, a small version of the monster splits off from the whole and can immediately join the combat! Another version of the monster with the *child* enhancement (see later in this chapter) is immediately created and placed adjacent to the parent monster. The new creature is considered an ally of the original and acts in the next round. The blow that triggers the split still causes damage to the parent creature. Note that the new creatures will also have the *split* special power, so unwise adventurers can potentially create an army of small *oozes* if they aren't careful.

Sticky – the creature is coated with an adhesive substance that can make close engagement very dangerous. If the creature is struck with a melee weapon, the attacker and the creature make opposed Feats of Might checks; unless the attacker wins, the weapon is stuck to the creature and cannot be used again. The weapon can be wrested free in subsequent rounds by attempting another opposed Feats of Might check, but this requires a standard action that triggers attacks of opportunity. If the creature is struck with a natural attack, the same opposed Feats of Might check is required; unless the attacker wins, they acquire the *grappled* condition. When a target is grappled by a *sticky* creature, skill checks to escape the *grappled* condition are made at a -2 penalty. Once the creature dies, all weapons stuck to it can be automatically removed by using a standard action that triggers attacks of opportunity.

Structural Attack – this special power can only be taken by a creature with one or more forms of natural attack. One of the creature's types of natural attacks deals increased damage to objects. In addition to dealing hit point damage, each successful *structural attack* inflicts 1 shp.

Stunning Gaze -- the creature gains the ability to emanate beams of power from its eyes that can cause another being to be temporarily stymied. A gaze attack cannot be countered by closing one's eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60' and attacks it with spell attack bonus plus Charisma modifier against the target's Dodge defense. On a success, the target gains the *stunned* condition. This condition persists for one full turn; at the start of the target's turn following, the *stunned* condition is removed.

Stunning Screech – the creature can emit a screech so grating on the nerves that it can render a victim senseless. As a standard action, the creature's screech targets all beings within 30' that can hear it, and it individually attacks targets with spell attack bonus plus Charisma modifier against the target's Poise defense. On a success, the target acquires the *stunned* condition. This condition persists for one full turn; at the start of the target's turn following, the *stunned* condition is removed. Note that on their turn, beings can choose to use a basic action that triggers attacks of opportunity and a substance such as wax to stop their ears, and then they cannot be targeted until their ears are unblocked; however, the being acquires the *deafened* condition until it chooses to unstop its ears.

Stunning Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to briefly overwhelm the target's nervous system. Attack the target with the creature's combat attack bonus and Constitution modifier against the Toughness defense, and on a success the target acquires the *stunned* condition. This condition persists for one full turn; at the start of the target's turn

following, the *stunned* condition is removed. If this special power is selected twice, all the creature's primary and secondary attacks can stun.

Summon Pack – a monster with this special power has the power to summon beings to serve it. The type of beings is preset when the monster is created, and each member of the pack should generally only be 1 or 2 HD. The total number of HD in the summoned pack cannot exceed the HD of the creature. The pack appears magically and does not need to travel from another location to reach the creature; at the end of one hour, the pack likewise magically disappears. As a standard action that triggers attacks of opportunity, once per day, the monster calls for the pack which appears at the beginning of the monster's next turn; the GM places each member of the pack within 30' of the monster and they may act as soon as they appear. These monsters never fail morale checks, but they are subject to the *afraid* condition. They understand and obey the summoner's commands regardless of whether they share a language.

Summon Swarm – a monster with this special power has the power to summon a *swarm* to serve it. The type of *swarm* is preset when the monster is created. It appears magically and does not need to travel from another location to reach the creature; at the end of one hour, it likewise magically disappears. As a standard action that triggers attacks of opportunity, once per day, the monster calls for the *swarm* which appears immediately; the GM places it adjacent to the monster and it may act as soon as it appears. At 5HD, a monster with this special power can summon 2 swarms; at 9HD, a monster with this special power can summon 3 swarms; at 13 HD, a monster with this special power can summon 4 swarms. These monsters never fail morale checks, but they are subject to the *afraid* condition. They understand and obey the summoner's commands regardless of whether they share a language.

Swallow Whole – This special power can only be granted to a monster that is large enough to swallow a player character; it is only useful for a monster that has a natural attack that can result in the *grappled* condition. If the creature starts its turn with a *grappled* target, that target is swallowed by the creature. The swallowed creature acquires the *ensnared* condition and is inside the creature; it cannot be seen by the target's allies and therefore it cannot be targeted by spells. When a target begins its turn inside the creature, it takes 1dx hp acid damage. No skill checks will escape being swallowed; the only way to escape this *ensnared* condition is for the creature to die, for it to somehow be compelled to vomit, or by extraordinary magical means.

Telepathy – monsters with this special power have the power to communicate with other beings without needing speech or language; direct mind-to-mind contact is made. The creature knows the number of minds within 60' that have an Intelligence score of 3 or higher; as a free action, the creature may communicate with any such being. The *telepathy* special power does not grant the creature the ability to read the thoughts of those it communicates with; it only receives the messages that a being chooses to send to it. *Telepathy* does not allow communication with creatures with Intelligence scores of 1 or 2.

Throw Rocks – this special power confers the ability to hurl large, heavy rocks at a target to inflict punishing damage. These rocks are generally larger than the stones that most creatures could effectively use as weapons; two kinds of creatures who commonly have this special power are *giants* and *elementals* of the earth type. The effectiveness of *thrown rocks* is dependent on the creature's HD as tabulated below:

Table 8-26: TOTIL Throw Rocks Special Power

HD	Range	Damage Dice
1	10/20/30	2dx
2	15/30/45	2dx
3	20/40/60	2dx
4	25/50/75	2dx
5	30/60/90	3dx
6	35/70/105	3dx
7	40/80/120	3dx
8	45/90/135	3dx
9	50/100/150	3dx
10	55/110/165	3dx
11	60/120/180	4dx
12	65/130/195	4dx
13	70/140/210	4dx
14	75/150/225	4dx
15	80/160/240	4dx

As a standard action, the creature chooses a target within the tabulated ranges and makes a ranged attack using combat attack bonus plus Dexterity modifier against the target's Dodge defense. On a success, the tabulated damage is dealt. A *missile screen* spell (see Chapter 4) is ineffective against this type of attack. *Throw rocks* relies upon a ready supply of heavy boulders or similarly hefty objects at hand; a creature can use this power with furniture, logs, hay bales, or any other dungeon dressing the GM can invent. This special power is arduous to use; once employed, it cannot be used again until the creature recovers that power. At the start of each of its turns, make a recovery roll by rolling 1d20 and adding the creature's Constitution modifier; if it rolls a 10 or better, it has recovered the use of *throw rocks* and may use it again. This power can be taken multiple times, which allows multiple attacks with a single use of the special power.

Tongue – the creature has a long, sticky tongue that can be used to drag a target closer to it. As a basic action that triggers attacks of opportunity, once per turn, the creature makes a ranged touch attack against a target within 20', using its combat attack bonus plus Dexterity modifier plus 2 against the target's Dodge defense. On a success, the target is dragged within 5' of the creature and then the tongue lets go. This special power only works against beings smaller than the creature, and the creature will not use its tongue against targets that are its size or larger. This attack does not end the creature's turn.

Tremorsense – a monster with this special power gains the perceptive sense of tremorsense. See the Senses section earlier in this chapter.

Unerring Track – the creature has the supernatural ability to track a particular class of being. The specific being that is tracked is preset when the monster is created. This special power grants the creature completely accurate knowledge of the direction and distance of its quarry, but not knowledge about the

most efficient or danger-free path to get there. *Unerring track* works across any distance, but it does not extend to a quarry that is on another plane of existence.

Unstable Terrain – when a monster with this special power has the ability to cause the ground to take on a soft, doughy consistency, even if it is made from solid stone. As a basic action that does not trigger attacks of opportunity, the creature transforms a section of floor within 10' of the creature which acquires an unstable and treacherous consistency; this area becomes difficult terrain. This effect lasts for the rest of the encounter. Note that the creature's movement is not affected by its own special power.

Vortex – the creature gains the ability to create a swirling vortex of water around it that packs a powerful punch. As a standard action, the creature creates the vortex which affects all creatures within 5'. The creature and all targets in the area make opposed Feats of Might skill checks; if targets win or tie, they are unaffected. If the creature wins, for every 5 net successes (or fraction thereof), targets take 1dx hp damage, are moved 5' in a direction determined by the creature, and they are knocked *prone*. The creature can exclude allies from the effects of the vortex.

Warcrafter – monsters with this special power are proficient with armor types with a base AC of 12 or less, as well as shields and light helms. They are also proficient with the use of weapons with the *cheap* property. They also gain the *warcrafter* secondary trait.

Warmaster – to take this special power, a monster must already have the *warcrafter* special power; this special power supersedes it. Monsters with this special power are proficient with armor types with a base AC of 15 or less, as well as shields and all helms. They are also proficient with the use of all weapons with the *cheap* or *standard* property. They gain the *warmaster* secondary trait, which supersedes the *warcrafter* secondary trait.

Warsavant – to take this special power, a monster must already have the *warmaster* special power; this special power supersedes it. Monsters with this special power are proficient with all armor types, all shields and helms, and all weapons. They gain the *warsavant* secondary trait, which supersedes the *warmaster* secondary trait.

Weakening Gaze -- the creature gains the ability to emanate beams of power from its eyes that can sap an enemy's vigor. A gaze attack cannot be countered by closing one's eyes; being *blinded* or *eyeless* does not make a being immune to gaze special powers. As a standard action, the creature chooses a target that it can see within 60' and attacks it with spell attack bonus plus Charisma modifier against the target's Dodge defense. On a success, the target gains the *fatigued* condition, and it gains enough points of fatigue to reach its fatigue limit. The *fatigued* condition can be removed with rest as described in Chapter 6, or with spells as described in Chapter 4.

Weakening Touch -- one type of the creature's primary or secondary attacks is selected. When the creature hits a target with that attack type, the attack deals damage as normal, but it also has the potential to cause the energy to drain from the target's muscles. Attack the target with the creature's spell attack bonus and Charisma modifier against the Toughness defense, and on a success the target acquires the *fatigued* condition, and it gains enough points of fatigue to reach its fatigue limit. The *fatigued* condition can be removed with rest as described in Chapter 6, or with spells as described in Chapter 4.

Web Ball – a creature with this special power can throw a sticky gout of entangling goo at range. As a standard action that triggers attacks of opportunity, the creature makes a ranged touch attack upon a single target with ranges of 20/40/60, using combat attack bonus and Dexterity modifier plus 2 against the Dodge defense. On a success, the target acquires the *ensnared* condition. Escaping the *ensnared* condition is handled the same as escaping the *web* spell; see Chapter 4.

Whirlwind – the creature gains the ability to create a whirling tornado of air around it that attacks enemies with gale-force winds. As a standard action, the creature creates a whirlwind which affects all creatures within 5'. The creature and all targets in the area make opposed Feats of Might skill checks; if targets win or tie, they are unaffected. If the creature wins, for every 5 net successes (or fraction thereof), targets take 1dx hp damage, are moved 10' in a random direction, and they are knocked *prone*. The creature can exclude allies from the effects of the whirlwind.

Wound – this special power can only be taken by monsters that have at least one natural attack. All the creature's natural attacks deal normal hp damage when they hit, and they also impose the *bleeding* condition, where the number in parentheses is equal to the monster's HD divided by 3 and rounded up. At the end of their turn, the victim takes hp damage equal to the number in parentheses, and this counts as continuous damage. This condition ends if they receive any amount of magical healing; it otherwise persists a minimum of one full turn for each victim, but at the beginning of the turn following the victim may make a recovery roll and throw off the condition on a 15 or better. If it is not successful, it may make another recovery roll on the next turn, but the target is reduced to 14; every round the recovery target drops by 1 until the *bleeding* condition is gone. Hitting a target multiple times with an attack that can *wound* does not cause additional bleeding, but if the new attack's *bleeding* effect is the same or more damaging than the one previously in effect, it will reset the recovery threshold back to 15.

Monster Poisons

Some of the special powers tabulated above can impose the *poisoned* condition on a target. Poisons that can be applied by creatures to their weapons are described in Chapter 7, but the specific effects of poisons delivered by a monster's natural attacks and special powers are listed here. Poisons delivered by monsters or weapons work the same way: once an attack has caused the *poisoned* condition, the poison will continue to attack at regular intervals, causing damage on successes (and sometimes misses); meanwhile, the *poisoned* creature makes recovery rolls at regular intervals to remove the *poisoned* condition. The recovery threshold drops by 1 with every successive recovery roll, making poison easier to recuperate from over time. Monster poisons have an immediate onset period; the onset damage effects occur as soon as the *poisoned* condition is received. Note that the monster's attack bonus to deliver the poison may be different from the poison's toxic bonus to cause toxic damage; a monster with many HD may have a high bonus to its attack roll but a relatively low toxic bonus, meaning the poison gets into a victim's system easily but doesn't cause damage as readily; or, it is possible for a monster to have a low bonus to its attack roll but a relatively high toxic bonus, meaning the poison is unlikely to take hold but when it does it can be extremely dangerous. The poisons associated with monsters in this chapter are tabulated below:

Table 8-27: TOTIL Monster Poisons

Monster	Toxic Bonus	Onset Attack Succeeds	Onset Attack Misses	Recovery Threshold	Toxic Interval	Ongoing Attack Succeeds	Ongoing Attack Fails
Aboleth	+2	1 hp (ongoing)	none	15	2 hours	1d6 hp (ongoing)	1 hp (ongoing)
Ant, Giant Queen	+4	1d6 hp	1 hp	15	4 hours	1d6 hp	none
Aranea	+2	<i>paralyzed</i> + 1 Con	none	15	4 hours	1 Con	none
Basilisk	+2	2d6 hp	1d6 hp	15	4 hours	1d6 hp	1 hp
Catoblepas	+2	<i>fatigued</i> + 1d6 hp	1 hp	15	2 hours	1d3 hp	none
Centipede, Giant	+2	1 Dex	none	15	2 hours	1 Dex	none
Centipede, Mammoth	+4	1d6 hp + 1 Dex	1 hp	20	2 hours	1d3 hp + 1 Dex	1 hp
Demon, Quasit	+4	1 Dex	none	15	4 hours	1 Dex	none
Demon, Vrock	+4	1d6 hp (ongoing)	1 hp (ongoing)	20	4 hours	1d6 hp (ongoing)	1 hp (ongoing)
Devil, Bearded	+2	1d6 hp + 1 Wis	1 hp	15	2 hours	1d3 hp + 1 Wis	1 hp
Devil, Bone	+4	1d6 hp + 1 Str	1 hp	20	4 hours	1d3 hp + 1 Str	1 hp
Devil, Imp	+4	1 Dex	none	15	4 hours	1 Dex	none
Dragon, Green	+6	5d6 hp	2d6 hp	20	2 hours	2d6 hp	1d6 hp
Eel, Giant Moray	+4	2d6 hp	1d6 hp	20	2 hours	1d6 hp	1 hp
Ettercap	+2	<i>paralyzed</i> + 1 hp	1 hp	15	2 hours	1 hp	none
Fish, Giant Catfish	+2	<i>stunned</i> + 1d6 hp	1 hp	15	2 hours	1 hp	none
Frog, Poisonous	+4	1 Str + 1 Con	none	15	4 hours	1 Str + 1 Con	none
Golem, Iron	+4	1d6 Con	1 Con	15	4 hours	1d3 Con	1 Con
Homunculus	+2	<i>sleeping</i> + 1 hp	1 hp	15	N/A	N/A	N/A
Iron Cobra	+2	2d6 hp	1d6 hp	15	4 hours	1d6 hp	1 hp
Medusa	+4	2d6 hp	1d6 hp	15	4 hours	1d6 hp	1 hp
Mephit, Mist	+2	1d6 hp + 1 Con	1 hp	15	4 hours	1 Con	none
Naga, Guardian	+4	1d6 Con	none	20	4 hours	1 Con	none
Naga, Spirit	+4	1d4 Con	none	15	4 hours	1 Con	none
Naga, Water	+4	<i>sleeping</i> + 1d6 hp	1 hp	15	N/A	N/A	N/A
Neh-Thalggu	+2	1d6 hp + 1 Int	1 hp	15	4 hours	1d6 hp + 1 Int	1 hp
Pseudo-dragon	+2	<i>sleeping</i>	none	15	N/A	N/A	N/A
Scorpion, Giant	+4	1d6 hp + 1 Str	1 hp	20	4 hours	1 Str	none
Snake, Amphisbaena	+4	1d4 Con	none	15	2 hours	1 Con	none
Snake, Giant Asp	+4	2d6 hp	1d6 hp	15	4 hours	1d6 hp	1 hp
Snake, Spitting Cobra	+2	<i>blinded</i> + 1 hp	1 hp	15	2 hours	1 hp	none
Snake Swarm	+2	1d6 hp	1 hp	15	4 hours	1d3 hp	none
Spider, Bloat	+2	1d6 hp	1 hp	15	4 hours	1d3 hp	none
Spider, Giant Tarantula	+4	<i>slowed</i> + 1 Dex	none	15	4 hours	1 Dex	none
Spider, Giant Trapdoor	+2	<i>paralyzed</i> + 1d6 hp	1 hp	15	2 hours	1 hp	none
Spider, Phase	+6	1d6 hp + 1 Str + 1 Con	1d3 hp	20	4 hours	1d6 hp + 1 Str + 1 Con	1d3 hp
Tentamort	+2	<i>stunned</i> + 1d6 hp	1 hp	15	4 hours	1d6 hp	none
Violet Fungus	+4	1 to all ability scores	1 random ability score	20	2 hours	1 random ability score	none
Wasp, Giant	+4	<i>paralyzed</i> + 1 Dex	none	15	4 hours	1 Dex	none
Wasp Swarm	+2	1 Dex	none	15	4 hours	1 Dex	none
Worm, Purple	+6	3d6 hp + 1d3 Str	1d6 hp + 1 Str	20	4 hours	1d3 Str	1 Str
Worm, Tenebrous	+4	<i>paralyzed</i> + 1 Con	none	15	4 hours	1 Con	none
Wyvern	+4	1d6 Con	1 Con	15	4 hours	1d3 Con	1 Con

Enterprising adventurers may wish to harvest the poison glands of monsters they have slain so they can make use of the poison themselves. Harvesting poison from a monster is always a Heal skill check unless

stated otherwise, although the primary check can always be assisted by others using any other type of skill that can be justified. The required success threshold for harvesting poison is tabulated above; failure by 5 or more results in the harvester becoming *poisoned*. If harvesting is successful, the following table describes what the finished product is (1 per monster) and how long the harvested poison remains potent:

Table 8-28: TOTIL Monster Poison Harvesting

Monster	Harvest	Delivery Method	Potent Duration
Aboleth	great	touch - grenade flask	4 hours
Ant, Giant Queen	good	weapon	4 hours
Aranea	good	weapon	4 hours
Basilisk	good	weapon	1 day
Catoblepas	great	inhaled - grenade flask	1 day
Centipede, Giant	good	weapon	4 hours
Centipede, Mammoth	good	weapon	4 hours
Demon, Quasit	impossible	N/A	N/A
Demon, Vrock	impossible	N/A	N/A
Devil, Bearded	impossible	N/A	N/A
Devil, Bone	impossible	N/A	N/A
Devil, Imp	impossible	N/A	N/A
Dragon, Green	impossible	N/A	N/A
Eel, Giant Moray	good	weapon	4 hours
Ettercap	good	weapon	4 hours
Fish, Giant Catfish	good	touch - grenade flask	4 hours
Frog, Poisonous	good	weapon	4 hours
Golem, Iron	impossible	N/A	N/A
Homunculus	impossible	N/A	N/A
Iron Cobra	good	weapon	indefinite
Medusa	great	weapon	1 day
Mephit, Mist	impossible	N/A	N/A
Naga, Guardian	fantastic	weapon	4 hours
Naga, Spirit	great	weapon	4 hours
Naga, Water	great	weapon	4 hours
Neh-Thalggu	great	weapon	4 hours
Pseudo-dragon	good	weapon	4 hours
Scorpion, Giant	good	weapon	4 hours
Snake, Amphisbaena	good	weapon	4 hours
Snake, Giant Asp	good	weapon	4 hours
Snake, Spitting Cobra	good	touch - grenade flask	4 hours
Snake Swarm	good	weapon	4 hours
Spider, Bloat	good	weapon	4 hours
Spider, Giant Tarantula	good	weapon	4 hours
Spider, Giant Trapdoor	good	weapon	4 hours
Spider, Phase	great	weapon	4 hours
Tentamort	great	weapon	4 hours
Violet Fungus	fantastic	touch - grenade flask	4 hours
Wasp, Giant	good	weapon	4 hours
Wasp Swarm	good	weapon	4 hours
Worm, Purple	great	weapon	4 hours
Worm, Tenebrous	great	weapon	4 hours
Wyvern	great	weapon	4 hours

Here is more detail on each monster's specific poison:

Aboleth – the slime exuded by the tips of *aboleth* tentacles can soak into any skin it touches and turn it translucent, allowing the musculature and blood vessels beneath to be visible. While a poisoned being remains underwater, this affliction has no negative effects; the hp damage listed in the tables only occurs if the skin is allowed to dry out. Furthermore, if the skin becomes dry, the victim suffers wracking pains; the damage is ongoing until the next toxic interval. If damage is taken during a toxic interval, and then the victim is submerged, the hit points are still lost but the damage is no longer ongoing.

Ant, Giant Queen – the poison of a *giant queen ant's* sting is not only potentially deadly, but the sharp odor of burnt walnuts sends a signal to all ants, large and small, within 30' of the victim: this creature is an enemy. All ant monsters within that area will prefer to attack a target afflicted with this poison before any other targets.

Aranea – the tarry black venom of these intelligent spiders can kill by slowly eroding the sufferer's health, but more immediately dangerous is its short-term paralytic effects. A *poisoned* creature acquires the *paralyzed* condition for one round, at which point a recovery roll may be made with a recovery threshold of 15. New recovery rolls may be made every round, with the recovery threshold dropping by 1 each time until the condition ends.

Basilisk – the *basilisk* is famous for having the ability to turn creatures to stone, but the acrid venom delivered by its bite can be extremely deadly. This venom has another function: it turns portions of stone that it drips upon into flesh, like the *stone to flesh* spell described in Chapter 4. A creature with the *petrified* condition can be liberally coated with this venom, which removes the *petrified* condition but automatically confers the *poisoned* condition.

Catoblepas – the foul breath of the *catoblepas* is strong enough to kill just with its noxious odor; however, it also saps the energy from its victims. A *poisoned* creature acquires the *fatigued* condition and gains enough points of fatigue to reach its fatigue limit. Recovery from this condition requires either rest or magic to remove fatigue points.

Centipede, Giant – the bites of the *giant centipede* raise bulging welts on the skin of victims, and if its poison takes hold, it afflicts a creature with joint aches and pains that hamper its agility. If a creature takes a standard action to pierce and drain the poisoned wounds, which injures the creature for 1d3 hp, it is granted an additional recovery roll.

Centipede, Mammoth – the poison of the *mammoth centipede* is like that of *giant centipedes*, but it is much more powerful and destructive. The bite of the *mammoth centipede* is too deep for the draining of wounds to be practical. Additionally, so severe are the joint pains of the sufferer that they lose the ability to perform a run action while the *poisoned* condition persists.

Demon, Quasit – the venomous bite of the *quasit* causes a distracting itching, coupled with a slow degradation of the body's nervous system. A victim of *quasit* poison cannot receive any benefits from sleep, including healing or recovering spells, while it is *poisoned*.

Demon, Vrock – the cloud of spores emitted by a *vrock* can become implanted in the skin of victims, where it rapidly grows gray mossy twitching tendrils; these growths cover the body and can reach a length of several inches in a single toxic interval. This is a painful process; the damage caused by this

poison is ongoing for the duration of the toxic interval. When the *poisoned* condition ends, the growths drop off, dry out, and blow away.

Devil, Bearded – the claws of a *bearded devil* leave long red welts and deliver a maddening venom which slowly destabilizes the mental focus of the sufferer. It also imposes a state of profound grief upon the sufferer, who must continuously weep tears stained red with blood. This has no negative effects on the victim, apart from being disgusting.

Devil, Bone – a *bone devil's* tail stinger leaves a prodigious raised welt that continuously drains a thin green fluid while the poison is active. The venom drains the victim's strength slowly, but it also causes the sufferer to smell strongly of rotting flesh. This odor is very similar to that generated by a *ghoul*, and a victim may be accused of being *undead* as a result.

Devil, Imp – the venomous sting of the *imp* causes a distracting itching, coupled with a slow degradation of the body's nervous system. A victim of *imp* poison cannot receive any benefits from sleep, including healing or recovering spells, while it is *poisoned*.

Dragon, Green – the potent venom of a *green dragon* is among the most dangerous known on Uroth, and those who do not succumb immediately are likely to die in agony hours later. While they are suffering, victims' eyes water continuously as their bodies attempt to flush the toxin from their system.

Eel, Giant Moray – the venomous bite of these eels is incredibly potent, and it may kill an individual merely by staying in their system long enough to wear down their reserves. The odor of *giant moray eel* venom can travel through seawater over ½ mile, and any sharks in the area will be drawn to the victim, knowing instinctively that an easy meal will soon become available. Sharks are immune to this poison.

Ettercap – the venomous bite of these spider-like monsters is not especially dangerous, except for its short-term paralytic effects. A *poisoned* creature acquires the *paralyzed* condition for one round, at which point a recovery roll may be made with a recovery threshold of 15. New recovery rolls may be made every round, with the recovery threshold dropping by 1 each time until the condition ends.

Fish, Giant Catfish – the slime exuded by the whiskers of the *giant catfish* can cause damage merely by contact when biting. While this venom causes damage, its chief function is to jolt the nervous system of prey to prevent them from defending themselves or fleeing. A *poisoned* creature acquires the *stunned* condition for 1 round, and at the end of one full turn the condition is removed.

Frog, Poisonous – the bite of these frogs doesn't kill immediately, instead sapping the victim's muscular strength while also draining their endurance. The poison's presence can be easily noted by observing the victim's tongue which turns a bright purple during the toxic phase.

Golem, Iron – the terrifying breath of the *iron golem* is among the cruelest ways to die; those who succumb to the fumes suffer the rapid shutdown of all organic functions, killing all but the hardest victims over the course of a day. The skin of sufferers turns an ashy grey color, and this effect persists indefinitely even if the poison is eventually overcome.

Homunculus – the bite of the *homunculus* has a sharp initial sting, but the sole function of the venom otherwise is to put a creature to sleep. *Poisoned* creatures are considered to have the *sleeping* condition as if it was conferred by the *sleep* spell described in Chapter 4, and the victim can be awakened from this sleep in the same way. If the victim is not awakened by an outside source, the victim makes recovery

rolls until they awaken. Victims that have not consumed food or water rations during a long sleep may suffer the effects of starvation.

Iron Cobra – this *construct* can inject a dangerous poison with its bite, but the internal reservoirs of the *iron cobra* are limited in size: it only has capacity for three doses. Harvesting this venom requires a Mechanisms check, not a Heal check, but the consequences for failure are the same. Unlike most monster poisons, the venom of the *iron cobra* is designed to be stable for eternity and has an indefinite shelf-life.

Medusa – the *medusa* is famous for having the ability to turn creatures to stone, but the stinking venom delivered by its snake-hair can be extremely deadly. This venom has another function: it turns portions of stone that it drips upon into flesh, like the *stone to flesh* spell described in Chapter 4. A creature with the *petrified* condition can be liberally coated with this venom, which removes the *petrified* condition but automatically confers the *poisoned* condition.

Mephit, Mist – the foul funk of a *mist mephit's* poisonous breath is noxious in the extreme, and easily detected at great distances across the fens and moors where they take up residence. The damage caused by this poison presents as a respiratory ailment, with a persistent hacking cough that slowly wears down the sufferer's health. This cough cannot be suppressed, and while the *poisoned* condition lasts, Stealth checks against those who can hear will be impossible.

Naga, Guardian – the deadly poison of the *guardian naga* is an inexorable killer, draining the life of a victim over the space of days. While poisoned, the sufferer's skin takes on the greenish-gold scaly appearance of the monster that poisoned it.

Naga, Spirit – almost as deadly as the venom of the *guardian naga*, the *spirit naga's* poison also gradually weakens the victim until they die or become too weak to resist. While poisoned, the sufferer's skin takes on the dark scaly appearance of the monster that poisoned it.

Naga, Water – a *water naga's* poisonous bite is quite painful, and while poisoned it turns the sufferer's skin blue and black to resemble the patterns on the *water naga's* hide, but its chief menace is its ability to put a victim to sleep. *Poisoned* creatures are considered to have the *sleeping* condition as if it was conferred by the *sleep* spell described in Chapter 4, and the victim can be awakened from this sleep in the same way. The damage caused by the poison itself cannot wake the sleeper, although other damage can. If the victim is not awakened by an outside source, the victim makes recovery rolls until they awaken. Victims that have not consumed food or water rations during a long sleep may suffer the effects of starvation.

Neh-Thalggu – the bite of this strange otherworldly creature causes splitting headaches, but also gradually erodes the higher functions of the brain. The *neh-thalggu* prizes the brains of Elves and Magic-users and wants them to be intact so they can be harvested; it will never willingly poison such characters.

Pseudo-dragon – the sting of the *pseudo-dragon* is almost painless; the function of its venom is to put a creature to sleep. *Poisoned* creatures are considered to have the *sleeping* condition as if it was conferred by the *sleep* spell described in Chapter 4, and the victim can be awakened from this sleep in the same way. If the victim is not awakened by an outside source, the victim makes recovery rolls until

they awaken. Victims that have not consumed food or water rations during a long sleep may suffer the effects of starvation.

Scorpion, Giant – the virulent venom of the *giant scorpion* is initially quite painful, but over time it degrades the sufferer's muscular strength until eventually they grow too feeble to move. If a creature takes a standard action to pierce and drain the poisoned wounds, which injures the creature for 1d3 hp, it is granted an additional recovery roll.

Snake, Amphisbaena – this two-headed snake has fangs that drip dangerous venom smelling strongly of cloying oranges. The fast-acting poison usually destroys a sufferer's health over a single day, but it is made even more lethal if both heads bite and poison a single target. When both heads hit in a single round, and both inflict the *poisoned* condition, the onset damage effects for both hits combined are 3d4 Constitution damage.

Snake, Giant Asp – the venom of this dangerous snake doesn't degrade the victim's capabilities, but instead makes an overall attack on the sufferer's fortitude that threatens to kill them outright over the course of a day. If a creature takes a standard action to pierce and drain the poisoned wounds, which injures the creature for 1d3 hp, it is granted an additional recovery roll.

Snake, Spitting Cobra – the *spitting cobra's* venom is relatively mild when its fangs inject it; when it is spat through the air, however, it has a much more hazardous short-term blinding effect. A *poisoned* creature acquires the *blinded* condition for 1 round, at which point a recovery roll may be made with a recovery threshold of 15. New recovery rolls may be made every round, with the recovery threshold dropping by 1 each time until the condition ends. If this poison is harvested in a vial, it may be thrown as a grenade missile, with a hit conferring the *poisoned* condition.

Snake Swarm – this swarm of many small venomous snakes inflicts many small bites, each one raising a painful welt. If a creature takes a standard action to pierce and drain the poisoned wounds, which injures the creature for 1d3 hp, it is granted an additional recovery roll.

Spider, Bloat – this spider's venom causes an allergic reaction which makes the victim's flesh swell within their skin, causing them to move stiffly. In addition to being extremely painful, a creature with this *poisoned* condition suffers a -1 penalty to all skill checks based on Strength, Dexterity, or Constitution.

Spider, Giant Tarantula – when the *giant tarantula* bites a victim, the poison has a generally depressive effect on the nervous system; voluntary and involuntary muscle movement becomes unreliable. In addition to degrading the victim's Dexterity, this poison inflicts a short-term slowing effect. A poisoned creature acquires the *slowed* condition for 1 round, at which point a recovery roll may be made with a recovery threshold of 15. New recovery rolls may be made every round, with the recovery threshold dropping by 1 each time until the condition ends.

Spider, Giant Trapdoor – the milky blue venom of these spiders creates nasty suppurating wounds, but more immediately dangerous is its short-term paralytic effects. A *poisoned* creature acquires the *paralyzed* condition for 1 round, at which point a recovery roll may be made with a recovery threshold of 15. New recovery rolls may be made every round, with the recovery threshold dropping by 1 each time until the condition ends.

Spider, Phase – among the most virulent of poisons known, the venom of *phase spiders* is rarely survived by any victim – if the festering wounds do not kill its quarry, the slow degradation of their health and strength makes them easy prey for these hunters from another dimension. As a side effect, the poison seems to shunt the victim slightly into the Ethereal Plane where the spiders dwell; a being with this *poisoned* condition is slightly transparent, although their substance is still firmly solid.

Tentamort – the terrifying poison of the *tentamort* creates putrescent wounds, but it has two other functions. First, the venom jolts the nervous system of prey to prevent them from defending themselves or fleeing. A *poisoned* creature acquires the *stunned* condition for 1 round, and after one full turn the condition ends. Second, the venom prepares the body of the victim for a tiny egg that will sprout into the *tentamort's* offspring if the victim dies. Should a *poisoned* victim die, within 1d4 days a new *tentamort* with the *child* enhancement will crawl from the corpse. If the victim survives, the *tentamort* egg withers away.

Violet Fungus – the much-feared touch of the *violet fungus* rapidly rots both the body and mind of organic victims; the corrupted flesh falls to the ground and feeds the voracious fungus. As the onset damage effect, the victim takes 1 ability score damage to each of the six ability scores on a hit, or damage to 1 random ability score on a miss. Every 2 hours, a successful toxic attack damages a random ability score by 1.

Wasp, Giant – the thin yellow venom of these insects causes muscular tremors that negatively impact agility, but more immediately dangerous is its short-term paralytic effects. A *poisoned* creature acquires the *paralyzed* condition for 1 round, at which point a recovery roll may be made with a recovery threshold of 15. New recovery rolls may be made every round, with the recovery threshold dropping by 1 each time until the condition ends.

Wasp Swarm – this swarm of many small stinging insects covers the body of the victim with dozens of tiny welts. If a creature takes a standard action to pierce and drain the poisoned wounds, which injures the creature for 1d3 hp, it is granted an additional recovery roll.

Worm, Purple – intelligent creatures living deep below ground prize the venom of the *purple worm's* tail sting for its incredible virulence (often the poison will instantly kill a creature outright) but also for its ability to rob the energy from muscular tissue until prey is easy to capture or kill. A sufferer of *purple worm* poison is known by the white foam that continuously drips from its mouth.

Worm, Tenebrous – a *tenebrous worm's* poisonous spines slowly liquefy the connective tissue of victims, causing their bodies to fall apart; more immediately hazardous, however, are the short-term paralytic effects of the venom. A *poisoned* creature acquires the *paralyzed* condition for 1 round, at which point a recovery roll may be made with a recovery threshold of 15. New recovery rolls may be made every round, with the recovery threshold dropping by 1 each time until the condition ends.

Wyvern – *wyverns* make up for their lack of a breath weapon by having a very dangerous tail sting, the venom of which causes flesh to decompose rapidly. As *wyverns* are carrion eaters, this has the dual effect of killing their prey as well as preparing the flesh for consumption. So powerful is this degenerative effect that the survivor of a *wyvern's* sting seems to have been aged by ten years permanently.

Weaknesses

Special powers give a monster additional capability or makes them more effective; weaknesses do the opposite. For every weakness taken by a monster, it receives an additional special power. If a weakness can be taken more than once, its entry will describe the effects this has; if the entry does not describe the effects of taking a weakness twice, it can only be taken once. Weaknesses are tabulated here:

Table 8-29: TOTIL Weaknesses

Ability Score Penalty	reduce sum of creature's ability scores by 7
Code of Conduct	creature's actions are tightly constrained by a code of conduct
Default Exception	remove special ability granted by creature's primary trait defaults
Energy Vulnerability	creature takes more damage from one of the four energy types
Light Sensitivity	creature is less effective while in bright light
No Attacks	creature has limited natural attack capabilities
Reduced Movement	one of the creature's default movement rates is reduced to almost nothing
Reduced Reach	the reach of the creature's natural attacks is reduced
Slow	creature's slow reactions cause it go last in a round
Susceptibility	creature takes damage from a substance that is usually harmless
Unstable	creature has a tenuous hold on sanity
Weak Phase	creature is less effective at a particular time of day
Weak Spot	creature has a particularly vulnerable part of its anatomy

A description of each weakness follows:

Ability Score Penalty – taking this weakness decreases the total number of a monster's ability score points by seven. This can be taken multiple times. It cannot be taken by a *swarm* monster.

Code of Conduct – some monsters have attitudes or instincts that constrain their behavior in ways that may not always serve their best interests. A monster may have an overriding preference for a particular kind of food that will drive it to pursue it even in the face of great danger. A monster may have a strict ethical code that forces it to make choices that an amoral creature would never make. A monster may be conditioned to respond to commands that it would not follow if it were completely self-willed. The *code of conduct* weakness can only be taken if it imposes conditions that are likely to materially affect the well-being of the creature; a *code of conduct* that cannot increase a monster's hardship or hazard is not worth a weakness. This can be taken multiple times, but each separate *code of conduct* should affect the creature's behavior in a different way.

Default Exception – some primary traits grant a creature one or more default special powers. If one of these special powers is not desired for that monster, the *default exception* weakness eliminates it. This weakness can be taken multiple times, and each time it eliminates a different default special power. If this weakness eliminates a special power that is worth multiple special power slots, the weakness is worth an equivalent number of slots.

Energy Vulnerability – when this weakness is selected, one of the four energy types is selected: cold, fire, electricity, or acid. The creature gains *energy vulnerability* against damage of the selected energy type (see Chapter 7). If this weakness is selected twice, it can give the creature *energy vulnerability* against more than one energy type.

Light Sensitivity – some creatures have eyes that are particularly sensitive to strong illumination, particularly if they live underground and rarely see the sun. Monsters with this weakness receive a penalty of -1 to attack rolls and skill checks while they are in an area under bright light conditions. This weakness can only be taken by monsters with normal vision senses.

No Attacks – this weakness cannot be taken by a creature that is a *humanoid* or a *fey*. The creature loses all the natural attack options provided as a default by its primary trait. It may either have no natural attacks (although it still may have attack abilities granted by special powers) or it can have a single primary attack with a base damage of 1d2 hp.

Reduced Movement – one of the creature's movement types granted as a default to its primary trait is either eliminated or reduced to 5' speed. This weakness may be taken multiple times, and each time it applies to a different form of movement. However, it can only be taken to reduce a movement rate that is at least 30'.

Reduced Reach – this weakness may only be taken by a creature whose range for natural attacks or touch attacks is 10' or more. The creature's range for natural attacks or touch attacks is reduced to 5'.

Slow – a monster with this weakness goes last in a round of combat. It does not need to roll initiative every round unless there is more than one creature with this weakness present; then all *slow* monsters roll initiative and go in initiative order after all the creatures that are not *slow*. The monster's allies still need to roll initiative, and each ally must have a turn at rolling initiative before any ally can roll twice, exactly as if the *slow* creature was not present in the combat. Additionally, all the creature's movement rates are halved.

Susceptibility – this weakness gives the creature an allergy or similar adverse reaction to a commonly-encountered substance that is harmless to most creatures. If the creature is exposed to more than trace quantities of the substance, it sustains 1d6 hp damage. Unless the substance is sufficiently commonly encountered that the monster is likely to encounter it, the *susceptibility* does not qualify as a weakness. This weakness may be taken multiple times, each time reflecting a different substance that the creature is susceptible to.

Unstable – the creature's sanity is fragile and could snap at any moment. Upon a preset condition that is determined at the monster's creation, generally something traumatic or disruptive of its normal mode of existence, the creature acquires the *unhinged* condition. There is usually a means for the creature to reestablish its sanity, although this might require a long period of rest and recuperation.

Weak Phase – there are times when the creature is less effective, perhaps linked to its daily cycle, or perhaps related to its feeding or mating habits. When the monster is created, a pre-set commonly occurring condition is established when the monster is less powerful. During this *weak phase*, the monster suffers a penalty of -4 to its AC defense, and all its movement rates are halved (round up).

Weak Spot – the creature has an Achilles' heel: a portion of its anatomy that is easier to attack, and that causes a disproportionate amount of damage when it is hit. Called shots targeting that portion of its anatomy only require a -2 penalty, not the usual -4 penalty for called shots. The GM determines the effect caused by damaging the *weak spot*, which may include causing double damage; disabling one or more special powers; reducing movement; imposing a condition; or anything else that seems interesting and appropriate.

Skills

Monsters make skill checks the same way player characters do, and they use the same set of skills described in Chapter 3. Skill checks may be made without having the skill, in which case a 1d20 roll is made with a goal of rolling equal to or under the relevant ability score. When monsters have a skill, they gain a bonus to the relevant ability score of +4 for Skill 1, +7 for Skill 2, +9 for Skill 3, or +10 for Skill 4.

Monsters do not gain skills through advancement, but the number of skills they may allocate is tabulated by HD under each monster's primary trait. A monster may be granted Skill 2 if their HD is at least 4, Skill 3 if their HD is at least 7, and Skill 4 if their HD is at least 10. Monsters must have the same sets of tools required for skill use as are described in Chapters 3 and 5, otherwise they suffer the same skill check penalties as player characters.

Proficiencies

Monsters other than those with a 1d2 hp primary natural attack do not require a weapon proficiency to attack with natural weapons. However, if a monster wants to wield a weapon, wear a suit of armor, or use a helm or shield, it must have the same proficiencies required of player characters that are described in Chapter 3, or they will suffer the same penalties. Each monster type's primary trait table lists the default proficiencies that each monster has, tabulated by HD. Some types of monsters are also large enough to wield giant-sized weapons or gargantuan-sized weapons as described in Chapter 5; this is also dependent on HD. Monsters with only a 1d2 hp primary natural attack do not generally have proficiency with their natural weapon, but they typically do have weapon proficiencies.

If a monster needs to have proficiencies for armor and weapons beyond what its primary trait defaults allow, it may be granted special powers such as *warcrafter*, *warmaster*, or *warsavant* to be able to use this equipment effectively. Note that some monsters have natural attacks or defenses that are superior to any equipment they may choose to wield. Just because a creature has proficiency in a particular piece of equipment does not mean that it owns one; the GM should use their judgement in granting weapons and armor to monsters, reserving better equipment for more formidable opponents. Additionally, some monsters have a default primary trait that grants proficiencies in armor or weapons, but the creature may lack the physical means to use such items; such proficiencies do not appear in these specific monster listings as they have no bearing on what the creature can do.

Languages

Many monsters have no language skills and have no ability to learn or use a language. Any creature with Intelligence 3 or higher is capable of at least understanding a few basic words in a language, but this requires training by a teacher. Only a subset of these creatures has the physical apparatus to make speech.

Each primary trait table lists the number of languages that a creature is capable of understanding. Typical languages available are drawn from the list found in Chapter 3, but it is certainly possible that monsters may speak a language that characters have not had the opportunity to learn. A monster's proficiency in any language is typically fluent, but lower Intelligence scores will cap a language proficiency level just as it does for player characters. The GM must decide if a monster can make speech, or if it can communicate in some other way such as using gestures or writing.

Note that the language defaults mean that only the most intelligent of monsters speak a language that most player characters will understand. The GM should take it upon themselves to override the defaults as

necessary; if it is convenient for a monster to speak Common, certainly it should be given that ability. However, this should be used sparingly – it is sensible that adventurers and explorers should speak more languages than other creatures. Acquiring language skills is a useful tool in successfully negotiating a possibly hostile landscape. Don't do the work of adventurers for them by allowing every intelligent monster the ability to communicate in their language!

Metabolism

Creatures that are alive usually demonstrate three aspects of living metabolism: they must ingest food and drink to power their bodies; they must use respiration to exchange beneficial gases for harmful ones; and they must sleep to recover energy and heal. In a fantasy world, of course, some creatures are sufficiently different from real-world living beings that their metabolisms work in different ways, and some creatures are not alive at all and therefore have no metabolism to speak of.

Understanding a creature's metabolism is important because it may determine whether it has weaknesses that can be exploited. If a creature eats, perhaps it can be poisoned through its food supply, or perhaps it can be starved; it may also be bribed with the kind of food it likes. If a creature breathes, perhaps it can be asphyxiated, or poison can be introduced through its respiratory system. If a creature sleeps, there may be times when a resting creature is easier to surprise.

The three aspects of living metabolism are described further below.

Eating – most creatures need food to survive, but the kinds of things they need to eat are highly variable – some eat meat, some eat vegetable matter, and some eat a mix of these things, or something completely different. Some kinds of monsters may not need to eat to survive and might exist indefinitely without any food; a *ghoul*, for instance, craves the flesh of the living, but it might survive for centuries bricked up inside a tomb without any sustenance at all. Still other sorts of monsters have no interest in food and are instead sustained by magical energies. If a creature eats, the effects of not getting enough food are described in Chapter 6.

Breathing – creatures on Uroth that need to breathe are divided between those that breathe air and those that breathe water. An air-breathing creature will begin to asphyxiate if there is no air to breathe; see Chapter 6 for the effects of this. Similarly, a water-breathing creature will suffer asphyxiation effects if it is deprived of oxygenated water, which follows the same rules as for air-breathers. A few creatures with the *amphibious* special power can breathe both air and water, and they avoid asphyxiation provided they can breathe either of the two substances. Creatures from other planes of existence such as *extraplanar* monsters and *elementals* do not breathe at all, despite being alive; many places beyond the Prime Material Plane have no atmosphere to breathe. Additionally, curiously, while *dragons* can often exhale breath weapons and therefore have lungs, they do not appear to need to breathe either. Creatures that do not breathe are not subject to attacks by gases that must be inhaled, even if they are still affected by poisons.

Sleeping – if a creature sleeps, it is up to the GM to determine their typical sleep-cycle. Creatures that rely on daylight to see are typically awake during daylight hours and sleep when the sun goes down; creatures that hunt at night are usually active when the sun goes down but return to their resting places when morning breaks. Creatures that spend most of their lives underground may have a sleep cycle that does not depend at all on the sun's movement across the sky and may not even have 24-hour periodicity. When a creature is asleep, perception skill checks are made with a -4 penalty, and even if it

is not surprised by hostile creatures, it will always lose at least the first turn of combat by using a standard action to wake up. Taking damage always allows a sleeping monster to wake up; otherwise, the GM must use judgment regarding the difficulty of perception skill checks required to awaken. Creatures that do not sleep are active and alert all the time.

Climate

Different monsters are typically found in specific climate types, and each monster entry lists the climates in which that monster type is most likely to make its home. Above the ground, the five types of climates listed in Chapter 6 are used here: temperate, tropical, arid, arctic, and mountains. There is also underground, which indicates the creature usually lives deep below the surface, in lightless ruins, or in some other location untouched by daylight. Aquatic creatures can live in ocean climates, or they can be commonly found in lakes and rivers.

Extraplanar creatures, *elementals*, *constructs*, and *undead* are listed as not native to Uroth. This doesn't mean that they aren't to be found on Uroth, but they would have to be created, summoned, or otherwise unnaturally brought to Uroth for them to live there. All types of creatures can be found outside their usual climate locations at the GM's discretion.

Treasure Type

Monsters frequently have treasure that enterprising adventurers want to claim – but what do they have, and why? Perhaps the monster uses coins to buy goods and services just as the player characters do. Perhaps the monster enjoys the gleam of gold and likes having a pretty nugget in its lair where it can look at it from time to time. Perhaps the monster doesn't care about treasure at all, and valuable objects simply drop where it kills its prey. Or perhaps the monster cares a great deal about treasure and has carefully curated a collection of magic items – some of which might be used against greedy adventurers!

A **treasure type** represents a reason a monster might have a treasure, and it suggests what that treasure might consist of. Each monster has one or more treasure type letters listed which correspond to entries in the following table:

Table 8-30: TOTIL Treasure Types

Treasure Type	Description
A	The creature may carry coins or other valuables on their person for the purpose of spending them as money.
B	The creature may have objects on their person that it collects because they are shiny or otherwise interesting.
C	The creature appreciates jewelry and may adorn their person with shiny or otherwise attractive objects.
D	The creature may make use of well-crafted tools, clothing, or other carried objects that are worth money.
E	The creature has an understanding of the utility of magical items and may carry and employ such objects.
F	The creature may accidentally swallow or otherwise engulf valuables that can only be found if their corpse is carefully inspected.
G	Parts of the body of the creature, or substances that it generates or secretes, may be valuable (see monster description).
H	The creature may have once intentionally carried or employed valuables, but they are dead now and no longer cares about such things.
I	The creature may have coins or other valuables secreted or secured within a lair.
J	The creature may have a buried or otherwise hidden cache of valuables remote from their lair.
K	The creature may value objects for their decorative qualities, and they may arrange items they find attractive in their lair.
L	The creature may employ interesting or unusual objects for worship or meditative purposes within their lair.
M	The creature may make use of well-crafted tools, furniture, or other items of practical household utility within their lair.
N	The creature may unintentionally harvest or process valuable items that are found within their lair.
O	The creature may kill creatures in its lair, or kill them elsewhere and drag them there, where valuables may be found on the corpses.
P	The creature has an understanding of the utility of magical items and may hoard such useful objects in their lair.
Q	The creature may have been buried with valuable objects which are still to be found within their lair.
R	The creature may surround themself with valuables because they are greedy, or because they wish to create a lure for adventurers.
S	The creature may mine valuable items, or may choose to make its lair where valuable objects occur naturally.

The treasure type system doesn't attempt to say exactly how much treasure should be found, or its exact composition; that's up to the GM to determine. In general, since treasure is worth XP, the amount of treasure found should be commensurate with the risk overcome to get it. A single *goblin* might have a handful of coins in its pockets, but there could be a basket full of gold back in the goblin lair where the chieftain and their guards can watch over it. A *giant frog* might have swallowed a valuable gemstone, while a *frogheath* might have swallowed a magic suit of armor! Remember, also, that while XP is doled out equally to all characters, the Iron League takes its cut of treasure and then the characters divide the rest; therefore, a good GM should consider how to ensure that every member of a larger adventuring party gets something worthwhile, without giving too many XP to the group.

Monster Enhancements

Later in this chapter, many stat blocks are presented for monsters ready to use by the GM. Every one of these monsters can be customized to allow them to approach more closely what the GM wants to use in any given encounter. Hit points can be added or subtracted. Languages and skills can be swapped in and out. Ability scores can be redistributed to sum to the same total. Likewise, spells and special powers can be changed around, provided the monster follows the same rules articulated in this chapter for how to build a monster of a particular primary trait and HD.

Making more significant customizations to a monster is a little more complicated, but it's a necessary thing for a GM to be able to do. This chapter presents the stat block for a 1 HD *orc warrior*, but how can you create the stat block for a 3 HD *orc sub-chief*? How about a 10 HD *orc captain*? This chapter presents the stat block for a full-grown *red dragon*, but how can you create the stat block for a baby *red dragon*, or the biggest *red wyrm* Uroth has ever seen? **Monster enhancements** are a tool to allow the GM to make such customizations to monsters by applying a template of changes to the monster's stat block and then adjusting the monster's rank accordingly. A tabulation of monster enhancements is found below:

Table 8-31: TOTIL Enhancements

Enhancement	Rank Change	HD and Special Ability Change
Angelic Hybrid	add 2 ranks	<i>celestial, ability score bonus</i> , select two special abilities of a specific type of angel
Celestial	add 1 rank	<i>celestial</i>
Child	subtract 2 ranks	1/2 Hit Dice round down; if this is below 1, or rank is below 1, <i>child</i> is a non-combatant. Reduce attributes as per the primary trait charts
Demonic Hybrid	add 2 ranks	<i>infernal, ability score bonus</i> , select two special abilities of a specific type of demon
Diabolic Hybrid	add 2 ranks	<i>infernal, ability score bonus</i> , select two special abilities of a specific type of devil
Draconic Hybrid	add 2 ranks	<i>breath weapon, ability score bonus, fly</i> , select one special ability of a specific type of dragon
Elemental Hybrid	add 2 ranks	<i>elemental type</i> , select one special ability of a specific type of <i>elemental</i>
Elite ()	add () ranks	add () HD, increase attributes as per the primary trait charts
Infernal	add 1 rank	<i>infernal</i>
Juvenile	subtract 1 rank	3/4 Hit Dice round down; if this is below 1, <i>juvenile</i> is a non-combatant. Reduce attributes as per the primary trait charts
Priest ()	add () ranks	add () levels of Cleric for surges, spellcasting and holy orders, +(d6 hp, +() to combat and spell attack bonuses, and Cleric skill, weapon, and armor proficiencies (and limitations)
Rogue ()	add () ranks	add () levels of Thief for surges, +(d4 hp, +() to combat and spell attack bonus, and Thief skill, weapon, and armor proficiencies (and limitations)
Warrior ()	add () ranks	add () levels of Fighter for surges, +(d8 hp, +() to combat attack bonus, and Fighter skill, weapon, and armor proficiencies (including quick movement in armor)
Wizard ()	add () ranks	add () levels of Magic-user for spellcasting, +(d4 hp, +() to spell attack bonus, and Magic-user skill, weapon, and armor proficiencies (and limitations)

Each enhancement has a list of changes that should be made to the monster's stat block, and then it describes the effect that applying this enhancement has on the monster's rank. Note that multiple enhancements can be stacked upon a single creature; there is no reason that a *goblin* cannot be given the *wizard (1)*, *thief (1)*, and *priest (1)* enhancements, yielding a very formidable and flexible rank 4 monster.

Each enhancement is described in more detail below:

Angelic Hybrid – the angels from the Outer Planes follow the rigid rules of an ancient pact that limit the direct interaction that *extraplanars* may have with the Prime Material Plane. However, sometimes rules are broken. Angels have been known to come to Uroth, often disguising their true nature and living among mortals. If this is against the rules, what is really against the rules are angels choosing to mate with mortals – and yet, this too sometimes happens. The product of such a union is an *angelic hybrid*. To create such a monster, follow these steps:

- Add the *celestial* special power and *celestial secondary* trait. However, the creature's primary trait remains unchanged.
- Add the *ability score bonus* special power. Recalculate the monster's stats such as defenses, hit points, attack bonuses, and other attributes that rely upon ability scores.
- Select a particular type of angel and give the hybrid two special powers that angel has. Calculate the effects of those special powers based on the HD of the hybrid creature, not on the parent angel's HD.

- Increase the *angelic hybrid's* rank by 2.

Celestial – sometimes a creature is not a product of the union between an angel and a mortal, but instead it is merely touched by the nature of extraplanar good. Such a creature has fewer of the powers that an *angelic hybrid* enjoys, yet the energies of the Outer Plane have still granted it some abilities. To create such a monster, follow these steps:

- Add the *celestial* special power and *celestial* secondary trait. However, the creature's primary trait remains unchanged.
- Increase the *celestial's* rank by 1.

Child – an *owlbear* is a formidable monster when it is fully grown, but what happens when adventurers encounter a fledgling owl-cub? Is that young monster dangerous enough to pose a threat, or is it nothing to worry about? Adding a *child* enhancement to a monster reduces some of its power and abilities and adjusts its rank downward accordingly. To create such a monster, follow these steps:

- The *child's* primary trait remains unchanged.
- The creature's HD is half that of the listed monster, rounded down. If this yields a HD below 1, the *child* is a non-combatant; it will not fight effectively, and its rank is 0 – it is worth no XP to defeat.
- Reduce the *child's* ability score sum by the amount indicated by the difference in HD and reallocate ability scores.
- Recalculate hit points, attack bonuses, and spellcaster levels. Do not recalculate defenses, skills, or number of special powers.
- The *child's* rank is reduced by 2. If rank is below 1, the *child* may fight, but it will not be worth any XP to defeat.
- It is up to the GM to determine whether a young and inexperienced monster will be more likely to act unwisely, to fail morale checks, or to otherwise behave in ways that are not in the creature's best interests.

Demonic Hybrid – angels may rigorously follow the rules of the ancient agreement that limits interference with mortal beings. Demons have no such qualms, although some say that the pact is enforced by unknown and powerful beings and forces. Fortunately, between such limitations and the demons' all-consuming Everwar with the devils, demons have little opportunity to cross to the Prime Material Plane. When they do, however, demons have been known to mate with mortals to create a *demonic hybrid*. To create such a monster, follow these steps:

- Add the *infernal* special power and *infernal* secondary trait. However, the creature's primary trait remains unchanged.
- Add the *ability score bonus* special power. Recalculate the monster's stats such as defenses, hit points, attack bonuses, and other attributes that rely upon ability scores.
- Select a particular type of demon and give the hybrid two special powers that demon has. Calculate the effects of those special powers based on the HD of the hybrid creature, not on the parent demon's HD.
- Increase the *demonic hybrid's* rank by 2.

Diabolic Hybrid – devils are more prone than demons to follow rules, but they are equally likely to abuse them. Devils are famed for finding loopholes around agreements to gain an unintended advantage, and although the pact of non-intervention applies just as equally to devils as it does to demons and angels, devils are nevertheless adept at finding ways to get what they want. Devils have on rare occasions come to dwell among mortals on the Prime Material Plane, and the product of any union they may have with mortal beings is known as a *diabolic hybrid*. To create such a monster, follow these steps:

- Add the *infernal* special power and *infernal* secondary trait. However, the creature's primary trait remains unchanged.
- Add the *ability score bonus* special power. Recalculate the monster's stats such as defenses, hit points, attack bonuses, and other attributes that rely upon ability scores.
- Select a particular type of devil and give the hybrid two special powers that devil has. Calculate the effects of those special powers based on the HD of the hybrid creature, not on the parent devil's HD.
- Increase the *diabolical hybrid's* rank by 2.

Draconic Hybrid – *dragons* are known to be incredibly fecund creatures, capable of breeding with just about any sort of living being. When a *dragon* moves into an area, it often carves a swath of violence and mayhem, but it may also leave behind babies who are partly draconic in physical makeup, although not necessarily in nature. To create a *draconic hybrid*, follow these steps:

- The creature's primary trait remains unchanged.
- Add the *ability score bonus* special power. Recalculate the monster's stats such as defenses, hit points, attack bonuses, and other attributes that rely upon ability scores.
- Give the hybrid the *breath weapon* and *fly* special powers.
- Select a particular type of *dragon* and give the hybrid one special power that *dragon* has. Calculate the effects of those special powers based on the HD of the hybrid creature, not on the parent *dragon's* HD.
- Increase the *draconic hybrid's* rank by 2.

Elemental Hybrid – the *elementals*, once they had created the Edifice that encloses the Prime Material Plane, were banished back to their respective elemental planes. However, the means to summon *elementals* and require services from them remained intact, and these have been exploited to bring such creatures back to Uroth. *Elementals* have been known to mate with mortals, and the result of such a union is called an *elemental hybrid*. To create such a monster, follow these steps:

- The creature's primary trait remains unchanged.
- Give the hybrid the *elemental type* special power of its parent *elemental*.
- Select a particular type of *elemental* and give the hybrid one special power that *elemental* has. Calculate the effects of those special powers based on the HD of the hybrid creature, not on the parent *elemental's* HD.
- Increase the *elemental hybrid's* rank by 2.

Elite () – this enhancement is always followed by a number in brackets, such as *elite (3)*. *Elite* monsters are more powerful than the basic monster, and the number in brackets indicates how much more

powerful they are. This enhancement is used when you want to create a monster that has a few more special powers, or has better ability scores, or more skills. To create such a monster, follow these steps:

- The creature's primary trait remains unchanged.
- Increase the monster's HD by the number in parentheses.
- Use the primary trait table to determine how much the creature's defenses, combat bonuses, and ability scores have increased owing to the increase in HD. Increase these attributes by this amount.
- Use the primary trait table to determine whether the creature has more skills and special powers. Select these items accordingly.
- Recalculate ability scores and other stats as required, and recalculate hp.
- Increase the creature's rank by the number in parentheses.

Infernal – a creature may not have demonic or diabolical parentage at all, but over the course of its life has otherwise been touched by the influence of the evil-aligned Outer Planes. Such an *infernal* creature enjoys a few of the benefits enjoyed by such *extraplanars*. To create such a monster, follow these steps:

- Add the *infernal* special power and infernal secondary trait. However, the creature's primary trait remains unchanged.
- Increase the *infernal's* rank by 1.

Juvenile – if a *child* represents too significant a reduction in a monster's capabilities, the GM may apply the *juvenile* enhancement to create a monster that is approaching the full growth of an adult. To create such a monster, follow these steps:

- The *juvenile's* primary trait remains unchanged.
- The creature's HD is 3/4 that of the listed monster, rounded down. If this yields a HD below 1, the *juvenile* is a non-combatant; it will not fight effectively, and its rank is 0 – it is worth no XP to defeat.
- Reduce the *juvenile's* ability score sum by the amount indicated by the difference in HD and reallocate ability scores.
- Recalculate hit points, attack bonuses, and spellcaster levels. Do not recalculate defenses, skills, or number of special powers.
- The *juvenile's* rank is reduced by 1. If rank is below 1, the *juvenile* may fight, but it will not be worth any XP to defeat.
- It is up to the GM to determine whether a young and inexperienced monster will be more likely to act unwisely, to fail morale checks, or to otherwise behave in ways that are not in the creature's best interests.

Priest () – this enhancement is always followed by a number in brackets, such as *priest (3)*. This enhancement indicates that the monster has acquired some of the training and abilities enjoyed by player characters of the Cleric class. To create such a monster, follow these steps:

- The monster's primary trait and HD remains unchanged.
- The creature gains hp equal to the number in brackets times 1d6.
- The number in brackets is added to the creature's combat attack bonus and spell attack bonus.

- The creature gains one set of holy orders. The creature gains the starting skills, weapon proficiencies, and armor proficiencies (and limitations) of a Cleric.
- The creature gains the spellcasting ability, number of surges, and surge uses of a Cleric of a level equal to the number in brackets.
- The creature's defenses and ability scores otherwise remain unchanged.
- Increase the creature's rank by the number in brackets.

Rogue () – this enhancement is always followed by a number in brackets, such as *rogue (3)*. This enhancement indicates that the monster has acquired some of the training and abilities enjoyed by player characters of the Thief class. To create such a monster, follow these steps:

- The monster's primary trait and HD remains unchanged.
- The creature gains hp equal to the number in brackets times 1d6.
- The number in brackets is added to the creature's combat attack bonus and spell attack bonus.
- The creature gains the starting skills, weapon proficiencies, and armor proficiencies (and limitations) of a Thief.
- The creature gains the number of surges and surge uses of a Thief of a level equal to the number in brackets.
- The creature gains the *backstab: killing blow* special ability.
- The creature's defenses and ability scores otherwise remain unchanged.
- Increase the creature's rank by the number in brackets.

Warrior () – this enhancement is always followed by a number in brackets, such as *warrior (3)*. This enhancement indicates that the monster has acquired some of the training and abilities enjoyed by player characters of the Fighter class. To create such a monster, follow these steps:

- The monster's primary trait and HD remains unchanged.
- The creature gains hp equal to the number in brackets times 1d8.
- The number in brackets is added to the creature's combat attack bonus.
- The creature gains the starting skills, weapon proficiencies, and armor proficiencies of a Fighter, including the ability to move rapidly while wearing armor.
- The creature gains the number of surges and surge uses of a Fighter of a level equal to the number in brackets.
- The creature's defenses and ability scores otherwise remain unchanged.
- Increase the creature's rank by the number in brackets.

Wizard () – this enhancement is always followed by a number in brackets, such as *wizard (3)*. This enhancement indicates that the monster has acquired some of the training and abilities enjoyed by player characters of the Magic-user class. To create such a monster, follow these steps:

- The monster's primary trait and HD remains unchanged.
- The creature gains hp equal to the number in brackets times 1d4.
- The number in brackets is added to the creature's spell attack bonus.
- The creature gains the starting skills, weapon proficiencies, and armor proficiencies (and limitations) of a Magic-user.

- The creature gains the spellcasting ability, number of surges, and surge uses of a Magic-user of a level equal to the number in brackets. The creature begins play with a spellbook containing spells selected by the GM.
- The creature's defenses and ability scores otherwise remain unchanged.
- Increase the creature's rank by the number in brackets.

Monster Listings

Below are stat blocks and descriptions for some of the monsters of Uroth. Customize them or add new ones as suits your game.

<i>Aboleth</i>					
Primary Trait:	8 HD <i>aberration</i> , rank 9				
Secondary Traits:	<i>apodal, aquatic-native, water breathing</i>				
Hit Points:	36	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 11, Dex 10, Con 10, Int 16, Wis 13, Cha 13				
Natural Attacks:	bite (primary): +5/1d6 4 tentacles (secondary): +3/1d6 + <i>poisoned</i>				
Defenses:	AC 18, Dodge 14, Toughness 12, Poise 19				
Movement:	swim 60'; dart 120'; walk 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>aboleth mucus</i> : 10' aura, +4 vs. Toughness/breathe water not air <i>charming gaze</i> : as a standard action, attack one visible target within 60', +5 vs. Dodge/ <i>charmed</i> <i>more secondary attacks</i> : factored into natural attacks <i>poison touch</i> : on tentacle hit, <i>poisoned</i> with <i>aboleth</i> poison: +2T, onset 1 hp (ongoing) or nothing, interval 2 hours, recovery 15, attack 1d6 hp (ongoing) or 1 hp (ongoing) <i>telepathy</i> : can communicate with creatures within 60'				
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 to attacks and skill checks when in bright light				
Skills:	Knowledge 1, Profession (alchemy), Seacraft 1				
Proficiencies:	none				
Languages:	Merfolk (fluent), Undercommon (fluent)				

Metabolism:	eats (meat), sleeps, breathes (water)
Climate:	underground
Treasure Type:	D, E, I, J, L, M, P
Short Description:	Fishlike overlord of deep caverns, taking slaves and keeping strange lore
Long Description:	<p>An adult <i>aboleth</i> has a frame like a 12' long shark, with a powerful tail, dorsal and pectoral fins for stability, and a gaping maw filled with sharp teeth. However, it also has four 5' long prehensile tentacles like a catfish's whiskers, and it has three eyes, black and lozenge-shaped, stacked vertically over its mouth. The <i>aboleth</i> has pale skin, smooth and slimy, that continuously produces a thick cloud of mucus; when it is at rest in the water, this mucus may make its outline difficult to see.</p> <p>Nobody knows where <i>aboleth</i> come from originally, but it is believed they originate on another world. Sages believe that long ago, <i>aboleth</i> may have ruled over parts of Uroth's surface, but other creatures made war against them and drove them deep underground. Today they live in lightless cavern lakes and subterranean oceans. It is speculated they may dwell in communities or even cities there, ruled over by unusually large specimens with formidable magical powers. All <i>aboleth</i> have a considerable understanding of alchemy, and they may use such preparations or other cunningly crafted items for their defense.</p> <p><i>Aboleth</i> have innate mental faculties that allow them to communicate telepathically and charm other creatures; they surround themselves with slaves that protect them and do all difficult or dangerous tasks. Creatures that inhale <i>aboleth mucus</i>, intentionally or involuntarily, gain the ability to breathe water for 24 hours but lose the ability to breathe air. <i>Charmed</i> creatures living with <i>aboleth</i> must regularly refresh their mucus intake or drown. See Monster Poisons earlier in this chapter and Table 8-27 for the effects of <i>aboleth</i> poison.</p>

Aerial Servant

Primary Trait:	11 HD <i>elemental</i> , rank 12				
Secondary Traits:	<i>air type, amorphous, apodal</i>				
Hit Points:	72	Initiative:	+4	Morale Modifier:	+2
Ability Scores:	Str 17, Dex 20, Con 16, Int 6, Wis 10, Cha 6				
Natural Attacks:	pseudopod (primary): +9/2d10+2, range 10'				
Defenses:	AC 23, Dodge 23, Toughness 23, Poise 15				
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores				

amorphous: can squeeze through narrow spaces

elemental type (air):

- *fly* and *mobile (fly)*: factored into movement
- *blast (air)*: as a standard action, attack all targets in a 5'x30' line, +9 vs. Toughness/2d10 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20+2
- *whirlwind*: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d10 hp damage, is moved 10' in a random direction, and is knocked *prone*

invisible: cannot be seen, even when attacking

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Feats of Agility 1, Seeing 1, Stealth 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental air)

Climate: not native to Uroth

Treasure Type: O

Short Description: Transparent elemental air servitor summoned by magic

Long Description: It is difficult to perceive the exact form of an *aerial servant* because it is always invisible; however, it is usually a towering column of air that has taken on a protoplasm-like consistency, capable of reaching 20' high and 10' in all directions. Its body is always in motion, turning in a slow twisting vortex, but it can accelerate its spin to high rates of speed. Every inch of its surface is a sense organ that can feel, hear, and see in the dark. It attacks by extending a pseudopod from its central mass that can manipulate objects with surprising dexterity.

Aerial servants are natives of the Plane of Elemental Air, and there they are believed to be apex predators, consuming the elemental matter that natives of that plane are made from. However, powerful magic has bound these creatures to those who know the spells necessary to summon and command them (see Chapter 4). *Aerial servants* are known to resent orders given in such a manner, and more than one case is recorded of these powerful creatures destroying an unwise summoner.

Anemone

Primary Trait: 6 HD *elemental*, rank 7

Secondary Traits: *amphibious, apodal, good, water type*

Hit Points: 27 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 9, Dex 13, Con 10, Int 7, Wis 13, Cha 13

Natural Attacks: 4 tentacles (secondary): +2/1d10 + *confusing touch* (see below)

Defenses: AC 15, Dodge 17, Toughness 15, Poise 13

Movement: swim 5'; dart 10'; walk 5'; climb 5'

Senses: normal hearing, normal vision

Special Powers: *confusing touch*: on tentacle hit, +4 vs. Poise/*confused*

elemental type (water):

- *amphibious*: factored into metabolism and movement
- *blast (water)*: as a standard action, attack all targets in a 5'x30' line, +4 vs. Toughness/2d6 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20
- *vortex*: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d6 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

more secondary attacks: factored into natural attacks

spine attack: as a standard action, make 2 ranged attacks, 20/40/60, +5 vs. Dodge/1d6 hp

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *default exception (infravision)*: factored into senses

reduced movement (swim): factored into movement

Skills: Healing 1, Seacraft 1

Proficiencies: none

Languages: none

Metabolism: eats (elemental water)

Climate: not native to Uroth

Treasure Type: C, G, K

Short Description: Benevolent stationary elemental water creature, protective and innocent

Long Description: *Anemones* are creatures native to the Plane of Elemental Water. They have a soft pulpy body with no bones or skeleton, but their distributed organs mean they have no vital spot to attack. They spend most of their lives rooted to the sandy bed of a body of water, and they can only slowly uproot themselves and walk around. Their barrel-shaped body has a single mouth-like orifice at the top; these creatures ingest elemental water as a food source. The entire body is covered with colorful tentacles, each one studded with sensory organs and protective spines. *Anemones* look like 5' diameter wigs of pastel hairs moving gently with water currents.

Although *anemones* resemble simple hydrozoans living on the ocean floor on Uroth, they are intelligent creatures. *Anemones* are protective and nurturing creatures, and it is commonplace for them to shelter weaker natives of their home plane within the embrace of their stinging arms, which can cause *confusion* in their enemies. *Anemones* can also shoot their spines at targets that don't venture within tentacle range, an attack that only has ranges of 5/10/15 underwater.

Anemones can only communicate with simple gestures, and they have no understanding of the Elemental language, although they can make noises that indicate distress or pleasure. Despite their intelligence they live simple lives, dwelling in communities of 20-50 individuals ruled over by a *queen anemone* (see below). They do not collect treasure other than valuing pretty and shiny things; additionally, *anemones* filter sea glass out of the water, and their gut may contain pieces worth 2d4 gp.

Anemone, Queen

Primary Trait: 12 HD *elemental*, rank 13

Secondary Traits: *amphibious, apodal, good, water type*

Hit Points: 54 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 9, Con 10, Int 13, Wis 14, Cha 16

Natural Attacks: 4 tentacles (secondary): +6/2d8+1 + *confusing touch* (see below), range 10'

Defenses: AC 17, Dodge 21, Toughness 22, Poise 20

Movement: swim 5'; dart 10'; walk 5', climb 5'

Senses: normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

confusing touch: on tentacle hit, +8 vs. Poise/*confused*

elemental type (water):

- *amphibious*: factored into metabolism and movement
- *blast (water)*: as a standard action, attack all targets in a 5'x30' line, +7 vs. Toughness/2d10 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20
- *vortex*: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d10 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

more secondary attacks: factored into natural attacks

spellcaster: caster level 12, 12 castings per day:

- *detect alignment*, no more than 3/day;
- *remedy injury*, no more than 3/day;
- *water breathing*, no more than 2/day;
- *restore health*, no more than 2/day;
- *plane shift*, no more than 1/day;
- *heal*, no more than 1/day

spine attack: as a standard action, make 2 ranged attacks, 20/40/60, +7 vs. Dodge/1d10 hp

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *default exception (infravision)*: factored into senses

reduced movement (swim): factored into movement

Skills: Healing 1, Knowledge 1, Seacraft 1

Proficiencies: none

Languages: Elemental (fluent)

Metabolism: eats (elemental water)

Climate: not native to Uroth

Treasure Type: B, C, E, G, K, L, P

Short Description: Ruler of *anemones* on Plane of Elemental Water, wise and nurturing

Long Description: *Queen anemones* are larger versions of *anemones*, with a tubular mouth-tipped body 20' tall and multicolored tentacles extending up to 10' long. They tend to have tiger-striped color patterns that can strobe with increasing luridness when they are excited or angry. Like *anemones*, they remain rooted to the floors of the oceans of the Plane of Elemental Water. They are always surrounded by groups of *anemones* that are that queen's children.

Queen anemones are more intelligent than their subjects, and they speak and understand the Elemental language. They also can cast spells. These creatures do all the complicated thinking for their colony, and they herd the *anemones* around with nudges of their tentacles. Queens are just as protective as any other *anemone*, and they are likely to use their spells as well as their stinging tentacles and spines to help creatures that venture into their territory.

Anemones have no need of treasure, but *queen anemones* have an aesthetic sense that drives them to collect interesting and colorful objects that may have value; they also understand how magic items work, and they can use items that can be employed by Clerics. Finally, *queen anemones* filter sea glass out of the water, and their gut may contain pieces worth 2d4x10 gp.

Angel, Archangel

Primary Trait: 15 HD *extraplanar*, rank 17

Secondary Traits: *celestial, cold-native, good, winged*

Hit Points: 98 **Initiative:** +2 **Morale Modifier:** +5

Ability Scores: Str 17, Dex 16, Con 16, Int 17, Wis 18, Cha 16

Natural Attacks: fist (primary): +17/3d8+2 magical, range 15'

OR weapon (primary): +17/gargantuan-sized weapon+2, range 15'

Defenses: AC 27, Dodge 27, Toughness 27, Poise 27

Movement: fly 60'; swoop 120'; walk 60'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus* x3: factored into ability scores

blinding beauty: at the beginning of their turn, all creatures who can see within 60' are attacked, +11 vs Poise/*blinded*

celestial:

- *damage resistance (magical):* reduce non-magical damage by 15 hp
- *energy resistance (cold, lightning):* halve each damage type
- good alignment: factored into secondary traits
- *telepathy:* can communicate with creatures within 60'
- *condition resistance: afraid and charmed*

fly: factored into movement

magically impregnable: when targeted by a spell, caster must make a caster level check of 25 or the spell fails

spellcaster x2: creature casts spells as a 12th level Cleric

Skills: Convince 1, Feats of Agility 1, Feats of Might 1, Healing 1, Intuition 1, Knowledge 1, Turn Undead 1

Proficiencies: all weapons

Languages: Angelic (fluent), Common (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: D, E, I, K, L, M, P

Short Description: A chief of angels, mastermind of their campaigns to win the hearts of mortals

Long Description: The wisest and most powerful of angel-kind, *archangels* appear as gorgeous, winged giants, 18' tall, with plumage running to pale greys like a dove. Each one has a brightly glowing halo floating above its head, and this halo usually glows so brightly that the angel's facial features cannot be discerned; only when it chooses to dim its halo can its otherworldly beauty be seen in full. *Archangels* commonly carry gargantuan weapons, because they are generals of the army known as the Angelic Choir.

Archangels may choose to serve one or more deities, providing services in exchange for deities directing the life-essence of their worshippers towards portions of the Edifice occupied by the Choir (see Chapter 10). However, *archangels'* chief purpose is to oppose the armies of the *infernals* – the demons and the devils who jockey for territory in the Outer Planes. *Archangels* are constantly plotting campaigns to wrest control of those parts of the Edifice that are contested by *infernals*. The truce between good and evil forbids direct meddling with beings on the Prime Material Plane, but *archangels* are sometimes entangled in such matters as well.

Archangels are usually surrounded by lesser angels who serve them as bodyguards, messengers, and functionaries. Angels do not covet treasure (although they do appreciate art), but they understand that material objects are valued by mortals, and *archangels* may keep a trove of valuable objects for use where interaction with other creatures is concerned.

Angel, Avenging

Primary Trait: 10 HD *extraplanar*, rank 12

Secondary Traits: *celestial, cold-native, good, winged*

Hit Points: 55 **Initiative:** +0 **Morale Modifier:** +4

Ability Scores: Str 16, Dex 12, Con 13, Int 10, Wis 12, Cha 13

Natural Attacks: fist (primary): +12/2d8+2 magical, range 10'

OR weapon (primary): +12/gargantuan-sized weapon+2, range 15'

Defenses:	AC 21, Dodge 19, Toughness 21, Poise 20
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<p><i>celestial:</i></p> <ul style="list-style-type: none">• <i>damage resistance (magical):</i> reduce non-magical damage by 10 hp• <i>energy resistance (cold, lightning):</i> halve each damage type• good alignment: factored into secondary traits• <i>telepathy:</i> can communicate with creatures within 60'• <i>condition resistance: afraid and charmed</i> <p><i>fly:</i> factored into movement</p> <p><i>paralyzing gaze:</i> as a standard action, attack 1 visible target within 60', +7 vs. Dodge/<i>paralyzed</i></p> <p><i>rage:</i> as a free action, for 10 minutes gain +3 to hit and damage, and +5 to Feats of Might</p> <p><i>spellcaster:</i> caster level 10, 10 castings per day:</p> <ul style="list-style-type: none">• <i>invisibility to undead,</i> no more than 3/day;• <i>remedy injury,</i> no more than 3/day;• <i>searing light,</i> no more than 2/day;• <i>holy smite,</i> no more than 2/day;• <i>dispel evil,</i> no more than 1/day;
Skills:	Feats of Agility 1, Feats of Might 1, Intimidate 1, Stealth 1, Turn Undead 1
Proficiencies:	all weapons
Languages:	Angelic (fluent)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	D, E, I, K, L, M, P
Short Description:	A severe, pitiless angel dedicated to the eradication of the <i>undead</i>
Long Description:	<i>Avenging angels</i> appear as beautiful human-shaped giants, 12' tall, with black feathered wings and skin like glossy black-and-white marble. Their hair, which is more feather than fibrous, is typically worn in a mohawk that terminates between the joints of the wings. These angels always carry gargantuan weapons, including ranged weapons such as bows, but most commonly blunt melee weapons such as maces and hammers.

Angels in general are opposed to the *undead* since the conversion of life-force energy to unlife has robbed the Outer Planes of their chief currency (see Chapter 10). *Avenging angels* are the cadre of the Celestial Choir dedicated to rooting out and eradicating the *undead* menace. Although they willingly serve their roles within the angelic armies, *avenging angels* will take any opportunity they can to deviate from their military orders and snuff out agents of the *undead* wherever they are found.

It is extraordinarily difficult to make an *avenging angel* cry. However, if this creature weeps and its tears are collected, one can harvest holy water of triple potency.

Angel, Beacon

Primary Trait: 9 HD *extraplanar*, rank 11

Secondary Traits: *celestial, cold-native, good*

Hit Points: 41 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 13, Dex 13, Con 10, Int 11, Wis 16, Cha 13

Natural Attacks: fist (primary): +10/2d8+1 magical, range 10'

OR weapon (primary): +10/giant-sized weapon+1, range 10'

Defenses: AC 19, Dodge 21, Toughness 19, Poise 23

Movement: walk 60'; swoop 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *celestial:*

- *damage resistance (magical):* reduce non-magical damage by 10 hp
- *energy resistance (cold, lightning):* halve each damage type
- *good alignment:* factored into secondary traits
- *telepathy:* can communicate with creatures within 60'
- *condition resistance: afraid and charmed*

read thoughts: as a free action, read surface thoughts of 1 creature within 60'.
To delve deeper, attack Poise at +6

spellcaster x2: creature casts spells as a 9th level Cleric

summon pack: as a standard action, summon 9 *irradiant angels* which arrive at the beginning of the creature's next turn

Skills: Build 1, Convince 1, Knowledge 1, Mechanisms 1, Turn Undead 1

Proficiencies: all weapons

Languages: Angelic (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: D, E, G, I, K, L, M, P

Short Description: Torch-bearing angel dedicated to the banishing of darkness

Long Description: *Beacon angels* are bringers of light and illuminators of the path of knowledge. They appear as 10' tall human-shaped giants with flowing golden hair and golden skin that glows faintly from within. Each *beacon angel* bears an ornate torch, usually crafted from precious metals, that continuously gleams with a light equivalent to a double-strength *daylight* spell (see Chapter 4). They also wield giant-sized weapons such as light flails.

Although *beacon angels* serve in the Celestial Choir, their spiritual purpose is to eliminate darkness, both in the literal sense and in the analogy of ignorance. *Beacon angels* take any opportunity they can to banish shadows and teach all manner of lore. They can summon a squadron of *irradiant angels* to assist them.

The hair of *beacon angels* is finely spun golden thread worth 2d6x10 gp.

Angel, Guardian

Primary Trait: 7 HD *extraplanar*, rank 9

Secondary Traits: *celestial, cold-native, good, winged*

Hit Points: 46 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 13, Dex 12, Con 16, Int 9, Wis 12, Cha 13

Natural Attacks: fist (primary): +8/2d6+1 magical, range 10'
OR weapon (primary): +8/giant-sized weapon+1, range 10'

Defenses: AC 20, Dodge 17, Toughness 19, Poise 17

Movement: fly 60'; swoop 120'; walk 60'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *celestial:*

- *damage resistance (magical):* reduce non-magical damage by 10 hp
- *energy resistance (cold, lightning):* halve each damage type
- good alignment: factored into secondary traits
- *telepathy:* can communicate with creatures within 60'
- *condition resistance: afraid and charmed*

fly: factored into movement

interpose: as an interrupt, become the target of an attack made upon an ally within 10'

spellcaster: caster level 7, 7 castings per day:

- *cloak of benediction*, no more than 3/day;
- *divine ward*, no more than 3/day;
- *sacrificial respite*, no more than 3/day;
- *aid*, no more than 3/day;
- *delay affliction*, no more than 3/day;
- *prayer*, no more than 2/day;
- *death ward*, no more than 2/day

Skills: Feats of Might 1, Healing 1, Seeing 1, Turn Undead 1

Proficiencies: all weapons

Languages: Angelic (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: D, E, I, K, L, M, P

Short Description: A gruff angel assigned to the protection of selected good beings

Long Description: Sometimes the forces of good determine that key individuals on the Prime Material Plane are being directly threatened by evil agents. At such times a *guardian angel* is dispatched to protect the one in danger, because strictly defensive actions are not deemed to be a violation of the pact with the *infernals*. *Guardian angels* appear as 9' tall human-shaped winged giants with skin and feathers of shiny chrome. They usually carry a heavy shield (not factored into their AC) and wield a one-handed weapon such as a short spear.

Guardian angels know that assignments to protect mortals tread very closely on the line between what is permitted and what is not, and they are therefore inclined to minimize interaction with their wards. *Guardian angels* may appear sullen or gruff, and may even conceal their protection if they can, although subterfuge is not their strong suit. These angels have very little interest in serving in the Celestial Choir, although they will accept any assignment an *archangel* gives them.

It is very rare to be protected by a *guardian angel*; only threats that may alter the cosmic balance deserve such attention.

Angel, Irradiant

Primary Trait:	1 HD <i>extraplanar</i> , rank 3				
Secondary Traits:	<i>celestial, cold-native, good, incorporeal</i>				
Hit Points:	5	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 10, Dex 10, Con 10, Int 8, Wis 10, Cha 10				
Natural Attacks:	touch (primary): +3 vs. Dodge/1d8 magical				
Defenses:	AC 14, Dodge 14, Toughness 12, Poise 11				
Movement:	fly 60'; swoop 120'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>celestial:</i> <ul style="list-style-type: none">• <i>damage resistance (magical)</i>: reduce non-magical damage by 5 hp• <i>energy resistance (cold, lightning)</i>: halve each damage type• good alignment: factored into secondary traits• <i>telepathy</i>: can communicate with creatures within 60'• <i>condition resistance: afraid and charmed</i> <p><i>fly</i>: factored into movement</p> <p><i>incorporeal</i>: has no solid form and can move through solid objects but cannot interact with them, cannot be <i>ensnared, grappled, or petrified</i>, and takes half damage from melee or missile attacks</p>				
Weaknesses:	<i>ability score penalty x2</i> : factored into ability scores				
Skills:	Feats of Agility 1, Stealth 1				
Proficiencies:	none				
Languages:	Angelic (working)				
Metabolism:	eats (omnivore), sleeps				
Climate:	not native to Uroth				
Treasure Type:	none				
Short Description:	The simplest sort of angel, a glowing ball of animated light				
Long Description:	<i>Irradiant angels</i> appear as floating balls of disembodied light. They can increase their radiance to as bright as a <i>light</i> spell or decrease its output to that of a candle. They have no corporeal body and have difficulty interacting with solid objects. However, they can speak and understand the Angelic language, and they perform duties as guards and attendants.				

When the powers that control the portions of the Outer Planes occupied by angels decide to create another being, they weave the life-force collected by the Edifice into an *irradiant angel*. *Archangels* have the power to promote an *irradiant* to another angelic form if they distinguish themselves. *Irradiant angels* are by far the most common form of angelic being.

When *irradiant angels* fall asleep, they drift in a slow orbit around the creature or object they like the most.

Angel, Messenger

Primary Trait:	11 HD <i>extraplanar</i> , rank 13				
Secondary Traits:	<i>celestial, cold-native, good, winged</i>				
Hit Points:	50	Initiative:	+1 (<i>fast</i>)	Morale Modifier:	+4
Ability Scores:	Str 13, Dex 13, Con 11, Int 13, Wis 10, Cha 17				
Natural Attacks:	fist (primary): +12/2d10+1 magical, range 10' OR weapon (primary): +12/gargantuan-sized weapon+1, range 15'				
Defenses:	AC 23, Dodge 22, Toughness 20, Poise 22				
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>celestial</i> : <ul style="list-style-type: none">• <i>damage resistance (magical)</i>: reduce non-magical damage by 15 hp• <i>energy resistance (cold, lightning)</i>: halve each damage type• good alignment: factored into secondary traits• <i>telepathy</i>: can communicate with creatures within 60'• <i>condition resistance: afraid and charmed</i> <p><i>fast</i>: creature goes first every round and does not roll for initiative although allies still do</p> <p><i>fly</i>: factored into movement</p> <p><i>mobile (fly)</i>: factored into movement</p> <p><i>spellcaster x2</i>: creature casts spells as an 11th level Cleric</p>				
Skills:	Deceive 1, Feats of Agility 1, Stealth 1, Stonecraft 1, Streetcraft 1, Woodcraft 1				
Proficiencies:	all weapons				
Languages:	Angelic (fluent)				
Metabolism:	eats (omnivore), sleeps				

Climate: not native to Uroth

Treasure Type: D, E, I, K, L, M, P

Short Description: A swift, merry angel assigned with delivering messages

Long Description: *Messenger angels* appear as 12' tall human-shaped winged giants. They have quicksilver hair that seems to float as if suspended in water, and their skin is electric blue, but it is difficult to distinguish their exact features because they are always vibrating faintly. This type of angel is commonly armed with thrown missile weapons such as javelins which are always of gargantuan size.

Messenger angels serve as the scouts and couriers of the Celestial Choir. This is in part because they are quick as thought and very stealthy, and they are comfortable navigating almost any environment. However, they also have a lively wit and engaging personality, and they enjoy interacting with non-angels of all kinds. *Messenger angels* enjoy pulling pranks, and they are not above making mischief even with the *archangels*.

If one can pull a prank on a *messenger angel* and convince the creature that the trick is amusing and not offensive, they will sometimes perform a service for mortals.

Angel, Shepherd

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *celestial, cold-native, good*

Hit Points: 14 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 12, Dex 12, Con 12, Int 8, Wis 9, Cha 13

Natural Attacks: fist (primary): +3/1d10 magical

OR weapon (primary): +3/weapon

Defenses: AC 15, Dodge 13, Toughness 13, Poise 14

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *celestial:*

- *damage resistance (magical):* reduce non-magical damage by 5 hp
- *energy resistance (cold, lightning):* halve each damage type
- *good alignment:* factored into secondary traits
- *telepathy:* can communicate with creatures within 60'
- *condition resistance:* *afraid* and *charmed*

shapechange: as a standard action, change between normal form and one of the following forms (different for each creature): *chimpanzee*, *hunting hawk*, *war dog*

spellcaster: caster level 3, 3 castings per day:

- *guidance*, no more than 3/day;
- *sleep of miracles*, no more than 3/day;
- *augury*, no more than 3/day

Weaknesses: *ability score penalty*: factored into ability scores

Skills: Convince 1, Profession (varies), Turn Undead 1

Proficiencies: all weapons

Languages: Angelic (working)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: D, E, I, K, L, M, P

Short Description: A minor angel commonly sent to subtly guide mortals

Long Description: One of the loopholes in the pact with the *infernals* is that designated minor, relatively weak agents of the Outer Planes may serve mortals as advisors and assistants. *Shepherd angels* fill that niche for the forces of good. Their natural form can resemble any type of *humanoid*, but they each can change form into one of the following creatures: *chimpanzee*, *hunting hawk*, *war dog*.

Archangels may assign a *shepherd angel* to a specific mortal, although the mortal may not be informed; often *shepherd angels* act in secret, aiding and guiding while posing as a mentor, benefactor, or servant. It is part of the pact that even minor involvement by the Outer Planes in the lives of mortals cannot become common knowledge, so *shepherd angels* take pains to not advertise their efforts. A *shepherd angel* will aid and protect their ward to the best of their ability, including fighting if necessary.

Sometimes *shepherd angels* become used to living on the Prime Material Plane and defect, refusing to rejoin the Celestial Choir even when their assignment is complete.

Angel, Sword

Primary Trait: 12 HD *extraplanar*, rank 14

Secondary Traits: *celestial*, *cold-native*, *good*, *winged*

Hit Points: 90 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 18, Dex 13, Con 18, Int 13, Wis 12, Cha 10

Natural Attacks:	fist (primary): +15/2d10+3 magical, range 10' OR weapon (primary): +15/gargantuan-sized weapon+3, range 15'
Defenses:	AC 24, Dodge 22, Toughness 26, Poise 21
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'; climb 15'
Senses:	gestalt 30', normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>breath weapon</i> : as a standard action, attack all targets in a 10'x90' line of fire, +13 vs. Dodge/6d10 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+3 <i>celestial</i> : <ul style="list-style-type: none">• <i>damage resistance (magical)</i>: reduce non-magical damage by 15 hp• <i>energy resistance (cold, lightning)</i>: halve each damage type• good alignment: factored into secondary traits• <i>telepathy</i>: can communicate with creatures within 60'• <i>condition resistance: afraid and charmed</i> <i>fly</i> : factored into movement <i>gestalt senses</i> : factored into senses <i>magically impregnable</i> : when targeted by a spell, caster must make a caster level check of 22 or the spell fails <i>spellcaster</i> : caster level 12, 12 castings per day: <ul style="list-style-type: none">• <i>detect alignment</i>, no more than 3/day;• <i>command</i>, no more than 3/day;• <i>speak with animals</i>, no more than 3/day;• <i>zone of truth</i>, no more than 3/day;• <i>speak with dead</i>, no more than 2/day;• <i>speak with plants</i>, no more than 2/day;• <i>scrying</i>, no more than 1/day;• <i>find the path</i>, no more than 1/day
Weaknesses:	<i>default exception (infravision)</i> : factored into senses
Skills:	Feats of Agility 1, Feats of Might 1, Hearing 1, Intimidate 1, Intuition 1, Turn Undead 1
Proficiencies:	all weapons
Languages:	Angelic (fluent)
Metabolism:	eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: D, E, L, M, P

Short Description: The investigator and inquisitor of angels sent to root out evil

Long Description: *Sword angels* appear as 15' tall muscular human-shaped winged giants. They can have skin and hair of almost any color, but they all wear blindfolds over their eyes which are milky white. Their eyes do not function, and *sword angels* do not have infravision as do most other angels, but their skin has become so sensitive an organ that they can effectively see in the visual spectrum, and they have gestalt senses as well. The favored weapon of the *sword angel* is a gargantuan great sword, and they scorn the use of ranged weapons.

Sword angels are the investigators of the Celestial Choir. More subtle elements of the *infernal* enemy, especially the devils, have been known to infiltrate the ranks of the armies of good; *sword angels* are charged with locating spies and saboteurs and then executing them. Their responsibilities also include finding evidence that evil is breaking the pact with good by interfering with affairs on the Prime Material Plane and quashing any such schemes. *Sword angels* tend to be grimly serious and rarely say a word if none is required.

Legend has it that Alshazza, a *sword angel* of renown, plucked out one of its eyes and bestowed it as a gift to the priesthood of Shamdash. The properties of this artifact are unknown, but it is rumored to be kept in safekeeping in a cathedral in Ynderati.

Angel, Trumpet

Primary Trait: 8 HD *extraplanar*, rank 10

Secondary Traits: *celestial, cold-native, good, winged*

Hit Points: 44 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 13, Dex 10, Con 13, Int 11, Wis 12, Cha 16

Natural Attacks: fist (primary): +9/2d6+1 magical, range 10'

OR weapon (primary): +9/giant-sized weapon+1, range 10'

Defenses: AC 19, Dodge 19, Toughness 19, Poise 19

Movement: fly 90'; swoop 180'; walk 15'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *celestial:*

- *damage resistance (magical):* reduce non-magical damage by 10 hp
- *energy resistance (cold, lightning):* halve each damage type
- good alignment: factored into secondary traits

- *telepathy*: can communicate with creatures within 60'
- *condition resistance*: *afraid* and *charmed*

fly: factored into movement

horrifying scream: as a standard action, attack all targets that can hear within 30', +7 vs. *Poise/afraid*

spellcaster: caster level 8, 8 castings per day:

- *call from beyond*, no more than 3/day;
- *holy chant*, no more than 3/day;
- *silence*, no more than 3/day;
- *invisibility purge*, no more than 2/day;
- *damning sermon*, no more than 2/day;
- *dispel magic*, no more than 2/day

Skills:	Convince 1, Deceive 1, Intimidate 1, Perform 1, Turn Undead 1
Proficiencies:	all weapons
Languages:	Angelic (fluent)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	D, E, G, I, K, L, M, P
Short Description:	A trumpet-bearing angel sent to herald the coming of the Celestial Choir
Long Description:	<p><i>Trumpet angels</i> appear as willowy-slender 10' tall human-shaped winged giants. Their skin is rough bronze, and their hairs are fine strands of copper wire. Each <i>trumpet angel</i> carries a musical instrument – a long brass horn with numerous sharp barbs along its length such that it can double as a giant-sized morningstar.</p> <p><i>Trumpet angels</i> are the heralds and forward ranks of the Celestial Choir; when they blow their horns, they can not only make music but also work magics that support their troops and disrupt the enemy. <i>Trumpet angels</i> are also diplomats, and they are frequently sent by <i>archangels</i> to bargain on behalf of the Celestial Choir. These angels have a soft spot for the weak and defenseless, and their nature may lead them to protect such creatures even if their orders command them otherwise.</p> <p>The copper hair of <i>trumpet angels</i> can be sold for d4x10 gp. Demons are especially fond of collecting <i>trumpet angel</i> scalps.</p>

Ankheg

Primary Trait:	5 HD <i>vermin</i> , rank 5				
Secondary Traits:	<i>many-footed</i>				
Hit Points:	28	Initiative:	+0	Morale Modifier:	+1
Ability Scores:	Str 15, Dex 12, Con 13, Int 1, Wis 8, Cha 10				
Natural Attacks:	bite (primary): +3/1d8+1				
Defenses:	AC 16, Dodge 14, Toughness 14, Poise 6				
Movement:	walk 60'; run 120'; burrow 30', swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, tremorsense				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>breath weapon</i> : as a standard action, attack all targets in a 10' radius ball of acid, range 80', +2 vs. Dodge/3d6 hp acid, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1 <i>burrow</i> : factored into movement <i>tremorsense</i> : factored into senses				
Weaknesses:	<i>energy vulnerability (cold)</i> : add half again as much damage of this type				
Skills:	Intuition 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical				
Treasure Type:	F, O				
Short Description:	Multi-legged acid-breathing arthropod making burrows in loose soil				
Long Description:	<p>An <i>ankheg</i> is a long-bodied segmented insect-like monster, about fifteen feet long and with six relatively short legs; its head has large multifaceted eyes and sharp pincer jaws. It is covered with hard chitinous plates, greenish brown in color, each one edged with cilia several inches long that facilitates the monster burrowing through loose earth. This creature has a sharp, acrid odor that can often be smelled hundreds of feet away from their lairs. <i>Ankhegs</i> do not communicate but have been known to make a grating chirp to warn rivals away from their territory.</p> <p><i>Ankhegs</i> are ambush predators; they can dig quickly through sand or dirt, and they are fond of waiting in ambush until they feel prey walking on the ground</p>				

overhead. They then burst out of the soil, often attacking first by spitting acid at their prey. Since loose soil is the easiest medium for them to move through, and since they feed on large animals, they frequently invade tilled farmland and attack livestock.

Ankhegs make warrens of tunnels about 5' in diameter and ending in small chambers. They sometimes lay eggs in these burrows and then drag prey in to serve as a food source for new hatchlings.

Ant, Giant Queen

Primary Trait: 10 HD *vermin*, rank 10

Secondary Traits: *many-footed*

Hit Points: 65 **Initiative:** +0 **Morale Modifier:** -2

Ability Scores: Str 16, Dex 10, Con 16, Int 3, Wis 12, Cha 13

Natural Attacks: bite (primary): +7/1d12+2 + *poisoned*

Defenses: AC 16, Dodge 18, Toughness 18, Poise 13

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

poison touch: on bite hit, *poisoned* with *giant queen ant poison*: +4T, onset 1d6 hp or 1 hp, interval 4 hours, recovery 15, attack 1d6 hp or none

queen's scent: all giant ants within 30' gain +1 to hit and damage

smart: factored into ability scores

Skills: Seeing 1, Stonecraft 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, underground

Treasure Type: F, K, L

Short Description: A ruler of giant ant mounds, controlling ants by scent

Long Description: A *giant queen ant* rules her colony from the largest chamber deep in the heart of the mound. She is a large chitinous black insect, about ten feet long with a long bulbous abdomen. Her jaws have a reddish color and can inflict a venomous bite. *Giant queen ants* can move but never leave their chamber; the

tunnels exiting the room are usually too small for them. They are always attended by *giant soldier ants* and *giant worker ants*.

Giant queen ants lay many eggs that will eventually hatch into soldiers and workers; these are taken away by workers and cared for in nurseries until they hatch. These creatures also direct the actions of subordinate ants, and although they have no language, the queen can exude a subtle variety of scents that give remarkably specific commands to workers and soldiers.

Although *giant queen ants* have no appreciation of the value of treasure, they are intelligent enough to have a sense of beauty and may keep unusual and interesting objects close to where they lair.

Ant, Giant Soldier

Primary Trait: 2 HD *vermin*, rank 2

Secondary Traits: *many-footed*

Hit Points: 11 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 15, Dex 11, Con 13 Int 1, Wis 8, Cha 10

Natural Attacks: bite (primary): +2/1d4+1

Defenses: AC 15, Dodge 12, Toughness 12, Poise 3

Movement: walk 60'; run 120'; swim 15'; climb 30'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

climb: factored into movement

scent: factored into senses

Weaknesses: *code of conduct*: must obey the instructions of *giant queen ants*

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, underground

Treasure Type: O

Short Description: Large, aggressive ant responsible for the defense of the mound

Long Description: *Giant soldier ants* are large black chitinous insects, about 6' long, with segmented eyes and pinching jaws. They can see but largely navigate the lightless burrows of their mound by scent.

Giant soldier ants are responsible for the defense of the colony and will aggressively attack other creatures to repel them from the tunnels. They will also obey the scent-encoded instructions of their queen. *Giant soldier ants* have little sense of the value of their own life and will throw themselves into fights with no consideration for self-preservation.

Sometimes exceedingly large *giant soldier ants* are born that have a venomous bite; the poison causes swelling and pain that can persist for days.

Ant, Giant Worker

Primary Trait: 1 HD *vermin*, rank 1

Secondary Traits: *many-footed*

Hit Points: 6 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 12, Dex 11, Con 11, Int 1, Wis 6, Cha 10

Natural Attacks: bite (primary): +0/1d4

Defenses: AC 15, Dodge 11, Toughness 10, Poise 3

Movement: walk 60'; run 120'; swim 15'; climb 30'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *climb*: factored into movement

scent: factored into senses

Weaknesses: *code of conduct*: must obey the instructions of *giant queen ants*

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, underground

Treasure Type: N

Short Description: Ant responsible for menial chores in the mound

Long Description: *Giant worker ants* are large black chitinous insects, about 4' long, with segmented eyes and pinching jaws. They can see but largely navigate the lightless burrows of their mound by scent.

The role of *giant worker ants* is to perform all the food gathering, maintenance and repair, and nursemaid functions of the colony. They dig the 5' diameter tunnels of the mound, and they may range as far as a half mile away from the colony in their search for food. They also pitch into defending the mound, joining in fights with little fear -- particularly if their queen uses her scent-commands to order them to do so.

Giant worker ants have strong jaws that lock closed when these creatures die. Giant ant colonies sometimes have features such as bridges and rafts composed of the interlinked bodies of deceased workers.

Ant, Swarm

Primary Trait:	2 HD <i>vermin</i> , rank 2				
Secondary Traits:	<i>many-footed, swarm</i>				
Hit Points:	9	Initiative:	+0	Morale Modifier:	+0
Ability Scores:	Str 3, Dex 10, Con 10, Int 1, Wis 6, Cha 10				
Natural Attacks:	swarm (primary): +3 vs. Dodge/1d4, half damage on a miss (rounded down)				
Defenses:	AC 15, Dodge 12, Toughness 8, Poise 2				
Movement:	walk 30'; run 60'; swim 15'; climb 30'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>climb</i> : factored into movement <i>ongoing damage</i> : damage inflicted by creature is ongoing until the start of the creature's next turn <i>scent</i> : factored into senses				
Weaknesses:	<i>code of conduct</i> : must obey the instructions of <i>giant queen ants</i>				
Skills:	Intuition 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, underground				
Treasure Type:	O				
Short Description:	A swarm of tiny crawling insects capable of overwhelming foes with numbers				
Long Description:	An <i>ant swarm</i> appears as a carpet of crawling insects, each no longer than the joint of one's thumb, but the swarm is composed of tens of thousands of these creatures. The ants may be black, brown, or red in color. The <i>ant swarm</i> acts as				

a single creature to find and consume food, whether it is by scavenging dead animals, stripping all plant life in its path of greenery, or bringing down living creatures by trapping and overwhelming them. The swarm has no real intelligence but shows great ability to cooperate for mutual survival, including forming living rafts to cross rivers.

Ant swarms sometimes cohabitate with giant ant colonies, and they obey the scent directives of *giant queen ants*.

Ape, Carnivorous

Primary Trait:	5 HD <i>animal</i> , rank 5				
Secondary Traits:	none				
Hit Points:	28	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 16, Dex 10, Con 14, Int 3, Wis 8, Cha 9				
Natural Attacks:	bite (primary): +5/1d6+2 2 claws (secondary): +3/1d6+2 + <i>rend</i> (see below)				
Defenses:	AC 14, Dodge 14, Toughness 16, Poise 8				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>rend</i> : if both claw attacks hit in the same round, double both hits' damage <i>smart</i> : factored into ability scores				
Skills:	Feats of Might 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical				
Treasure Type:	B, C, I, K, L, O				
Short Description:	A great ape bred for battle but now gone feral				
Long Description:	Long ago, it is believed that war-mongering humans used selective breeding to create a species of great ape that could be used as attack animals. What happened to the humans is unknown, but the survivors of their eugenics program escaped back into the wilderness and now have stable populations there. <i>Carnivorous apes</i> hunt for prey as a community, and they may be smart enough to practice basic animal husbandry and fishing.				

A *carnivorous ape* can run bipedally or on all fours. When it stands on its hind legs, it can be seven feet tall and weigh up to four hundred pounds. It appears a bit like a large gorilla, but its face has definite human characteristics, and its teeth are entirely canine fangs. The *carnivorous ape's* great chest strength means that its claws can inflict tremendous ripping and tearing damage.

It is believed that some bands of *carnivorous apes* may still live in the ruins of the human societies that created them, and they may even have retained some memory of and conditioning for the verbal commands that they once responded to.

Ape, Chimpanzee

Primary Trait: 2 HD *animal*, rank 2

Secondary Traits: none

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** -1

Ability Scores: Str 13, Dex 13, Con 11, Int 3, Wis 8, Cha 10

Natural Attacks: bite (primary): +2/1d4+1

2 claws (secondary): +0/1d3+1

Defenses: AC 14, Dodge 13, Toughness 11, Poise 6

Movement: walk 60'; run 120'; swim 15'; climb 30'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *climb*: factored into movement

smart: factored into ability scores

Weaknesses: *code of conduct (curiosity)*: these creatures are naturally inquisitive and will explore interesting items or creatures even at great personal risk

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: tropical

Treasure Type: K

Short Description: An arboreal ape commonly found in jungle canopies

Long Description: *Chimpanzees* are great apes and one of the closest living relatives of humans. They do not stand as tall as a full-grown human, but their dense musculature and bones give large adults a comparable weight. Chimpanzees live in

matriarchal communities and spend most of their lives in jungle tree canopy; their clever hands and feet make them gifted climbers. They are covered with brown or black fur on every part of their body except for their faces and palms. They have no tails.

Chimpanzees are clever animals, and they are naturally very curious. Although suspicious of intruders, and possibly hostile if they feel their territory has been invaded, they will usually investigate unusual things they come across.

The peoples of the jungle tell stories about exceptionally intelligent *chimpanzees* living in the most remote places – creatures that can communicate using sign language and have learned the use of simple tools.

Ape, Gorilla

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: none

Hit Points: 17 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 15, Dex 10, Con 14, Int 3, Wis 8, Cha 9

Natural Attacks: bite (primary): +3/1d6+1

2 claws (secondary): +1/1d4+1

Defenses: AC 14, Dodge 12, Toughness 13, Poise 6

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *smart*: factored into ability scores

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: tropical

Treasure Type: K

Short Description: A large ape commonly found in tropical forests and mountains

Long Description: *Gorillas* are large great apes who spend most of their time in jungle lowlands or highlands. A fully-grown adult can stand over six feet tall and is very broad, frequently topping three hundred pounds in weight. Their fur is typically black or dark grey, shading towards silver and white as they grow older. The skin of their faces and hands is a satin black.

Gorillas live in wandering bands of 10 to 20, making nests in trees for night-time sleeping and then moving on to a new place during the day. Most of a *gorilla's* diet is usually plants, which they gather and eat as they travel; however, these creatures will also supplement their diet with any insects and small animals they can catch as they forage. They are usually shy and will avoid contact, but they may become aggressive if they feel their band is endangered, particularly during mating season.

An angry adult *gorilla* is impossibly strong and can be very formidable in combat, but they are more interested in frightening strangers away from their band than they are in engaging in sustained pursuit.

Aranea

Primary Trait: 8 HD *vermin*, rank 8

Secondary Traits: *many-footed*, *web-climber*

Hit Points: 36 **Initiative:** +0 **Morale Modifier:** -3

Ability Scores: Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 12

Natural Attacks: bite (primary): +3/1d8 + *poisoned*

Defenses: AC 15, Dodge 18, Toughness 12, Poise 14

Movement: walk 45'; run 90'; swim 15'; climb 15' (45' in webs)

Senses: low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

poison touch: on bite hit, *poisoned* with *aranea* poison: +2T, onset *paralyzed* + 1 Con or nothing, interval 4 hours, recovery 15, attack 1 Con or nothing

smart: factored into ability scores

spellcaster: caster level 8, 8 castings per day:

- *magic missile*, no more than 3/day;
- *jump*, no more than 3/day;
- *invisibility*, no more than 3/day;
- *ESP*, no more than 3/day;
- *protection from normal missiles*, no more than 2/day;
- *black tentacles*, no more than 2/day

Skills: Profession (alchemy), Knowledge 1

Proficiencies: none

Languages: Common (fluent)

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Intelligent spellcasting spiders seeking prey and lore

Long Description: The *aranae* are a species of spider-like arachnids that mass about the same as an adult human; their bodies are covered with brown and orange fur, and their length and width (factoring in legs) is about 6' in both directions. They have multiple eyes, pincer mouthparts that can deliver a venomous bite, and a high raised bulge on the back of their heads that houses their large brains.

Aranea are a strange mix of spider and civilization. They spin large communal webs for groups up to two dozen, and they use them to trap birds and lizards which make up most of their diet. However, they also weave netting out of webs and make traps to catch larger prey, including *humanoids*. Despite this, *aranae* are intelligent and very much want to interact with other intelligent beings; they usually speak Common or the most frequently used language in the area, and they are fond of reading books. *Aranea* know how to make fire, which they usually build in earthen burrows close to their web-homes, and they have learned some of the secrets of alchemy which allows them to brew helpful chemical concoctions.

All *aranae* can cast some magical spells, although rumors abound of older, wiser creatures who can cast spells from spellbooks and even craft magic items. *Aranea* understand the value of trade, and they will use money and other valuable objects to barter for what they want.

Axe Beak

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: none

Hit Points: 17 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 16, Dex 10, Con 13, Int 2, Wis 6, Cha 6

Natural Attacks: beak (primary): +4/2d8+2

Defenses: AC 13, Dodge 12, Toughness 15, Poise 5

Movement: walk 75'; run 150'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *improved natural attack*: factored into natural attacks

Skills: Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, arid

Treasure Type: F, O

Short Description: Huge flightless carnivorous bird hunting prey on the plains

Long Description: *Axe beaks* are large carnivorous flightless birds that live on the open plains. They can stand as tall as 8' in height on their muscular hind legs. Their plumage varies from a sandy brown to a drab grey, but during mating season the males of the species grow a fringe of colorful feathers around their necks that are used for courtship rituals. The head of these birds is very hard and horny, and their beaks flare up at the front to present a long, sharp leading edge, making their heads look like – and perform like – the head of an axe.

Axe beaks chase down prey using their superior foot speed. The musculature of their necks and backs allows them a very fast downward chopping movement of their axe-crest, which can frequently decapitate victims with a single stroke. *Axe beaks* then tear meat into smaller strips with their feet and swallow it whole; they have no teeth.

Axe beaks are generally solitary creatures. Two of these animals may be found together during mating season, but they usually separate after the eggs hatch. Intact, viable *axe beak* eggs can be sold to *firenewts* for up to 10 gp.

Baboon

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: none

Hit Points: 5 **Initiative:** +0 **Morale Modifier:** -2

Ability Scores: Str 12, Dex 12, Con 10, Int 3, Wis 7, Cha 8

Natural Attacks: bite (primary): +1/1d4

2 claws (secondary): -1/1d3

Defenses: AC 13, Dodge 11, Toughness 10, Poise 5

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *smart*: factored into ability scores

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, arid

Treasure Type: O

Short Description: Pack-dwelling monkeys roaming the plains and deserts

Long Description: *Baboons* live in family groups, or troops, of 50 to 200 members. They are primarily quadrupedal monkeys weighing up to 100 pounds with brown or grey fur, tails, small hands, and a dog-like muzzle with sharp teeth. Their troops are nomadic, gathering fruit and nuts as they travel during the daytime, but also eating insects, small animals, and even larger game animals that they can catch. At night they roost in trees for protection. *Baboons* have been known to burgle *humanoid* settlements to steal food, although violent attacks on *humanoids* are infrequent.

Baboons are themselves prey to the large cats and canines of the open plains. The troops act communally to protect the group from larger threats, circling to place the young and elderly behind a ring of adults. *Baboons* are not usually aggressive and will flee from threats if they have an opportunity.

Baboons have no interest in treasure, but shiny objects may arouse their curiosity, and they have been known to pilfer things encountered while foraging for food.

Badger

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: *many-footed*

Hit Points: 6 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 10, Dex 9, Con 13, Int 2, Wis 8, Cha 10

Natural Attacks: bite (primary): +1/1d4

2 claws (secondary): -1/1d3

Defenses: AC 13, Dodge 11, Toughness 11, Poise 5

Movement: walk 75'; run 150'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *rage*: as a free action, for 10 minutes gain +2 to hit and damage, and +4 to Feats of Might

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, mountains

Treasure Type: K

Short Description: Ill-tempered small burrowing mammal prone to fits of aggression

Long Description: *Badgers* are fur-bearing mammals related to weasels. Their fur is black or brown, and their heads have distinctive white-and-black striped markings. *Badgers* are burrowing animals, and they live in loose family burrow colonies numbering as many as several dozen. They emerge from their burrows to hunt at night, using their sense of smell to locate fruits and roots but also worms, insects, birds, and other small animals.

Badgers do not usually exceed 2' long and 40 pounds, but they are nevertheless given a wide berth by large predators. The reason is that badgers have sharp teeth and claws, but more importantly they have a ferocious temper. *Badgers* can fly into a rage during which they are dangerous combatants and will aggressively pursue anything they perceive as a threat.

Badger lairs, or sets, are sometimes dug close to the homes of *brownies*. This provides some mutual protection for both species.

Banshee

Primary Trait: 8 HD *undead*, rank 9

Secondary Traits: *evil, incorporeal*

Hit Points: 36 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 10, Dex 13, Con 9, Int 13, Wis 6, Cha 15

Natural Attacks: touch (primary): +8 vs. Dodge/1d12

Defenses: AC 16, Dodge 13, Toughness 13, Poise 15

Movement: fly 60', swoop 120'

Senses: lifiesense 60', normal hearing, normal vision

Special Powers: *death wail:* as a standard action, attack all targets that can hear within 30', +5 vs. Toughness/energy drain 1

fly: factored into movement

horrifying visage: at the start of their turn, attack all targets within 60' that can see the creature, +5 vs. Poise/*afraid*

incorporeal: has no solid form and can move through solid objects but cannot interact with them, cannot be *ensnared*, *grappled*, or *petrified*, and takes half damage from melee or missile attacks

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Knowledge 1, Stealth 1

Proficiencies: none

Languages: Common (fluent)

Metabolism: none

Climate: not native to Uroth

Treasure Type: H, O, Q

Short Description: *Undead* freeform spirit of a murdered elf whose screams can kill

Long Description: A *banshee* is the restless spirit of an elf who was murdered, and whose remains were not put to rest in accordance with the usual funerary forms of the elvish people. *Banshees* looks something like what they looked like in life, but they have a translucent and washed-out appearance owing to their *incorporeal* form, and they always have a horrifying expression of terror and outrage – an appearance that invokes a primal and supernatural fear in those who see it.

A *banshee*, while intelligent, has been stripped of much of its sanity by the transition to unlife, leaving it only with a wicked hatred for the living who it blames for its untimely demise. The chief weapon of vengeance for a *banshee* is its wail, which is chillingly penetrating and can suck the life energy out of those unfortunates who can hear it. It can sense life energy and will ambush creatures who venture into its territory.

Banshees never roam far from their physical remains, which often still lie where they were left when they were murdered. Any treasure they may have had may still be with them. It is said that performing the appropriate burial rituals on a *banshee's* remains will put the evil spirit to rest, but this is disputed by sages.

Basilisk

Primary Trait: 8 HD *beast*, rank 9

Secondary Traits: *many-footed*

Hit Points: 44 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 12, Dex 14, Con 14, Int 3, Wis 11, Cha 9

Natural Attacks: bite (primary): +8/1d12 + *poisoned*

Defenses: AC 16, Dodge 18, Toughness 18, Poise 12

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus:* factored into ability scores
infravision: factored into senses
petrifying gaze: as a standard action, attack 1 visible target within 60', +4 vs. Dodge/*petrified*
poison touch: on bite hit, *poisoned* with *basilisk* poison: +2T, onset 2d6 hp or 1d6 hp, interval 4 hours, recovery 15, attack 1d6 hp or 1 hp

Skills: Intimidate 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arid, underground

Treasure Type: F, O

Short Description: Venomous cave-dwelling reptile whose gaze can turn prey into stone

Long Description: A *basilisk* is a quadrupedal reptile that is about 12' long from nose to tail; it has slate-grey or green scales covering its body, and its eyes glow with an inner green light. It has a long snout and a mouth full of sharp teeth that can deliver a venomous bite, but its chief weapon is its deadly gaze which can turn creatures to stone. *Basilisks* usually lair in caves, and often their dens are surrounded by intact or partial stone statues of all kinds of animals.

Basilisks eat meat, and a property of its venom is that it can turn stone back into flesh. The typical hunting method of a *basilisk* is to petrify an animal, then gnaw on the stone victim with its poisonous jaws and eat the parts that revert to flesh. This is usually fatal to the victim. Using venom harvested from a freshly killed *basilisk* can be one method for restoring a *petrified* creature to its normal state.

Basilisks care nothing for treasure, but they frequently eat in and around their lairs, and valuables carried by their prey may be scattered nearby.

Bat, Fire

Primary Trait: 2 HD *elemental*, rank 3

Secondary Traits: *fire type, heat-native, winged*

Hit Points: 9 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 6, Dex 17, Con 12, Int 3, Wis 14, Cha 11

Natural Attacks: bite (primary): +0/1d6 fire

Defenses:	AC 15, Dodge 16, Toughness 11, Poise 6
Movement:	fly 75'; swoop 150'; walk 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<p><i>blood draw</i>: as a standard action, make a touch attack, +5 vs. Dodge/1d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 1d3 Constitution as a standard action</p> <p><i>elemental type (fire)</i>:</p> <ul style="list-style-type: none">• <i>hurl energy (fire)</i>: as a standard action, make a ranged attack, 20/40/60, +3 vs. Dodge/2d4 hp fire• <i>immunity (fire)</i>: take no damage from fire attacks <p><i>energy aura (fire)</i>: opponents who begin a turn within 5' of the creature take 1d4 hp fire damage</p> <p><i>fly</i>: factored into movement</p> <p><i>elemental immunities</i>: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p>
Weaknesses:	<p><i>energy vulnerability (cold)</i>: add half again as much damage of this type</p> <p><i>susceptibility (water)</i>: creature takes 1d6 hp damage when exposed to water</p> <p><i>weak phase</i>: after the creature has drained at least 4 points of Constitution, it swells up and becomes torpid: for one hour, it receives a penalty of -4 to AC, and its movement rates are halved</p>
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (elemental fire)
Climate:	not native to Uroth
Treasure Type:	K, O
Short Description:	<i>Elemental</i> resembling a flaming bat which breathes fire and sucks blood
Long Description:	<i>Fire bats</i> are not truly bats at all, although they do use leathery bat wings to fly. <i>Fire bats</i> are natives of the Plane of Elemental Fire, and they are surrounded by a nimbus of flames. They weigh about 20 pounds and have a wingspan of three feet. They have a set of sharp fangs, long sensitive ears, and eyes that burn like coals. They have fur that is fire-engine red.

Fire bats subsist on elemental fire. However, their breeding cycle requires that they ingest blood or similar vascular fluids to gestate, so adult *fire bats* attempt to sink their fangs into creatures with circulatory systems to draw their blood. Owing to their aura of flames, this can be painful for victims that are not immune to fire. Once a *fire bat* has drained enough blood, it slowly flies away and begins to grow a litter of young without requiring another parent.

In addition to being immune to fire, *fire bats* can spit goutts of flame at enemies. However, they are injured by water, and total immersion douses their *energy aura* for a round. *Fire bats* lack an ordinary bat's ability to echolocate.

Bat, Giant

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: *winged*

Hit Points: 5 **Initiative:** +2 **Morale Modifier:** -4

Ability Scores: Str 5, Dex 16, Con 11, Int 2, Wis 12, Cha 6

Natural Attacks: bite (primary): -1/1d3

Defenses: AC 15, Dodge 14, Toughness 8, Poise 4

Movement: fly 75'; swoop 150'; walk 15'; swim 15'

Senses: gestalt 30', low light vision, normal hearing, normal vision

Special Powers: *fly*: factored into movement

gestalt senses: factored into senses

Weaknesses: *default exception (scent)*: factored into senses

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, mountains, underground

Treasure Type: none

Short Description: Large flying mammal capable of finding prey by echolocation

Long Description: *Giant bats* are large examples of typical bats – they are furry rodents that use leathery bat wings to fly. An adult *giant bat* weighs up to 20 pounds and has a wingspan of three feet. It has sharp teeth, and its claws are adept at climbing and clutching food but are not useful when attacking. Its fur can range from

light brown to dark black. *Giant bats* make high-pitched noises, and their very sensitive hearing allows them to echolocate prey.

Giant bats are omnivores that mostly eat fruit and insects, but they will also catch and eat small birds or reptiles. *Giant bats* are nocturnal and live in underground sheltered colonies limited only in size by the space available; they always have a path to the outdoors so that they may hunt. These creatures have been known to defensively attack intruders of the colony, particularly if they are startled by bright lights or loud noises.

Giant bat dung or guano is prized by alchemists for its high sulfur content, which makes it useful for preparations that involve fire. Particularly concentrated guano deposits may be flammable or even explosive.

Bat, Mobat

Primary Trait:	5 HD <i>beast</i> , rank 6				
Secondary Traits:	<i>winged</i>				
Hit Points:	28	Initiative:	+1	Morale Modifier:	+1
Ability Scores:	Str 10, Dex 13, Con 13, Int 3, Wis 10, Cha 13				
Natural Attacks:	bite (primary): +3/1d10				
Defenses:	AC 15, Dodge 16, Toughness 16, Poise 11				
Movement:	fly 75'; swoop 150'; walk 15'; swim 15'				
Senses:	gestalt 30', low light vision, normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>fly</i> : factored into movement <i>gestalt senses</i> : factored into senses <i>horrifying scream</i> : as a standard action, attack all targets that can hear within 30', +3 vs. Poise/ <i>afraid</i>				
Weaknesses:	<i>default exception (scent)</i> : factored into senses				
Skills:	Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, mountains, underground				
Treasure Type:	F, K, O				

Short Description: Enormous flying bat-like beast with a terrifying shriek

Long Description: *Mobats* are bats of monstrous size that use leathery wings to fly. Adults weigh about 300 pounds and have a wingspan up to 16' wide. *These creatures* have the same echolocation capabilities of smaller bats. Their fur is coal-black in youth but slowly turns to grey as the creature ages. The jaw of a *mobat* is one long bony serrated edge and can deliver a powerful bite. Unlike most bats, these creatures are strictly carnivores.

A *mobat* is a nocturnal hunter that swoops silently about looking for prey. Prior to attacking, it issues a loud and bloodcurdling scream – a noise that taps into the primal fear centers, and this incites targets to flee instead of seeking cover. Once it has killed, a *mobat* carries the corpse back to its lair, which is usually in high inaccessible caves, to devour it slowly or feed it to its young.

There are tales told in the mountain villages of bands of *goblin* raiders that swoop to attack while mounted on *mobats*, but these stories may be fabrications.

Bat, Swarm

Primary Trait: 2 HD *animal*, rank 2

Secondary Traits: *swarm, winged*

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** -4

Ability Scores: Str 3, Dex 13, Con 10, Int 2, Wis 10, Cha 6

Natural Attacks: swarm (primary): +4 vs. Dodge/1d6, half damage on a miss (rounded down)

Defenses: AC 14, Dodge 14, Toughness 7, Poise 4

Movement: fly 45'; swoop 90'; walk 15'; swim 15'

Senses: gestalt 30', low light vision, normal hearing, normal vision

Special Powers: *fly*: factored into movement

gestalt senses: factored into senses

Weaknesses: *default exception (scent)*: factored into senses

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, mountains, underground

Treasure Type: none

Short Description: A swarm of small flying mammals capable of overwhelming foes with numbers

Long Description: *Bat swarms* are large colonies of normal-sized bats, each member only an inch or two long with a wingspan of about six inches. Each of these flying rodents has brown or black fur and has superior hearing allowing them to echolocate prey. Each colony consists of hundreds or even thousands of members.

Bat swarms mostly subsist on insects and fruit, but they will aggressively repel invaders who intrude on their cave lairs. Bright lights and loud sounds are most likely to provoke a hostile response.

Bear, Black

Primary Trait: 4 HD *animal*, rank 4

Secondary Traits: *cold-native, many-footed*

Hit Points: 22 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 12, Con 13, Int 2, Wis 10, Cha 10

Natural Attacks: bite (primary): +3/1d6+1

2 claws (secondary): +1/1d4+1

Defenses: AC 14, Dodge 14, Toughness 13, Poise 6

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, mountains

Treasure Type: F, O

Short Description: Large quadrupedal ursid common to forests and mountains

Long Description: The *black bear* is a large furry mammal native to forested highlands. It is related to dogs and has a heavy body, vestigial tail, long snout and pointed ears. *Black bears* can run on all fours (faster than a human) or can stand on hind legs, in which case they may stand as tall as 7' in height. Adult *black bears* may weigh up to 500 pounds and have glossy black fur with white or brown faces. *Black bears* can climb trees and have an excellent sense of smell.

Black Bears are true omnivores; most of their intake is roots, fruits, and delicate greenery, but they also eat fish, honey, and young deer. Bears will also sometimes venture into agrarian areas and prey upon cattle or forage in food stores or trash. *Black bears* are not inherently hostile to *humanoids* and typically do not see them as food, but they will behave aggressively if they feel threatened or if their access to food is blocked.

Black bears commonly hibernate during the winter, especially in colder climes. A hibernating bear enters a deep sleep that should be treated as magical sleep for the purpose of awakening it.

Bear, Brown

Primary Trait:	7 HD <i>animal</i> , rank 7				
Secondary Traits:	<i>cold-native, many-footed</i>				
Hit Points:	39	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 16, Dex 10, Con 14, Int 2, Wis 10, Cha 10				
Natural Attacks:	bite (primary): +6/1d8+2 2 claws (secondary): +4/1d6+2 + <i>grab</i> (see below)				
Defenses:	AC 15, Dodge 16, Toughness 16, Poise 9				
Movement:	walk 75'; run 150'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>grab</i> : any claw hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target				
Skills:	Feats of Might 2				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, arctic, mountains				
Treasure Type:	F, O				
Short Description:	Enormous quadrupedal ursid common to very cold climes				
Long Description:	The <i>brown bear</i> is a large furry mammal native to cold areas. It is related to dogs and has a heavy body, vestigial tail, long snout, and rounded ears. <i>Brown bears</i> can run on all fours (faster than a human) or can stand on hind legs, in which				

case they may stand as tall as 8' in height. Adult *brown bears* may weigh up to 1000 pounds and have brown or white fur. *Brown bears* have very long claws ideally suited for digging through dirt or snow.

Brown bears eat some plants, especially berries, but the bulk of their diet is meat. They are good fishers, but they are also fast enough to run down large ruminants, and their digging claws can unearth rabbits or other burrowing mammals. *Brown bears* usually give civilized areas a wide berth, but during cold winters hunger may lead them to prey on cattle or even threaten *humanoids*. The deadly claws of the *brown bear* can catch and hold prey, making them especially effective when they can focus on a single target.

Brown bears commonly hibernate during the winter, especially in colder climes. A hibernating bear enters a deep sleep that should be treated as magical sleep for the purpose of awakening it.

Bear, Cave

Primary Trait:	10 HD <i>animal</i> , rank 10				
Secondary Traits:	<i>altitude, cold-native, many-footed</i>				
Hit Points:	75	Initiative:	+0	Morale Modifier:	+4
Ability Scores:	Str 18, Dex 9, Con 18, Int 2, Wis 10, Cha 13				
Natural Attacks:	bite (primary): +9/1d10+3				
	2 claws (secondary): +7/1d8+3 + <i>grab</i> (see below)				
Defenses:	AC 16, Dodge 18, Toughness 20, Poise 12				
Movement:	walk 75'; run 150'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores				
	<i>grab</i> : any claw hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target				
Skills:	Feats of Might 2				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, arctic, mountains, underground				
Treasure Type:	F, O				

Short Description: Gigantic primordial ursids known for fantastic savagery

Long Description: *Cave bears* are enormous and ferocious versions of modern bears. They are furry mammals with brown or black fur and a row of jagged bony spikes running down the length of their spine to their vestigial tails. *Cave bears* can run on all fours at a rapid rate of speed or can stand on their hind legs, and when they do so they can stand up to 12' tall and weigh up to 2,500 pounds.

Cave bears used to roam widely across Uroth, but they are such voracious predators that they have been hunted to extinction in all places except the most remote tundras, the highest mountains, and the deepest caves – these bears have carved a foothold for themselves in the underground ecology far from the light of day, although they are hampered there by relying on their sense of smell to hunt.

Huge *cave bears* have claws that are twelve inches long, and they hunt by seizing prey and holding it with their paws while they bite it to death. These bears have sometimes been domesticated by *stone giants*. *Cave bears* do not hibernate.

Beetle, Giant Boring

Primary Trait: 4 HD *vermin*, rank 4

Secondary Traits: *many-footed*

Hit Points: 22 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 15, Dex 11, Con 13, Int 1, Wis 6, Cha 6

Natural Attacks: bite (primary): +3/2d6+1

Defenses: AC 17, Dodge 13, Toughness 13, Poise 2

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision

Special Powers: *improved natural attack*: factored into natural attacks

infravision: factored into senses

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: underground

Treasure Type: F, O

Short Description: Cavern-dwelling giant black beetle that uses corpses to farm fungi

Long Description: *Giant boring beetles* are chitinous beetles with black legs and mandibles, and black or green carapaces. These beetles have fused wing cases and cannot fly. They are typically about 8' long and stand 5' tall; they weigh about 300 pounds. Their mandibles are very sharp and are built for scissor-like cutting.

Giant boring beetles live entirely in lightless caves and can see perfectly in the dark. They are typically found in communities of ten to thirty beetles, although they may roam far from their home caves in search of food. *Giant boring beetles* seek out animal life to hunt, kill, and drag back to their lair. In their lair the corpses are partially eaten, but some of the remains are masticated into mush and plowed into underground fields where many varieties of fungus grow. The beetles supplement their diet with fungal matter.

Giant boring beetles have no intelligence, but they sometimes cultivate dangerous forms of fungi to help protect their lair.

Beetle, Giant Fire

Primary Trait: 1 HD *vermin*, rank 1

Secondary Traits: *many-footed*

Hit Points: 6 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 11, Dex 14, Con 13, Int 1, Wis 6, Cha 6

Natural Attacks: bite (primary): +0/1d4

Defenses: AC 16, Dodge 12, Toughness 12, Poise 1

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision

Special Powers: *infravision*: factored into senses

Skills: Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: underground

Treasure Type: F, O

Short Description: Glowworm-like beetle with a vicious bite

Long Description: *Fire beetles* are large insects with black legs and mandibles and red carapaces. They have a translucent red bulb at the back of their abdomen that sheds a

glowworm-like red light that is the source of their name, and this light illuminates as well as a torch. A *fire beetle* is about two feet long and weighs about thirty pounds. Its wing case is fused, and it cannot fly.

Fire beetles can see perfectly in the dark and they do not need their glowing lights to see by; these creatures live entirely in caves far from the light of day. It is believed that *fire beetles* use their light to dazzle cave crickets, fish, or other life forms with eyes, and such creatures serve as their primary source of food. They also eat fungal matter. In turn, *fire beetles* are eaten by many larger creatures in the subterranean ecology, and they provide an important part of the food chain of the underworld.

The glowing gland of a *fire beetle* will continue to shed light for four hours after the beetle is killed.

Beetle, Giant Rhinoceros

Primary Trait: 10 HD *vermin*, rank 10

Secondary Traits: *many-footed*

Hit Points: 85 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 20, Dex 10, Con 19, Int 1, Wis 6, Cha 6

Natural Attacks: bite (primary): +9/1d12+4

horn (primary): +9/1d12 +4 + *charge* (see below)

Defenses: AC 20, Dodge 17, Toughness 22, Poise 6

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

charge: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

extra primary attack: factored into natural attacks

infravision: factored into senses

Skills: Feats of Might 1, Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: arid, underground

Treasure Type: F, O

Short Description: Enormous beetle with a rhino horn that charges into battle

Long Description: The gigantic *giant rhinoceros beetle* has a high rounded carapace that is black with brown or red markings, relatively short and splay-footed legs, and a head with both formidable mandibles and a sharp upward-pointing horn. These beetles can grow to over 12' long and can weigh more than 2000 pounds. Their wing cases are sealed, and they cannot fly.

The *giant rhinoceros beetle* lairs in caves, and its hunting grounds can be the unlit underground, but it is also native to deserts where its flat foot pads allow it to run across loose sands. This beetle attacks by using its momentum to its best effect; it charges and attempts to impale prey with its horn as well as bite it. In addition to eating meat, the *giant rhinoceros beetle* gets both food and drink from fungi or cacti, which it sinks its mandibles into to extract water; deep cuts in the side of succulents in the desert are a sure sign of the presence of these very dangerous beetles.

Polearms tipped with the horn of a *giant rhinoceros beetle* are prized possessions of the nomadic warriors of the Savarharad Desert.

Beetle, Giant Stag

Primary Trait: 7 HD *vermin*, rank 7

Secondary Traits: *many-footed*

Hit Points: 39 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 16, Dex 11, Con 14, Int 1, Wis 6, Cha 6

Natural Attacks: bite (primary): +5/2d8+2 + *grab* (see below)

Defenses: AC 17, Dodge 15, Toughness 16, Poise 6

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision

Special Powers: *grab*: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

improved natural attack: factored into natural attacks

infravision: factored into senses

Skills: Feats of Might 1, Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical

Treasure Type: F, O

Short Description: Huge forest-dwelling beetle that threatens crops as well as farmers

Long Description: The *giant stag beetle* is so named because its long, curved mandibles have spikes and nodes reminiscent of antlers. These jaws also deliver a wicked bite, in part because they lock onto an opponent making it easier to attack them again and again. This creature's body can be black, brown, or green, and can grow to 10' in length. *Giant stag beetles* may weigh 1000 pounds, which helps explain why they cannot fly.

Giant stag beetles live in dense forests, and their fearsome jaws are more adapted to stripping vegetation from saplings than killing animals. Plant matter makes up the bulk of their diet, although they will also kill any animals that they find sleeping (*giant stag beetles* are nocturnal). These creatures are most likely to come into conflict with *humanoids* when farmlands encroach onto their native forests; *giant stag beetles* can quickly destroy cultivated crops as well as farmers and their animals.

Giant stag beetles lay their eggs in fallen rotting trees, and the swarm of freshly hatched beetle larvae can be a hazard distinct from the dangers of the parents.

Behir

Primary Trait: 10 HD *dragon*, rank 12

Secondary Traits: *many-footed*

Hit Points: 55 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 16, Con 15, Int 14, Wis 16, Cha 16

Natural Attacks: bite (primary): +11/1d10+1 OR *constrict* (see below)

4 claws (secondary): +9/1d8+1 + *grab* (see below)

Defenses: AC 23, Dodge 23, Toughness 22, Poise 22

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: infravision 120', low light vision, normal hearing, normal vision, scent 60', tremorsense 60'

Special Powers: *ability score bonus* x2: factored into ability scores

breath weapon: as a standard action, attack all targets within a 10'x90' line of lightning, +12 vs. Dodge/5d10 hp lightning, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

constrict: instead of dealing damage, bite attack *grapples* target. In subsequent rounds, if the target is still *grappled*, bite damage is automatically dealt

grab: any claw hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

more secondary attacks: factored into natural attacks

Weaknesses: *reduced movement (flying)*: factored into movement

Skills: Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 1, Stealth 1

Proficiencies: none

Languages: Draconic (fluent)

Metabolism: eats (meat), sleeps

Climate: temperate, tropical, arid, underground

Treasure Type: E, F, I, K, O, P, R

Short Description: Sinuous wingless blue eight-legged *dragon*, intelligent and crafty

Long Description: *Behirs* are long, sinuous *dragons*. An adult *behir* measures 30' long from nose to tail, but its body is no bigger around than a barrel and is difficult to distinguish from its tail and neck. These creatures have no wings, but instead have eight clawed legs evenly spaced along their body. Their scales are bright blue, and their long reptilian skulls have a pair of backward-pointing horns. A crackle of static electricity often discharges between a *behir's* horns.

Behirs are very intelligent, always hungry, and always greedy. Like many *dragons*, they love treasure, especially gold and gemstones, and they enjoy piling it into an uncomfortable bed for them to lie upon. They do this in part to lure adventurers in – eating well-equipped explorers satisfies two of their appetites – but also because they love to look at, sort, count, and taste their hoard.

The breath weapon of a *behir* is a bolt of lightning, and like most *dragons*, they will typically use their breath weapon as frequently as they can. However, even without lightning they are formidable combatants, *constricting* and *grappling* as many opponents as possible while attacking with multiple claws.

Black Pudding

Primary Trait: 10 HD ooze, rank 10

Secondary Traits: *amorphous, apodal, earless, eyeless, mindless*

Hit Points: 75 **Initiative:** -2 **Morale Modifier:** +5

Ability Scores: Str 16, Dex 4, Con 18, Int 1, Wis 10, Cha 6

Natural Attacks:	pseudopod (primary): +8/4d8 acid, range 10'
Defenses:	AC 12, Dodge 10, Toughness 21, Poise 5
Movement:	walk 15'; run 30'; swim 15'; climb 15'
Senses:	gestalt 30', tremorsense 60'
Special Powers:	<p><i>amorphous</i>: can squeeze through narrow spaces</p> <p><i>corrosive</i>: factored into natural attacks. Successful melee attacks on creature deal 1d10 hp acid damage to attacker or weapon. Creature has <i>immunity (acid)</i>.</p> <p><i>fleshless</i>: weapons with the <i>sharp</i> property only inflict half damage to the creature, rounded down</p> <p><i>improved natural attack</i>: factored into natural attacks</p> <p><i>split</i>: when creature is struck by a weapon that is <i>sharp</i> (including natural attacks), spawn a <i>child</i> version of creature next to the original creature, and it may act on the creature's next turn</p> <p><i>ooze immunities</i>: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p> <p><i>mindless immunities</i>: immune to <i>afraid, charmed, confused, and unhinged</i> conditions, and immune to all spells involving illusion</p>
Skills:	Intuition 2
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore)
Climate:	underground
Treasure Type:	F, O
Short Description:	Hulking, bubbling mass of tarry black ooze that corrodes all it touches
Long Description:	<p><i>Black puddings</i> are animated masses of tarry bubbles joined together by hairy mats of cilia. A full-grown <i>black pudding</i> forms a matte-black heap about ten feet in diameter that rises to 4' tall in the middle; however, these oozes are highly mutable and can squeeze themselves through narrow gaps or into almost any shape to attack prey. <i>Black puddings</i> attack by forming a pseudopod out of their mass and lashing at targets up to 10' away; similarly, these creatures move by forming pseudopods and latching into the ground and then dragging their bulk along.</p>

The body of a *black pudding* is always bubbling and leaking small quantities of acrid vapor. Sulfuric acid is an important part of their physical makeup, and the touch of these creatures will damage organic matter and metal, although stone is immune. Striking a *black pudding* might corrode and break a weapon; worse, if they are attacked with sharp or thrusting weapons (including missile attacks), the injury causes the *black pudding* to calve off a portion of its bulk to form a separate *child* version of the monster. Even the *child* form can split off copies of itself in this way.

Black puddings are formidable in a toe-to-toe fight, but they are very slow and are no smarter than an amoeba. Many forms of treasure will be destroyed by the *black pudding's* corrosive touch.

Boar, Giant

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: *many-footed*

Hit Points: 20 **Initiative:** -1 **Morale Modifier:** +2

Ability Scores: Str 13, Dex 7, Con 16, Int 2, Wis 7, Cha 8

Natural Attacks: bite (primary): +3/1d8+1 + *charge* (see below)

Defenses: AC 14, Dodge 11, Toughness 15, Poise 2

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *charge*: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

Skills: Woodcraft 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical

Treasure Type: F

Short Description: Large furry forest-dwelling wild pig, bristly and aggressive

Long Description: *Giant boars* are oversized and feral versions of pigs. They are quadrupeds with long, flat snouts, small curly tails, floppy ears, and sharp tusk-like teeth that protrude from their mouths. They have bristly fur that can be practically any

color, ranging from bluish white to coal black. They can grow to stand 4' tall at the shoulder and weigh up to 600 pounds.

Giant boars live in family groups consisting of a single dominant male, several sows, and their children. Male juvenile *giant boars* are soon driven out of the family by the alpha male, which is usually the largest and most aggressive creature in the family. Both male and females will attack if they feel the family is under threat, however, and are likely to chase creatures who flee for a long distance. A *giant boar's* favorite method of attacking is to hide in the underbrush, and then charge targets to impale them with their tusks.

The meat of *giant boars* can be sold for decent money at high quality taverns if the kill is very fresh. However, transporting a large and dead hog may be a challenge unto itself.

Brownie

Primary Trait: 2 HD *fey*, rank 2

Secondary Traits: *civilized, warcrafter*

Hit Points: 9 **Initiative:** +3 **Morale Modifier:** -3

Ability Scores: Str 6, Dex 18, Con 9, Int 13, Wis 9, Cha 8

Natural Attacks: fist (primary): +0/1d1 magical and faerie iron
OR weapon (primary): +0/weapon downgraded one dice type

Defenses: AC 13, Dodge 16, Toughness 8, Poise 11

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *damage resistance (faerie iron, magical):* reduce damage by weapons not made of faerie iron AND magically enchanted by 5 hp

spellcaster: caster level 2, 2 castings per day:

- *minor illusion*, no more than 2/day;
- *charm humanoid*, no more than 2/day

warcrafter: factored into proficiencies

Skills: Stealth 1, Woodcraft 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Fey (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, mountains, arctic

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Shy solitary small *fey* living in pristine forestlands

Long Description: It is said that when the elves fled the Great Blight, some of them escaped by building gates to a place called the Feywild. That place was already occupied, and when the elves returned through their gates to Uroth, some of the *fey* came too. One example of these creatures, a species called *brownies*, has taken up residence in forestlands that are relatively untouched by civilization, for such places remind them of their Feywild homeland.

Brownies are bipedal and humanoid in shape, but they only stand 2' tall. They have clever faces and enormous eyes, and their ears are exceptionally large and pointed at the tips. They commonly dress in browns and greens, allowing them to blend into forest undergrowth. They also wear pointed hats and tiny boots with brass buckles.

Brownies are reclusive and shy, generally live alone, and usually wish to have nothing to do with strangers. They build cunningly hidden huts and cottages under the roots of trees and below hedges, and most *brownies* will try to remain hidden to avoid the attention of passersby. However, they are neither unkind nor uncharitable, and they have been known to assist travelers in need. They are equally likely to repay rudeness or violence with *fey* tricks. *Brownies* do enjoy pretty things and value treasure, as they commonly trade with *gnomes*.

Bugbear

Primary Trait: 3 HD *humanoid*, rank 3

Secondary Traits: *barbaric, goblin, warcrafter*

Hit Points: 17 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 15, Dex 13, Con 14, Int 9, Wis 9, Cha 11

Natural Attacks: fist (primary): -1/1d2+1

OR weapon (primary): +3/weapon+1

Defenses: AC 11, Dodge 13, Toughness 13, Poise 10

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

goblin: factored into senses and languages. Gain benefits when wielding *goblin* weapons

warcrafter: factored into proficiencies

Weaknesses:	<i>code of conduct (kleptomaniac)</i> : must make Wisdom checks to avoid stealing objects when opportunity presents itself
Skills:	Shenanigans 1, Stealth 1
Proficiencies:	<i>cheap</i> weapons and morningstars and one <i>goblin</i> weapon, light helms, shields, and armor up to AC 12
Languages:	Goblin (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, O, P
Short Description:	Hulking goblinoids with a strong kleptomaniacal streak
Long Description:	<p><i>Bugbears</i> are members of the goblin family of species with black curly hair covering their bodies (including faces and palms), many small sharp teeth in two rows, and large ears with pendulous earlobes. However, where most goblins are small, <i>bugbears</i> are large – practically giants, standing 7' tall and broader than most humans. Much of their height is leg, however, and <i>bugbears</i> have a gift for quickly moving through low tunnels by squatting deeply. <i>Bugbears</i> speak the Goblin language, but they have their own dialect. They may wear armor such as studded leather, use shields and light helms, and wield morningstars, <i>goblin</i> weapons, and <i>cheap</i> weapons.</p>

Bugbears are comfortable living deep underground, but they have moved readily out onto the surface of Uroth as well, although they are still nocturnal. They live in thatch-hut villages which are composed of up to a dozen extended families. Unwed males live in a communal structure while unmarried females live with their families. *Bugbear* villages are often jointly ruled by a war-chief and a shaman, although all *bugbears* owe fealty to the Goblin King.

Bugbears have a predisposition to theft, and most *bugbear* villages make a living by a combination of hunting and gathering, thieving from their neighbors, and committing highway robbery. A typical creature cannot resist taking something that appears valuable and is not nailed down. *Bugbears* are not above kidnapping and ransoming, and they have even been known to eat other *humanoids* if they seem to be tender enough; however, unlike other kinds of goblins, *bugbears* generally do not use prisoners as slave labor.

Bulette

Primary Trait:	11 HD <i>beast</i> , rank 12				
Secondary Traits:	<i>many-footed</i>				
Hit Points:	72	Initiative:	+0	Morale Modifier:	+4

Ability Scores:	Str 16, Dex 9, Con 16, Int 3, Wis 8, Cha 13
Natural Attacks:	bite (primary): +13/2d12+2 2 claws (secondary): +11/1d8+2
Defenses:	AC 20, Dodge 18, Toughness 23, Poise 13
Movement:	walk 60'; run 120'; swim 15'; climb 15', burrow 30'
Senses:	low light vision, normal hearing, normal vision, scent 60', tremorsense 60'
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>burrow</i> : factored into movement <i>improved natural attack</i> : factored into natural attacks <i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit <i>rend</i> : if both claw attacks hit in the same round, double both hits' damage <i>tremorsense</i> : factored into senses
Weaknesses:	<i>weak spot (fin)</i> : if a called shot strikes behind the raised fin of an angry <i>bulette</i> , it automatically scores a critical hit
Skills:	Feats of Agility 1, Feats of Might 1, Intuition 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	temperate, arid
Treasure Type:	F, O
Short Description:	Armored beast burrowing rapidly through soil with a shark's fin
Long Description:	<p>A <i>bulette</i> (pronounced bew-LET) is something like a cross between a giant armadillo and a shark. They are quadrupedal, with four strong clawed legs and an oval-shaped body protected by overlapping bony plates. Their heads are also armored, with top and bottom jaws that come together into a kind of beak with many serrated teeth, and their small reddish eyes are well protected with bone. On the highest part of their back, the <i>bulette</i> has a crest of armored material that rises like a shark's fin when the creature is angry or excited. An adult <i>bulette</i> grows to be about 15' long and stands 5' tall at the shoulder.</p> <p><i>Bulettes</i> have a knack for burrowing through loose soil and sand at high rates of speed. A burrowing <i>bulette</i> can move rapidly underground, and if they are close to the surface their fin will be visible as they chase prey. The powerful legs of</p>

this creature allow them to leap to the attack when they get close enough to enemies. A *bulette's* armor protects them well, but they have a weak spot: when their fin rises, a well-placed called shot on the relatively soft part of the body under the fin can cause serious damage to the creature.

Bulettes are highly aggressive and territorial; once they have claimed turf as their own, they will kill and eat (or kill and not eat) any intruders. However, their burrowing is thwarted by solid rock, and they must be very angry to follow victims out onto a surface they cannot easily dig through.

Bullywug

Primary Trait: 1 HD *humanoid*, rank 1

Secondary Traits: *amphibious, barbaric, heat-native, warcrafter*

Hit Points: 4 **Initiative:** +1 **Morale Modifier:** -1

Ability Scores: Str 9, Dex 15, Con 8, Int 8, Wis 13, Cha 10

Natural Attacks: fist (primary): -3/1d2

OR weapon (primary): +1/weapon

Defenses: AC 11, Dodge 13, Toughness 9, Poise 8

Movement: swim 75'; dart 150'; walk 60'; climb 15'

Senses: normal hearing, normal vision

Special Powers: *amphibious*: factored into metabolism and movement

leap: creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit

warcrafter: factored into proficiencies

Weaknesses: *susceptibility (dry skin)*: creature takes 1d6 hp damage every hour if it cannot immerse itself in water

Skills: Feats of Agility 1

Proficiencies: *cheap* weapons and short spears, light helms, shields, and armor up to AC 12

Languages: Lizard People (working)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, lakes and rivers

Treasure Type: A, B, C, D, E, I, J, K, L, M, O, P

Short Description: Froglike *humanoids* living in tropical marshes

Long Description: *Bullywugs* are froglike *humanoids* who live in wetland areas in hot climates. They have bulging eyes on top of their heads and broad, toothy mouths with sticky tongues that can snatch flying insects out of the air a yard away. They have spindly limbs ending in webbed hands and feet, and their mottled green bodies tend to be potbellied. *Bullywugs* can swim faster than they can walk, and long marches on dry land hurt their knees and feet, but these creatures are capable of prodigious leaps. They generally do not wear armor or clothes, but they do wear woven harnesses made of straps that allow them to secure numerous pouches and purses. They commonly fight with spears, daggers, and other weapons that can be easily used underwater.

Bullywugs are amphibians and are equally at home breathing air and water. They commonly occupy areas shared by *lizard folk*, and *bullywugs* have adopted the Lizard People language as their own. These creatures build their communities submerged in the water but close to the edge of it, expertly weaving shallow wetland vegetation into walls and roofs without needing to uproot any of it. They have only recently started organizing themselves into larger and more complex communities, and although most *bullywug* villages do not exceed 100 individuals, some towns may have many more than that.

Bullywugs have a reputation for being xenophobic and for aggressively claiming weakly held territory. However, they also very much enjoy trading, especially for the smithing of metal goods which they have little skill at crafting, and some communities are experimenting with trading fish and other wetland commodities for money. They eat most water-dwelling creatures, cattails, nuts, and roots. It is said that some of these creatures are cannibals, but other *bullywugs* do not like to speak of it.

Cat, Leopard

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: *heat-native, many-footed*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 10, Dex 13, Con 9, Int 2, Wis 10, Cha 9

Natural Attacks: bite (primary): +2/1d6

2 claws (secondary): +0/1d4

Defenses: AC 14, Dodge 15, Toughness 11, Poise 5

Movement: walk 90'; run 180'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *pounce*: when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack

Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	tropical
Treasure Type:	O
Short Description:	A lithe giant cat that ambushes prey by dropping from trees
Long Description:	<p><i>Leopards</i> are lithe feline hunters native to tropical areas. They have short fur that is commonly tawny with dark spots, although some creatures are a deep silky black. They can weigh as much as an adult human and may be over six feet long from nose to tail. Their sharp claws make them agile climbers of trees, and a common hunting pattern is to ambush prey walking below a tree they are hiding in.</p> <p><i>Leopards</i> are solitary and territorial animals; adults usually only share the same space when they are mating. At other times, two individuals are unlikely to approach within a half mile of each other. The growl of a <i>leopard</i> can be heard across long distances. They tend to hunt at times when their chosen prey is active, so some will be nocturnal, and others will be awake during the day.</p> <p>The pelt of a <i>leopard</i> is prized by furriers and may fetch 20 gp in good condition. <i>Gnolls</i> enjoy using <i>leopard</i> skins and skulls for decoration.</p>

Cat, Lion

Primary Trait:	5 HD <i>animal</i> , rank 5				
Secondary Traits:	<i>heat-native, many-footed</i>				
Hit Points:	28	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 14, Dex 10, Con 13, Int 2, Wis 10, Cha 11				
Natural Attacks:	bite (primary): +4/1d6+1 2 claws (secondary): +2/1d6+1				
Defenses:	AC 14, Dodge 15, Toughness 14, Poise 8				
Movement:	walk 75'; run 150'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>pack tactics</i> : creature gains +1 bonus to hit for every similar creature within melee range of the same target				

Skills: Feats of Agility 1
Proficiencies: none
Languages: none
Metabolism: eats (meat), sleeps, breathes (air)
Climate: temperate, arid, mountains
Treasure Type: O
Short Description: Pack hunting cats native to dry and rugged country

Long Description: *Lions* are large feline hunters native to grasslands and mountainous areas. Individuals that live on the plains may grow to be 7' long and weigh as much as 400 pounds; the variety that lives in the mountains is much smaller and may weigh only half as much. The fur of *lions* is typically tawny or whitish yellow in color. Males have large and luxurious manes of hair adorning their head and neck.

Lions live in family groups known as prides. Each pride will have several adult males and up to a dozen adult females, all related, and their offspring. A complicated dominance order among both the males and the females keeps the peace in their family grouping. The pride hunts as a unit, and *lions* coordinate with each other to bring down even very large prey.

The manes and skulls of adult *lions* are often used by *flinds* to make helmets worn by important tribal leaders.

Cat, Smilodon

Primary Trait: 8 HD *animal*, rank 8

Secondary Traits: *heat-native, many-footed*

Hit Points: 44 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 17, Dex 13, Con 15, Int 2, Wis 10, Cha 12

Natural Attacks: bite (primary): +7/1d8+2
2 claws (secondary): +5/1d6+2

Defenses: AC 16, Dodge 18, Toughness 16, Poise 9

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus* x2: factored into ability scores

Skills: Feats of Agility 1, Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, arid, mountains

Treasure Type: F, O

Short Description: Enormous primordial hunting cat and apex predator

Long Description: *Smilodons* are enormous feline hunters who were once common on Uroth, but they have been hunted almost to extinction. Combining features of both *lions* and *tigers*, these creatures range in forest areas as well as deserts and broken hilly terrain. Large *smilodons* grow up to ten feet long and weigh close to 1,000 pounds. Their fur patterns range from tawny with dark spots in wooded areas to a more uniformly fawn-colored or grey in the mountains. A key feature of these massive cats are the two oversized top canine fangs that can be up to ten inches long; these huge teeth give these animals the nickname of **saber-toothed cats**.

Smilodons are aggressive solo hunters. They patrol territory that is many miles across and do not tolerate any intrusion into that area by rival hunters. They are adept climbers and swimmers despite their size, and they will stalk prey by scent before breaking cover to attack.

The enormous teeth of these cats are highly prized for making non-metallic daggers.

Cat, Tiger

Primary Trait: 6 HD *animal*, rank 6

Secondary Traits: *heat-native, many-footed*

Hit Points: 27 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 14, Dex 13, Con 11, Int 2, Wis 10, Cha 11

Natural Attacks: bite (primary): +5/1d6+1

2 claws (secondary): +3/1d6+1

Defenses: AC 15, Dodge 16, Toughness 15, Poise 6

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

pounce: when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack

Skills: Stealth 1, Feats of Might 1

Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	tropical
Treasure Type:	O
Short Description:	Stealthy predatory giant cat that lurks in jungles and grasslands
Long Description:	<p><i>Tigers</i> are large feline hunters native to jungles. Their thick pelts often have distinctive yellowish and black bands, although some individuals have more of a white coloration. <i>Tigers</i> are very long cats, often over ten feet long, and the largest animals may weigh more than 500 pounds.</p> <p>These creatures are stealth hunters, stalking prey unseen if possible before breaking cover in a rapid rush and hopefully dispatching their victim immediately. They hunt alone and do not tolerate competitors within their territory, which they may mark out using scent markings and which may be miles across. <i>Tigers</i> are the species of large cats that is least intimidated by <i>humanoids</i>; they fearlessly prey on those who venture into their hunting grounds alone.</p> <p>The markets of Attapoor are full of merchants who buy and sell the skins of <i>tigers</i> for use in clothing and decorations.</p>

Catoblepas

Primary Trait:	8 HD <i>beast</i> , rank 9				
Secondary Traits:	<i>many-footed</i>				
Hit Points:	44	Initiative:	-1	Morale Modifier:	-2
Ability Scores:	Str 14, Dex 8, Con 13, Int 3, Wis 6, Cha 12				
Natural Attacks:	bite (primary): +9/1d10+1 + <i>charge</i> (see below) tail (secondary): +7/1d8+1 +1 point of trauma				
Defenses:	AC 14, Dodge 15, Toughness 20, Poise 11				
Movement:	walk 30'; run 60'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>breath weapon</i> : as a standard action, attack all targets within a 25'x40' cloud of poison, +7 vs. Toughness/ <i>poisoned</i> , <i>slowed</i> condition on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1				

charge: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

nauseating stench: at the start of their turn, attack targets within 10' of creature, +4 vs. Toughness/*nauseated*

punishing attack: factored into natural attacks

catoblepas poison: +2T, onset *fatigued* + 1d6 hp or 1 hp, interval 2 hours, recovery 15, attack 1d3 hp or nothing

Skills: Hearing 1, Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (vegetation), sleeps, breathes (air)

Climate: temperate, tropical

Treasure Type: F, O

Short Description: Reeking club-tailed beast with deadly breath native to marshlands

Long Description: A *catoblepas* is a huge quadruped that eats the vegetation in watery marshlands. It has a massive body that can weigh 4,000 pounds and is supported by columnar legs and splayed feet, but its neck and tail are both long and snaky, extending the total length of the creature to 18 feet or more. The head has large nostrils, a woolly mane like a buffalo, and a gaping mouth with dozens of blunt peg-like teeth. The tail ends in a massive bony knob.

The *catoblepas* gives off a disgusting reek that can be smelled over the scent of the marsh for miles away. It is the breath of this creature that is the source of much of the foul odor, and when angered the creature can breathe out a noxious cloud of poisonous gas. A *catoblepas* does not hunt meat, but it is nevertheless a foul-tempered beast likely to lash out at any creature that comes close, snapping with its powerful jaws and mauling with its club-like tail.

It is said that elite warriors of the *lizard folk* have domesticated *catoblepases* and ride them into battle, but these reports are disputed.

Cave Fisher

Primary Trait: 2 HD *vermin*, rank 2

Secondary Traits: *many-footed*

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 11, Dex 13, Con 9, Int 1, Wis 10, Cha 7

Natural Attacks:	bite (primary): +1/1d3 2 claws (secondary): -1/1d2
Defenses:	AC 16, Dodge 14, Toughness 11, Poise 1
Movement:	walk 60'; run 120'; swim 15'; climb 30'
Senses:	infravision 60', low light vision, normal hearing, normal vision
Special Powers:	<i>climb</i> : factored into movement <i>filament</i> : as a standard action, make a ranged attack, 20/40/60, +2 vs. Dodge/attach. At the start of a turn, the creature makes a Feats of Might check at +4 against an attached victim; if the creature wins or ties, as a free action the victim is reeled in 20' closer. <i>infravision</i> : factored into senses
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	O
Short Description:	Underground arthropod that reels in prey with a sticky grappling cable
Long Description:	<p>A <i>cave fisher</i> is a species of arthropod with an unusual adaptation. Like arachnids, it has a head, abdomen, six legs for locomotion and two arms tipped with sharp crablike claws. The chitinous head has a spiral crest which contains a spring-loaded thin resinous cable tipped with a glob of sticky glue. <i>Cave fishers</i> are a glossy black in color and mass about the same as an adult human.</p> <p><i>Cave fishers</i> live in underground environments and subsist entirely on meat. This creature's usual hunting method is to lie in wait high above a well-travelled tunnel, either ensconced on a ledge or clinging to a wall (<i>cave fishers</i> are adept climbers). The creature shoots its filament up to 60' away and attempts to hit and reel in its prey. Once the victim is dangling helplessly, the <i>cave fisher</i> uses its pincers to kill and devour it. If it runs into trouble, it can always detach its filament and drop its prey to the floor. These monsters are not tidy hunters, and the remains of their victims (as well as potential treasure) can usually be found below its roost.</p>

The filament strand of a dead *cave fisher* can be recovered and used as a 50' length of cable just as light and strong as a silk rope.

Centaur

Primary Trait: 3 HD *fey*, rank 3

Secondary Traits: *barbaric, many-footed, warcrafter*

Hit Points: 17 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 13, Con 13, Int 11, Wis 11, Cha 10

Natural Attacks: fist (primary): +2/1d2+1

OR weapon (primary): +2/weapon+1

Defenses: AC 13, Dodge 14, Toughness 11, Poise 11

Movement: walk 120'; run 240'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

charge: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

mobile (walk): factored into movement

warcrafter: factored into proficiencies

Weaknesses: *default exception (damage resistance)*: factored into Special Powers

Skills: Knowledge 1, Woodcraft 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Fey

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Half-horse, half-human *fey* native to pastoral woodlands

Long Description: Among the *fey* creatures that have successfully colonized the less inhabited woodlands of Uroth are the *centaurs*, who resemble hybrids between humans and horses. The lower body of the creature resembles a horse from the neck down; the horse body can be of any color and can vary in size from a pony to a large percheron. The upper body resembles a human from the waist up; the hair of the upper body runs down its back and merges with the mane of the lower

portion. The coloration of the upper and lower bodies always matches; the gender presentation of the upper and lower bodies do NOT always match, but only the horse portion has genitalia.

Centaurs live in villages of up to 80 individuals, each one with five different cadres with its own leadership: warriors, providers, contemplatives, artists, and artisans. *Centaurs* have lore for crafting arms, armor, and a great many other artifacts unknown outside the Feywild. It is said that the elders of the contemplative cadre are among the wisest creatures anywhere in the Prime Material Plane.

Centaurs have little use for coins beyond trade with *gnomes*, but they greatly admire beautiful things, adorn themselves with jewelry, and make well-crafted furniture to fit their unusual frames.

Centipede, Giant

Primary Trait:	1 HD <i>vermin</i> , rank 1				
Secondary Traits:	<i>many-footed</i>				
Hit Points:	3	Initiative:	+3	Morale Modifier:	-3
Ability Scores:	Str 6, Dex 18, Con 8, Int 1, Wis 8, Cha 10				
Natural Attacks:	bite (primary): -1/1d3 + <i>poisoned</i>				
Defenses:	AC 16, Dodge 14, Toughness 9, Poise 2				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision				
Special Powers:	<i>poison touch</i> : on bite hit, <i>poisoned</i> with <i>giant centipede</i> poison: +2T, onset 1 Dex or nothing, interval 2 hours, recovery 15, attack 1 Dex or nothing				
Skills:	Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, mountains, underground				
Treasure Type:	none				
Short Description:	Small many-legged arthropods that lurk in hiding and bite if disturbed				
Long Description:	<i>Giant centipedes</i> are particularly long and venomous multilegged arthropods. They can grow up to about two feet long and several inches wide. They consist of multiple chitinous segments, each with four legs. They have faceted eyes and pinching mandibles that can inject poison, which they use to catch and eat				

insects, small lizards, snakes, and even bats. They can also eat rotting vegetation.

Giant centipedes are adept at hiding in small cracks and similar hidey-holes such as under heaps of refuse or in piles of rubble. There are usually up to twenty *giant centipedes* found in one spot, and if they are disturbed, they will instinctively attack. Additionally, a frightened *giant centipede* gives a thin cry that will disturb all other similar creatures within 30'.

Giant centipedes are prized as a delicacy by *kobolds*, who will often raise them inside covered pits in their lairs; these double as a larder and a means of home defense.

Centipede, Mammoth

Primary Trait: 4 HD *vermin*, rank 4

Secondary Traits: *many-footed*

Hit Points: 18 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 12, Dex 10, Con 11, Int 1, Wis 8, Cha 10

Natural Attacks: bite (primary): +2/1d6 + *poisoned*

Defenses: AC 16, Dodge 13, Toughness 12, Poise 3

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision

Special Powers: *infravision*: factored into senses

poison touch: on bite hit, *poisoned* with *mammoth centipede* poison: +4T, onset 1d6 hp + 1 Dex or 1 hp, interval 2 hours, recovery 20, attack 1d3 hp + 1 Dex or 1 hp

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: underground

Treasure Type: O

Short Description: Large many-legged arthropod hunter in deep caverns

Long Description: A *mammoth centipede* is merely a larger version of a *giant centipede*; it can grow up to twelve feet long and have segments two feet wide. Chitinous spines run down their backs, and these may be orange or right yellow, but the rest of

these creatures is black in coloration. The venom of *mammoth centipedes* is also more virulent.

Mammoth centipedes only live in the deepest of caverns; they are adept at squeezing through narrow gaps in caves to chase their favored prey, which are giant cave crickets, *fire beetles*, and *giant bats*. It is rumored that the *jermlaine* consider the hunting of a *mammoth centipede* to be a tribal sacrament where many will die but the survivors will be blessed.

Chimera

Primary Trait: 11 HD *beast*, rank 12

Secondary Traits: *many-footed, winged*

Hit Points: 61 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 13

Natural Attacks: lion bite (primary): +13/1d12+2
ram (secondary): +11/1d8+2 + *charge* (see below)
dragon bite (secondary): +11/1d8+2
2 claws (secondary): +11/1d8+2

Defenses: AC 20, Dodge 19, Toughness 22, Poise 13

Movement: walk 60'; run 120'; fly 45'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

breath weapon: as a standard action, attack all targets within a 45' long, 45' wide cone of acid, +11 vs. Dodge/5d10 hp acid, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

charge: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

fly: factored into movement

more secondary attacks: factored into natural attacks

Skills: Feats of Might 1, Intimidate 1, Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, arid, mountains

Treasure Type: F, I, K, O

Short Description: Monstrous *beast* hybrid of giant goat, giant lion, and acid-breathing dragon

Long Description: A *chimera* is a strange hybrid *beast*, clearly created by terrible magics and then forgotten, left behind to plague Uroth. The base of a *chimera* is a snow-white enormous lion body that is twelve feet long and five feet tall at the shoulder. It also has two huge bat wings with a span of twenty feet. The lion head is the central of three heads, because two others have been grafted onto the body flanking the lion's neck: a black draconic serpent head and neck with a serrated spinal crest on the creature's left-hand side, and an enormous horned white mountain goat on the creature's right-hand side.

If a *chimera* joins in combat, each of its heads can independently attack, as can its two leonine forepaws. Additionally, with a running start the *chimera* can butt with its goat head for additional damage, and the dragon head can spew a cone of acid. *Chimeras* are always hungry owing to having three different sets of appetites to satisfy, and they are always in pain owing to their unnatural genesis; accordingly, these creatures have truly vile tempers and have been known to attack maliciously and for sport.

Chimeras instinctively hoard treasure, undoubtedly part of their dragon head's influence. They are generally too stupid to appreciate any actual value of the treasure they accumulate.

Cloaker

Primary Trait: 6 HD *aberration*, rank 7

Secondary Traits: *apodal*

Hit Points: 30 **Initiative:** +1 **Morale Modifier:** -1

Ability Scores: Str 10, Dex 13, Con 13, Int 11, Wis 16, Cha 16

Natural Attacks: bite (primary): +4/1d6 OR *envelop* (see below)
tail (secondary): +2/1d6

Defenses: AC 16, Dodge 16, Toughness 12, Poise 17

Movement: fly 45'; swoop 90'; walk 5'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

envelop: instead of dealing damage, bite attack *ensnares* target. While a target is *ensnared*, damage taken by creature is evenly divided between creature

and any *enveloped* targets. Multiple creatures can be *enveloped*, and the bite attack can still be used against *enveloped* targets.

fly: factored into movement

horrifying scream: as a standard action, attack all targets that can hear within 30', +5 vs. Poise/*afraid*

spellcaster: caster level 6, 6 castings per day:

- *sleep*, no more than 3/day;
- *shocking grasp*, no more than 3/day;
- *darkness*, no more than 3/day;
- *mirror image*, no more than 3/day;
- *hold humanoid*, no more than 3/day;
- *vampiric touch*, no more than 2/day

Weaknesses: *light sensitivity*: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

reduced movement (walking): factored into movement

Skills: Perform 1, Stealth 2

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: I, O, R

Short Description: Manta-like underground foe that *envelops* prey and disables with sound

Long Description: A *cloak* is an intelligent monster native to deep cave systems. When their soft-boned bodies are spread out, they most resemble a manta ray with a 10' wingspan, a black dorsal side, and a pale grey underbelly. They have a long black tail tipped with a spike. Their mouth, which is full of knife-like teeth, is on their underside but their sense organs are on the dorsal side. A *cloak* is so named because if it clings to a wall by its mouth and lets its wings hang down, it resembles a long, hooded cloak hanging on a peg.

Cloakers are intelligent predators that attempt to attack by wrapping prey in the muscular folds of their wings and biting them to death. They can fly and may attempt to settle around the bodies of one or more opponents before biting and stabbing with their tail spike. *Cloakers* are also magical and have an amazing control over sound, making vocalizations that generate spell-like results.

Cloakers do not engage in trade, but they are smart enough to know that other creatures value coins and other treasures. They may arrange valuables to set bait for *humanoids*, which they prefer as prey. They may also hide a stash of treasure to ransom their lives if they find themselves in trouble.

Cockatrice

Primary Trait: 5 HD *beast*, rank 6

Secondary Traits: *winged*

Hit Points: 28 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 8, Dex 13, Con 13, Int 3, Wis 12, Cha 13

Natural Attacks: bite (primary): +4/1d8 + *petrifying touch* (see below)

Defenses: AC 15, Dodge 16, Toughness 15, Poise 11

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

fly: factored into movement

petrifying touch: on bite hit, +3 vs. Toughness/*petrified*

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (stone), sleeps, breathes (air)

Climate: temperate, arid, mountains, underground

Treasure Type: O

Short Description: Irritable stalking birdlike *beast* whose peck can turn a victim to stone

Long Description: A *cockatrice* is a birdlike *beast* the size of a large turkey. It has drab grey plumage, but it has a snaky neck and dragging tail that are covered with fine grey scales. Its mouth is more like a serpent than a bird; instead of a beak, it has many grinding teeth that are made of tremendously hard steel. The *cockatrice* has a wingspan of 6' and can fly and strut around with equal proficiency.

A *cockatrice's* most formidable attack is that its bite can turn a creature to stone. This is an essential part of the creature's feeding cycle; it eats stone, grinding it up with its incredibly hard teeth, but the only stone it can digest is that which previously was organic. *Cockatrices* are very aggressive and range far

from their lairs to turn prey to stone, eat part of them (killing the unfortunate victim) and fly away. The damaged corpses remain stony in form.

Cockatrices have no interest in treasure.

Couatl

Primary Trait:	10 HD <i>extraplanar</i> , rank 12				
Secondary Traits:	<i>good, heat-native, winged</i>				
Hit Points:	55	Initiative:	+2 (<i>fast</i>)	Morale Modifier:	-1

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

Natural Attacks: bite (primary): +10/2d8 OR *constrict* (see below), range 10'

Defenses: AC 20, Dodge 23, Toughness 20, Poise 22

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

constrict: instead of dealing damage, bite attack *grapples* target. In subsequent rounds, if the target is still *grappled*, bite damage is automatically dealt

fast: creature goes first every round and does not roll for initiative although allies still do

fly: factored into movement

shapechange: as a standard action, may shift between human, *crocodile*, *leopard*, and its true form

spellcaster: caster level 10, 10 castings per day:

- *arcane ward*, no more than 3/day;
- *treat wounds*, no more than 3/day;
- *stinking cloud*, no more than 3/day;
- *snake charm*, no more than 3/day;
- *wind wall*, no more than 2/day;
- *suggestion*, no more than 2/day;
- *freedom*, no more than 2/day;
- *plane shift*, no more than 1/day

Skills: Deceive 1, Feats of Agility 2, Shenanigans 1, Stealth 1

Proficiencies: none

Languages: Far Gaolaran (fluent)

Metabolism: eats (meat), sleeps

Environment: not native to Uroth

Treasure Type: C, E, G, I, J, K, L, M, P

Short Description: Rainbow-winged feathered serpent and *extraplanar* trickster

Long Description: A *couatl* is a creature native to the Outer Planes. It comes from a portion of the Edifice known as Ahuanaco, a place where jungle has overtaken ancient ruins. *Couatls* are good in alignment but are not interested in allying with the angels or involving themselves in their schemes. They are subject to the Outer Planar pact to minimize interference with mortals, but they largely ignore such rules as they see fit, and few choose to penalize them.

Couatls appear as rainbow-hued winged serpents. They are 15' long from nose to tail, and they have feathered wings with a span of 12'. Apart from the wings, their bodies are covered with fine iridescent scales made from colored quartz. All the scales of such a creature would be worth 500 gp but removing them would kill it. *Couatls* are solitary and make elaborate multi-room nests filled with interesting objects; like many snakes they molt, and they may have valuable castings somewhere in their lair.

Couatls are benevolent tricksters who consider laws and rules to be annoyances. They are very likely to use their inherent magical talents and shape changing abilities to bother creatures with elaborate pranks – especially creatures they deem to be uptight. On the other hand, they are the likeliest good-aligned *extraplanars* to sympathize with a just cause and act to support it. They may also steal interesting objects and make trouble for the fun of it, which goes with the territory when one accepts a *couatl's* assistance.

Crab, Giant

Primary Trait: 3 HD *vermin*, rank 3

Secondary Traits: *amphibious, many-footed*

Hit Points: 17 **Initiative:** +0 (*slow*) **Morale Modifier:** +1

Ability Scores: Str 13, Dex 9, Con 13, Int 1, Wis 6, Cha 10

Natural Attacks: bite (primary): +2/1d4+1

crushing claw (secondary): +0/2d4+1

grabbing claw (secondary): +0/1d3+1 + *grab* (see below)

Defenses: AC 16, Dodge 12, Toughness 13, Poise 3

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *amphibious*: factored into metabolism and movement

grab: any grabbing claw hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

improved natural attack: factored into natural attacks

Weaknesses: *slow*: factored into movement. Creature goes last every round and does not roll for initiative although allies still do

Skills: Seacraft 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air and water)

Climate: ocean

Treasure Type: F, O

Short Description: Sea-dwelling hard-carapaced arthropod scavenger with two huge claws

Long Description: *Giant crabs* are chitin-armored arthropods that scavenge for food in the tidal shore regions of oceans. They have four pairs of walking legs and one pair of attack claws – one larger and built for crushing prey, and the other smaller but capable of locking onto victims so they can attack them more readily. Their hard shells give them considerable protection from weapons. *Giant crabs* can grow as large as 200 pounds, and they can stand three feet tall, although tales of much larger creatures are commonly told by sailors in waterfront taverns.

Giant crabs are solitary scavengers; they prefer to eat creatures that were dead when they found them, but they will happily hunt and eat fish, shellfish, birds, or even other crabs. Shipwrecks are commonly infested by *giant crabs* within a day.

Some *giant crabs* use objects they find on the floor of the sea to serve them as surrogate shells. Crabs have been reported that have made portable shelters out of cauldrons, enormous skulls, and even open sea lockers.

Crawling Claw

Primary Trait: 1 HD *undead*, rank 2

Secondary Traits: *evil, many-footed*

Hit Points: 5 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 8, Dex 14, Con 10, Int 3, Wis 13, Cha 8

Natural Attacks: claw (primary): +0/1d4

Defenses: AC 14, Dodge 15, Toughness 9, Poise 6

Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	lifesense 60', normal hearing, normal vision
Special Powers:	<p><i>leap</i>: creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit</p> <p><i>rise</i>: when the creature is killed by any means short of disintegration, it attempts a recovery roll on 1d20. On a 15 or better, the creature rises again in 1d4 rounds with full hit points</p> <p><i>undead</i> immunities: immune to <i>bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p>
Weaknesses:	<i>ability score penalty</i> : factored into ability scores
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	H, O, Q
Short Description:	A mummified hand, animated and scuttling to strangle the living
Long Description:	<p><i>Crawling claws</i> are a form of <i>undead</i> self-willed creature animated by powerful evil rituals. The hand of a dead <i>humanoid</i> is severed, mummified, and endowed with the energy of unlife. The hand becomes a shriveled, sharp-nailed thing, with ashen skin that can somehow perceive the world around it. It can scuttle around on its fingers and make prodigious leaps, including to the necks of living creatures to try to strangle them.</p> <p>The secret of creating <i>crawling claws</i> has been lost in time, but long ago the priests of the Savarharad Empire made these wicked creatures to be sealed up in tombs, serving eternally as security against grave robbers. Of course, <i>crawling claws</i> hate all living beings, not just those who break into Savarharad burial sites, and those creatures released from confinement can become a roaming curse - particularly since these small monsters are unnaturally difficult to permanently kill.</p> <p><i>Crawling claws</i> are not particularly intelligent, although they are cunning enough to hide so that they can ambush living beings while they are sleeping or otherwise at a disadvantage. Sometimes these creatures are made with one or more valuable rings on their fingers, tempting treasure-hunters to pick them up.</p>

Crayfish, Giant

Primary Trait: 4 HD *vermin*, rank 4

Secondary Traits: *amphibious, many-footed*

Hit Points: 26 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 13, Dex 10, Con 16, Int 1, Wis 12, Cha 7

Natural Attacks: bite (primary): +3/1d4+1

2 claws (secondary): +1/1d3+1

Defenses: AC 15, Dodge 15, Toughness 15, Poise 2

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

amphibious: factored into metabolism and movement

Skills: Seacraft 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air and water)

Climate: lakes and rivers, underground

Treasure Type: F, O

Short Description: An enormous version of the armored arthropod lurking in still waters

Long Description: *Giant crayfish* are segmented chitin-armored arthropods that scavenge for food in slow-moving river waters, including in the streams and pools of underground caves. They have four pairs of walking legs and one pair of attack claws, as well as biting mandibles. Their hard shells give them considerable protection from weapons and tend to be brown to blend in with river mud. *Giant crayfish* can grow as large as eight feet long and 300 pounds, but the dwarves tell tales of much larger specimens living in the deepest cavern lakes.

Giant crayfish are hunters; their amphibious nature makes them equally proficient at catching fish and air-breathing creatures that come to the water to drink. They hide at the bottom of the water, blending in with their surroundings, and then rush out to attack. They are particularly drawn to the glow of *fire beetles*, which *goblins* use to catch and eat this underground delicacy.

Crimson Death

Primary Trait:	10 HD <i>undead</i> , rank 11				
Secondary Traits:	<i>amorphous, apodal, evil</i>				
Hit Points:	55	Initiative:	+2	Morale Modifier:	+4
Ability Scores:	Str 8, Dex 16, Con 13, Int 8, Wis 16, Cha 13				
Natural Attacks:	pseudopod (primary): +5/2d6-1 magical OR <i>envelop</i> (see below), range 10'				
Defenses:	AC 20, Dodge 18, Toughness 16, Poise 17				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	lifesense 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>amorphous</i> : can squeeze through narrow spaces <i>damage resistance (magical)</i> : reduce non-magical damage by 10 hp <i>drain</i> : as a standard action, +8 vs. Toughness/drain 1d6 Strength + <i>fatigued</i> , drain 1 Strength on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1 <i>envelop</i> : instead of dealing damage, pseudopod attack <i>ensnares</i> target. While a target is <i>ensnared</i> , damage taken by creature is evenly divided between creature and any <i>enveloped</i> targets. Multiple creatures can be <i>enveloped</i> , and the pseudopod attack can still be used against <i>enveloped</i> targets. <i>undead</i> immunities: immune to <i>bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions				
Weaknesses:	<i>weak phase</i> : after the creature has drained at least 4 points of Strength, it flushes bright red and becomes torpid: for one hour, it receives a penalty of -4 to AC, and its movement rates are halved				
Skills:	Seeing 1, Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	none				
Climate:	not native to Uroth				
Treasure Type:	H, O, Q, R				
Short Description:	Blood-red <i>undead</i> ooze seeking to engulf foes and drain their strength				

Long Description: Some swamps are especially treacherous, and one false step can trap a traveler in a sinking morass from which there can be no escape. It is said that if many creatures die in such a place, their spirits merge together and rise as a single *undead* creature that hungers for the strength of the living. *Crimson deaths* appear as a vaguely translucent blob of pinkish-red gelatin, motile and amorphous, massing as much as 2000 pounds and standing taller than a full-grown human. They resemble oozes but move much more quickly.

These horrors can slap with a powerful pseudopod or engulf living creatures within their mass. However, all *crimson deaths* have an appetite for the metabolic energy of living beings, and they can touch such a creature to make it weak with anemia. Simultaneously the *crimson death's* red coloration flushes more brightly. When the monster has fed deeply, it moves more slowly and is vulnerable to attack; it attempts to ooze away so that it can digest its meal before returning for more.

Hateful *crimson deaths* are intelligent enough to stalk well-traveled paths to hunt for prey. They also know that smart living creatures value treasure, and they may plant some as bait to lure in prey.

<i>Crocodile</i>					
Primary Trait:	3 HD <i>animal</i> , rank 3				
Secondary Traits:	<i>aquatic-native, heat-native, many-footed</i>				
Hit Points:	17	Initiative:	+0	Morale Modifier:	+1
Ability Scores:	Str 12, Dex 10, Con 13, Int 2, Wis 10, Cha 6				
Natural Attacks:	bite (primary): +2/1d8 + <i>grab</i> (see below)				
Defenses:	AC 14, Dodge 13, Toughness 12, Poise 4				
Movement:	swim 60'; dart 120'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>grab</i> : any bite hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target				
Skills:	Feats of Might 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	tropical, lakes and rivers				
Treasure Type:	F, O				

Short Description: Long-tailed toothy aquatic reptile lurking for prey in the water

Long Description: *Crocodiles* are reptiles that mostly live in the water in slow-moving rivers and still lakes, especially in hotter climates. They are quadrupedal and have a long tail that makes them powerful swimmers. They may grow up to 12' long. They have a long tooth-studded jaw, and nostrils and eyes set on the top of their skulls which allows them to breathe and watch for prey with most of their body submerged. *Crocodiles* are fond of basking in the sunshine by the edge of the water.

Crocodiles are solitary hunters that mostly eat fish, birds, and turtles, but they will also prey on larger creatures that come to the water to drink. They are adept at latching onto prey with their powerful jaws; a common strategy is for a *crocodile* to seize a victim and submerge, attempting to drown them. They are air breathers, but they can hold their breath for up to an hour without feeling any ill effects.

Crocodiles are sometimes domesticated by *lizard folk* and used as guardians.

Crocodile, Giant

Primary Trait: 8 HD *animal*, rank 8

Secondary Traits: *aquatic-native, heat-native, many-footed*

Hit Points: 44 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 16, Dex 10, Con 15, Int 2, Wis 10, Cha 9

Natural Attacks: bite (primary): +7/1d12+2 + *grab* (see below)

Defenses: AC 16, Dodge 17, Toughness 16, Poise 8

Movement: swim 60'; dart 120'; walk 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: tropical, lakes and rivers

Treasure Type: F, O

Short Description: Enormous version of *crocodiles*, bigger and meaner

Long Description: A *giant crocodile* is a scaled-up version of a *crocodile*; it may grow to up to 24' in length, with jaws that are six feet long. Their coloration is usually a deep gray-green verging on black, which helps them blend in with muddy river water. The teeth of a *giant crocodile* may be nine inches long.

These creatures are solitary hunters that prey on larger aquatic life, including big fish and turtles. They have also been known to attack water buffalo or large deer, dragging them below water to drown them. They are very territorial, and they are likely to attack boats and their passengers that encroach on their hunting grounds.

It is a rite of passage into adulthood for *lizard folk* to participate in communal hunts of *giant crocodiles*. A dagger made from a *giant crocodile* tooth is a prized possession of all *lizard folk* warriors.

Cyclops

Primary Trait: 6 HD *giant*, rank 7

Secondary Traits: *barbaric*, *warcrafter*

Hit Points: 39 **Initiative:** -1 **Morale Modifier:** +0

Ability Scores: Str 18, Dex 8, Con 16, Int 8, Wis 13, Cha 10

Natural Attacks: 2 fists (primary): +9/1d12+3
OR 2 weapons (primary): +9/giant-sized weapon+3, range 10'

Defenses: AC 15, Dodge 12, Toughness 20, Poise 10

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *extra primary attack*: factored into natural attacks
throw rocks x2: as a standard action, make 2 ranged attacks, 35/70/105, +5 vs. Dodge/3d6 hp. Roll a 10 on 1d20+3 at the beginning of a turn to recover this ability

warcrafter: factored into proficiencies

Skills: Build 1, Woodcraft 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Giantish (working)

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arctic, mountains

Treasure Type: A, B, C, D, E, I, J, K, L, M, O, P

Short Description: One-eyed ambidextrous *giants* dwelling in remote mountains

Long Description: Legend has it that long ago, when *giants* ruled Uroth, they served the deities who were preparing to create humans. The deities wanted to improve on the flaws inherent in *giants*, and they made two gifts to incorporate into the first human: the Eye of Insight, which would make them wise, and the Eye of Artifice, which would make them clever. A jealous giant stole these gifts and placed them in their own eye sockets, but the deities detected the theft. They plucked the Eye of Insight out of the giant's head, but unwilling to make their first child blind, they allowed it to keep the Eye of Artifice and turned it loose on the world. This was the first *cyclops*. The fate of the Eye of Insight is unknown.

A *cyclops* is a *giant* that stands about 10' tall and weighs about 1200 pounds. It has a single bulging eye in the middle of its head, immediately above its nose. *Cyclopes* have bushy unkempt hair and wear furry clothing and boots. They live in communities of up to two dozen and prefer to live where it is cold. They are hunters and exclusive carnivores.

Whether the legend of the Eye of Artifice is true or not, *cyclopes* are gifted with ambidexterity. They can wield a weapon in each hand without penalty (although they often prefer to fight with their fists), and they can throw two rocks instead of one like most *giants*. They are also excellent crafters, and most *cyclops* communities contain a forge and smithy.

Dao

Primary Trait: 9 HD *elemental*, rank 10

Secondary Traits: *earth type, evil*

Hit Points: 50 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 15, Dex 10, Con 16, Int 13, Wis 7, Cha 13

Natural Attacks: fist (primary): +6/2d8+1, range 10'

OR weapon (primary): +6/giant-sized weapon+1, range 10'

Defenses: AC 20, Dodge 17, Toughness 21, Poise 14

Movement: walk 60'; run 120'; swim 15'; climb 15'; earthglide 30'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *ability score bonus*: factored into ability scores

elemental type (earth):

- *earthglide*: factored into movement

- *throw rocks*: as a standard action, make a ranged attack, 50/100/150, +5 vs. Dodge/3d8 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this ability
- *tremorsense*: factored into senses

hard on metal: if a metal weapon successfully hits the creature, the weapon acquires the *broken* property. If a *broken* metal weapon successfully hits the creature, the weapon is destroyed

spellcaster: caster level 9, 9 castings per day:

- *minor illusion*, no more than 3/day;
- *invisibility*, no more than 3/day;
- *striking*, no more than 2/day;
- *create sustenance*, no more than 2/day;
- *wall of stone*, no more than 1/day;
- *passwall*, no more than 1/day

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct (Compulsion of the Lamp)*: in exchange for the freedom of their entire people, some members of geniekind must serve the holders of magic lamps

Skills: Intuition 1, Stonecraft 1

Proficiencies: all weapons

Languages: Elemental (fluent)

Metabolism: eats (elemental earth)

Environment: not native to Uroth

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: A free-willed earth *elemental* often found captive inside a lamp

Long Description: *Dao* are *elementals*, but they appear as 10' tall giants carved from striated marble. However, below the waist their reality tails off. If they are standing on a stone surface, they seem to flow up out of it; on any other surface, they float with jagged unfinished stubs for legs – but they are not flying, and they walk as normal. *Dao* prefer to wear fine garments trimmed with precious stones and threads of silver and gold. They have no hair.

When the Prime Material Plane's construction was completed, and the service of the four elements was no longer required by the deities, the *elementals* were still bound to duty – deprived of free will but without purpose. The *dao* were the wisest of the earth *elementals* who made a bargain with some of the deities:

if their people would be freed, some *dao* would submit to service to mortals, bound to obey those who hold a magic lamp that serves as their prison. Those chained to a lamp must serve for one thousand years and a year, at which time their captivity will end... but another *dao* must take their place.

The remaining *dao*, now free to determine their own destiny, are ruled by the Elemental Empress of Earth, who from her Bejewelled Grotto has chosen to ally her people with the forces of evil. Together with the *marids* and the *efreet*, the combined forces of the *elementals* threaten to upset the balance of power with good, which has only the *djinn* to support it. It is rumored that there are factions within the *dao* who would prefer to ally with good.

Death Knight

Primary Trait: 15 HD *undead* + *warrior (1)*, rank 17

Secondary Traits: *evil*, *warsavant*

Hit Points: 105 **Initiative:** +0 **Morale Modifier:** +5

Ability Scores: Str 18, Dex 12, Con 16, Int 13, Wis 13, Cha 19

Natural Attacks: weapon (primary): +13/2d12+3

Defenses: AC 25, Dodge 18, Toughness 24, Poise 22

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: lifesense 60', normal hearing, normal vision

Special Powers: *ability score bonus x3*: factored into ability scores

breath weapon: as a standard action, attack all targets in a 20' radius fire ball, range 130', +10 vs. Dodge/7d12 hp fire, half damage on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20+2

magically impregnable: when targeted by a spell, caster must make a caster level check of 26 or the spell fails

spellcaster x2: creature casts spells as a 12th level Cleric

warsavant: factored into proficiencies

(2) martial surges: as a Fighter

undead immunities: immune to *bleeding*, *diseased*, *fatigued*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious* conditions

Weaknesses: *code of conduct*: *nobility* holy orders

Skills: Feats of Might 1, Intimidate 1, Turn Undead 1

Proficiencies: all weapons, helms, shields, and armor

Languages: Ancient Poldaran (fluent)

Metabolism: none

Environment: not native to Uroth

Treasure Type: D, E, H, I, J, L, M, O, P, Q, R

Short Description: Free-willed *undead* knight often commanding armies of skeletons

Long Description: Among the most powerful of *undead* creatures, *death knights* are former Paladins who have fallen from grace, having bargained away their goodness and their honor and their mortal soul in exchange for something that seemed important to them in life, but ultimately was not worth the price. Now they are shattered shadows of their former selves – they still wear their armor and weapons and the accoutrements of their past glory, but beneath their tattered garb they are only bones held together by hatred and fire.

Death knights now worship and serve the cause of undeath itself – sometimes but not necessarily channeled through service to a deity associated with death. They can cast spells as evil Clerics; they have all the combat ability they had in life and more, as their *undead* status makes their blows supernaturally powerful; and they can concentrate their hatred and release a ball of fire and malice from their mouths to burn their enemies.

Death knights use their Divine spellcasting abilities to surround themselves with as many *skeletons* and *zombies* as possible, and they use their considerable charisma to sway more self-willed *undead* and other monsters to their cause. *Death knights* seek to influence events on the world stage, conquering entire nations if possible and bending them to the service of evil and undeath. Despite that, *death knights* have not entirely abandoned the chivalric code they embraced prior to their fall, and they have a sense of honor though it is often twisted and misplaced.

Decapus

Primary Trait:	6 HD <i>aberration</i> , rank 7				
Secondary Traits:	<i>many-footed</i>				
Hit Points:	33	Initiative:	+1	Morale Modifier:	+1

Ability Scores: Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 10

Natural Attacks: bite (primary): +5/1d6+1
4 tentacles (secondary): +3/1d4+1 + *grab* (see below)

Defenses: AC 16, Dodge 15, Toughness 12, Poise 14

Movement: walk 60'; run 120'; swim 15'; climb 30'

Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>climb</i> : factored into movement <i>grab</i> : any tentacle hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that tentacle can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>ink cloud</i> : as a free action, the creature places a 20'x20'x20' cloud adjacent to itself that obstructs visibility to 5'. Recover at the beginning of a turn with a roll of at least a 10 on 1d20+1 <i>more secondary attacks</i> : factored into natural attacks
Skills:	Feats of Agility 1, Seeing 1, Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F, I, J, K, O, P
Short Description:	Ten-tentacled bristly octopoid clinging to the walls of abandoned places
Long Description:	<p>A <i>decapus</i> hunts for prey in tunnels deep underground. Its body is roughly spherical and about four feet in diameter; it has a cruel biting beak at the bottom of its body and four black eyespots spaced evenly around its circumference. Ten strong 6' long tentacles, covered with bristles and suckers, surround its beak. Pores below its eyes allow it to squirt clouds of fine inky black dust to conceal itself if it gets into trouble. <i>Decapus</i> skin is pebbly and purple in color, although it flushes with orange patches when the monster feels angry.</p> <p>The <i>decapus</i> lives alone and chooses a hunting ground where it can drop down from above. It is an adept climber and enjoys grabbing prey with its tentacles, then carrying it up some distance and mauling it to death, possibly dropping it several times to soften it up. The female of the species is larger than the male, and on the rare occasions when they mate, the female kills and eats the male before laying hundreds of eggs glued to tunnel ceilings.</p> <p><i>Decapuses</i> are intelligent enough to know what treasure is, but not to appreciate what it's for. They may gather the possessions of their victims, and may even wonder at beautiful objects, but they have no concept of trade.</p>

Demon, Babau

Primary Trait: 7 HD *extraplanar*, rank 9

Secondary Traits: *evil, heat-native, infernal*

Hit Points: 39 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 13, Dex 13, Con 14, Int 9, Wis 13, Cha 13

Natural Attacks: bite (primary): +8/1d10+1 magical, acid

2 claws (secondary): +6/1d8+1 magical, acid

OR weapon (secondary): +6/giant-sized weapon+1, range 10'

Defenses: AC 18, Dodge 18, Toughness 19, Poise 20

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *corrosive*: factored into natural attacks. Successful melee attacks on creature deal 1d8 acid damage to attacker or weapon. Creature has *immunity (acid)*.

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 10 hp
- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

spellcaster: caster level 7, 7 castings per day:

- *cause wounds*, no more than 3/day;
- *cloak of benediction*, no more than 3/day;
- *death knell*, no more than 3/day;
- *animate dead*, no more than 2/day;
- *divine power*, no more than 2/day

weakening gaze: as a standard action, attack 1 visible target within 60', +5 vs. Dodge/*fatigued*

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Feats of Agility 1, Feats of Might 1, Intimidate 1, Stealth 1

Proficiencies: all weapons

Languages: Daemonic (fluent)

Metabolism: eats (omnivore), sleeps

Climate:	not native to Uroth
Treasure Type:	B, C, D, E, I, J, K, L, M, O, P
Short Description:	Hook-headed stealthy demons employed in espionage work in the Everwar
Long Description:	<p><i>Babau demons</i> have a basically bipedal, humanoid frame; they stand 9' tall with impossibly elongated limbs, toes, and fingers. Their head is shaped like a human skull that sweeps back at the top to make a backward-curving hook. Their skin is a muddy red in color and always looks slick and wet. <i>Babau demons</i> commonly carry giant-sized weapons such as polearms.</p> <p>The skin of a <i>babau demon</i> is highly acidic and will burn any creature or weapon that touches it. Furthermore, the natural attacks of this creature inflict acid damage. Unfortunately, anything this creature handles is subject to being burned away by their acidic reddish slime, even their own weapons which often fail prematurely. A <i>babau demon</i> is also capable of gazing at a victim with their glowing lime-green eyes and exhausting them.</p> <p>In the Demonic Horde, <i>babau demons</i> play the role of stealth warriors, scouting out new terrain and slipping behind the lines of the enemy to make trouble. As part of the demon army, they are opposed to the forces of good, but their all-consuming Everwar against the Diabolic Host means that <i>babau demons</i> will break off any conflict and violate any order to engage a devil in battle.</p>

Demon, Balor

Primary Trait:	15 HD <i>extraplanar</i> , rank 17				
Secondary Traits:	<i>evil, heat-native, infernal, winged</i>				
Hit Points:	113	Initiative:	+2	Morale Modifier:	+5
Ability Scores:	Str 18, Dex 17, Con 18, Int 16, Wis 13, Cha 18				
Natural Attacks:	2 fists (primary): +18/3d8+3 magical, range 15'				
	OR 2 weapons (primary): +18/gargantuan-sized weapon+3, range 15'				
Defenses:	AC 27, Dodge 27, Toughness 28, Poise 27				
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'				
Senses:	gestalt 30', infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus x3</i> : factored into ability scores				
	<i>energy aura (fire)</i> : opponents who begin a turn within 5' of the creature take 1d12 hp fire damage				
	<i>extra primary attack</i> : factored into natural attacks				
	<i>fly</i> : factored into movement				

gestalt senses: factored into senses

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 15 hp
- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 25 or the spell fails

Weaknesses:	<i>code of conduct (Everwar)</i> : all but the most menial devils and demons must make war with each other, above all other priorities
Skills:	Convince 1, Deceive 1, Feats of Might 2, Intimidate 1, Knowledge 1, Turn Undead 1
Proficiencies:	all weapons
Languages:	Daemonic (fluent), Common (fluent)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P, R
Short Description:	Bat-winged mastermind generals of demons, leading armies from the front
Long Description:	<p><i>Balor demons</i> resemble 12' tall giants with large bat wings. Their skin is black and red in color, but their exact features are difficult to make out because they are continuously wreathed in flames. They have horizontally jutting horns and a shock of spiky black hair; their eyes gleam red with malice. <i>Balor demons</i> can wield two gargantuan weapons in each hand effectively, and many such demons prefer to fight with a longsword and a light flail.</p> <p><i>Balor demons</i> serve as generals and overlords of the army known as the Demonic Horde; their orders are obeyed by demons without question, upon pain of immediate death. Unfortunately, demons are not proficient at continuing to follow orders when <i>balor demons</i> are not present, which is the main reason why the Horde has not gained the upper hand in its struggle against the Diabolic Host. <i>Balor demons</i> enjoy fighting and rarely order other demons into battle without joining into melee themselves.</p> <p><i>Balor demons</i> understand the value that mortals place upon material objects. Although they have no appreciation of treasure themselves, apart from using clever tools and magic items, they frequently hoard valuable objects for funding</p>

schemes on the Prime Material Plane, or for bribing creatures into serving as their agents.

Demon, Glabrezu

Primary Trait: 10 HD *extraplanar*, rank 12

Secondary Traits: *evil, heat-native, infernal*

Hit Points: 65 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 17, Dex 13, Con 16, Int 12, Wis 12, Cha 13

Natural Attacks: bite (primary): +12/1d12+2 magical

4 claws (secondary): +10/1d8+2 magical

Defenses: AC 21, Dodge 20, Toughness 23, Poise 20

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: gestalt 30', infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

gestalt senses: factored into senses

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 10 hp
- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 20 or the spell fails

more secondary attacks: factored into natural attacks

spellcaster: caster level 10, 10 castings per day:

- *shower of acid*, no more than 3/day;
- *command*, no more than 3/day;
- *knock*, no more than 3/day;
- *angry bludgeon*, no more than 2/day;
- *lower water*, no more than 2/day;
- *righteous might*, no more than 1/day;
- *rock to mud*, no more than 1/day

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills:	Build 1, Feats of Might 2, Intimidate 1, Mechanisms 1
Proficiencies:	all weapons
Languages:	Daemonic (fluent)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	B, C, D, E, I, J, K, L, M, O, P
Short Description:	4-clawed combat engineers of the demon armies, building and destroying
Long Description:	<p><i>Glabrezu demons</i> are 12' tall bipedal demons with a head that resembles that of an enormous rabid wolf with horns. They have three-taloned feet and a flat dragging serpentine tail. They have two pairs of arms; the upper set has crab claws for hands, while the lower set resembles taloned human appendages. These creatures are capable of wielding weapons but usually choose not to, preferring to maul their enemies with tooth and claw.</p> <p>Despite their bestial appearance, <i>glabrezu demons</i> are clever builders and tinkerers. They serve the Demonic Horde as combat engineers, building fortifications and working out how to tear down similar structures of the enemy. <i>Glabrezu demons</i> like to use their magical abilities to change the combat environment to their advantage before joining in battle, but once they engage in fighting, they only reluctantly disengage.</p> <p>Like most demons, these creatures are consumed with hatred for devils. Nobody knows exactly why the Everwar started, and it is doubtful that <i>glabrezu demons</i> care; if they become aware of a nearby devil, they will fight it even if they have orders to the contrary.</p>

Demon, Hezrou

Primary Trait:	9 HD <i>extraplanar</i> , rank 11				
Secondary Traits:	<i>evil, heat-native, infernal</i>				
Hit Points:	59	Initiative:	+0	Morale Modifier:	+3
Ability Scores:	Str 16, Dex 12, Con 16, Int 12, Wis 14, Cha 13				
Natural Attacks:	bite (primary): +11/1d12+2 magical				
	2 claws (secondary): +9/1d8+2 magical				
Defenses:	AC 20, Dodge 19, Toughness 24, Poise 19				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores				

infernal:

- *damage resistance (magical):* reduce non-magical damage by 10 hp
- *energy resistance (cold, fire):* halve each damage type
- *evil alignment:* factored into secondary traits
- *telepathy:* can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

leap: creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit

magically impregnable: when targeted by a spell, caster must make a caster level check of 19 or the spell fails

nauseating stench: at the start of their turn, attack targets within 10' of creature, +6 vs. Toughness/*nauseated*

spellcaster: caster level 9, 9 castings per day:

- *godspeed*, no more than 3/day;
- *resist elements*, no more than 3/day;
- *shocking grasp*, no more than 3/day;
- *scare*, no more than 3/day
- *cloud of acid*, no more than 2/day;
- *air walk*, no more than 2/day;
- *insect plague*, no more than 1/day

Weaknesses: *code of conduct (Everwar):* all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Feats of Agility 1, Feats of Might 1, Hearing 1, Intimidate 1, Seeing 1

Proficiencies: all weapons

Languages: Daemonic (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Toadlike shock troopers at the fore of the demon lines in the Everwar

Long Description: *Hezrou demons* are bipedal, 9' tall and broad, with fanged toadlike faces, warty knobbed bodies, and long arms with three-taloned claws. They are bow-legged, but their legs can make tremendous leaps which they use to charge into battle. Pores on their slick grey skin continuously exudes a nauseating musk that can cause those who closely approach to become sick to their stomachs. *Hezrou*

demons know how to use weapons but commonly scorn their use, believing them to be the tools of the weak.

In the service of the Demonic Horde, *hezrou demons* often make up the bulk of the front lines. They have spellcasting abilities that they attempt to use to disrupt the enemy's defenses and composure before springing to the attack. They are also the sergeants of lesser demons, beating and threatening them to charge into battle. Finally, *hezrou demons* have excellent senses and are often employed as sentinels.

Hezrou demons hate angels, especially *trumpet angels* whose blaring music hurts their ears. Like all demons, their greatest hatred is reserved for their diabolical enemies in the Everwar, but a *hezrou demon* will go out of its way to obtain and destroy an angelic trumpet.

Demon, Larva

Primary Trait: 1 HD *extraplanar*, rank 3

Secondary Traits: *evil, heat-native, infernal*

Hit Points: 5 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 10, Dex 10, Con 10, Int 7, Wis 11, Cha 10

Natural Attacks: fist (primary): +1/1d8 magical
OR weapon (primary): +1/weapon

Defenses: AC 13, Dodge 13, Toughness 14, Poise 11

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *drain*: as a standard action, +1 vs. Toughness/drain 1d2 Constitution, recover at the beginning of a turn with a roll of at least a 15 on 1d20

fleshless: weapons with the *sharp* property only inflict half damage to the creature, rounded down

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 5 hp
- *energy resistance (cold, fire)*: halve each damage type
- evil alignment: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

Weaknesses: *ability score penalty x2*: factored into ability scores

Skills: Feats of Might 1, Intimidate 1

Proficiencies:	all weapons
Languages:	Daemonic (working)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	K, O
Short Description:	Wormlike bipedal demons, menial servants until promoted or eaten
Long Description:	<p><i>Larva demons</i> are the lowest form of demonic life; when a new demon is created from life energy by the powers that control the Outer Planes, it becomes a <i>larva demon</i>. These creatures may in turn eventually be promoted to become other types of more important demons, and so their existence is something of a continuous audition where they attempt to impress their superiors. <i>Larva demon</i> life is otherwise not particularly valued by other demons, and they are frequently called upon to perform suicidal tasks.</p> <p><i>Larva demons</i> resemble crosses between maggots and humans. They have a soft, asymmetric human-like face and arms, but their bodies are otherwise those of segmented worms. They have a pallid grey complexion and no hair. Each one weighs two hundred pounds. Their hands can cause rot in creatures they touch, damaging their Constitution.</p> <p>Unlike more important demons, <i>larva demons</i> are not strongly motivated to attack devils, although they will certainly fight against such creatures when their superiors bully them into doing so. Left to their own devices, <i>larva demons</i> mostly want to eat; they will consume any organic matter they come across, and they may even engage in cannibalism although this is frowned upon by the higher ranks.</p>

Demon, Marilith

Primary Trait:	12 HD <i>extraplanar</i> , rank 14				
Secondary Traits:	<i>apodal, evil, heat-native, infernal</i>				
Hit Points:	66	Initiative:	+3	Morale Modifier:	+4
Ability Scores:	Str 16, Dex 18, Con 13, Int 15, Wis 14, Cha 15				
Natural Attacks:	bite (primary): +14/2d6+2 magical OR <i>constrict</i> (see below), range 10'				
	4 claws (secondary): +12/1d10+2 magical, range 10'				
	OR 4 weapons (secondary): +12/gargantuan-sized weapon+2, range 15'				
Defenses:	AC 25, Dodge 26, Toughness 23, Poise 22				
Movement:	walk 75'; run 150'; swim 15'; climb 15'				

Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<p><i>ability score bonus x2</i>: factored into ability scores</p> <p><i>constrict</i>: instead of dealing damage, bite attack <i>grapples</i> target. In subsequent rounds, if the target is still <i>grappled</i>, bite damage is automatically dealt</p> <p><i>infernal</i>:</p> <ul style="list-style-type: none">• <i>damage resistance (magical)</i>: reduce non-magical damage by 15 hp• <i>energy resistance (cold, fire)</i>: halve each damage type• evil alignment: factored into secondary traits• <i>telepathy</i>: can communicate with creatures within 60'• <i>condition resistance: diseased and poisoned</i> <p><i>magically impregnable</i>: when targeted by a spell, caster must make a caster level check of 22 or the spell fails</p> <p><i>more secondary attacks</i>: factored into natural attacks</p> <p><i>multiple weapons</i>: factored into natural attacks</p>
Weaknesses:	<i>code of conduct (Everwar)</i> : all but the most menial devils and demons must make war with each other, above all other priorities
Skills:	Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 2, Stealth 1
Proficiencies:	all weapons
Languages:	Daemonic (fluent)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	B, C, D, E, I, J, K, L, M, O, P
Short Description:	Six-armed serpentine elite combat troops of the demon armies
Long Description:	<p>A <i>marilith demon</i> has an upper body of a six-armed 12' tall giant and a lower body of a large serpent. Its head resembles that of a long-haired human woman with staring lidless eyes and a mouth full of fangs. Its hands have long claw-like nails. The skin of the upper half is reddish yellow; the scales of the lower part are red banded with black. <i>Marilith demons</i> enjoy wearing jewelry and many rings. They also wield gargantuan-sized weapons in battle – several of which may require two hands to wield.</p> <p><i>Marilith demons</i> can slither very rapidly. Their role in the Demonic Horde is to rush into engagements and take on the leaders of the enemy force. They have no spell-casting abilities, but between their ability to constrict and deal punishing damage with multiple attacks, these demons can bring down powerful enemies quickly.</p>

Despite the feminine appearance of their faces, like all other demons, these creatures have whatever sexual organs they choose to have at the moment.

Demon, Nalfeshnee

Primary Trait:	11 HD <i>extraplanar</i> , rank 13				
Secondary Traits:	<i>evil, heat-native, infernal, winged</i>				
Hit Points:	83	Initiative:	+0	Morale Modifier:	+4
Ability Scores:	Str 18, Dex 9, Con 18, Int 13, Wis 12, Cha 14				
Natural Attacks:	bite (primary): +14/2d6+3 magical +1 trauma, 10' range 2 claws (secondary): +12/1d10+3 magical, 10' range				
Defenses:	AC 24, Dodge 19, Toughness 25, Poise 21				
Movement:	fly 45'; swoop 90'; walk 60'; swim 15'				
Senses:	gestalt 30', infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>fly</i> : factored into movement <i>gestalt senses</i> : factored into senses <i>horrifying visage</i> : at the start of their turn, attack targets within 60' that can see the creature, +8 vs. Poise/ <i>afraid</i> <i>infernal</i> : <ul style="list-style-type: none">• <i>damage resistance (magical)</i>: reduce non-magical damage by 15 hp• <i>energy resistance (cold, fire)</i>: halve each damage type• evil alignment: factored into secondary traits• <i>telepathy</i>: can communicate with creatures within 60'• <i>condition resistance: diseased and poisoned</i> <i>magically impregnable</i> : when targeted by a spell, caster must make a caster level check of 21 or the spell fails <i>punishing attack</i> : factored into natural attacks				
Weaknesses:	<i>code of conduct (Everwar)</i> : all but the most menial devils and demons must make war with each other, above all other priorities				
Skills:	Feats of Might 2, Hearing 1, Intimidate 1, Stonecraft 1, Woodcraft 1				
Proficiencies:	all weapons				
Languages:	Daemonic (fluent)				
Metabolism:	eats (omnivore), sleeps				

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Hulking feathered-boar scouts of the demonic armies of the Everwar

Long Description: *Nalfeshnee demons* are bipedal creatures with the body of a 12' tall giant. Their bodies are covered with thick red fur and their feet are tipped with hooves. They have two arms with claws and vulture wings sprouting from between their shoulders that appear too small to carry them aloft, and yet work perfectly. They know how to use gargantuan-sized weapons, but they prefer the visceral sensations of ripping an opponent to death without the use of tools.

The most remarkable property of a *nalfeshnee demon* is its head. It is believed that the true form of this creature is something like a cross between a human and a boar, but it is hard to know for certain because to all onlookers, a *nalfeshnee demon's* face takes the form of that which the viewer fears the most. This is not an illusion; the facial features of the demon distort continuously to present terrifying appearances to multiple onlookers simultaneously, and even creatures immune to fear will see the face of their nemesis. Regardless of their appearance at the time, the bite of a *nalfeshnee demon* deals terrible wounds.

These creatures serve the Demonic Horde as scouts, as they are adept at navigating many kinds of terrain and have the skill to read tracks. For unknown reasons, *nalfeshnee demons* despise *doppelgangers* and will go out of their way to kill them; this hatred is trumped only by their devotion to the Everwar.

Demon, Quasit

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *evil, heat-native, infernal, winged*

Hit Points: 17 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 9, Dex 13, Con 13, Int 7, Wis 9, Cha 8

Natural Attacks: bite (primary): +3/1d10 magical + *poisoned*

Defenses: AC 15, Dodge 15, Toughness 14, Poise 13

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *fly*: factored into movement

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 5 hp
- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits

- *telepathy*: can communicate with creatures within 60'
- *condition resistance*: *diseased* and *poisoned*

poison touch: on bite hit, *poisoned* with *quasit demon* poison: +4T, onset 1 Dex or nothing, interval 4 hours, recovery 15, attack 1 Dex or nothing

shapechange: as a standard action, may shift between true form and one of the following forms: *spitting cobra*, *giant rat*, or *giant bat* (different for each creature)

spellcaster: caster level 3, 3 castings per day:

- *darkness*, no more than 3/day;
- *cause fear*, no more than 3/day;
- *invisibility*, no more than 3/day

Weaknesses:	<i>ability score penalty</i> x2: factored into ability scores <i>code of conduct (Everwar)</i> : all but the most menial devils and demons must make war with each other, above all other priorities
Skills:	Intimidate 1, Stealth 1, Streetcraft 1
Proficiencies:	all weapons
Languages:	Daemonic (working)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	B, C, D, E, I, J, K, L, M, O, P
Short Description:	Small horned shapeshifter demons often placed as servants to mortals
Long Description:	<p><i>Quasit demons</i> are small; they stand only 3' tall in their typical crouch. They have a scaly green hide, small clever hands and a prehensile tail, and a horned head with multifaceted eyes and a sphincter-like mouth ringed with tiny sharp teeth that can deliver venom. They also have bat wings and can fly. They are shape changers, however, and each creature may switch between their true form and one of the following forms (different for each creature): a <i>giant cobra</i>, a <i>giant bat</i>, or a <i>giant rat</i>.</p> <p>It is not a violation of the pact among Outer Planes powers for relatively small and weak demons to provide guidance and assistance to mortals, provided such help is kept quiet. For this purpose, <i>quasit demons</i> are sometimes assigned to help creatures on the Prime Material Plane, serving as their spies and menials, but also reporting back to their demonic masters. They will use their spellcasting abilities and even fight to support the one they serve, and will generally follow orders, although they may choose to disobey if their instructions run counter to the orders of their evil masters, or if an opportunity arises to attack a devil.</p>

Quasit demons are remarkably greedy. When they are on an assignment in the Prime Material Plane, they may keep secret caches of treasure; they seem to enjoy the feeling of keeping valuables hidden away.

Demon, Vrock

Primary Trait: 8 HD *extraplanar*, rank 10

Secondary Traits: *evil, heat-native, infernal, winged*

Hit Points: 44 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 13, Dex 14, Con 13, Int 9, Wis 13, Cha 13

Natural Attacks: bite (primary): +9/1d10+1 magical

2 claws (secondary): +7/1d8+1 magical

Defenses: AC 19, Dodge 22, Toughness 19, Poise 18

Movement: fly 75'; swoop 150'; walk 15'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *fly*: factored into movement

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 10 hp
- *energy resistance (cold, fire)*: halve each damage type
- evil alignment: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 18 or the spell fails

poison aura: at the start of their turn, all targets within 5' are *poisoned* with *vrock demon* poison: +4T, onset 1d6 hp (ongoing) or 1 hp (ongoing), interval 4 hours, recovery 20, attack 1d6 hp (ongoing) or 1 hp (ongoing)

stunning screech: as a standard action, attack all targets within 30' that can hear the creature, +6 vs. Poise/*stunned*

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Feats of Might 1, Hearing 1, Intimidate 1, Intuition 1, Seeing 1

Proficiencies: all weapons

Languages: Daemonic (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Vulture-like airborne paratroopers of the demonic armed forces

Long Description: *Vrock demons* are bipedal 8' tall giants with the wings and head of a huge vulture. Their wings and upper bodies are covered with sooty black feathers; their clawed arms, legs, and serpentine tail are protected with blackish-green scales. *Vrock demons* know how to use weapons but usually choose not to, although they may sometimes employ giant-sized bows. This kind of demon is usually surrounded with a thin smudge of fine black particles; the cloud does not obstruct view of the demon, but the spores are dangerous if another creature enters its aura.

Vrock demons serve as the mobile infantry of the Demonic Horde; they fly through enemy lines to attack where forces are vulnerable. Before they attack, they commonly employ a loud raucous croak that shatters the composure of enemies that can hear them. *Vrock demons* may also serve as winged messengers, carrying instructions back and forth between *balor demons* and their minions.

Vrock demons enjoy eggs of all kinds. Regardless of their orders, if they see an opportunity to take an egg they will do so. Given sufficient time and opportunity, they will sit on such eggs and attempt to hatch them; the resulting hatchlings often have *infernal* traits.

Derro

Primary Trait:	3 HD <i>humanoid</i> , rank 3				
Secondary Traits:	<i>civilized</i> , <i>warcrafter</i>				
Hit Points:	17	Initiative:	+0	Morale Modifier:	-1

Ability Scores: Str 10, Dex 10, Con 13, Int 11, Wis 10, Cha 10

Natural Attacks: fist (primary): -2/1d2
OR weapon (primary): +2/weapon

Defenses: AC 10, Dodge 12, Toughness 12, Poise 10

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 120', normal hearing, normal vision

Special Powers: *enhanced senses (infravision)*: factored into senses
infravision: factored into senses
warcrafter: factored into proficiencies

Weaknesses: *light sensitivity:* the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Seeing 1, Stonecraft 1

Proficiencies: *cheap* weapons and heavy picks, light helms, shields, and armor up to AC 12

Languages: Undercommon (fluent)

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P, S

Short Description: Milky-eyed white-haired dwarflike *humanoid* miners and takers of slaves

Long Description: *Derro* are *humanoids* who live underground. They are short like dwarves, and a grown adult stands around 4' tall; however, unlike dwarves they are not especially broad of shoulder and tend to a wiry musculature. They have a shock of dead white hair that tends to stand up stiffly, and their eyes are large, pupil-less, and very white as well. *Derro* often wear studded leather armor and their favorite weapon is the heavy pick.

The eyes of *derro* are well adapted to the sunless tunnels of caves, and their infravision is superior to most creatures that can see in the dark. However, their eyes are very sensitive to bright light, and they never make fire or any other kind of light if they can help it. When *derro* write, they use a special ink that constantly radiates heat and therefore can be read with infravision.

Derro dwell in underground villages with up to several hundred residents. However, theirs is a culture of cruel slavery; they stage raids to the surface to abduct *humanoids* and carry them down into their tunnels to work in pitch darkness. A *derro* village will usually have at least as many slaves as *derro* in it. This species treats their slaves very poorly and violently, but they tend to rely on the absolute darkness as the chief obstacle to escape.

Devil, Barbed

Primary Trait: 10 HD *extraplanar*, rank 12

Secondary Traits: *evil, heat-native, infernal*

Hit Points: 65 **Initiative:** +0 **Morale Modifier:** +4

Ability Scores: Str 16, Dex 12, Con 16, Int 13, Wis 12, Cha 14

Natural Attacks: tail (primary): +12/1d12+2 magical + *grab* (see below)

2 claws (secondary): +10/1d8+2 magical

Defenses: AC 20, Dodge 18, Toughness 23, Poise 22

Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<p><i>ability score bonus</i>: factored into ability scores</p> <p><i>barbed hide</i>: at the start of their turn, inflict 1d10 damage on any being grappling or grappled by the creature.</p> <p><i>grab</i>: any tail hit also <i>grapples</i>. In subsequent rounds, if the target is still <i>grappled</i>, that tail can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target</p> <p><i>hurl energy (fire)</i>: as a standard action, make a ranged attack, 20/40/60, +10 vs. Dodge/2d10 hp fire</p> <p><i>infernal</i>:</p> <ul style="list-style-type: none">• <i>damage resistance (magical)</i>: reduce non-magical damage by 10 hp• <i>energy resistance (cold, fire)</i>: halve each damage type• <i>evil alignment</i>: factored into secondary traits• <i>telepathy</i>: can communicate with creatures within 60'• <i>condition resistance: diseased and poisoned</i> <p><i>magically impregnable</i>: when targeted by a spell, caster must make a caster level check of 20 or the spell fails</p>
Weaknesses:	<i>code of conduct (Everwar)</i> : all but the most menial devils and demons must make war with each other, above all other priorities
Skills:	Deceive 1, Feats of Agility 1, Hearing 1, Seeing 1, Stealth 1
Proficiencies:	all weapons
Languages:	Diabolical (fluent)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	B, C, D, E, I, J, K, L, M, O, P
Short Description:	Spiny fire-lobbing artillery of the diabolical armies in the Everwar
Long Description:	<i>Barbed devils</i> are bipedal and humanoid in shape. They stand 13' tall and have elongated arms and legs, and their faces are drawn down to a sharp point in their chins. They also have a long prehensile tail and horns that jut directly forward from their foreheads. The greenish-brown hide of these creatures is covered with sharp spines that range from 1" to 6" long. <i>Barbed devils</i> know how to use gargantuan-sized weapons but prefer not to.

Barbed devils can create a ball of fire in their hand and throw it at targets within 60'. This makes them ideally suited to serve as the artillerists of the Diabolic Host; even though demons take less damage from fire, the missiles of *barbed devils* still burn them somewhat, and of course they are quite effective against non-*infernal*s. If an enemy closes to melee range, these devils attempt to grapple them with their tail; the many spikes covering these creatures inflict additional damage on those trapped in their clutches.

Barbed devils are also quite sneaky and are often sent on reconnaissance missions. However, they are among the most perverse of the devils, and when they are given orders, they cannot help but try to find a way to obey the letter of their instruction while ignoring its spirit.

Devil, Bearded

Primary Trait: 7 HD *extraplanar*, rank 9

Secondary Traits: *evil, heat-native, infernal*

Hit Points: 46 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 13, Dex 12, Con 16, Int 10, Wis 11, Cha 13

Natural Attacks: beard (primary): +8/1d10+1 magical + *wound* (see below)

2 claws (secondary): +6/1d8+1 magical + *wound* + *poisoned*

OR weapon (secondary): +6/giant-sized weapon+1, range 10'

Defenses: AC 18, Dodge 17, Toughness 19, Poise 19

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *infernal*:

- *damage resistance (magical)*: reduce non-magical damage by 10 hp
- *energy resistance (cold, fire)*: halve each damage type
- evil alignment: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 20 or the spell fails

poison touch: on claw hit, *poisoned* with *bearded devil* poison: +2T, 1d6 hp + 1 Wis or 1hp, interval 2 hours, recovery 15, attack 1d3 hp + 1 Wis or 1 hp

rage: as a free action, for 10 minutes gain +2 to hit and damage, and +4 to Feats of Might

wound: when a natural attack hits, it inflicts the *bleeding (3)* condition as well as other damage

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 1

Proficiencies: all weapons

Languages: Diabolical (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Berserk spiny faced first wave attackers in the diabolical legions

Long Description: *Bearded devils* are bipedal and humanoid in shape; they stand about 8' tall. They have short stubby tails, taloned feet and clawed hands, and short curved horns. Their beard is not hair at all, but a growth of 18" long tentacles sprouting from their chins that are covered with rasping fibers with the consistency of steel wool. *Bearded devils* have scaly skin that is purple shading towards red. They often carry giant-sized weapons, especially two-handed weapons such as polearms or great swords.

Bearded devils are berserkers that make up the front ranks of the army known as the Diabolic Host. They enter a state of rage prior to charging into battle, and they froth at the mouth dramatically while in this condition. *Bearded devils* love to thrust their beards at their opponents, and the writhing tentacles scour the flesh from their bones. Both their beards and their claw attacks create bleeding wounds that do not heal easily.

When *bearded devils* disobey orders, their tentacle-beards are sometimes trimmed from their faces. The beards grow back over time, but the removed tentacles retain their animation indefinitely. The punished devil often mounts these tentacles on a wooden haft to create a weapon that deals damage as a heavy flail but also inflicts the same *bleeding* condition as its natural attacks.

Devil, Bone

Primary Trait: 9 HD *extraplanar*, rank 11

Secondary Traits: *evil, heat-native, infernal, winged*

Hit Points: 59 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 17, Dex 12, Con 17, Int 10, Wis 13, Cha 14

Natural Attacks: bite (primary): +11/1d12+2 magical + *wound* (see below)

tail (secondary): +9/1d8+2 magical + *poisoned* + *wound* (see below)

2 claws (secondary): +9/1d8+2 magical + *wound* (see below)

OR weapon (secondary): +9/giant-sized weapon+2, range 10'

Defenses: AC 21, Dodge 19, Toughness 22, Poise 20

Movement: fly 45'; swoop 90'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

fly: factored into movement

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 10 hp
- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 19 or the spell fails

more secondary attacks: factored into natural attacks

poison touch: on tail hit, *poisoned* with *bone devil* poison: +4T, onset 1d6 hp + 1 Str or 1 hp, interval 4 hours, recovery 20, attack 1d3 hp + 1 Str or 1 hp

wound: when a natural attack hits, it inflicts the *bleeding (3)* condition as well as other damage

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Build 1, Deceive 1, Feats of Agility 1, Mechanisms 1, Stealth 1

Proficiencies: all weapons

Languages: Diabolical (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Scorpion-tailed, bat-winged, skeletal devisers of diabolical siege weapons

Long Description: A *bone devil* appears as the animated skeleton of an 11' tall giant. However, they have bone-white bat wings, and a long curving tail tipped with a stinger like

that of a scorpion. Their hands and feet have long talon-tipped claws. Their skulls are elongated and crowned with white bone spines, and their dark eye sockets contain a pinpoint of red light. *Bone devils* commonly carry giant-sized weapons such as battle axes or heavy picks.

The natural attacks of a *bone devil* inflict terrible bleeding wounds, and their stinger injects highly toxic venom. These flying monsters are therefore very effective mobile infantry for the Diabolic Host. However, their real joy is creating machines of war, particularly siege engines and clever devices that can rain down death from afar. *Bone devils* also delight in creating novel means for inflicting pain, and they often serve *pit fiends* as their torturer, an important and respected position in devil culture.

Bone devils are not actually made of bones, but they must consume large quantities of bones to preserve their chalky white complexion. They will go out of their way to obtain exotic and interesting bones, and they prize the bones of angels highly.

Devil, Erinyes

Primary Trait:	8 HD <i>extraplanar</i> , rank 10				
Secondary Traits:	<i>evil, heat-native, infernal, winged</i>				
Hit Points:	44	Initiative:	+1	Morale Modifier:	+3
Ability Scores:	Str 15, Dex 13, Con 13, Int 10, Wis 11, Cha 13				
Natural Attacks:	2 fists (primary): +9/2d6+1 magical, range 10'				
	OR 2 weapons (primary): +9/giant-sized weapon+1, range 10'				
Defenses:	AC 19, Dodge 21, Toughness 19, Poise 18				
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>envenomed weapons</i> : all the weapons wielded by the creature are continuously magically coated with <i>greyblade</i> poison				
	<i>extra primary attack</i> : factored into natural attacks				
	<i>fly</i> : factored into movement				
	<i>infernal</i> :				
	<ul style="list-style-type: none"> • <i>damage resistance (magical)</i>: reduce non-magical damage by 10 hp • <i>energy resistance (cold, fire)</i>: halve each damage type • evil alignment: factored into secondary traits • <i>telepathy</i>: can communicate with creatures within 60' • <i>condition resistance: diseased and poisoned</i> 				

magically impregnable: when targeted by a spell, caster must make a caster level check of 18 or the spell fails

greyblade poison: see Chapter 7

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Convince 1, Deceive 1, Feats of Agility 1, Shenanigans 1, Stealth 1

Proficiencies: all weapons

Languages: Diabolical (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Beautiful yet cruel ruby-winged diabolical assassins and archers

Long Description: *Erinyes devils* appear as 9' tall giants with feathered wings that span 12'. Their heads and bodies appear like beautiful human women, with long hair that matches their plumage in coloration. They have two short horns that jut from their hairline. *Erinyes devils* are fond of using giant-sized weapons – commonly long bows for missile attacks, and a long sword in each hand for melee.

These devils serve in the Diabolic Host as archers and assassins because they have the supernatural ability to coat every wielded weapon with *greyblade* poison. This poison disappears if another creature wields their weapon, and it likewise vanishes from any missiles that miss. *Erinyes devils* also take on stealth missions for *pit fiends*; their flying ability and their skill at remaining undetected make them excellent sneak thieves and saboteurs.

Erinyes devils are not strictly female in gender; any devil may have whatever sexual apparatus they choose to have at the moment. It is believed that these creatures may be somehow related to *marilith demons*, who are similarly traditionally feminine in appearance; although all devils hate all demons and vice versa, *erinyes devils* will always choose to attack a *marilith demon* before any other target.

Devil, Horned

Primary Trait: 11 HD *extraplanar*, rank 13

Secondary Traits: *evil, heat-native, infernal, winged*

Hit Points: 72 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 17, Dex 13, Con 17, Int 14, Wis 10, Cha 13

Natural Attacks: fist (primary): +13/2d10+2 magical + *wound* (see below), range 10'

OR weapon (primary): +13/gargantuan-sized weapon+2, range 15'

tail (primary): +13/2d10+2 magical + *wound* (see below), range 10'

Defenses: AC 23, Dodge 22, Toughness 23, Poise 21

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

extra primary attack: factored into natural attacks

fly: factored into movement

hurl energy (fire): as a standard action, make a ranged attack, 20/40/60, +12 vs. Dodge/2d10 hp fire

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 15 hp
- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 21 or the spell fails

wound: when a natural attack hits, it inflicts the *bleeding (4)* condition as well as other damage

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Convince 1, Deceive 2, Hearing 1, Intimidate 1, Seeing 1

Proficiencies: all weapons

Languages: Diabolical (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Bull-horned, bat-winged negotiators and diplomats of diabolical forces

Long Description: *Horned devils* appear as 15' tall giants with enormous bat wings. Their skin is bright red, except for their wings which are black. They have a black pair of large horns jutting from the sides of their heads like a longhorn bull. Each of their

hands has ten fingers tipped with a razor-sharp claw, and their long prehensile tail likewise has clawed fingers spaced irregularly along its length. *Horned devils* are equally likely to fight with their bare claws or with a gargantuan-sized weapon such as a great sword.

Horned devils are incredibly glib, and they serve the Diabolic Host as diplomats and negotiators. Of course, devils never negotiate any kind of agreement unless they feel it can be used to give them the upper hand, so *horned devils* really act as the attorneys for their forces, attempting to use convincing arguments, misdirection, and veiled threats to make the least offensive and most abusible deal possible for their side. Should negotiations break down and things come to blows, *horned devils* can throw fire like *barbed devils* and inflict bleeding wounds like *bearded devils*.

Horned devils resent the degree of trust and responsibility that *pit fiends* place in *ice devils*. They take any opportunity they can to undermine these rivals if they think they can get away with it undetected.

Devil, Ice

Primary Trait: 12 HD *extraplanar*, rank 14

Secondary Traits: *evil, heat-native, infernal*

Hit Points: 78 **Initiative:** +2 **Morale Modifier:** +4

Ability Scores: Str 17, Dex 16, Con 16, Int 16, Wis 11, Cha 15

Natural Attacks: bite (primary): +14/2d8+2 magical, range 10'

tail (secondary): +12/2d6+2 magical, range 10'

2 claws (secondary): +12/2d6+2 magical, range 10'

OR weapon (secondary): +12/gargantuan-sized weapon+2, range 15'

Defenses: AC 26, Dodge 22, Toughness 24, Poise 23

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

breath weapon: as a standard action, attack all targets in a 45' wide, 45' long cone of cold, +14 vs. Dodge/6d10 hp cold, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+2

immunity (cold): take no damage from cold attacks

infernal:

- *damage resistance (magical):* reduce non-magical damage by 15 hp

- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 22 or the spell fails

more secondary attacks: factored into natural attacks

Weaknesses: *code of conduct (Everwar)*: all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Deceive 1, Feats of Agility 1, Knowledge 2, Profession (alchemy), Stealth 1

Proficiencies: all weapons

Languages: Diabolical (fluent), Common (fluent)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Mantis-like master strategists and sages in service of the devil armies

Long Description: *Ice devils* superficially resemble 14' tall praying mantises. They have an insectile head with multifaceted eyes, crushing mouthparts, and both backward-sweeping horns and antennae. They have backward-curved legs with taloned feet, and a long sweeping tail with an almost draconic serrated ridge along the top. Their claws are usually folded like those of a mantis, but they are tipped with nimble fingers that can hold and wield gargantuan-sized weapons effectively. The overall coloration of an *ice devil* is bluish white.

Ice devils live near a rift in the Edifice that exposes them to the profound cold of whatever lies beyond the Outer Planes. They are born to cold, thrive in it, and harness it for their use; they can breathe a cone of extreme cold on their enemies, and they take no damage from cold attacks. However, their chief function in the Diabolic Host is to serve as sages and strategists. *Ice devils* are extremely intelligent, and *pit fiends* recognize their superior intellect; these creatures are often put in charge of developing cunning new strategies to exploit enemy weaknesses.

Ice devils are also collectors of books and lore, and most have a small library of written material from all over the cosmos at their disposal. They also know a little of the art of alchemy, and their preparations sometimes play a role in diabolical schemes.

Devil, Imp

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *evil, heat-native, infernal, winged*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 9, Dex 15, Con 10, Int 8, Wis 9, Cha 8

Natural Attacks: tail (primary): +3/1d10 magical + *poisoned*

Defenses: AC 15, Dodge 15, Toughness 13, Poise 13

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *fly*: factored into movement

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 5 hp
- *energy resistance (cold, fire)*: halve each damage type
- evil alignment: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

poison touch: on tail hit, *poisoned* with *imp devil* poison: +4T, onset 1 Dex or nothing, interval 4 hours, recovery 15, attack 1 Dex or nothing

shapechange: as a standard action, may shift between true form and one of the following forms: *wolf, blood hawk, or electric eel* (different for each creature)

spellcaster: caster level 3, 3 castings per day:

- *darkness*, no more than 3/day;
- *cause fear*, no more than 3/day;
- *invisibility*, no more than 3/day

Weaknesses: *ability score penalty x2*: factored into ability scores

code of conduct (Everwar): all but the most menial devils and demons must make war with each other, above all other priorities

Skills: Deceive 1, Shenanigans 1, Stealth 1

Proficiencies: all weapons

Languages: Diabolical (working)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Small barbed-tail shapeshifter devils often placed as servants to mortals

Long Description: *Imp devils* are only about 4' tall and gangly. They have leathery red skin, soft paws with childlike fingers, a long whip-like tail tipped with a venomous stinger, and a horned head with a halfling's face and pointy ears. They also have bat wings and can fly. They are shape changers, however, and each creature may switch between their true form and one of the following forms (different for each creature): a *wolf*, a *blood hawk*, or an *electric eel*.

It is not a violation of the pact among Outer Planes powers for relatively small and weak devils to provide guidance and assistance to mortals, provided such help is kept quiet. For this purpose, *imp devils* are sometimes assigned to help creatures on the Prime Material Plane, serving as their spies and menials, but also reporting back to their diabolical masters. *Imp devils* will use their spellcasting abilities and even fight to support the one they serve, and will generally follow orders, although they may choose to disobey if their instructions run counter to the orders of their evil masters, or if an opportunity arises to attack a demon.

Imp devils particularly enjoy serving Magic-users and Elves because they secretly wish to acquire magic lore. There are tales of particularly ambitious *imps* who learned to cast Arcane spells and then displaced their mortal teachers.

Devil, Lemure

Primary Trait: 1 HD *extraplanar*, rank 3

Secondary Traits: *evil, heat-native, infernal*

Hit Points: 5 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 10, Dex 10, Con 10, Int 7, Wis 11, Cha 10

Natural Attacks: bite (primary): +1/1d8 magical

Defenses: AC 14, Dodge 12, Toughness 13, Poise 12

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *breath weapon:* as a standard action, attack all targets in a 5' wide, 30' long line of acid, +1 vs. Dodge/2d4 hp acid, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20

immunity (acid): take no damage from acid attacks

infernal:

- *damage resistance (magical):* reduce non-magical damage by 5 hp

- *energy resistance (cold, fire)*: halve each damage type
- *evil alignment*: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

Weaknesses: *ability score penalty x2*: factored into ability scores

Skills: Deceive 1, Feats of Might 1

Proficiencies: all weapons

Languages: Diabolical (working)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: K, O

Short Description: Menial molten-featured corrosive servants of devils hoping for promotion

Long Description: When the terrible powers that rule over the Diabolic Host decide to create a new devil, they focus some of the life energy received from the Prime Material Plane and call forth a new entity from the stinking acid pits scattered throughout their section of the Edifice. What crawls out is called a *lemure*, the least form of devil and absolute bottom rung of the diabolical society – but, if they are lucky, something that can aspire to one day become a more important creature.

Lemures appear as a parody of a human being shaped from overly wet gray clay; they are basically bipedal and have humanoid limbs and facial features, but they have great difficulty holding their shape. They constantly drip a green ooze from their sagging, bulging skin that hisses where it strikes a surface; this is a highly acidic exudation, and *lemures* can vomit up a gout of the stuff to burn their enemies. They are not usually trusted with wielding weapons by the Diabolic Host, and they are herded into battle with instructions to bite their foes to death.

Lemures care nothing for the Everwar and would generally not fight demons unless forced to by their superiors, although their foul temper means they have the potential to be hostile to any creature they meet. Their true foes are each other; *lemures* are not geniuses, but they recognize that every other devil of their kind is competition for a limited number of promotions. If a *lemure* sees an opportunity to kill a rival and not take the blame, they will go for it.

Devil, Pit Fiend

Primary Trait: 15 HD *extraplanar*, rank 17

Secondary Traits: *evil, heat-native, infernal, winged*

Hit Points: 98 **Initiative:** +3 **Morale Modifier:** +5

Ability Scores: Str 18, Dex 18, Con 17, Int 15, Wis 13, Cha 19

Natural Attacks: bite (primary): +18/2d12+3 magical, range 10'

tail (secondary): +16/2d10+3 magical, range 10'

2 claws (secondary): +16/2d10+3 magical, range 10'

OR weapon (secondary): +16/gargantuan-sized weapon+3, range 15'

Defenses: AC 30, Dodge 26, Toughness 27, Poise 27

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus x3*: factored into ability scores

fly: factored into movement

horrifying visage: at the start of their turn, attack all targets within 60' that can see the creature, +13 vs. Poise/*afraid*

infernal:

- *damage resistance (magical)*: reduce non-magical damage by 15 hp
- *energy resistance (cold, fire)*: halve each damage type
- evil alignment: factored into secondary traits
- *telepathy*: can communicate with creatures within 60'
- *condition resistance: diseased and poisoned*

magically impregnable: when targeted by a spell, caster must make a caster level check of 25 or the spell fails

more secondary attacks: factored into natural attacks

spellcaster: caster level 12, 15 castings per day:

- *enlarge*, no more than 3/day;
- *sound burst*, no more than 3/day;
- lightning bolt, no more than 2/day;
- *dispel magic*, no more than 2/day;
- *greater invisibility*, no more than 2/day;
- *cause curse*, no more than 2/day;
- *insect plague*, no more than 1/day;

- *hold monster*, no more than 1/day;
- *plague storm*, no more than 1/day

Weaknesses:	<i>code of conduct (Everwar)</i> : all but the most menial devils and demons must make war with each other, above all other priorities
Skills:	Convince 1, Deceive 2, Feats of Agility 1, Feats of Might 1, Hearing 1, Seeing 1
Proficiencies:	all weapons
Languages:	Diabolical (fluent)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P, R
Short Description:	Gargantuan bat-winged leaders and sorcerers of devil armies
Long Description:	<p><i>Pit fiends</i> are shaped like 15' tall giants with scaly red skin and a crown of dozens of horns. They have red bat wings, an enormous pot belly, and a serpentine tail with saw-like teeth spiraling around its length. The feet of a <i>pit fiend</i> are hooved like those of goats. These devils often wield gargantuan weapons such as heavy crossbows or a battle axe.</p> <p><i>Pit fiends</i> are the field marshals of the Diabolic Host; they direct all other devils on where to go and who to fight, with particular emphasis placed on opposing their mortal demonic foes in the Everwar. These creatures are spellcasters and they enjoy hanging back from the front lines and raining down arcane destruction; however, if the fight takes an undesirable turn, <i>pit fiends</i> are ready to wade into a fight. They smile as they enter battle, and there is something supernaturally unsettling about that evil grin that strikes fear into the heart of the boldest opponent.</p> <p><i>Pit fiends</i> like to recruit agents from among the ranks of mortals, and few things give them greater joy than tempting a creature to work for the cause of evil. Accordingly, these monsters may collect treasure or valuable items that they may use to attempt to extract services from greedy mortals. They give nothing away without extracting promises, however, and once a promise is made to one of these arch-devils, it is strictly enforced.</p>

Djinn

Primary Trait:	7 HD <i>elemental</i> , rank 8				
Secondary Traits:	<i>air type, good</i>				
Hit Points:	39	Initiative:	+1	Morale Modifier:	+2
Ability Scores:	Str 13, Dex 15, Con 13, Int 13, Wis 9, Cha 10				

Natural Attacks:	fist (primary): +5/2d6+1, range 10' OR weapon (primary): +5/giant-sized weapon+1, range 10'
Defenses:	AC 17, Dodge 17, Toughness 18, Poise 15
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>elemental type (air)</i> : <ul style="list-style-type: none">• <i>fly</i> and <i>mobile (fly)</i>: factored into movement• <i>blast (air)</i>: as a standard action, attack all targets in a 5'x30' line, +4 vs. Toughness/2d8 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20+1• <i>whirlwind</i>: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d8 hp damage, is moved 10' in a random direction, and is knocked prone <i>spellcaster</i> : caster level 7, 7 castings per day: <ul style="list-style-type: none">• <i>minor illusion</i>, no more than 3/day;• <i>invisibility</i>, no more than 3/day;• <i>polar vortex</i>, no more than 3/day;• <i>gust of wind</i>, no more than 2/day;• <i>sending</i>, no more than 2/day <i>elemental immunities</i> : immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions
Weaknesses:	<i>code of conduct (Compulsion of the Lamp)</i> : in exchange for the freedom of their entire people, some members of geniekind must serve the holders of magic lamps
Skills:	Feats of Agility 1, Knowledge 1
Proficiencies:	all weapons
Languages:	Elemental (fluent)
Metabolism:	eats (elemental air)
Climate:	not native to Uroth
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	A free-willed air <i>elemental</i> often found captive inside a lamp

Long Description: *Djinn* are *elementals*, but from the waist up they appear as 9' tall giants. Below the beltline their bodies tail off into vortices of vapor, which reach down to touch the floor whenever the *djinn* flies close to ground, making them seem to be up to twice their normal height. These creatures favor long hair, blue or white, ornately plaited or confined within elaborate headdresses. They enjoy wearing necklaces and rings, particularly those that employ clear gemstones, and they favor embroidered jackets and vests. *Djinn* commonly wield giant-sized weapons such as hand axes and long swords.

When the Prime Material Plane's construction was completed, and the service of the four elements was no longer required by the deities, the *elementals* were still bound to duty – deprived of free will but without purpose. The *djinni* were the wisest of the air *elementals* who made a bargain with some of the deities: if their people would be freed, a few *djinni* would submit to service to mortals, bound to obey those who hold a magic lamp that serves as their prison. Those chained to a lamp must serve for one thousand years and a year, at which time their captivity will end... but another *djinn* must take their place.

The *djinni* are ruled by the Pasha of Elemental Air, and from his onion-domed palace in the Citadel of the Winds, that ruler has chosen to ally his people with the forces of good. In this they stand alone, because the *dao*, *marids*, and *efreets* have joined with the other side. Open conflict among *elementals* has not yet broken out, but all sensible sages believe it is only a matter of time.

Dog, War

Primary Trait: 2 HD *animal*, rank 2

Secondary Traits: *many-footed*

Hit Points: 11 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 12, Dex 11, Con 13, Int 2, Wis 13, Cha 8

Natural Attacks: bite (primary): +1/1d6

Defenses: AC 13, Dodge 14, Toughness 10, Poise 4

Movement: walk 120'; run 240'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

mobile (walk): factored into movement

Weaknesses: *code of conduct (domesticated)*: the creature has been tamed by more intelligent species and has been conditioned to respond to commands

Skills: Intuition 1

Proficiencies: none

Languages: none
Metabolism: eats (omnivore), sleeps, breathes (air)
Climate: temperate, tropical, arid, arctic, mountains
Treasure Type: none

Short Description: A muscular domesticated dog trained for war and guard duties

Long Description: A *war dog* is a quadrupedal canine that has been domesticated and bred for the purpose of serving as a guardian or combatant. Such an *animal* must necessarily be large and strong enough to perform these duties; a typical dog stands 30" tall at the shoulder and weighs 150 pounds. It can have many possible fur colors and patterns, but it is always muscular in the chest and legs. *War dogs* are fleet of foot and can easily run slower creatures to ground.

These creatures do not understand languages, but they are usually trained to respond to simple commands given in a particular language. These commands are typically one word long and convey basic concepts such as stay, come, attack, desist, and guard. The commands must be issued by a known and familiar master; a *war dog* will not obey commands by a creature it does not respect and trust. Given a month's time and a successful Charisma-based skill check, a *war dog* can be taught new tricks provided they are straightforward.

Sometimes these creatures escape confinement and go feral, living in packs like *wild dogs*. Such *war dogs* may remember little or nothing of their previous lives and training.

Dog, Wild

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: *many-footed*

Hit Points: 5 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 10, Dex 10, Con 10, Int 2, Wis 13, Cha 7

Natural Attacks: bite (primary): +1/1d6

Defenses: AC 13, Dodge 13, Toughness 10, Poise 4

Movement: walk 120'; run 240'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *mobile (walk)*: factored into movement

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, mountains

Treasure Type: O

Short Description: Wild canines that hunt in packs in grasslands

Long Description: *Wild dogs* are quadrupedal canines that are not domesticated and reside in grassland areas. They tend to be smaller than *war dogs* because they have more inconsistent nutrition; a *wild dog* stands 24" at the shoulder and weighs 80 pounds. Their fur is usually brown or brindled brown and tan, which gives them some protective coloration. They have an excellent sense of smell and can find food by scent across long distances.

Wild dogs live in packs of up to 30 members. They hunt for meat, killing rabbits and birds, but they are also scavengers and eat carrion. They will also dig up and eat roots, nuts, and just about anything else that *humanoids* eat. In fact, *wild dogs* have been known to haunt the trash discarded by *humanoid* communities in their search for food.

Packs of *wild dogs* are not usually aggressive enough to attack *humanoids* unless they have been driven to starvation.

Doppelganger

Primary Trait: 4 HD *aberration*, rank 5

Secondary Traits: none

Hit Points: 18 **Initiative:** +1 **Morale Modifier:** -3

Ability Scores: Str 10, Dex 14, Con 10, Int 15, Wis 17, Cha 16

Natural Attacks: bite (primary): +2/2d6

Defenses: AC 15, Dodge 14, Toughness 11, Poise 17

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *improved natural attack*: factored into natural attacks

read thoughts: as a free action, read surface thoughts of 1 creature within 60'.
To delve deeper, attack Poise at +4

shapechange x2: as a standard action, the creature can take on the form of any other *humanoid* being the creature has encountered. The creature retains its hit points, its intelligence, and its Special Powers, but in all other respects takes on the new form and all its abilities. The new form may not have more

Hit Dice than the creature's natural form. Unlike the *polymorph* spell, the creature may exactly duplicate specific individuals

Weaknesses: *energy vulnerability (lightning)*: add half again as much damage of this type

Skills: Convince 1, Deceive 1

Proficiencies: none

Languages: Common (fluent)

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, underground

Treasure Type: A, D, E, I, J, M, O, P, R

Short Description: Mind-reading creatures that can murder a *humanoid* and assume its shape

Long Description: It is unknown what a *doppelganger's* true form is, or whether it has a true form, because these creatures are always changing shape. A *doppelganger* can assume the form of any *humanoid* they have encountered, either specific individuals or generic examples of the species. Additionally, while in that *humanoid* form, the *doppelganger* retains its natural attack damage – the form can sprout a mouth full of razor-sharp teeth, sometimes from unexpected places in the creature's anatomy.

Doppelgangers can read the thoughts of sentient beings. They learn what they read from potential victims and then seek to kill them, isolating them from others and hiding the body so that the murder remains undetected. The *doppelganger* then attempts to impersonate their victim, taking their place in society. If they have time, the monster eats the brain of their victim within 24 hours of killing them; after a period of overnight digestion, the *doppelganger* absorbs all the dead creature's memories and can pretend to be them more accurately. *Doppelgangers* seem to enjoy both the murder and the play-acting as another creature, but they never assume a form for long; within several weeks, the monster is looking for another identity to assume.

It is believed that when a *doppelganger* has eaten enough brains, it somehow spawns a new member of its species. It is not known exactly how this happens.

Dracolich

Primary Trait: 15 HD *undead + potent remains*, rank 17

Secondary Traits: *evil, many-footed, winged*

Hit Points: 113 **Initiative:** +1 **Morale Modifier:** +5

Ability Scores: Str 17, Dex 15, Con 17, Int 19, Wis 15, Cha 17

Natural Attacks: bite (primary): +17/2d8+2 magical, range 10'

2 claws (secondary): +15/1d12+2 magical + *paralyzing touch* (see below), range 10'

Defenses: AC 28, Dodge 24, Toughness 28, Poise 28

Movement: fly 90'; swoop 180'; walk 60'; swim 15'

Senses: gestalt 30', infravision 120', low light vision, normal hearing, normal vision, scent 60', tremorsense 60'

Special Powers: *ability score bonus x3*: factored into ability scores

pact with death: *undead* creature's life energy is stored within a small phylactery (10 hp) which kills the creature if it is destroyed. The creature gains the following powers:

- *damage resistance (magical)*: reduce non-magical damage by 15 hp
- *horrifying visage*: at the start of their turn, attack all targets within 60' that can see the creature, +9 vs. Poise/*afraid*
- *magically impregnable*: when targeted by a spell, caster must make a caster level check of 25 or the spell fails
- *paralyzing touch*: on a claw hit, +17 vs. Toughness/*paralyzed*

potent remains: *undead* creature gains the benefits of both the *undead* and *dragon* primary traits. The creature gains the following powers:

- *dragon* movement: factored into movement
- *dragon* senses: factored into senses
- *dragon* natural attacks: factored into natural attacks
- *breath weapon*: as a standard action, attack all targets in a 10' wide, 120' long line of energy draining. Make *drain* attacks against all targets, +16 vs. Dodge/1d3 energy levels + *fatigued*, 1 energy level + *fatigued* on a miss

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Convince 1, Deceive 1, Hearing 1, Intimidate 1, Intuition 1, Knowledge 1, Seeing 1

Proficiencies: none

Languages: Draconic (fluent), Magic (fluent), Ancient Savar (fluent), Ancient Poldaran (fluent)

Metabolism: none

Climate: not native to Uroth

Treasure Type: E, F, H, I, J, K, L, M, O, P, Q, R

Short Description: Once a *dragon*, now skeletal but even more powerful due to the power of unlife

Long Description: A *dracolich* represents a fusion of two nightmarish monsters: a *dragon* whose remains have been infused with the power of unlife, giving it vitality and powers beyond what it was capable of when alive. The *dracolich* described here is based on a *blue dragon* transformed into one of the *undead*, but any type of *dragon* could be made into a *dracolich*. The monster appears as the animated bones of a large *blue dragon*, including its characteristic skull with the prominent rhinoceros-like horn. Shreds and scraps of scaled blue skin still cover the monster's body, but for the most part its flesh has rotted away; its eye sockets are empty except for glaring blue pinpoints of light. Although its wings have lost all their flesh, they can magically still carry the creature aloft.

The secret of how a *dracolich* is created has been lost – and a good thing, too, because such creatures are surpassingly evil and bent on the destruction of all living beings. Their life-force has been secured inside a phylactery – a soul object that contains the essence of their being. These monsters can be destroyed, but while its phylactery remains intact, swirling bands of dust will slowly reconstitute the creature's physical form. *Dracoliches* spend significant effort concealing and protecting their phylacteries, because destroying that object destroys the monster as well.

Dracoliches are very old and very wise, but they have not lost their essential *dragon* greed. They enjoy collecting treasure, in part because they like to look at it, in part because they like to lie on top of it, and in part because it lures adventurers to come to claim it, which is a challenge relished by such a creature. Mostly, however, it is in their nature to covet and amass treasure, even if they never use it or interact with it. There may very well be items in a *dracolich* hoard that once were valuable, but over time they have crumbled away and lost all value owing to age and neglect.

Dragon, Black

Primary Trait: 9 HD *dragon*, rank 11

Secondary Traits: *amphibious, many-footed, winged*

Hit Points: 50 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 14, Dex 13, Con 13, Int 10, Wis 13, Cha 13

Natural Attacks:	bite (primary): +10/1d10+1 2 claws (secondary): +8/1d8+1
Defenses:	AC 22, Dodge 21, Toughness 21, Poise 20
Movement:	fly 60'; swoop 120'; walk 60'; swim 60'
Senses:	infravision 120', normal hearing, normal vision, scent 60'
Special Powers:	<i>amphibious</i> : factored into metabolism and movement <i>breath weapon</i> : as a standard action, attack all targets in a 5' wide, 90' long line of acid, +10 vs. Dodge/5d8 hp acid, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1 <i>horrifying visage</i> : at the start of their turn, attack all targets within 60' that can see the creature, +5 vs. Poise/ <i>afraid</i> <i>immunity (acid)</i> : take no damage from acid attacks
Skills:	Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 1, Stealth 1
Proficiencies:	none
Languages:	Draconic (fluent)
Metabolism:	eats (meat), sleeps
Climate:	temperate, tropical, underground
Treasure Type:	E, F, I, J, K, L, O, P, R
Short Description:	A black winged reptilian creature, intelligent and cunning, native to swamps
Long Description:	<p><i>Black dragons</i> are one type of the five chromatic <i>dragons</i> that are feared throughout Uroth. They appear as quadrupedal reptiles, sinuous and scaly, with a slender tail and long neck ending in a toothy-mouthed crocodilian head. The skull of a <i>black dragon</i> is characterized by two horns that project from the side but then point forwards along the jawline. They also have a serrated crest along their spine and a pair of large bat wings joining near the shoulders. Their scales are glossy black when young, but as they age the finish of the scales becomes duller. An adult <i>black dragon</i> measures about 24' long from nose to tail.</p> <p><i>Black dragons</i> make marshes and swamps their home, although some may also lurk in subterranean caverns with pools. They are very strong swimmers and are equally at home above and below water; however, even though <i>dragons</i> clearly have lungs and are capable of inhaling or exhaling, they do not need to breathe to survive. <i>Black dragons</i> can exist in airless submerged conditions indefinitely. They are territorial hunters of prey, and they will range for many miles to find prey large enough to be worth pursuing. They then may use their innate ability to generate fear to compel their prey to break cover and flee, and then they</p>

may either attack with teeth and claws or use their breath weapon, a gout of acid.

Black dragons live alone and make lairs that are difficult to access. They are intelligent and will create defensive measures that make penetrating their lair difficult; they may even bully other creatures into guarding their front door. Within their cavernous lairs, *black dragons* collect treasure into a hoard – a heaped pile of valuables, much of it copper and silver coins, but often a fair amount of gold, jewels and jewelry, precious objects, well-crafted tools and instruments, magic items, arms and armor, and just about anything else the creature comes across that it deems to be valuable. A *black dragon's* lair and hoard may be partially submerged.

Dragon, Blue

Primary Trait: 11 HD *dragon*, rank 13

Secondary Traits: *many-footed, winged*

Hit Points: 61 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 17, Dex 13, Con 13, Int 13, Wis 13, Cha 15

Natural Attacks: bite (primary): +13/1d12+2

2 claws (secondary): +11/1d8+2

Defenses: AC 24, Dodge 21, Toughness 23, Poise 23

Movement: fly 75'; swoop 150'; walk 60'; swim 15'; burrow 30'

Senses: infravision 120', normal hearing, normal vision, scent 60', tremorsense 60'

Special Powers: *ability score bonus:* factored into ability scores

breath weapon: as a standard action, attack all targets in a 10' wide, 90' long line of lightning, +12 vs. Dodge/5d10 hp lightning, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

burrow: factored into movement

horrifying visage: at the start of their turn, attack all targets within 60' that can see the creature, +6 vs. Poise/*afraid*

immunity (lightning): take no damage from lightning attacks

Skills: Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 1, Stealth 1, Woodcraft 1

Proficiencies: none

Languages: Draconic (fluent)

Metabolism: eats (meat), sleeps

Climate: temperate, arid

Treasure Type: E, F, I, J, K, L, O, P, R

Short Description: A blue winged reptilian creature, intelligent and cunning, native to deserts

Long Description: *Blue dragons* are one type of the five chromatic *dragons* that are feared throughout Uroth. They appear as quadrupedal reptiles, sinuous and scaly, with a slender tail and long neck ending in a toothy-mouthed crocodilian head. The skull of a *blue dragon* is characterized by a rhinoceros-like horn that juts from the broadest part of their muzzle. They have a serrated crest along their spine and a pair of large bat wings joining near the shoulders. Their scales are electric blue when young, but as they age the color shades more toward purple. An adult *blue dragon* measures about 32' long from nose to tail.

Blue dragons tend to live in remote desert areas. They can burrow rapidly through soil and loose sand, and they may use this ability to ambush prey by lurking just below the surface of a sand dune. They are territorial hunters of prey, and they will range for many miles to find prey large enough to be worth pursuing. They then may use their innate ability to generate fear to compel their prey to break cover and flee, and then they may either attack with teeth and claws or use their breath weapon, a bolt of lightning.

Blue dragons live alone and make lairs that are difficult to access. They are intelligent and will create defensive measures that make penetrating their lair difficult; they may even bully other creatures into guarding their front door. Within their cavernous lairs, *blue dragons* collect treasure into a hoard – a heaped pile of valuables, much of it copper and silver coins, but often a fair amount of gold, jewels and jewelry, precious objects, well-crafted tools and instruments, magic items, arms and armor, and just about anything else the creature comes across that it deems to be valuable. A *blue dragon's* lair may be a cavern whose opening is buried under sand that must be excavated or burrowed through to gain access.

Dragon, Green

Primary Trait: 10 HD *dragon*, rank 12

Secondary Traits: *amphibious, many-footed, winged*

Hit Points: 55 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 16, Dex 13, Con 14, Int 12, Wis 14, Cha 14

Natural Attacks: bite (primary): +12/1d10+2

2 claws (secondary): +10/1d8+2

Defenses: AC 23, Dodge 21, Toughness 22, Poise 20

Movement: fly 75'; swoop 150'; walk 60'; swim 60'

Senses:	infravision 120', normal hearing, normal vision, scent 60', tremorsense 60'
Special Powers:	<i>ability score bonus:</i> factored into ability scores <i>amphibious:</i> factored into metabolism and movement <i>breath weapon:</i> as a standard action, attack all targets in a 30' wide, 45' long cloud of poison, +11 vs. Toughness/ <i>poisoned</i> , <i>nauseated</i> condition on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1 <i>condition resistance:</i> immune to the <i>poisoned</i> condition <i>horrifying visage:</i> at the start of their turn, attack all targets within 60' that can see the creature, +6 vs. Poise/ <i>afraid</i> <i>green dragon</i> poison: +6T, onset 5d6 hp or 2d6 hp, interval 2 hours, recovery 20, attack 2d6 hp or 1d6 hp
Skills:	Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 1, Woodcraft 1
Proficiencies:	none
Languages:	Draconic (fluent)
Metabolism:	eats (meat), sleeps
Climate:	temperate, tropical
Treasure Type:	E, F, I, J, K, L, O, P, R
Short Description:	A green winged reptilian creature, intelligent and cunning, native to forests
Long Description:	<p><i>Green dragons</i> are one type of the five chromatic <i>dragons</i> that are feared throughout Uroth. They appear as quadrupedal reptiles, sinuous and scaly, with a slender tail and long neck ending in a toothy-mouthed crocodilian head. The skull of a <i>green dragon</i> is characterized by a crest of spines along the line of symmetry, joined together with a sail-like webbing. They have a pair of large bat wings joining near the shoulders. Their scales are a forest green when young, but as they age their coloration becomes increasingly mottled with yellow. An adult <i>green dragon</i> measures about 28' long from nose to tail.</p> <p><i>Green dragons</i> make their homes in forests far from <i>humanoid</i> villages, ideally close to water. This is because they enjoy preying on creatures that come down to water to drink, but also because they are amphibious and can swim as well as they can fly. <i>Green dragons</i> can exist in airless submerged conditions indefinitely. They are territorial hunters of prey, and they will range for many miles to find prey large enough to be worth pursuing. They then may use their innate ability to generate fear to compel their prey to break cover and flee, and then they may either attack with teeth and claws or use their breath weapon, a cloud of extremely toxic poison gas.</p>

Green dragons live alone and make lairs that are difficult to access. They are intelligent and will create defensive measures that make penetrating their lair difficult; they may even bully other creatures into guarding their front door. Within their cavernous lairs, *green dragons* collect treasure into a hoard – a heaped pile of valuables, much of it copper and silver coins, but often a fair amount of gold, jewels and jewelry, precious objects, well-crafted tools and instruments, magic items, arms and armor, and just about anything else the creature comes across that it deems to be valuable. A *green dragon's* lair and hoard may be partially submerged.

Dragon, Red

Primary Trait: 12 HD *dragon*, rank 14

Secondary Traits: *heat-native, many-footed, winged*

Hit Points: 78 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 18, Dex 13, Con 16, Int 14, Wis 14, Cha 16

Natural Attacks: bite (primary): +15/1d12+3

tail (primary): +15/1d12+3

2 claws (secondary): +13/1d8+3

Defenses: AC 25, Dodge 23, Toughness 25, Poise 24

Movement: fly 75'; swoop 150'; walk 60'; swim 15'

Senses: infravision 120', normal hearing, normal vision, scent 60', tremorsense 60'

Special Powers: *ability score bonus* x2: factored into ability scores

breath weapon: as a standard action, attack all targets in a 45' wide, 45' long cone of fire, +13 vs. Dodge/6d10 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+2

extra primary attack: factored into natural attacks

horrifying visage: at the start of their turn, attack all targets within 60' that can see the creature, +8 vs. Poise/*afraid*

immunity (fire): take no damage from fire attacks

Weaknesses: *energy vulnerability (cold):* add half again as much damage of this type

Skills: Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 1, Knowledge 1, Stonecraft 1

Proficiencies: none

Languages: Draconic (fluent)

Metabolism:	eats (meat), sleeps
Climate:	temperate, mountains, underground
Treasure Type:	E, F, I, J, K, L, O, P, R
Short Description:	A red winged reptilian creature, intelligent and cunning, native to caverns
Long Description:	<p><i>Red dragons</i> are one type of the five chromatic <i>dragons</i> that are feared throughout Uroth. They appear as quadrupedal reptiles, sinuous and scaly, with a slender tail and long neck ending in a toothy-mouthed crocodilian head. The skull of a <i>red dragon</i> is characterized by a crown of spines sweeping backward from their faces, looking something like hair streaming back in the wind. They have a serrated crest along their spine and a pair of large bat wings joining near the shoulders. Their scales are a vivid orange-red when young, but as they age their take on a rusty coloration. An adult <i>red dragon</i> measures about 36' long from nose to tail.</p> <p><i>Red dragons</i> make their homes in caves deep underground, but they always ensure that a path exists for them to fly up to the surface to hunt. They are territorial hunters of prey, and they will range for many miles to find prey large enough to be worth pursuing. They then may use their innate ability to generate fear to compel their prey to break cover and flee, and then they may either attack with teeth and claws or use their breath weapon, a cone of flame.</p> <p>Red dragons live alone and make lairs that are difficult to access. They are intelligent and will create defensive measures that make penetrating their lair difficult; they may even bully other creatures into guarding their front door. Within their cavernous lairs, <i>red dragons</i> collect treasure into a hoard – a heaped pile of valuables, much of it copper and silver coins, but often a fair amount of gold, jewels and jewelry, precious objects, well-crafted tools and instruments, magic items, arms and armor, and just about anything else the creature comes across that it deems to be valuable. A <i>red dragon's</i> lair may lie behind hazards made of lava or steam that will deal fire damage to those who cross them.</p>

Dragon, White

Primary Trait:	8 HD <i>dragon</i> , rank 10				
Secondary Traits:	<i>cold-native, many-footed, winged</i>				
Hit Points:	44	Initiative:	+1	Morale Modifier:	-1
Ability Scores:	Str 13, Dex 14, Con 13, Int 9, Wis 13, Cha 13				
Natural Attacks:	bite (primary): +9/1d8+1 2 claws (secondary): +7/1d6+1				
Defenses:	AC 21, Dodge 21, Toughness 19, Poise 19				

Movement:	fly 60'; swoop 120'; walk 60'; swim 15'; ice walk 30'
Senses:	infravision 120', normal hearing, normal vision, scent 60'
Special Powers:	<p><i>breath weapon:</i> as a standard action, attack all targets in a 35' wide, 35' long cone of cold, +9 vs. Dodge/4d8 hp cold, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1</p> <p><i>horrifying visage:</i> at the start of their turn, attack all targets within 60' that can see the creature, +5 vs. Poise/<i>afraid</i></p> <p><i>ice walk:</i> factored into movement</p> <p><i>immunity (cold):</i> take no damage from cold attacks</p> <p><i>pounce:</i> when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack</p>
Weaknesses:	<i>energy vulnerability (fire):</i> add half again as much damage of this type
Skills:	Deceive 1, Feats of Agility 1, Feats of Might 1, Intimidate 1, Stealth 1
Proficiencies:	none
Languages:	Draconic (fluent)
Metabolism:	eats (meat), sleeps
Climate:	arctic, mountains
Treasure Type:	E, F, I, J, K, L, O, P, R
Short Description:	A white winged reptilian creature, intelligent and cunning, native to mountains
Long Description:	<p><i>White dragons</i> are one type of the five chromatic <i>dragons</i> that are feared throughout Uroth. They appear as quadrupedal reptiles, sinuous and scaly, with a slender tail and long neck ending in a toothy-mouthed crocodilian head. The skull of a <i>white dragon</i> is characterized by backward-pointing shield of bone that protects the back of their neck. They have a serrated crest along their spine and a pair of large bat wings joining near the shoulders. Their scales are a brilliant eggshell white when young, but as they age their coloration becomes increasingly speckled with black. An adult <i>white dragon</i> measures about 20' long from nose to tail.</p> <p><i>White dragons</i> make their homes in snowy or icy areas, especially at the top of snow-capped mountains. They are entirely immune to cold, and they can burrow through snow or even solid ice without leaving sign of their passage; they may use this ability to ambush enemies. They are territorial hunters of prey, and they will range for many miles to find prey large enough to be worth pursuing. They then may use their innate ability to generate fear to compel their</p>

prey to break cover and flee, and then they may either attack with teeth and claws or use their breath weapon, a cone of intense cold.

White dragons live alone and make lairs that are difficult to access. They are intelligent and will create defensive measures that make penetrating their lair difficult; they may even bully other creatures into guarding their front door. Within their cavernous lairs, *white dragons* collect treasure into a hoard – a heaped pile of valuables, much of it copper and silver coins, but often a fair amount of gold, jewels and jewelry, precious objects, well-crafted tools and instruments, magic items, arms and armor, and just about anything else the creature comes across that it deems to be valuable. A *white dragon's* lair and hoard may be located behind a sheet of ice or drift of snow to make access difficult; additionally, within their lair these monsters like to have many shelves and hidey-holes to drop down on top of invaders.

Dragon Turtle

Primary Trait: 12 HD *dragon*, rank 14

Secondary Traits: *amphibious*, *heat-native*

Hit Points: 90 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 20, Dex 12, Con 18, Int 16, Wis 16, Cha 16

Natural Attacks: bite (primary): +16/2d8+4, range 10'

Defenses: AC 26, Dodge 22, Toughness 27, Poise 24

Movement: swim 60'; dart 120'; walk 60'; climb 15'

Senses: gestalt 30', infravision 120', normal hearing, normal vision, scent 60', tremorsense 60'

Special Powers: *ability score bonus x3*: factored into ability scores

amphibious: factored into metabolism and movement

breath weapon: as a standard action, attack all targets in a 45' wide, 45' long cone of fire, +13 vs. Dodge/6d10 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+2

immunity (fire): take no damage from fire attacks

Weaknesses: *restricted movement (fly)*: factored into movement

Skills: Feats of Might 2, Hearing 1, Intuition 1, Seacraft 1, Seeing 1

Proficiencies: none

Languages: Draconic (fluent), Daraban (fluent)

Metabolism: eats (meat), sleeps

Environment: ocean

Treasure Type: E, F, I, J, K, L, O, P, R

Short Description: A swimming turtle-like reptilian, intelligent and cunning, native to oceans

Long Description: *Dragon turtles* are aquatic *dragons* with enormous domed shells of marine turtles; their shell is 24' long and 10' high. Their four limbs are flippers, but they also have a sinuous tail with many webbed flukes to give them forward propulsion in the water. They have a long snaky neck and a heavy crocodilian head with a toothy maw; their faces are marked by the profusion of catfish-like whiskers arrayed around their mouths. A *dragon turtle* is primarily green but has reddish whorls on their shells. From nose to tail, these behemoths may be 40' long.

Dragon turtles live in the deep ocean. They are amphibious, and they are much more comfortable swimming than they are heaving their ponderous bodies up on dry land, although they will vigorously chase prey onto dry land if necessary! They are territorial hunters of prey, and they will range for many miles to find prey large enough to be worth pursuing. They attack with teeth and claws, often seeking to swamp smaller water vessels, or they may use their breath weapon, a cone of superheated steam.

Dragon turtles make their lairs deep underwater; many such creatures prefer to lair in the wrecked hull of a sunken galleon, claiming the gold that went down in the wreck and adding to it with treasure of their own. They are intelligent and have been known to interact with mariners, extorting them for valuables if they want safe passage. *Dragon turtles* have poor relationships with *sahuagin* and are likely to attack these *humanoids* first and ask questions later; however, they may make alliances with *ixitxachitl* and employ schools of these creatures to help guard their hoards.

Dwarf

Primary Trait: 1 HD *humanoid*, rank 1

Secondary Traits: *civilized, dwarf, warcrafter*

Hit Points: 5 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9

Natural Attacks: fist (primary): -3/1d2

OR weapon (primary): +1/weapon

Defenses: AC 10, Dodge 10, Toughness 10, Poise 9

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *dwarf*: factored into senses and languages. Gains benefits with *dwarf* weapons
warcraft: factored into proficiencies

Skills: Stonecraft 1

Proficiencies: *cheap* weapons and light picks and 1 *dwarf* weapon, light helms, shields, and armor up to AC 12

Languages: Dwarvish (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P, S

Short Description: Stocky bearded *humanoids* who mine in hills or live deep underground

Long Description: *Dwarves* are *humanoids* who live both above and below the surface of Uroth. Originating in deep caves below the mountains, *dwarves* emerged onto the open world long ago and now live mostly harmoniously with the other civilized species. An adult stands 4' tall and is broad; it weighs about 180 pounds. Most *dwarves* of all genders grow beards, but there is great variation in skin and hair coloration. They consider themselves to be crafters of beautiful things, and they commonly wear well-worked combs, clips, belts, sashes, and other decorative objects – adorned with precious metals if they are wealthy. They wear limited armor and weapons (remember that Dwarf characters have proficiencies and abilities that your average *dwarf* does not; if you want a *dwarf* monster with more martial aptitude, consider adding enhancements.)

Dwarves have a clan system of organization; they live in communities of up to 200 individuals, although major population centers can be substantially larger. A clan is an extended family ruled by a council of elders; each one has its own sigil and customs, and all members owe allegiance to their elders, but all the clans in turn pay fealty to the dwarvish royal family. *Dwarves* have an organized society, and they make their living by crafting, mining, herding, and trading with other species. They have standing armies, but all *dwarves* must serve in their clan's militia which can be called up during times of war.

Dwarves have a long-standing distrust of elves, and the feeling is mutual. Neither species can identify exactly why this is, but *dwarves* as a rule are dour while elves are light-hearted, so perhaps it is simply a mismatch of personalities. Nevertheless, the two species are usually allies and work for the common good when required. The same cannot be said for the relationship between *dwarves* and goblins; there is no love lost there at all, and any meeting between these species is more likely than not to end in bloodshed.

Eagle, Giant

Primary Trait:	4 HD <i>animal</i> , rank 4				
Secondary Traits:	<i>winged</i>				
Hit Points:	23	Initiative:	+1	Morale Modifier:	+1
Ability Scores:	Str 10, Dex 13, Con 9, Int 6, Wis 13, Cha 9				
Natural Attacks:	bite (primary): +2/1d6 2 claws (secondary): +0/1d4				
Defenses:	AC 15, Dodge 17, Toughness 13, Poise 10				
Movement:	fly 150'; swoop 300'; swim 15'; walk 15'				
Senses:	low light vision, normal hearing, normal vision (enhanced)				
Special Powers:	<i>enhanced senses (normal vision)</i> : factored into senses <i>fly</i> : factored into movement <i>mobile (fly)</i> : factored into movement <i>smart</i> : factored into ability scores				
Weaknesses:	<i>code of conduct: nobility holy orders</i> <i>default exception (scent)</i> : factored into senses				
Skills:	Seeing 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, arid, mountains				
Treasure Type:	O				
Short Description:	Noble predatory giant birds living in high mountain aeries				
Long Description:	<p><i>Giant eagles</i> are larger versions of ordinary eagles. They have a wingspan of 20' and stand 10' tall when on a perch. They typically inhabit high aeries. The birds that live in snowy places have white heads but charcoal wings, while the ones in a desert climate favor drab browns and greys. They have yellow feet and talons and glaring yellow eyes. Their beaks are long and cruel.</p> <p><i>Giant eagles</i> are smarter than most animals, and although they have no language, they have a definite code of honor: they kill to eat but defend the weak from senseless attack; they do not own possessions but share what they</p>				

have with those who have need; they provide help where it is needed even if it is not asked for. *Giant eagles* recognize individual creatures if they have met them before, and they may form friendships with beings even if there is no way to communicate.

Giant eagles mate for life and typically live in an enormous nest with their partner. They are territorial and do not allow rival predators in their hunting grounds. These birds do not value treasure, but sparkling objects may catch their eye, and they may accidentally carry valuables up to their nest if it was in the possession of a creature they killed for food.

Eel, Electric

Primary Trait:	2 HD <i>animal</i> , rank 2				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	9	Initiative:	+1	Morale Modifier:	-2
Ability Scores:	Str 9, Dex 13, Con 9, Int 2, Wis 11, Cha 8				
Natural Attacks:	bite (primary): +1/1d6				
Defenses:	AC 14, Dodge 14, Toughness 10, Poise 4				
Movement:	swim 60'; dart 120'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>shocking touch</i> : as a standard action, make a touch attack, +4 vs. Dodge/2d4 hp lightning (3d4 hp lightning vs. metal), recover at the beginning of a turn with a roll of 10 on 1d20				
Skills:	Seacraft 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	lakes and rivers				
Treasure Type:	O				
Short Description:	Large serpentine freshwater fish that kills with an electric jolt				
Long Description:	An <i>electric eel</i> is a long slender fish, about 10' long but only about 6" across at the widest point. Their scales are dull gray in color. They only have small fins at the base of their heads, although they do have a continuous ribbon-like fluke hanging down from their bellies; most of the eel's forward propulsion comes from undulating its body in a snake-like fashion. <i>Electric eels</i> have small white eyes and a mouth full of sharp teeth.				

Electric eels hunt other fish in an unusual manner. Their bodies act as natural batteries and store an electric charge; this creature fights by touching its prey with any part of its body and delivering a dangerous shock. The eel then finishes prey off by biting. *Electric eels* like to hide in weeds until victims close for a surprise attack.

Electric eels largely inhabit freshwater lakes and ponds. It has been speculated that live-caught baby eels would be valued by alchemists and wizards specializing in electricity magic, but the truth of this is unclear.

Eel, Giant

Primary Trait: 5 HD *animal*, rank 5

Secondary Traits: *apodal, aquatic-native, water-breathing*

Hit Points: 23 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 13, Con 12, Int 2, Wis 13, Cha 8

Natural Attacks: bite (primary): +4/1d10+1 + *grab* (see below)

Defenses: AC 15, Dodge 17, Toughness 13, Poise 7

Movement: swim 60'; dart 120'; walk 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

Skills: Seacraft 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (water)

Climate: lakes and rivers

Treasure Type: F, O

Short Description: Huge snaky fish lurking in the deepest parts of weed-choked lakes

Long Description: *Giant eels* are long fish native to still-water lakes. They are 20' long from nose to tail and are as big around as a barrel. They have slick grey bodies streaked with green to allow them to blend in with the aquatic vegetation they like to hide in. They have a long jaw and a mouth full of backward-curved teeth to grip and hold onto prey. They have a set of fins behind their heads but otherwise rely on the undulation of their serpentine bodies for propulsion.

Giant eels lurk at the bottoms of lakes, sometimes in burrows in the mud that they have laboriously excavated. They eat fish, crocodiles, turtles, and anything else that swims by; they may even attempt to upend small watercraft and drag air-breathers underwater. They are also scavengers and eat dead bodies that sink to the bottom. It is said that when a *green dragon* dies, *giant eels* are first on the scene to dispose of the carcass, and sometimes a few of these creatures acquire draconic properties.

Eel, Giant Moray

Primary Trait:	9 HD <i>animal</i> , rank 9				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	50	Initiative:	+1	Morale Modifier:	+2
Ability Scores:	Str 17, Dex 13, Con 15, Int 2, Wis 15, Cha 8				
Natural Attacks:	bite (primary): +7/2d6+2 + <i>poisoned</i> , range 10'				
Defenses:	AC 16, Dodge 20, Toughness 17, Poise 10				
Movement:	swim 60'; dart 120'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores				
	<i>poison touch</i> : on bite hit, <i>poisoned with giant moray eel</i> poison: +4T, onset 2d6 hp or 1d6 hp, interval 2 hours, recovery 20, attack 1d6 hp or 1 hp				
Skills:	Seacraft 1, Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	ocean				
Treasure Type:	O				
Short Description:	Enormous reef predator fish with a powerfully venomous bite				
Long Description:	<i>Giant moray eels</i> are long slender fish that live in coral reefs and other shallow ocean waters. They can grow to up to 30' long with bodies that are 3' in diameter. Their coloration is primarily green, but they have vivid color patterning to provide them with camouflage in reefs; purple, orange, and yellow markings are common. A <i>giant moray eel</i> has two sets of jaws, one recessed deep inside the other that extends beyond the mouth to bite prey. The most prominent of the fangs on these inner jaws are venomous.				

Giant moray eels are among the most feared shallow water predators because even though they are very large and have a deadly bite, they are also small enough to intrude on even small burrows. These creatures feed on fish, crabs, octopi, and the occasional *humanoid*. Aggressive *giant moray eels* have even been known to launch themselves onto the decks of shallow boats in search of prey.

At reef depths, the moon can be seen when it is full. It is said that the *ixitxachitl* are afflicted by the curse of lycanthropy just as *humanoids* are, but the bestial form assumed by the victim is that of a *giant moray eel*.

Efreet

Primary Trait:	11 HD <i>elemental</i> , rank 12				
Secondary Traits:	<i>evil</i> , <i>fire type</i> , <i>heat-native</i>				
Hit Points:	61	Initiative:	+1	Morale Modifier:	+2

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

Natural Attacks: fist (primary): +11/2d10+4, range 10'

OR weapon (primary): +11/gargantuan-sized weapon+4, range 15'

Defenses: AC 20, Dodge 20, Toughness 24, Poise 17

Movement: fly 60'; swoop 120'; walk 60'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus x2*: factored into ability scores

elemental type (fire):

- *hurl energy (fire)*: as a standard action, make a ranged attack, 20/40/60, +8 vs. Dodge/2d10 hp fire
- *immunity (fire)*: take no damage from fire attacks

fly: factored into movement

spellcaster: caster level 11, 11 castings per day:

- *minor illusion*, no more than 3/day;
- *invisibility*, no more than 3/day;
- *scorching ray*, no more than 3/day;
- *glyph of warding*, no more than 2/day;
- *fireball*, no more than 2/day;
- *wall of energy (fire)*, no more than 2/day;
- *true seeing*, no more than 1/day

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct (Compulsion of the Lamp):* in exchange for the freedom of their entire people, some members of geniekind must serve the holders of magic lamps

Skills: Feats of Agility 1, Feats of Might 1, Knowledge 1

Proficiencies: all weapons

Languages: Elemental (fluent)

Metabolism: eats (elemental fire)

Climate: not native to Uroth

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: A free-willed fire *elemental* often found captive inside a lamp

Long Description: *Efreets* are *elementals*, but from the waist up they appear as 11' tall giants. Below the beltline their bodies tail off into cones of molten lava which potentially singe any floor they walk across. They have copper-colored hair that piles around their faces in natural ringlets, and their skin is a deep ruddy bronze. *Efreet* tend to be very well muscled, and they show off as much skin as possible, wearing the bare minimum of clothing; however, they enjoy sporting rings in their noses and ears. They commonly wield gargantuan-sized weapons such as great swords and long spears.

When the Prime Material Plane's construction was completed, and the service of the four elements was no longer required by the deities, the *elementals* were still bound to duty – deprived of free will but without purpose. The *efreet* were the wisest of the fire *elementals* who made a bargain with some of the deities: if their people would be freed, a few *efreet* would submit to service to mortals, bound to obey those who hold a magic lamp that serves as their prison. Those chained to a lamp must serve for one thousand years and a year, at which time their captivity will end... but another *efreet* must take their place.

The *efreet* are ruled by the Sultana of Elemental Fire, and from her shimmering minarets in the City of Brass, that ruler has chosen to ally her people with the forces of evil. Of the *elemental* peoples who joined in the Covenant of the Lamp, the *efreet* are the most powerful, and their bond with evil is the strongest. The occasional rumor surfaces of good-aligned *efreet* dissidents, but opposition to the Sultana's power is swiftly quashed.

Elemental Brute, Air

Primary Trait: 8 HD *elemental*, rank 9

Secondary Traits: *air type*

Hit Points: 44 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 15, Con 15, Int 5, Wis 10, Cha 8

Natural Attacks: 2 fists (primary): +6/1d12+1 magical

Defenses: AC 17, Dodge 21, Toughness 19, Poise 7

Movement: fly 120'; swoop 240'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *amorphous*: can squeeze through narrow spaces

damage resistance (magical): reduce non-magical damage by 10 hp

elemental type (air):

- *fly* and *mobile (fly)*: factored into movement
- *blast (air)*: as a standard action, attack all targets in a 5'x30' line, +5 vs. Toughness/2d8 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20+1
- *whirlwind*: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d8 hp damage, is moved 10' in a random direction, and is knocked prone

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Feats of Agility 1, Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental air)

Climate: not native to Uroth

Treasure Type: K, L

Short Description: Animated bipedal vortex of air, sometimes magically called to serve

Long Description: An *air elemental brute* vaguely resembles a cloudy whirlwind of air that has taken on the rough shape of a giant. Its tornadic form is 12' tall and 5' wide at the top, where dark voids form eyes and mouth. The vortex slims the lower to the ground it gets, and it splits into two symmetric points that form the legs.

Similarly, two spirals branch out from the main body to form the arms, and the pointed ends can be balled into fists. The hands of the *air elemental brute* are too clumsy to wield weapons.

The deities built the Prime Material Plane using the four elements, and the *air elemental brutes* were created to do the work involving their element. Once construction was complete, they were relegated to their own plane of existence; however, the secrets of magically summoning and controlling *elementals* have been learned by wizards. When not bound by magic, *air elemental brutes* have free will but don't know what to do with it; slowly, with the help of the *djinni*, they seek to create an identity as a free people.

It is rumored that substantially larger *air elemental brutes* can be found on the Plane of Elemental Air, and that ordinary *elementals* worship them as Divine patrons.

Elemental Brute, Earth

Primary Trait: 8 HD *elemental*, rank 9

Secondary Traits: *earth type*

Hit Points: 60 **Initiative:** -1 **Morale Modifier:** +0

Ability Scores: Str 18, Dex 7, Con 18, Int 5, Wis 10, Cha 8

Natural Attacks: 2 fists (primary): +8/1d12+3 magical + 1 shp

Defenses: AC 20, Dodge 16, Toughness 23, Poise 7

Movement: walk 45'; run 90'; earthglide 30'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *damage resistance (magical):* reduce non-magical damage by 10 hp

elemental type (earth):

- *earthglide:* factored into movement
- *throw rocks:* as a standard action, make a ranged attack, 45/90/135, +4 vs. Dodge/3d8 hp. Roll a 10 on 1d20+3 at the beginning of a turn to recover this ability
- *tremorsense:* factored into senses

structural attack: factored into natural attacks

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Feats of Agility 1, Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental earth)

Climate: not native to Uroth

Treasure Type: K, L

Short Description: Animated bipedal coarse rock statue, sometimes magically called to serve

Long Description: An *earth elemental brute* vaguely resembles a coarsely carved stone statue hewn in the rough shape of a giant. The creature is 12' tall but broad and weighs up to 5000 pounds. Its facial features are crude – two holes for eyes, a larger hole for a mouth, and not much else. The hands of the *earth elemental brute* are too clumsy to wield weapons.

The deities built the Prime Material Plane using the four elements, and the *earth elemental brutes* were created to do the work involving their element. Once construction was complete, they were relegated to their own plane of existence; however, the secrets of magically summoning and controlling *elementals* have been learned by wizards. When not bound by magic, *earth elemental brutes* have free will but don't know what to do with it; they are generally treated as menials and derelicts by their smarter *dao* cousins.

It is rumored that substantially larger *earth elemental brutes* can be found on the Plane of Elemental Earth, and that their battles can sometimes shake the ground so hard that it can be felt on the Prime Material Plane.

Elemental Brute, Fire

Primary Trait: 8 HD *elemental*, rank 9

Secondary Traits: *fire type, heat-native*

Hit Points: 44 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 15, Dex 13, Con 15, Int 5, Wis 10, Cha 8

Natural Attacks: 2 fists (primary): +6/1d12+1 magical, fire

Defenses: AC 18, Dodge 19, Toughness 20, Poise 7

Movement: walk 60'; run 120'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *damage resistance (magical):* reduce non-magical damage by 10 hp

elemental type (fire):

- *hurl energy (fire):* as a standard action, make a ranged attack, 20/40/60, +5 vs. Dodge/2d8 hp fire
- *immunity (fire):* take no damage from fire attacks

energy aura (fire): opponents who begin a turn within 5' of the creature take 1d8 hp fire damage

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *susceptibility (water)*: creature takes 1d6 hp damage when exposed to water

Skills: Feats of Agility 1, Feats of Might 1

Proficiencies: none

Languages: none (but understands a language of a summoning spellcaster)

Metabolism: eats (elemental fire)

Climate: not native to Uroth

Treasure Type: K, L

Short Description: Animated bipedal column of flame, sometimes magically called to serve

Long Description: *A fire elemental brute* vaguely resembles a swirling column of fire given solid form. The head, neck, chest, and abdomen are a roiling vertical plume crowned with smoke, with the flesh being orange red but the slash of eyes and mouth being glowing yellow. Stumpy legs, also spiraling, support the body; the arms are graceful arcs of flame. The hands of the *fire elemental brute* are too clumsy to wield weapons.

The deities built the Prime Material Plane using the four elements, and the *fire elemental brutes* were created to do the work involving their element. Once construction was complete, they were relegated to their own plane of existence; however, the secrets of magically summoning and controlling *elementals* have been learned by wizards. When not bound by magic, *fire elemental brutes* have free will but don't know what to do with it; they are dominated by the *efreet* who use them as slave labor.

It is rumored that substantially larger *fire elemental brutes* can be found on the Plane of Elemental Fire, and that some of these can speak and are repositories of lore from before the dawn of the planar status quo.

Elemental Brute, Water

Primary Trait: 8 HD *elemental*, rank 9

Secondary Traits: *amphibious, water type*

Hit Points: 44 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 17, Dex 13, Con 13, Int 5, Wis 10, Cha 8

Natural Attacks: 2 fists (primary): +7/1d12+2 magical

Defenses:	AC 16, Dodge 20, Toughness 22, Poise 7
Movement:	walk 60'; run 120'; swim 60'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>amorphous</i> : can squeeze through narrow spaces <i>damage resistance (magical)</i> : reduce non-magical damage by 10 hp <i>elemental type (water)</i> : <ul style="list-style-type: none">• <i>amphibious</i>: factored into metabolism and movement• <i>blast (water)</i>: as a standard action, attack all targets in a 5'x30' line, +5 vs. Toughness/2d8 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20+1• <i>vortex</i>: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d8 hp damage, is moved 5' in a direction determined by the creature, and is knocked <i>prone</i> <i>elemental immunities</i> : immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions
Skills:	Feats of Agility 1, Feats of Might 1
Proficiencies:	none
Languages:	none (but understands a language of a summoning spellcaster)
Metabolism:	eats (elemental water)
Climate:	not native to Uroth
Treasure Type:	K, L
Short Description:	Animated bipedal wave of water, sometimes magically called to serve
Long Description:	<p>A <i>water elemental brute</i> vaguely resembles a dark and froth-capped tidal wave that has taken on the rough shape of a giant. This surface is concave in front, where dark voids form eyes and mouth. Two stumpy legs, lacking even the definition of proper feet, support the mass of the creature. The ends of the wave curl down to form strong, crudely defined arms. The hands of the <i>water elemental brute</i> are too clumsy to wield weapons.</p> <p>The deities built the Prime Material Plane using the four elements, and the <i>water elemental brutes</i> were created to do the work involving their element. Once construction was complete, they were relegated to their own plane of existence; however, the secrets of magically summoning and controlling <i>elementals</i> have been learned by wizards. When not bound by magic, <i>water elemental brutes</i> have free will but don't know what to do with it; the <i>marids</i></p>

consider them to be embarrassing backward cousins and have as little to do with them as possible.

It is rumored that substantially larger *water elemental brutes* can be found on the Plane of Elemental Water, and that these elder *elementals* have never ceased communication with the deities of the Prime Material Plane.

Elephant

Primary Trait: 12 HD *animal*, rank 12

Secondary Traits: *many-footed*

Hit Points: 90 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 21, Dex 9, Con 18, Int 2, Wis 10, Cha 11

Natural Attacks: gore (primary): +12/1d12+5 + *charge* (see below)

2 stomp (secondary): +10/1d8+5

Defenses: AC 16, Dodge 20, Toughness 23, Poise 12

Movement: walk 75'; run 150'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus* x2: factored into ability scores

charge: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

Skills: Feats of Might 2, Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (vegetation), sleeps, breathes (air)

Climate: tropical

Treasure Type: F, G, O

Short Description: Grey-skinned, huge-eared quadruped with trunk and tusks living in the tropics

Long Description: *Elephants* are enormous quadrupedal plant-eaters living in plains or forest regions of warmer climates. Their skin is grey and pebbly, has sparse hair, and requires frequent mud or dust baths to fend off parasites. They have two long tusks jutting from either side of their mouths, and they have a long prehensile trunk capable of surprising dexterity. The tail of an *elephant* is long and ropy, and it has large flat ears that droop down. An adult may stand 11' tall and weigh 15,000 pounds.

Elephants live in family groupings mostly consisting of adult females and juveniles. Adult males usually live by themselves and only interact with other *elephants* during mating season. They can be aggressive if they feel their family group is being threatened, or if they are a male in a mating frenzy called **musth**. A charging elephant can gore with its tusks to devastating effect, as well as stomp with its huge flat feet.

The tusks of an *elephant* are prized for their value as ivory. An adult's tusks can weigh hundreds of pounds but may be worth as much as 100 gp, particularly as a matched set. The ivory of dead *elephants* remains valuable for some time, particularly if it is buried or otherwise not left in the elements.

<i>Elf</i>					
Primary Trait:	1 HD <i>humanoid</i> , rank 1				
Secondary Traits:	<i>civilized, elf, warcrafter</i>				
Hit Points:	4	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 10, Dex 12, Con 8, Int 12, Wis 10, Cha 11				
Natural Attacks:	fist (primary): -3/1d2				
	OR weapon (primary): +1/weapon				
Defenses:	AC 10, Dodge 11, Toughness 9, Poise 8				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>elf</i> : factored into senses and languages. Gains benefits from <i>elf</i> weapons				
	<i>warcrafter</i> : factored into proficiencies				
Skills:	Seeing 1				
Proficiencies:	<i>cheap</i> weapons and short spears and 1 <i>elf</i> weapon, light helms, shields, and armor up to AC 12				
Languages:	Elvish (fluent)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, ocean, lakes and rivers				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Pointy-eared, slender <i>humanoids</i> , often allied with but apart from humans				
Long Description:	<i>Elves</i> are a <i>humanoid</i> species that has communities both above and below the surface of Uroth. A typical adult is about 5' tall and weighs 100 pounds, but their slender musculature betrays a wiry strength. They all have large, almond-				

shaped eyes and ears with pointed tips, but there is considerable variation in hair color and skin tone, ranging from the silver-complected Majestic Elves to the mottled camouflage coloration of the Sylvan Elves to the watery translucence of the Shadow Elves. *Elves* love beautiful things and are fond of wearing decorative tiaras or coronets and bracelets, made of precious materials if they are wealthy. They wear limited armor and weapons (remember that Elf characters have proficiencies and abilities that your average *elf* does not; if you want an *elf* monster with more martial aptitude, consider adding enhancements. Similarly, a typical *elf* does not have training in casting spells but adding enhancements to give them that ability is possible.)

Elves live in villages ruled by a council of electors; they live in communities of up to 200 individuals, although major population centers can be substantially larger. Each village has a standing militia (although all adults fight in times of trouble) and assigned work roles for its citizens. They raise children communally – a major task since long-lived *elves* spend 50 years in childhood. They have an organized society, and they make their living by crafting, farming, hunting, and trading with other species. All *elves* owe fealty to the Elvish Royal family which claims descent from the World Tree many thousands of years ago.

Elves are not friends with dwarves, and the feeling is mutual. Elves are light-hearted and fun-loving, whereas dwarves tend to be practical and grumpy, and this can lead to friction. Nevertheless, the two species are usually allies and work for the common good when required. The same cannot be said for the relationship between elves and orcs; these species despise each other and need very little incentive to come to blows.

Ettercap

Primary Trait: 4 HD *aberration*, rank 5

Secondary Traits: *web-climber*

Hit Points: 18 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 16, Con 9, Int 8, Wis 10, Cha 8

Natural Attacks: bite (primary): +3/1d6+1 + *poisoned*

Defenses: AC 16, Dodge 14, Toughness 10, Poise 13

Movement: walk 60'; run 120'; climb 30' (60' with webs), swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *climb*: factored into movement

poison touch: on bite hit, *poisoned* with *ettercap* poison: +2T, onset *paralyzed* + 1 hp or 1 hp, interval 2 hours, recovery 15, attack 1 hp or nothing

web ball: as a standard action, make a ranged attack, 20/40/60, +6 vs.
Dodge/*ensnared*

Skills: Feats of Agility 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: tropical, underground

Treasure Type: A, B, C, D, E, F, I, J, K, L, M, O, P

Short Description: Large biped with features of both giants and spiders, living in webs

Long Description: An *ettercap* is a bipedal monster with humanoid characteristics that stands about 8' tall. It is tan with many long black bristles jutting from its body, especially at joints and on its back; chitinous plates protect its chest and groin. It has both a toothy chewing mandible and two venomous mouth-pincers. Its eyes are white and unblinking, and they are set on the sides of its bristly skull. An *ettercap's* arms and legs are double-jointed and each limb ends in suckered digits to facilitate climbing; additionally, it has glands set into its wrists that allow it to generate a sticky rope like a spider's webbing.

Ettercaps commonly build webs both to trap prey and to live in; they even build chambered residences at the center of the webs. Whether they live in a jungle or underground, these creatures build their webs where flying creatures are likely to come by; much of an *ettercap's* diet consists of bats. However, they are not at all opposed to other sources of meat, and they may even build nets that can be dropped from above on unsuspecting *humanoids*. *Ettercaps* are intelligent and collect valuable objects that they find on their victims; they do not have a language and do not trade with other species, but it might be possible to bribe or barter with an *ettercap*.

Ettercaps commonly have a symbiotic relationship with spiders, particularly *bloat spiders* who may share their webs. No spider will willingly attack an *ettercap*.

Etin

Primary Trait: 10 HD *giant*, rank 11

Secondary Traits: *barbaric*, *warcrafter*

Hit Points: 65 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 19, Dex 12, Con 17, Int 7, Wis 13, Cha 13

Natural Attacks: 2 fists (primary): +14/2d6+4 + *rend* (see below), range 10'

	OR 2 weapons (primary): +14/gargantuan-sized weapon+4, range 15'
Defenses:	AC 16, Dodge 16, Toughness 24, Poise 15
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>extra primary attack</i> : factored into natural attacks <i>multiple heads</i> : creature has +2 bonus to Seeing and Hearing checks, and +4 to defenses against attacks that result in the <i>sleeping, charmed, afraid, unhinged, blinded, deafened, stunned, or unconscious</i> conditions <i>rend</i> : if both fist attacks hit in the same round, double both hits' damage <i>warcrafter</i> : factored into proficiencies
Skills:	Feats of Might 1, Woodcraft 1
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12
Languages:	Giantish (working)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	arid, arctic, mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	A two-headed creature shunned by other <i>giants</i>
Long Description:	<p>An <i>ettin</i> is a two-headed <i>giant</i> that stands 13' tall. Their necks are two feet long and flexible enough that they may crane their heads around each other. Typical creatures have scraggly and matted hair, and they wear clothing largely sewn from pelts. Each head has short tusks like a boar's jutting from their mouths. <i>Ettins</i> are ambidextrous and can attack with a club or other weapon in each hand, but they are equally likely to attempt to tear an enemy apart with their bare hands.</p> <p>The <i>giants</i> believe that when they were created by the deities, the <i>ettins</i> were an initial mistake. As a result, they have no friends among <i>giants</i> and have been driven to live in the most remote places; <i>ettins</i> have little love for other <i>giants</i> either. Sometimes an <i>ettin</i> will ally itself with other intelligent species for their common good, but such relationships are usually temporary. <i>Ettins</i> mostly live by banditry.</p> <p>Each head of an <i>ettin</i> has its own name and personality. The heads usually get along well, but they have been known to argue, and folk tales tell of clever individuals who escape from an <i>ettin's</i> clutches by fomenting discord. There are also legends of <i>ettins</i> that have three heads or more.</p>

Eye, Deep

Primary Trait:	10 HD <i>aberration</i> , rank 11				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	65	Initiative:	+2	Morale Modifier:	+2
Ability Scores:	Str 13, Dex 16, Con 16, Int 18, Wis 16, Cha 14				
Natural Attacks:	bite (primary): +7/1d8+1 2 claws (secondary): +5/1d6+1				
Defenses:	AC 19, Dodge 18, Toughness 17, Poise 22				
Movement:	swim 60'; dart 120'; walk 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus x3</i> : factored into ability scores <i>blinding cone</i> : at the start of its turn, as a free action, the creature orients a 60' wide, 60' long cone of blinding light. Attack all targets within the area, +6 vs. Toughness/ <i>blinded</i> <i>stunning gaze x2</i> : as a standard action, make 2 attacks against visible targets within 60', +6 vs. Dodge/ <i>stunned</i>				
Skills:	Feats of Might 1, Seacraft 1, Seeing 2				
Proficiencies:	none				
Languages:	Merfolk (fluent), Magic (fluent), Undercommon (fluent)				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	ocean, underground				
Treasure Type:	E, I, J, K, L, M, O, P				
Short Description:	A large single eye with a toothy mouth and two crab claws living under water				
Long Description:	A <i>deep eye</i> is a creature that lives in shallow bodies of salty water, either oceans or the underground seas that are said to exist far below Uroth's surface. Their body is a 4' diameter sphere covered with pebbly grey skin and dominated by an enormous staring lidless eye, 2' across. Below the eye is a gash of a mouth filled with small spiky teeth. Two smaller eyes on 3' long feelers jut from the top of the creature. On either side of the body are two spindly limbs ending in clutching chitinous claws resembling the pincers of a crab. <i>Deep eyes</i> have no limbs to facilitate swimming; they seem to propel themselves through the water by force of will alone, although they cannot fly.				

Deep eyes are intelligent creatures that claim a territory as large as a mile across and aggressively defend it from invaders. They are carnivores, and one of their chief weapons is to generate a cone of blinding light from their central eye; their smaller eyes are capable of shooting bolts of purple radiance that stun prey long enough for them to chop them up with their claws. *Deep eyes* speak the language of the undersea peoples, but they do not trade or barter; they are highly xenophobic and only want to interact with other species to rob them or eat them.

Deep eyes are probably related to *tentacled eyes* and *terror eyes*, but the nature of their relationship is unknown. It is rumored that some *deep eyes* can create illusions to lure the unwary to their deaths.

Eye, Tentacled

Primary Trait: 12 HD *aberration*, rank 13

Secondary Traits: *apodal*

Hit Points: 78 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 16, Dex 13, Con 16, Int 6, Wis 14, Cha 10

Natural Attacks: bite (primary): +9/1d10+2

10 tentacles (secondary): +7/1d8+2

Defenses: AC 21, Dodge 17, Toughness 19, Poise 19

Movement: fly 75'; swoop 150'; walk 15'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

fly: factored into movement

more secondary attacks x4: factored into natural attacks

sleep cone: at the start of its turn, as a free action, the creature orients a 60' wide, 60' long cone of hypnotic lights. Attack all targets within the area, +6 vs. Poise/*sleeping*

Skills: Feats of Agility 1, Seeing 1, Stealth 1, Stonecraft 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: F, K, O

Short Description: A large levitating single eye with a toothy mouth and myriad smashing tentacles

Long Description: A *tentacled eye* is an underground-dwelling monster. Its body is a sphere that is 5' in diameter; it is dominated by a single staring lidless eye 30" across. Below that eye is a gash of a mouth filled with short sharp teeth. The rest of the creature's body is covered with short twitching cilia that constantly twine around each other; these seem to serve no useful function. However, ten of these arms have grown to 5' length tentacles and are covered with bony studs, making them ideal for flailing enemies. The *tentacled eye* has no other limbs but levitates above the surface of the ground and flies around.

A *tentacled eye* has a cunning exceeding that of *animals* or *beasts*, but it has no language skills and lacks a voice box for making such sounds. It is a solitary creature that hunts underground tunnels for any food it can find, ranging from rats and cave crickets to much larger prey. *Tentacled eyes* are not picky eaters and will eat carrion as well as living creatures, but their preferred method of attack is to create a cone of strobing hypnotic light from their central eye that puts victims to sleep.

Tentacled eyes are probably related to *deep eyes* and *terror eyes*, but the nature of their relationship is unknown. It is rumored that some *tentacled eyes* can grab and hold onto their prey as well as thrashing them with their tentacles.

Eye, Terror

Primary Trait: 15 HD *aberration*, rank 16

Secondary Traits: *apodal*

Hit Points: 113 **Initiative:** +1 **Morale Modifier:** +5

Ability Scores: Str 16, Dex 13, Con 18, Int 18, Wis 18, Cha 15

Natural Attacks: bite (primary): +11/2d10+2, range 10'

Defenses: AC 24, Dodge 21, Toughness 22, Poise 26

Movement: fly 60'; swoop 120'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus* x4: factored into ability scores

anti-magic cone: at the start of its turn, as a free action, the creature orients a 60' wide, 60' long cone of sickly grey light. Within the area of the cone, all magical effects are suppressed, and magic items do not function magically, although their mundane uses remain – a magic sword functions as a normal sword. All magical effects and functions return as soon as they are outside the area of the cone

eye suite: as a standard action, make 3 attacks on visible targets within 60' with randomly determined eyes, roll 1d10 (each eye may only be used 1/turn):

- 1: petrify: +8 vs. Dodge/*petrified*
- 2: disintegrate: +10 vs. Dodge/*destroyed*
- 3: death: +8 vs. Dodge/*drain* 1 energy level
- 4: telekinesis: +10 vs. Dodge/*smash* for 7d6 hp
- 5: sleep: +8 vs. Dodge/*sleeping*
- 6: fear: +8 vs. Dodge/*afraid*
- 7: charm: +8 vs. Dodge/*charmed*
- 8: enervation: +8 vs. Dodge/*fatigued*
- 9: slow: +10 vs. Poise/*slowed*
- 10: paralyze: +8 vs. Dodge/*paralyzed*

fly: factored into movement

Skills:	Feats of Might 1, Intimidate 1, Seeing 2, Stonecraft 1
Proficiencies:	none
Languages:	Undercommon (fluent), Magic (fluent), Common (fluent)
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	E, F, I, J, K, L, M, O, P, R
Short Description:	A large levitating single eye with a toothy mouth and ten small eyes on stalks
Long Description:	<p><i>Terror eyes</i> are among the most dangerous inhabitants of the deep caverns below Uroth. Their body is a sphere 6' in diameter, which is covered with a purple pebbly hide studded with orange pustules. The body is dominated by a 3' diameter central staring eye. Below the central eye is a slash of a mouth full of small sharp teeth. Jutting from the top of the body are a crown of ten smaller eyestalks, 3' long, each one tipped with an eye the size of an orange. The <i>terror eye</i> has no other limbs but levitates above the surface of the ground and flies around.</p> <p><i>Terror eyes</i> are intelligent, aggressive, hungry, and greedy. They use their magical eye attacks to good effect; its central eye creates a cone-shaped zone where magic does not work, but each of its lesser eyes generates its own magical effect, many of them useful for attacking. <i>Terror eyes</i> can use their disintegration eye to create warrens of tunnels, and they commonly populate their lairs with traps as well as other monsters that they have charmed or intimidated into serving them. These creatures are interested in having power over other creatures, and they attempt to bully or conquer their neighbors; they accumulate treasure solely because it represents a form of power that can be used to get others to do what they want.</p>

Terror eyes are probably related to *deep eyes* and *tentacled eyes*, but the nature of their relationship is unknown. It is rumored that some *terror eyes* have left the underground places and are bringing their campaigns of conquest to the surface, where they work behind the scenes to control entire civilizations.

Firbolg

Primary Trait: 6 HD *giant*, rank 7

Secondary Traits: *barbaric, warcrafter*

Hit Points: 45 **Initiative:** +0 **Morale Modifier:** -2

Ability Scores: Str 19, Dex 10, Con 13, Int 13, Wis 9, Cha 9

Natural Attacks: fist (primary): +10/1d12+4

OR weapon (primary): +10/gargantuan-sized weapon+4, range 15'

Defenses: AC 15, Dodge 12, Toughness 20, Poise 13

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *oversized weapons*: factored into natural attacks

spellcaster: caster level 6, 6 castings per day:

- *reduce*, no more than 3/day;
- *minor illusion*, no more than 3/day;
- *invisibility*, no more than 3/day;
- *share senses*, no more than 2/day;
- *meld into stone*, no more than 2/day

throw rocks: as a standard action, make a ranged attack, 35/70/105, +6 vs.

Dodge/3d6 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this ability

warcrafter: factored into proficiencies

Skills: Shenanigans 1, Stealth 1

Proficiencies: *cheap weapons*, light helms, shields, and armor up to AC 12

Languages: Giantish (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, arctic, mountains

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Hirsute trickster *giant* living in cold climates

Long Description: *Firbolgs* are *giants* that prefer to live in places where it is frequently or always snowy. They stand about 10' tall, but one of their favorite tricks is to use their magic to shrink themselves and pretend to be *dwarves* or *gnomes*. They have great shaggy manes of hair that they allow to cover their faces; women do not grow beards, but their hair is so concealing that it is hard to tell whether they have one, and the bulky furs that *firbolgs* wear make it hard to make out these *giants'* body shape. They wield gargantuan-sized weapons, especially long staves.

Firbolgs are rarely malicious, and they are not in the habit of eating *humanoids*, but they are inveterate tricksters who have made a lifestyle out of pulling practical jokes. They live in freeholds with up to 40 individuals, and they enjoy offering the hospitality of their homestead to travelers, only to use the opportunity to terrorize their guests and rob them blind. *Firbolgs* do understand the value of gold and other precious objects, and they will cheerfully attempt to trade with other creatures provided they can find an underhanded way to gain an advantage.

Firbolgs take every opportunity they can to out-prank *leprechauns* and show them who are the real master tricksters.

Firenewt

Primary Trait:	2 HD <i>humanoid</i> , rank 2			
Secondary Traits:	<i>civilized, heat-native, warcrafter</i>			
Hit Points:	11	Initiative:	-1	Morale Modifier: +1
Ability Scores:	Str 13, Dex 8, Con 13, Int 9, Wis 11, Cha 9			
Natural Attacks:	fist (primary): -2/1d2+1 OR weapon (primary): +2/weapon+1			
Defenses:	AC 9, Dodge 9, Toughness 12, Poise 9			
Movement:	walk 60'; run 120'; swim 15'; climb 15'			
Senses:	normal hearing, normal vision			
Special Powers:	<i>energy resistance (fire)</i> : halve damage of this type <i>hurl energy (fire)</i> : as a standard action, make a ranged attack, 20/40/60, +0 vs. Dodge/2d4 hp fire <i>warcrafter</i> : factored into proficiencies			
Weaknesses:	<i>energy vulnerability (cold)</i> : add half again as much damage of this type			
Skills:	Build 1, Hearing 1			
Proficiencies:	<i>cheap</i> weapons and long spears, light helms, shields, and armor up to AC 12			

Languages:	Lizard People (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	arid, mountains
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P, S
Short Description:	Red-skinned lizard-like <i>humanoid</i> living in volcanic areas and spitting fire
Long Description:	<p><i>Firenewts</i> are close relatives of <i>lizard folk</i>, but they are adapted to life in dry, mountainous, volcanic places. They stand about 7' tall and have broad reptilian faces with slits for nostrils and ears that are nothing more than ovals on the sides of their heads. They have dark red scales covering their bodies. They have long tails that drag on the ground, and they wear hobnailed boots with the toes cut out to make room for their vestigial talons. The voice of a <i>firenewt</i> is harsh and grating. They wear arms and armor, especially preferring long spears.</p> <p><i>Firenewts</i> are not entirely fireproof, but their hides are very resistant to fire, and they think nothing of reaching into campfires to pull out food with their bare hands. The only part of their bodies that is entirely immune to fire is their mouths; at the back of their throats, they have an organ that allows them to spit out a small ball of fire with a noise that sounds like coughing up phlegm. <i>Firenewts</i> are fond of fighting with daggers that they leave on rocks next to fires, which makes the blades red-hot; such weapons deal an extra 1 hp of fire damage, but <i>firenewts</i> take no damage wielding these weapons.</p> <p><i>Firenewts</i> live in organized villages of up to 200 individuals. They are usually led by a chief who is a warrior during times of strife and an elder during peacetime. They make a living collecting gemstones and crystalline deposits thrown off by natural volcanic vents, and trading with other species; they are also workers of metal and have some skill at the forge. Some <i>firenewts</i> have domesticated <i>axe beaks</i> and use them as mounts or beasts of burden.</p>

Fish, Giant Catfish

Primary Trait:	9 HD <i>animal</i> , rank 9				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	50	Initiative:	+0	Morale Modifier:	-2
Ability Scores:	Str 17, Dex 10, Con 14, Int 2, Wis 10, Cha 10				
Natural Attacks:	bite (primary): +7/2d6+2 + <i>grab</i> (see below), range 10'				
Defenses:	AC 15, Dodge 18, Toughness 17, Poise 11				
Movement:	swim 60'; dart 120'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				

Special Powers:	<p><i>ability score bonus:</i> factored into ability scores</p> <p><i>grab:</i> any bite hit also <i>grapples</i>. In subsequent rounds, if the target is still <i>grappled</i>, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target</p> <p><i>poison aura:</i> at the start of their turn, all targets within 5' are <i>poisoned</i> with <i>giant catfish</i> poison: +2T, onset <i>stunned</i> + 1d6 hp or 1 hp, interval 2 hours, recovery 15, attack 1 hp or nothing</p>
Skills:	Intuition 1, Seacraft 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (water)
Climate:	lakes and rivers
Treasure Type:	F, O
Short Description:	Huge whiskered venomous fish hunting near the banks of lakes and rivers
Long Description:	<p><i>A giant catfish</i> is an enormous version of typical catfish that live in lakes and slow-moving rivers. It can grow up to 20' long and weigh up to 4 tons. These creatures have a dappled grey body with a pale underside, a broad squared-off head with long whiskers above and below their thick-lipped mouths, and multiple fins (top, bottom, and sides) along with a powerful tail for rapid and agile propulsion through the water. They have backward-curving teeth to facilitate grabbing and holding prey.</p> <p><i>Giant catfish</i> lurk in the mud and inside aquatic vegetation, where they watch for prey. Favored prey of these large predators are <i>crocodiles</i>; they charge up to them and attempt to stun them with their venomous whiskers, then chew them up before they can recover. These creatures are not too picky about what they eat, however, and they will certainly devour carrion that falls to the bottom of their body of water, as well as any hapless air-breathing creatures that venture too close to the water's edge. <i>Giant catfish</i> are prone to swallowing anything that looks like food but have a hard time excreting anything non-organic; interesting objects often wind up in their guts.</p> <p>It is said that a favored pastime of aquatic <i>storm giants</i> is to catch <i>giant catfish</i> with their bare hands. This practice, known as noodling, has led to some epic battles... allegedly.</p>

Fish, Giant Gar

Primary Trait:	2 HD <i>animal</i> , rank 2				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	9	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 10, Dex 12, Con 10, Int 2, Wis 10, Cha 8				
Natural Attacks:	bite (primary): +1/1d6 + <i>grab</i> (see below)				
Defenses:	AC 13, Dodge 13, Toughness 10, Poise 4				
Movement:	swim 75'; dart 150'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>grab</i> : any bite hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target				
Skills:	Seacraft 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	lakes and rivers				
Treasure Type:	F, O				
Short Description:	Long slender fish with barbed teeth for grabbing and not letting go				
Long Description:	<p><i>Giant gar</i> are slender fish that can grow to be 10' long and weigh over 100 pounds. They have silvery scales with a dark mottled pattern along their sides. Their snouts and jaws are narrow, elongated, and full of many sharp teeth. Their fins are mostly located along the back half of the creature, as this monster gets most of its propulsive speed by wagging its tail.</p> <p><i>Giant gar</i> feed on aquatic wildlife; they subsist on a diet of fish, turtles, crayfish, and the occasional duck. They are not known for attacking creatures on dry land, but they may certainly take a bite out of air-breathers that go wading or swimming. A <i>giant gar</i> hunts by seizing prey in their jaws and then locking down; they kill animals by driving their teeth deeper and deeper into the flesh until the victim dies by exsanguination.</p> <p>The flash of silver or similar metallic colors is one of the best possible baits for <i>giant gar</i>, as this reminds them of the scales of a fish. They may be found with coinage or other small metal objects in their guts.</p>				

Fish, Giant Pike

Primary Trait:	6 HD <i>animal</i> , rank 6				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	33	Initiative:	+0	Morale Modifier:	+3
Ability Scores:	Str 13, Dex 9, Con 13, Int 2, Wis 9, Cha 8				
Natural Attacks:	bite (primary): +5/1d10+1 + <i>grab</i> + <i>swallow whole</i> (see below)				
Defenses:	AC 14, Dodge 15, Toughness 14, Poise 7				
Movement:	swim 60'; dart 120'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>grab</i> : any bite hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>swallow whole</i> : as a standard action, if the creature starts its turn with a <i>grappled</i> target, that target is <i>ensnared</i> . At the start of every turn that a target is <i>ensnared</i> , it takes 1d6 hp acid damage				
Skills:	Feats of Might 1, Seacraft 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	lakes and rivers				
Treasure Type:	F, O				
Short Description:	Huge, mottled fish capable of unhinging its jaw to swallow prey whole				
Long Description:	<p>A <i>giant pike</i> is a large fish that hunts for prey in cold fresh waters, usually in slow-moving rivers or still lakes. It can grow up to 15' long. Its scales are an olive green, but it has mottled markings to allow it to camouflage itself in underwater vegetation. A <i>giant pike</i> has a pointed snout and a long jaw full of sharp barbed teeth. These creatures have sensory pores along the top of their heads that allow them to track prey by scent.</p> <p><i>Giant pikes</i> are solitary ambush hunters who mostly subsist on smaller fish, frogs, snakes, river mammals and lizards, and any other kind of creature that goes swimming in their territory. They are also eaters of carrion, and in times of poor hunting they engage in cannibalism. This creature can loosen the joints holding its jaw together and open its mouth as wide as its entire diameter, facilitating the swallowing of prey whole; even a creature as large as a human</p>				

can be engulfed by these fish. Once such a large victim is swallowed, the *giant pike* goes torpid and sinks down into deep waters to digest its meal.

Non-organic material is not easily excreted by these fish, and their bellies sometimes contain objects of interest.

Fish, Piranha Swarm

Primary Trait:	2 HD <i>animal</i> , rank 2				
Secondary Traits:	<i>apodal, aquatic-native, swarm, water-breathing</i>				
Hit Points:	9	Initiative:	+2	Morale Modifier:	+0
Ability Scores:	Str 6, Dex 16, Con 10, Int 2, Wis 10, Cha 8				
Natural Attacks:	swarm (primary): +5 vs. Dodge/2d6, half damage on a miss (rounded down)				
Defenses:	AC 15, Dodge 15, Toughness 9, Poise 4				
Movement:	swim 45'; dart 90'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>improved natural attack</i> : factored into natural attacks				
Skills:	Seacraft 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	lakes and rivers				
Treasure Type:	O				
Short Description:	A swarm of small biting fish capable of overwhelming foes with numbers				
Long Description:	<p>A <i>piranha swarm</i> is a school of fish, each one about 12" long and silvery in color. There are several hundred individual piranhas in a single swarm. These creatures are marked by having jaws that, although small, are full of very sharp teeth. Additionally, once piranhas detect prey, especially if they smell blood in the water, they enter a feeding frenzy and attack everything organic in the immediate area. A <i>piranha swarm</i> can reduce a creature the size of a cow to a skeleton within minutes.</p> <p><i>Piranha swarms</i> have no true collective intelligence, but they do act together to hunt meals. They are excited by loud noises and bright lights, but in calm waters with little stimulus, a <i>piranha swarm</i> that is not starving may not initiate hostilities.</p>				

Flind

Primary Trait:	3 HD <i>humanoid</i> , rank 3				
Secondary Traits:	<i>civilized, warcrafter</i>				
Hit Points:	14	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 16, Dex 10, Con 11, Int 12, Wis 10, Cha 12				
Natural Attacks:	fist (primary): +0/1d2+2 OR weapon (primary): +4/weapon+2				
Defenses:	AC 10, Dodge 11, Toughness 13, Poise 11				
Movement:	walk 75'; run 150'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>infravision</i> : factored into senses <i>warcrafter</i> : factored into proficiencies				
Skills:	Seeing 1, Build 1				
Proficiencies:	<i>cheap</i> weapons and heavy flails, light helms, shields, and armor up to AC 12				
Languages:	Gnollish (fluent)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, arid, mountains				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Shorter, stouter cousins of <i>gnolls</i> , living in organized villages				
Long Description:	<p><i>Flinds</i> are close relatives of <i>gnolls</i>: they are <i>humanoids</i> with features reminiscent of hyenas. They have canine facial features with a dark muzzle, forward-set eyes, and short upward-jutting ears. Their dominant coloration is tawny orange, but they have a ruff of black fur that reaches up their backs to the top of their heads, and sometimes encircles their necks as well. Adult <i>flinds</i> stand about 6.5' tall but they are extremely broad and muscularly built. They commonly wear studded leather armor and wield weapons, particularly the kind of heavy flail known as a flind-bar which is part of their species identity.</p> <p>Unlike <i>gnolls</i>, <i>flinds</i> live in permanently fixed communities. They usually build palisades where timber is common, or stone-walled defensive enclosures where it is not, and their fortified villages often number as many as 300 adults. They are heavily militarized, and they have cadres of warriors whose sole function in society is to defend their community or subjugate others; these individuals</p>				

often have *warrior ()* or *elite ()* enhancements. *Flinds* subsist by offering protection to weaker *humanoids* and taking a cut of their goods; they do not see this as slavery, but as a part of the natural order. They are also talented crafters, particularly with respect to wagons and other wheeled conveyances.

Flinds have been known to domesticate *giant hyenas*, which they use both as guard animals and beasts of burden.

Frog, Giant

Primary Trait: 9 HD *animal*, rank 9

Secondary Traits: *amphibious, many-footed*

Hit Points: 50 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 15, Dex 12, Con 14, Int 2, Wis 10, Cha 10

Natural Attacks: bite (primary): +6/2d6+1 + *grab*, range 10'

Defenses: AC 15, Dodge 18, Toughness 16, Poise 11

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

amphibious: factored into metabolism and movement

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

tongue: as a free action, the creature attacks one visible creature within 20' that is smaller than the creature. +6 vs. Dodge, on a success the target is moved adjacent to the creature

Weaknesses: *energy vulnerability (lightning)*: add half again as much damage of this type

Skills: Feats of Agility 1, Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air and water)

Climate: temperate, tropical, lakes and rivers

Treasure Type: F, O

Short Description: Enormous green amphibian lurking near water in search of prey

Long Description: *Giant frogs* are enormous versions of frogs commonly found in wetlands. They are amphibians, capable of living below water for long stretches without surfacing. They are quadrupedal with powerful hind legs and webbed feet, a broad tailless body, and a domed head with bulging top-set eyes and a cavernous mouth full of sharp teeth. They use their long sticky tongues to seize smaller prey and draw them closer. They are light green in color with darker mottling patterns. An adult *giant frog* stands about 8' tall when squatting and weighs 3,000 pounds.

Giant frogs are solitary hunters who claim a large amount of territory in tropical or temperate wetland areas. These creatures often stake out their territory by issuing loud croaks and bellows that can be heard for miles around. They eat giant insects, fish, birds, small mammals, and basically anything moving that they can get their mouths around. When it turns cold, *giant frogs* burrow down deep in the mud at the bottom of bodies of water and may not emerge for weeks.

Giant frogs spawn by laying clusters of hundreds of eggs which, when fertilized, hatch into trout-sized tadpoles that may survive to adulthood. *Giant pike* love to eat the eggs of *giant frogs*, and they are often to be found wherever *giant frogs* come together to mate.

Frog, Killer

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: *amphibious*, *many-footed*

Hit Points: 5 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 9, Dex 13, Con 11, Int 2, Wis 8, Cha 9

Natural Attacks: bite (primary): +1/1d4

2 claws (secondary): -1/1d3

Defenses: AC 14, Dodge 12, Toughness 10, Poise 5

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *amphibious*: factored into metabolism and movement

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air and water)

Climate: tropical, underground, lakes and rivers

Treasure Type: O

Short Description: Dog-sized grey amphibians with shredding teeth and claws

Long Description: *Killer frogs* weigh about 100 pounds, and their bodies are 2' long although they are much longer when their legs are extended. They are quadrupedal amphibians that have adapted to live and hunt very well on dry land, although they still return to the water to rest and to spawn. Their coloration is grey with mottled charcoal patterns. They have long hind legs and forelimbs, each tipped with sharp claws, and their mouths are full of canine-like teeth. Their eyes are set more to the sides of their heads than on the tops.

It is believed that strange wizardry or an old breeding program originally created *killer frogs*, which used to only haunt remote jungles but have since moved into more settled areas, and some populations have even made homes for themselves in underground caverns. They live in bands of up to twenty individuals and hunt in packs, herding much larger prey into tight confines where the frogs' smaller size is still effective. *Killer frogs* have a taste for the flesh of *stirges*.

Some of the families of the orcish aristocracy are known to domesticate *killer frogs*, and there are reports of these pets growing to stupendous size.

Frog, Poisonous

Primary Trait: 5 HD *animal*, rank 5

Secondary Traits: *amphibious, many-footed*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 9, Dex 12, Con 13, Int 2, Wis 9, Cha 9

Natural Attacks: bite (primary): +3/1d10 + *poisoned*

Defenses: AC 14, Dodge 15, Toughness 13, Poise 8

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *amphibious*: factored into metabolism and movement

poison touch: on bite hit, *poisoned* with *poisonous frog* poison: +4T, onset 1 Str + 1 Con or nothing, interval 4 hours, recovery 15, attack 1 Str + 1 Con or nothing

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air and water)

Climate: tropical, lakes and rivers

Treasure Type: F, O

Short Description: Multicolored amphibian with surprisingly long venomous fangs

Long Description: *Poisonous frogs*, unlike small poisonous frogs which have toxic skin exudations, have a venomous bite. They are large quadrupedal amphibians, weighing 800 pounds and squatting 5' tall, that are equally at home outside or in remote bodies of water in the tropics. Their coloration is orange, yellow, black, and red, allowing them to blend in well with tropical flora. Their bulging eyes are golden in color. The toothy mouths of these frogs have a pair of especially long fangs that protrude from their lips like those of a saber-toothed tiger.

Poisonous frogs are solitary hunters and typically go after larger prey such as *giant boars*, counting on their potent poison to help bring down large animals. When their prey succumbs to the poison and dies, the *poisonous frog* devours its rotting flesh; the teeth of these monsters are not well suited to chewing.

The venom of the *poisonous frog* is frequently harvested by *bullywugs* and used in their hunting. *Elite () bullywug* warriors favor spears tipped with a *poisonous frog's* fangs.

Froghemoth

Primary Trait: 15 HD *aberration*, rank 16

Secondary Traits: *amphibious, many-footed*

Hit Points: 143 **Initiative:** +2 **Morale Modifier:** +5

Ability Scores: Str 21, Dex 17, Con 21, Int 3, Wis 13, Cha 16

Natural Attacks: bite (primary): +14/2d6+5 + *swallow whole* (see below), range 10'

4 tentacles (secondary): +12/1d10+5 + *grab* (see below), range 10'

Defenses: AC 23, Dodge 24, Toughness 23, Poise 23

Movement: walk 60'; run 120'; swim 75'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus x3*: factored into ability scores

amphibious: factored into metabolism and movement

grab: any tentacle hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that tentacle can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

more secondary attacks: factored into natural attacks

swallow whole: as a standard action, if the creature starts its turn with a *grappled* target, that target is *ensnared*. At the start of every turn that a target is *ensnared*, it takes 1d12 hp acid damage

tongue: as a free action, the creature attacks one visible creature within 20' that is smaller than the creature. +13 vs. Dodge, on a success the target is moved adjacent to the creature

Skills: Feats of Agility 1, Feats of Might 2, Intuition 1, Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air and water)

Climate: tropical, underground, lakes and rivers

Treasure Type: F, O

Short Description: Elephantine frog-mutation with tentacles and a gaping toothy maw

Long Description: A *frogemoth* is an enormous monstrosity with frog-like characteristics. It may grow to stand 14' tall at the shoulder when squatting, and it may weigh 15,000 pounds. It has a frog's powerful webbed hind legs, but instead of having two forelegs, it has four 10' long grappling tentacles. It has a frog's broad and toothy mouth, but its tongue is 10' long and barbed. A *frogemoth* has frills and spines adorning the top of its head, and a single sense organ cluster with three bulging eyes that rise from a 2' tall column. It has a predominantly green hide, slick with algae, with mottled black and yellow patterns.

Frogemoths are solitary and territorial hunters, claiming hunting grounds that can be many miles across. They don't concern themselves with hunting creatures smaller than *humanoids*, nor do they regard other predators as anything other than another food source – they are at the apex of the food chain wherever they go. These creatures try to grapple creatures with their tentacles, and any victim that starts a round in their clutches gets popped into their gullets – closing to melee with a *frogemoth* is a dangerous proposition for even very experienced adventurers! They are surprisingly fast swimmers and are utterly unafraid of attempting to board or upend even large watercraft.

It has been speculated, probably based on the three-eyed nature of *frogemoths*, that they may somehow be related to *aboleth*. This is disputed by all reputable sages, although there are reports that the tadpole stage of *frogemoth* life looks disturbingly like a tentacled fish...

Galeb Duhr

Primary Trait: 9 HD *elemental*, rank 10

Secondary Traits: *earth type, good*

Hit Points: 77 **Initiative:** +0 **Morale Modifier:** -3

Ability Scores: Str 20, Dex 10, Con 20, Int 9, Wis 12, Cha 9

Natural Attacks: ram (primary): +9/2d8+4 + *charge* (see below), range 10'

Defenses: AC 22, Dodge 18, Toughness 26, Poise 10

Movement: walk 75'; run 150'; earthglide 30'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *animate avatar*: as a standard action, twice per day, creature can animate a normally inanimate object within 60' that resembles the creature. Animated object has the same stats as the creature, but it only has Int 1 and follows the creature's verbal commands, and it has no Special Powers apart from immunities. They first act at the beginning of the creature's next turn

charge: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

elemental type (earth):

- *earthglide*: factored into movement
- *throw rocks*: as a standard action, make a ranged attack, 50/100/150, +5 vs. Dodge/3d8 hp. Roll a 10 on 1d20+4 at the beginning of a turn to recover this ability
- *tremorsense*: factored into senses

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Stonecraft 2

Proficiencies: none

Languages: none

Metabolism: eats (elemental earth)

Climate: not native to Uroth

Treasure Type: G, K, L, O, S

Short Description: Boulder-like earth *elemental* rolling around rocky areas in search of food

Long Description: *Galeb duhr* are *elementals* associated with the Plane of Elemental Earth. They appear as large boulders 10' in diameter, even upon close inspection. However, they have eyes and mouths that blend in with their rocky exterior unless they open and use them. Similarly, they have two stumpy legs and two short arms with clumsy hands and fingers, but when they hold these close to their bodies they align seamlessly with the rocky whole. Indeed, the chief means of locomotion of a *galeb duhr* is to draw their limbs in to make themselves as spherical as possible and then roll across the ground. They can have just as wide a variety of stony colors and textures as can be found in natural stones; even crystalline versions of these monsters are said to exist. A *galeb duhr* is exceedingly heavy, possibly 40,000 pounds.

Galeb duhr eat elemental earth, but they are choosy about what minerals they ingest, and they spend much of their time rolling around looking for their preferred foodstuffs. Once they find a place rich in their desired minerals, they harvest a meal and then sit down to digest it for days. During this time, they are extremely stationary and may resemble part of the landscape. *Galeb duhr* have no language skills and are not particularly social, but they are curious and interested in other creatures, and may attempt to interact with them peacefully if no hostile moves are made. Cases are known of *galeb duhr* who have helped creatures buried in landslides and cave-ins.

Galeb duhr are fond of animating other boulders, sometimes to give them helpers, but sometimes just to have companions. It is said that they are very fond of the mix of minerals available on Uroth, and if they find their way there, they are very reluctant to leave. There are tales of larger elder *galeb duhr* who can speak and even cast spells.

<i>Gambado</i>					
Primary Trait:	4 HD <i>aberration</i> , rank 5				
Secondary Traits:	<i>apodal</i>				
Hit Points:	22	Initiative:	+2	Morale Modifier:	+1
Ability Scores:	Str 13, Dex 16, Con 13, Int 5, Wis 12, Cha 12				
Natural Attacks:	bite (primary): +3/2d4+1 2 claws (secondary): +1/1d3+1				
Defenses:	AC 16, Dodge 14, Toughness 12, Poise 12				
Movement:	walk 5'; run 10'; swim 5'; climb 5'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>improved natural attack</i> : factored into natural attacks				

leap: creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit

mimicry: for the purpose of making skill checks to imitate a pile of bones, the creature has an effective Charisma score of 18

Weaknesses: *reduced movement (walking)*: factored into movement

Skills: Perform 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: mountains

Treasure Type: O

Short Description: Jack-in-the-box-like being aping a skull on the ground before leaping to attack

Long Description: From the waist up, a *gambado* resembles a bleached-white humanoid with arms ending in clawed hands and a head that resembles a human skull. Below the waist, a *gambado's* body is a tapering coiled spring with a sticky foot that can root itself in the earth. This creature creates a lair for itself by clawing out a 3' deep hollow in the ground and piling stones and bones all around it. It roots its foot into the bottom of the hole and climbs in, allowing only its head to be visible above the mound. This looks like a pile of bones with a skull lying on top of it. However, when prey approaches, the *gambado* can extend its spring and propel its upper body up to 30' away while remaining rooted in its hole. Once it bites a victim, long fangs extend themselves that allow the creature to inflict deadly wounds.

Gambados are masters of camouflaging themselves to appear as nothing more than a pile of bones, and they are cunning enough to choose their hunting grounds carefully. This monster's preferred site for its lair is close to old battle sites where hastily buried bodies are commonplace; more than one grave robber has lost their life to these hunters' clutches. However, a *gambado* may also nest close to game trails or streams where animals are likely to water.

Gambados lay eggs in piles of rotting vegetation. Their larval form are pale segmented worms that are several inches long. These creatures, called *rot grubs*, have a taste for living flesh and may burrow head-first into the bodies of creatures unless they are burned out with fire. A *rot grub* that successfully feasts on a living creature in this way will eventually crawl out of its corpse, dig a hole, molt several times, and begin life as an adult *gambado*.

Gargoyle

Primary Trait:	5 HD <i>beast</i> , rank 6				
Secondary Traits:	<i>winged</i>				
Hit Points:	28	Initiative:	-1	Morale Modifier:	+3
Ability Scores:	Str 15, Dex 7, Con 13, Int 3, Wis 8, Cha 9				
Natural Attacks:	bite (primary): +6/1d6+1 magical 2 claws (secondary): +4/1d6+1 magical				
Defenses:	AC 15, Dodge 13, Toughness 17, Poise 8				
Movement:	fly 45'; swoop 90'; walking 45'; swim 15'				
Senses:	infravision 60', low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>damage resistance (magical)</i> : reduce non-magical damage by 5 hp <i>fly</i> : factored into movement <i>infravision</i> : factored into senses				
Skills:	Feats of Might 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground				
Treasure Type:	O				
Short Description:	Bronze statue-like winged beast is animated and hungry				
Long Description:	<p><i>Gargoyles</i> look like the statues of winged demons that are sometimes placed on the roofs of temples to fend off evil spirits, and they may be the result of Divine animation of statuary, although the secret of creating these creatures has been forgotten. They have a reflective bronze complexion, although they are not truly made of metal. They are bipedal and have two arms ending in long claws, and they also have two large bat wings jutting from between their shoulder blades. A <i>gargoyle</i> also has a 3' long tail ending in a barb, although this is not prehensile. This creature has a fanged mouth and a single horn jutting from its forehead, bringing its total height to over 7' when standing as tall as possible.</p> <p><i>Gargoyles</i> have no reproductive cycle. They are difficult to kill because their inherently magical nature makes them resistant to damage from all but enchanted weapons. They know this, and they attack even large and well-defended settlements fearlessly. They care nothing for treasure but are</p>				

voracious eaters; *gargoyles* are always hungry for the flesh of living creatures. They have no society, although they sometimes form groups (called squadrons) because they can attack large creatures more effectively en masse.

There are rumors of enormous *gargoyles* that have a shape more like that of a *dragon*, but no evidence exists to confirm this.

Gelatinous Cube

Primary Trait: 4 HD ooze, rank 4

Secondary Traits: *apodal, earless, eyeless, mindless*

Hit Points: 26 **Initiative:** -2 **Morale Modifier:** +5

Ability Scores: Str 16, Dex 4, Con 16, Int 1, Wis 4, Cha 4

Natural Attacks: slam (primary): +5/2d10+2 acid + *envelop* + *paralyzing touch* (see below)

Defenses: AC 10, Dodge 3, Toughness 18, Poise 1

Movement: walk 15'; run 30'

Senses: gestalt 30', tremorsense 60'

Special Powers: *corrosive*: factored into natural attacks. Successful melee attacks on creature deal 1d6 acid damage to attacker or weapon. Creature has *immunity (acid)*

envelop: instead of dealing damage, slam attack *ensnares* target. While a target is *ensnared*, damage taken by creature is evenly divided between creature and any *enveloped* targets. Multiple creatures can be *enveloped*, and the slam attack can still be used against *enveloped* targets

improved natural attack: factored into natural attacks

invisible: cannot be seen, even when attacking

paralyzing touch: on a slam hit, +1 vs. Toughness/*paralyzed*

ooze immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

mindless immunities: immune to *afraid, charmed, confused, and unhinged* conditions, and immune to all spells involving illusion

Weaknesses: *ability score penalty*: factored into ability scores

default exception: amorphous

weak phase: after the creature has consumed prey, it becomes shot through with red veins and becomes torpid: for one hour, it loses its *invisible* special power, and its movement rates are halved

Skills: Intuition 1

Proficiencies: none
Languages: none
Metabolism: eats (omnivore)
Climate: underground
Treasure Type: F
Short Description: Transparent cube of protoplasm engulfs and corrodes organic matter

Long Description: A *gelatinous cube* is a mass of translucent protoplasm ten feet on a side. So perfectly transparent is its flesh that it is effectively invisible as it oozes through the stone corridors of the subterranean caverns it calls home. It cannot change form as readily as other *oozes*, and it must always remain approximately cubic in shape. Its plasm is soft and yielding, and it can easily flow over and around creatures to engulf them, but there is a great deal of momentum behind a *gelatinous cube's* slam attack; additionally; its protoplasm exudes a highly corrosive acid that burns all flesh it touches.

A *gelatinous cube* serves as the natural janitor of subterranean spaces; it mindlessly moves through tunnels and scoops up and digests any organic material it encounters. This includes living beings, and when it runs into such creatures, its slime contains a paralytic agent that causes victims to freeze. The creature then flows over its prey, dissolving them until only their bones are left floating in the middle of their mass. For an hour after engulfing a human-sized creature, red veins are visible crisscrossing the *gelatinous cube's* mass, effectively spoiling its invisibility; the creature is also torpid during this time. After an hour's time, the digested material and the veins disappear, and the *gelatinous cube* becomes invisible once more.

Gelatinous cubes sometimes pick up non-organic material as well, but their acid cannot corrode these substances. This means that treasure is sometimes suspended within the bulk of these creatures and may betray their invisibility.

Ghast

Primary Trait: 5 HD *undead*, rank 6
Secondary Traits: *evil*
Hit Points: 28 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 12, Dex 15, Con 12, Int 8, Wis 12, Cha 6

Natural Attacks: bite (primary): +3/1d6 + *paralyzing touch* (see below)
2 claws (secondary): +1/1d6 + *paralyzing touch* (see below)

Defenses: AC 16, Dodge 14, Toughness 12, Poise 13

Movement:	walk 75'; run 150'; swim 15'; climb 15'
Senses:	lifesense 60', normal hearing, normal vision
Special Powers:	<i>nauseating stench</i> : at the start of their turn, attack targets within 10' of creature, +1 vs. Toughness/ <i>nauseated</i> <i>paralyzing touch</i> x2: on any hit, +2 vs. Toughness/ <i>paralyzed</i> <i>undead</i> immunities: immune to <i>bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	A, B, C, D, E, I, J, K, L, M, O, P
Short Description:	<i>Undead</i> creature presenting as a human with bestial features and a rank odor
Long Description:	<p>A <i>ghast</i> is a more advanced version of a <i>ghoul</i>, and it is easily mistaken for that other <i>undead</i> creature. <i>Ghasts</i> are bipedal with many <i>humanoid</i> characteristics; they have two arms and two legs, but these end in clawed hands and feet that resemble bestial paws. Their faces are superficially like humans, but they have many sharp fangs, and they have a darting tongue they can extend 10" from their mouths. <i>Ghasts</i> have wispy hair and a pallid grey complexion. The stench of the grave is very strong around them.</p> <p><i>Ghasts</i> are grave robbers, and they enjoy eating the flesh and bones of recently interred creatures. However, the noxious stench they give off mostly comes from an oil they exude that sickens creatures with a respiratory system. They prefer to eat bodies that have rotted for a while, but they sometimes hunger for fresh meat as well. Any wounds caused by their natural attacks can paralyze their victims, making it easy to feed on their flesh. A <i>humanoid</i> creature slain by a <i>ghast</i> but not fully devoured by one will rise as a <i>ghoul</i> within a few days' time, its wounds having regenerated. It is not known how new <i>ghasts</i> are made.</p> <p><i>Ghasts</i> are smarter than <i>ghouls</i> and can make more elaborate plans for satisfying their lust for devouring flesh (a lust that has nothing to do with metabolism; these creatures do not digest, and a <i>ghast</i> can survive entombment without sustenance indefinitely). They often lead packs of <i>ghouls</i> and hunt with them. <i>Ghasts</i> have more of an appreciation for treasure than do <i>ghouls</i> – perhaps a holdover of a <i>humanoid's</i> natural avarice – and are more</p>

likely to collect a hoard, and possibly even to investigate magic items and determine their function.

Ghost

Primary Trait: 11 HD *undead*, rank 12

Secondary Traits: *evil, incorporeal*

Hit Points: 50 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 8, Dex 13, Con 9, Int 11, Wis 11, Cha 16

Natural Attacks: touch (primary): +9 vs. Dodge/2d8 magical + *weakening touch* (see below)

Defenses: AC 20, Dodge 17, Toughness 15, Poise 20

Movement: fly 60'; swoop 120'

Senses: lifesense 60', normal hearing, normal vision

Special Powers: *damage resistance (magical):* reduce non-magical damage by 15 hp

fly: factored into movement

horrifying visage: at the start of their turn, attack all targets within 60' that can see the creature, +7 vs. Poise/*afraid*

incorporeal: has no solid form and can move through solid objects but cannot interact with them, cannot be *ensnared, grappled, or petrified*, and takes half damage from melee or missile attacks

possession: creature has a soul object with its remains which it can inhabit.

From within, as a standard action, creature can attack a living creature within 120', +7 vs. Poise, to possess its body

weakening touch: on a hit, +7 vs. Toughness/*fatigued*

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct:* the *undead* creature is forever linked to a location where it died and cannot leave the area

Skills: Intimidate 1, Seeing 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: none

Climate: not native to Uroth

Treasure Type: H, O, Q

Short Description: *Incorporeal undead* haunting the place where it died and possessing the living

Long Description: *Ghosts* are *undead* creatures who in life were obsessed with a particular object in their possession: a portrait, or a mirror, or a piece of jewelry are three possible examples. When they passed away, their life-force passed into their favored object, which is still found wherever the *ghost's* remains are located. They can emerge from the object in spectral form, insubstantial and translucent, capable of floating through walls, or from their object they can attempt to take possession of the bodies of other living beings.

Ghosts were always wicked beings when they were alive, but in undeath they have turned entirely to evil and are content only to cause misery to the living. They are sometimes not fully aware that they are dead, but their understanding of their surroundings may be creatively edited to account for their gaps in knowledge – for instance, a *ghost* inhabiting an abandoned house may see explorers as burglars who must be repelled at all costs. This creature is hair-raising in appearance and inspires supernatural fear in all who behold them. They cannot easily interact with the physical world, but their touch can either cause a living being a painful jolt, or it can leave a creature tired and listless. If a *ghost* successfully possesses a creature, it usually tries to place it in great danger or make it attack one of its allies.

The physical remains of the *ghost* are usually found next to the object of its obsession. It is possible that performing rituals to lay those remains to rest may cause the haunting spirit to depart, but this is doubtful; a strategy more likely to succeed is resolving whatever curious situation resulted in the dead creature becoming so obsessed with its soul object in the first place.

Ghoul

Primary Trait: 2 HD *undead*, rank 3

Secondary Traits: *evil*

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** -1

Ability Scores: Str 12, Dex 15, Con 12, Int 6, Wis 12, Cha 6

Natural Attacks: bite (primary): +1/1d4 + *paralyzing touch* (see below)

2 claws (secondary): -1/1d3 + *paralyzing touch* (see below)

Defenses: AC 14, Dodge 11, Toughness 11, Poise 10

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: lifesense 60', normal hearing, normal vision

Special Powers: *paralyzing touch* x2: on any hit, +0 vs. Toughness/*paralyzed*

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: none

Climate: not native to Uroth

Treasure Type: B, C, I, J, K, O

Short Description: Groveling, semi-humanoid *undead* creature paralyzing the living to eat flesh

Long Description: A *ghoul* is an *undead* creature that once was a *humanoid*; it is formed by being killed by a *ghast* that doesn't entirely devour it. *Ghouls* look like the kind of *humanoid* they were in life, but their features have devolved to be more bestial. Their hands and feet have turned into curved claws with long talons; their jaws have elongated and are full of sharp and snaggly teeth; their eyes are wild, and they have lost any gift for speech or language, although they often mutter wildly to themselves in snippets of half-remembered words. *Ghouls* smell strongly of the grave – they enjoy nothing more than digging up and eating rotten remains.

Ghouls roam the world in packs looking for food; they do not need to eat, and can survive indefinitely without meat, but they suffer terrible hunger pangs. They prefer carrion to fresh meat, but when there are no graves to dig up, they will attempt to ambush lone creatures. The claw and bite attacks of *ghouls* cause paralysis, making just one of these creatures a dangerous opponent.

Ghouls are semi-intelligent and can be very cunning when it comes to planning how to get their next meal. However, they have no real understanding of the value of treasure, although some remnants of their living personalities may cause them to appreciate shiny or decorative objects. *Ghouls* are equally likely to collect and gnaw upon interesting bones.

Giant, Cloud

Primary Trait: 12 HD *giant*, rank 13

Secondary Traits: *altitude, civilized, warmaster*

Hit Points: 78 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 23, Dex 13, Con 16, Int 13, Wis 13, Cha 14

Natural Attacks: fist (primary): +17/2d10+5, range 10'

OR weapon (primary): +17/gargantuan-sized weapon+5, range 15'

Defenses:	AC 19, Dodge 18, Toughness 28, Poise 17
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision, scent 60'
Special Powers:	<p><i>ability score bonus</i>: factored into ability scores</p> <p><i>scent</i>: factored into senses</p> <p><i>spellcaster</i>: caster level 12, 12 castings per day:</p> <ul style="list-style-type: none">• <i>fog cloud</i>, no more than 3/day;• <i>divine ward</i>, no more than 3/day;• <i>polar vortex</i>, no more than 3/day;• <i>gust of wind</i>, no more than 2/day;• <i>wind wall</i>, no more than 2/day;• <i>air walk</i>, no more than 2/day;• <i>cloudkill</i>, no more than 1/day;• <i>aerial servant</i>, no more than 1/day <p><i>throw rocks</i>: as a standard action, make a ranged attack, 65/130/195, +13 vs. Dodge/4d10 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this ability</p> <p><i>warmaster</i>: factored into proficiencies</p>
Skills:	Feats of Might 2, Intuition 1
Proficiencies:	<i>standard</i> weapons, helms, shields, and armor up to AC 16
Languages:	Giantish (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	mountains
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Silver-skinned <i>giants</i> living in mountaintop fortresses and cloud cities
Long Description:	<p><i>Cloud giants</i> stand 15' tall. Their skin has a matte silver finish, and their hair ranges from pure white to ash gray. They have short tusks that protrude from their lips. They rarely grow beards, and they often keep their hair short. These creatures typically wear water-repellent clothing, favoring huge sou'wester hats and slickers made from oiled skins. These <i>giants</i> wield gargantuan-sized weapons such as long spears.</p> <p><i>Cloud giants</i> often occupy fortresses situated high atop mountains; these communities may shelter up to 40 individuals. However, some elders have learned the secret to making clouds solid and mobile. <i>Cloud giants</i> often create floating islands out of mostly solid cloud stuff and build their fortified homes</p>

there; they use smaller chunks of cloud as skiffs to ferry to the surface of Uroth and raid there. These *giants* mostly subsist on piracy, taking what they want from an area and then moving on.

In addition to being mighty warriors, all *cloud giants* can cast spells having to do with wind and fog. Some individuals have more formidable powers, including a few who dabble in wizardry.

Giant, Fire

Primary Trait:	11 HD <i>giant</i> , rank 12				
Secondary Traits:	<i>civilized, heat-native, warsavant</i>				
Hit Points:	72	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 22, Dex 12, Con 17, Int 12, Wis 15, Cha 12				
Natural Attacks:	fist (primary): +16/2d10+5, range 10' OR weapon (primary): +16/gargantuan-sized weapon+5, range 15'				
Defenses:	AC 18, Dodge 16, Toughness 27, Poise 16				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>immunity (fire)</i> : take no damage from fire attacks <i>throw rocks</i> : as a standard action, make a ranged attack, 60/120/180, +11 vs. Dodge/4d10 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this ability <i>warsavant</i> : factored into proficiencies				
Weaknesses:	<i>energy vulnerability (cold)</i> : add half again as much damage of this type				
Skills:	Build 1, Feats of Might 2				
Proficiencies:	all weapons, helms, shields, and armor				
Languages:	Giantish (fluent)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	mountains, underground				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Red-skinned <i>giants</i> living in volcanic mountain delves				
Long Description:	<i>Fire giants</i> stand 12' tall, but they are built extremely broadly, resembling scaled-up <i>dwarves</i> . Their skin is generally dark and reddish, and their hair is				

copper-colored and prone to fine ringlets. The teeth of these creatures are very white and even; their smiles seem to gleam in low lighting conditions. They tend to feel cold in all but the hottest of climates, and they are prone to wear quilted and insulated garments, often layered with thick leather aprons for protection from sparks (protection for their clothing, not for them). *Fire giants* wield gargantuan-sized weapons including great swords or heavy picks.

Fire giants are industrious miners and delvers. They prefer to build their communities underground in warrens of tunnels and chambers; where ground stability does not permit such construction, they may raise heavy walls made of basaltic blocks and then build domed halls within. Their communities can number as many as 50 adults, although they frequently impress weaker underground-living *humanoids* and *giants* into servitude. *Fire giants* are skilled crafters, and every community has a forge and smithy, but they rarely trade with other species; they instead raid for what they want, having a strong attraction to gold which they hoard.

Fire giants have been known to make alliances with intelligent underground-dwelling creatures powerful enough to earn their respect, and they may lair together with such monsters for common protection. They are known to raise *hell hounds* as pets and guard animals.

Giant, Frost

Primary Trait: 10 HD *giant*, rank 11

Secondary Traits: *civilized, cold-native, warmaster*

Hit Points: 55 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 21, Dex 14, Con 15, Int 12, Wis 14, Cha 12

Natural Attacks: fist (primary): +15/2d8+5, range 10'

OR weapon (primary): +15/gargantuan-sized weapon+5, range 15'

Defenses: AC 17, Dodge 16, Toughness 26, Poise 15

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

immunity (cold): take no damage from cold attacks

throw rocks: as a standard action, make a ranged attack, 55/110/165, +11 vs. Dodge/3d10 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this ability

warmaster: factored into proficiencies

Skills:	Feats of Might 2, Seeing 1
Proficiencies:	<i>standard</i> weapons, helms, shields, and armor up to AC 16
Languages:	Giantish (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	mountains, arctic
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	White-skinned <i>giants</i> living in icy crevasses and frozen caves
Long Description:	<p><i>Frost giants</i> stand 14' tall and resemble enormous human barbarians. Their skin is snow-white, taking on a blue mottling in elder individuals. They favor long hair, which can be flaxen in color or stark white, and the men wear shaggy beards. They are unfond of wearing much in the way of clothing, but they do favor kilts made from cloth stolen from <i>humanoids</i>. They also wield gargantuan-sized arms and armor, particularly heavy helms with horned decoration, and weapons such as battle axes and hand axes.</p> <p><i>Frost giants</i> love the cold, and they tend to carve fortified communities into the walls of glaciers. They may also hew thick blocks of ice from deep-frozen lakes and use these to create enormous domed igloo-like structures. Their communities may have up to 50 adult residents, but these creatures are fond of entertaining in their chilly cavernous halls, and they will frequently have long-term guests of a variety of different species serving them. They also bully smaller <i>giants</i> and <i>humanoids</i> into serving them, especially <i>yeti</i>. <i>Frost giants</i> raise <i>winter wolves</i> from pups and employ them as guardians.</p> <p>It is said that elderly <i>frost giant</i> crones have the gift of oracular sight, and if they are properly approached, such visionaries may reveal much about the future... unless they decide to eat the petitioner.</p>

Giant, Hill

Primary Trait:	8 HD <i>giant</i> , rank 9				
Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	44	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 19, Dex 12, Con 15, Int 8, Wis 12, Cha 11				
Natural Attacks:	fist (primary): +12/2d6+4, range 10'				
	OR weapon (primary): +12/giant-sized weapon+4, range 10'				
Defenses:	AC 16, Dodge 15, Toughness 22, Poise 12				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				

Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>all-terrain:</i> creature's movement is uninhibited by difficult terrain <i>kick:</i> during its movement, as a free action creature may make a kick attack against any target if it is not the target of creature's primary attack. Attack is +10 vs. AC/1d8+4 damage. Attack does not end the creature's turn <i>throw rocks:</i> as a standard action, make a ranged attack, 45/90/135, +8 vs. Dodge/3d8. Roll a 10 on 1d20+1 at the beginning of a turn to recover this ability <i>warcrafter:</i> factored into proficiencies
Skills:	Feats of Might 1, Woodcraft 1
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12
Languages:	Giantish (working)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Brown-skinned <i>giants</i> living in log-palisade forts and hill caverns
Long Description:	<p><i>Hill giants</i> stand 11' tall and are broadly built, with no discernable neck and a tendency to being rounded in the middle. They have bony ridges above their eyes that make them look a bit like cavemen; they are prone to tooth decay and frequently have missing or loose teeth, and frequent toothaches make them irritable. They have long straight hair that they may braid or bundle up in snoods. <i>Hill giants</i> wear patched-together garments and furs, as they have little skill with crafting, and they wear huge hobnailed boots. They wield giant-sized weapons, particularly enormous quarterstaves, although leaders may employ more formidable arms.</p> <p><i>Hill giants</i> are skilled loggers and tend to build enormous cabins out of hewn logs. They live in forested areas, particularly where it is cold and rainy, but sometimes also in the tropics; some tribes may also occupy caves if they are easy to fortify. Their communities may number up to 60 adults and 30 children, who are raised in chaotic communal nurseries. <i>Hill giants</i> are raiders who attack other communities to take what they want; they also attempt to capture skilled crafters and put them to work serving their communities.</p> <p><i>Hill giants</i> enjoy hunting, and they raise packs of <i>wolves</i> or <i>giant wolverines</i> to run game to ground for them.</p>

Giant, Stone

Primary Trait: 9 HD *giant*, rank 10

Secondary Traits: *civilized, warmaster*

Hit Points: 50 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 20, Dex 15, Con 15, Int 12, Wis 12, Cha 12

Natural Attacks: fist (primary): +13/2d8+4, range 10'

OR weapon (primary): +13/gargantuan-sized weapon+4, range 15'

Defenses: AC 17, Dodge 17, Toughness 23, Poise 14

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus:* factored into ability scores

oversized weapons: factored into natural attacks

throw rocks x2: as a standard action, make 2 ranged attacks, 50/100/150, +10 vs. Dodge/3d8 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this ability

warmaster: factored into proficiencies

Skills: Feats of Might 1, Stonecraft 1

Proficiencies: *standard* weapons, helms, shields, and armor up to AC 16

Languages: Giantish (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: mountains, underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P, S

Short Description: Gray-skinned *giants* living and mining in caverns deep underground

Long Description: *Stone giants* stand 12' tall. They are shaped like well-muscled humans. They have no body hair at all. Their skin color is stony gray, but the shading and texture of their skin adapts itself slowly to match whatever kind of stone they find themselves living close to; therefore, *stone giants* living in volcanic tunnels may take on a basaltic graininess, whereas those same giants could relocate into crystal caverns and become pale and sparkly within a week. These creatures are minimalist wearers of clothing, preferring kilts and girdles made of thin plates of slate connected with copper wire. *Stone giants* have enormous hands and can wield even gargantuan-sized weapons with ease, particularly picks and hammers.

Stone giants are miners and diggers of tunnels. They generally do not engage in raiding, but instead contract out their services to other *giants* to dig for them. They do not tend to inhabit large communities, but instead form nomadic family groups of up to ten individuals. They dig for gems and precious metals in small mine workings, moving on when the yield plays out, and they trade with other *giants* for what they need. *Stone giants* may attempt to train *gray oozes* to guard their lairs, although the effectiveness of training an *ooze* is unknown.

There is a close tie between *stone giants* and the Plane of Elemental Earth. Some rare examples of these creatures have *elemental* heritage with related enhancements.

Giant, Storm

Primary Trait: 13 HD *giant*, rank 14

Secondary Traits: *amphibious, civilized, warmaster*

Hit Points: 98 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 24, Dex 13, Con 18, Int 12, Wis 13, Cha 14

Natural Attacks: fist (primary): +19/2d12+6, range 10'

OR weapon (primary): +19/gargantuan-sized weapon+6, range 15'

Defenses: AC 21, Dodge 19, Toughness 29, Poise 18

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

amphibious: factored into metabolism and movement

hurl energy (lightning): as a standard action, make a ranged attack, 20/40/60, +14 vs. Dodge/2d12 hp lightning

spellcaster: caster level 12, 13 castings per day:

- *shocking grasp*, no more than 3/day;
- *resist elements*, no more than 3/day;
- *remedy injury*, no more than 3/day;
- *lightning bolt*, no more than 2/day;
- *water breathing*, no more than 2/day;
- *lower water*, no more than 2/day;
- *atmosphere bubble*, no more than 1/day;
- *chain lightning*, no more than 1/day

throw rocks: as a standard action, make a ranged attack, 70/140/210, +14 vs. Dodge/4d12 hp. Roll a 10 on 1d20+3 at the beginning of a turn to recover this ability

warmaster: factored into proficiencies

Skills: Feats of Might 2, Seacraft 1

Proficiencies: *standard* weapons, helms, shields, and armor up to AC 16

Languages: Giantish (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air and water)

Climate: mountains, lakes and rivers, ocean

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Blue-skinned *giants* equally at home in mountain lakes and deep oceans

Long Description: *Storm giants* stand 18' tall. They are amphibious and they have both air-breathing lungs and gills set into the sides of their necks. Their fingers and toes are webbed. The skin of these creatures is a deep blue color. Their long hair tends to be silver and green, and it stands on end during lightning storms. *Storm giants* like to wear shiny clothing made from fish skins sewn together, but they are unfond of wearing shoes. They wield gargantuan-sized arms and armor, especially long tridents that serve them as polearms.

Storm giants live in both fresh and salt water, but they prefer to live remote from other civilized communities. They may build fortified half-flooded houses in the middle of isolated mountain lakes, resembling something like a mansion-sized multi-chambered beaver lodge, or they may encourage coral reefs to grow into colorful palaces at the edge of continental shelves. *Storm giants* are not raiders or traders but attempt to practice self-sufficiency, hunting or harvesting what they need to survive. They are only actively hostile towards *sahuagin*, who they deem to be an untrustworthy menace.

Storm giants all have some spellcasting ability, particularly when it comes to water magic, and they can also call down bolts of lightning if they are under an open sky (they cannot do this underwater). Note that *storm giants* are not themselves immune to lightning damage.

Gibbering Moulder

Primary Trait: 4 HD *aberration*, rank 5

Secondary Traits: *amorphous*, *apodal*

Hit Points: 26 **Initiative:** -1 **Morale Modifier:** +4

Ability Scores: Str 10, Dex 6, Con 16, Int 3, Wis 13, Cha 9

Natural Attacks: pseudopod (primary): +2/2d6

Defenses: AC 14, Dodge 11, Toughness 12, Poise 11

Movement: walk 5'; run 10'; swim 5'; climb 5'

Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>amorphous</i> : can squeeze through narrow spaces <i>blinding spittle</i> : as a free action, creature spits a 5' radius chemical flash, range 15'. Attack targets within the area, +1 vs. Toughness/ <i>blinded</i> <i>confusing babble</i> : at the beginning of their turn, all creatures who can hear within 60' are attacked, +1 vs Poise/ <i>confused</i> <i>improved natural attack</i> : factored into natural attacks <i>unstable terrain</i> : the ground within 10' of creature, even solid stone, becomes doughy and treacherous. Any being moving within the area must succeed at a minimal Feats of Agility check or stop moving immediately
Weaknesses:	<i>ability score penalty</i> : factored into ability scores <i>reduced movement (walking)</i> : factored into movement
Skills:	Hearing 1, Seeing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F, O
Short Description:	Amorphous slithering pile of eyes and mouths, constantly chattering wordlessly
Long Description:	<p>The body of a <i>gibbering moulder</i> is a tarry, amorphous heap of protoplasm. Their flesh is mostly gray in color, but there are streaks of black and brown as well. Swimming in the protoplasm are thousands of free-floating eyes and mouths, each one different in size and shape and color; the <i>gibbering moulder</i> is constantly erupting new eyes and mouths, and reabsorbing old ones, so its appearance is always in flux. The eyes and mouths are all functional, and the creature attacks by extending a pseudopod studded with dozens of mouths and biting its victims. The mouths also have tongues, and although a <i>gibbering moulder</i> does not speak or understand any languages, its mouths are constantly emitting a discordant babble that sounds almost like speech.</p> <p>The babble of a <i>gibbering moulder</i> can be very disorienting to hearing creatures, and any within 60' are subject to a <i>confusion</i> effect. The ooze-like monster has two other odd defenses; it makes the ground around it doughy and treacherous in consistency, and it can spit a chemical flash that briefly blinds its enemies. These creatures use all these abilities to slow down potential prey, which is essential because it can only creep about slowly, extending its mouths to bite</p>

the soft ground and pull itself along. *Gibbering mouters* are solitary hunting carnivores living in subterranean spaces and forgotten ruins.

The reproductive cycle of *gibbering mouters* is not understood, but there are legends of an enormous pool-sized version of this creature that lives in a very remote cavern and continuously spawns these monsters from its vast bulk.

Gnoll

Primary Trait:	2 HD <i>humanoid</i> , rank 2				
Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	9	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 11				
Natural Attacks:	fist (primary): -2/1d2+1 OR weapon (primary): +2/weapon+1				
Defenses:	AC 10, Dodge 9, Toughness 11, Poise 8				
Movement:	walk 75'; run 150'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>infravision</i> : factored into senses <i>warcrafter</i> : factored into proficiencies				
Skills:	Intimidate 1, Feats of Might 1				
Proficiencies:	<i>cheap</i> weapons and morningstars, light helms, shields, and armor up to AC 12				
Languages:	Gnollish (working)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, arid				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Tall, furry, hyena-headed <i>humanoid</i> living in warbands in rugged country				
Long Description:	<i>Gnolls</i> are <i>humanoid</i> creatures that have many features of <i>hyenas</i> . They stand 7' tall, but much of that height is in their canine hind legs; they are fast runners. Their forepaws are handlike with opposing thumbs. These creatures are covered with tawny fur with dark spots, particularly on their backs. They have canine muzzles but weak jaws, meaning their bite is not an effective attack. Their ears are tall and pointed which they can swivel in multiple directions. <i>Gnolls</i> wear clothes sewn from furs in colder climes, but they are apt to dispense with clothing entirely where it is warm, although they do use backpacks and belt				

pouches. They commonly wield leather armor and use various weapons, especially morningstars.

Gnolls live in migratory warbands numbering up to 50 adults and led by a group of elite warriors who are always jockeying to lead the band as chief. They are hunter-gatherers but supplement their living by engaging in banditry; they also take slaves and sell them for profit. These creatures are strong warriors but generally retreat in the face of stiff resistance; they live in rugged, difficult country largely because other species often stage reprisals against their depredations, and it is convenient to melt away into terrain they know better than their enemies.

Gnolls sometimes train packs of *hyenas* to serve them as hunting animals. Many bands worship demons as Divine patrons, and some may have shamans who receive Divine powers.

Gnome

Primary Trait: 1 HD *fey*, rank 1

Secondary Traits: *civilized, gnome, warcrafter*

Hit Points: 5 **Initiative:** +0 **Morale Modifier:** -3

Ability Scores: Str 8, Dex 10, Con 11, Int 13, Wis 11, Cha 10

Natural Attacks: fist (primary): +0/1d1 faerie iron
OR weapon (primary): +0/weapon downgraded one dice type

Defenses: AC 10, Dodge 10, Toughness 9, Poise 10

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *damage resistance (faerie iron):* reduce damage by weapons not made of faerie iron by 5 hp

gnome: factored into senses and languages.

spellcaster: caster level 1, 1 casting per day:

- *minor illusion*, no more than 1/day

warcrafter: factored into proficiencies

Skills: Profession (alchemy)

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Fey (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, arctic, mountains, underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Short, sly *fey* creatures living in communities that trade with *humanoids*

Long Description: *Gnomes* are natives of the Feywild who have taken up residence in mountainous and remote areas of Uroth. They are about as tall as *halflings* but tend to be stouter; a typical *gnome* weighs about 80 pounds. They have grey pebbly skin and prominent beak-like noses; in the Common language, to **gnome around** is slang for sniffing about with one's nose (although *gnomes* have no particularly strong sense of smell). Their hair color ranges from rusty red to straw to stark white; men favor neat beards and mustaches, while women wear long braids. They wear brightly colored clothing, favoring blues and reds, and a pointed red hat is a common wardrobe choice. They can wear armor and wield weapons cut down for their small sizes.

Gnomes live in mountain villages of up to 200 individuals whose chief defense is their remoteness; they do not like surrounding themselves with fortified walls, although each cottage is securable and may be linked by tunnels and secret ways. These creatures do some mining and crafting, but they mostly make a living by trade; they exchange goods with any non-hostile *humanoids*, as well as other *fey* species. *Gnomes* are also gifted alchemists, and the use of alchemical preparations is an essential part of their village defense. Their villages are ruled by a council of elders, many of whom speak other languages, and who may also have more spellcasting ability than a typical *gnome's* spinning of minor illusions.

Gnomes specialize in the mining of **residuuum**, a strange metallic dust that is rumored to be a useful component in the creation of magic items. The residuum trade with big cities is an important source of *gnome* income, and their caravans are sometimes targeted by bandits.

Goblin

Primary Trait: 1 HD *humanoid*, rank 1

Secondary Traits: *civilized, goblin, warcrafter*

Hit Points: 4 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 8, Dex 14, Con 8, Int 12, Wis 13, Cha 8

Natural Attacks: fist (primary): -4/1d1

OR weapon (primary): +0/weapon downgraded one dice type

Defenses: AC 11, Dodge 12, Toughness 8, Poise 8

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers:	<i>all-terrain</i> : creature's movement is uninhibited by difficult terrain <i>goblin</i> : factored into languages and senses. Gain benefits from <i>goblin</i> weapons <i>warcrafter</i> : factored into proficiencies
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light
Skills:	Mechanisms 1
Proficiencies:	<i>cheap</i> weapons and light picks and one <i>goblin</i> weapon, light helms, shields, and armor up to AC 12
Languages:	Goblin (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Diminutive underground <i>humanoids</i> , clever makers of traps
Long Description:	<p><i>Goblins</i> are <i>humanoids</i> who stand about 4' tall and weigh about 80 pounds. They have bat-winged ears that jut up to four inches horizontally away from their heads, broad mouths full of tiny needle-like teeth that seem to take up most of their faces, small noses with mere slits for nostrils, and eyes that glow red in the darkness. They have a thick grey pelt on their limbs, up their back, and surrounding their faces; their faces and their bellies have no hair and range in color from a pallid grey to a lustrous black. Their hands are small but clever, their legs are spindly, and they are prone to an accumulation of belly fat in the middle. <i>Goblins</i> wear garments made from a scratchy sort of homespun cloth they weave from spider silk; they favor dark-colored tunics and baggy pants, and important members of society wear capes as a badge of rank. They use arms and armor, including light picks and crossbows.</p> <p><i>Goblins</i> are the most numerous of the goblinoid family of species that includes <i>bugbears</i> and <i>norkers</i>; <i>hobgoblins</i> also count, but they are not native to the network of subterranean tunnels and caves that is the <i>goblins'</i> home environment. These creatures commonly form underground communities of up to 400 members; they live in a rigid hierarchal caste system where they are born to be warriors, or artisans, or miners, or servants, or leaders. Breaking out of one's caste is very difficult except in cases of marriage or the intervention of an individual high in the leadership hierarchy. Much larger <i>goblin</i> cities exist, but these are deep below ground, and the paths to get to these places are well defended. All such creatures owe fealty to the Goblin King, who according to unreliable reports may be as large as a giant.</p>

Goblins mine for precious metals and operate fungal farms, as well as crafting decorative and useful objects, especially locks and clasps and other small mechanisms that their people all delight in. They trade with other species that live underground, but they generally do not have good relationships with creatures that live in the sunlit lands, and they may take slaves from such places. They especially despise *dwarves*, who their legends say are despoilers of goblin holy places and thieves of goblin gold.

Golem, Clay

Primary Trait: 11 HD *construct*, rank 11

Secondary Traits: *golem*

Hit Points: 94 **Initiative:** +0 **Morale Modifier:** N/A

Ability Scores: Str 20, Dex 11, Con 20, Int 3, Wis 10, Cha 4

Natural Attacks: 2 fists (secondary): +9/2d8+4 magical + *wound* (see below), range 10'

Defenses: AC 24, Dodge 14, Toughness 27, Poise 6

Movement: walk 30'; run 60'; climb 15'

Senses: normal hearing, normal vision

Special Powers: *energy recovery (acid)*: any damage of that type received heals the creature for the same amount it would have damaged it

golem:

- must obey preset coded verbal commands
- *damage resistance (magical)*: reduce non-magical damage by 15 hp
- *magically impregnable* x2: all spells have no effect on the creature, with the following exceptions: a *transmute mud to rock* spell inflicts the *slowed* condition for 6 rounds; a *move earth* spell pushes the creature up to 120' and inflicts 6d6 damage; an *exorcise* spell completely deactivates the creature for 1 round; a *rock to mud* spell heals the creature for 3d6 hp
- *immunity (fire, cold, acid, lightning)*: take no damage from this type of attack

haste: as a free action, creature acquires the *hasted* condition for the rest of the round. At the start of a round, attempt a recovery roll on 1d20+4; regain this ability on at least a 15

wound: when a natural attack hits, it inflicts the *bleeding (4)* condition as well as other damage

construct immunities: immune to *afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Weaknesses: *unstable:* when the creature starts its turn below half its maximum hit points, roll 1d6. On a 1, the creature acquires the *unhinged* condition, which persists until the creature is destroyed or until it is restored to maximum hit points

Skills: Feats of Might 1, Hearing 1, Seeing 1

Proficiencies: none

Languages: Common (smattering) (understood only)

Metabolism: none

Climate: not native to Uroth

Treasure Type: none

Short Description: Huge magical automaton sculpted from clay and inscribed with runes

Long Description: *Clay golems* are animated statues sculpted from baked clay. Their appearance may vary widely, as their creator can have used considerable creative leeway in the artistry of their construction, but they are always massive; a typical example is bipedal, 10' tall, and broad. This creature often weighs six tons. They have two large fists or similar limbs they can use to smash enemies with. Golems may have any sort of heads, mouths, sense organs, or decorations included into their physical bodies, but these exist for artistic purposes only; its entire body is its sense organ, and it does not use any mouth it may have for eating, breathing, or speaking. The clay that these creatures are made from can be any color or consistency, but it is usually decorated with multiple mystical runes carved into the substance.

Golems are automatons animated by a combination of Arcane and Divine magics; wizardry protects their forms and gives them mobility and purpose, but a small piece of divine life-essence has been placed inside the shell, giving it a semblance of living existence. The exact method by which golems are created is not well understood, but *clay golems* are believed to be of a lesser formulation that is unstable; when these creatures take sufficient damage, they may go berserk. Otherwise, they are protected by powerful spells that make it difficult to damage them, especially using magic. These creatures move slowly but can magically accelerate both their movement and their attacks; this ability is erratic. They also sprout barbed spines from their fists as they attack, and these deal horrible bleeding wounds.

Golems understand enough of the language of their creator to follow the instructions of their master. Each golem is programmed with a unique set of four command words that they only obey when spoken by a creature they

recognize as their master; the words have the following meanings: stop all functions; obey the verbal commands given after this word by the master; obey the next creature that speaks as your new master; awaken and resume normal functions. The first and last of these commands continue to work if the creature has become *unhinged*; the middle two may or may not function properly.

Golem, Flesh

Primary Trait: 9 HD *construct*, rank 9

Secondary Traits: *golem*

Hit Points: 77 **Initiative:** +0 **Morale Modifier:** N/A

Ability Scores: Str 18, Dex 12, Con 20, Int 3, Wis 10, Cha 4

Natural Attacks: 2 fists (secondary): +6/2d6+3 magical + *rend* (see below), range 10'

Defenses: AC 21, Dodge 13, Toughness 25, Poise 5

Movement: walk 30'; run 60'; climb 15'

Senses: normal hearing, normal vision

Special Powers: *energy recovery (lightning)*: any damage of that type received heals the creature for the same amount it would have damaged it

golem:

- must obey preset coded verbal commands
- *damage resistance (magical)*: reduce non-magical damage by 10 hp
- *magically impregnable* x2: all spells have no effect on the creature, with the following exceptions: a *cone of cold* or a *fire ball* spell inflicts the *slowed* condition for 6 rounds; an *exorcise* spell completely deactivates the creature for 1 round
- *immunity (fire, cold, acid, lightning)*: take no damage from this type of attack

rend: if both fist attacks hit in the same round, double both hits' damage

construct immunities: immune to *afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *unstable*: when the creature starts its turn below half its maximum hit points, roll 1d6. On a 1, the creature acquires the *unhinged* condition, which persists until the creature is destroyed or until it is restored to maximum hit points

Skills: Feats of Might 1, Hearing 1

Proficiencies: none

Languages: Common (smattering) (understood only)

Metabolism: none

Climate: not native to Uroth

Treasure Type: none

Short Description: Huge magical automaton stitched together from parts of dead humanoids

Long Description: *Flesh golems* are automatons that have been created using the body parts of dead *humanoids* as raw materials. Muscles have been sewn together in ways that may never have connected in nature; bones have been fused; the skin of potentially several different creatures have been patched together to cover the whole thing. The result is something akin to Frankenstein's monster: an 8' tall bipedal creation in the rough shape of a muscular *humanoid*, with bright red skin covered with twisting patterns of scars and stitchery, as well as mystical tattoos in runic form. The creature's sensory apparatus functions but its mouth is incapable of speech. It attacks with its fists, and because the musculature of the *golem* has been infused with arcane energies, it delivers punishing blows.

Golems are automatons animated by a combination of Arcane and Divine magics; wizardry protects their forms and gives them mobility and purpose, but a small piece of divine life-essence has been placed inside the shell, giving it a semblance of living existence. The exact method by which golems are created is not well understood, but *flesh golems* are believed to be of a lesser formulation that is unstable; when these creatures take sufficient damage, they may go berserk. Otherwise, they are protected by powerful spells that make it difficult to damage them, especially using magic. Applying lightning to this golem was an essential part of its construction, and lightning attacks are the best way to repair damage to these creatures.

Golems understand enough of the language of their creator to follow the instructions of their master. Each golem is programmed with a unique set of four command words that they only obey when spoken by a creature they recognize as their master; the words have the following meanings: stop all functions; obey the verbal commands given after this word by the master; obey the next creature that speaks as your new master; awaken and resume normal functions. The first and last of these commands continue to work if the creature has become *unhinged*; the middle two may or may not function properly.

Golem, Iron

Primary Trait: 15 HD *construct*, rank 15

Secondary Traits: *golem*

Hit Points: 128 **Initiative:** +0 **Morale Modifier:** N/A

Ability Scores: Str 24, Dex 9, Con 20, Int 3, Wis 10, Cha 4

Natural Attacks: 2 fists (primary): +15/3d8+6 magical, range 15'

Defenses:	AC 29, Dodge 13, Toughness 32, Poise 8
Movement:	walk 30'; run 60'; climb 15'
Senses:	normal hearing, normal vision
Special Powers:	<p><i>breath weapon</i>: as a standard action, attack all targets in a 55' wide, 55' long cone of poison, +9 vs. Toughness/<i>poisoned</i>, drain 1 Constitution on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+4</p> <p><i>energy recovery (fire)</i>: any damage of that type received heals the creature for the same amount it would have damaged it</p> <p><i>extra primary attack</i>: factored into natural attacks</p> <p><i>golem</i>:</p> <ul style="list-style-type: none">• must obey preset coded verbal commands• <i>damage resistance (magical)</i>: reduce non-magical damage by 15 hp• <i>magically impregnable</i> x2: all spells have no effect on the creature, with the following exceptions: a <i>disintegrate</i> spell drains 1d6 Strength and inflicts 8d6 damage; a <i>break enchantment</i> spell inflicts the <i>slowed</i> condition for 6 rounds; an <i>exorcise</i> spell completely deactivates the creature for 1 round• <i>immunity (fire, cold, acid, lightning)</i>: take no damage from this type of attack <p><i>construct immunities</i>: immune to <i>afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p> <p><i>iron golem</i> poison: +4T, onset 1d6 Con or 1 Con, interval 4 hours, recovery 15, attack 1d3 Con or 1 Con</p>
Skills:	Feats of Might 1, Hearing 1, Seeing 1
Proficiencies:	none
Languages:	Common (smattering) (understood only)
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	none
Short Description:	Huge magical automaton forged into a towering statue of black iron
Long Description:	<i>Iron golems</i> are animated statues wrought from cast iron. Their appearance may vary widely, as their creator can have used considerable creative leeway in the artistry of their construction, but they are always massive; a typical example is bipedal, 14' tall, and generally shaped like a muscular giant. This creature often

weighs twenty tons. They have two large fists or similar limbs they can use to smash enemies with. Golems may have any sort of heads, mouths, sense organs, or decorations included into their physical bodies, but these exist for artistic purposes only; its entire body is its sense organ, and it does not use any mouth it may have for eating, breathing, or speaking. The surface of this creature is usually rough and black, and it is usually decorated with multiple mystical runes cast into the substance.

Golems are automatons animated by a combination of Arcane and Divine magics; wizardry protects their forms and gives them mobility and purpose, but a small piece of divine life-essence has been placed inside the shell, giving it a semblance of living existence. The exact method by which golems are created is not well understood, but *iron golems* are believed to be of a superior formulation that lacks the potential for going berserk. They are protected by powerful spells that make it difficult to damage them, especially using magic. They can breathe a cloud of deadly poison gas, and they usually begin combats by doing this. Applying fire to the golem was an essential part of its construction, and fire attacks are the best way to repair damage to these creatures.

Golems understand enough of the language of their creator to follow the instructions of their master. Each golem is programmed with a unique set of four command words that they only obey when spoken by a creature they recognize as their master; the words have the following meanings: stop all functions; obey the verbal commands given after this word by the master; obey the next creature that speaks as your new master; awaken and resume normal functions.

<i>Golem, Stone</i>					
Primary Trait:	13 HD <i>construct</i> , rank 13				
Secondary Traits:	<i>golem</i>				
Hit Points:	111	Initiative:	+0	Morale Modifier:	N/A
Ability Scores:	Str 22, Dex 10, Con 20, Int 3, Wis 10, Cha 4				
Natural Attacks:	2 fists (primary): +13/2d12+5 magical, range 10'				
Defenses:	AC 27, Dodge 13, Toughness 29, Poise 7				
Movement:	walk 30'; run 60'; climb 15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>extra primary attack</i> : factored into natural attacks				
	<i>golem</i> :				
	<ul style="list-style-type: none">• must obey preset coded verbal commands				

- *damage resistance (magical)*: reduce non-magical damage by 15 hp
- *magically impregnable* x2: all spells have no effect on the creature, with the following exceptions: a *stone to flesh* spell reduces AC and Toughness defenses to 10 and removes *damage resistance (magical)* for 6 rounds, but while in this state, spells that heal damage function normally; a *stone shape* spell inflicts 7d6 hp damage and 1 point of trauma; an *exorcise* spell completely deactivates the creature for 1 round
- *immunity (fire, cold, acid, lightning)*: take no damage from this type of attack

slowing cloud: as a free action, the creature breathes a cloud of gas in a 10' radius. Attack targets in the area, +10 vs. Toughness/*slowed*, recover at the beginning of a turn with a roll of 15 on 1d20+4

construct immunities: immune to *afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Feats of Might 1, Hearing 1, Seeing 1

Proficiencies: none

Languages: Common (smattering) (understood only)

Metabolism: none

Climate: not native to Uroth

Treasure Type: none

Short Description: Huge magical automaton carved from a single block of stone

Long Description: *Stone golems* are animated statues hewn from a single block of hard stone such as granite. Their appearance may vary widely, as their creator can have used considerable creative leeway in the artistry of their construction, but they are always massive; a typical example is bipedal, 12' tall, and broadly built. This creature often weighs fifteen tons. They have two large fists or similar limbs they can use to smash enemies with. Golems may have any sort of heads, mouths, sense organs, or decorations included into their physical bodies, but these exist for artistic purposes only; its entire body is its sense organ, and it does not use any mouth it may have for eating, breathing, or speaking. The surface texture and color of the *stone golem* depends on the type of stone it was carved from, but it is usually decorated with multiple mystical runes etched into the substance.

Golems are automatons animated by a combination of Arcane and Divine magics; wizardry protects their forms and gives them mobility and purpose, but a small piece of divine life-essence has been placed inside the shell, giving it a

semblance of living existence. The exact method by which golems are created is not well understood, but *stone golems* are believed to be of a superior formulation that lacks the potential for going berserk. They are protected by powerful spells that make it difficult to damage them, especially using magic. *Stone golems* can breathe a cloud of gas that slows breathing opponents, and they usually begin combats by doing this.

Golems understand enough of the language of their creator to follow the instructions of their master. Each golem is programmed with a unique set of four command words that they only obey when spoken by a creature they recognize as their master; the words have the following meanings: stop all functions; obey the verbal commands given after this word by the master; obey the next creature that speaks as your new master; awaken and resume normal functions.

Gorgon

Primary Trait: 8 HD *beast*, rank 9

Secondary Traits: *many-footed*

Hit Points: 44 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 16, Dex 9, Con 15, Int 3, Wis 12, Cha 8

Natural Attacks: ram (primary): +10/1d8+2 + *charge* (see below)

2 hooves (secondary): +8/1d6+2

Defenses: AC 16, Dodge 17, Toughness 20, Poise 10

Movement: walk 60'; run 120'; swim 15'

Senses: infravision 60', low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

breath weapon: as a standard action, attack all targets in a 35' wide, 35' long cone of petrifying gas, +8 vs. Toughness/*petrified*, *slowed* condition on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

charge: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

infravision: factored into senses

Skills: Hearing 1, Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (sand), sleeps, breathes (air)

Climate: arid, underground

Treasure Type: F, O

Short Description: Bull-like *beast* with skin made of chainmail, breathing a petrifying cloud

Long Description: *Gorgons* resemble enormous oxen in profile – they are four-footed ungulates with cloven hooves, a muscular chest and back, and a bull-like head with flaring nostrils and two sharp horns pointing forwards. However, they are much larger than normal cattle, standing 8’ tall at the shoulder and weighing 4 tons. Much of a *gorgon’s* weight comes from its skin, which is a naturally grown fine mesh of interlocking steel chain links which is adhered by hairlike growths to a leathery underlayment. This chain-link dermis covers the entire creature and has a dull leaden finish. The eyes of a *gorgon* glow red in the dark, and there is frequently a sickly green cloud of mist seeping out of its nostrils. Its teeth are flat and made of steel with a bright finish.

A *gorgon* eats sand. It hunts by breathing a cone of petrifying gas, which temporarily turns victims into sandstone. The *gorgon* then charges the statue and rams it with its horns, shattering it and turning it into sand before the petrifying effect can wear off. Even if a creature avoids the petrifying effects of the gas, their flesh temporarily turns stony gray, and they are *slowed*. These creatures are solitary hunters who live in deserts and large cave ecosystems where there are plenty of creatures to turn into sandstone.

The chain-link hide of a *gorgon* is rumored to be an invaluable component for making suits of magic chainmail armor.

Gray Ooze

Primary Trait:	3 HD ooze, rank 3				
Secondary Traits:	<i>amorphous, apodal, earless, eyeless, mindless</i>				
Hit Points:	20	Initiative:	+1	Morale Modifier:	+5

Ability Scores: Str 13, Dex 14, Con 16, Int 1, Wis 4, Cha 4

Natural Attacks: pseudopod (primary): +3/1d10+1 acid

Defenses: AC 11, Dodge 9, Toughness 14, Poise 1

Movement: walk 15’; run 30’; swim 15’; climb 15’

Senses: gestalt 30’, tremorsense 60’

Special Powers: *amorphous*: can squeeze through narrow spaces

corrosive: factored into natural attacks. Successful melee attacks on creature deal 1d4 acid damage to attacker or weapon. Creature has *immunity (acid)*.

hard on metal: if a metal weapon successfully hits the creature, the weapon acquires the *broken* property. If a *broken* metal weapon successfully hits the creature, the weapon is destroyed.

ooze immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

mindless immunities: immune to *afraid, charmed, confused, and unhinged* conditions, and immune to all spells involving illusion

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore)

Climate: underground

Treasure Type: F, O

Short Description: Slick gray serpentine *ooze* that hides in cave pools and strikes like a snake

Long Description: A *gray ooze* is an amorphous scavenger and hunter that lives in ruins and underground caverns, especially places where there is standing water. Their body consists of a pile of slick protoplasm, an uneven gray in color, that weighs as much as 200 pounds. They can change their shape to fit through narrow spaces or to hide in unusually shaped spaces, but at rest this *ooze* typically takes on a serpentine form – 12' long, several feet wide, and perhaps 8" thick. This slender shape makes it easy for the creature to lash out with one end of its body, forming a pseudopod capable of rapidly striking like a snake. The surface texture of a *gray ooze* looks oily and wet, but whenever it contacts plant or animal organic matter, or even worked metal, it corrodes it with a powerful acid.

Gray oozes eat algae and fungi, but they prefer to absorb nutrients by corroding animal flesh. They are stealth predators, using their coloration and texture to allow them to appear to be part of the stone surrounding natural pools. So powerful is the acid they exude that metal weapons that strike them will become pitted and useless. For this reason, many underground dwelling creatures prefer to have stone weapons available.

There are legends of *gray oozes* that have grown so large that they can take on a form of intelligence. However, fanciful tales of *oozes* with telepathic abilities and psychic powers are generally disregarded by reputable sages.

Grell

Primary Trait:	5 HD <i>aberration</i> , rank 6				
Secondary Traits:	<i>eyeless</i>				
Hit Points:	23	Initiative:	+1	Morale Modifier:	+3
Ability Scores:	Str 11, Dex 13, Con 9, Int 8, Wis 13, Cha 10				
Natural Attacks:	bite (primary): +3/1d6 4 tentacles (secondary): +1/1d4 + <i>grab</i> + <i>paralyzing touch</i> (see below)				
Defenses:	AC 15, Dodge 14, Toughness 13, Poise 14				
Movement:	fly 60'; swoop 120'; walk 5'; swim 15'				
Senses:	gestalt 60', normal hearing				
Special Powers:	<i>enhanced senses (gestalt)</i> : factored into senses <i>fly</i> : factored into movement <i>gestalt senses</i> : factored into senses <i>grab</i> : any tentacle hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that tentacle can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>more secondary attacks</i> : factored into natural attacks <i>paralyzing touch</i> : on a tentacle hit, +3 vs. Toughness/ <i>paralyzed</i>				
Weaknesses:	<i>default exception (infravision)</i> : factored into senses <i>default exception (normal vision)</i> : factored into senses <i>reduced movement (walking)</i> : factored into movement				
Skills:	Hearing 1, Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	O				
Short Description:	Huge flying brain with many paralyzing tentacles and a cruel biting beak				
Long Description:	The body of a <i>grell</i> resembles nothing quite so much as an enormous human brain, gray in color and covered with wrinkles, five feet long and three feet				

wide. A curved parrot-like beak protrudes from the front of the body, although it has no other facial features such as eyes. Ten ropy barbed tentacles, each one 6' long, dangle from the creature's underside. They have no legs or wings; they fly by magical means. They have hearing organs buried deep in the folds of their brain matter, and the surface of their skin is always sensitive to subtle air vibrations that allows them to sense like bats.

Grells are strange alien creatures who are intelligent, but who lack the ability or desire to communicate with others. They lurk in deep caverns or sunken ruins and hunt for prey, usually working solo but sometimes living in groups of up to four in areas where the hunting is good. They use their flying ability to hide above well-traveled areas, then descend rapidly on victims and attempt to grapple them with their tentacles. Their tentacle spines inject a numbing agent that can paralyze prey, allowing the *grell* to carry them off and devour them at their leisure. They care nothing for treasure.

Grells are frequently found in or near ancient shrines that appear to predate the worship of any deities recorded by history. Their connection to these ancient places is unknown.

Grick

Primary Trait: 2 HD *aberration*, rank 3

Secondary Traits: *eyeless*

Hit Points: 9 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 13, Dex 11, Con 9, Int 3, Wis 13, Cha 7

Natural Attacks: bite (primary): +2/1d3+1 magical
4 tentacles (secondary): +0/1d2+1 magical

Defenses: AC 16, Dodge 11, Toughness 7, Poise 9

Movement: walk 60'; run 120'; climb 30'; swim 15'

Senses: gestalt 30', normal hearing, scent 60'

Special Powers: *climb*: factored into movement
damage resistance (magical): reduce non-magical damage by 5 hp
gestalt senses: factored into senses
more secondary attacks: factored into natural attacks
scent: factored into senses

Weaknesses: *ability score penalty*: factored into ability scores
default exception (infravision): factored into senses

default exception (normal vision): factored into senses

Skills: Feats of Agility 1, Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: F, O

Short Description: Four-tentacled eyeless slithering carnivore lurking in dark caves

Long Description: *Gricks* are slender, serpentine hunters in subterranean ecosystems. They have a body like a wide-bodied snake such as an asp, but they may grow up to 5' long and weigh up to 150 pounds. Instead of having a head, these creatures have a trefoil beak surrounded by four 2' long tentacles, each one tipped with a sharp claw. They have no eyes, but they have sense organs arranged around their beak that lets them smell, hear, and echolocate; *gricks* are effective hunters without visual senses. This creature has a pale green underbelly and tentacles, but its back is a slate gray.

Gricks have no arms or legs, but they are nevertheless very agile. They live in cave systems underground, and they have no trouble climbing rock piles or descending sinkholes to stalk prey. They live in family groups of up to twenty members, and they split into small packs of five or fewer to fan out from their lair and hunt. They can compress their bodies to be able to squeeze through gaps that are 12" wide, and they usually make family lairs in caves whose access is too small for larger creatures to enter. *Gricks* lay leathery eggs and viciously protect them from threats.

Gricks have a magical component to their physiology that makes them resistant to damage from non-magic weapons. *Grimlocks* sometimes capture young *gricks* and domesticate them to serve as hunting beasts, although they apparently also make affectionate pets.

Griffon

Primary Trait: 7 HD *beast*, rank 8

Secondary Traits: *many-footed, winged*

Hit Points: 46 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 18, Dex 9, Con 16, Int 3, Wis 12, Cha 12

Natural Attacks: bite (primary): +10/1d8+3

2 claws (secondary): +8/1d6+3

Defenses:	AC 15, Dodge 17, Toughness 21, Poise 12
Movement:	fly 120'; swoop 240'; walk 60'; swim 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>fly</i> : factored into movement <i>mobile (fly)</i> : factored into movement
Weaknesses:	<i>code of conduct</i> : the creature is strongly attracted to horseflesh and will attack horses and horse-like monsters to devour them, to the exception of all other motivations
Skills:	Intuition 1, Seeing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	arid, mountains
Treasure Type:	F, O
Short Description:	Half-lion, half-vulture, nesting in mountaintops and hunting horseflesh
Long Description:	<p><i>Griffons</i> are large flying carnivores that live in dry climates and build nests in high remote places. This creature looks like a hybrid between a giant lion and a vulture. Its body is quadrupedal and stands about 6' tall at the shoulder; it may weigh 4000 pounds. Its claws are taloned like a bird, and its skin is protected by follicles that are part feather and part fur, ranging in color from tawny to black. The wings of a <i>griffon</i> have a span of 12' and are darker in color. The head is that of a huge predatory bird, with a long curving beak, piercing eyes, and a ruff of neck-feathers vaguely reminiscent of a lion's mane.</p> <p><i>Griffons</i> are hunters and scavengers; they won't turn down a meal of carrion, but they prefer to catch and kill living prey. They love horse meat, and they will always attack a horse, or a creature that resembles a horse, even if they aren't especially hungry. These creatures build aeries in places that are difficult to climb up to, and they usually carry their kills up to their nests to devour them at their leisure. <i>Griffons</i> mate for life and form pair-bonded relationships; most nests will have two adults, and possibly some cubs.</p> <p><i>Griffons</i> don't domesticate well; they are notoriously ill-tempered and cannot be trained out of biting their masters. <i>Cloud giants</i> may clip their wings and use them as watchdogs, however.</p>

Grimlock

Primary Trait:	1 HD <i>humanoid</i> , rank 1				
Secondary Traits:	<i>barbaric, eyeless, warcrafter</i>				
Hit Points:	5	Initiative:	+0	Morale Modifier:	+1
Ability Scores:	Str 13, Dex 10, Con 10, Int 8, Wis 13, Cha 9				
Natural Attacks:	fist (primary): -2/1d2+1 OR weapon (primary): +2/weapon+1				
Defenses:	AC 10, Dodge 11, Toughness 11, Poise 8				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	gestalt 30', normal hearing (enhanced)				
Special Powers:	<i>enhanced senses (normal hearing)</i> : factored into senses <i>gestalt senses</i> : factored into senses <i>warcrafter</i> : factored into proficiencies				
Weaknesses:	<i>default exception (normal vision)</i> : factored into senses				
Skills:	Hearing 1				
Proficiencies:	<i>cheap</i> weapons and battle axes, light helms, shields, and armor up to AC 12				
Languages:	Undercommon (working)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Blind underground <i>humanoids</i> using sound to sense their surroundings				
Long Description:	<p><i>Grimlocks</i> are likely descended from a group of humans who were trapped below ground and developed the ability to live in lightless conditions. They are bipedal and stand about 6' tall, but they can crouch very low and even crawl on all fours to travel through tunnels with much lower ceilings. They have eyes that are entirely white and do not see. However, they have very well-developed senses of hearing and can even echolocate like a bat. Their hair is wild and unkempt, and their clothes are stitched together from lizard or mammal hides. <i>Grimlocks</i> make and use weapons, particularly axes with stone heads, but they rarely use armor other than shields.</p> <p><i>Grimlocks</i> live in tribal communities with up to 100 adults, making their homes deep underground. They typically make their living by working fungal farms and herding food animals; they trade with other underground creatures. Other</p>				

humanoid species living underground usually are more powerful, so *grimlocks* often serve as vassals to others, or they may live a nomadic lifestyle, packing up and moving on if an area becomes too dangerous. They have little trust in other creatures and tend towards xenophobia, regarding everybody they meet as a potential threat.

Grimlock warriors sometimes choose to become berserkers – fighters whose uncontrollable rage makes them especially deadly in battle. These creatures do not use their eyes and frequently remove them as a rite of passage; some warriors take the eyes from their slain foes and wear them on strings around their necks.

Hag, Annis

Primary Trait: 7 HD *aberration*, rank 8

Secondary Traits: *evil*

Hit Points: 39 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 19, Dex 13, Con 13, Int 9, Wis 13, Cha 13

Natural Attacks: bite (primary): +8/1d6+4

2 claws (secondary): +6/1d6+4 + *grab* (see below)

Defenses: AC 17, Dodge 17, Toughness 17, Poise 17

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

coven: between 3 and 10 creatures that have this special power can form a coven of witches that grants them all additional abilities

grab: any claw hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

spellcaster: caster level 7, 7 castings per day:

- *minor illusion*, no more than 3/day;
- *spider climb*, no more than 3/day;
- *strength*, no more than 3/day;
- *levitate*, no more than 3/day;
- *vampiric touch*, no more than 2/day;
- *globe of invulnerability*, no more than 1/day

Skills: Feats of Agility 1, Feats of Might 1, Intimidate 1

Proficiencies: none

Languages: Common (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P, R

Short Description: Tall, muscular crone with long dangerous claws and black teeth

Long Description: *Annis hags* appear as impossibly tall and gaunt human women. They stand 9' tall and have very long arms and legs; their fingers are tipped by 6" long razor-sharp claws, and their teeth are black-stained fangs. They have wildly unkempt long black hair in a long mane and hideously ugly faces. They have little body fat and remarkable definition in their muscles; these creatures are supernaturally strong. Their skin can be almost any tone, but it is usually warty and veiny. *Annis hags* favor wearing homespun robes that are black or brown in color.

Hags were once female Magic-users or Elves who made a bargain with devils. In exchange for sacrificing their newborn baby, those who became *annis hags* asked for the strength to overcome the challenges in their lives. Devils are literalist dealmakers, and the petitioner got what she wanted: great strength, but at the cost of a hideous transformation. Hags are evil creatures who live outside the edges of civilization, banding together in covens for mutual protection and greater strength, dedicated to causing misery to others. In covens, *annis hags* do the heavy physical labor, including hunting and slaughtering, but also farming and herding – hags are omnivores and enjoy a nice turnip salad just as much as a plump roasted child.

All hags love to make deals with mortals – deals that will make them miserable. *Annis hags* tend toward deals involving bullying; they enjoy kidnapping innocents and then setting impossible conditions for their release, for instance. However, much like their diabolical patrons, a deal made with a hag is unbreakable, and an *annis hag* must hold up her end of the bargain if the other side keeps theirs – even if her life is forfeit.

Hag, Green

Primary Trait:	9 HD <i>aberration</i> , rank 10				
Secondary Traits:	<i>amphibious, evil</i>				
Hit Points:	50	Initiative:	+0	Morale Modifier:	+1

Ability Scores: Str 17, Dex 9, Con 13, Int 13, Wis 16, Cha 13

Natural Attacks: bite (primary): +7/1d8+2
2 claws (secondary): +5/1d6+2 + *weakening touch* (see below)

Defenses: AC 17, Dodge 16, Toughness 16, Poise 22

Movement:	walk 60'; run 120'; swim 60'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>amphibious</i> : factored into metabolism and movement <i>coven</i> : between 3 and 10 creatures that have this special power can form a coven of witches that grants them all additional abilities <i>spellcaster</i> : caster level 9, 9 castings per day: <ul style="list-style-type: none">• <i>detect alignment</i>, no more than 3/day;• <i>detect magic</i>, no more than 3/day;• <i>identify</i>, no more than 3/day;• <i>read languages</i>, no more than 3/day;• <i>amnesia</i>, no more than 3/day• <i>augury</i>, no more than 3/day• <i>locate object</i>, no more than 2/day• <i>tongues</i>, no more than 2/day• <i>scrying</i>, no more than 1/day <i>weakening touch</i> : on claw hit, +5 vs. Toughness/ <i>fatigued</i>
Skills:	Intimidate 1, Knowledge 1, Woodcraft 1
Proficiencies:	none
Languages:	Common (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air and water)
Climate:	temperate, tropical, arid, arctic, mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P, R
Short Description:	Scaly green crone with mossy hair and clothing, and very sharp teeth
Long Description:	<i>Green hags</i> appear as broad, stooped human crones. They appear 7' tall but might be much taller if they stood up straight; they look elderly (in part because of their white or grey stringy hair) and usually walk bent over with a cane. However, they are not feeble and can move with surprising speed and vigor when they desire. <i>Green hags</i> have skin that is light green and scaly, and they can breathe water just as well as air. They have many tiny needle-sharp teeth which are constantly on display – these creatures love to smile unnervingly. They favor wearing homespun robes that are white or grey in color. The mere touch of these wrinkled, elderly-appearing creatures inspires weariness in their victims.

Hags were once female Magic-users or Elves who made a bargain with devils. In exchange for sacrificing their newborn baby, those who became *green hags* asked for exceptional lore and the ability to divine secrets. Devils are literalist dealmakers, and the petitioner got what she wanted: oracular abilities, but at the cost of a hideous transformation. Hags are evil creatures who live outside the edges of civilization, banding together in covens for mutual protection and greater strength, dedicated to causing misery to others. In covens, *green hags* are the chief schemers – they tend to be smarter and wiser than their sister hags – and they are the principal homemakers; they love to cook stews made from unsavory things, and they are gifted builders of fires.

All hags love to make deals with mortals – deals that will make them miserable. *Green hags* tend toward deals involving greed; they collect treasure, and they may attempt to bribe adventurers into performing tasks that will leave them feeling guilty. However, much like their diabolical patrons, a deal made with a hag is unbreakable, and a *green hag* must hold up her end of the bargain if the other side keeps theirs – even if her life is forfeit.

Hag, Night

Primary Trait:	8 HD <i>aberration</i> , rank 9				
Secondary Traits:	<i>evil</i>				
Hit Points:	44	Initiative:	-1	Morale Modifier:	-1
Ability Scores:	Str 9, Dex 7, Con 13, Int 11, Wis 13, Cha 13				
Natural Attacks:	bite (primary): +5/1d8 2 claws (secondary): +3/1d6 + check if <i>diseased</i>				
Defenses:	AC 15, Dodge 13, Toughness 13, Poise 20				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<p><i>coven</i>: between 3 and 10 creatures that have this special power can form a coven of witches that grants them all additional abilities</p> <p><i>disease touch</i>: on claw hit, +4 vs. Toughness/check if <i>diseased</i> with <i>cackling vapors</i> disease: +4T, onset -2 Wis in 1 day, interval 2 days, recovery 25, attack -2 Wis or -1 Wis</p> <p><i>haunt</i>: in a ritual that requires ten minutes, creature can disrupt a sleeping <i>humanoid's</i> rest within 1/2 mile and drain 1d4 Constitution, one time per day. Creature gains <i>elite(x)</i> for each point of Constitution drained for rest of day</p> <p><i>shapechange</i>: as a standard action, may shift between human, <i>goblin</i>, <i>elf</i>, <i>lizard folk</i>, <i>orc</i>, and its true form</p>				

spellcaster: caster level 8, 8 castings per day:

- *charm humanoid*, no more than 3/day;
- *cause wounds*, no more than 3/day;
- *phantasmal force*, no more than 3/day;
- *death knell*, no more than 3/day;
- *gaseous form*, no more than 2/day;
- *confusion*, no more than 2/day;
- *giant vermin*, no more than 2/day

Skills: Intimidate 1, Intuition 1, Knowledge 1

Proficiencies: none

Languages: Common (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P, R

Short Description: Gaunt pallid crone with weedy black hair concealing its face

Long Description: *Night hags* appear as spindly elderly human female crones. They stand 7' tall but have long, slender arms and legs; they are apt to sit cross-legged, and this makes them look disquietingly spider-like. They have stringy black hair that they wear across their faces, and they hide behind the strands, but it is still easy to see that they are surpassingly ugly, with many crooked yet razor-sharp teeth. They have long blood-red nails tipping their fingers, and a scratch from a *night hag* inflicts a deadly venom upon a victim. These creatures have two coiling horns jutting from the sides of their heads. They are prone to wear homespun robes that are red or midnight blue.

Hags were once female Magic-users or Elves who made a bargain with devils. In exchange for sacrificing their newborn baby, those who became *night hags* were unlucky in love, and they asked to haunt the dreams of the object of their affection. Devils are literalist dealmakers, and the petitioner got what she wanted: the ability to torture sleepers by invading their dreams, but at the cost of a hideous transformation. Hags are evil creatures who live outside the edges of civilization, banding together in covens for mutual protection and greater strength, dedicated to causing misery to others. In covens, *night hags* are the spies and scouts – they can take many forms to walk among mortals to single out those who most deserve their attentions.

All hags love to make deals with mortals – deals that will make them miserable. *Night hags* tend toward deals involving love lost or misplaced; more than one has taken the shape of a charming person, extracted a marriage proposal from a gullible mortal, and then destroyed their lives. However, much like their

diabolical patrons, a deal made with a hag is unbreakable, and a *night hag* must hold up her end of the bargain if the other side keeps theirs – even if her life is forfeit.

Hag, Sea

Primary Trait: 7 HD *aberration*, rank 8

Secondary Traits: *amphibious*, *evil*

Hit Points: 39 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 7, Dex 10, Con 13, Int 11, Wis 12, Cha 13

Natural Attacks: bite (primary): +3/1d4
2 claws (secondary): +1/1d4

Defenses: AC 16, Dodge 13, Toughness 13, Poise 18

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *amphibious*: factored into metabolism and movement
coven: between 3 and 10 creatures that have this special power can form a coven of witches that grants them all additional abilities
death gaze: as a standard action, attack 1 visible target within 60', +4 vs. Dodge/drain 1 energy level
horrifying visage: at the start of their turn, attack all targets within 60' that can see the creature, +4 vs. Poise/*afraid*
spellcaster: caster level 7, 7 castings per day:

- *minor illusion*, no more than 3/day;
- *cause fear*, no more than 3/day;
- *bane*, no more than 3/day;
- *shatter*, no more than 3/day;
- *hold humanoid*, no more than 2/day;
- *hallucinatory terrain*, no more than 2/day

Skills: Intimidate 1, Knowledge 1, Seacraft 1

Proficiencies: none

Languages: Common (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air and water)

Climate: ocean

Treasure Type: A, B, C, D, E, I, J, K, L, M, P, R

Short Description: Bedraggled sopping-wet crone wearing mats of seaweed as a veil

Long Description: A *sea hag* appears as a bedraggled human crone. They stand only about 5' tall and appear frail; these *hags* actually are physically weaker than their sisters. Their skin has a deep green coloration which is pocked by blemishes and the occasional sucker. They have long frazzled gray hair, but this is not usually visible because they drape themselves with a mat of reeds, seaweed and algae which is woven through their hair and dangles down to conceal their faces. This is a good thing, because while all hags are remarkably ugly, *sea hags* are supernaturally hideous and a clear look at their faces can kill a mortal. They don't wear any clothing other than their weedy veils. They spend as much of their time as possible below the water; *sea hags* have gills in the sides of their necks, and they are equally at home in water and on dry land.

Hags were once female Magic-users or Elves who made a bargain with devils. In exchange for sacrificing their newborn baby, those who became *sea hags* were exceptionally vain and asked for an appearance that turned heads. Devils are literalist dealmakers, and the petitioner got what she wanted: affecting looks, but at the cost of a hideous transformation. Hags are evil creatures who live outside the edges of civilization, banding together in covens for mutual protection and greater strength, dedicated to causing misery to others. In covens, *sea hags* are the sentries and the assassins; they use their ability to kill to protect their sister hags when dangerous mortals get too close to their lair.

All hags love to make deals with mortals – deals that will make them miserable. *Sea hags* tend toward deals involving pride; they may attempt to get a mortal to boast about their capabilities, then set them against impossible challenges. However, much like their diabolical patrons, a deal made with a hag is unbreakable, and a *sea hag* must hold up her end of the bargain if the other side keeps theirs – even if her life is forfeit.

Halfling

Primary Trait: 1 HD *humanoid*, rank 1

Secondary Traits: *civilized, halfling, warcrafter*

Hit Points: 5 **Initiative:** +2 **Morale Modifier:** +1

Ability Scores: Str 10, Dex 13, Con 8, Int 10, Wis 11, Cha 11

Natural Attacks: fist (primary): -3/1d2

OR weapon (primary): +1/weapon

Defenses: AC 12, Dodge 11, Toughness 10, Poise 8

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses:	normal hearing, normal vision
Special Powers:	<i>halfling</i> : factored into defenses and initiative. Gain benefits from <i>halfling</i> weapons <i>warcraft</i> : factored into proficiencies
Skills:	Shenanigans 1
Proficiencies:	<i>cheap</i> weapons and short swords and 1 <i>halfling</i> weapon, light helms, shields, and armor up to AC 12
Languages:	Common (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, ocean, lakes and rivers
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Short, merry <i>humanoids</i> frequently living harmoniously among humans
Long Description:	<p><i>Halflings</i> are <i>humanoids</i> whose society is closely entwined with that of humans. They are so named because they resemble half-sized human beings, but they tend to be relatively stout – <i>halflings</i> stand 3' tall and weigh around 60 pounds. Their skin and hair are just as varied as that of humans, although their hair is almost always curly. They tend to have large hairy feet with hard calluses, and many of them decline to wear shoes at all. These creatures like to wear brightly colored clothing, especially blues and yellows, and they like the utility of jackets and trousers with many pockets. Jewelry is considered by <i>halflings</i> to be ostentatious, but many enjoy smoking pipeweed using long wooden or clay pipes, and ornately or expensively crafted pipes are status symbols for the wealthy. They wear limited armor and weapons (remember that Halfling characters have proficiencies and abilities that your average <i>halfling</i> does not; if you want a <i>halfling</i> monster with more martial aptitude, consider adding enhancements.)</p> <p>Since the beginning of recorded history, <i>halflings</i> have lived closely among humans – sometimes in separate settlements that trade together, sometimes in more integrated cultures. The relationship between the two species has not always been benevolent – many times throughout history <i>halflings</i> have been enslaved or subjugated by their larger cousins – but in modern-day Uroth, humans generally get along well with this species. It is a curious property of <i>halflings</i> that when they live close to relatively homogeneous populations of humans, over the course of a generation the <i>halflings'</i> physical attributes slowly change to resemble those of the predominant human group.</p> <p>When they live in their own villages, <i>halflings</i> build communities numbering up to 500 adults. When they do so, their structures are generally built to suit people of their height, but they may maintain a guest house for larger visitors to</p>

use. They may also occupy neighborhoods within human cities, and then shops and even houses may be scaled up to allow access by larger *humanoids*. *Halfling* political organization varies, but the most common form of rule is by a panel of democratically selected electors; this panel appoints a sheriff for law-enforcement. There is a traditional tie between these creatures and working the land; many *halflings* are farmers or herdsman, and even city-born individuals favor wearing the broad-brimmed hats of the country-born. They enjoy creating art and beautiful things, and *halfling* weavers, clothiers, cabinetmakers, and tanners sell sought-after goods in cosmopolitan cities.

<i>Harpy</i>					
Primary Trait:	3 HD <i>aberration</i> , rank 4				
Secondary Traits:	<i>winged</i>				
Hit Points:	14	Initiative:	+1	Morale Modifier:	-1
Ability Scores:	Str 10, Dex 13, Con 11, Int 11, Wis 10, Cha 16				
Natural Attacks:	bite (primary): +2/1d4 2 claws (secondary): +0/1d3				
Defenses:	AC 14, Dodge 12, Toughness 11, Poise 15				
Movement:	fly 75'; swoop 150'; walk 15'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>charming song</i> : as a standard action, attack all targets that can hear within 30', +3 vs. Poise/ <i>charmed</i> <i>fly</i> : factored into movement				
Skills:	Deceive 1, Perform 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, mountains, underground				
Treasure Type:	B, C, E, I, J, K, O, P				
Short Description:	Vulture-bodied beast with a beautiful woman's face and lovely singing voice				
Long Description:	A <i>harpy</i> has the body of an enormous vulture-like bird with a 10' wingspan; it has patterned feathers ranging from pure white to charcoal. Its head is that of a beautiful human woman, with its feathering continuing up the back of its neck				

to create a neat coiffure atop its head. Its features are delicate, but when hungry or attacking this creature can open its mouth surprisingly wide to reveal many needle-like teeth. Typical *harpies* do not speak a language although they may be clever enough to learn one, and they certainly have the vocal apparatus to speak: they are excellent vocal mimics, and they can duplicate snippets of speech they have heard. They also have beautiful singing voices and can imitate voice performances, including mimicking the words used in songs they have been exposed to.

A *harpy's* song has supernatural qualities; those who hear its voice may succumb to a charming effect, causing them to trust in this creature as if they were a close friend and ally. The *harpy* usually kills charmed victims – this is its principal means for acquiring meat to eat – but it may leave victims alive for a time if it feels exposed to danger and needs allies. These creatures have little use for gold, but they do like sparkling objects, and they may be flattered by gifts of jewelry.

Harpies lay eggs, but they do not appear to need to be fertilized by another creature; it does not appear that males of the species exist at all. It has been speculated that these monsters may exist because a deity became angry at a mortal woman, but the truth of this is unverifiable.

Hawk, Blood

Primary Trait: 2 HD *beast*, rank 3

Secondary Traits: *winged*

Hit Points: 7 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 9, Dex 13, Con 6, Int 3, Wis 13, Cha 9

Natural Attacks: bite (primary): +2/1d4

2 claws (secondary): +0/1d3

Defenses: AC 14, Dodge 15, Toughness 12, Poise 6

Movement: fly 150'; swoop 300'; walk 15'; swim 15'

Senses: low light vision, normal hearing, normal vision (enhanced)

Special Powers: *enhanced senses (normal vision):* factored into senses

fly: factored into movement

mobile (fly): factored into movement

Weaknesses: *default exception (scent):* factored into senses

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: mountains

Treasure Type: K, O

Short Description: Large red predatory bird with a voracious appetite for blood

Long Description: A *blood hawk* outwardly resembles a large predatory bird; it has a 5' wingspan, sharp talons and a curved beak, and a forward-jutting crest of feathers centered on its head. Its feathers are reddish-brown, with a blood red blaze of plumage on its breast. It has a long siphon-like tongue that is usually coiled up inside its mouth, a bit like the proboscis of a butterfly; when a *blood hawk* attacks with its tearing claws and bite, its tongue unfurls and sucks up as much blood as possible. The creature feeds this blood to its young, directly regurgitating it into the open beaks of its chicks.

A *blood hawk* will mate for life and inhabit nests they share with their partner, as well as any young they may have. They typically only have a clutch of three to six eggs every other year; the chicks hatch and immediately battle for dominance in the nest, killing off the weakest young until only one chick survives to adulthood. These creatures are very territorial and attack any creatures they see within a half mile of their nests, regardless of whether they are threatening.

Blood hawks sometimes attack victims with called shots, attempting to claw out an eye. Their tail feathers are favored by archers for the fletching in their arrows, but many such archers wear eye patches.

Hawk, Hunting

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: *winged*

Hit Points: 4 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 5, Dex 13, Con 7, Int 2, Wis 15, Cha 10

Natural Attacks: bite (primary): -1/1d2

2 claws (secondary): -3/1d1

Defenses: AC 14, Dodge 14, Toughness 7, Poise 5

Movement: fly 75'; swoop 150'; walk 15'; swim 15'

Senses: low light vision, normal hearing, normal vision (enhanced)

Special Powers: *enhanced senses (normal vision):* factored into senses

fly: factored into movement

Weaknesses: *default exception (scent)*: factored into senses

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains

Treasure Type: K

Short Description: Keen-eyed hunting bird that can be very territorial

Long Description: A *hunting hawk* is a predatory bird that can be native to many climates. They have a wingspan of 3' and have very sharp claws and beaks. Their feathers can be many colors – white in snowy climates, black and brown in rocky mountainous areas, and brown in forest or jungle lands. The eyes of the bird are large and may be black or golden in color. *Hunting hawks* are vocal, and their cries can be heard for miles around when they are hunting.

Hunting hawks seek prey during the daylight hours. Their eyesight is exceptionally keen, and they typically fly high overhead, coasting on updrafts and watching for prey, which can be small mammals, other birds, or reptiles. They drop swiftly on victims and typically carry them away; they may drop them from a great height before returning to feast. *Hunting hawks* mate seasonally but otherwise live and hunt independently, although multiple nests may be found in the same area because these birds are not particularly territorial.

Hunting hawks are sometimes caught and domesticated by various *humanoid* species, especially humans and elves.

Hippogriff

Primary Trait: 3 HD *beast*, rank 4

Secondary Traits: *many-footed, winged*

Hit Points: 17 **Initiative:** +1 **Morale Modifier:** +1

Ability Scores: Str 14, Dex 13, Con 13, Int 3, Wis 9, Cha 9

Natural Attacks: bite (primary): +4/1d6+1

2 claws (secondary): +2/1d4+1

Defenses: AC 15, Dodge 14, Toughness 15, Poise 7

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

fly: factored into movement

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains

Treasure Type: F, O

Short Description: Half-vulture, half-horse, sometimes tamed and used as steeds

Long Description: A *hippogriff* is a hybrid creature combining features of vultures and horses. The body has many equine qualities; it is quadrupedal and has a horse's barrel-like chest, long back, heavy thighs, and knees and hocks built to support weight. It also has wings sprouting from its withers, and these can be 12' in span. The head of the creature has a long muzzle and upthrust ears, but it has a carnivorous bird's beak and flashing golden eyes. A *hippogriff* has patterned feathering consisting of green and gold bands separated by charcoal markings; its mane and tail ruff are likewise composed of feather clusters. It has clawed talons, not hooves, and as such is much more comfortable flying than walking for great distances. These creatures may weigh as much as 2,000 pounds.

It is believed that *hippogriffs* were created by wizardry long ago and bred to serve as steeds. It is true that their bodies accommodate saddles well, and they are strong enough to bear the weight of a human-sized rider. However, few have the skill to ride a *hippogriff*, let alone tame one, because they are hostilely aggressive in the wild and resistant to domestication. Probably the populations in the wild are feral descendants of herds tamed by long-lost civilizations; ancient ruins sometimes show carved artwork of *humanoids* riding these creatures into battle.

Hippogriffs live in herds consisting of a dominant male and up to a half-dozen mares and their children. They hunt for meat, particularly mammals and birds, but they also graze on grass or eat carrion; it is believed that these creatures have digestive systems that are horse-vulture hybrids. *Griffons* stalk *hippogriffs* which are sufficiently horse-like to please their palates.

Hobgoblin

Primary Trait:	1 HD <i>humanoid</i> , rank 1				
Secondary Traits:	<i>civilized, goblin, warmaster</i>				
Hit Points:	5	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 13, Dex 9, Con 11, Int 10, Wis 9, Cha 11				
Natural Attacks:	fist (primary): -2/1d2+1 OR weapon (primary): +2/weapon+1				
Defenses:	AC 10, Dodge 10, Toughness 11, Poise 9				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>goblin</i> : factored into languages and senses. Gain benefits from <i>goblin</i> and <i>hobgoblin</i> weapons <i>warmaster</i> : factored into proficiencies				
Weaknesses:	<i>code of conduct</i> : these creatures' sense of honor is centered on bravery, and they will never willingly give in to fear. If they ever acquire the <i>afraid</i> condition, they will feel their lives no longer have value				
Skills:	Build 1				
Proficiencies:	<i>standard</i> weapons and long swords and one <i>hobgoblin</i> or <i>goblin</i> weapon, helms, shields, and armor up to AC 16				
Languages:	Goblin (fluent)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground, ocean, lakes and rivers				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Modified <i>goblins</i> made to function in daylight and make war				
Long Description:	<i>Hobgoblins</i> are <i>humanoids</i> that stand about 6 1/2' tall and weigh about 300 pounds. They are related to <i>goblins</i> , and despite their larger size, aspects of their facial features are similar: bat-winged ears protruding several inches horizontally from either side of their heads; noses that are mere nostril slits; lipless mouths with small needle-like teeth. They have fur that covers every part of their body except for their faces, chest, hands, and feet, but it is their custom to shave their heads bald to better fit their helms. <i>Hobgoblins</i> as a species are very martial and they always wear good armor and heavy helms, usually with				

leather surcoats that display their clan emblem. They are never without weapons, including various kinds of swords and crossbows.

The Lich-King Garr-Sen desired to conquer the surface of Uroth centuries ago, so he captured several groups of *norkers* and performed terrible experiments upon them. Generations later Garr-Sen's foul breeding program bore fruit and yielded the first *hobgoblins*: disciplined and strong soldiers who can see in the dark but are not discommoded by the light of the sun. The legions of Angarr are expanding out from all sides of that nation, but Garr-Sen's sorcerous ships have also allowed *hobgoblin* troops to establish footholds in many remote parts of the world. Angarr also has diplomatic missions in most civilized nations of Uroth, and a company (about 150) of *hobgoblins* guards each embassy.

Hobgoblins are grown in tanks; they are always male, but sterile. A perverse militaristic culture is drilled into them from childhood, the core concepts of which are: the strong shall dominate the weak; obedience to the Lich-King yields rewards but disobedience or failure means death; above all a *hobgoblin* must show no fear. Bravery is an essential attribute of their culture, and they are expected to sacrifice their lives without hesitation if they are so ordered. *Hobgoblins* who show fear are executed in disgust by their companions; those who somehow escape death are forever ostracized. Leaders carry a set of garroting cords, and while these are used for executions, honorable *hobgoblins* who fail are also expected to throttle themselves in a ritual called **Meleki-Zu**: "The Bite of Forgiveness".

Homunculus

Primary Trait: 2 HD *construct*, rank 2

Secondary Traits: none

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** +5

Ability Scores: Str 9, Dex 13, Con 10, Int 3, Wis 13, Cha 8

Natural Attacks: bite (primary): +1/1d8 + *poisoned*

Defenses: AC 16, Dodge 11, Toughness 13, Poise 2

Movement: fly 60'; swoop 120'; walk 30'; swim 15'

Senses: normal hearing, normal vision

Special Powers: *fly*: factored into movement

poison touch: on bite hit, *poisoned* with *homunculus* poison: +2T, onset *sleeping* + 1 hp or 1 hp, recovery 15, no additional attacks

share senses: As a standard action, the creator of the creature may use the creature's senses while it is within a mile

telepathy: can communicate with creatures within 60'

construct immunities: immune to *afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

Weaknesses: *ability score penalty*: factored into ability scores

code of conduct: the creature must obey its creator

Skills: Stealth 1

Proficiencies: none

Languages: Common (smattering) (understood only)

Metabolism: none

Climate: not native to Uroth

Treasure Type: none

Short Description: Tiny crude-featured *construct* that spies for its master and stings with its tail

Long Description: A *homunculus* is a small *construct* made mostly out of brown clay and given a semblance of life. It is bipedal and vaguely humanoid in shape, although it stands about 18" tall and has a pair of bat wings as well as arms. The *homunculus* was sculpted by a Magic-user, and Magic-users are usually better known for their Arcane prowess than their artistry, so the features of these creatures are sometimes a little irregular. They have a whiplike tail with a stinger on the end, and no hair, although their bodies are patterned with sigils sculpted into the clay. They cannot speak, but they can understand the language of their creator, and they can use telepathy to communicate.

The secret of how to create a *homunculus* is jealously guarded. A Magic-user must cut off one of their own fingers and incorporate it into the construction; this irrevocably ties the *construct* together with its creator. The latter may see through the creature's eyes and hear through its ears while the two are within a mile of each other. While the creator lives, the *homunculus* must obey their orders. If the master dies, the servant continues living but its purpose in life is gone; the creature may continue following its last instructions, or it may begin acting erratically.

The sting of a *homunculus* contains venom that can put creatures to sleep. This poison loses its effectiveness once the creature dies, and it cannot be harvested.

Hook Horror

Primary Trait:	8 HD <i>beast</i> , rank 9				
Secondary Traits:	none				
Hit Points:	44	Initiative:	-1	Morale Modifier:	+1
Ability Scores:	Str 16, Dex 8, Con 13, Int 4, Wis 13, Cha 9				
Natural Attacks:	bite (primary): +10/1d8+2, range 10' 2 claws (secondary): +8/1d6+2, range 10'				
Defenses:	AC 18, Dodge 17, Toughness 20, Poise 9				
Movement:	walk 45'; run 90'; swim 15'; climb 30'				
Senses:	infravision 60', low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>climb</i> : factored into movement <i>infravision</i> : factored into senses <i>reach</i> : factored into natural attacks <i>smart</i> : factored into ability scores				
Skills:	Feats of Might 1, Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	F, O				
Short Description:	Shambling bipedal subterranean beast with long stabbing hooks for hands				
Long Description:	<p><i>Hook horrors</i> are bipedal hunters in underground cavern systems. They stand 9' tall and weigh 800 pounds. Their skin is protected with chitinous plates that are a stony gray in color. Their heads are something like those of snapping turtles with short, curved beaks and tiny glittering eyes. Their legs are short and stumpy, but their long slender arms each end in a single-tined curved hook. <i>Hook horrors</i> have accordion-like folds of skin and ligaments in their necks and shoulders that allow them to extend their heads and arms up to 10' away from their bodies, allowing them to attack prey hiding in small crevices.</p> <p>Although they are relatively slow, <i>hook horrors</i> can pad about stealthily on their huge flat feet. They are the boogeymen of intelligent underground dwellers; they creep into communities and steal away with children or other easy prey. They are cleverer than most beasts and may set elaborate ambushes to trap</p>				

traveling prey. *Hook horrors* are exclusively carnivorous, and they dislike eating insects or other arthropods; they prefer to eat mammalian flesh.

Hook horrors are mostly solitary hunters, but they come together to mate every five years. After the female lays her eggs, the male sits on the heap and the female covers the male and the eggs with a cairn of rocks, leaving only gaps for the male to reach out and attack intruders. Eventually the young hatch from their eggs, devour the male parent, and then escape into the caverns to grow to adulthood.

Hound, Hell

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *evil, heat-native, many-footed*

Hit Points: 17 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 14, Con 15, Int 6, Wis 13, Cha 12

Natural Attacks: bite (primary): +4/1d10+1

Defenses: AC 16, Dodge 15, Toughness 15, Poise 14

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision, scent 60'

Special Powers: *breath weapon:* as a standard action, attack all targets in a 25' wide, 25' long cone of fire, +4 vs. Dodge/3d4 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

immunity (fire): take no damage from fire attacks

scent: factored into senses

Weaknesses: *energy vulnerability (cold):* add half again as much damage of this type

Skills: Hearing 1, Intuition 1, Seeing 1

Proficiencies: none

Languages: Daemonic (working) (understood only)

Metabolism: eats (meat), sleeps

Climate: not native to Uroth

Treasure Type: F, O

Short Description: Large wolf-like fire-breathing beast often kept as guards by demons

Long Description: *Hell hounds* are *extraplanar* in origin, but they have a strong resemblance to the *wolves* of Uroth. They are quadrupedal creatures with a canine muzzle and ears, four clawed paws, and a long expressive tail. They stand 6' tall at the shoulder

but are gaunt; a typical *hell hound* weighs 300 pounds. Their fur is reddish-brown that turns to chocolate or black around the muzzle and paws. Their eyes glow red like live embers, and a similar glow can be seen when they open their mouths; a thin curl of smoke rises from each nostril.

Hell hounds are hot to the touch because their internal organs are maintained at close to 1000 degrees F. They can breathe out a cone of superheated gas to roast their enemies. They eat meat, but only meat that is cooked close to being charred. *Hell hounds* in the wild places of the Outer Planes live in packs of up to twenty members, with a constant struggle for dominance among the larger members. *Extraplanar* creatures have no gender and no reproductive cycle; new such creatures are created, not born.

Demons like to capture and domesticate packs of *hell hounds*. The demons know very well that these monsters are smarter than typical dogs; they just like to dominate weaker creatures. *Hell hounds* in the employ of demons are resentful but generally too frightened to openly revolt. They understand the Daemonic language.

Hound, Yeth

Primary Trait: 5 HD *extraplanar*, rank 7

Secondary Traits: *evil, many-footed*

Hit Points: 23 **Initiative:** +1 **Morale Modifier:** -1

Ability Scores: Str 13, Dex 13, Con 10, Int 9, Wis 14, Cha 15

Natural Attacks: bite (primary): +6/1d12+1

Defenses: AC 17, Dodge 18, Toughness 16, Poise 17

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision, scent 60'

Special Powers: *fly*: factored into movement

horrifying bay: at the start of their turn, attack targets within 60' that can hear the creature, +4 vs. Poise/*afraid*

magically impregnable: when targeted by a spell, caster must make a caster level check of 15 or the spell fails

scent: factored into senses

Skills: Hearing 1, Intimidate 1, Intuition 1, Seeing 1

Proficiencies: none

Languages: Diabolical (fluent)

Metabolism: eats (meat), sleeps

Climate: not native to Uroth

Treasure Type: F, O

Short Description: Gaunt, human-faced black hounds often employed as sentries by devils

Long Description: *Yeth hounds* are creatures from the Outer Planes that are superficially like canines from Uroth. They have short black fur and structurally resemble wolves: they are quadrupedal with a doglike chest and legs. The neck is also wolflike and has a ruff of a furry mane, but the face is more human-like: it's flat, has an almost non-existent muzzle, and the ears lie to the side of the head instead of protruding from the top. However, the mouth is full of canine fangs, and the eyes glow with a silvery light. *Yeth hounds* stand about 6' tall at the shoulder.

Yeth hounds hunt in packs of up to twenty, with a constant struggle for dominance among the larger members. *Extraplanar* creatures have no gender and no reproductive cycle; new such creatures are created, not born. The howl of the *yeth hound* has supernatural power and evokes panic in all who can hear it; a pack of these creatures uses this to flush prey out of hiding. They can also fly, despite having no wings, and this is helpful in cutting off quarry's escape. These hounds have an excellent sense of smell and are good trackers.

Devils like to capture and domesticate packs of *yeth hounds*. The devils frequently promise these creatures that they will release them from service after some duration, or after a task is performed, but they usually attach fine print to such arrangements to permit them to retain control anyway.

Human Civilian

Primary Trait:	1 HD <i>humanoid</i> , rank 0				
Secondary Traits:	<i>civilized, sedentary</i>				
Hit Points:	3	Initiative:	+0	Morale Modifier:	+0

Ability Scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Natural Attacks: fist (primary): -4/1d2
OR weapon (primary): +0/weapon

Defenses: AC 10, Dodge 10, Toughness 10, Poise 9

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: normal hearing, normal vision

Special Powers: none

Skills: Streetcraft 1

Proficiencies:	<i>cheap</i> weapons and light helms
Languages:	Common (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, ocean, lakes and rivers
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Sedentary humans, commonly found in cities and villages
Long Description:	<p>Humans of Uroth are very similar to humans in the real world. There is considerable variation in height, weight, and coloration among humans; most adults fall between 5' and 6 ½' tall and between 100 and 300 pounds. <i>Human civilians</i> have no training in warfare or fighting; most do not wear armor or carry weapons every day, especially when they live in communities where openly carrying weapons is forbidden, but many keep weapons stored in their homes or places of business. The clothing worn by these creatures varies according to their lot in life; farmers and workers wear durable dresses, shirts, and trousers, while wealthier persons may wear more fanciful and less practical garments; the richest <i>human civilians</i> wear expensive clothing such as fur-lined capes or elaborately embroidered coats.</p> <p>Humans are communal creatures and tend to live in groups ranging from a small collection of frontier dwellings to cities with many thousands of individuals. Their systems of government are variable; most countries are ruled by an aristocracy at the highest levels, but at the community level of organization, humans may have more democratically elected leadership, or they may be ruled by a theocracy. There are two reasons why <i>human civilians</i> have prospered on Uroth – they have many children, and their populations can grow quickly; and because sociable humans have used industry and trade to expand civilization. Any craft, profession, or art form imaginable is practiced by <i>human civilians</i>, but they also interact with other species and trade for their services as well. Most of the nations on the surface of Uroth are ruled by humans, but dwarves, orcs, hobgoblins, and elves have their spheres of influence as well; other <i>humanoids</i> have enclaves but generally do not rule over broad areas of the sunlit lands.</p> <p>It is possible to create <i>human civilians</i> who have more hit points and skills by using enhancements, which add to their base rank of 0. For humans who have some fighting skills, it's probably better to start by building them from a <i>human warrior</i>.</p>

Human Warrior

Primary Trait: 1 HD *humanoid*, rank 1

Secondary Traits: *civilized, warmaster*

Hit Points: 5 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Natural Attacks: fist (primary): -3/1d2

OR weapon (primary): +1/weapon

Defenses: AC 10, Dodge 10, Toughness 10, Poise 9

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: normal hearing, normal vision

Special Powers: *warmaster*: factored into proficiencies

Skills: Feats of Might 1

Proficiencies: *standard* weapons, helms, shields, and armor up to AC 16

Languages: Common (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, ocean, lakes and rivers

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Humans trained for battle using good quality arms and armor

Long Description: Humans of Uroth are very similar to humans in the real world. There is considerable variation in height, weight, and coloration among humans; most adults fall between 5' and 6 ½' tall and between 100 and 300 pounds. *Human warriors* are those who have received training in the use of *standard* weapons and many types of armor. The arms and armor worn depends on what role they perform; a standing army of soldiers who must defend against cavalry, for instance, are likely to wear heavy armor and wield polearms; a squad of scouts that must cross difficult terrain are more likely to wear light armor and carry ranged weapons. The lower echelons of *human warriors* wear practical garments, possibly including uniform shirts and coats and trousers; upper ranks may wear medals and higher quality clothing, and the wealthy may decorate their uniforms or weapons with expensive materials.

Humans as a species could not flourish in a dangerous world without civilians enjoying the protection of *human warriors*. They may serve in standing armies, or they may be members of part-time militias and are civilians the rest of the time; they may be part of a law enforcement organization in a large community,

or they may be mercenaries working to defend a merchant's holdings. Even a pensioned soldier who now works full-time as a barber would be built as a *human warrior*; the important thing is that they have training in fighting. Not all these creatures carry weapons routinely, particularly in communities where the open use of weapons are forbidden; many communities require peace-binding of weapons, where approved methods of tying blades into scabbards are used to make their removal possible but time-consuming. In almost every community, actively threatening another being with a weapon is a crime; outside civilization, such rules are practically non-existent.

More experienced *human warriors* can be easily created with the *elite ()* enhancement, but other enhancements can add to their capabilities in interesting ways. A human that behaves as a Thief, for instance, can be created by building a PC with the Thief class, or it could be generated more simply by building a *human warrior* with several ranks of *rogue ()* enhancement.

<i>Hydra, Cryo-</i>					
Primary Trait:	8 HD <i>beast</i> , rank 9				
Secondary Traits:	<i>cold-native, many-footed</i>				
Hit Points:	44	Initiative:	+0	Morale Modifier:	+3
Ability Scores:	Str 10, Dex 10, Con 13, Int 3, Wis 10, Cha 10				
Natural Attacks:	central mouth (primary): +8/1d8 4 secondary mouths (secondary): +6/1d6				
Defenses:	AC 15, Dodge 17, Toughness 18, Poise 12				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>breath weapon</i> : as a standard action, attack all targets in a 15' radius cold ball, range 95', +8 vs. Dodge/4d8 hp cold, half damage on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1 <i>more secondary attacks</i> : factored into natural attacks <i>multiple heads</i> : creature has +2 bonus to Seeing and Hearing checks, and +4 to defenses against attacks that result in the <i>sleeping, charmed, afraid, unhinged, blinded, deafened, stunned, or unconscious</i> conditions <i>regeneration (4, fire)</i> : at the beginning of the creature's turn, it regains 4 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return				
Skills:	Feats of Might 1, Woodcraft 1				

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: arctic, mountains

Treasure Type: F, O

Short Description: A beast with four heads on eely necks surrounding a central cold-spitting maw

Long Description: A *cryo-hydra* is a quadrupedal beast native to alpine plains and tundra. It has a long body supported by columnar legs and splayed feet, and shaggy white fur. Its tail is short but wide and has no obvious function. This creature has no neck; it has a gaping primary mouth full of fangs set directly between its shoulders. Surrounding the primary mouth are four 5' long snaky necks, each ending in a fanged secondary head complete with eyes. Additionally, two 2' long eyestalks and two 2' long tubular nostrils stand up straight from the creature's back. *Cryo-hydras* stand about 7' tall at the shoulder and weigh 4,000 pounds.

Cryo-hydras are solitary and territorial; they stake out and defend a large area of territory, usually preferring to use virgin snowfields as their hunting grounds. They will browse on grasses below the snow when meat is scarce, but they prefer to hunt for food. They are ambush predators; they lurk in snow drifts with their bodies completely buried but their eyes and nostrils above the surface, and when a rabbit or fox lopes by, they erupt from the snow, attacking with all their mouths and attempting to overwhelm their prey quickly. *Cryo-hydras* have a supernaturally rapid healing factor; when injured they begin healing immediately and can recover from significant wounds or even death if left to their own devices. Fire damage halts this regeneration, however. Additionally, this creature can spit a ball of intense cold from their primary mouth. Despite this, *cryo-hydras* are not immune to cold damage.

Legends speak of hydras that have six or more secondary heads. If a called shot targets one of the hydra's secondary heads, and it hits for 8 or more hp of damage, that head is severed in addition to causing damage to the creature. This deprives the monster of an attack, and if all its secondary heads are removed, it loses the benefits of having multiple heads. The next time the hydra can regenerate, it regrows a lost head instead of regaining hp.

Hydra, Marsh

Primary Trait: 5 HD *beast*, rank 6

Secondary Traits: *many-footed*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 10, Dex 10, Con 13, Int 3, Wis 10, Cha 9

Natural Attacks:	central mouth (primary): +5/1d6 4 secondary mouths (secondary): +3/1d6
Defenses:	AC 15, Dodge 15, Toughness 16, Poise 9
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>more secondary attacks:</i> factored into natural attacks <i>multiple heads:</i> creature has +2 bonus to Seeing and Hearing checks, and +4 to defenses against attacks that result in the <i>sleeping, charmed, afraid, unhinged, blinded, deafened, stunned, or unconscious</i> conditions <i>regeneration (3, fire):</i> at the beginning of the creature's turn, it regains 3 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return
Skills:	Woodcraft 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical
Treasure Type:	F, O
Short Description:	A beast with four heads on eely necks surrounding a central maw
Long Description:	<p>A <i>marsh hydra</i> is a quadrupedal beast native to marshes. It has a long body supported by columnar legs and splayed feet, and grey pebbly skin like that of a rhinoceros. Its tail is short but wide and has no obvious function. This creature has no neck; it has a gaping primary mouth full of fangs set directly between its shoulders. Surrounding the primary mouth are four 5' long snaky necks, each ending in a fanged secondary head complete with eyes. Additionally, two 2' long eyestalks and two 2' long tubular nostrils stand up straight from the creature's back. <i>Marsh hydras</i> stand about 6' tall at the shoulder and weigh 3,000 pounds.</p> <p><i>Marsh hydras</i> are solitary and territorial; they claim an area of wetlands and aggressively drive other creatures out of their turf. They will browse on marsh vegetation when meat is scarce, but they prefer to hunt for food. They are ambush predators; they lurk in the shallows of marshland, with their bodies submerged but their eyes and nostrils above water, and when a large mammal or reptile approaches, they charge, attacking with all their mouths and attempting to overwhelm their prey quickly. <i>Marsh hydras</i> have a supernaturally rapid healing factor; when injured they begin healing</p>

immediately and can recover from significant wounds or even death if left to their own devices. Fire damage halts this regeneration, however.

Legends speak of hydras that have six or more secondary heads. If a called shot targets one of the hydra's secondary heads, and it hits for 8 or more hp of damage, that head is severed in addition to causing damage to the creature. This deprives the monster of an attack, and if all its secondary heads are removed, it loses the benefits of having multiple heads. The next time the hydra can regenerate, it regrows a lost head instead of regaining hp.

Hydra, Pyro-

Primary Trait: 8 HD *beast*, rank 9

Secondary Traits: *heat-native, many-footed*

Hit Points: 44 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 10, Dex 10, Con 13, Int 3, Wis 10, Cha 10

Natural Attacks: central mouth (primary): +8/1d8

4 secondary mouths (secondary): +6/1d6

Defenses: AC 15, Dodge 17, Toughness 18, Poise 12

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *breath weapon:* as a standard action, attack all targets in a 15' radius fire ball, range 95', +8 vs. Dodge/4d8 hp fire, half damage on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

more secondary attacks: factored into natural attacks

multiple heads: creature has +2 bonus to Seeing and Hearing checks, and +4 to defenses against attacks that result in the *sleeping, charmed, afraid, unhinged, blinded, deafened, stunned, or unconscious* conditions

regeneration (4, cold): at the beginning of the creature's turn, it regains 4 hit points if wounded unless it has taken cold damage within the previous round. Even dead creatures can return

Skills: Feats of Might 1, Woodcraft 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: tropical, arid, mountains

Treasure Type: F, O

Short Description: A beast with four heads on eely necks surrounding a central fire-spitting maw

Long Description: A *pyro-hydra* is a quadrupedal beast native to volcanic plains and deserts. It has a long body supported by columnar legs and splayed feet, and a scaly hide with brown and tan striping. Its tail is short but wide and has no obvious function. This creature has no neck; it has a gaping primary mouth full of fangs set directly between its shoulders. Surrounding the primary mouth are four 5' long snaky necks, each ending in a fanged secondary head complete with eyes. Additionally, two 2' long eyestalks and two 2' long tubular nostrils stand up straight from the creature's back. *Pyro-hydras* stand about 7' tall at the shoulder and weigh 4,000 pounds.

Pyro-hydras are solitary and territorial; they stake out and defend a large area of territory, usually preferring to use loose sand dunes or gravel pits as their hunting grounds. They will browse on cacti or shrubs when meat is scarce, but they prefer to hunt for food. They are ambush predators; they lurk in sand or scree piles with their bodies completely buried but their eyes and nostrils above the surface, and when a lizard or wolf ambles by, they erupt from the ground, attacking with all their mouths and attempting to overwhelm their prey quickly. *Pyro-hydras* have a supernaturally rapid healing factor; when injured they begin healing immediately and can recover from significant wounds or even death if left to their own devices. Cold damage halts this regeneration, however. Additionally, they can spit a ball of explosive fiery gas from their primary mouth. Despite this, *pyro-hydras* are not immune to fire damage.

Legends speak of hydras that have six or more secondary heads. If a called shot targets one of the hydra's secondary heads, and it hits for 8 or more hp of damage, that head is severed in addition to causing damage to the creature. This deprives the monster of an attack, and if all its secondary heads are removed, it loses the benefits of having multiple heads. The next time the hydra can regenerate, it regrows a lost head instead of regaining hp.

Hyena

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: *many-footed*

Hit Points: 6 **Initiative:** +0 **Morale Modifier:** -3

Ability Scores: Str 10, Dex 10, Con 10, Int 2, Wis 13, Cha 7

Natural Attacks: bite (primary): +1/1d6

Defenses: AC 13, Dodge 13, Toughness 10, Poise 4

Movement: walk 75'; run 150'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *pack tactics*: creature gains +1 bonus to hit for every similar creature within melee range of the same target

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, arid

Treasure Type: O

Short Description: Wild pack animals of the steppes that attempt to pull down larger prey

Long Description: *Hyenas* are quadrupedal scavengers and hunters that live in dry plains and grasslands. They superficially resemble dogs but are more closely related to cats. They have pointed ears that jut upwards, a canine muzzle, and sensitive eyes and nose. Their front legs are somewhat longer than their hind legs, giving them a crouching appearance. They have an overall tawny coloration with darker fur around their muzzles; most *hyenas* have a dark spotted pattern on their fur, but some types have stripes or brindling. The cry of this creature sometimes sounds like laughter.

Hyenas live and hunt in packs numbering up to 30 adults. They scavenge off the kills of larger predators, but they also attempt to cut out and isolate weak herd animals by using superior numbers. Individuals are not brave, but when operating in groups they can bring down very large animals, and they have even been known to attack and kill *humanoids*. *Hyenas* are generally nocturnally active and rest in the heat of the day; they do not build permanent dens, but they will dig out temporary shelters in embankments to escape the elements. They use scent marking to designate their territory and warn off rival packs.

Hyena cubs are sometimes domesticated by *gnolls* and used as hunting animals.

Hyena, Giant

Primary Trait: 4 HD *animal*, rank 4

Secondary Traits: *many-footed*

Hit Points: 22 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 10, Con 13, Int 2, Wis 13, Cha 8

Natural Attacks: bite (primary): +3/1d8+1

Defenses: AC 14, Dodge 15, Toughness 13, Poise 5

Movement: walk 75'; run 150'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, arid

Treasure Type: F, O

Short Description: An enormous spotted dog-like animal that hunts on its own

Long Description: *Giant hyenas* are quadrupedal carnivorous plains hunters. They stand 5' tall at the shoulder and weigh 600 pounds. Although somewhat dog-like in appearance, with a toothy long muzzle and pointed ears, they are more closely related to large cats such as leopards. They have a spotted coat and a dark muzzle, but otherwise their fur is a tawny color that allows them to blend in with dry grass. They are quick runners. A *giant hyena's* vocalization is a deep-throated staccato bark, something like a giant chuckling.

Giant hyenas are nocturnal solitary predators; they take cover and attempt to ambush even relatively large grazing animals. They are also scavengers and will frighten away smaller creatures from their kills. These creatures often coexist in the same territory as ordinary-sized *hyenas*, but the smaller creatures defer to the larger ones.

Flinds have been known to domesticate *giant hyenas* to serve them both as guardians and as beasts of burden.

Iron Cobra

Primary Trait: 2 HD *construct*, rank 2

Secondary Traits: none

Hit Points: 17 **Initiative:** -1 **Morale Modifier:** N/A

Ability Scores: Str 10, Dex 7, Con 20, Int 3, Wis 10, Cha 4

Natural Attacks: bite (primary): +1/1d8 magical + *poisoned*

Defenses: AC 17, Dodge 5, Toughness 17, Poise 1

Movement: walk 30'; run 60'

Senses: normal hearing, normal vision

Special Powers: *damage resistance (magical)*: reduce non-magical damage by 5 hp

magically impregnable: when targeted by a spell, caster must make a caster level check of 12 or the spell fails

poison touch: on bite hit, poisoned with *iron cobra* poison: +2T, onset 2d6 hp or 1d6 hp, interval 4 hours, recovery 15, attack 1d6 hp or 1 hp

construct immunities: immune to *afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct*: Must obey preset coded verbal commands

Skills: Stealth 1

Proficiencies: none

Languages: Common (smattering) (understood only)

Metabolism: none

Climate: not native to Uroth

Treasure Type: none

Short Description: A snake-like *construct* built from segmented iron bands, created to guard

Long Description: An *iron cobra* is a construct built from interlocking segments of black iron cast with arcane sigils. The shape of the creature resembles a 10' long cobra snake, complete with hinged fanged jaws, narrow legless slithering body, and a flaring hood around its head. The eyes of this creature are small red pinpoints when it is active but dark when it is deactivated. Its long fangs inject venom when it bites; when the creature is deactivated, the reservoir for this poison can be accessed through the *iron cobra's* mouth.

Like *golems*, *iron cobras* are built to be resistant to non-magic weapon damage, and it is also difficult to affect them with spells – both because they are essentially mindless and because their iron construction is enchanted with protections against the proper functioning of spells. They are designed as guardians; they do not need air or food and can remain active and vigilant indefinitely. They can also coil up and fit into very small spaces. However, they cannot see in the dark and they have no sense of smell, so places guarded by *iron cobras* are generally maintained with some degree of light to make these creatures fully effective.

Iron cobras understand enough of the language of their creator to follow the instructions of their master. Each one is programmed with a unique set of four command words that they only obey when spoken by a creature they recognize as their master; the words have the following meanings: stop all functions; obey the verbal commands given after this word by the master; obey the next creature that speaks as your new master; awaken and resume normal functions.

Ixitxachitl

Primary Trait:	1 HD <i>aberration</i> , rank 2				
Secondary Traits:	<i>apodal, aquatic-native, barbaric, heat-native, warcrafter, water-breathing</i>				
Hit Points:	5	Initiative:	+1	Morale Modifier:	-2

Ability Scores: Str 9, Dex 13, Con 12, Int 13, Wis 13, Cha 10

Natural Attacks: tail (primary): +1/1d4

OR weapon (primary): +1/weapon

Defenses: AC 14, Dodge 12, Toughness 9, Poise 13

Movement: swim 75'; dart 150'; walk 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

warcrafter: factored into proficiencies

Weaknesses: *energy vulnerability (lightning)*: add half again as much damage of this type

Skills: Hearing 1

Proficiencies: *cheap* weapons

Languages: Merfolk (fluent)

Metabolism: eats (omnivore), sleeps, breathes (water)

Climate: ocean

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Intelligent manta-like creatures living in warm ocean waters

Long Description: *Ixitxachitls* resemble manta rays with some *humanoid* characteristics. They have a flat, wedge-shaped, streamlined body well suited for swimming through warm saline waters. They have a pair of feeder-appendages flanking a forward-facing mouth full of small sharp teeth; outside that are a pair of forward-facing eyes. The swimming wings of these creatures have three prehensile fingers at the tips, allowing them to manipulate tools or weapons. An *ixitxachitl* has a 5' long tail that is tipped with a cruel barb. They are intelligent and sometimes wear harnesses woven from kelp to allow them to carry objects; otherwise, these creatures do not wear garments.

Ixitxachitls live in communities protected by coral reefs. Rule is generally theocratic with a priest-caste controlling elite warriors and making all important decisions for their followers. Villages typically number 200 or more adults, but they capture slaves from underwater *humanoid* species, and there may be

another 100 of these in a typical community – more in the case of an underwater plantation or mining operation. *Ixitxachitls* farm edible seaweeds, shrimp, and crabs, but they also hunt fish and other creatures for sport. They are crafters and make many things that do not require the use of fire. They engage in trade with those species that will tolerate them but, owing to their slave-taking practices, their reputation is poor. They have been known to hunt above water as well as below, and their infravision makes them adept at doing so at night, but they need to breathe water through their gills, and this limits the mischief they can make on land.

There are rumors that *ixitxachitl vampires* exist, but that these *undead* creatures are revered by *ixitxachitls* instead of feared.

Jackalwere

Primary Trait:	4 HD <i>lycanthrope</i> , rank 6				
Secondary Traits:	<i>many-footed</i> (bestial form)				
Hit Points:	22	Initiative:	+0	Morale Modifier:	+0
Ability Scores:	Str 13, Dex 10, Con 14, Int 9, Wis 11, Cha 16				
Natural Attacks:	bestial form: bite (primary): +5/1d8+1 silver + <i>cursed touch</i> (see below) hybrid form: fist (primary): +5/1d2+1 silver + <i>cursed touch</i> (see below) OR weapon (primary): +5/weapon +1				
Defenses:	AC 15, Dodge 14, Toughness 16, Poise 12				
Movement:	bestial form: walk 75'; run 150'; swim 15'; climb 15' hybrid form: same as humanoid form				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>cursed touch</i> : on bite or fist hit, +4 vs. Poise/ <i>cursed</i> (<i>lycanthropy</i>) <i>damage resistance (silver)</i> : reduce damage by weapons not made of silver by 5 hp <i>shapechange</i> : as a standard action, may shift between humanoid, bestial, and hybrid forms <i>sleep gaze</i> : as a standard action, attack 1 visible target within 60', +4 vs. Dodge/ <i>sleeping</i> . Only available in bestial form <i>summon pack</i> : as a standard action, summon 4 <i>wild dogs</i> which arrive at the beginning of the creature's next turn. Only available in bestial form <i>lycanthropy</i> curse: see Chapter 7				

Weaknesses: *code of conduct (lunacy):* limited control over behavior and shapechange during a full moon

Skills: bestial form: Intuition 1
hybrid form: same as humanoid form

Proficiencies: bestial form: none
hybrid form: same as humanoid form

Languages: bestial form: Common (fluent) (understood only)
hybrid form: same as humanoid form

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, arid

Treasure Type: A, B, C, D, E, I, J, K, L, M, O, P

Short Description: By moonlight, a cursed *humanoid* can change into a huge jackal or a hybrid form

Long Description: Like all *lycanthropes*, a *jackalwere* has three forms. Its natural form is that of the *humanoid* it was before it was cursed, and it retains that form in its humanoid phase. When its curse becomes ascendant, this creature can take on bestial or hybrid forms. In bestial form, it appears as an enormous jackal, a wild dog with a narrow muzzle, high pointed ears, and a tawny coat. In this form it stands 4' tall at the shoulder and weighs 400 pounds. In hybrid form the creature appears as a combination between its humanoid and bestial forms. It is bipedal and has the same general size and shape as its humanoid form, and it has hands that can manipulate tools and weapons, but it has the furry coat and head of its bestial shape. See more information on lycanthropy elsewhere in this chapter and in Chapter 7.

While in its bestial or hybrid forms, the *jackalwere* is resistant to all damage from physical attacks unless it is inflicted by a weapon made of silver. It can also choose to spread its curse using its natural attacks, although it can also elect not to curse a target, and usually only inflicts its curse on carefully chosen victims. While in bestial form it can also use its hypnotic gaze to put targets to sleep, and it can summon a pack of *wild dogs* to help it. While in hybrid form it lives a life entirely separate from that of its humanoid form, and it may arrange a hidden lair to retire to while the curse is ascendant.

The goals of a *lycanthrope* seem to be to cause as much terror and misery as it can within the communities of the humanoid form that it afflicts, largely by committing gruesome murders. *Lycanthropes* show little desire to spread their curse far and wide, although they certainly could if they wanted to; it is speculated that there can only be a certain number of *jackalweres* in the world at one time. They are strongly motivated to keep their identity secret, and to

preserve the livelihood and well-being of their *humanoid* host, yet they also thrive on the fear that news of discovery of their crimes can cause; all *lycanthropes* have a strong sense of the dramatic.

Jermlaine

Primary Trait:	1 HD <i>fey</i> , rank 1				
Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	3	Initiative:	+3 (<i>fast</i>)	Morale Modifier:	-5
Ability Scores:	Str 3, Dex 18, Con 4, Int 13, Wis 14, Cha 11				
Natural Attacks:	fist (primary): -2/1d1 faerie iron OR weapon (primary): -2/weapon downgraded three dice types				
Defenses:	AC 13, Dodge 14, Toughness 6, Poise 9				
Movement:	walk 45'; run 90'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision				
Special Powers:	<i>damage resistance (faerie iron):</i> reduce damage by weapons not made of faerie iron by 5 hp <i>fast:</i> creature goes first every round and does not roll for initiative although allies still do <i>warcrafter:</i> factored into proficiencies				
Skills:	Shenanigans 1				
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12				
Languages:	Fey (fluent)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	B, C, E, I, J, K, L, O, P, R				
Short Description:	Tiny malicious trickster <i>fey</i> seeking to ambush prey in underground tunnels				
Long Description:	<i>Jermlaine</i> are tiny <i>fey</i> who live in warrens deep underground. An adult is about 6" tall. They walk on two legs, and they have two arms with manipulating hands just like a <i>humanoid</i> , but their head accounts for 1/3 of their height; it is hairless, pointed at the top, and has exactly one tooth in both their top and bottom jaw. These creatures do not wear garments, but their warty skin is so loose and wrinkled that it often appears that they are wearing baggy sweaters. <i>Jermlaine</i> carry tiny weapons such as daggers or clubs made of stone.				

Jermlaine live in collectives of up to 200 adults, living in labyrinthine mazes too small for larger creatures to enter. The entrances to these complexes are carefully hidden and are located close to subterranean thoroughfares, because these monsters make their living by stealing from larger creatures. They are so small that they have an inherent +4 bonus to Stealth skill checks, so they are excellent at concealing themselves in the nooks and crannies of narrow passages. *Jermlaine* raiding parties attempt to drop onto passing *humanoids* and pick their pockets, cut the straps of belt pouches, and generally rob them of as much as they can take undetected. They are generally too small and cowardly to attack large foes, but ambitious tribes have been known to lure passers-by into dead-end corridors where they can be ambushed with pits and deadfalls, snared with carefully woven nets, and then pummeled into submission. When presented by any significant threat, *jermlaine* retreat into their lairs and seal the entrances.

Jermlaine are often led by one or more elders who have enhancements that allow them to cast spells. Their magic is typical of the *fey*, with a strong emphasis on illusion and trickery. These creatures have been known to domesticate *rat swarms* as guardians, and even to use the individual rats as steeds.

Kenku

Primary Trait:	3 HD <i>humanoid</i> , rank 3				
Secondary Traits:	<i>civilized</i> , <i>warcrafter</i>				
Hit Points:	14	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 9, Dex 12, Con 9, Int 12, Wis 13, Cha 16				
Natural Attacks:	fist (primary): -2/1d2 OR weapon (primary): +2/weapon				
Defenses:	AC 10, Dodge 12, Toughness 12, Poise 13				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>warcrafter</i> : factored into proficiencies				
Skills:	Deceive 1, Perform 1				
Proficiencies:	<i>cheap</i> weapons and maces, light helms, shields, and armor up to AC 12				
Languages:	Common (fluent)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				

Climate: temperate, tropical, arid, arctic, mountains

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Raven-like creatures that attempt to blend in with other cultures

Long Description: *Kenku* are *humanoids* with some raven-like features. They are bipedal but their legs bend backwards like birds, and their feet have three taloned toes. They are flightless, and their wings are shortened to arm length; at the wingtips are three fingers and a thumb that are just as clever as a human's hands. Their heads are birdlike; they have a long beak with a slight curve, and they have glossy black eyes on each side of their heads. They have matte black feathers, but some have white markings on the chest and back. Their tail is short and mostly useful for displaying a fan of feathers when angry or distressed. They stand about the same height as a human, but they rarely weigh more than 120 pounds. *Kenku* may wield weapons, particularly quarterstaves and maces.

Kenku speak the Common tongue, but their natural speech pattern is to intersperse words with croaks, screeches, and other vocalizations that serve as punctuation and indicators of mood. However, they have a raven's gift for mimicry, and these creatures are perfectly capable of emulating any other *humanoid's* mode of speech, or even accent. *Kenku* use this ability to blend in with *humanoid* communities, making use of their talent for disguise to walk unnoticed among others. They are fond of wearing outfits that make it easy to hide their birdlike characteristics – the voluminous hooded robes of pilgrims, for instance, or masked partygoers at a street festival.

Kenku are a traveling people, rarely making their home in one place for long. They travel in bands of up to 30 adults, and they make a living by providing crafting and labor services to communities that lack such skills. They are also natural entertainers, and many troupes of *kenku* have posed as acting companies or traveling carnivals. It is a common belief among many *humanoids* that *kenku* are born thieves and con artists, and certainly dishonest members of the species exist, but most bands seek to make an honest living.

Khargra

Primary Trait: 5 HD *elemental*, rank 6

Secondary Traits: *apodal*, *earth type*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 15, Dex 10, Con 15, Int 3, Wis 10, Cha 5

Natural Attacks: bite (primary): +4/1d12+1 + *eat metal* (see below)

Defenses: AC 17, Dodge 15, Toughness 17, Poise 5

Movement: earthglide 30'; walk 30'; run 60'

Senses:	infravision 60', mineral sense 60', normal hearing, normal vision, tremorsense 60' (enhanced)
Special Powers:	<p><i>eat metal</i>: on a successful bite attack, instead of dealing damage, the creature can give a target's held metal weapon or worn metal armor the <i>broken</i> property. If item is already <i>broken</i>, it is destroyed</p> <p><i>elemental type (earth)</i>:</p> <ul style="list-style-type: none">• <i>earthglide</i>: factored into movement• <i>throw rocks</i>: as a standard action, make a ranged attack, 30/60/90, +3 vs. Dodge/3d6 hp. Roll a 10 on 1d20+1 at the beginning of a turn to recover this ability• <i>tremorsense</i>: factored into senses <p><i>enhanced senses (tremorsense)</i>: factored into senses</p> <p><i>mineral senses</i>: factored into senses</p> <p><i>elemental immunities</i>: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p>
Weaknesses:	<p><i>ability score penalty</i>: factored into ability scores</p> <p><i>default exception (infravision)</i>: factored into senses</p>
Skills:	Stonecraft 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (elemental earth)
Climate:	not native to Uroth
Treasure Type:	F, G, S
Short Description:	A fish-like creature from Elemental Earth that can swim through solid rock
Long Description:	<p><i>Khargra</i> are natives of the Plane of Elemental Earth, and their basic physiology resembles that of a weird otherworldly fish. Much of its body is a tube about five feet long; at one end are a radial series of grinding stony teeth, while the other end is an open hole. Evenly spaced around the circumference of the tube are three fins; between each fin are organs something like jet engines that take stony matter into its front end and spit it rapidly out the back, generating propulsion. Studding the edges of the mouth are seven to ten glossy red orbs that serve the creature as eyes. The outer hide of the <i>khargra</i> looks like a fused mosaic of pebbles. They are very heavy and may weigh one thousand pounds.</p> <p><i>Khargra</i> can glide through solid rock (but not loose earth or stone) like a fish swimming through water. They are simple creatures whose only aims in life are</p>

to reproduce and to eat minerals, particularly those in crystalline formations. They love to consume precious stones and are frequently found feeding in places where there are natural formations. They are also fond of worked metal, particularly steel, and they may attempt to eat steel weapons, which interests them much more than the flesh of creatures. *Khargra* live in schools of up to a dozen members. They are asexual, and when one chooses to reproduce it hollows out a void in solid rock and lays up to 20 eggs there. These eggs appear as lustrous spheres of quartz that are worth 10 gp each, but within a year they will hatch into a *khargra* fry.

Khargra can digest any kind of precious stone except for diamonds, and they may excrete diamond dust or even larger gemstones. Additionally, there is a chance that this creature may have a random type of semi-precious stone incorporated into its stony skin.

Ki-Rin

Primary Trait:	11 HD <i>extraplanar</i> , rank 13				
Secondary Traits:	<i>good, many-footed</i>				
Hit Points:	72	Initiative:	+1	Morale Modifier:	-1
Ability Scores:	Str 18, Dex 13, Con 16, Int 16, Wis 13, Cha 15				
Natural Attacks:	horn (primary): +14/2d6+3, range 10'				
	2 hooves (secondary): +12/1d10+3, range 10'				
Defenses:	AC 22, Dodge 24, Toughness 24, Poise 22				
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores				
	<i>fly</i> : factored into movement				
	<i>magically impregnable</i> : when targeted by a spell, caster must make a caster level check of 21 or the spell fails				
	<i>spellcaster</i> x2: creature casts spells as an 11 th level Elf				
	<i>telepathy</i> : can communicate with creatures within 60'				
Skills:	Build 1, Convince 1, Knowledge 3, Mechanisms 1				
Proficiencies:	none				
Languages:	Common (fluent), Daraban (fluent), Magic (fluent)				
Metabolism:	eats (omnivore), sleeps				

Climate: not native to Uroth

Treasure Type: E, G, I, J, K, L, M, P

Short Description: A lion-like creature from the Outer Planes with a unicorn-like horn

Long Description: *Ki-rins* are natives of the Outer Planes who are venerated by the people of Daraban. They combine some features of lions and horses. One of these creatures stands about 5' tall at the shoulder and weighs three thousand pounds. Its body is like that of a horse with big thighs and four hooved feet, but its skin is covered with golden scales. Its head is more like that of a lion, but it is oversized in proportion of the rest of the body – the *ki-rin's* head joins onto the body with no neck. It has a leonine jaw and a mane of long gossamer platinum hairs that extends all the way down its back and onto its ropy tail. The eyes, nose, and mouth of the creature shine with an inner radiance and smoke slightly. A single straight horn, sharp and spiral wound, extends two feet from the center of its forehead. A series of ropy mustaches framing the mouth of the *ki-rin* are prehensile and are as dexterous as a human hand.

Ki-rin are good-aligned and occupy areas of the Edifice that border on the territory claimed by angels; however, the two species have little to do with one another, as they disagree on several matters of philosophy. They are not part of the Outer Planar pact of non-interference, and they come and go from the Prime Material Plane as they please. Over the millennia, *ki-rin* have taken an interest in various human civilizations on Uroth; they are teachers and great repositories of lore, and they have instructed more than one culture in the best ways to harness technology. However, they are not numerous, and they have decided to die out as a species; they do not die of old age, but they can be killed, and when the last one perishes there will be no more new ones. The remaining *ki-rin* live lives of quiet meditation and do not appreciate being disturbed over trivial matters.

Each creature lives in a palace in the portion of the Edifice called the Golden Meadow. However, some *ki-rin* spend substantial amounts of time on Uroth, and they are fond of using magic that changes their shape so they can walk among *humanoids* undetected.

Kobold

Primary Trait: 1 HD *humanoid*, rank 1

Secondary Traits: *barbaric, warcrafter*

Hit Points: 3 **Initiative:** +2 (*fast*) **Morale Modifier:** -4

Ability Scores: Str 6, Dex 16, Con 5, Int 11, Wis 12, Cha 6

Natural Attacks: fist (primary): -4/1d1

OR weapon (primary): +0/weapon downgraded one dice type

Defenses:	AC 12, Dodge 12, Toughness 7, Poise 8
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>fast</i> : creature goes first every round and does not roll for initiative although allies still do <i>infravision</i> : factored into senses <i>pack tactics</i> : creature gains +1 bonus to hit for every similar creature within melee range of the same target <i>warcrafter</i> : factored into proficiencies
Weaknesses:	<i>ability score penalty</i> : factored into ability scores <i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light
Skills:	Shenanigans 1
Proficiencies:	<i>cheap</i> weapons and spears, light helms, shields, and armor up to AC 12
Languages:	Kobold (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Small dog-faced <i>humanoids</i> that live underground by wits and trickery
Long Description:	<p><i>Kobolds</i> are small <i>humanoids</i> that live in cave complexes. They are no taller than <i>halflings</i> and weigh up to 60 pounds. The face of this creature is a bit like that of a bulldog, with a squashed muzzle, a protruding lower jaw with teeth that overlap their upper lips, and short ears that stick up on top of their heads. A <i>kobold's</i> hide is scaly, not hairy, and it has an 18" long tail that expressively conveys its moods, especially agitation. They tend to feel chilly even in relatively warm conditions, so they favor wearing garments sewn from many types of furs, especially rat and rabbit. They wield weapons and wear armor, and they are prone to using shields and spears.</p> <p><i>Kobolds</i> live in communities of up to 200 adult members, ruled by a chief who is generally the strongest of the tribe. A hierarchy of elite warriors is always jockeying for position and attempting to unseat the chieftain. These creatures are small and weak individually, but they are quick and clever, and they make their living by stealing and raiding under cover of stealth. They are not brave as a rule, and they will generally run from direct conflict, but they defend their network of burrows with ferocity, using traps and domesticated monsters to</p>

bolster their defenses. *Kobolds* are famously capable of eating anything organic, and they enjoy the flavors of many things other *humanoids* find disgusting.

Kobolds speak their own language, but some of them also know the Draconic language. They have been known to enter a kind of servile symbiosis with *dragons*, satisfying every whim of their reptilian masters and occasionally being eaten, but enjoying the protection of a large and dangerous overlord.

Kopru

Primary Trait:	7 HD <i>aberration</i> , rank 8				
Secondary Traits:	<i>amphibious</i> , <i>heat-native</i>				
Hit Points:	32	Initiative:	+0	Morale Modifier:	+3
Ability Scores:	Str 9, Dex 9, Con 9, Int 11, Wis 10, Cha 18				
Natural Attacks:	bite (primary): +4/1d8 3 hooks (secondary): +2/1d6				
Defenses:	AC 16, Dodge 14, Toughness 13, Poise 19				
Movement:	walk 45'; run 90'; swim 45'; climb 15'				
Senses:	gestalt 30', infravision 60', normal hearing, normal vision				
Special Powers:	<i>amphibious</i> : factored into metabolism and movement <i>charming gaze</i> : as a standard action, attack one visible target within 60', +6 vs. Dodge/charmed <i>energy resistance (fire)</i> : halve damage of this type <i>gestalt senses</i> : factored into senses <i>more secondary attacks</i> : factored into natural attacks <i>telepathy</i> : can communicate with creatures within 60'				
Weaknesses:	<i>code of conduct</i> : the creatures are towering egoists, convinced of their natural superiority to all other species, and they will frequently underestimate opponents				
Skills:	Convince 1, Deceive 1, Intimidate 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air and water)				
Climate:	tropical, underground				

Treasure Type: E, I, J, K, L, M, O, P, R

Short Description: Amphibians with arms, lamprey-like mouths, and 3 prehensile hook-like tails

Long Description: *Kopru* are amphibious creatures that live in very hot places such as geysers or volcanic lakes. This type of creature masses about the same as a human, and it has a head and two arms with dexterous hands like a *humanoid*. Its lower body is serpentine and splits into three 3' long tails, each one tipped with a sharp claw. A *kopru* has a sphincter-like mouth with multiple concentric rings of teeth and a rasping tongue; it is surrounded with short cilia that allow the creature to sense vibrations in the air. It has large milky eyes on both sides of its head with fin-like gills below them. These creatures disdain wearing clothes or using weapons.

Legends say that long ago, perhaps even before elves or *giants* lived on Uroth, the world was hotter and wetter than it is today. *Kopru* were the masters of the world then, or so the stories say, owing to their ability to control the minds of other beings. There are even tales of vast cities raised by them and their slaves, but a mysterious cataclysm ruined their civilization and made the world cooler. The *kopru* are a dying species; only a few of them yet remain, living in hiding in hot and wet places, often deep underground. They are very proud, absolutely convinced of their utter superiority over every other living being, and they still dream of commanding legions of slaves to wage war on the civilizations of Uroth and restore their people to their rightful place as absolute rulers of the world.

There is another legend: on the island known as Terror, where giant monsters do battle amid the mountain spires, there is a great basaltic temple swallowed by the jungle that bears carvings of *kopru* on it. Of course, those who return alive from Terror are stark raving mad, so who can say if this is true?

Kuo-Toa

Primary Trait: 1 HD *humanoid*, rank 1

Secondary Traits: *amphibious, barbaric, warcrafter*

Hit Points: 6 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 13, Dex 10, Con 15, Int 11, Wis 6, Cha 8

Natural Attacks: fist (primary): -2/1d2+1

OR weapon (primary): +2/weapon+1

Defenses: AC 10, Dodge 10, Toughness 12, Poise 7

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers:	<i>amphibious</i> : factored into metabolism and movement <i>infravision</i> : factored into senses <i>slippery</i> : creature has a +4 bonus on defenses involving an attack resulting in the <i>ensnared</i> or <i>grappled</i> condition, and it has a +4 on skill checks to escape being <i>ensnared</i> or <i>grappled</i> <i>warcrafter</i> : factored into proficiencies
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light <i>unstable</i> : when the creature is exposed to bright light or acquires the <i>afraid</i> , <i>confused</i> , or <i>fatigued</i> conditions, roll 1d6. On a 1, the creature acquires the <i>unhinged</i> condition, which persists until the creature has a Full Rest and then succeeds on a daily recovery roll of at least a 15 on 1d20+1
Skills:	Stonecraft 1
Proficiencies:	<i>cheap</i> weapons and spears, light helms, shields, and armor up to AC 12
Languages:	Undercommon (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air and water)
Climate:	underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Fish-like <i>humanoids</i> , once native to oceans but now pallid from living in caves
Long Description:	<p><i>Kuo-toans</i> are <i>humanoids</i> who may be related to <i>locathah</i>: they have fish-like qualities. This creature typically stands 6' tall but slumps its shoulders and therefore appears shorter. They are prone to paunchiness and typically weigh 250 pounds. Their hands and feet are webbed, and their scaled skin is a leaden gray in color. The head of a <i>kuo-toan</i> resembles that of a catfish – it has staring eyes on the sides of its head and a jutting upper jaw with feelers that hang down in front of their mouths. These amphibious creatures have gills in the sides of their necks, just below a set of ears that look like fins. They have a saw-tooth crest that runs from the top of their heads down to the base of their spines. <i>Kuo-toans</i> typically wear flowing togas made from a very lightweight fabric. They usually avoid wearing armor, which would interfere with their swimming, but they often wear shields and wield spears.</p> <p>Perhaps <i>kuo-toans</i> once lived in the oceans of Uroth, but today they make their homes in underground lakes and rivers in the networks of caves deep below the surface. There they live in communities of up to 200 individuals, although there are rumors of much larger cities. They typically form theocratic societies where the priesthood requires sacrifices from all who live in or visit their shrines.</p>

However, these creatures have a tenuous grip on sanity, and it is common for these creatures to go mad. Sometimes these sufferers are locked away for their own safety within their own community, but other times they escape into the larger world and make solitary lives for themselves. *Kuo-toans* trade in slaves, both as a workforce and as a food supply. They are not, as a rule, skilled crafters or artisans, nor do they farm or hunt well; their only industry of trade is the mining of precious cave pearls, which other species covet but seem unable to mine themselves.

Naturally, the leaders of *kuo-toans* may be priests with the ability to use Divine magic. There are rumors that they also train assassins to hunt down their many enemies in the underground, and they have a class of ascetics who fight with their bare hands who are charged with subduing the members of their society who become psychotic.

Lamassu

Primary Trait: 9 HD *extraplanar*, rank 11

Secondary Traits: *good, many-footed, winged*

Hit Points: 50 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 13, Dex 14, Con 14, Int 16, Wis 18, Cha 15

Natural Attacks: 2 fists (secondary): +8/2d6+1, range 10'

Defenses: AC 20, Dodge 22, Toughness 20, Poise 24

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus x2*: factored into ability scores

fly: factored into movement

magically impregnable: when targeted by a spell, caster must make a caster level check of 19 or the spell fails

pounce: when creature attacks after moving at least 20' horizontally or 10' vertically, it doubles its number of secondary attacks, and each secondary attack hits as a primary attack

spellcaster: caster level 9, 9 castings per day:

- *floating disc*, no more than 3/day;
- *read languages*, no more than 3/day;
- *strength*, no more than 3/day;
- *tiny hut*, no more than 2/day;
- *water breathing*, no more than 2/day;
- *wall of energy* (cold), no more than 2/day;

- *wall of stone*, no more than 1/day

telepathy: can communicate with creatures within 60'

Weaknesses:

code of conduct: bloodless holy orders

Skills:

Build 2, Knowledge 1, Mechanisms 1, Profession (alchemy)

Proficiencies:

none

Languages:

Common (fluent), Ancient Savar (fluent)

Metabolism:

eats (vegetation), sleeps

Climate:

not native to Uroth

Treasure Type:

E, G, I, J, K, L, M, P

Short Description:

Great sages of the Outer Planes with human face but winged lion's body

Long Description:

Lamassus are *extraplanar* creatures who are aligned on the side of good. Their bodies resemble shaggy dark brown lions standing 5' tall at the shoulder, but they also have feathered wings like those of a *giant eagle* with a 12' span. They have a lion's great shaggy mane of hair but faces that are like a human-shaped giant. Their eyes are golden in color, and their teeth appear very human, straight, and even (*lamassus* are much too dignified to consider biting an opponent in combat). Their forepaws end in unclawed fingers that are very nimble; such an enormous creature displays surprising manual dexterity. These creatures do not use weapons or wear clothing, but they do like wearing circlets in their flowing manes, and they are very fond of using tools.

Lamassus are great builders, and it has even been speculated that they may have been the architects and artisans who raised the Outer Planes' Edifice countless ages ago. They stay aloof from the conflict between *celestials* and *infernals*, but they attempt to adhere to the spirit of the non-interference pact as it pertains to the Prime Material Plane. However, *lamassus* cannot help themselves when it comes to building enormous structures, and it is believed that some of the greatest architectural wonders on Uroth may have had these creatures' influence behind it.

Lamassus also enjoy creating ingenious small mechanisms, including alarms and traps of all sorts. In their homes in the Outer Planes, they are fond of designing labyrinths and puzzle-type escape rooms to challenge visitors, although they do not typically make hazards that are inherently lethal.

Lamia

Primary Trait:

9 HD *beast*, rank 10

Secondary Traits:

many-footed

Hit Points:

41

Initiative:

+0

Morale Modifier:

-1

Ability Scores:	Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 13
Natural Attacks:	bite (primary): +9/1d10 2 claws (secondary): +7/1d8 + <i>intoxicating touch</i> (see below)
Defenses:	AC 17, Dodge 15, Toughness 15, Poise 19
Movement:	walk 75'; run 150'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>infravision</i> : factored into senses <i>intoxicating touch</i> : on claw hit, +5 vs. Toughness/ <i>intoxicated</i> <i>smart</i> : factored into ability scores <i>spellcaster</i> : caster level 9, 9 castings per day: <ul style="list-style-type: none">• <i>charm humanoid</i>, no more than 3/day;• <i>amnesia</i>, no more than 3/day;• <i>web</i>, no more than 3/day;• <i>suggestion</i>, no more than 2/day;• <i>fear</i>, no more than 2/day• <i>contact other plane</i>, no more than 1/day
Skills:	Deceive 1, Stealth 1
Proficiencies:	none
Languages:	Attainu (fluent)
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	tropical
Treasure Type:	B, C, E, I, J, K, L, M, O, P
Short Description:	<i>Beasts</i> with the lower body of a lion but the torso of a beautiful woman
Long Description:	<i>Lamias</i> are hybrid <i>beasts</i> that live in jungle climates, particularly in the region of Uroth close to Attapoor. Their lower bodies resemble large mountain lions from the neck down; they have tawny fur and sharp claws. Their upper bodies resemble a human woman from the waist up, meaning they have four feet and two arms; they have no fur on their upper bodies but instead have skin that can resemble any human skin tone, but they do have long hair on their heads. The faces of <i>lamias</i> are very beautiful and appear non-threatening when the creature desires, but they can also open their mouths inhumanly wide to reveal sharp dagger-like teeth that can inflict horrific wounds. A typical creature stands 7' tall and weighs 600 pounds.

Lamias are spellcasters and can work magic that affects the minds of sentient creatures. They are also carnivores, and they use their magical and combat capabilities to lure *humanoids* close and then eat them. They feed on *humanoids* exclusively. However, they also enjoy using their magic and their naturally deceptive abilities to trick or enchant *humanoids* into serving them. This servitude rarely lasts long, as *lamias* are frequently hungry and will make meals of readily available *humanoids*. They worship *lamia matriarchs* as Divine patrons and may make sacrifices to them using creatures they have ensorcelled.

Lamias are part of a sexually dimorphic species with *leucrottas* – *lamias* are the females and *leucrottas* are the males. *Leucrottas* live in mountainous areas remote from a *lamia's* preferred habitat, so when a *lamia* chooses to mate, she must either travel far to find a *leucrotta* or she must figure out a way to bring one to her. Either way, *lamias* and *leucrottas* don't get along well, so they rarely stay in the same place for long.

Lamia Matriarch

Primary Trait:	13 HD <i>extraplanar</i> , rank 15				
Secondary Traits:	<i>apodal</i> , <i>evil</i>				
Hit Points:	85	Initiative:	+2	Morale Modifier:	+0
Ability Scores:	Str 16, Dex 16, Con 16, Int 13, Wis 15, Cha 16				
Natural Attacks:	bite (primary): +15/2d8+2 magical OR <i>constrict</i> (see below), range 10'				
	2 claws (secondary): +13/1d12+2 magical + <i>intoxicating touch</i> (see below), range 10'				
	OR weapon (secondary): +13/gargantuan-sized weapon +2, range 15'				
Defenses:	AC 24, Dodge 25, Toughness 24, Poise 25				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores				
	<i>charming gaze</i> : as a standard action, attack one visible target within 60', +10 vs. Dodge/ <i>charmed</i>				
	<i>constrict</i> : instead of dealing damage, bite attack <i>grapples</i> target. In subsequent rounds, if the target is still <i>grappled</i> , bite damage is automatically dealt				
	<i>damage resistance (magical)</i> : reduce non-magical damage by 15 hp				
	<i>intoxicating touch</i> : on claw hit, +10 vs. Toughness/ <i>intoxicated</i>				
	<i>magically impregnable</i> : when targeted by a spell, caster must make a caster level check of 23 or the spell fails				

spellcaster: caster level 12, 13 castings per day:

- *shield of faith*, no more than 3/day;
- *cloak of benediction*, no more than 3/day;
- *holy chant*, no more than 3/day;
- *dispel magic*, no more than 2/day;
- *inflict curse*, no more than 2/day;
- *holy smite*, no more than 2/day;
- *geas*, no more than 1/day;
- *harm*, no more than 1/day

Skills: Deceive 2, Intimidate 1, Intuition 1, Knowledge 1, Seeing 1

Proficiencies: all weapons

Languages: Attainu (fluent)

Metabolism: eats (meat), sleeps

Climate: not native to Uroth

Treasure Type: A, B, C, D, E, I, J, K, L, M, O, P, R

Short Description: *Extraplanar* queens of *lamias*, with a snake-like lower half

Long Description: *Lamia matriarchs* are creatures native to the Edifice of the Outer Planes, in a region close to territory controlled by devils. Their upper bodies appear like a beautiful female giant with essentially human features; their lower bodies are snake-like and scaly, and the entire creature is 30' long. Their long arms have hands that can manipulate objects, and each finger is tipped with a razor-sharp claw. They have long flowing hair, and their faces appear as if they have flawless cosmetics applied permanently, but their mouths can open grotesquely wide to reveal many sharp fangs. Although *lamia matriarchs* appear female, they can assume whatever gender they want, and they do not reproduce by physical means. *Lamia matriarchs* shun the use of clothing or weapons, but they approve of jewelry and wear many fine pieces.

It is unclear whether *lamias* adore *lamia matriarchs* because they have similar appearances and outlooks, or if *lamia matriarchs* somehow created *lamias* in their own image; however, the relationship between these two species is that of patron deity to worshipper. *Lamia matriarchs* are not signatories to the pact of non-interference on the Prime Material Plane agreed to by *celestials* and *infernals*; they have a specific interest in the region surrounding Attapoor. They seek political power over mortals, and they would like to control large areas of Uroth through mortal intermediaries. They are spellcasters, and many of their spells are related to forcing their victims to do what they want.

When *lamia matriarchs* take up residence in the Prime Material Plane, they prefer to inhabit ornately furnished temples and be worshipped as Divine

patrons. They enjoy tempting thieves with lavish riches, then trapping and punishing those who steal from them.

Lamprey, Giant

Primary Trait:	4 HD <i>animal</i> , rank 4				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	22	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 13, Dex 12, Con 13, Int 2, Wis 10, Cha 10				
Natural Attacks:	bite (primary): +3/1d8+1				
Defenses:	AC 14, Dodge 14, Toughness 13, Poise 6				
Movement:	swim 60'; dart 120'; walk 15'				
Senses:	low light vision, normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>slippery</i> : creature has a +4 bonus on defenses involving an attack resulting in the <i>ensnared</i> or <i>grappled</i> condition, and it has a +4 on skill checks to escape being <i>ensnared</i> or <i>grappled</i>				
Weaknesses:	<i>default exception (scent)</i> : factored into senses				
Skills:	Seacraft 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	ocean				
Treasure Type:	F, O				
Short Description:	A huge slimy eel-like fish hiding in kelp stands in the deep ocean				
Long Description:	<p><i>Giant lampreys</i> are long fish with cartilaginous bones living in the deep ocean. They have no jaw, but instead have a funnel-like mouth ringed with sharp teeth and a rasp-like tongue which they use to scrape the flesh of victims. Unlike their smaller relatives, however, they have insufficient jaw strength to remain attached to large prey. These creatures are about 2' in diameter and about 20' long. They have fins next to their gill slits, but most of their forward movement comes from undulation of their long tails. These fish have a brownish-green coloration that allows them to hide in kelp stands.</p> <p><i>Giant lampreys</i> are ambush predators that hide in the seaweed forests deep enough in the oceans for light to be scarce, and then attack victims by surprise.</p>				

They are territorial and do not tolerate rival predators in their hunting range. They do not build lairs but instead shelter where the kelp forests grow the thickest; females lay long strands of eggs that adhere to the kelp and hatch to simultaneously release hundreds of tiny fish into the seaweed forest.

Tritons sometimes harvest the slime generated by *giant lampreys* to coat themselves with; this makes them less susceptible to being grabbed by *giant octopuses*.

Lamprey, Land

Primary Trait:	1 HD <i>beast</i> , rank 2				
Secondary Traits:	<i>apodal</i> , <i>eyeless</i>				
Hit Points:	5	Initiative:	+1	Morale Modifier:	+1
Ability Scores:	Str 9, Dex 13, Con 10, Int 3, Wis 10, Cha 8				
Natural Attacks:	bite (primary): +1/1d6				
Defenses:	AC 14, Dodge 13, Toughness 12, Poise 5				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	normal hearing, scent 60', tremorsense 60'				
Special Powers:	<i>blood draw</i> : as a standard action, make a touch attack, +4 vs. Dodge/1d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 1d3 Constitution as a standard action <i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit <i>tremorsense</i> : factored into senses				
Weaknesses:	<i>default exception (low light vision)</i> : factored into senses <i>default exception (normal vision)</i> : factored into senses				
Skills:	Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (blood), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground				
Treasure Type:	O				
Short Description:	A blind terrestrial lamprey with spring-like lower bodies				

Long Description: A *land lamprey* is an eel-like fish that has adapted to breathe air and live on dry land. It is about two feet long and has vestigial fins and gill slits along its flanks. Its mouth has no jaw and is instead a funnel-shaped orifice with many concentric rows of teeth and a rasp-like tongue. Its eyes are milky white; it is blind, but it has good senses of hearing and smell, and organs in its lower body allow it to feel the vibrations of creatures moving across the ground. These creatures have no legs and do not walk; instead, their powerful lower bodies can coil like a spring and then quickly release to generate prodigious leaps. *Land lampreys* can bounce across solid ground like this as fast or faster than a human can run.

Land lampreys hunt in packs of up to 30 individuals. They have adapted to almost any climate, and the coloration of these creatures depends on their native habitat – creatures that live in snow are stark white, while those adapted to grasslands may be green, and packs living in underground caves may be a sooty black. They conceal themselves and then leap out at prey, attempting to attach themselves and suck blood. They can also deliver a dangerous bite without attachment. *Land lampreys* subsist on blood and have little interest in creatures without vascular fluids.

It is doubtful that *land lampreys* evolved on their own; their differences from water-dwelling lampreys are too significant, and only within the last century or so have they become a persistent menace in every corner of Uroth. Almost certainly, foul sorcery is involved.

Leech, Giant

Primary Trait: 3 HD *vermin*, rank 3

Secondary Traits: *aquatic-native*

Hit Points: 20 **Initiative:** +1 **Morale Modifier:** -3

Ability Scores: Str 10, Dex 15, Con 16, Int 1, Wis 11, Cha 6

Natural Attacks: none

Defenses: AC 14, Dodge 16, Toughness 15, Poise 2

Movement: swim 60'; dart 120'; walk 15'

Senses: gestalt 30', normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

blood draw x2: as a standard action, make a touch attack, +4 vs. Dodge/2d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 2d3 Constitution as a standard action

disease touch: on attachment, +2 vs. Toughness/check if *diseased* with *jungle ague* disease: +2T, onset -1 Str and -1 Con immediate, interval 1 day, recovery 20, attack -1 Str and -1 Con or nothing

gestalt senses: factored into senses

Weaknesses: *default exception (low light vision)*: factored into senses

no attacks: creature has no natural attacks

susceptibility (salt): creature takes 1d6 hp damage when exposed to salt

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (blood), sleeps, breathes (water)

Climate: lakes and rivers

Treasure Type: F, O

Short Description: A huge soft aquatic worm lurking in the shallows to suck prey's blood

Long Description: *Giant leeches* are large, segmented worms that live in shallow fresh water. These creatures can compress themselves to 3' long or stretch out to 10' in length; each one weighs about 200 pounds. They have no arms or legs but can still swim by drawing water in through their maws and expelling it out their posterior orifice. They have primitive eyespots along their length that gives them decent vision, but they can also smell very well in the water, and their ability to sense vibrations gives them uncanny ability to find even invisible prey at close range. Their mouths are suckers with only enough teeth to break skin so they can suck blood. *Giant leeches* are usually black or dark brown in color, but their skin acquires a red flush when they have eaten well.

Giant leeches usually congregate in stagnant water ponds or slow-moving streams; up to ten can be found in the same immediate area. They attempt to sneak up on prey, particularly air-breathing creatures wading in the water, and attack by surprise. The bite of these creatures injects a natural anesthetic that the prey may not notice if it is stationary and the *giant leech* passes a Stealth skill check; in this manner, victims may not notice they are under attack until they have lost a substantial amount of blood. The bite of this creature can also transmit a dangerous disease, *jungle ague*.

Giant leeches are susceptible to refined salt, which is extremely painful when applied to their soft bodies.

Leech, Swarm

Primary Trait: 2 HD *vermin*, rank 2

Secondary Traits: *amorphous, aquatic-native, swarm*

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 3, Dex 15, Con 10, Int 1, Wis 11, Cha 6

Natural Attacks: none

Defenses: AC 14, Dodge 14, Toughness 10, Poise 2

Movement: swim 30'; dart 60'

Senses: gestalt 30', normal hearing, normal vision, scent 60'

Special Powers: *amorphous*: can squeeze through narrow spaces

blood draw: as a standard action, make a touch attack against every target within the swarm's area, +4 vs. Dodge/1d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 1d3 Constitution as a standard action

disease touch: on attachment, +2 vs. Toughness/check if *diseased* with *jungle ague* disease: +2T, onset -1 Str and -1 Con immediate, interval 1 day, recovery 20, attack -1 Str and -1 Con or nothing

gestalt senses: factored into senses

ongoing damage: damage inflicted by creature is ongoing until the start of the creature's next turn

Weaknesses: *default exception (low light vision)*: factored into senses

no attacks: creature has no natural attacks

susceptibility (salt): creature takes 1d6 hp damage when exposed to salt

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (blood), sleeps, breathes (water)

Climate: lakes and rivers

Treasure Type: O

Short Description: A swarm of blood-sucking worms capable of overwhelming foes with numbers

Long Description: A *leech swarm* is a cluster of many ordinary leeches, each the size of a human thumb, but there may be thousands of these creatures in a swarm that behaves as a single monster attempting to drain blood from prey. They live in stagnant ponds or slow-moving rivers, and their black or dark brown bodies are adept at hiding in the mud at the bottom. When a creature enters their area, the *leech swarm* can detect them by vision, by smell, or by feeling their vibrations. The swarm attacks all creatures in its area by attempting to attach and draw blood. They do not care about treasure.

Leech swarms are susceptible to refined salt, which is extremely painful when applied to their soft bodies.

Leprechaun

Primary Trait: 4 HD *fey*, rank 4

Secondary Traits: *civilized, warcrafter*

Hit Points: 18 **Initiative:** +2 **Morale Modifier:** -1

Ability Scores: Str 4, Dex 16, Con 9, Int 10, Wis 11, Cha 14

Natural Attacks: fist (primary): +0/1d1 faerie iron

OR weapon (primary): +0/weapon downgraded two dice types

Defenses: AC 13, Dodge 16, Toughness 9, Poise 12

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *damage resistance (faerie iron):* reduce damage by weapons not made of faerie iron by 5 hp

magically impregnable: when targeted by a spell, caster must make a caster level check of 14 or the spell fails

spellcaster: caster level 4, 4 castings per day:

- *minor illusion*, no more than 3/day;
- *remove fear*, no more than 3/day;
- *invisibility*, no more than 3/day;
- *levitate*, no more than 3/day

warcrafter: factored into proficiencies

Skills: Shenanigans 1, Stealth 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Fey (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Small mischievous *fey* living on the edge of *humanoid* societies to make trouble

Long Description: *Leprechauns* are a species of *fey* closely related to *brownies*. They are humanoid in appearance and stand about 2' tall. This creature has a very long and pointed nose, bushy eyebrows, unkempt hair, and has long limbs and slender fingers. Where *brownies* are shy and reclusive, *leprechauns* are outgoing and boisterous; they are almost always laughing, and their giggles can often be heard even if they are invisible. They wield simple weapons cut down to their size, and they wear homespun clothing, favoring hats and suits of emerald green.

Leprechauns are incorrigible pranksters, and they love playing tricks on *humanoids*. They love it so much that they intentionally build hidden lairs close to *humanoid* communities so they can plague them. They aren't malicious, and they rarely intend their tricks to harm anybody, but they consider it their purpose in life to use a person's flaws in perception or character to poke fun at them. *Leprechauns* commonly take advantage of their *fey* magical abilities to steal items and lead people on merry chases, to use illusions of treasure to lure the greedy into compromising positions, and to incite fights among companions. *Leprechauns* think such jokes are hilarious when they happen to others, but they become angry when they are the targets of pranks.

Leprechauns understand the value of money and frequently trade with *gnomes*. Some of these creatures are excellent crafters of home goods, and many gather mushrooms or nuts to trade for the things they need. Their homes tend to be small cottages, comfortable but very well hidden.

Leucrotta

Primary Trait: 6 HD *beast*, rank 7

Secondary Traits: *many-footed*

Hit Points: 33 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 13, Dex 9, Con 13, Int 5, Wis 9, Cha 13

Natural Attacks: bite (primary): +7/1d6+1 + *charge* (see below)

2 hooves (secondary): +5/1d6+1

Defenses: AC 15, Dodge 15, Toughness 17, Poise 11

Movement: walk 75'; run 150'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

infravision: factored into senses

kick: during its movement, as a free action creature may make a kick attack against any target if it is not the target of creature's primary attack. Attack is +5 vs. AC/1d6+1 damage. Attack does not end the creature's turn

Skills: Perform 1; Stealth 1

Proficiencies: none

Languages: none, but can mimic what it hears

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arid, mountains, underground

Treasure Type: F, O

Short Description: A quadrupedal mountain *beast* with the uncanny ability to mimic speech

Long Description: *Leucrottas* are quadrupedal *beasts* that live in dry and rocky areas. They are the male counterparts to *lamias*, and the two come together to mate; however, *lamias* find *leucrottas* disgusting, and *leucrottas* resent *lamias*' superior intelligence, so they spend as little time together as possible. A *leucrotta* is a hoofed animal with the legs of a moose; it stands about 6' tall at the shoulder. Its head and body are more akin to a badger, however, with a pointed snout, sharp teeth, and short fur with black and white stripes. They have a thin ropy tail.

Leucrottas are good at hiding their massive bodies, and they are solitary carnivores that hunt by ambushing prey. They supplement this tactic through mimicry; this creature has an uncanny ability to remember sounds it has heard, and its tongue and voice box are uniquely suited to duplicate these noises. They can even duplicate speech, although they do not understand language, but they are clever enough to know that calls for help are likely to bring prey close. They are not particularly agile climbers, but they are quite fleet of foot in open ground.

Leucrottas can kick powerfully with their hind legs, a tactic they commonly use when retreating or when charging past a foe.

Lich

Primary Trait: 15 HD *undead* + *wizard* (1), rank 17

Secondary Traits: *evil*

Hit Points: 103 **Initiative:** +0 **Morale Modifier:** +5

Ability Scores: Str 10, Dex 10, Con 16, Int 18, Wis 13, Cha 10

Natural Attacks: fist (primary): +7/2d10 magical + *paralyzing touch* (see below)

Defenses:	AC 21, Dodge 18, Toughness 23, Poise 22
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	lifesense 60', normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>damage resistance (magical)</i> : reduce non-magical damage by 20 hp <i>horrifying visage</i> : at the start of their turn, attack all targets within 60' that can see the creature, +8 vs. Poise/ <i>afraid</i> <i>paralyzing touch</i> : on a claw hit, +9 vs. Toughness/ <i>paralyzed</i> <i>spellcaster x2</i> : creature casts spells as a 12 th level Elf. Creature casts spells as a 1 st level Magic-user (1) <i>arcane surge</i> : as a Magic-user <i>undead immunities</i> : immune to <i>bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions
Skills:	Intimidate 1, Knowledge 2
Proficiencies:	none
Languages:	Common (fluent), Magic (fluent), Draconic (fluent)
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	A, B, C, D, E, H, I, J, K, L, M, P, Q
Short Description:	<i>Undead</i> wizards with skeletal bodies but still casting formidable spells
Long Description:	<p>A <i>lich</i> appears as the animated corpse of a spellcasting <i>humanoid</i>. Its remains are skeletal; only a few desiccated shreds of skin remain, although vain creatures may take care to preserve their hair. Their faces are almost always gone, but pinpricks of red light can be seen within their eye sockets. They wear clothing, especially finery of the sort worn by the rich and powerful, but they are not as modest as they were in life, and sometimes intentionally reveal a great deal of their bony bodies for its intimidating effects. Additionally, <i>liches</i> frequently perform no maintenance on their garments, and their clothes may be as tattered as they are. They will sometimes wear jewelry, particularly if it is magic.</p> <p><i>Liches</i> were Arcane spellcasters in life who performed dark rituals to preserve their existence in unlife indefinitely. They may have done this because they feared death and torment in the afterlife linked to wicked acts they performed</p>

while living, and as a result most *liches* are evil; some of these creatures may have undergone the transformation because they had important magical research they wanted to continue, however, and these creatures may be unaligned. They all have retained the ability to cast spells, although they still must study spellbooks every day; the *undead* do not sleep, but they must nevertheless rest to prepare their minds for the casting of spells. *Liches* are very intelligent and invested in keeping themselves safe from violence, the only way they can die. They will prepare elaborate defenses, both magical and mundane, to fend off invaders, and they may employ or intimidate living creatures to serve as guardians. Many also use magic to create *undead* or *construct* servants.

Liches are often many centuries removed from living a normal existence, and they may forget the niceties of social interaction. Even non-evil *liches* are likely to attack first and ask questions later – paranoia is a common side effect of the rituals that gave them unlife.

<i>Lizard, Fire</i>					
Primary Trait:	10 HD <i>beast</i> , rank 11				
Secondary Traits:	<i>heat-native, many-footed</i>				
Hit Points:	55	Initiative:	-1	Morale Modifier:	+1
Ability Scores:	Str 16, Dex 7, Con 13, Int 3, Wis 9, Cha 9				
Natural Attacks:	bite (primary): +12/1d10+2 + <i>charge</i> (see below)				
	2 claws (secondary): +10/1d8+2				
Defenses:	AC 18, Dodge 17, Toughness 21, Poise 11				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<p><i>breath weapon</i>: as a standard action, attack all targets in a 40' wide, 40' long cone of fire, +9 vs. Dodge/5d10 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1</p> <p><i>charge</i>: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn</p> <p><i>energy resistance (fire)</i>: halve damage of this type</p> <p><i>infravision</i>: factored into senses</p>				
Skills:	Feats of Might 1, Intuition 1				
Proficiencies:	none				
Languages:	none				

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arid, mountains, underground

Treasure Type: F, G, O

Short Description: A huge red pebbly-skinned reptile capable of breathing fire

Long Description: A *fire lizard* is an enormous quadrupedal reptile – from nose to tail it measures 30' long and may weigh ten tons. It has splay-footed legs and an enormous throat pouch which it inflates in displays of aggression. It has pebbly-scaled skin that is red speckled with black spots, and its eyes and mouth glow a dull red. These creatures have a spiny crest that starts at the bridge of their snout and carries down their back towards their tail; this frill makes *fire lizards* look a bit like *dragons*, and they are frequently called **false dragons**. However, they are not *dragons*; they cannot fly, and they are no cleverer than any other *beast*.

What a *fire lizard* can do is breathe fire. They prefer to live where it is very hot, either in arid climates or in volcanic mountainous regions. Sometimes they live deep underground, and their eyes are adapted to see well in the dark. They are solo hunters; they attempt to burn prey to a blackened husk before devouring it. They are very territorial and repel rivals from their hunting grounds. *Fire lizards* look slow and awkward, and they are fond of basking on hot rocks which makes them torpid, but they can move very quickly when they want to, and their charging attack is devastating.

A few of the scales of a *fire lizard* are larger and more lustrous than the rest, and these have value equivalent to semi-precious stones. Up to 2d6x10 gp worth of these **red opals** can be harvested from a *fire lizard's* corpse.

Lizard, Giant

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: *many-footed*

Hit Points: 17 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 13, Dex 9, Con 13, Int 2, Wis 8, Cha 8

Natural Attacks: bite (primary): +3/1d8+1

Defenses: AC 13, Dodge 12, Toughness 13, Poise 5

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision, scent 60'

Special Powers: *infravision*: factored into senses

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: tropical, underground

Treasure Type: F, O

Short Description: A large iguana-like reptile that lurks in jungles or caves

Long Description: A *giant lizard* is a species of quadrupedal reptile that lives in tropical forests, although some have adapted to life underground. A typical creature measures 12' from nose to tail and can weigh 500 pounds. It has alligator-like legs that jut out from its body, and while it appears slow and ungainly, these creatures are capable of rapid charges when hungry or threatened. The skin of these lizards is covered with fine lime-green scales, although those individuals that live underground take on a mottled light gray coloration. Their head is like that of an iguana, with large lips covering short sharp teeth, and frilled crests above their skulls and wattles hanging below their throats.

Giant lizards will eat many sorts of plants and will dig for edible roots, but their spade-like claws are also well adapted for digging in crocodile nests for eggs. They can also climb reasonably well and will frequently venture into trees looking for bird eggs. However, most of this creature's diet consists of meat. *Giant lizards* often form groups of up to a dozen and will hunt in cooperative packs, surrounding larger prey and wearing them down by coordinated attacks. They give birth to their young live, and the mother will painstakingly excavate a lair to defend her young for the first six months of their lives while her mate brings them food.

The flesh of *giant lizards* is a delicacy to many species in the tropics, and as a result they have been hunted almost to extinction close to settled areas.

Lizard, Minotaur

Primary Trait: 8 HD *animal*, rank 8

Secondary Traits: *many-footed*

Hit Points: 44 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 18, Dex 9, Con 13, Int 2, Wis 9, Cha 11

Natural Attacks: bite (primary): +8/1d8+3

2 claws (secondary): +6/1d6+3 + *rend* (see below)

Defenses: AC 16, Dodge 17, Toughness 17, Poise 8

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus:* factored into ability scores
rend: if both claw attacks hit in the same round, double both hits' damage

Skills: Intuition 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: arid, mountains

Treasure Type: F, O

Short Description: Bull-horned enormous desert lizard known for its fearsome claws

Long Description: *Minotaur lizards* are huge quadrupedal reptiles that are native to desert climates. An adult of the species measures 20' from nose to tail and may weigh four tons. Their hides are scaly and range in color from brick red to pale yellow; a few are leucistic and are a dead white. This creature is named for the short horn-like growths that jut from the sides of their heads and then curve forwards; these are used in mating and dominance competitions and are not employed when attacking. They have long snouts with flaring nostrils, and their tails are exceptionally wide and massive.

Minotaur lizards are solitary ambush predators. Their favored tactic is to dig a hollow in sand or gravel and then use their tails to cover themselves, leaving only their nostrils exposed. They have excellent senses of smell, and when prey approach they leap to the attack. While they mostly travel on four feet, their forward claws are well developed for ripping and tearing; a *minotaur lizard* charges on its hind legs with its foreclaws at the ready. These monsters are territorial and will attack anything entering their territory.

Minotaur lizards lay their eggs near water, buried in sand or gravel. They then leave their eggs hidden. If they survive to hatching, the young dig out of the ground and instinctively run for the water. Local predators and scavengers are aware of the egg-hatching cycle and eat many of the young before they can reach the safety of the vegetation at the water's edge.

Lizard, Subterranean

Primary Trait: 5 HD *animal*, rank 5

Secondary Traits: *many-footed*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** -3

Ability Scores: Str 16, Dex 9, Con 13, Int 2, Wis 7, Cha 8

Natural Attacks: bite (primary): +5/1d10+2 + *grab* (see below)

Defenses:	AC 15, Dodge 14, Toughness 15, Poise 6
Movement:	walk 45'; run 90'; swim 15'; climb 15'
Senses:	infravision 60', low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>grab</i> : any bite hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>infravision</i> : factored into senses
Skills:	Intuition 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (fungus), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F
Short Description:	Plodding, docile giant reptiles commonly used as underground beasts of burden
Long Description:	<p><i>Subterranean lizards</i> are quadrupedal reptiles well adapted to life deep underground, never seeing the light of day. They measure 15' from nose to tail but are low to the ground and very broad of back; a typical adult weighs 4000 pounds. Their legs are short, and their toes have no claws but are instead cushioned with layers of callus that has the consistency of hoof material. Their mouths are broad, and they have long purple tongues. <i>Subterranean lizards</i> have dark grey scales, although some have light gray striping. Their tails are relatively short. The eyes of these creatures are dull and placid, as they are typically domesticated.</p> <p><i>Subterranean lizards</i> are often used by underground <i>humanoid</i> species as beasts of burden. They are quite strong and can carry the same burden that ten humans could carry. Their drovers attach networks of straps and cables to them to allow the securing of bales and bundles on their backs; many of these creatures have their tails docked to facilitate their movement. They are not quick-witted and will often stare stupidly at nothing when idle; they will lie down if they are not constantly goaded into movement. Drovers of <i>subterranean lizards</i> must be careful, because their charges can become irritable when prodded too hard, and once one bites, it does not readily let go.</p> <p><i>Subterranean lizards</i> eat fungus, and they are constantly hungry. Left to its own devices, this lizard will wander off to look for stands of fungal matter to browse upon. Many forms of fungus that are poisonous to eat for most creatures are perfectly safe for <i>subterranean lizards</i>.</p>

Lizard Folk

Primary Trait:	2 HD <i>humanoid</i> , rank 2				
Secondary Traits:	<i>amphibious, barbaric, warcrafter</i>				
Hit Points:	11	Initiative:	-1	Morale Modifier:	+0

Ability Scores: Str 14, Dex 7, Con 13, Int 9, Wis 10, Cha 10

Natural Attacks: fist (primary): -2/1d2+1

OR weapon (primary): +2/weapon+1

Defenses: AC 12, Dodge 9, Toughness 12, Poise 6

Movement: walk 45'; run 90'; swim 60'; climb 15'

Senses: normal hearing, normal vision

Special Powers: *amphibious*: factored into metabolism and movement

warcrafter: factored into proficiencies

Skills: Hearing 1, Woodcraft 1

Proficiencies: *cheap* weapons and spears, light helms, shields, and armor up to AC 12

Languages: Lizard People (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air and water)

Climate: temperate, tropical, lakes and rivers

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Tall, genderless lizard-headed *humanoids* at home on land and in water

Long Description: *Lizard folk* are scaled reptilian *humanoids* who live in all climes except for those cold enough to snow. They are taller than humans, usually reaching 7' tall with much of that height in their long, skinny legs. Their upper bodies are muscular, and their shoulders are broad. Each *lizard folk* (also known as lizard people, or lizard kind) has a thin crest running from the top of their skull to the base of their spine; subtle variations in the patterns of this marking distinguish clan groupings to perceptive observers. They have a mostly human-shaped face with only a slight protrusion of the muzzle; their teeth are small and varied in shape. They have gills that fold up inside neck receptacles when they are breathing air, but which unfold into largely external structures when they are under water. They have a tail that is long enough to drag on the ground, but it is largely vestigial. These creatures have vocal cords and a language, but they cannot speak any louder than a soft hiss; they have no means of making louder vocal sounds, and they frequently carry noisemaking devices to alert each other across distances. The skin of these creatures is brownish-green and scaled. They

do not wear clothing, but they wear straps and harnesses and even packs to carry goods. They rarely wear armor, but many use shields and weapons such as spears.

Lizard folk prefer to make their homes in places where they have access to both open fresh water and dry land. They commonly dwell in villages with up to 200 adults, generally only assembling into larger groups during times of war. They are organized at the clan level, where extended family relationships are the most important social bond. These creatures are hunters and fisherfolk, and they also craft goods made from forest and wetlands habitats. They tend to be shy and xenophobic, but some communities have established a sufficiently trusting relationship with their neighbors that they can engage in trade; they particularly value forged steel, which *lizard folk* have displayed no skill at making. They are omnivorous and will eat most of the same foods that humans do, although their diet is more dependent on fish. Despite unfortunate rumors, these creatures are not usually cannibals or eaters of other *humanoids*, but certainly exceptions exist. They can swim more quickly than they can walk on open ground, but they nevertheless make and use canoes and coracles for use in navigating treacherous waters or for transporting goods that must stay dry.

Lizard folk have attributes of both genders; they can lay and fertilize an egg all by themselves. Eggs are the size of a cantaloupe and are carried in a sling close to the parent's body for months (*lizard folk* are warm blooded) before hatching into an infant. There are tales of some of these creatures who go through a ritual to abandon their female sexual characteristics and acquire only male attributes; these **lizard kings** are aggressive and fearsome foes in battle. This implies there may also be **lizard queens**, but no records of such creatures exist.

Locathah

Primary Trait:	2 HD <i>humanoid</i> , rank 2				
Secondary Traits:	<i>aquatic-native, barbaric, warcrafter, water-breathing</i>				
Hit Points:	11	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 12, Dex 9, Con 14, Int 8, Wis 9, Cha 10				
Natural Attacks:	fist (primary): -3/1d2 OR weapon (primary): +1/weapon				
Defenses:	AC 11, Dodge 10, Toughness 11, Poise 7				
Movement:	swim 75'; dart 150'; walk 15'; climb 15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>javelin master</i> : creature may make two javelin ranged attacks with a single standard action, and may use javelins underwater without penalty				

warcrafter: factored into proficiencies

Skills: Hearing 1, Seacraft 1

Proficiencies: *cheap* weapons and spears and javelins, light helms, shields, and armor up to AC 12

Languages: Merfolk (working)

Metabolism: eats (omnivore), sleeps, breathes (water)

Climate: ocean

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Fish-like *humanoids* dwelling in the deepest parts of the ocean

Long Description: *Locathah* are *humanoids* living in ocean trenches and other deep places unlit by the sun. Their legs are poorly developed for supporting their weight, and in the rare situations where they emerge from the water, they can only shuffle slowly about; however, every joint of their arms and legs is fitted with finned surfaces, and their hands and feet are webbed, allowing them to swim rapidly. The head of this creature is fish-like and resembles a bass, with a broad mouth whose upper lip bows upward and eyes that look equal parts to the sides as well as forward. They have no neck, and where their heads join to their torso, they have florid sets of gills. Their backs are speckled dark gray, shading to white at their bellies. *Locathah* have clever fingers for manipulating tools. They often wear garments made by weaving seaweed fibers into robes and smocks, but elite individuals have trained colorful rays and remoras to cover their bodies. They also make armor out of sharkskin and crab-chitin, and they wield weapons, particularly the javelin which they use underwater with great proficiency.

Locathah have mastered the domestication of fish, and selective breeding has given them many useful species to work with – in particular, phosphorescent fish which they have trained to turn their darkened cities into glimmering fairylands. They tend to congregate in large communities for mutual defense, and their cities may number in the thousands of individuals. They train oysters and corals to build the structures they dwell in, and their cities are protected by a bubble-like dome made of domesticated jellyfish that are conditioned to open a path when certain tones are blown on flutes. *Locathah* eat fish as well as many underwater seaweeds and other creatures, but they are very selective about what kind of fish is eaten, and they are as horrified by surface-worlders' indiscriminate fish-catching as humans would be by eating household pets.

Locathah are ruled by their elders, and some of them can live for centuries, although there is a tendency for the **fish folk** to go blind after their first hundred years. Their societies seek to trade peacefully, with *tritons* being their most frequent partners; *locathah* can thrive in the deepest parts of the ocean where

other species cannot, and these creatures sometimes mine or farm in those places to obtain trading goods. They prize pearls above all other jewels.

Lurker Above

Primary Trait: 10 HD *aberration*, rank 11

Secondary Traits: *apodal*

Hit Points: 45 **Initiative:** +2 **Morale Modifier:** +4

Ability Scores: Str 18, Dex 16, Con 10, Int 3, Wis 11, Cha 9

Natural Attacks: slam (primary): +9/1d12+3 + *envelop* + *crush* (see below)

Defenses: AC 20, Dodge 18, Toughness 16, Poise 15

Movement: fly 45'; dart 90'; walk 30'; swim 15'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *crush*: targets that start their turn *ensnared* by the creature automatically take slam attack damage

envelop: instead of dealing damage, slam attack *ensnares* target. While a target is *ensnared*, damage taken by creature is evenly divided between creature and any *enveloped* targets. Multiple creatures can be *enveloped*, and the slam attack can still be used against *enveloped* targets

fly: factored into movement

gestalt senses: factored into senses

mimicry: for the purpose of making skill checks to imitate the ceiling in its immediate area, the creature has an effective Charisma score of 18

tremorsense: factored into senses

Skills: Feats of Might 1; Perform 1; Stealth 1; Stonecraft 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: F, O

Short Description: Flying manta-like creature that mimics ceilings so it can drop on and crush prey

Long Description: A *lurker above* is a strange predator that lives in caves and dark ruins. It has a flat, flexible body that is basically square in shape, 15'x15' but only one foot thick. This creature weighs up to eight tons, but it can fly using an inherent

levitation ability; in flight it resembles a manta ray swimming. It has a short stubby tail and bilateral symmetry, but it has no mouth or limbs. Instead, the *lurker above* is covered on both sides by sensitive cilia several inches long, interspersed with eyespots that can see in the dark. The cilia on the top side are specialized for clinging to any surface, allowing the creature to adhere to a ceiling or roof. The cilia on the bottom have chromatophores like an octopus: they can change color and even consistency to exactly mimic the surface the top side of the creature is clinging to. Therefore, this creature can fly up to a ceiling and adhere there, then camouflage its bottom side to exactly mimic the surface they are occupying.

Lurkers above are solitary ambush predators. They hunt by lying in wait above well-traveled paths and then drop on creatures. The entire body of the creature is one solid muscle, and they can curl around one or more victims to crush them within their folds. Once prey is dead, this creature sinks its cilia into the corpse and drains it of vascular fluids. The husks are then discarded along with any possessions.

Clearly, *lurkers above* are related to their larger cousins, *trappers*, but the exact nature of the link between the two species is unclear. What is certain is that both creatures hate each other and will attack each other at the first opportunity.

Manticore

Primary Trait: 11 HD *beast*, rank 12

Secondary Traits: *many-footed, winged*

Hit Points: 39 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 18, Dex 10, Con 13, Int 7, Wis 11, Cha 10

Natural Attacks: bite (primary): +14/1d12+3

2 claws (secondary): +12/1d8+3

Defenses: AC 18, Dodge 19, Toughness 23, Poise 14

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

fly: factored into movement

infravision: factored into senses

smart: factored into ability scores

spine attack: as a standard action, make 2 ranged attacks, 20/40/60, +11 vs. Dodge/1d10

Skills: Feats of Might 1, Intimidate 1, Intuition 1

Proficiencies: none

Languages: Common (working)

Metabolism: eats (meat), sleeps, breathes (air)

Climate: mountains, underground

Treasure Type: I, J, K, O

Short Description: Human-headed, lion-bodied, bat-winged monster with a spiky tail

Long Description: *Manticores* are enormous, winged *beasts* that haunt high mountain passes or deep underground caves. Their bodies are leonine with sharp claws and tawny fur, but they stand 8' tall at the shoulder. They have a pair of bat wings with a span of 25' sprouting from just behind their shoulders. They have a lion's mane but the face of a huge, fanged human, including a tongue capable of speech. Their tail is long and ropy like that of a lion, but instead of ending in a tuft of fur, it erupts into a cluster of iron spikes which it can shoot at opponents as a ranged attack. *Manticores* weigh ten tons.

Manticores are intelligent predators and scavengers. They are capable of communication, and they often use their rudimentary language skills to attempt to extort valuables out of sentient species. They value treasure highly and like to hoard it for seemingly no reason other than greed; they certainly would never part with precious objects to trade. It has been speculated that these creatures may have a draconic component to their heritage for this reason, especially with their bat-like wings considered, but they lack a breath weapon or any other draconic features. *Manticores* usually operate solo, although a mated pair may hunt as a unit, and exceptionally charismatic individuals may convince a small group of creatures to band together for a time.

Manticores can see perfectly well in the dark and may take up residence in deep cave systems; in this case, the language that they know is likely to be Undercommon instead of Common.

Margoyle

Primary Trait: 8 HD *beast*, rank 9

Secondary Traits: *winged*

Hit Points: 60 **Initiative:** -2 **Morale Modifier:** +2

Ability Scores: Str 16, Dex 5, Con 18, Int 5, Wis 9, Cha 10

Natural Attacks: bite (primary): +10/1d8+2 magical

	2 claws (secondary): +8/1d6+2 magical
Defenses:	AC 17, Dodge 15, Toughness 22, Poise 10
Movement:	fly 45'; swoop 90'; walk 45'; swim 15'
Senses:	infravision 60', low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>damage resistance (magical)</i> : reduce non-magical damage by 10 hp <i>fly</i> : factored into movement <i>infravision</i> : factored into senses <i>smart</i> : factored into ability scores
Skills:	Feats of Might 1, Stonecraft 1
Proficiencies:	none
Languages:	Common (halting)
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F, O
Short Description:	Appears as a statue roughly hewn from stone, but it is animate and alive
Long Description:	<p><i>Margoyles</i> look like the statues of winged demons that are sometimes carved on the roofs of temples to fend off evil spirits, and they may be the result of divine animation of statuary, although the secret of creating these creatures has been forgotten. Their skin's surface looks like it has been chipped out of a block of stone, but their flesh, while dense, is not actually stony. They are bipedal and have two arms ending in long claws, and they also have two large bat wings jutting from between their shoulder blades. This creature also has a 3' long tail ending in a barb, although this is not prehensile. The <i>margoyle</i> also has a fanged mouth and a single horn jutting from its forehead; it is slightly shorter than a <i>gargoyle</i> but much broader.</p> <p><i>Margoyles</i> have no reproductive cycle. They are difficult to kill because their inherently magical nature makes them resistant to damage from all but enchanted weapons. They know this, and they attack even large and well-defended settlements fearlessly. They care nothing for treasure but are voracious eaters; these creatures are always hungry for the flesh of living beings. <i>Margoyles</i> often lead <i>gargoyle</i> squadrons, in part because they are tougher and meaner, but also because they are more cunning. They speak Common after a fashion, but they are not interested in communicating to trade or negotiate.</p>

The Four-Armed Margoye of Attapoor is a legendary creature that was encountered by Sanjar the Eloquent, a folk hero. Sanjar tricked the creature into arm-wrestling itself to see which arm was the strongest, and then removed its stone horn while it was occupied; the horn is alleged to have magical properties. The tales of Sanjar are highly fanciful and may only be entertaining lies.

Marid

Primary Trait:	9 HD <i>elemental</i> , rank 10				
Secondary Traits:	<i>amphibious, evil, water type</i>				
Hit Points:	50	Initiative:	+1	Morale Modifier:	+2

Ability Scores: Str 14, Dex 13, Con 13, Int 13, Wis 10, Cha 11

Natural Attacks: fist (primary): +6/2d8+1, range 10'
OR weapon (primary): +6/giant-sized weapon+1, range 10'

Defenses: AC 18, Dodge 20, Toughness 20, Poise 15

Movement: swim 60'; dart 120'; walk 60'; climb 15'

Senses: infravision 60', normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

elemental type (water):

- *amphibious*: factored into metabolism and movement
- *blast (water)*: as a standard action, attack all targets in a 5'x30' line, +5 vs. Toughness/2d8 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20+1
- *vortex*: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d8 hp damage, is moved 5' in a direction determined by the creature, and is knocked *prone*

scent: factored into senses

spellcaster: caster level 9, 9 castings per day:

- *minor illusion*, no more than 3/day;
- *invisibility*, no more than 3/day;
- *water breathing*, no more than 2/day;
- *create sustenance*, no more than 2/day;
- *wall of force*, no more than 1/day;
- *righteous might*, no more than 1/day

summon swarm: as a standard action, summon 3 *piranha swarms* that appear and can act immediately

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct (Compulsion of the Lamp):* in exchange for the freedom of their entire people, some members of geniekind must serve the holders of magic lamps

default exception (infravision): factored into senses

Skills: Knowledge 1, Seacraft 1

Proficiencies: all weapons

Languages: Elemental (fluent)

Metabolism: eats (elemental air)

Climate: not native to Uroth

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: A free-willed water *elemental* often found captive inside a lamp

Long Description: *Marids* are *elementals*, but they appear as 10' tall giants with blue-green skin and jade green eyes. However, below the waist their bodies transition into cascades of foaming water that continuously push against the ground below; when these creatures walk, these torrents split into two leg-like extrusions, but when they swim, they generate a cloudlike mass of bubbles behind them. They prefer to wear fine garments trimmed with precious stones and threads of silver and gold. They have luxurious sea-green flowing hair that they are very proud of, and which they frequently adorn with expensive combs.

When the Prime Material Plane's construction was completed, and the service of the four elements was no longer required by the deities, the *elementals* were still bound to duty – deprived of free will but without purpose. The *marids* were the wisest of the water *elementals* who made a bargain with some of the deities: if their people would be freed, a few *marids* would submit to service to mortals, bound to obey those who hold a magic lamp that serves as their prison. Those chained to a lamp must serve for one thousand years and a year, at which time their captivity will end... but another *marid* must take their place.

The ruler of *marids* is the Raja of the Fountain Palace, but it is said that the Raja has been absent for ages, his location unknown. In his place, the Vizier of *Marids* has taken charge, and has allied his people with the forces of evil. Most *marids* support this act willingly, but there are whispers that a few would secretly prefer to ally themselves with good, and they wait for the day when their Raja will return to set their society to rights.

Medusa

Primary Trait: 3 HD *aberration*, rank 4

Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	14	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 13				
Natural Attacks:	snakes (primary): +2/1d6 + <i>poisoned</i> OR weapon (primary): +2/weapon				
Defenses:	AC 13, Dodge 11, Toughness 10, Poise 15				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>petrifying visage</i> : at the start of their turn, attack all targets within 60' that can see the creature, +2 vs. Dodge/ <i>petrified</i> <i>poison touch</i> : on snakes hit, <i>poisoned</i> with <i>medusa</i> poison: +4T, onset 2d6 hp or 1d6 hp, interval 4 hours, recovery 15, attack 1d6 hp or 1 hp <i>warcrafter</i> : factored into proficiencies				
Skills:	Seeing 1, Stealth 1				
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12				
Languages:	none				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, underground				
Treasure Type:	B, C, D, E, I, J, K, L, M, O, P				
Short Description:	Appears as a beautiful human woman with glowing eyes and snakes for hair				
Long Description:	<p><i>Medusas</i> are <i>aberrations</i> whose anatomy largely resembles that of a human woman in size and shape. Their faces are always beautiful, but the irises of their eyes are blood red in color and glow in the dark. Instead of having hair on their heads, they have up to 100 slender 2' long snakes growing out of their scalp. These snakes are scaly and green even though the rest of the creature's skin is smooth and human in appearance; the bite of the snakes is poisonous. <i>Medusas</i> prefer to wear garments suitable for the warm-weather climes they usually inhabit, and they sometimes cover their snakelike hair in hijabs and snoods, although they cannot entirely calm their snakes from reflexively squirming. They have also been known to wear armor and wield weapons.</p> <p>The origins of <i>medusas</i> are unknown, but some believe that the first such creature offended a deity and was cursed with her form; others hold that her transformation was just punishment for cruel and wicked acts. They are not inherently evil, but they are commonly treated as villains, so they are likely to</p>				

react hostilely to unexpected encounters. The most powerful weapon a *medusa* has is her ability to turn to stone any creature that looks at her; her snakes' venomous bite is also effective. Interestingly, her venom has the property of turning stone to flesh and can un-petrify her victims, something she may do to recover valuables from the bodies of those she has turned to stone. *Medusas* eat the same kinds of foods humans do and are not known for eating flesh created by their venom, whether from a victim or otherwise.

Medusas are always women. They can reproduce by mating with a human male; the resulting child is always an infant *medusa*. They can live for hundreds of years without visibly aging.

Mephit, Fire

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *evil, heat-native, winged*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 10, Dex 13, Con 11, Int 8, Wis 13, Cha 11

Natural Attacks: bite (primary): +3/1d6

2 claws (secondary): +1/1d6

Defenses: AC 15, Dodge 16, Toughness 13, Poise 14

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *breath weapon:* as a standard action, attack all targets in a 5'x30' line of fire, +4 vs. Dodge/3d4 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20

fly: factored into movement

immunity (fire): take no damage from fire attacks

spellcaster: caster level 3, 3 castings per day:

- *minor illusion*, no more than 3/day;
- *light*, no more than 3/day;
- *scorching ray*, no more than 3/day

Weaknesses: *ability score penalty:* factored into ability scores

energy vulnerability (cold): add half again as much damage of this type

Skills: Deceive 1, Shenanigans 1, Stealth 1

Proficiencies: none

Languages: Elemental (working)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, E, I, J, K, L, M, O, P

Short Description: A small bat-winged imp with bright red skin and a mouth glowing like coals

Long Description: A *fire mephit* is a 3' tall bipedal *extraplanar* creature that has taken up residence on the Plane of Elemental Fire. It has two arms with three-fingered clawed hands, and a pair of bat wings sprouting from its shoulder blades. It also has an expressive tail with a vestigial barb at the end. Its face is elongated with a long and pointed chin, a slender pointed nose, and ears that come to sharp points at the top. The skin of a *fire mephit* is bright red, and their eyes and mouth glow red as well. They do not wear clothing or use tools or weapons.

Mephits are part of the incursion of evil into the elemental planes. With the permission of important powers of Elemental Fire, *fire mephits* have emigrated and made homes on that plane. They act at the behest of both demons and devils (they are neutral with respect to the Everwar) and serve as their eyes and ears in the elemental planes. They are profoundly lazy and do not build or craft; they live in groups of up to a dozen individuals, preferring to dwell where fires are hottest, but close to places where they can gather or hunt for food. Sometimes they are given assignments to perform tasks such as to guard an object.

Fire mephits attack by breathing a thin stream of fire, and they also have limited spellcasting ability. They only reluctantly join into melee combat, and cowardly mephits will flee when faced with significant danger.

Mephit, Ice

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *cold-native, evil, winged*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 10, Dex 13, Con 11, Int 8, Wis 13, Cha 11

Natural Attacks: bite (primary): +3/1d6

2 claws (secondary): +1/1d6

Defenses: AC 15, Dodge 16, Toughness 13, Poise 14

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *breath weapon:* as a standard action, attack all targets in a 20'x20' cloud of cold, +4 vs. Dodge/3d4 hp cold, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20

fly: factored into movement

immunity (cold): take no damage from cold attacks

spellcaster: caster level 3, 3 castings per day:

- *minor illusion*, no more than 3/day;
- *shield*, no more than 3/day;
- *polar vortex*, no more than 3/day

Weaknesses: *ability score penalty:* factored into ability scores

energy vulnerability (fire): add half again as much damage of this type

Skills: Deceive 1, Shenanigans 1, Stealth 1

Proficiencies: none

Languages: Elemental (working)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, E, I, J, K, L, M, O, P

Short Description: a small bat-winged imp seemingly carved out of a single block of ice

Long Description: An *ice mephit* is a 3' tall bipedal *extraplanar* creature that has taken up residence on the Plane of Elemental Water. It has two arms with three-fingered clawed hands, and a pair of bat wings sprouting from its shoulder blades. It has a stubby tail. Its face is elongated with a long and pointed chin, a slender pointed nose, and ears that come to sharp points at the top. The skin of an *ice mephit* is bluish white and slightly reflective; it appears to have been carved crudely from ice, with its texture a mosaic of crystalline planes. They do not wear clothing or use tools or weapons.

Mephits are part of the incursion of evil into the elemental planes. With the permission of important powers of Elemental Water, *ice mephits* have emigrated and made homes on that plane. They act at the behest of both demons and devils (they are neutral with respect to the Everwar) and serve as their eyes and ears in the elemental planes. They are profoundly lazy and do not build or craft; they live in groups of up to a dozen individuals, preferring to dwell where water has frozen into solid form, but close to places where they can gather or hunt for food. Sometimes they are given assignments to perform tasks such as to guard an object.

Ice mephits attack by breathing a cloud of freezing fog, and they also have limited spellcasting ability. They only reluctantly join into melee combat, and cowardly mephits will flee when faced with significant danger.

Mephit, Lava

Primary Trait:	3 HD <i>extraplanar</i> , rank 5				
Secondary Traits:	<i>evil, heat-native, winged</i>				
Hit Points:	14	Initiative:	+1	Morale Modifier:	-2
Ability Scores:	Str 10, Dex 13, Con 11, Int 8, Wis 13, Cha 11				
Natural Attacks:	bite (primary): +3/1d6 2 claws (secondary): +1/1d6				
Defenses:	AC 15, Dodge 16, Toughness 13, Poise 14				
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>breath weapon</i> : as a standard action, attack all targets in a 10' radius ball of fire, range 70', +4 vs. Dodge/3d4 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20 <i>fly</i> : factored into movement <i>immunity (fire)</i> : take no damage from fire attacks <i>spellcaster</i> : caster level 3, 3 castings per day: <ul style="list-style-type: none">• <i>minor illusion</i>, no more than 3/day;• <i>magic missile</i>, no more than 3/day;• <i>shatter</i>, no more than 3/day				
Weaknesses:	<i>ability score penalty</i> : factored into ability scores <i>energy vulnerability (cold)</i> : add half again as much damage of this type				
Skills:	Deceive 1, Shenanigans 1, Stealth 1				
Proficiencies:	none				
Languages:	Elemental (working)				
Metabolism:	eats (omnivore), sleeps				
Climate:	not native to Uroth				
Treasure Type:	B, C, E, I, J, K, L, M, O, P				
Short Description:	A small bat-winged imp seemingly crudely sculpted from glowing magma				

Long Description: A *lava mephit* is a 3' tall bipedal *extraplanar* creature that has taken up residence on the Planes of Elemental Fire or Earth. It has two arms with three-fingered clawed hands, and a pair of bat wings sprouting from its shoulder blades. It only has a stub of a tail. Its face is elongated with a long and pointed chin, a slender pointed nose, and ears that come to sharp points at the top. The skin of a *lava mephit* glows a sullen red, and its surface consistency is blobby and blotchy, appearing as if it is formed from ever-changing flows of magma. They do not wear clothing or use tools or weapons.

Mephits are part of the incursion of evil into the elemental planes. With the permission of important powers of Elemental Fire and Earth, *lava mephits* have emigrated and made homes on those planes. They act at the behest of both demons and devils (they are neutral with respect to the Everwar) and serve as their eyes and ears in the elemental planes. They are profoundly lazy and do not build or craft; they live in groups of up to a dozen individuals, preferring to dwell where the earth is molten, but close to places where they can gather or hunt for food. Sometimes they are given assignments to perform tasks such as guarding an object.

Lava mephits attack by spitting out an explosive ball of ash, and they also have limited spellcasting ability. They only reluctantly join into melee combat, and cowardly mephits will flee when faced with significant danger.

Mephit, Mist

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *evil, winged*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 10, Dex 13, Con 11, Int 8, Wis 13, Cha 11

Natural Attacks: bite (primary): +3/1d6
2 claws (secondary): +1/1d6

Defenses: AC 15, Dodge 16, Toughness 13, Poise 14

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *amorphous*: can squeeze through narrow spaces

breath weapon: as a standard action, attack all targets in a 20'x20' cloud of poison, +4 vs. Toughness/*poisoned*, *nauseated* condition on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20

fly: factored into movement

spellcaster: caster level 3, 3 castings per day:

- *minor illusion*, no more than 3/day;
- *fog cloud*, no more than 3/day;
- *mirror image*, no more than 3/day

mist mephit poison: +2T, 1d6 hp + 1 Con or 1 hp, interval 4 hours, recovery 15, attack 1 Con or nothing

Weaknesses: *ability score penalty*: factored into ability scores

Skills: Deceive 1, Shenanigans 1, Stealth 1

Proficiencies: none

Languages: Elemental (working)

Metabolism: eats (omnivore), sleeps

Climate: not native to Uroth

Treasure Type: B, C, E, I, J, K, L, M, O, P

Short Description: A small bat-winged imp with pallid skin that seems to exude clumps of vapor

Long Description: A *mist mephit* is a 3' tall bipedal *extraplanar* creature that has taken up residence on the Plane of Elemental Air. It has two arms with three-fingered clawed hands, and a pair of bat wings sprouting from its shoulder blades. It has a slender naked tail like that of a rat. Its face is elongated with a long and pointed chin, a slender pointed nose, and ears that come to sharp points at the top. The skin of a *mist mephit* is chalky white, and it continuously oozes cool water vapor that seems to cloak it in wisps of cloud. They do not wear clothing or use tools or weapons.

Mephits are part of the incursion of evil into the elemental planes. With the permission of important powers of Elemental Air, *mist mephits* have emigrated and made homes on that plane. They act at the behest of both demons and devils (they are neutral with respect to the Everwar) and serve as their eyes and ears in the elemental planes. They are profoundly lazy and do not build or craft; they live in groups of up to a dozen individuals, preferring to dwell where they can hide in cloud formations, but close to places where they can gather or hunt for food. Sometimes they are given assignments to perform tasks such as to guard an object.

Mist mephits attack by breathing a noxious poisonous cloud, and they also have limited spellcasting ability. They only reluctantly join into melee combat, and cowardly mephits will flee when faced with significant danger.

Mephit, Smoke

Primary Trait:	3 HD <i>extraplanar</i> , rank 5				
Secondary Traits:	<i>evil, heat-native, winged</i>				
Hit Points:	14	Initiative:	+1	Morale Modifier:	-2
Ability Scores:	Str 10, Dex 13, Con 11, Int 8, Wis 13, Cha 11				
Natural Attacks:	bite (primary): +3/1d6 2 claws (secondary): +1/1d6				
Defenses:	AC 15, Dodge 16, Toughness 13, Poise 14				
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>breath weapon</i> : as a standard action, attack all targets in 20'x20' cloud of fire, +4 vs. Dodge/3d4 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20 <i>fly</i> : factored into movement <i>immunity (fire)</i> : take no damage from fire attacks <i>spellcaster</i> : caster level 3, 3 castings per day: <ul style="list-style-type: none">• <i>minor illusion</i>, no more than 3/day;• <i>sanctuary</i>, no more than 3/day;• <i>stinking cloud</i>, no more than 3/day				
Weaknesses:	<i>ability score penalty</i> : factored into ability scores <i>energy vulnerability (cold)</i> : add half again as much damage of this type				
Skills:	Deceive 1, Shenanigans 1, Stealth 1				
Proficiencies:	none				
Languages:	Elemental (working)				
Metabolism:	eats (omnivore), sleeps				
Climate:	not native to Uroth				
Treasure Type:	B, C, E, I, J, K, L, M, O, P				
Short Description:	a small bat-winged imp with charcoal skin that seems to exude curls of smoke				
Long Description:	<i>A smoke mephit</i> is a 3' tall bipedal <i>extraplanar</i> creature that has taken up residence on the Planes of Elemental Fire or Air. It has two arms with three-fingered clawed hands, and a pair of bat wings sprouting from its shoulder				

blades. It has a long whip-like tail. Its face is elongated with a long and pointed chin, a slender pointed nose, and ears that come to sharp points at the top. The skin of a *smoke mephit* is a matte charcoal in color, and it seems to spew dark vapors out of myriad pores which wreathes the creature in a veil of smoke. They do not wear clothing or use tools or weapons.

Mephits are part of the incursion of evil into the elemental planes. With the permission of important powers of Elemental Fire and Air, *smoke mephits* have emigrated and made homes on those planes. They act at the behest of both demons and devils (they are neutral with respect to the Everwar) and serve as their eyes and ears in the elemental planes. They are profoundly lazy and do not build or craft; they live in groups of up to a dozen individuals, preferring to dwell where they can hide in natural chimneys or vents, but close to places where they can gather or hunt for food. Sometimes they are given assignments to perform tasks such as guarding an object.

Smoke mephits attack by breathing a cloud of superheated ash, and they also have limited spellcasting ability. They only reluctantly join into melee combat, and cowardly mephits will flee when faced with significant danger.

Mephit, Steam

Primary Trait: 3 HD *extraplanar*, rank 5

Secondary Traits: *evil, heat-native, winged*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 10, Dex 13, Con 11, Int 8, Wis 13, Cha 11

Natural Attacks: bite (primary): +3/1d6

2 claws (secondary): +1/1d6

Defenses: AC 15, Dodge 16, Toughness 13, Poise 14

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *breath weapon:* as a standard action, attack all targets in a 25'x25' cone of fire, +4 vs. Dodge/3d4 hp fire, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20

fly: factored into movement

immunity (fire): take no damage from fire attacks

spellcaster: caster level 3, 3 castings per day:

- *minor illusion*, no more than 3/day;
- *shower of acid*, no more than 3/day;

- *invisibility*, no more than 3/day

Weaknesses:	<i>ability score penalty</i> : factored into ability scores <i>energy vulnerability (cold)</i> : add half again as much damage of this type
Skills:	Deceive 1, Shenanigans 1, Stealth 1
Proficiencies:	none
Languages:	Elemental (working)
Metabolism:	eats (omnivore), sleeps
Climate:	not native to Uroth
Treasure Type:	B, C, E, I, J, K, L, M, O, P

Short Description: a small bat-winged imp with cherry-red skin that seems to exude puffs of steam

Long Description: A *steam mephit* is a 3' tall bipedal *extraplanar* creature that has taken up residence on the Planes of Elemental Fire or Water. It has two arms with three-fingered clawed hands, and a pair of bat wings sprouting from its shoulder-blades. It only has a stub of a tail. Its face is elongated with a long and pointed chin, a slender pointed nose, and ears that come to sharp points at the top. The skin of a *steam mephit* is a light gray in color, and they continuously spew short jets of hot vapor from pores all over their bodies; this cloaks the creature in a thin sauna-like cloud. They do not wear clothing or use tools or weapons.

Mephits are part of the incursion of evil into the elemental planes. With the permission of important powers of Elemental Fire and Water, *steam mephits* have emigrated and made homes on those planes. They act at the behest of both demons and devils (they are neutral with respect to the Everwar) and serve as their eyes and ears in the elemental planes. They are profoundly lazy and do not build or craft; they live in groups of up to a dozen individuals, preferring to dwell in geysers or fumaroles, but close to places where they can gather or hunt for food. Sometimes they are given assignments to perform tasks such as guarding an object.

Steam mephits attack by breathing a cone of superheated steam, and they also have limited spellcasting ability. They only reluctantly join into melee combat, and cowardly mephits will flee when faced with significant danger.

<i>Mihstu</i>					
Primary Trait:	9 HD <i>elemental</i> , rank 10				
Secondary Traits:	<i>air type, evil</i>				
Hit Points:	50	Initiative:	+1	Morale Modifier:	+1

Ability Scores: Str 9, Dex 13, Con 13, Int 9, Wis 13, Cha 10

Natural Attacks:	2 tentacles (secondary): +3/2d6, range 10'
Defenses:	AC 18, Dodge 21, Toughness 19, Poise 14
Movement:	fly 60'; swoop 120'; walk 30'; swim 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<p><i>amorphous</i>: can squeeze through narrow spaces</p> <p><i>drain</i>: as a standard action, +6 vs. Toughness/drain 1d6 Dexterity + <i>fatigued</i>, drain 1 Dexterity on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1</p> <p><i>elemental type (air)</i>:</p> <ul style="list-style-type: none">• <i>fly</i> and <i>mobile (fly)</i>: factored into movement• <i>blast (air)</i>: as a standard action, attack all targets in a 5'x30' line, +5 vs. Toughness/2d8 hp. Recover at the beginning of a turn with a roll of at least a 10 on 1d20+1• <i>whirlwind</i>: as a standard action, all targets within 5' make opposed Feats of Might checks; for every 5 (or fraction thereof) it is missed by, target takes 1d8 hp damage, is moved 10' in a random direction, and is knocked prone <p><i>shocking touch</i>: as a standard action, make a touch attack, +8 vs. Dodge/2d8 hp lightning (3d8 hp lightning vs. metal), recover at the beginning of a turn with a roll of 10 on 1d20+1</p> <p><i>elemental immunities</i>: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p>
Weaknesses:	<i>energy vulnerability (fire)</i> : add half again as much damage of this type
Skills:	Feats of Agility 1, Seeing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (elemental air)
Climate:	not native to Uroth
Treasure Type:	O
Short Description:	A roiling cloud of white vapor with glowing eyespots and two sinuous tentacles
Long Description:	A <i>mihstu</i> is a native of the Plane of Elemental Air. It appears as a formless cloud of smoggy vapors about 15' feet across. Two green points of light glow from within its mass, marking the location of its eyes, but the creature's amorphous form means all its features can wander around its body. Two tornadic vortices

sprout from its vapor, terminating at sinuous points up to 10' away from it; these slender arms are prehensile and serve as tentacles. Greenish lightning seems to spark within its cloud. A *mihstu* has no mouth or any sensory features other than its eyes. It moves by flying, although it can slowly ooze along the ground or even create a mist-filled bubble if it needs to slowly move through water.

Mihstus are intelligent and are hostile to life not native to Elemental Air; they are aligned with evil, and they are allies of those elements of the *djinn* who would overthrow the Pasha. They can attack in a variety of ways; they can shoot blasts of air or form their bodies into a single whirling form that can fling enemies away. They can also use their tentacles to touch opponents, either shocking them with the green electricity that discharges within them, or sapping victims of their Dexterity. Finally, their tentacles can deliver powerful thrashing blows. *Mihstus* do not eat their victims (they are sustained by extracting nutrition from the air itself) but they are fond of posing their victims' corpses in disturbing and threatening ways.

Some *mihstus* are intelligent enough to learn to speak the language of *elementals*, and it is believed that they worship a sentient storm that lives deep in the Plane of Elemental Air. It is said that many valuable objects are permanently suspended in that being's updrafts, including an artifact sword of incredible power.

Mimic

Primary Trait: 7 HD *aberration*, rank 8

Secondary Traits: *amorphous*, *apodal*

Hit Points: 39 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 15, Dex 12, Con 14, Int 3, Wis 15, Cha 7

Natural Attacks: pseudopod (primary): +5/1d10+1 + *grab* (see below)

Defenses: AC 16, Dodge 16, Toughness 14, Poise 12

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *amorphous*: can squeeze through narrow spaces

grab: any pseudopod hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that pseudopod can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

shapechange x2: as a standard action, the creature can take on the form of any nonliving object the creature has encountered. The creature retains its hit points, its intelligence, and its Special Powers, and it resembles the object via

visual senses only. It may continue to partially resemble the object even when defending itself or moving around, spawning pseudopods as required.

sticky: when the creature is struck with a melee attack, the attacker must win an opposed Feats of Might check or the weapon is stuck. If the weapon was a natural weapon, attacker is *grappled*. Attempts to escape being *grappled* by the creature are made at a -2 penalty

Skills: Feats of Might 1, Perform 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: F, O

Short Description: An amorphous monster capable of perfectly imitating the form of any object

Long Description: *Mimics* are creatures capable of assuming the shape of any inanimate object. They weigh about one thousand pounds, but they can change their density (and therefore size) to resemble an object as small as a chest or as large as a shed. They are highly proficient at making their visual appearance exactly match objects they have previously encountered, and they can even alter textures to copy the feel of surfaces, but they have no ability to copy movement or odor; they only attempt to mimic objects that are not living creatures. When a *mimic* dies, it stops altering its form and relaxes into a smooth, striated mass of tawny protoplasm.

Mimics are solitary ambush predators. They are not very intelligent, but they have enough cunning to shape themselves into forms that creatures may find interesting, or at least innocuous. Once a potential victim approaches within striking distance, it changes its form only sufficiently to form pseudopods as necessary to lash out and attack; a *mimic* that lured in adventurers by resembling a rowboat may transform into a rowboat with a clutching serpentine tentacle. This creature exudes a natural glue-like substance that makes it easy to grapple prey. Once it has killed an animal, it forms toothy mouths and chews up the flesh for ready absorption.

Mimics reproduce asexually and lay eggs the size of golf balls. These hatch into tiny young that grow rapidly into their adult form. They do not care about treasure, but they are not intelligent enough to hide the traces of their previous victims, and they may therefore be found near abandoned valuable items.

Minotaur

Primary Trait:	6 HD <i>giant</i> , rank 7				
Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	33	Initiative:	+0	Morale Modifier:	+1
Ability Scores:	Str 16, Dex 11, Con 13, Int 9, Wis 15, Cha 9				
Natural Attacks:	ram (primary): +8/1d12+2 + <i>charge</i> (see below) fist (primary): +8/1d12+2 OR weapon (primary): +8/giant-sized weapon+2, range 10'				
Defenses:	AC 15, Dodge 13, Toughness 18, Poise 12				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>charge</i> : if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn <i>extra primary attack</i> : factored into natural attacks <i>condition resistance</i> : immune to the <i>confused</i> condition <i>warcrafter</i> : factored into proficiencies				
Weaknesses:	<i>default exception (throw rocks)</i> : factored into Special Powers				
Skills:	Feats of Might 1, Intuition 1				
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12				
Languages:	Giantish (fluent)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	mountains, underground				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Bull-headed <i>giant</i> commonly lairing in labyrinths				
Long Description:	<i>Minotaurs</i> are <i>giants</i> with heads that resemble those of bulls. They stand 9' tall and have hands and feet that are like those of humans in all ways except for scale. Their heads are bovine, with flaring nostrils on a blunt snout, wide-set eyes, and curved horns jutting from their skulls that flare out to 3' wide. They have extremely short hair covering their entire hides, and their pelts have as much variation in color and markings as do various breeds of cattle. They do not have tails. <i>Minotaurs</i> commonly wear clothing, particularly heavy boots, jerkins				

made of rough cloth, and they are fond of wearing cloaks, although their horns prevent the use of hoods or other headwear. They also employ giant-sized weapons, particularly large clubs, and they have been known to use shields.

It is believed that when the deities created *minotaurs*, they had a specific purpose for them in mind; the first individuals were set as guardians over labyrinths. The deities, it is said, have abandoned the *giants* and these creatures, but they still prefer to live in complicated warrens; they have excellent senses of direction and are immune to being muddled by either mundane or magical forms of confusion. They are not social *giants* and do not tend to live in large communities; solitary creatures or mated pairs are typical, although groups of *minotaurs* may come together for common defense or to achieve some objective. They emerge from their lairs to hunt for food, although especially cunning creatures build labyrinths that lure creatures in but do not readily permit escape, allowing the prey to come to them. These creatures understand the value of treasure and may seek to trade with intelligent creatures, but in general they do not have good social skills and may present an aggressive first impression. Indeed, *minotaurs* are famed for their tempers, and they rarely forget or forgive an insult.

Minotaurs can live for hundreds of years. They lack most *giants'* skill with throwing rocks, but they commonly use giant-sized darts instead.

Moreau

Primary Trait: 2 HD *humanoid*, rank 2

Secondary Traits: *barbaric*, *warcrafter*

Hit Points: 11 **Initiative:** +0 **Morale Modifier:** -3

Ability Scores: Str 11, Dex 10, Con 13, Int 11, Wis 11, Cha 7

Natural Attacks: fist (primary): -3/1d2

OR weapon (primary): +1/weapon

Defenses: AC 10, Dodge 10, Toughness 11, Poise 8

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *infravision*: factored into senses

warcrafter: factored into proficiencies

Skills: Deceive 1, Stealth 1

Proficiencies: *cheap* weapons and maces, light helms, shields, and armor up to AC 12

Languages: Handspeak (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Cruel wizardry has fused many sorts of *humanoids* into these reclusive creatures

Long Description: *Moreaus* are *humanoid* creatures whose features are a jumble of the characteristics of many types of other *humanoids*. No two such creatures are the same; although they all have two arms and two legs, they may have one foot that resembles that of a *triton* and the other like that of a *goblin*. Their limbs may be of grossly different lengths; their facial features may be partially that of orcs, partially that of *bullywugs*, and partially that of avian, piscine, reptilian, or other types of *humanoids* not currently known to sages. The pieced-together nature of their bodies means that *moreaus* have an uneven walking gait. They all breathe air, and they can all see in the dark. They wield weapons and armor pieced together from junk. Because some *moreaus* do not have vocal cords, their usual language is Handspeak.

It is believed that *moreaus* are the result of insane and unethical experiments by wizards, possibly attempting to create a stable hybrid between two or more species yet resulting in a brand-new species with scattershot attributes of all of them. If this tale is true, these creatures have escaped out into the wild, and communities of up to 50 individuals live hidden on the verges of society. They are commonly shunned by most species and do not trade freely; they live in places abandoned by other intelligent creatures, and they make a living by quietly stealing or scavenging through items discarded by others. They are capable of communication, but most *moreaus* are afraid of being abused by other intelligent *humanoids*, and they choose to stay hidden in the shadows in most situations. They wear clothing that they piece together from the garments worn by other species, and they prefer items that cover their entire bodies, including hoods and cloaks.

Legends say that some *moreaus* have learned to change their shape to temporarily resemble one type of *humanoid* or another, but this takes great effort and causes them considerable pain.

Muckdweller

Primary Trait: 1 HD *beast*, rank 2

Secondary Traits: *heat-native*

Hit Points: 5 **Initiative:** +2 **Morale Modifier:** -1

Ability Scores: Str 5, Dex 16, Con 9, Int 3, Wis 11, Cha 9

Natural Attacks: bite (primary): -1/1d3

Defenses: AC 15, Dodge 14, Toughness 10, Poise 6

Movement: walk 60'; run 120'; swim 15'; climb 15'
Senses: low light vision, normal hearing, normal vision, scent 60'
Special Powers: *blinding spray*: as a free action, creature spits muddy water a target within 30', +2 vs. Toughness/*blinded*
Skills: Stealth 1
Proficiencies: none
Languages: none
Metabolism: eats (meat), sleeps, breathes (air)
Climate: tropical, lakes and rivers
Treasure Type: O

Short Description: Tiny bipedal lizards that lurk in muddy water and spray prey's eyes

Long Description: *Muckdwellers* are small carnivorous lizards that live in the shallows of fresh bodies of water. They are bipedal, standing 18" tall, with short useless front claws and a long tail to help them balance on their relatively powerful rear legs. Their snouts are long, and their jaws are full of small sharp teeth. They have a serrated crest that resembles blades of marsh grass, giving them camouflage when they lurk mostly submerged in shallow water. Their scaled skin is a muddy green in color.

Muckdwellers live and hunt in packs of up to 30 members. They skulk in growths of reeds and marsh grass, entirely underwater except for their eyes and nostrils, and they wait for air-breathing prey to come to the water to drink. They can spit a jet of muddy water with surprising pressure and volume behind it; these creatures target the eyes of potential prey who are temporarily blinded by the gout. These creatures then break cover and attempt to overwhelm the victim by sheer numbers. They are largely fearless and have very little sense of the value of their own lives; they hurl themselves at even very large creatures in hopes of bringing it down to feed the pack.

Muckdwellers cannot breathe water and they are not good swimmers.

Mummy

Primary Trait: 8 HD *undead*, rank 9

Secondary Traits: *evil*

Hit Points: 60 **Initiative:** -1 **Morale Modifier:** +4

Ability Scores: Str 16, Dex 6, Con 18, Int 13, Wis 9, Cha 11

Natural Attacks: fist (primary): +7/1d12+2 + *cursed touch* (see below)

Defenses:	AC 18, Dodge 12, Toughness 20, Poise 14
Movement:	walk 45'; run 90'; swim 15'; climb 15'
Senses:	infravision 60', lifesense 60', normal hearing, normal vision
Special Powers:	<p><i>ability score bonus</i>: factored into ability scores</p> <p><i>cursed touch</i>: on fist hit, +4 vs. Poise/<i>cursed (mummy rot)</i></p> <p><i>damage resistance (magical)</i>: reduce non-magical damage by 10 hp</p> <p><i>infravision</i>: factored into senses</p> <p><i>paralyzing gaze</i>: as a standard action, attack 1 visible target within 60', +4 vs. Dodge/<i>paralyzed</i></p> <p><i>rise</i>: when the creature is killed by any means short of disintegration, it attempts a recovery roll on 1d20. On a 15 or better, the creature rises again in 1d4 rounds with full hit points</p> <p><i>undead immunities</i>: immune to <i>bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p> <p><i>mummy rot</i> curse: see Chapter 7</p>
Weaknesses:	<i>energy vulnerability (fire)</i> : add half again as much damage of this type
Skills:	Feats of Might 1, Intuition 1
Proficiencies:	none
Languages:	Ancient Savar (fluent)
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	E, H, I, J, P, Q
Short Description:	Bandage-wrapped <i>undead</i> humanoid lurking for ages in old crypts
Long Description:	<p><i>Mummies</i> are <i>undead</i> creatures made by preserving the bodies of dead <i>humanoids</i>. The secrets of mummification were understood by the Savarharad Empire thousands of years ago, and many <i>mummies</i> created by that defunct nation persist today, but knowledge of how to create these monsters has been lost. They stand as tall as the <i>humanoids</i> they were created from, but they are wrapped from head to toe in specially treated linen wrappings. The wrappings may vary in color from off-white to a dark gray. Only the burning-red eyes of the creature can be seen through the bandages. They may have been interred with jewelry or other precious objects adorning them, and these decorations are probably still in place.</p>

Mummies move relatively slowly; the unlife that gives them motive force does not grant them much dexterity. However, unlike shambling *zombies*, *Mummies* are very intelligent and are capable of planning ambushes of tomb raiders, who they hate above all else. They can also speak the languages they knew in life, and they can use magic items. They rarely use weapons, however, as their fists alone deliver punishing blows. Their touch also inflicts a curse: the horrifying disease known as *mummy rot*. *Mummies* can affix victims with their gaze and paralyze them, allowing them to inexorably stagger forward to end their lives.

The alchemical materials used to infuse the funerary wrappings of a *mummy* sustain their bodies across the centuries and protect them from harm. However, they are also flammable, and fire is one of the most powerful weapons that can be used against these creatures. Nevertheless, the spells that grant *mummies* immortality are so powerful that even if the creature burns to ash, it will often rise again from its remains unless it is completely disintegrated. They are usually buried with treasure in keeping with the customs of the Savarharad Empire, but they no longer care for riches in their state of undeath.

Myconid, Dreamer

Primary Trait: 4 HD *fungus*, rank 4

Secondary Traits: *earless*

Hit Points: 22 **Initiative:** -1 **Morale Modifier:** -2

Ability Scores: Str 8, Dex 8, Con 13, Int 9, Wis 9, Cha 14

Natural Attacks: fist (primary): +1/1d4

Defenses: AC 12, Dodge 10, Toughness 15, Poise 8

Movement: walk 30'; run 60'; swim 15'; climb 15'

Senses: infravision 60', normal vision

Special Powers: *infravision*: factored into senses

mobile (walk): factored into movement

smart: factored into ability scores

spellcaster: caster level 4, 4 castings per day:

- *sleep*, no more than 3/day;
- *sleep of miracles*, no more than 3/day;
- *mirror image*, no more than 3/day;
- *phantasmal force*, no more than 3/day

telepathy: can communicate with creatures within 60'

fungus immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *default exception (tremorsense):* factored into senses

light sensitivity: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

weak phase: 50% of the time, the creature is in a state of hallucination and has trouble interacting with reality; it receives a penalty of -4 to AC, and its movement rates are halved

Skills: Seeing 1

Proficiencies: none

Languages: none (spore communication among myconids)

Metabolism: eats (fungus)

Climate: underground

Treasure Type: I, J, K, L, M

Short Description: Bright purple bulb-headed bipedal mushroom emitting psychoactive spores

Long Description: *Dreamer myconids* are part of a family of intelligent fungi living deep underground. At first glance they appear as an 8' tall mushroom with a pale stalk and a bright purple bulbous head studded with dark pores. However, their base is cleft into two stubby legs capable of locomotion, and they have two spindly arms ending in three-fingered hands. They have two pale glowing eyespots, but they do not have mouths or ears, and they cannot speak or hear. *Dreamer myconids* do not wear clothing, nor do they use weapons or tools.

Myconids live in colonies in the most remote and lightless of underground caverns. They do not typically interact with other intelligent species or trade, but they are not innately hostile, and may ignore intruders who cause no harm. They live by farming less intelligent forms of fungi, and feeding plant and animal remains to their crops which they subsist on in return. Colonies of myconids consist of *dreamers, elders, and warriors* living together. The function of *dreamers* is to spend much of their lives in a state of deep hallucination and communicating their dreams to the rest of the community; this is a very important role to myconids. They can also spray puffs of spores from the pores in their heads, and these have magical effects on those close by. One of the effects of their spores is that they can communicate telepathically with those who breathe the clouds in; this makes *dreamer myconids* the translators of their colonies.

Dreamer myconids have some talent in controlling dangerous fungi such as *shriekers* and *violet fungi*; they can use their spores to pacify these creatures, or to make them hostile.

Myconid, Elder

Primary Trait: 6 HD *fungus*, rank 6

Secondary Traits: *earless*

Hit Points: 33 **Initiative:** -1 **Morale Modifier:** -1

Ability Scores: Str 7, Dex 8, Con 13, Int 10, Wis 15, Cha 15

Natural Attacks: fist (primary): +3/1d6

Defenses: AC 12, Dodge 12, Toughness 16, Poise 11

Movement: walk 30'; run 60'; swim 15'; climb 15'

Senses: infravision 60', normal vision

Special Powers: *ability score bonus*: factored into ability scores

infravision: factored into senses

mobile (walk): factored into movement

smart: factored into ability scores

spellcaster: caster level 6, 6 castings per day:

- *light*, no more than 3/day;
- *call from beyond*, no more than 3/day;
- *bless*, no more than 3/day;
- *delay affliction*, no more than 3/day
- *cure malaise*, no more than 2/day

fungus immunities: immune to *bleeding*, *diseased*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious* conditions

Weaknesses: *default exception (tremorsense)*: factored into senses

light sensitivity: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Profession (alchemy), Seeing 1

Proficiencies: none

Languages: none (spore communication among myconids)

Metabolism: eats (fungus)

Climate: underground

Treasure Type: I, J, K, L, M, P

Short Description: Mild orange cap-headed bipedal mushroom ruling over its fungal subjects

Long Description: *Elder myconids* are part of a family of intelligent fungi living deep underground. At first glance they appear as a 10' tall mushroom with a barrel-shaped white stalk and an orange-spotted 5' diameter cap with frilled gills underneath. However, their base is cleft into two stubby legs capable of locomotion, and they have two burly arms ending in three-fingered hands. They have two pale glowing eyespots immediately below their gills, but they do not have mouths or ears, and they cannot speak or hear. *Elder myconids* do not wear clothing, nor do they use weapons or tools.

Myconids live in colonies in the most remote and lightless of underground caverns. They do not typically interact with other intelligent species or trade, but they are not innately hostile, and may ignore intruders who cause no harm. They live by farming less intelligent forms of fungi, and feeding plant and animal remains to their crops which they subsist on in return. Colonies of myconids consist of *dreamers*, *elders*, and *warriors* living together. The function of *elder myconids* is to do the deep thinking for the colony; even though they are not geniuses, they are capable of planning strategic action, and they can even negotiate with other intelligent creatures, using *dreamer myconids* as intermediaries. *Elder myconids* can also spray clouds of spores from their gills, and these can have magical effects on those who breathe them in. Their spores also facilitate communication with other myconids, although non-myconids lack the ability to understand this method of speech.

Elder myconids also procreate for the species, dictating which of the colony members may cut off pieces of themselves and plant the stubs deep in soil; full-grown myconids emerge from the dirt a few months later.

Myconid, Warrior

Primary Trait: 2 HD *fungus*, rank 2

Secondary Traits: *barbaric, earless, warcrafter*

Hit Points: 13 **Initiative:** -1 **Morale Modifier:** +0

Ability Scores: Str 10, Dex 8, Con 16, Int 8, Wis 9, Cha 9

Natural Attacks: fist (primary): +1/1d4

OR weapon (primary): +1/weapon

Defenses: AC 12, Dodge 9, Toughness 16, Poise 5

Movement: walk 30'; run 60'; swim 15'; climb 15'

Senses: infravision 60', normal vision

Special Powers:	<i>infravision</i> : factored into senses <i>mobile (walk)</i> : factored into movement <i>smart</i> : factored into ability scores <i>warcrafter</i> : factored into proficiencies <i>fungus immunities</i> : immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions
Weaknesses:	<i>default exception (tremorsense)</i> : factored into senses <i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light
Skills:	Seeing 1
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12
Languages:	none (spore communication among myconids)
Metabolism:	eats (fungus)
Climate:	underground
Treasure Type:	I, J, K, L, M
Short Description:	Dusky grey cone-headed bipedal mushroom guarding the colony with weapons
Long Description:	<p><i>Warrior myconids</i> are part of a family of intelligent fungi living deep underground. At first glance they appear as a 6' tall mushroom with a grey stalk and a matching grey conical cap. However, their base is cleft into two stubby legs capable of locomotion, and they have two long arms ending in three-fingered hands. They have two pale glowing eyespots immediately below their caps, but they do not have mouths or ears, and they cannot speak or hear. <i>Warrior myconids</i> do not wear clothing, but they do use simple tools and weapons. They do not typically use armor.</p> <p>Myconids live in colonies in the most remote and lightless of underground caverns. They do not typically interact with other intelligent species or trade, but they are not innately hostile, and may ignore intruders who cause no harm. They live by farming less intelligent forms of fungi, and feeding plant and animal remains to their crops which they subsist on in return. Colonies of myconids consist of <i>dreamers, elders, and warriors</i> living together. The function of <i>warrior myconids</i> is to do the physical labor for the colony, including tending and harvesting the fungal crops, and wielding weapons to defend myconids from attack. They often wield two-handed clubs made of stone. They have gills hidden under their caps, and they can spray spores from them; these spores are not harmful, but they do facilitate communication with other myconids, although non-myconids lack the ability to understand this method of speech.</p>

Sometimes exceptionally large *warrior myconids* are grown, and these creatures may have the ability to wield objects abandoned by foes of the colony, possibly including more advanced weapons and armor.

Naga, Guardian

Primary Trait:	12 HD <i>aberration</i> , rank 13				
Secondary Traits:	<i>apodal</i>				
Hit Points:	54	Initiative:	+2	Morale Modifier:	+1
Ability Scores:	Str 15, Dex 16, Con 10, Int 18, Wis 15, Cha 15				
Natural Attacks:	bite (primary): +8/2d6+1 + <i>poisoned</i> , range 10'				
Defenses:	AC 22, Dodge 18, Toughness 16, Poise 24				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus x3</i> : factored into ability scores <i>poison spittle</i> : as a standard action, make a ranged attack, 20/40/60, +9 vs. Dodge/ <i>poisoned</i> with <i>guardian naga</i> poison: see Monster Poisons <i>poison touch</i> : on bite hit, <i>poisoned</i> with <i>guardian naga</i> poison: +4T, onset 1d6 Con or none, interval 4 hours, recovery 20, attack 1 Con or nothing <i>spellcaster x2</i> : creature casts spells as a 12 th level Elf				
Skills:	Feats of Agility 1, Healing 1, Intimidate 1, Knowledge 1				
Proficiencies:	none				
Languages:	Magic (fluent), Angelic (fluent), Elvish (fluent)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Environment:	mountains, underground				
Treasure Type:	E, I, J, K, L, M, P				
Short Description:	Greenish-gold cobra-hooded giant snake with a human face				
Long Description:	<i>Guardian nagas</i> are serpentine creatures that live in remote mountain temples or underground shrines. Their snake-like bodies are up to 30' long and 4' wide. Their faces have human-like features, but they measure 3' across and are framed by a cobra hood that flares out to 6' across when the creature is angry or afraid. They have scaly skin with striped patterns of green and gold. This creature has retractable fangs that can deliver a deadly poison; one of the effects of the toxin is that it causes the victim's skin to take on coloration and				

patterns that match the *guardian naga's* scales. Its tongue is long, darting, and gold in color.

Nagas are a related group of species that have lived on Uroth for a very long time – longer than dwarves or humans, and perhaps longer than elves. They are magical and knowledgeable about lore, and they are keenly aware of the struggle underway in the Outer Planes. *Guardian nagas* are not good aligned, but they are philosophical allies of the angels, and they sometimes act as their intermediaries in the mortal universe. These creatures are solitary and usually seek out remote lairs that allow them to live a life of quiet contemplation. They are called *guardian nagas* because they sometimes set themselves to watch over important places or things and make sure they do not fall into the hands of agents of evil; they are rarely compelled to perform services.

Guardian nagas are scholars of magic and are proficient at casting Arcane spells; their nimble tongues serve the same function as a spellcaster's hands. They have spellbooks and are always looking to increase their store of magical knowledge, and they may offer to trade spells with Magic-users or Elves.

Naga, Spirit

Primary Trait:	10 HD <i>aberration</i> , rank 11				
Secondary Traits:	<i>apodal</i>				
Hit Points:	45	Initiative:	+2	Morale Modifier:	+0
Ability Scores:	Str 12, Dex 16, Con 10, Int 17, Wis 13, Cha 13				
Natural Attacks:	bite (primary): +6/1d12 + <i>poisoned</i>				
Defenses:	AC 21, Dodge 19, Toughness 12, Poise 21				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>charming gaze</i> : as a standard action, attack one visible target within 60', +6 vs. Dodge/ <i>charmed</i> <i>poison touch</i> : on bite hit, <i>poisoned</i> with <i>spirit naga</i> poison: +4T, onset 1d4 Con or nothing, interval 4 hours, recovery 15, attack 1 Con or nothing <i>spellcaster</i> x2: creature casts spells as a 10 th level Elf				
Skills:	Feats of Agility 1, Intimidate 1, Knowledge 1, Stealth 1				
Proficiencies:	none				
Languages:	Magic (fluent), Diabolical (fluent)				

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: E, I, J, K, L, M, P

Short Description: Matte-black broad giant viper with a human face

Long Description: *Spirit nagas* are serpentine creatures that live in deep, dark caverns. Their snake-like bodies are wide but flat, up to 20' long and 5' wide. Their faces have human-like features, but they measure 4' across and are squashed horizontally. They have scaly skin with a dusty matte black texture. This creature has retractable fangs that can deliver a deadly poison; one of the effects of the toxin is that it causes the victim's skin to take on coloration and patterns that match the *spirit naga's* scales. Its tongue is long, darting, and a vivid purple in hue.

Nagas are a related group of species that have lived on Uroth for a very long time – longer than dwarves or humans, and perhaps longer than elves. They are magical and knowledgeable about lore, and they are keenly aware of the struggle underway in the Outer Planes. *Spirit nagas* are not evil aligned, but they are philosophical allies of the devils, and they sometimes act as their intermediaries in the mortal universe. These creatures are solitary and usually seek out remote lairs that allow them to live a life of quiet contemplation. *Spirit nagas* use their ability to charm with a glance to collect servants to do their bidding, bringing them food and keeping them safe in their dark grottoes.

Spirit nagas are scholars of magic and are proficient at casting Arcane spells; their nimble tongues serve the same function as a spellcaster's hands. They have spellbooks and are always looking to increase their store of magical knowledge, and they may offer to trade spells with Magic-users or Elves, although they will certainly attempt to get the best of any deal and pervert their end of the bargain.

Naga, Water

Primary Trait: 8 HD *aberration*, rank 9

Secondary Traits: *amphibious, apodal*

Hit Points: 36 **Initiative:** +2 **Morale Modifier:** -1

Ability Scores: Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 11

Natural Attacks: bite (primary): +5/1d10 + *poisoned*

Defenses: AC 19, Dodge 15, Toughness 13, Poise 19

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

amphibious: factored into metabolism and movement

poison touch: on bite hit, *poisoned* with *water naga* poison: +4T, onset *sleeping* + 1d6 hp or 1 hp, recovery 15, no additional attacks

spellcaster x2: creature casts spells as an 8th level Elf

Skills: Feats of Agility 1, Intimidate 1, Knowledge 1

Proficiencies: none

Languages: Magic (fluent), Daemonic (fluent)

Metabolism: eats (meat), sleeps, breathes (air and water)

Climate: tropical, underground, lakes and rivers

Treasure Type: E, I, J, K, L, M, P

Short Description: Blue and black striped giant snake with a human face

Long Description: *Water nagas* are serpentine creatures that live in deep lakes or underwater caverns. Their snake-like bodies are up to 20' long and 2' wide. Their faces have human-like features, but they measure 2' across and have a serrated crest that runs down their backs to the tips of their tails. They have scaly skin with striped patterns of blue and black. This creature has retractable fangs that can deliver a poison that puts victims to sleep; one of the effects of the toxin is that it causes the victim's skin to take on coloration and patterns that match the *water naga's* scales. Its tongue is long, darting, and sky blue in color.

Nagas are a related group of species that have lived on Uroth for a very long time – longer than dwarves or humans, and perhaps longer than elves. They are magical and knowledgeable about lore, and they are keenly aware of the struggle underway in the Outer Planes. *Water nagas* are not evil aligned, but they are philosophical allies of the demons, and they sometimes act as their intermediaries in the mortal universe. These creatures are solitary and usually seek out inaccessible lairs in deep pools that allow them to live a life of quiet contemplation. It amuses *water nagas* to capture particularly interesting creatures and continuously poison them by dripping their poison into the victim's mouth, potentially keeping them asleep indefinitely.

Water nagas are scholars of magic and are proficient at casting Arcane spells; their nimble tongues serve the same function as a spellcaster's hands. They have spellbooks and are always looking to increase their store of magical knowledge, and they may offer to trade spells with Magic-users or Elves, although this is usually a trick, and they will take the spellbooks as soon as they know where they are.

Neh-Thalggu

Primary Trait:	13 HD <i>aberration</i> , rank 14				
Secondary Traits:	<i>many-footed</i>				
Hit Points:	72	Initiative:	+1	Morale Modifier:	+0
Ability Scores:	Str 13, Dex 13, Con 13, Int 18, Wis 13, Cha 13				
Natural Attacks:	bite (primary): +9/1d12+1 + <i>poisoned</i> 2 claws (secondary): +7/1d8+1				
Defenses:	AC 24, Dodge 18, Toughness 17, Poise 24				
Movement:	walk 60'; run 120'; fly 45'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>damage resistance (magical)</i> : reduce non-magical damage by 15 hp <i>fly</i> : factored into movement <i>harvest</i> : as a standard action, the creature removes the brain of an adjacent recently dead Elf or Magic-user and places it in one of its nodules. The creature immediately gains <i>wizard (1)</i> permanently <i>magically impregnable</i> : when targeted by a spell, caster must make a caster level check of 23 or the spell fails <i>poison touch</i> : on bite hit, <i>poisoned</i> with <i>neh-thalggu</i> poison: +2T, onset 1d6 hp + 1 Int or 1 hp, interval 4 hours, recovery 15, attack 1d6 hp + 1 Int or 1 hp <i>spellcaster</i> x2: creature casts spells as a 12 th level Elf				
Weaknesses:	<i>weak spot (brains)</i> : if a called shot strikes one of the creature's brain nodules, the creature immediately loses one HD and all dependent statistics, including hp, defenses, spellcasting ability, etc.				
Skills:	Knowledge 3, Profession (alchemy)				
Proficiencies:	none				
Languages:	Common (fluent), Undercommon (fluent), Elvish (fluent), Magic (fluent)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	E, F, I, J, K, L, M, O, P, R				
Short Description:	Lumpy crab-beast with a fanged maw, writhing tentacles and four staring eyes				

Long Description: A *neh-thalggu* is a crab-like creature that lives deep underground. Its body is about 15' long and 6' across; it weighs three tons. It is supported by six spindly jointed legs, and it has two more arms tipped with sharp snipping claws. This creature has four staring white eyes atop feelers, and it has a broad mouth with many sharp needle-like teeth and two large protruding fangs. Below its mouth, the *neh-thalggu* has a fringe of writhing tentacles each 18" long; these are prehensile and are capable of fine manipulation. Along the sides and top of the body are at least a dozen bulges the size of cantaloupes, each one throbbing and squirming. The creature is protected by a chitinous shell which is ecru in color.

Neh-thalggus are also called **brain collectors**. Each one of the lumps along its body contains a brain that has been carefully removed from the skull of a recently dead Magic-user or Elf. The brain has been incorporated into the creature's anatomy and fuels it with magical power. A *neh-thalggu* is always looking for more Arcane spellcasters that it can decapitate; a brain collector can remove and implant such a creature's brain into a spare nodule within only a single round. When it does this, it immediately gains access to more Arcane spellcasting power. Conversely, its existing brain-lumps are extremely vulnerable, and damaging one of them causes the creature tremendous pain while also removing some of its magical prowess.

Neh-thalggus are solitary creatures that create remote and well-guarded lairs far below ground where they can study the magic arts. They are also learned in alchemy, and they frequently incorporate chemical brews into their defense and offense. The bite of this creature delivers a dangerous venom that destroys a creature's higher brain functions, but of course these creatures are unlikely to bite any victim whose intact brain they wish to harvest. They are intelligent and can speak and understand multiple languages; they will trade with other creatures, but they will callously break any agreement they make if doing so gains them access to an Arcane spell-caster's brain.

Necrophidius

Primary Trait: 3 HD *construct*, rank 3

Secondary Traits: *apodal*

Hit Points: 20 **Initiative:** +1 **Morale Modifier:** N/A

Ability Scores: Str 9, Dex 13, Con 16, Int 3, Wis 10, Cha 13

Natural Attacks: bite (primary): +2/1d10 + *paralyzing touch* (see below)

Defenses: AC 18, Dodge 9, Toughness 15, Poise 5

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: normal hearing, normal vision

Special Powers:	<p><i>charming dance</i>: as a move action, the creature undulates hypnotically. Attack all targets that can see within 30', +2 vs. Poise/<i>charmed</i></p> <p><i>fleshless</i>: weapons with the <i>sharp</i> property only inflict half damage to the creature, rounded down</p> <p><i>paralyzing touch</i>: on a bite hit, +3 vs. Toughness/<i>paralyzed</i></p> <p><i>construct</i> immunities: immune to <i>afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p>
Weaknesses:	<p><i>code of conduct</i>: Must obey preset coded verbal commands</p>
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	Common (smattering) (understood only)
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	G
Short Description:	<i>Construct</i> built from a huge snake skeleton, a human skull, and fiery ruby eyes
Long Description:	<p>A <i>necrophidius</i> is a <i>construct</i> built largely out of bony material. The body of the creature is made from the fleshless skeleton of a giant snake, 12' long. The snake's skull has been removed and replaced with a human skull that is covered with carved arcane runes. A pair of ruby gemstones of at least 100 gp value each have been implanted in the eye sockets of the skull; these glow with a dull red flame while the creature is animated. A <i>necrophidius</i> slithers like a snake, but there is a hypnotic aspect to its movements that dulls the senses and makes its victims unaware of the danger that the creature poses. The creature is capable of a powerful bite that both inflicts damage and causes paralysis.</p> <p>A <i>necrophidius</i> is essentially mindless; therefore, many types of magic are ineffective against it. Unlike golems, however, these creatures have no special enchantments to protect them from magical spells, and they are subject to damage from non-magic weapons. They are designed as guardians; they do not need air or food and can remain active and vigilant indefinitely. They can also coil up and fit into relatively small spaces. However, they cannot see in the dark and they have no sense of smell, so places guarded by a <i>necrophidius</i> are generally maintained with some degree of light to make these creatures fully effective.</p> <p>A <i>necrophidius</i> understands enough of the language of their creator to follow the instructions of their master. Each one is programmed with a unique set of</p>

four command words that they only obey when spoken by a creature they recognize as their master; the words have the following meanings: stop all functions; obey the verbal commands given after this word by the master; obey the next creature that speaks as your new master; awaken and resume normal functions.

Needleman

Primary Trait: 3 HD *plant*, rank 3

Secondary Traits: *earless*

Hit Points: 17 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 10, Dex 9, Con 13, Int 9, Wis 10, Cha 9

Natural Attacks: fist (primary): +3/1d10

Defenses: AC 13, Dodge 7, Toughness 14, Poise 10

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal vision

Special Powers: *low light vision*: factored into senses

mobile (walk): factored into movement

smart: factored into ability scores

spine attack: as a standard action, make 2 ranged attacks, 20/40/60, +3 vs. Dodge/1d4

plant immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct*: this creature hates elves and will attack them in preference to all other motivations

default exception (tremorsense): factored into senses

energy vulnerability (fire): add half again as much damage of this type

Skills: Woodcraft 1

Proficiencies: none

Languages: Fey (hand signals only) (fluent)

Metabolism: eats (soil and sunlight)

Climate: temperate, tropical, mountains

Treasure Type: 0

Short Description: Bipedal green *plant* creature studded with spines and dwelling among conifers

Long Description: A *needleman* is a *plant* that takes the form of a humanoid creature. Each one is shaped like a tall, gaunt human and stands up to 7' tall. It has two arms and two legs, and a long face with an angular chin and pointed nose. Their skin is a mottled gray that blends in very well with the bark of the stands of conifer trees that they usually call home. Their skin is studded with myriad grayish-green needles, each about 2" long. They do not wear clothing, but they have growths of rough bark covering them like loincloths, and a cascade of similar bark on the back of their heads resembles long hair. When a *needleman* stands perfectly still among pine trees, they can be very hard to see except when they open their eyes, which are a vivid jade green. They have no ears and cannot hear. They can read lips, however, and they can understand the Fey language; they also can use hand gestures to communicate with one another, as well as with other creatures who know the Fey language and are familiar with their system of signing.

Needlemen live in communities of up to 50 individuals. They do not build structures to live in; instead, they root their feet into loose soil and subsist off sunlight and nutrients in the earth. However, they do cunningly weave live forest growth into walls and labyrinths to direct intruders away from places they do not want them to see, or into places where they may spring ambushes. *Needlemen* do not use weapons or tools, so they are unlikely to trade or even care about treasure. However, they are intelligent and can make common cause with other creatures if they deem it prudent.

Needlemen sometimes are friends of *treants* and live peacefully in proximity with these creatures. However, these creatures despise elves and will usually attack them on sight. Sages are uncertain how such enmity came to be, and elves do not claim to have the answer.

Nixie

Primary Trait: 2 HD *fey*, rank 2

Secondary Traits: *amphibious, barbaric, warcrafter*

Hit Points: 8 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 8, Dex 13, Con 8, Int 12, Wis 9, Cha 13

Natural Attacks: fist (primary): +0/1d1 faerie iron

OR weapon (primary): +0/weapon downgraded one dice type

Defenses: AC 12, Dodge 14, Toughness 6, Poise 11

Movement: walk 60'; run 120'; swim 60'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers:	<p><i>amphibious</i>: factored into metabolism and movement</p> <p><i>damage resistance (faerie iron)</i>: reduce damage by weapons not made of faerie iron by 5 hp</p> <p><i>spellcaster</i>: caster level 2, 2 castings per day:</p> <ul style="list-style-type: none">• <i>minor illusion</i>, no more than 2/day;• <i>magic stone</i>, no more than 2/day <p><i>warcrafter</i>: factored into proficiencies</p>
Skills:	Deceive 1, Seacraft 1
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12
Languages:	Fey (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air and water)
Climate:	lakes and rivers
Treasure Type:	B, C, D, E, I, J, K, L, M, P
Short Description:	Reclusive mischievous <i>fey</i> living in lively streams and waterfalls
Long Description:	<p><i>Nixies</i> are <i>fey</i> creatures native to rapidly flowing fresh water; they are especially fond of waterfalls. They are humanoid in form, standing about 3' tall, with exceptionally large blue eyes and bushy mops of blue-green hair. They have very long and slender arms and legs, and their fingers and toes are webbed. They do not wear shoes, but they enjoy wearing belted gowns and robes, particularly if they are made of diaphanous silky material. They can breathe air and water equally well and have rows of gill-slits along their skinny necks. <i>Nixies</i> use weapons, particularly daggers and small darts.</p> <p><i>Nixies</i> make underwater lairs that are well-concealed close to rapids and cascades; they appreciate such places with a fondness close to worship. These creatures do not like visitors, especially those who they feel do not appreciate the aesthetic of their rivers and streams, or those who actively despoil their home waters; they rarely attack directly, preferring to remain hidden, but they use <i>fey</i> magic and the cover of water to play mean tricks on people they do not like. <i>Nixies</i> live in family groups of up to 10 members, but young adults set out on their own to find their own rapidly flowing stream, and these individuals may live in a hermit-like fashion in such a place until they are ready to start a family. They understand the value of treasure and may trade with <i>gnomes</i>; they catch and salt away salmon and crawfish to generate income.</p> <p>Older <i>nixies</i> gain more magical powers as they age, and there are tales of ancient grandams capable of turning invisible, bringing the waters of their rivers to life, or even conjuring <i>water elemental brutes</i>.</p>

Norker

Primary Trait:	1 HD <i>humanoid</i> , rank 1				
Secondary Traits:	<i>barbaric, goblin, warcrafter</i>				
Hit Points:	6	Initiative:	+0	Morale Modifier:	+0
Ability Scores:	Str 14, Dex 9, Con 13, Int 7, Wis 10, Cha 10				
Natural Attacks:	fist (primary): -2/1d2+1 OR weapon (primary): +2/weapon+1				
Defenses:	AC 10, Dodge 10, Toughness 12, Poise 8				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>all-terrain</i> : creature's movement is uninhibited by difficult terrain <i>goblin</i> : factored into languages and senses. Gain benefits from <i>goblin</i> weapons <i>warcrafter</i> : factored into proficiencies				
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light				
Skills:	Stonecraft 1				
Proficiencies:	<i>cheap</i> weapons and heavy picks and one <i>goblin</i> weapon, light helms, shields, and armor up to AC 12				
Languages:	Goblin (working)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Large lumpy <i>goblins</i> , the primitive forebears of <i>hobgoblins</i>				
Long Description:	<i>Norkers</i> are <i>humanoids</i> who stand about 6' tall and weigh about 250 pounds. They have bat-winged ears that jut up to four inches horizontally away from their heads, broad mouths full of tiny needle-like teeth that seem to take up most of their faces, small noses with mere slits for nostrils, and eyes that glow red in the darkness. They have a thick grey pelt on their limbs, up their back, and surrounding their faces; their faces and their bellies have no hair and range in color from a pallid grey to a lustrous black. They are broad and lumpy, with fatty bulges ranging in size from a peach pit to a clenched fist all over their bodies. <i>Norkers</i> wear garments made from the pelts of furry subterranean creatures, but their craftsmanship is typically poor and usually takes the form of				

belted shifts and hooded robes. They use arms and armor, including heavy picks and crossbows.

Norkers are part of the umbrella of related species that is goblin-kind. They are larger and cruder than *goblins*, and they are physically much stronger, but *goblins* are more cunning. *Norkers* are subject to the rule of the Goblin King, and Goblin Law dictates that *norkers* and *goblins* must not make war with each other unless the Goblin King permits it, so usually these species live in an uneasy truce, and usually trade with one another or work for common defense. However, both species have little love for one another, and relations between groups of these creatures usually break down into insults and malicious practical jokes before long. *Norkers* commonly dwell in villages of up to 200 individuals and are ruled by a war chief, who is typically the largest and strongest of them all. Their superior strength makes them capable miners, particularly of hard minerals in obstinate veins, and this allows them to trade for food or other produced goods. They share in the goblin hatred for dwarves.

Garr-Sen, Lich-King of Angarr, created *hobgoblins* from *norkers*. *Hobgoblins* are now challenging *norkers* for the territory they occupied in the underworld since time immemorial, and they are winning; *norker* communities are increasingly rare in the Underways.

Nymph

Primary Trait: 8 HD *fey*, rank 8

Secondary Traits: *barbaric, warcrafter*

Hit Points: 32 **Initiative:** +0 **Morale Modifier:** -2

Ability Scores: Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 18

Natural Attacks: fist (primary): +4/1d2 faerie iron

OR weapon (primary): +4/weapon

Defenses: AC 13, Dodge 16, Toughness 14, Poise 16

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *blinding beauty*: at the beginning of their turn, all creatures who can see within 60' are attacked, +8 vs Poise/*blinded*

damage resistance (faerie iron): reduce damage by weapons not made of faerie iron by 10 hp

magically impregnable: when targeted by a spell, caster must make a caster level check of 18 or the spell fails

Speak with plants: as a standard action, creature can telepathically command ordinary plants within 30' as if they have *plant* trait defaults

spellcaster: caster level 8, 8 castings per day:

- *sleep*, no more than 3/day;
- *charm humanoid*, no more than 3/day;
- *Speak with animals*, no more than 3/day;
- *animal growth*, no more than 2/day;
- *plant growth*, no more than 2/day;
- *sticks to snakes*, no more than 2/day

warcrafter: factored into proficiencies

Skills:	Convince 1, Deceive 1, Woodcraft 1
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12
Languages:	Fey (fluent)
Metabolism:	eats (vegetation), sleeps, breathes (air)
Climate:	temperate, tropical, arid, mountains
Treasure Type:	B, C, D, E, I, J, K, L, M, P
Short Description:	Shy but militant <i>fey</i> protectors of unspoiled wilderness spaces
Long Description:	<p><i>Nymphs</i> are powerful <i>fey</i> creatures that live in especially beautiful and pristine natural areas. They appear very similar to attractive human beings; their skin seems to glow with an inner radiance. They do not wear clothing. The beauty of these creatures is so formidable that it can strike blind any creature that views the <i>nymph</i> directly; they are aware of this and usually hide at least part of themselves unless they wish to harm a creature.</p>

Nymphs fall in love with areas of unspoiled wilderness and make their homes in such places. They use their ability to speak with plants and animals to create houses for themselves that are well integrated into the countryside. They see themselves as protectors of the wilderness, and they perceive *humanoid* civilization as despoilers of wild lands. They use their cunning, their magic, and their relationship with plants and animals to attempt to drive interlopers away from virgin wilderness areas, using violence if necessary to ensure that farmers and woodcutters stay far away. They do not choose to reveal themselves to many creatures (although they will trade with *gnomes*), but *nymphs* have a weakness for beautiful things, whether it is music, or crafted objects of art, or well-spoken poetry. They may choose to use their magical charming ability to befriend especially intriguing individuals, although such relationships are usually of a temporary nature.

It is said that *nymphs* can feel the pain of any living being within miles of their lair, and that they will come to confront anybody who brings harm to the lands that they watch over.

Ochre Jelly

Primary Trait: 6 HD ooze, rank 6

Secondary Traits: *amorphous, apodal, earless, eyeless, mindless*

Hit Points: 33 **Initiative:** -1 **Morale Modifier:** +5

Ability Scores: Str 16, Dex 8, Con 13, Int 1, Wis 4, Cha 4

Natural Attacks: pseudopod (primary): +6/1d12+2 acid + *grab* (see below)

Defenses: AC 12, Dodge 5, Toughness 17, Poise 2

Movement: walk 15'; run 30'; swim 15'; climb 15'

Senses: gestalt 30', tremorsense 60'

Special Powers: *amorphous*: can squeeze through narrow spaces

climb: factored into movement

corrosive: factored into natural attacks. Successful melee attacks on creature deal 1d6 acid damage to attacker or weapon. Creature has *immunity (acid)*.

energy resistance (lightning): halve damage of this type

grab: any pseudopod hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that pseudopod can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

split: when creature is struck by a weapon that is *sharp* (including natural attacks), spawn a *child* version of creature next to the original creature, and it may act on the creature's next turn

ooze immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

mindless immunities: immune to *afraid, charmed, confused, and unhinged* conditions, and immune to all spells involving illusion

Weaknesses: *ability score penalty*: factored into ability scores

weak spot (nucleus): if the creature is stabbed in the swimming red nucleus deep in its center (requiring a called shot using a thrusting weapon), it automatically takes critical hit damage

Skills: Intuition 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore)

Climate: tropical, underground, lakes and rivers

Treasure Type: F, O

Short Description: Enormous translucent yellow amoeba living in jungle lakes and deep caves

Long Description: An *ochre jelly* is a massive single-celled organism. The bulk of its mass is composed of a thin yellow gelatin; this flesh is translucent, and items suspended in the protoplasm can be dimly seen. This creature's form is almost infinitely morphable; it can reach out long and slender pseudopods, press itself flat to ooze under a door, or curl itself into a defensive ball. It constantly exudes a highly corrosive acid capable of dissolving all organic material, and it can even score and pit metal, although stone is immune. A red nucleus the size of a grapefruit swims at the center of the *ochre jelly's* mass; it is soft and pulpy, but the creature protects it by surrounding it with as much protoplasm as possible. This monster can mass as much as two tons.

Ochre jellies are at home in stagnant tropical ponds, although they are also sometimes found in still underground pools. They are not speedy on land or in water, but they do not need to breathe so they can stay underwater indefinitely. They are also proficient at climbing, capable of hauling themselves up vertical surfaces or even upside-down across ceilings using their sticky pseudopods. They are unintelligent and perpetually hungry scavengers and hunters; they are equally happy dissolving vegetable matter, eating the remains of dead animals, or hunting living prey. Striking an *ochre jelly* with a slashing or piercing weapon (including natural weapons) is a bad idea; in addition to the chance of damaging the weapon, such attacks will cause the creature to divide in two. An exception would be an attack that successfully penetrates deep enough into the creature's mass to pierce its nucleus; damaging that weak spot can kill an *ochre jelly* instantly.

Ochre jellies care nothing for treasure; however, many kinds of minerals are not affected by the creature's acid, so it may inadvertently scoop up valuables and carry them along inside its bulk.

Octopus, Giant

Primary Trait: 13 HD *animal*, rank 13

Secondary Traits: *apodal, aquatic-native, water-breathing*

Hit Points: 54 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 13, Dex 13, Con 10, Int 4, Wis 13, Cha 11

Natural Attacks: beak (primary): +9/2d6+1, range 10'

4 tentacles (secondary): +7/1d10+1 + *grab* (see below), range 10'

Defenses: AC 18, Dodge 22, Toughness 17, Poise 16

Movement: swim 60'; dart 120'; walk 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *grab*: any tentacle hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that tentacle can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

ink cloud: as a free action, the creature places a 20'x20'x20' cloud adjacent to itself that obstructs visibility to 5'. Recover at the beginning of a turn with a roll of at least a 10 on 1d20

more secondary attacks: factored into natural attacks

smart: factored into ability scores

Skills: Feats of Agility 1, Stealth 2

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (water)

Climate: ocean

Treasure Type: K, O

Short Description: Intelligent undersea mollusk with eight suckered tentacles and a gift for hiding

Long Description: A *giant octopus* is a large mollusk that lives in cold ocean waters. It has a soft pulpy body that is mostly head, and eight tentacle arms studded with suckers. The tentacles frame a hard chitinous beak. This creature can jet water through an orifice, allowing it to swim quickly through the water; it can also generate a cloud of ink that it often uses to help it escape when it feels threatened. A *giant octopus* can change its skin coloration and patterns to match its surroundings, and it can likewise alter its skin texture making it adept at hiding in natural underwater surroundings. It has excellent vision through a pair of bulging eyes, and it can also hear and smell very well. This creature may grow to mass over 1000 pounds and have a tentacle span of 30', but it can compress its body to fit through very small spaces.

Giant octopuses are solitary hunters; they eat fish, crustaceans, eels, other octopuses, and just about any animal that it encounters on the ocean floor. However, they seem to enjoy having neighbors of their own species, and multiple lairs can often be found within hundreds of feet of each other. They create their lairs out of natural caves or openings in coral reefs, but they can

improve the lair by piling up stones to conceal the entrance and restrict access. These creatures mate once in their life but then separate once the eggs are laid; the mother lays hundreds of eggs in her lair and remains to guard them until they hatch.

Giant octopuses are more intelligent than most animals, and they have shown themselves to be adept at opening latches and manipulating devices created by *humanoids*, although the use of tools eludes them. Some of these creatures have been known to decorate their lairs with interesting objects.

Ogre, Brute

Primary Trait: 4 HD *giant*, rank 5

Secondary Traits: *barbaric, warcrafter*

Hit Points: 26 **Initiative:** -1 **Morale Modifier:** +2

Ability Scores: Str 16, Dex 8, Con 16, Int 6, Wis 12, Cha 11

Natural Attacks: fist (primary): +6/1d10+2 + *charge* (see below)

OR weapon (primary): +6/giant-sized weapon+2 + *charge* (see below), range 10'

Defenses: AC 14, Dodge 10, Toughness 18, Poise 9

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *charge*: if the creature runs at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn

throw rocks: as a standard action, make a ranged attack, 25/50/75, +3 vs. Dodge/2d6 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this ability

warcrafter: factored into proficiencies

Skills: Feats of Might 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Giantish (working)

Metabolism: eats (meat), sleeps, breathes (air)

Climate: mountains, underground

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Muscular oafs often engaged as servants by other *giants*

Long Description: *Brute ogres* are *giants* who stand 9' tall and weigh about 700 pounds. They have long, lank hair, and they have prominent foreheads owing to ridges of bone protecting their skulls above their eyes. These creatures have all canine teeth (they only eat meat) but two of their teeth are significantly longer and jut in curves from the sides of their mouths, resembling a boar's tusks. *Brute ogres* wear clothing that is largely sewn from furs, and they wear boots made by strapping furs together. They use weapons, particularly large two-handed clubs which they can use to strike targets 10' away.

Brute ogres make their lairs in mountainous areas or in underground environments, living in groups of up to 60 adults. These creatures typically do little crafting for themselves, and they make their living by hunting and fishing. However, they do understand the value of treasure, and they will trade with other *giants* if they can. These creatures are often employed by other *giants* as servants or shock troops, and some *humanoid* species may make deals with solitary *brute ogres* to serve as mercenaries.

Most *brute ogres* are very straightforward in their dealings with other creatures; their typical philosophy is that the best defense is a strong offense, and they are apt to charge into melee without much consideration. Ogre leaders tend to be those who exhibit a little more forethought, and their chiefs are not only larger and stronger, but may also have learned training in a wider variety of weapons and armor.

Ogre, Savant

Primary Trait: 8 HD *giant*, rank 9

Secondary Traits: *civilized, warcrafter*

Hit Points: 48 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 17, Dex 10, Con 16, Int 15, Wis 13, Cha 13

Natural Attacks: fist (primary): +10/2d6+2, range 10'

OR weapon (primary): +10/giant-sized weapon+2, range 10'

Defenses: AC 16, Dodge 14, Toughness 21, Poise 16

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

spellcaster: caster level 8, 8 castings per day:

- *magic missile*, no more than 3/day;
- *enlarge*, no more than 3/day;
- *angry dagger*, no more than 3/day;

- *phantasmal force*, no more than 3/day;
- *cone of cold*, no more than 2/day;
- *gaseous form*, no more than 2/day;
- *dimension door*, no more than 2/day

throw rocks: as a standard action, make a ranged attack, 45/90/135, +8 vs.

Dodge/3d8 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this ability

warcrafter: factored into proficiencies

Skills:

Feats of Might 1, Knowledge 1

Proficiencies:

cheap weapons, light helms, shields, and armor up to AC 12

Languages:

Giantish (fluent), Magical (fluent)

Metabolism:

eats (meat), sleeps, breathes (air)

Climate:

mountains, underground

Treasure Type:

A, B, C, D, E, I, J, K, L, M, P

Short Description:

Brute ogres' smarter, stronger, mystically talented cousins

Long Description:

Savant ogres are *giants* that stand 10' and weigh around 800 pounds. They are taller and more slender than *brute ogres*. They have a typical ogre's forehead ridges and tusks, but they also have a pair of spiraling horns jutting from their foreheads. They have the long and straight hair of *brute ogres*, but they usually tie it up in a turban or long braids; they also have beards that they tend to carefully style with wax and jeweled ornaments. *Savant ogres* wear elaborate clothing, including cloaks and capes, ostentatious bejeweled belts, and well-worked leather boots. They are fond of rings and necklaces. They wield weapons, particularly long quarterstaves.

Savant ogres are magical creatures; they have the inherent ability to cast Arcane spells, and they can also make use of magic items usable by Magic-users. They are interested in acquiring more magic power, and they often show few scruples about how to go about doing it. These creatures often surround themselves with servants and guardian beasts in lairs where they can study the Arcane arts in peace.

Savant ogres are always male. Just as hags are women who made pacts with diabolical agents for their personal gain, these creatures began life as male Elves or Magic-users who traded in everything and everyone they ever loved in exchange for Arcane power. They got what they desired, at the cost of a horrifying transformation.

Ogrillon

Primary Trait:	2 HD <i>humanoid</i> , rank 2				
Secondary Traits:	<i>barbaric, orc, warcrafter</i>				
Hit Points:	11	Initiative:	+0	Morale Modifier:	+4
Ability Scores:	Str 13, Dex 9, Con 13, Int 6, Wis 7, Cha 8				
Natural Attacks:	2 fists (primary): +2/2d4+1 OR 2 weapons (primary): +2/weapon+1				
Defenses:	AC 13, Dodge 9, Toughness 12, Poise 4				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>extra primary attack</i> : factored into natural attacks <i>improved natural attack</i> : factored into natural attacks <i>orc</i> : factored into proficiencies and senses. <i>warcrafter</i> : factored into proficiencies no orc weapon proficiency; instead, has Unarmed Fighting				
Weaknesses:	<i>ability score penalty</i> : factored into ability scores <i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light				
Skills:	Feats of Might 1, Stonecraft 1				
Proficiencies:	<i>cheap</i> weapons and unarmed combat and 1 <i>orc</i> weapon, light helms, shields, and armor up to AC 12				
Languages:	Orcish (working)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Lumpy tough-skinned orc combatants who serve as shock troops				
Long Description:	<i>Ogrillons</i> are a caste of orc soldiers who, through specialized training and lifelong conditioning, gain martial abilities that most orcs lack. They begin life similar in appearance to <i>orc warriors</i> , but as children they engage in a constant program of drilling at arms, to the exclusion of learning anything else. When they reach their full growth, a daily ritual involves making small incisions in their				

skin and inserting a small iron bead into each cut. Within five years the skin of these initiates is a toughened mass of scar tissue reinforced with iron balls; this gives them a lumpy appearance. At this point they are called *ogrillons*, which means “orcs who are like ogres” in the Orcish language, needing no armor, using weapons to fight but equally often smashing foes with their fists. They otherwise have orcish characteristics: partial muzzles that transition into a row of ridges that expands across the brow; pointed ear-tips; wiry hair; eyes that glow in the dark; third and fourth fingers that are substantially shorter than the first and second. *Ogrillons* prefer to go through life naked, as they are proud of their scarring and like to use it to horrify observers.

Ogrillons serve in military units under the direct command of the Emperor of Khawhaz. These units pride themselves on their fearlessness, and they are usually deployed to fight in situations where losses are expected to be high. They are also known to be among the most loyal of the emperor’s forces, and they are therefore often used to put down insurrections and bring to heel any rival factions that show a little too much independent thinking. *Ogrillons* are not encouraged to develop relationships outside their service to the military, and they rarely reproduce.

Every day *ogrillons* drill at punching sacks of gravel. Exceptional individuals can develop the use of their hands as deadly weapons to a fine art, taking Special Powers such as *extra primary attack*, *punishing attack*, and *structural attack* to make their fists as destructive as possible.

<i>Orc Civilian</i>					
Primary Trait:	1 HD <i>humanoid</i> , rank 0				
Secondary Traits:	<i>civilized, orc, sedentary</i>				
Hit Points:	3	Initiative:	+0	Morale Modifier:	+0
Ability Scores:	Str 12, Dex 10, Con 12, Int 9, Wis 10, Cha 10				
Natural Attacks:	fist (primary): -4/1d2 OR weapon (primary): +0/weapon				
Defenses:	AC 10, Dodge 10, Toughness 10, Poise 9				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	normal hearing, normal vision				
Special Powers:	none				
Skills:	Streetcraft 1				
Proficiencies:	<i>cheap</i> weapons, light helms				
Languages:	Orcish (fluent)				

Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, ocean, lakes and rivers
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Sedentary orcs, commonly found in cities and villages
Long Description:	<p><i>Orc civilians</i> look very similar to humans. They are of a similar height and weight as humans when they are adults, are prone to gaining weight when they are inactive or elderly, and their wiry hair, usually black, turns gray or white with age. Their faces are somewhat elongated into a short muzzle tipped with a snout, and their mouths recede back to a short jaw; ridges spread up the muzzle, between the eyes, and flare out into a series of folds above the brows. Unlike <i>orc warriors</i>, <i>orc civilians</i> do not have eyes that glow in the dark, although their irises are still brown or red in color. They have pinky and ring fingers that are about half the length of their pointer and middle fingers, but their thumbs are very muscular. They wear clothing suited to their profession – sturdy trousers and shirts if they are crafters, using protective leather aprons or smocks if dictated by their trade; finer and looser robes and mantles if they do less work with their hands. Wealthy <i>orc civilians</i> enjoy flaunting their status with garb made from fine materials or jewelry. A loose sash called a ssarko is the formal wear of these creatures, and its patterning and materials and ornamentation can reveal much about the wearer and their place in orc society.</p> <p>The Empire of Khawhaz is the largest predominantly orcish nation on Uroth, and it is there that <i>orc civilians</i> are most likely to be found, although there are plenty in the mountainous regions of Bordilar, the plains of Lowdarr, or the orcish enclaves of Lokhoz. They may live in farming or herding collectives, but most of the <i>orc civilian</i> population lives in villages and towns of hundreds or even thousands of individuals. These orcs have little training in fighting, and they rely upon <i>orc warriors</i> for protection; they are very unlikely to wear armor, and many do not carry any weapons at all. Orcs live in a series of castes; <i>orc civilians</i> born into the artisan caste are likely to live lives as artisans until they die, although some mobility out of this rigid framework is possible – especially if one pleases the emperor and his noble house, the Red Cross, who are ascendant over the other clans for control over Khawhaz and the orcish diaspora.</p> <p>Most orcish towns and villages are above ground, and constant exposure to the sun have cost <i>orc civilians</i> their infravision; they cannot see in the dark any better than humans can, unlike <i>orc warriors</i>. Exceptional individuals may join the clergy, as orcs worship their own Divine patrons, or may learn the Arcane arts; orc spellcasters are common on Uroth, and many have their beginnings as part of the enlightened caste.</p>

Orc Warrior

Primary Trait:	1 HD <i>humanoid</i> , rank 1				
Secondary Traits:	<i>civilized, orc, warmaster</i>				
Hit Points:	5	Initiative:	+0	Morale Modifier:	+1
Ability Scores:	Str 12, Dex 10, Con 12, Int 9, Wis 10, Cha 10				
Natural Attacks:	fist (primary): -3/1d2 OR weapon (primary): +1/weapon				
Defenses:	AC 10, Dodge 10, Toughness 10, Poise 9				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>orc</i> : factored into proficiencies and senses. Gain benefits from <i>orc</i> weapons <i>warmaster</i> : factored into proficiencies				
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light				
Skills:	Feats of Might 1				
Proficiencies:	<i>standard</i> weapons and 1 <i>orc</i> weapon, helms, shields, and armor up to AC 16				
Languages:	Orcish (fluent)				
Metabolism:	eats (omnivore), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground, ocean, lakes and rivers				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Orcs trained for battle using good quality arms and armor				
Long Description:	<i>Orc warriors</i> are <i>humanoids</i> who stand about 6' tall and weigh between 200 and 300 pounds, although some can be much larger. Their bodies are very human-like, are generally well-muscled, and the proportions of their hands and feet are like those of humans as well, although the third and fourth fingers of orcs are significantly shorter than their first and second, and their thumbs are relatively thick. The face of this creature extends in the middle into a muzzle tipped with flaring nostrils; those who dislike orcs call them pigs and oink behind their backs, but the noses of orcs are more akin to those of mandrills. An <i>orc warrior's</i> snout is wrinkled into a series of ridges that rises between their eyes and becomes folds of flesh above their brows. They have a high hairline, and their hair is usually black or brown and tightly curled. They like to wear their hair long but in tight braids to keep them out of the way while fighting; men and some				

women also braid beards in the same way. The irises of these creatures tend to be brown or red, but in darkness a faint internal glow from their eyes can be seen. For this reason, and because bright light hurts their eyes, *orc warriors* wear spectacle frames with dark glass lenses. They disdain the use of jewelry, but they do take great pride in their arms and armor, and they decorate these with precious materials if they can afford to do so. *Orc warriors* tend to wear dark clothing practical for travel and harsh conditions: leather boots and gloves, stiff canvas trousers and shirts, and fur cloaks if they travel in cold weather.

Orc warriors are members of the military caste, and as such they do not mingle much with the *orc civilian* population. They spend at least half of the year drilling in subterranean environments, and they try to avoid spending more than a consecutive week above ground, as this damages their ability to see in darkness. They serve as part of organized units, with multiple platoons comprising a company, and multiple companies making up battalions. Battalions are controlled by one of the noble houses, all of which are nominally loyal to the Emperor of Khawhaz, but the strength of that loyalty may vary considerably. The strongest and most cunning *orc warriors* become leaders; elites may train in advanced types of armor and weapons, and it is not unknown for priests or wizards or even rogue-like scouts to be embedded in military units.

Some pockets of orcs scattered across Uroth have reverted to a more primal style of life, living in tribal villages, and crafting only the simplest tools and weapons. These communities do not pledge fealty to the Emperor of Khawhaz, but generally only look out for themselves. They speak the Orcish language, but it may be a dialect that more civilized orcs have trouble understanding.

Osquip

Primary Trait: 3 HD *beast*, rank 4

Secondary Traits: *many-footed*

Hit Points: 17 **Initiative:** +1 **Morale Modifier:** -2

Ability Scores: Str 8, Dex 13, Con 13, Int 3, Wis 10, Cha 7

Natural Attacks: bite (primary): +2/1d6

Defenses: AC 14, Dodge 14, Toughness 13, Poise 7

Movement: walk 60'; run 120'; swim 15'; climb 15'; burrow 30'

Senses: infravision 60', low light vision, normal hearing, normal vision, scent

Special Powers: *burrow*: factored into movement

infravision: factored into senses

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, underground

Treasure Type: K, O

Short Description: Six-legged furless burrowing creatures with a nasty bite

Long Description: *Osquips* are creatures that live in burrows they dig out of loose soil. Their bodies are somewhat like pigs, but they have two pairs of forelimbs, one set behind the other. Their forelimbs have claws that are fused into a scoop-like digit, and they can use all four scoops to dig through loose soil and sand with incredible rapidity. They have an elongated snout, and their mouths are full of grinding teeth that project far beyond their lips – they use their mouths to assist in digging as well, but they can also deliver a vicious bite. The noses and ears of *osquips* are very sensitive, and they can also see in the dark as well. They have no fur; they are covered with loose, baggy skin that protects them like a leather coat. The skin of these creatures continues to grow as they age, even though their bodies do not; very old *osquips* are a solid mass of folds of wrinkled skin. A typical adult is 4' long and weighs 150 pounds.

Osquips live in colonies of up to 40 adults; a dominant female determines which members can breed and which ones must be exiled from the colony. A typical colony consists of a maze of 4' diameter passages linking burrows used for sleeping quarters, breeding rooms, nurseries for young, and storerooms for food. They are not much more intelligent than any other animal, but they show a high degree of organization; some members guard the entrances to burrows, giving warning to the rest with coughing barks, while others range out from the colony looking for food, some of which is shared with the other members and some of which is siloed for winter. These creatures are omnivorous; they eat many types of plants and grains, but they also eat birds, lizards, small mammals, and may even scavenge larger dead creatures. They rarely hunt anything as large as themselves, but they do aggressively defend their colony. *Osquips* can dig through loose soil almost as fast as they can walk, and they often use this ability to surprise opponents.

Osquips are a preferred food source for *tunnel worms*, which will dig out entire colonies in the space of a single day.

Otyugh

Primary Trait: 6 HD *aberration*, rank 7

Secondary Traits: *many-footed*

Hit Points: 33 **Initiative:** +1 **Morale Modifier:** +1

Ability Scores:	Str 13, Dex 13, Con 13, Int 5, Wis 13, Cha 8
Natural Attacks:	bite (primary): +5/1d6+1 + check if <i>diseased</i> 2 tentacles (secondary): +3/2d4+1 + <i>grab</i> (see below)
Defenses:	AC 18, Dodge 14, Toughness 12, Poise 12
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>disease touch</i> : on bite hit, +4 vs. Toughness/check if <i>diseased</i> with <i>slimy doom</i> disease: +4T, onset -2 Con in 1 day, interval 2 days, recovery 25, attack -2 Con or -1 Con <i>grab</i> : any tentacle hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that tentacle can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>improved natural attack</i> : factored into natural attacks <i>telepathy</i> : can communicate with creatures within 60'
Skills:	Hearing 1, Seeing 1, Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical, underground
Treasure Type:	F, I, J, K, L, O
Short Description:	Tripodal hulks lurking in fens and sewers with two tentacles and a diseased bite
Long Description:	<i>Otyughs</i> are curious creatures native to swamps. They have a massive, almost spherical body, 6' in diameter, which is covered with an oily brown pelt of straggly brown hair. They have three stumpy legs and two 6' long tentacles, each one studded with both suckers and hard, horny knobs that make lashing blows from these limbs extremely painful. They have a large irregular mouth filled with sharp teeth that glistens with slime; a bite from an <i>otyugh</i> is likely to transmit a nasty disease. All the sense organs for these creatures are concentrated in a columnar limb that can be extended up to 3' above the creature's body; this projection carries three eyes which can be swiveled in three different directions, an ear for hearing, and a snorkel that allows the monster to breathe air even when it is submerged. They may weigh up to three tons.

Otyughs are omnivores and will eat literally anything organic; they are not greatly picky, and they will devour many things considered unpalatable by other creatures. They are therefore the ultimate bottom-feeders in marshy environments, content to patrol around looking for plant matter, decomposed flesh, and the occasional live creature that stumbles into their grasps. They have also adapted to civilization by infiltrating sewers and junkyards, feasting on the discarded organic material that cities generate. However, *otyughs* are not dumb animals; they can observe and analyze, and they have a curiosity about their environment that most creatures lack. They have been known to select some of the interesting bits of discarded matter that they come across and use them to decorate arbors they build, usually to attract mates.

There are tales of especially large *otyughs* that are even more intelligent than their fellows; these **neo-otyughs** are said to have the power of speech. However, such a creature has never been caught alive, so these stories may just be flights of fancy.

<i>Owl, Giant</i>				
Primary Trait:	5 HD <i>animal</i> , rank 5			
Secondary Traits:	<i>winged</i>			
Hit Points:	23	Initiative:	+1	Morale Modifier: -1
Ability Scores:	Str 10, Dex 13, Con 10, Int 7, Wis 13, Cha 9			
Natural Attacks:	bite (primary): +3/1d6			
	2 claws (secondary): +1/1d6			
Defenses:	AC 15, Dodge 17, Toughness 12, Poise 11			
Movement:	fly 75'; swoop 150'; walk 15'; swim 15'			
Senses:	low light vision, normal hearing (enhanced), normal vision			
Special Powers:	<i>enhanced senses (normal hearing)</i> : factored into senses			
	<i>fly</i> : factored into movement			
	<i>smart</i> : factored into ability scores			
Weaknesses:	<i>default exception (scent)</i> : factored into senses			
Skills:	Hearing 1			
Proficiencies:	none			
Languages:	none			
Metabolism:	eats (meat), sleeps, breathes (air)			
Climate:	temperate, tropical, arid, arctic, mountains			

Treasure Type: K, O

Short Description: Huge, intelligent owls hunting prey at night in many climes

Long Description: *Giant owls* resemble much larger versions of great horned owls. Adults stand up to 7' tall and have wingspans up to 12' wide. Much of their volume is feathers, however, and these creatures only weigh about 150 pounds. Their feathers bear mottled patterns of brown, fawn, and off-white, and their eyes are yellow. The earholes of these creatures, which are concealed by their feathery horns, are asymmetrically oriented on their heads which allows them to hunt prey effectively by sound. The curved beak and sharp talons of *giant owls* can be deadly weapons.

Giant owls live in cold or warm weather climes. They are communal animals, living in parliaments of up to 20 adults. They choose to nest in caves or ruined structures that are difficult to access from the ground; this gives them the security to raise their chicks collectively and in relative safety. They may improve their lairs with tree branches, timbers, or even large rocks. However, they are not good housekeepers, and a *giant owl* nest is frequently littered with the bones of prey and owl droppings. These creatures hunt deer, hogs, rabbits, and other birds, but they are unlikely to stalk anything bigger than they are since they could not carry it home. They are nocturnal and only hunt at night; during the day they roost in their lairs, although they are not necessarily asleep.

Giant owls are more intelligent than typical animals. They cannot speak a language, but they can understand complex ideas. They often use their beaks to scratch pictograms in the walls of their lairs, and they may use this to communicate ideas to each other. They consider smaller creatures to be a potential food source and larger creatures to be threats, but they are nevertheless curious creatures, and it is sometimes possible to approach them peacefully, particularly if food is offered. *Giant owls* have been known to act altruistically, helping persons stranded or in danger, but they also never forget an attacker and seem to hold endless grudges. It is believed that these creatures may be intelligent enough to learn to understand a language if they are properly trained.

Owlbear

Primary Trait: 5 HD *beast*, rank 6

Secondary Traits: none

Hit Points: 33 **Initiative:** +0 **Morale Modifier:** +4

Ability Scores: Str 15, Dex 9, Con 16, Int 3, Wis 12, Cha 10

Natural Attacks: bite (primary): +6/1d6+1

2 claws (secondary): +4/1d6+1 + *rend* (see below)

Defenses:	AC 16, Dodge 15, Toughness 18, Poise 8
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	infravision 60', low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>infravision</i> : factored into senses <i>rend</i> : if both claw attacks hit in the same round, double both hits' damage
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	temperate, arctic, mountains, underground
Treasure Type:	F, O
Short Description:	Bipedal vicious hunters with bear limbs and body but owl head and feathers
Long Description:	<p><i>Owlbears</i> are carnivores that typically live in rugged and hilly country, although some lair deep underground. They are hybrids between bears and owls. Their bodies are like those of <i>brown bears</i>, with powerful hind legs and forelimbs armed with five razor-sharp claws. They typically walk and attack bipedally. Their heads, however, are broad and avian, and they join to their burly bodies with no obvious neck. They have a short stub of a tail that brushes the ground when they walk. The pelt of an <i>owlbear</i> is covered with brown or black feathers, but the feathers divide many times above the root so that the appearance is more like hair. The hunting cry of this creature is something like a croaking growl, and it can be heard miles away. They drag their kills back to their lairs, and their cave abodes are therefore highly smelly.</p> <p><i>Owlbears</i> are usually solitary hunters, although mated pairs may briefly coexist. Their bad temper is legendary, and once one of these monsters has the trail of a creature that has angered it, it may chase its quarry for many miles. They are fearless and will attack even much larger creatures, although their usual prey are elk, hogs, wolves, and any <i>humanoids</i> rash enough to enter their territory. Some <i>owlbears</i> have been known to acquire a taste for <i>humanoid</i> flesh, and these creatures make dangerous nuisances of themselves in civilized country until they are hunted down and killed. This monster is unsubtle in its attacks; it rushes the target that makes it the angriest and attempts to tear it to shreds with its horrible claws and beak.</p>

Owlbears smell terrible, but when they are cleaned up, their hides can sell for good money in big cities – their strange feather/fur is said to be both warm and water-repellent by clothiers, who use it to line gloves and boots.

Pegasus

Primary Trait:	5 HD <i>beast</i> , rank 6				
Secondary Traits:	<i>many-footed, winged</i>				
Hit Points:	28	Initiative:	+1	Morale Modifier:	+0

Ability Scores: Str 15, Dex 13, Con 13, Int 5, Wis 10, Cha 13

Natural Attacks: bite (primary): +6/1d6+1
2 hooves (secondary): +4/1d6+1

Defenses: AC 15, Dodge 17, Toughness 17, Poise 11

Movement: fly 120'; swoop 240'; walk 60'; swim 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores
fly: factored into movement
mobile (fly): factored into movement
smart: factored into ability scores

Weaknesses: *code of conduct: nobility* holy orders

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (vegetation), sleeps, breathes (air)

Climate: temperate, mountains

Treasure Type: none

Short Description: Winged horses sometimes captured and trained as steeds

Long Description: *Pegasi* are horses with wings. At full size, they are between 5' and 6' high at the withers, and they may weigh up to a ton. This creature may have any coloration or markings that ordinary horses have. Their wings join the spine where the neck meets the shoulders, and they commonly have a span of over 12' wide. Their wing plumage matches their hide in coloration. The mane of a *pegasus* stops short of the wings.

Pegasi live in herds of up to 30 adults. Each herd usually has a single stallion, and the rest of the group is composed of several harems led by a dominant mare, including their extended family. Herds range across many miles looking for good forage and do not have lairs or nests; they sleep standing up like horses, and they select a place to rest where they can see in all directions and are not obstructed from a quick vertical takeoff. *Pegasi* sometimes roost on the cloud islands of *cloud giants*.

Pegasi are smarter than normal horses; they do not speak or understand languages, but they nevertheless understand complex ideas and can plan and solve problems. It is believed that these creatures may once have been important to the deities, because although they do not have an alignment, they have a moral code consistent with the *nobility* holy orders; these creatures attempt to help those who need help and protect the weak. They are not tame creatures and will not typically allow people to ride them except in cases of urgent need. However, some cultures have made attempts at domesticating *pegasi*, most notably the Sun Marshals of Ajaster, and units of *pegasus* lancers are devastatingly effective on the field of battle.

Peryton

Primary Trait:	5 HD <i>aberration</i> , rank 6				
Secondary Traits:	<i>winged</i>				
Hit Points:	28	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 15, Dex 12, Con 15, Int 5, Wis 14, Cha 11				
Natural Attacks:	bite (primary): +4/1d6+1 magical				
	2 claws (secondary): +2/1d4+1 magical				
Defenses:	AC 16, Dodge 15, Toughness 11, Poise 13				
Movement:	fly 75'; swoop 150'; walk 15'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores				
	<i>damage resistance (magical)</i> : reduce non-magical damage by 5 hp				
	<i>fly</i> : factored into movement				
	<i>harvest</i> : as a standard action, the creature removes and eats the heart of an adjacent recently dead <i>humanoid</i> . The creature immediately gains <i>elite (2)</i> for a day				
Skills:	Feats of Agility 1, Seeing 1				
Proficiencies:	none				

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, mountains

Treasure Type: F, O

Short Description: Fanged beasts with the head and antlers of a deer but the body of a giant eagle

Long Description: A *peryton* is a strange predator that combines features of deer and eagles in an entirely unwholesome way. The head superficially resembles a buck; it has fawn-colored fur, a rack of antlers, and large dark eyes. The resemblance to a deer ends when it opens its mouth; it has many glistening fangs that are 3" long, and it can unhinge its jaw to open its mouth impossibly wide. The body of the creature is akin to a huge eagle-like bird; it has powerful talons, sandy-brown plumage, and powerful wings. A *peryton's* wingspan is about 10' wide, and the creature stands 6' tall to the tips of its horns.

Perytons are solitary hunters that only hunt large animals. They do not use their horns to attack; their antlers are soft and perceptibly squirm when observed closely. These organs are used by these creatures as surgical instruments; when they have killed a creature, they lower their heads, and their antler-fingers plunge into the flesh of their kill. The organs are extracted, which the *peryton* eats. They are particularly interested in killing *humanoid* creatures and eating their hearts; if this creature swallows whole the heart of a recently killed *humanoid*, its body swells up and energy courses through it; the creature becomes more powerful for a day. *Perytons* are also magical beasts, and only enchanted weapons are fully effective against them.

Every time a *peryton* swallows a *humanoid* heart, there is a chance that its reproductive system will implant embryos inside the organ. One or two embryos grow inside the rotting heart for several months, protected inside the stomach of the parent, until finally the children use their budding horns to claw their way out. This kills the parent, and the children feast on its organs until they are fully grown.

Phoenix

Primary Trait: 10 HD *elemental*, rank 11

Secondary Traits: *fire type, good, heat-native, winged*

Hit Points: 45 **Initiative:** +2 **Morale Modifier:** -2

Ability Scores: Str 9, Dex 16, Con 9, Int 9, Wis 11, Cha 13

Natural Attacks: bite (primary): +6/2d8 fire, range 10'

Defenses: AC 18, Dodge 22, Toughness 19, Poise 15

Movement:	fly 75'; swoop 150'; walk 15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<p><i>detonation</i>: when creature dies, it explodes. Attack all targets within 10', +6 vs. Dodge/3d10 fire</p> <p><i>elemental type (fire)</i>:</p> <ul style="list-style-type: none">• <i>hurl energy (fire)</i>: as a standard action, make a ranged attack, 20/40/60, +8 vs. Dodge/2d10 hp fire• <i>immunity (fire)</i>: take no damage from fire attacks <p><i>energy aura (fire)</i>: opponents who begin a turn within 5' of the creature take 1d10 hp fire damage</p> <p><i>fly</i>: factored into movement</p> <p><i>elemental immunities</i>: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p>
Weaknesses:	<i>susceptibility (water)</i> : creature takes 1d6 hp damage when exposed to water
Skills:	Feats of Agility 1, Seeing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (elemental fire)
Climate:	not native to Uroth
Treasure Type:	K, S
Short Description:	Bird-like fire <i>elementals</i> wreathed in flames that explode when slain
Long Description:	<p><i>Phoenixes</i> are creatures native to the Plane of Elemental Fire. They resemble large birds engulfed in sheets of flame; they have a wingspan of 18', and their eyes are 8' off the ground when standing flat-footed. This creature has red plumage and a backward-facing crest like that of a cardinal. Their beaks and talons have a coppery coloration but are not made of metal. Temperatures near a <i>phoenix</i> reach 800 degrees Fahrenheit and will cause damage as well as setting combustibles on fire.</p> <p><i>Phoenixes</i> are solitary creatures; they make remote nests out of colorful rods of quartz and other minerals that resist their heat, and they eat the elemental fire that makes up much of the substance on their home plane; they do not usually eat creatures, not even those made from elemental fire themselves. They are intelligent, although they do not have the ability to speak languages, and they are good aligned, opposed to the bargains that the <i>efreets</i> have made with the</p>

infernals. For this reason, they stay well away from territory occupied by genie-kind; their attacks are fire-based and therefore useless against *efreets*. They do have one weapon that is still useful, however; a *phoenix* explodes when it dies, and these creatures may attempt to use this ability strategically. When one individual of this species dies, a new individual is instantly reborn in one of the elemental jets nearby.

Phoenix nests often incorporate rubies, garnets, and beryls into their manufacture, and a careful comb through their lairs may reveal up to 400 gp of precious stones.

<i>Piercer</i>					
Primary Trait:	2 HD <i>elemental</i> , rank 3				
Secondary Traits:	<i>apodal</i>				
Hit Points:	11	Initiative:	+1	Morale Modifier:	+0
Ability Scores:	Str 10, Dex 13, Con 13, Int 3, Wis 15, Cha 9				
Natural Attacks:	plummet (primary): +1/1d8 + <i>charge</i> (see below)				
Defenses:	AC 17, Dodge 15, Toughness 14, Poise 3				
Movement:	earthglide 30'; walk 5'; run 10'; swim 5'				
Senses:	infravision 60', normal hearing, normal vision, tremorsense 60'				
Special Powers:	<p><i>charge</i>: if the creature drops at least 20', one attack gains +1 to hit and deals double damage. All the creature's defenses are at -2 until the start of its next turn</p> <p><i>earthglide</i>: factored into movement</p> <p><i>tremorsense</i>: factored into senses</p> <p><i>elemental</i> immunities: immune to <i>bleeding</i>, <i>diseased</i>, <i>intoxicated</i>, <i>nauseated</i>, <i>paralyzed</i>, <i>poisoned</i>, <i>sleeping</i>, <i>stunned</i>, and <i>unconscious</i> conditions</p>				
Weaknesses:	<i>reduced movement (walking)</i> : factored into movement				
Skills:	Stealth 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat)				
Climate:	not native to Uroth				
Treasure Type:	O				
Short Description:	Stony-shelled earth <i>elementals</i> that imitate stalactites and drop on prey				

Long Description: A *piercer* is a native of the Plane of Elemental Earth. It resembles something like a squid made from fine-grained stony material. Most of its body is protected by a mineral shell which takes the form of an 18" long cone that comes to a sharp point; protruding from the base of the cone are numerous short tentacles and sense organs on palps. *Piercers* can only drag their bodies very slowly over the ground, but they can swim through solid stone (but not earth, sand, or mud) like a fish through water.

Unlike many *elementals*, *piercers* eat meat. They live in groups of up to 20 other creatures, and they attempt to ambush prey in caverns that have stalactites, which its conical shell strongly resembles. These creatures swim up to the roof of a cavern and partially phase through the ceiling, allowing their cones to hang down while clutching the rocky material firmly in their tentacles. When prey walks below them (which they can see, hear, and feel through vibrations in the rock), they let go and drop. A *piercer* is at its most dangerous when it can drop at least 20'. Once it has dropped, it is helpless and cannot attack again unless it can phase through the floor of the cavern, swim back up to the roof, and drop again. These creatures do have tiny mouths they can use to devour and digest their victims, but these are not useful to them in combat.

Piercers do very well in underground environments on Uroth, and those that escape into the Prime Material Plane quickly make nuisances of themselves in subterranean settings. Rumors of truly large creatures of this type are said to exist.

Pseudo-dragon

Primary Trait: 2 HD *dragon*, rank 4

Secondary Traits: *many-footed, winged*

Hit Points: 9 **Initiative:** +2 **Morale Modifier:** +3

Ability Scores: Str 6, Dex 17, Con 10, Int 7, Wis 12, Cha 13

Natural Attacks: bite (primary): +1/1d3

tail (secondary): -1/1d3 + *poisoned*

Defenses: AC 17, Dodge 17, Toughness 12, Poise 14

Movement: walk 60'; run 120'; fly 30'; swim 15'

Senses: infravision 60', normal hearing, normal vision, scent 60'

Special Powers: *magically impregnable*: when targeted by a spell, caster must make a caster level check of 12 or the spell fails

poison touch: on tail hit, *poisoned* with *pseudo-dragon* poison: +2T, onset *sleeping* or none, recovery 15, no additional attacks

spellcaster: caster level 2, 2 castings per day:

- *charm humanoid*, no more than 2/day;
- *detect magic*, no more than 2/day

telepathy: can communicate with creatures within 60'

Weaknesses:	<i>ability score penalty</i> : factored into ability scores
	<i>default exception (breath weapon)</i> : factored into Special Powers
Skills:	Feats of Agility 1, Seeing 1, Shenanigans 1
Proficiencies:	none
Languages:	Draconic (understood only) (working)
Metabolism:	eats (omnivore), sleeps
Climate:	temperate, tropical, arid, arctic, mountains
Treasure Type:	I, J, K, R

Short Description: Tiny mischievous purple *dragons* with scorpion tails

Long Description: *Pseudo-dragons* are so small that most people don't believe they are *dragons* at all; however, sages say they are provably related to the huge fire-breathers of legend. This creature masses about the same as a housecat, but it has a long neck and tail which brings its total length to 3'. It is covered with dark purple scales, although it may have bands of white or pink; its eyes are dark black. They have bat wings that it uses to fly very nimbly; these creatures love to do aerial acrobatics for their own amusement. Their tail ends in a knuckle with a sharp barb at the tip, like a scorpion's sting, which can deliver venom which causes victims to sleep.

Pseudo-dragons sometimes form small communities of up to two dozen adults, and these creatures hatch their eggs in such communities for the protection this affords to their young. However, juvenile creatures acquire a wanderlust that causes them to leave their communities and live in a solitary fashion, which many such creatures do for most of their lives. They hunt prey up to the size of rats, but will also eat edible plants, and may become a headache to farmers if they become attached to their crops and gardens. *Pseudo-dragons*, like all *dragons*, are intelligent; they understand Draconic despite lacking a vocal apparatus, but they are highly telepathic and can communicate with nearby creatures. They are not inherently malicious, but they are practical jokers, and they may use their magic and other abilities to wreak havoc. Occasionally they will befriend *humanoids*, and their wanderlust makes them appropriate companions for adventurers.

Pseudo-dragons have inherited the inherent draconic tendency to hoard treasure. They create hidden lairs and have an almost instinctive drive to amass sparkling treasure hoards the size of a shoebox, to sit atop their loot and gloat, and to defend it against those who would take it. They can use their powers to sniff out magic items, and they value such objects highly even if they cannot use them.

Rakshasa

Primary Trait: 10 HD *extraplanar*, rank 12

Secondary Traits: *evil*

Hit Points: 55 **Initiative:** +1 **Morale Modifier:** -1

Ability Scores: Str 13, Dex 13, Con 13, Int 19, Wis 13, Cha 19

Natural Attacks: bite (primary): +11/1d12+1

2 claws (secondary): +9/1d8+1 + *cursed touch* (see below)

Defenses: AC 24, Dodge 20, Toughness 20, Poise 26

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

cursed touch: on claw hit, +10 vs. Poise/*cursed (discordant lullaby)*

magically impregnable x2: all spells have no effect on the creature, with the following exceptions: a crossbow bolt with a *striking* spell cast upon it automatically inflicts critical hits; a *holy smite* spell cast by a good Cleric confers the *stunned* condition for 1d3 rounds; placing the creature inside the area of effect of a *zone of truth* spell causes it great discomfort, conferring a penalty of -1 to attacks and skill checks; a *remove curse* spell inflicts 4d6 damage and confers the *slowed* condition for 6 rounds.

spellcaster: caster level 10, 10 castings per day:

- *shield of faith*, no more than 3/day;
- *phantasmal force*, no more than 3/day;
- *ESP*, no more than 3/day;
- *gaseous form*, no more than 2/day;
- *disarming vortex*, no more than 2/day;
- *scrying*, no more than 1/day;
- *break enchantment*, no more than 1/day

discordant lullaby curse: see Chapter 7

Skills: Convince 1, Deceive 1, Intimidate 1, Knowledge 1, Streetcraft 1

Proficiencies: none
Languages: Common (fluent), Attainu (fluent), Ancient Savar (fluent), Diabolical (fluent)
Metabolism: eats (meat), sleeps
Climate: not native to Uroth
Treasure Type: A, B, C, D, E, I, J, K, L, M, P, R

Short Description: Tiger-headed spellcasting deserters from the diabolical army

Long Description: *Rakshasas* are native to the Outer Planes, but they have taken a strong interest in meddling with parts of Uroth, particularly the eastern part of the Known Lands. It is difficult to know exactly what they look like, since they spend much of their time cloaked by illusion or polymorphed into other forms, but ancient texts from Attapoor show them as man-sized humanoids with the heads of tigers. In whatever form they adopt, *rakshasas* style themselves as wealthy nobles, wearing only the finest clothing and adorning themselves with jewels and valuable furs. It is said that these creatures must lie whenever they speak, and even if they divulge essentially truthful information, they must always pollute it with a tiny fragment of untruth.

Baba Hayar, the Golden Sage of Attapoor, has written that *rakshasas* were once devils, and they served in the Diabolic Host in the Everwar. They deserted from the army, however, and claimed a portion of the Edifice for themselves. According to this tale, the devils did not take kindly to this defection and burned many *rakshasas* palaces and fortresses; as a result, many of these creatures have fled to Uroth for safety. It is impossible to know whether this story is true because Baba Hayar disappeared five years ago under suspicious circumstances, and their fate is currently unknown.

Rakshasas are very tricky creatures, and most kinds of magic have no effect on them, although weapons do. They prefer to avoid engaging directly in combat, but when they do, they reveal themselves to be able to attack with a dangerous bite and claws. Their claw attacks bestow an insidious curse that is difficult to get rid of. These creatures love to use their ESP abilities to read the minds of mortals and then use the information they learn to bring them under their control.

Rat, Giant

Primary Trait: 1 HD *animal*, rank 1

Secondary Traits: *many-footed*

Hit Points: 3 **Initiative:** +1 **Morale Modifier:** -4

Ability Scores: Str 5, Dex 14, Con 5, Int 2, Wis 13, Cha 6

Natural Attacks: bite (primary): -1/1d3 + check if *diseased*

Defenses:	AC 14, Dodge 14, Toughness 6, Poise 4
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<p><i>disease touch</i>: on bite hit, +2 vs. Toughness/check if <i>diseased</i> with <i>filth fever</i> disease: +2T, onset -1 Dex and -1 Con immediate, interval 1 day, recovery 20, attack -1 Dex and -1 Con or nothing</p> <p><i>pack tactics</i>: creature gains +1 bonus to hit for every similar creature within melee range of the same target</p>
Weaknesses:	<i>ability score penalty</i> : factored into ability scores
Skills:	Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, underground, lakes and rivers
Treasure Type:	K, O
Short Description:	Large snaky-tailed rodents scavenging in almost any environment
Long Description:	<p>A <i>giant rat</i> is a quadrupedal rodent of enormous size. The body of this creature may be up to 2' long, with their long slender tails adding another foot; they may weigh 40 pounds if they have fed well, but those that are struggling to find enough food may weigh half that amount. <i>Giant rats</i> have long sensitive noses that can follow scents as well as any bloodhound, small red eyes that can see well under low light conditions, clever claws capable of digging or manipulating objects, and small sharp teeth adept at gnawing through wood and leather. Their fur is usually short, oily enough to stay dry while swimming, and may range in color from mouse gray to coal black.</p> <p><i>Giant rats</i> usually form large colonies as they are very sociable animals. Multiple female family groupings share a burrow. Male rats exist outside this order but float from female grouping to female grouping to mate; a pecking order arises where dominant males have their choice of mates and may even force other males out of the colony. The colonies are well hidden, and the tunnels are only large enough to admit <i>giant rats</i> – even <i>halfings</i> would have to squeeze to fit down them, and larger <i>humanoids</i> would not fit without magic. These creatures are scavengers; they gather food or opportunistically steal it. They do not generally hunt anything larger than a mouse, but they will attack to defend their colony or if they are starving. If a <i>giant rat</i> does attack, it does so with numbers</p>

on its side; their typical strategy is to attempt to quickly overwhelm foes or drive them away.

Giant rats frequently occupy the bottom end of the food chain wherever they live, which can be in just about any possible environment on Uroth. They usually dwell in unsanitary conditions, and those bitten by this creature risk contracting a disease.

Rat, Swarm

Primary Trait: 2 HD *animal*, rank 2

Secondary Traits: *many-footed, swarm*

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 3, Dex 14, Con 10, Int 2, Wis 13, Cha 6

Natural Attacks: swarm (primary): +4 vs. Dodge/1d6 + check if *diseased*, half damage on a miss (rounded down)

Defenses: AC 14, Dodge 14, Toughness 7, Poise 4

Movement: walk 30'; run 60'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *disease touch*: on bite hit, +2 vs. Toughness/check if *diseased* with *filth fever* disease: +2T, onset -1 Dex and -1 Con immediate, interval 1 day, recovery 20, attack -1 Dex and -1 Con or nothing

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, underground, lakes and rivers

Treasure Type: K, O

Short Description: A swarm of small crawling rodents capable of overwhelming foes with numbers

Long Description: *Rat swarms* are large colonies of normal-sized rats, each member no more than six inches long from nose to tail. Each of these rodents has brown, gray, or black fur and can use their eyes, ears, and noses to find food in relatively lightless conditions. Each colony consists of hundreds or even thousands of members.

Rat swarms are scavengers that will stealthily gather just about any kind of food and bring it back to their lair, but they will aggressively repel invaders who threaten their burrows, and starvation may make them bold as well. They

frequently dwell in unsanitary conditions, and those who are bitten by these creatures are at risk of contracting a disease.

Remorhaz

Primary Trait: 9 HD *aberration*, rank 10

Secondary Traits: *cold-native, many-footed*

Hit Points: 59 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 16, Dex 10, Con 16, Int 3, Wis 15, Cha 14

Natural Attacks: bite (primary): +7/1d12+2 fire + *grab* + *swallow whole* (see below)

Defenses: AC 20, Dodge 15, Toughness 16, Poise 16

Movement: walk 60'; run 120'; swim 15'; climb 15'; ice walk 30'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *ability score bonus*: factored into ability scores

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

ice walk: factored into movement

immunity (cold): take no damage from cold attacks

incendiary: factored into natural attacks. Successful melee attacks on creature deal 1d8 fire damage to attacker or weapon. Creature has *immunity (fire)*.

swallow whole: as a standard action, if the creature starts its turn with a *grappled* target, that target is *ensnared*. At the start of every turn that a target is *ensnared*, it takes 1d8 hp fire damage

tremorsense: factored into senses

Weaknesses: *default exception (infravision)*: factored into senses

energy vulnerability (lightning): add half again as much damage of this type

Skills: Feats of Might 1, Hearing 1, Intuition 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arctic, mountains

Treasure Type: F, O

Short Description: Red-hot many-legged worm that swallows whole and burrows through snow

Long Description: A *remorhaz* is a worm-like predator that hunts in places with permanent coverings of ice or snow. Their bodies are divided into chitinous segments. Most of the segments have a pair of insectile legs, but the front ten segments instead have flaring tendrils joined together with a leathery webbing; these make a kind of cobra's hood that flare around the creature's head. *Remorhazes* have insectile faces with crushing mandibles, segmented eyes, and feelers capable of sensing vibrations through surfaces. The chitin of these creatures is bluish white, but they are also studded with rings that glow cherry-red with heat when the creature attacks. The mouth, when open, also glows a fiery red. These creatures can measure up to 30' long.

A *remorhaz* can rapidly tunnel through hard-packed snow or even solid ice. These creatures use this ability to dig below large snowdrifts or glaciers and wait for prey to pass overhead; they can feel footfalls through the vibrations they make. They then erupt out of the snow or ice and attack, simultaneously heating up their chitin rings to glow red hot. Weapon attacks on these creatures may cause fire damage to the implement, and a *remorhaz* that swallows a creature may burn it alive. They are highly territorial and solitary; they do not tolerate any rivals in their hunting grounds.

The high heat of a *remorhaz* destroys many kinds of treasure, but anything that can resist being melted may remain almost indefinitely inside the gut of these monsters.

Revenant

Primary Trait: 9 HD *undead*, rank 10

Secondary Traits: none

Hit Points: 68 **Initiative:** -2 **Morale Modifier:** +4

Ability Scores: Str 16, Dex 5, Con 18, Int 6, Wis 15, Cha 16

Natural Attacks: strangle (primary): +7/2d6+2

Defenses: AC 16, Dodge 15, Toughness 21, Poise 15

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: lifesense 60', normal hearing, normal vision

Special Powers: *horrifying visage*: at the start of their turn, attack all targets within 60' that can see the creature, +6 vs. Poise/*afraid*

regeneration (5, fire): at the beginning of the creature's turn, it regains 5 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return

rise: when the creature is killed by any means short of disintegration, it attempts a recovery roll on 1d20+3. On a 15 or better, the creature rises again in 1d4 rounds with full hit points

unerring track: creature automatically knows the direction and distance of the creature or creatures it believes are responsible for its death

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Feats of Might 2

Proficiencies: none

Languages: none

Metabolism: none

Climate: not native to Uroth

Treasure Type: H, Q

Short Description: *Undead* remains of a murdered *humanoid* intent on avenging its death

Long Description: *Revenants* were living *humanoid* creatures who have transformed into *undead* monsters, not by evil forces, but by injustice: they were the victims of horrifying murders, and those responsible were never held accountable. The bodies of *revenants* were never laid to rest; they were abandoned, or possibly hastily buried to hide the crime, and therefore have a disheveled appearance. This creature's body does not decompose, but merely withers away as their flesh dries out; these creatures therefore look like skin and sinew drawn tightly over bones. Their eyes are intact but may have a reddish cast. The surface of the skin may take on a rough sandpaper-like texture. It likely still wears the clothing and weapons it wore when it was killed, but these creatures care nothing for such things; they will ignore any weapons they may have in their possession and will instead use their hands to strangle.

Revenants are not evil; they have only one motivation, and that is to find their murderer and avenge themselves on that creature. They can instinctively home in on the culprit, knowing their exact direction and distance from their current location, but they do not know anything about what obstacles may lie along the path. They may cross oceans by walking along the sea bottom, may scale mountains by the most difficult path possible, and may walk right through densely occupied cities in pursuit of their goal. They are not inherently hostile to any creature they encounter (apart from the one they seek), but *revenants* will attack anybody who gets in their way or slows down their pursuit. They are not incapable of reasoning, although they have lost the ability to communicate

using language; if a creature can make itself understood to them, the *revenant* may even make a temporary alliance that brings it closer to its goal.

Once the murderer of the *revenant* is slain, regardless of how they die, this creature turns to dust.

Roc

Primary Trait:	15 HD <i>animal</i> , rank 15				
Secondary Traits:	<i>winged</i>				
Hit Points:	113	Initiative:	+0	Morale Modifier:	+0
Ability Scores:	Str 24, Dex 9, Con 18, Int 3, Wis 9, Cha 10				
Natural Attacks:	bite (primary): +15/2d8+6, range 10' 2 claws (secondary): +13/1d12+6 + <i>grab</i> (see below), range 10'				
Defenses:	AC 19, Dodge 22, Toughness 26, Poise 14				
Movement:	fly 75'; swoop 150'; walk 15'; swim 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>fly</i> : factored into movement <i>grab</i> : any claw hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target				
Skills:	Feats of Might 2, Seeing 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	arid, mountains				
Treasure Type:	F, O				
Short Description:	Legendary hunting bird large enough to carry off an elephant				
Long Description:	<i>Rocs</i> are impossibly large birds that are similar in appearance to hawks. They have a wingspan that is 50' wide, and each of its claws can pick up and carry away a horse, or with two claws it could pick up an elephant or small whale. The plumage of this creature is predominantly brown accented with bands of white and blue feathers. It has a crest of feathers that ring the top of its skull, and these look a bit like a crown; <i>rocs</i> are sometimes known as the rulers of all birds .				

Apart from their size, *rocs* are not much different from the hunting birds found in deserts and mountainous regions. They fly high overhead looking for prey large enough to interest them (creatures smaller than humans are largely beneath their notice) and then they swoop down, attempting to snatch up victims in their talons. They then bring the prey back to their nests where it can be slain at their leisure, or particularly feisty creatures can be dropped from a great height.

Rocs mate for life and frequently live in enormous 100' diameter nests built high above the clouds on mountaintops. Whole trees, wagons, houses, or even small sailing ships are sometimes incorporated into these nests, along with anything that may have been contained inside these objects. *Rocs* sometimes bring live prey to their nests for their enormous flightless chicks to play with.

Roper

Primary Trait:	12 HD <i>aberration</i> , rank 13				
Secondary Traits:	<i>apodal</i>				
Hit Points:	66	Initiative:	+1	Morale Modifier:	-1
Ability Scores:	Str 13, Dex 13, Con 13, Int 13, Wis 11, Cha 12				
Natural Attacks:	bite (primary): +8/2d6+1, range 10'				
Defenses:	AC 21, Dodge 16, Toughness 17, Poise 21				
Movement:	walk 30'; run 60'; swim 15'; climb 30'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>climb</i> : factored into movement <i>filament</i> x4: as a standard action, make 4 ranged attacks, 20/40/60, +8 vs. Dodge/attach. At the start of a turn, the creature makes a Feats of Might check at +4 against an attached victim; if the creature wins or ties, as a free action the victim is reeled in 20' closer. Also, <i>weakening touch</i> (see below) <i>weakening touch</i> : on filament hit, +6 vs. Toughness/ <i>fatigued</i>				
Skills:	Seeing 1, Stealth 2, Stonecraft 1				
Proficiencies:	none				
Languages:	Undercommon (fluent)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	E, F, I, K, L, O, P				

Short Description: Grey column of slick filth with one eye, a toothy mouth, and four long filaments

Long Description: *Ropers* are strange carnivorous creatures that live deep underground. They resemble a wet column of stone up to 10' tall and 3' in diameter; however, their substance is fleshy, and they only weigh a ton or so. When they remain extremely still, they strongly resemble a large cave stalagmite, and this deception is the usual way by which they trick prey to approach them closely. They have a single large red eye above a cavernous mouth full of sharp teeth, and when either of these are open, they no longer look like a stalagmite, so they keep these closed while they are being stealthy. A *roper* can extrude four extremely slender filaments from its flesh, and these whip-like limbs can be rapidly extended up to 60' away; they are feeble when it comes to manipulating anything larger than a dagger, but they extrude a sticky glue and can reel in adhered creatures with some strength.

Ropers are solitary ambush predators that live in natural caverns where they can make good use of their camouflage. They mostly subsist on bats and *fire beetles*, but they are generally unafraid of much larger prey and will reel in anything their filaments can catch. The glue on the filaments has a contact toxin that weakens a victim, making them easier to reel in. These creatures have no feet, but their base is something like a snail's foot; they can ooze around with surprising speed and can even climb up vertical walls or ceilings. More than one *roper* hunts upside-down.

Despite their monstrous appearance, *ropers* are intelligent creatures. They all speak the language of Undercommon, and many speak other languages as well. They understand the value of treasure and magic items, and they may make paying deals with intelligent species, ranging from toll-paying to guard duties. Other *ropers* may kill and eat everything they come across, choosing only to talk to creatures if it amuses them to do so. All such creatures have gizzard-like organs to help them digest their food, and it is not unusual for there to be up to 50 gp of diamond flakes inside them if a determined killer knows where to look. Exceptional individuals may be capable of casting spells.

Rust Monster

Primary Trait: 5 HD *aberration*, rank 6

Secondary Traits: *many-footed*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 9, Dex 10, Con 13, Int 3, Wis 16, Cha 7

Natural Attacks: bite (primary): +3/1d8 + *eat metal* (see below)

Defenses: AC 15, Dodge 14, Toughness 13, Poise 11

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses:	infravision 60', mineral senses 60', normal hearing, normal vision
Special Powers:	<p><i>eat metal:</i> on a successful bite attack, instead of dealing damage, the creature can give a target's held metal weapon or worn metal armor the <i>broken</i> property. If item is already <i>broken</i>, it is destroyed</p> <p><i>hard on metal:</i> if a metal weapon successfully hits the creature, the weapon acquires the <i>broken</i> property. If a <i>broken</i> metal weapon successfully hits the creature, the weapon is destroyed.</p> <p><i>leap:</i> creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit</p> <p><i>mineral senses:</i> factored into senses</p> <p><i>spine attack:</i> as a standard action, make 2 ranged attacks, 20/40/60, +3 vs. Dodge/1d6</p>
Weaknesses:	<i>ability score penalty:</i> factored into ability scores
Skills:	Intuition 2
Proficiencies:	none
Languages:	none
Metabolism:	eats (metal), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F, O
Short Description:	Quadrupedal subterranean monster that can smell and feed off metal
Long Description:	<p><i>Rust monsters</i> are underground creatures that feed on metal ores, but which find worked metal particularly appetizing. They have four insectile legs and a high domed chitinous body which is armored with overlapping segments. This creature has a long tail that is tipped with many small chitinous spikes, and it is capable of dexterously shooting some of these tines at enemies. It has biting/crushing mouthparts like those of a crab, and it has two long feathery antennae which twitch constantly. These creatures are about 5' long and weigh about 500 pounds. They are a stony grey in color.</p> <p>The antennae of <i>rust monsters</i> can sense metal-bearing materials, and they are particularly adept at sniffing out worked metal. The creature's armor and mandibles continuously exude a substance that corrodes metal on contact, breaking it down into crumbly oxidized chunks that it can easily digest. Their name is a misnomer – these creatures can corrode any type of metal, not just metals containing iron. They will preferentially attack a creature wearing the largest amount of metal, especially persons using metal armor. However, they are only interested in eating metal, not flesh, and they will usually stop to</p>

devour large chunks of metal left behind as distractions; they only fight if creatures stand between them and the metal they crave. Merely striking a *rust monster* with a metal weapon can be a bad idea. The substance that corrodes metal cannot be harvested.

Some subterranean-dwelling creatures use *rust monsters* as guardians; of course, such species will only use items made from stone or other materials that these creatures are not interested in eating. When a *rust monster* dies, its body pops like a bubble, causing no damage but scattering its flesh up to 50' away. Spores embedded in its remains may hatch into grub-like larvae and then metamorphose into adults within several months.

Sahuagin

Primary Trait:	2 HD <i>humanoid</i> , rank 2				
Secondary Traits:	<i>aquatic-native, sahuagin, warcrafter, water-breathing</i>				
Hit Points:	9	Initiative:	+0	Morale Modifier:	+3
Ability Scores:	Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 9				
Natural Attacks:	fist (primary): -2/1d2+1 OR weapon (primary): +2/weapon+1				
Defenses:	AC 10, Dodge 10, Toughness 11, Poise 9				
Movement:	swim 60'; dart 120'; walk 45'; climb 15'				
Senses:	low light vision, normal hearing, normal vision				
Special Powers:	<i>sahuagin</i> : factored into languages and senses. Additionally: <ul style="list-style-type: none">• creature has the <i>amphibious</i> special power, but only for 4 hours of activity on dry land. The creature must then return to be immersed in water and breathe water before regaining this ability• creature has the <i>telepathy</i> special power, but only to communicate with sharks or sahuagin within 60' <i>warcrafter</i> : factored into proficiencies				
Skills:	Intimidate 1, Seacraft 1				
Proficiencies:	<i>cheap</i> weapons and spears, light helms, shields, and armor up to AC 12				
Languages:	Merfolk (fluent)				
Metabolism:	eats (meat), sleeps, breathes (water)				
Climate:	ocean				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				

Short Description: Green web-limbed undersea *humanoids* warring against dry land

Long Description: *Sahuagins* are *humanoids* who live in shallow ocean waters. They stand 6 ½' tall and have muscular builds. Their skin is covered with light green scales. Their hands and feet are webbed, and they have gill slits in their necks. They have no hair, but they have finned crests that jut from the sides and top of their heads, and the configuration of these vestigial protrusions is as unique as a fingerprint. The shark people have noses and mouths like humans, but they have sharp triangular teeth in multiple rows, and they have mustache-like vestigial palps framing their mouths that look something like the feelers of a catfish. They do not wear clothing apart from a belt with multiple straps and attachments, and they swim trailing a net bag attached to an ankle by a 5' cord; this contains their belongings. They may use armor made from materials that can be worked underwater, and every *sahuagin* is always armed with a dagger made from a tooth of a *giant shark*; they use other sorts of weapons as well, especially spears.

Sahuagins are an aggressive species whose leaders have grand ambitions to conquer all underwater parts of Uroth. They are perpetually at war with *tritons* and have an uneasy peace with the *locathah*. They also can breathe air for limited amounts of time, and as raiders they sometimes attack dry land communities close to the coast. Their culture thinks nothing of slavery, and many water-breathing creatures are captive labor within their communities, but their raiders rarely capture air-breathers alive. *Sahuagins* may live in highly militarized fortified villages of up to one thousand adults, often built out of coral or piles of shells glued together. Their communities are defended by the packs of *sharks* and *giant sharks* they keep on patrol on all sides; their limited telepathy with these creatures has led sharks and *sahuagin* to live in a symbiotic and mutually beneficial society.

The shark people worship a shark-like deity named Sekolah, and a spellcasting priesthood exists in their society. There are also legends of four-armed mutant *sahuagin* who are fiendishly strong and who can wield multiple weapons at the same time.

Salamander

Primary Trait: 9 HD *extraplanar*, rank 11

Secondary Traits: *evil*, *heat-native*

Hit Points: 50 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 16, Dex 13, Con 13, Int 15, Wis 13, Cha 12

Natural Attacks: tail (primary): +11/1d12+2 magical + *grab* (see below)

2 claws (secondary): +9/1d8+2 magical

OR weapon (secondary): +9/giant-sized weapon+2, range 10'

Defenses:	AC 20, Dodge 22, Toughness 21, Poise 20
Movement:	walk 60'; run 120'; climb15'
Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>damage resistance (magical)</i> : reduce non-magical damage by 10 hp <i>energy aura (fire)</i> : opponents who begin a turn within 5' of the creature take 1d8 hp fire damage <i>grab</i> : any tail hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that tail can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>immunity (fire)</i> : take no damage from fire attacks
Skills:	Build 1, Feats of Agility 1, Feats of Might 1, Knowledge 1, Mechanisms 1
Proficiencies:	all weapons
Languages:	Elemental (fluent)
Metabolism:	eats (meat), sleeps
Climate:	not native to Uroth
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P, S
Short Description:	Red, slithering, fire-limned refugees in the Plane of Elemental Fire
Long Description:	<p><i>Salamanders</i> are <i>extraplanar</i> creatures that live in the Plane of Elemental Fire. Their upper bodies resemble those of muscular giants, although their facial features are somewhat serpentine; they only have nostril slits, they have small needle-like teeth, and their eyes are large with oval-shaped irises. Their skin is scaled, with dark red and black patterns on their backs shading to golden yellow on their bellies. The lower body of these creatures is serpentine and adds about 10' to the creature's overall length of 20'. <i>Salamanders'</i> bodies are continuously wreathed in flame, especially their heads which are covered with licking tongues of fire in lieu of hair. They have numerous spiny projections running down their spines to the tips of their tails, but these serve no obvious function and are not helpful in combat. These creatures sometimes wear short vests made of fire-retardant materials that have pockets they can use to store personal items; they otherwise do not wear clothing. They wield shields and weapons that won't burn, with a preference for swords and polearms.</p> <p>When the <i>infernal</i>s splintered, the demons and the devils were the two largest groups remaining and the Everwar was joined. Many kinds of <i>extraplanar</i> creatures did not survive the experience, and some, such as the <i>salamanders</i>,</p>

only avoided extinction by fleeing the Edifice. These creatures made a new home for themselves on the Plane of Elemental Fire. They largely keep to themselves, and they avoid any conflict with the natives of that plane, but they continuously plot their return to the Outer Planes. The chief way they scheme to do that is to gain influence in the mortal realms of the Prime Material Plane and use that as a bargaining chip to regain their homelands. *Salamanders* are clever builders, especially of complex devices, and they may use their skills to gain influence with *humanoid* societies. They also understand the value that mortals place upon treasure, and their ability to mine even in very hot conditions gives them access to valuable goods they can use as bribes to win influence.

Salamanders are most assuredly evil. Most of the clever instruments of torture used by wicked people to make others miserable were probably invented by these creatures, and they consider the inducing of pain to be an art form. They often use their tails to grab victims and hold them against their flaming bodies, delighting in the screams this generates.

Sandling

Primary Trait: 4 HD *elemental*, rank 5

Secondary Traits: *amorphous, apodal, earth type, eyeless*

Hit Points: 26 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 11, Dex 13, Con 16, Int 3, Wis 13, Cha 8

Natural Attacks: pseudopod (primary): +2/1d10

Defenses: AC 16, Dodge 16, Toughness 19, Poise 3

Movement: burrow 60'; walk 30'; run 60'; climb 15'

Senses: normal hearing, tremorsense 60' (enhanced)

Special Powers: *amorphous*: can squeeze through narrow spaces

burrow: factored into movement

elemental type (earth):

- *throw rocks*: as a standard action, make a ranged attack, 25/50/75, +3 vs. Dodge/2d6 hp. Roll a 10 on 1d20+2 at the beginning of a turn to recover this ability
- *tremorsense*: factored into senses

enhanced senses (tremorsense): factored into senses

mobile (burrow): factored into movement

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses:	<i>default exception (earthglide):</i> factored into movement <i>default exception (infravision):</i> factored into senses <i>default exception (normal vision):</i> factored into senses <i>susceptibility (water):</i> creature takes 1d6 hp damage when exposed to water
Skills:	Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (elemental earth)
Climate:	not native to Uroth
Treasure Type:	N, O, S
Short Description:	Earth <i>elemental</i> composed of amorphous sand that flows through soil
Long Description:	<p><i>Sandlings</i> are natives of the Plane of Elemental Earth. They have an amorphous body made of loose grains of silica – in other words, they are an animate blob of sand. The volume of an adult is about 3 cubic feet, roughly the same as an adult human, but they weigh closer to 300 pounds. This creature has no sense organs; it can hear by feeling vibrations in the air, and it can feel movement across surfaces in the same way, but it has no visual senses. It continuously exchanges the substance of their body with their environment, so the color and texture of a <i>sandling</i> will closely resemble the sand and soil in their immediate area, and they are difficult to spot in a sandy area when they remain still.</p> <p><i>Sandlings</i> can swim through loose sand, soil, or gravel like a fish through water; in contrast, they can only slither across surfaces slowly and awkwardly. Their bodies are highly amorphous and they can squeeze through gaps as narrow as an inch wide; however, they cannot move through solid stone or other hard substances. They eat minerals found in the Plane of Elemental Earth, but these same minerals can be found in the Prime Material Plane, so these creatures can survive and thrive if they can cross over to Uroth. They are extremely averse to water, however, and they always seek out places to live that are dry. <i>Sandlings</i> are uninterested in eating living creatures; in fact, the moisture in their bodies repels them. However, they are territorial and will defend their lairs from invaders. They can do this by forming a snake-like striking pseudopod, and they can also scoop up baseball-sized rocks in the soil and rapidly propel them at enemies.</p> <p><i>Sandlings</i> reproduce asexually by laying eggs. The eggs are the size of golf balls and are made of pearlescent quartz; they are perfectly spherical and are not obviously eggs. A nest consists of up to a dozen of these, and they may be sold for 10 gp each in a major city. However, <i>sandlings</i> will fight to the death to</p>

defend their eggs or recover stolen ones. Shards of broken quartz eggs are often found littered around a nest even if there aren't any intact eggs present, and this may be worth another 3d10 gp. Young individuals may be found swimming around in lairs if the eggs are already hatched.

Satyr

Primary Trait: 7 HD *fey*, rank 7

Secondary Traits: *barbaric, warcrafter*

Hit Points: 32 **Initiative:** +1 **Morale Modifier:** -1

Ability Scores: Str 10, Dex 15, Con 12, Int 9, Wis 8, Cha 12

Natural Attacks: ram (primary): +3/2d4 faerie iron

OR weapon (primary): +3/weapon

Defenses: AC 15, Dodge 18, Toughness 12, Poise 13

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *damage resistance (faerie iron):* reduce damage by weapons not made of faerie iron by 10 hp

improved natural attack: factored into natural attacks

magically impregnable: when targeted by a spell, caster must make a caster level check of 17 or the spell fails

spellcaster: caster level 7, 7 castings per day:

- *sleep*, no more than 3/day;
- *minor illusion*, no more than 3/day;
- *sound burst*, no more than 3/day;
- *speak with animals*, no more than 3/day;
- *meld into stone*, no more than 2/day;
- *speak with plants*, no more than 2/day

warcrafter: factored into proficiencies

Skills: Convince 1, Perform 1, Woodcraft 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Fey (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: temperate, mountains

Treasure Type: B, C, D, E, I, J, K, L, M, P

Short Description: A *fey* creature with goat hooves and horns, dancing in unspoiled forests

Long Description: *Satyrs* are *fey* creatures that make their homes in forests that have not been developed by *humanoid* societies. They stand 5' tall and have human-like upper bodies. Their heads and faces are also human in appearance, but they have a pair of curling goat horns protruding from their hair. Their legs are like the legs of goats; they have hooves and are covered with short curly hair. *Satyrs* also have a short stub of a goat-tail. They do not wear clothing, but they sometimes use backpacks or pouches slung over their shoulders to carry items. Unlike other *fey*, these creatures do not generally use weapons, preferring to butt opponents with their horns. They are highly musical, however, and usually carry an instrument such as pipes, drums, or a lyre.

Satyrs believe in the importance of bringing song and dance to woodlands, and this is close to a religious belief among these creatures. They live in small communities called **circles** in numbers no greater than two dozen. In temperate climes they do not build structures and camp out under the stars; they enjoy building large bonfires in clearings where the forest will not be endangered. In colder weather they may build small, neat cottages, recruiting the local plant and animal life to assist them. The bulk of their time is spent making music and dancing. *Satyrs* are not hostile to strangers unless they are disruptive of their forests, but they insist that newcomers join their circle's dances and revels, and to refuse is an insult.

Satyrs understand the value of treasure, and they may trade with *gnomes* to obtain the things they need. They are excellent crafters of musical instruments, but more profitably they are small-batch brewers and winemakers, and barrels of cider bearing the brand of the pipe-playing satyr can be found in the cellars of inns across Uroth.

Scarecrow

Primary Trait: 5 HD *construct*, rank 5

Secondary Traits: none

Hit Points: 43 **Initiative:** +0 **Morale Modifier:** N/A

Ability Scores: Str 15, Dex 11, Con 20, Int 3, Wis 10, Cha 13

Natural Attacks: 2 fists (secondary): +2/1d10+1 magical + *horrifying touch* (see below)

Defenses: AC 17, Dodge 11, Toughness 20, Poise 6

Movement: walk 30'; run 60'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

damage resistance (magical): reduce non-magical damage by 5 hp

horrifying touch: on fist hit, +3 vs. Poise/*afraid*

infravision: factored into senses

paralyzing gaze: as a standard action, attack 1 visible target within 60', +3 vs. Dodge/*paralyzed*

construct immunities: immune to *afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct*: the creature must obey its creator

energy vulnerability (fire): add half again as much damage of this type

Skills: Feats of Might 1

Proficiencies: none

Languages: Common (smattering) (understood only)

Metabolism: none

Climate: not native to Uroth

Treasure Type: none

Short Description: *Constructs* made from sticks and straw, used to terrorize rural populations

Long Description: A *scarecrow* is a *construct* built to resemble a mannequin placed in agricultural fields to frighten away crop-eating birds. It is approximately the height of an adult human, and it has two arms, two legs, and a head. The framework of this creature is built around sticks, wrapped in old clothes or rags, and stuffed with straw for bulk. The head may be made of an old sack with ragged holes cut for eyes and a mouth, but some *scarecrows* have a large carved gourd for a skull. Their hands are made of twists of wicker. When they are at rest, they drape themselves over a supporting framework of logs or lean themselves against fences, and they appear entirely inert. When they are active, however, a dull red glow seeps out of their eyes and mouth, and they are capable of slowly staggering around.

Much of northwest Uroth is under the sway of Garr-Sen, Lich-King of Angarr. Some of the neighboring nations such as Othos have been invaded by Garr-Sen's armies and are occupied lands, but other lands such as the ancient agricultural nation of Serjus are ruled by fear. Garr-Sen has created *scarecrows* to keep eyes on the rural population, to ensure that no revolt is being planned, and to be a constant threat of violence on the doorstep of every citizen. The secret of how to make these creatures is not generally known, but new *scarecrows* are constantly being made in Angarr. They must obey the orders of their creator,

and they understand enough language to be able to do so, but they have only a very limited intelligence and their orders must be tightly defined to ensure that the creatures do not become confused.

Scarecrows can see in the dark and are typically most active at night; their orders are to not be seen moving about during the day. It is difficult to damage these creatures with non-magic weapons, and their fists can inflict punishing damage on their foes, but much of their power stems from fear. The baleful gaze of a *scarecrow* can transfix a victim with fright, and their touch can induce utter panic in even the bravest of veterans. An ill-kept secret is that fire is useful against these creatures, however; flaming oil can make short work of a *scarecrow*.

Scorpion, Giant

Primary Trait: 5 HD *vermin*, rank 5

Secondary Traits: *heat-native, many-footed*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 11, Dex 11, Con 13, Int 1, Wis 10, Cha 7

Natural Attacks: sting (primary): +2/1d6 + *poisoned*

2 claws (secondary): +0/1d4 + *grab* (see below)

Defenses: AC 18, Dodge 15, Toughness 13, Poise 3

Movement: walk 60'; run 120'; swim 15'; climb 30'

Senses: low light vision, normal hearing, normal vision

Special Powers: *climb*: factored into movement

grab: any claw hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that claw can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

poison touch: on sting hit, *poisoned* with *giant scorpion* poison: +4T, onset 1d6 hp + 1 Str or 1 hp, interval 4 hours, recovery 20, attack 1 Str or nothing

Skills: Hearing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, arid, mountains, underground

Treasure Type: O

Short Description: Large black-carapaced arthropods with clutching claws and a venomous sting

Long Description: *Giant scorpions* are stinging arachnids that are larger versions of ordinary scorpions. Adult creatures are 3' tall and are 10' long from mouth to tail. This creature has a black chitinous carapace that is jointed in many places for maximal flexibility. It has eight furry legs plus two manipulating arms tipped with claws, and relatively small mouthparts that are ineffective in combat. Its tail is long, jointed, flexible, and can strike over the creature's head with whiplike speed; at the tip of the tail is a pointed barb that can inject a dangerous toxin. *Giant scorpions'* legs are tipped with many small hooks that allows them to climb on vertical surfaces.

Giant scorpions can live in many climes, including in subterranean environments, but they are typically found where it is dry. They are solitary hunters, often preying on rodents and birds, but these creatures' most common food source is giant ants. These creatures have excellent hearing and will usually remain in hiding while listening for prey; when they hear something interesting, they emerge and quickly close to attack. *Giant scorpions* lead with their claws, which do relatively little damage, but which can seize and hold victims, allowing them to bring their lethal tail into more effective use. They are not intelligent and can be easily lured into a trap.

A *giant scorpion* has a vascular organ something like a heart buried deep in its body. If this organ is harvested within a minute of the creature dying, and if a living creature eats this apple-sized organ raw, they will be magically cured of 1d6 hp damage. There are rumors that there are many different alternative types of large scorpion monsters, with carapaces colored something other than black, and allegedly eating their hearts has a different beneficial effect as well, although it is not known exactly what these effects might be.

Shadow

Primary Trait: 3 HD *undead*, rank 4

Secondary Traits: *amorphous, evil*

Hit Points: 14 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 7, Dex 12, Con 10, Int 6, Wis 16, Cha 6

Natural Attacks: bite (primary): +1/1d6 magical

Defenses: AC 13, Dodge 15, Toughness 10, Poise 10

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', lifesense 60', normal hearing, normal vision

Special Powers: *amorphous*: can squeeze through narrow spaces

damage resistance (magical): reduce non-magical damage by 5 hp

drain: as a standard action, +2 vs. Toughness/drain 1d3 Strength, recover at the beginning of a turn with a roll of at least a 15 on 1d20

infravision: factored into senses

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *ability score penalty*: factored into ability scores

light sensitivity: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: none

Climate: not native to Uroth

Treasure Type: H, O, Q

Short Description: *Undead* composed of liquid shadow, hungering for the strength of mortals

Long Description: *Shadows* are *undead* creatures that skulk in dark places, hating and envying those who still have a life-force. They are thin puddles of almost liquid darkness that can easily flow across surfaces; they resemble the shadows that light sources cast and are therefore difficult to spot under most conditions. They shun bright light, however, because under such illumination it is possible to see the three-dimensional nature of their bodies, and one can even make out the holes in the darkness that represent their eyes and jagged maws. Their outline is almost humanoid in form and appears to have arms and legs, but *shadows* never stand up, preferring to flow like an ooze across floors and up walls.

Shadows are evil and hate life, wanting living creatures to join them in undeath. The touch of this creature drains the Strength from victims, and if a creature is ever reduced to 0 Strength by a *shadow's* draining attack, it dies and rises as a newly born *shadow* in 1d4 rounds. They can also bite, and despite their amorphous nature, the jagged edges of their maws cause painful wounds. They can flow through gaps as narrow as 1". The magical nature of their composition makes them almost immune to damage from non-enchanted weapons.

Shadows described by sages are humanoid in form, but creatures other than *humanoids* can be drained of their Strength, so it is theoretically possible that there could be *shadows* that have characteristics of other monsters.

Shambling Mound

Primary Trait:	9 HD <i>plant</i> , rank 9				
Secondary Traits:	<i>earless, heat-native</i>				
Hit Points:	50	Initiative:	-1 (<i>slow</i>)	Morale Modifier:	-1
Ability Scores:	Str 16, Dex 6, Con 16, Int 3, Wis 7, Cha 9				
Natural Attacks:	2 fists (secondary): +9/2d6+2 + <i>grab</i> , range 10'				
Defenses:	AC 19, Dodge 8, Toughness 22, Poise 7				
Movement:	walk 30'; run 60'; swim 15'; climb 15'				
Senses:	low light vision, normal vision				
Special Powers:	<i>energy recovery (lightning)</i> : any damage of that type received heals the creature for the same amount it would have damaged it				
	<i>energy resistance (fire)</i> : halve damage of this type				
	<i>grab</i> : any fist hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that fist can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target				
	<i>immunity (lightning)</i> : take no damage from lightning attacks				
	<i>low light vision</i> : factored into senses				
	<i>mobile (walk)</i> : factored into movement				
	<i>smart</i> : factored into ability scores				
	<i>plant</i> immunities: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions				
Weaknesses:	<i>ability score penalty</i> : factored into ability scores				
	<i>default exception (tremorsense)</i> : factored into senses				
	<i>slow</i> : factored into movement. Creature goes last every round and does not roll for initiative although allies still do				
	<i>susceptibility (salt)</i> : creature takes 1d6 hp damage when exposed to salt				
	<i>weak phase</i> : when the creature is entirely within an area of total darkness, its metabolism slows down: for one hour, it receives a penalty of -4 to AC, and its movement rates are halved				
Skills:	Hearing 1, Woodcraft 1				
Proficiencies:	none				

Languages: none

Metabolism: eats (soil and sunlight)

Climate: tropical, underground, lakes and rivers

Treasure Type: F, O

Short Description: A tangled mass of swamp plant matter in the rough shape of a person

Long Description: A *shambling mound* is a *plant* creature that has acquired a bestial intelligence and a curiously humanoid form. They are native to swamps and marshes, and their bodies are made up of tangled masses of the kinds of vegetation found in such places: root balls, reeds and grasses, knotted vines, shrubs, and old stumps. Many different types of vegetation may go into the composition of a *shambling mound*, which is more of a symbiotic fusion of multiple lifeforms than a single species. The creature is roughly conical in shape and stands about 9' tall, but it has a distinct head with dark eyespots, two independently acting appendages which serve as arms, and a bifurcated base that allows it to slowly shuffle from place to place. They are usually green and brown, but some have flowers incorporated into their biomass. These creatures have no organs that allow them a sense of hearing. A typical creature weighs two tons.

Shambling mounds do not breathe air, and they are therefore comfortable lurking underwater or on dry land. However, they depend on receiving light to provide them with energy; they will not submerge deeply enough that the sun's rays cannot reach them, and they are usually inactive at night. These creatures subsist on nutrients absorbed through the soil and water, and they do not eat either plant or animal material; however, they display extreme aggression towards intelligent animal life, and they will attack *humanoids* or other sentient species without any provocation. They move slowly, but any creature within reach of a *shambling mound's* enormous fists is at risk of being entangled in its fibrous body. They are at least as smart as most animals, and they can plan ambushes and avoid obvious traps. Their wet bodies are damaged by salt, but they are immune to, and are healed by, lightning attacks.

It is speculated that *shambling mounds* may be created by certain types of *humanoids* dying in the swamp, and a portion of their life essence is absorbed by the surrounding plant matter. This theory does not explain their aggression, however, but no reasonable alternative explanations have been advanced.

Shark

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: *apodal, aquatic-native, water-breathing*

Hit Points: 14 **Initiative:** +0 **Morale Modifier:** +2

Ability Scores: Str 12, Dex 9, Con 9, Int 2, Wis 9, Cha 12

Natural Attacks:	bite (primary): +2/1d8
Defenses:	AC 13, Dodge 13, Toughness 11, Poise 6
Movement:	swim 60'; dart 120'; walk 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>rage</i> : as a free action, for 10 minutes gain +2 to hit and damage, and +4 to Feats of Might
Skills:	Seacraft 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (water)
Climate:	ocean
Treasure Type:	F

Short Description: Large predatory razor-toothed fish patrolling the open ocean for blood

Long Description: There are many types of sharks in the ocean, but the type referenced by this monster is one of the larger species of cartilaginous predatory fishes. They can measure up to 12' long from nose to tail. They are typically blue, silver, or gray in appearance, but many have white bellies. These creatures have long gill slits on both sides of their heads. They have a triangular dorsal fin that usually extends out of the water when they swim on the surface. They have black eyes and many sharp triangular teeth. Their skin has the surface texture of fine-grained sandpaper. *Sharks* have excellent senses of smell and can detect blood in the water up to a half mile distant.

Sharks are hunters that usually seek prey alone, but their strong attraction to blood means that all such creatures in an area usually converge on a target under attack. When a *shark* is within 30' of an open wound in the water, it enters a frenzy that makes it extremely dangerous, frantically attacking until it has fed. They are also attracted by erratic movement in the water such as splashing or treading water. They are most active at dawn and dusk, but they are generally more active at night than during the day.

Sharks are used as pets and guardians by *sahuagins*, and such creatures may wear collars and answer to specific names.

Shark, Giant

Primary Trait:	9 HD <i>animal</i> , rank 9				
Secondary Traits:	<i>apodal, aquatic-native, water-breathing</i>				
Hit Points:	59	Initiative:	+0	Morale Modifier:	+4

Ability Scores:	Str 16, Dex 9, Con 16, Int 2, Wis 12, Cha 15
Natural Attacks:	bite (primary): +7/2d6+2, range 10'
Defenses:	AC 17, Dodge 18, Toughness 18, Poise 10
Movement:	swim 60'; dart 120'; walk 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>rage</i> : as a free action, for 10 minutes gain +2 to hit and damage, and +4 to Feats of Might
Skills:	Intuition 1, Seacraft 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (water)
Climate:	ocean
Treasure Type:	F
Short Description:	A huge primordial shark capable of sinking boats
Long Description:	<p><i>Giant sharks</i> are oversized cartilaginous predatory fish that dwarf smaller sharks. They may measure up to 30' long and weigh 8 tons. They are usually grey speckled with white, and their bellies are white as well. They have long gill slits on both sides of their heads. They have a triangular dorsal fin that usually extends out of the water when they swim on the surface. They have black eyes and many sharp triangular teeth, some of which may be eight inches long. Their skin has the surface texture of fine-grained sandpaper. <i>Giant sharks</i> have excellent senses of smell and can detect blood in the water up to a half mile distant.</p> <p><i>Giant sharks</i> are hunters that usually seek prey alone, but their strong attraction to blood means that all such creatures in an area usually converge on a target under attack. When such a creature is within 30' of an open wound in the water, it enters a frenzy that makes it extremely dangerous, frantically attacking until it has fed. <i>Giant sharks</i> are also attracted by erratic movement in the water such as splashing or treading water. They are most active at dawn and dusk, but they are generally more active at night than during the day.</p> <p><i>Giant sharks</i> are sometimes captured and domesticated by <i>sahuagins</i> as special guardians, but they have a special significance to the <i>sahuagin</i> people: when their young come of age, they must form a warband and seek out a wild <i>giant shark</i> to hunt. Many <i>sahuagins</i> die in this ritual, but those who survive may</p>

make a dagger out of a *giant shark's* tooth, and they can then fully enter *sahuagin* society.

Shedu

Primary Trait:	11 HD <i>extraplanar</i> , rank 13				
Secondary Traits:	<i>good, many-footed, winged</i>				
Hit Points:	83	Initiative:	+1	Morale Modifier:	+1
Ability Scores:	Str 18, Dex 13, Con 14, Int 18, Wis 14, Cha 14				
Natural Attacks:	ram (primary): +14/2d6+3 magical, range 10' 2 hooves (secondary): +12/1d10+3 magical, range 10'				
Defenses:	AC 21, Dodge 23, Toughness 23, Poise 25				
Movement:	fly 60'; swoop 120'; walk 60'; swim 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>damage resistance (magical)</i> : reduce non-magical damage by 15 hp <i>fly</i> : factored into movement <i>magically impregnable</i> : when targeted by a spell, caster must make a caster level check of 21 or the spell fails <i>spellcaster</i> x2: creature casts spells as an 11 th level Cleric				
Skills:	Healing 3, Intuition 1, Knowledge 1, Turn Undead 1				
Proficiencies:	none				
Languages:	Common (fluent), Attainu (fluent), Dwarvish (fluent)				
Metabolism:	eats (vegetation), sleeps				
Climate:	not native to Uroth				
Treasure Type:	E, G, I, J, K, L, M, P				
Short Description:	Defector from the angelic cause, a winged equine with a <i>dwarf's</i> head				
Long Description:	<i>Shedu</i> are good-aligned creatures from the Outer Planes. Their bodies are like enormous horses; they stand up to 8' tall at the shoulder. They have a pair of feathered wings that sprout from their withers, and these have a span of 20'. The head of this creature resembles that of a male <i>dwarf</i> , but much larger – their skull is 3' across, and their shaggy beards may be 5' long. Most <i>shedu</i> hides are tawny, but some are bluish white. These creatures like to braid the hair of their beards, manes, and tails elaborately, using jewelry to hold them in place,				

and they are fond of wearing coronets as well. They do not use weapons, preferring to butt creatures with their enormous heads and kick them with their hooves.

At one time the *shedu* were part of the Celestial Choir, but philosophical differences caused them to quit the fight against the *infernals*. They therefore do not get along well with angels, and relations between these different *extraplanar* creatures are usually frosty at best. *Shedu* are masters of the healing arts, adept at both physician's skills and spells to cure the ill. They consider it their duty to heal those who are injured, even if they are the ones who injured the creature to begin with. They are strict vegetarians. They are enemies of the *undead*, and they will usually try to destroy such creatures.

The *shedu* have taken an interest in Uroth, particularly the parts close to Attapoor, and sometimes they visit that part of the world. They may establish temples dedicated to the healing arts and provide guidance to those who staff such organizations, while leaving their direct participation a secret.

Shrieker

Primary Trait: 3 HD *fungus*, rank 3

Secondary Traits: *apodal, earless, immobile, mindless*

Hit Points: 17 **Initiative:** -1 **Morale Modifier:** +3

Ability Scores: Str 10, Dex 6, Con 15, Int 1, Wis 17, Cha 3

Natural Attacks: none

Defenses: AC 9, Dodge 12, Toughness 16, Poise 1

Movement: walk 15'; run 30'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal vision

Special Powers: *alarming shriek:* creature can emit a piercing shriek that attracts the attention of other living beings, doubling chances of *monster encounters* for the next hour

infravision: factored into senses

low light vision: factored into senses

fungus immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned,* and *unconscious* conditions

mindless immunities: immune to *afraid, charmed, confused,* and *unhinged* conditions, and immune to all spells involving illusion

Weaknesses: *no attacks:* creature has no natural attacks

Skills: Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (soil)

Climate: underground

Treasure Type: O

Short Description: Eyespot-studded club-headed huge fungus that screams when it sees light

Long Description: *Shriekers* are *fungus* monsters that live deep below ground in natural caves. Each creature stands up to 8' tall, with a pallid fleshy stem 2' in diameter, and a large swollen ball of a cap that can measure 4' across. The stem splits into numerous squirming root-analogs that can burrow into any soil available to them, but which also give the creature the ability to slowly creep from place to place. The head is studded with numerous light-sensitive spots that give it excellent vision, even in complete darkness. The eyespots are interspersed with sphincter-like pores that, when fully open, create an opening about three inches across.

Shriekers are not intelligent; they subsist on nutrients absorbed through soil. They have an adaptation that gives them a symbiotic relationship with more aggressive forms of subterranean life: when they perceive light or movement, their pores open, and they scream loudly. This shrieking is painful to those within 30', and the sound carries very far through the underground. *Shriekers* have no attacks, but the sound of their shrieking lets predators know that something moving is nearby; meat-eating creatures are likely to come investigate. When predators kill prey near these creatures, the remains add nutrients to the soil, and the *shrieker* benefits.

Many intelligent underground species use *shriekers* as watchdogs. They can be trained to stay in a particular place, especially if they are provided with nutritious soil, and they can be conditioned to not make noise if they are shown a particular object or color. Some *humanoids* herd these creatures about, prodding them with sharp objects until they hop to a desired location. *Shriekers* coexist very well with *violet fungi*, and they are not attacked by these monsters.

Skeletal Warrior

Primary Trait: 10 HD *construct + warrior (1)*, rank 11

Secondary Traits: *golem*

Hit Points: 72 **Initiative:** +1 (*slow*) **Morale Modifier:** N/A

Ability Scores: Str 18, Dex 14, Con 16, Int 3, Wis 10, Cha 13

Natural Attacks: weapon (primary): +10/2d8+3 magical + 1 shp

Defenses:	AC 20, Dodge 13, Toughness 25, Poise 10
Movement:	walk 30'; run 60'; swim 15'; climb 15'
Senses:	normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>golem</i> : <ul style="list-style-type: none">• must obey verbal commands of whoever wears its control circlet• <i>damage resistance (magical)</i>: reduce non-magical damage by 10 hp• <i>magically impregnable</i> x2: all spells have no effect on the creature, with the following exceptions: if a <i>speak with dead</i> spell is cast, it will pause to answer questions for the duration of the spell provided it is not attacked; an <i>exorcise</i> spell completely deactivates the creature for 1 round; a <i>greater dispel magic</i> spell causes 5d6 damage and confers the <i>slowed</i> condition for 6 rounds• <i>immunity (fire, cold, acid, lightning)</i>: take no damage from this type of attack <i>interpose</i> : as an interrupt, if an attack targets a designated ally within 10', prior to resolving the attack, the creature can become the target of the attack <i>structural attack</i> : factored into natural attacks <i>construct immunities</i> : immune to <i>afraid, bleeding, charmed, confused, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions
Weaknesses:	<i>reduced reach</i> : creature's melee range is reduced to 5' <i>slow</i> : factored into movement. Creature goes last every round and does not roll for initiative although allies still do
Skills:	Feats of Might 2
Proficiencies:	none
Languages:	Common (understood only) (halting)
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	H, O, Q
Short Description:	A <i>construct</i> built from the bony remains of a heroic warrior to protect its master
Long Description:	A <i>skeletal warrior</i> looks like a human warrior dressed in plate armor and wielding a sword, and in fact once upon a time that is exactly what this creature once was. Peculiar wizardry took a still-living fighter – always a great hero with

fantastic martial prowess – and transformed them into a *construct*. The process blasted the flesh from their bones and welded their remains to their armor and weapons, which became part of the creature and cannot be removed unless it is destroyed. All that is left of the previously living warrior are the gleaming bones that can be seen through the helm and the gaps in the armor’s joints. The *skeletal warrior* continues to wear the clothing they had on when they died, although this can become tattered or crumble away entirely unless their master takes care to preserve it.

Skeletal warriors are automatons animated by a combination of Arcane and Divine magics; wizardry protects their forms and gives them mobility and purpose, but a small piece of the original hero’s divine life-essence has been placed inside the creature, giving it a semblance of living existence. The exact method by which *skeletal warriors* are created is not well understood, but these creatures are believed to be of a superior formulation that lacks the potential for going berserk that can be found in minor golems. They are protected by powerful spells that make it difficult to damage them, especially using magic. *Skeletal warriors* are built primarily as bodyguards, and although they move slowly, they have the supernatural ability to interpose themselves in the way of any attacks made against their master, provided they are close enough.

Skeletal warriors understand enough of the language of their creator to follow the instructions of their master. Unlike other forms of golems, they are not programmed with command words; instead, they are created at the same time as a magic silver circlet, and the creature will obey the verbal instructions of whoever wears the circlet, provided they use the language of the *construct’s* creator. If the circlet is destroyed, the *skeletal warrior* is 50% likely to crumble into dust and is 50% likely to become a *revenant* intent on destroying its creator.

<i>Skeleton</i>					
Primary Trait:	1 HD <i>undead</i> , rank 2				
Secondary Traits:	<i>mindless</i>				
Hit Points:	5	Initiative:	+1	Morale Modifier:	N/A or +0
Ability Scores:	Str 9, Dex 13, Con 10, Int 1, Wis 12, Cha 13				
Natural Attacks:	fist (primary): +1/1d6				
Defenses:	AC 14, Dodge 11, Toughness 13, Poise 7				
Movement:	walk 60’; run 120’; swim 15’; climb 15’				
Senses:	lifesense 60’, normal hearing, normal vision				
Special Powers:	<i>fleshless</i> : weapons with the <i>sharp</i> property only inflict half damage to the creature, rounded down				

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

mindless immunities: immune to *afraid, charmed, confused, and unhinged* conditions, and immune to all spells involving illusion

Skills: Feats of Agility 1

Proficiencies: none

Languages: Common (understood only) (halting)

Metabolism: none

Climate: not native to Uroth

Treasure Type: H, O, Q

Short Description: Animated bones of a long-dead creature given unlife so it may serve

Long Description: *Skeletons* are a minor form of *undead* that are animated by magical spells. A typical creature was originally a *humanoid* creature that died, either by natural means or with help, but the magical ritual that transformed it into a *skeleton* turned their flesh to powder, leaving behind only bleached white bones. These bones magically connect at the joints as if they are still held together with invisible ligaments and flesh. Tiny red pinpoints of light can be seen in their empty eye sockets. Typical creatures do not wear armor or wield weapons; they instead attack with their claw-like bony hands. They do not wear clothing or adornments either, as such things typically fall away when the corpse is deprived of its flesh.

Skeletons are not evil; unlife motivates them, but they are nothing more than mindless pawns of the individuals who animated them. They follow the verbal instructions of their animator, but they are not intelligent, and they have limited ability to interpret complex orders. However, these creatures follow orders to the letter, and they do not feel fear or suffer loss of morale. *Skeletons* can see and hear magically, despite lacking the organs for such senses, and they also have an *undead* creature's ability to feel the lifeforce of living creatures. They can stand motionless for centuries if necessary while following their instructions.

Special *skeletons* may be made from the remains of creatures other than *humanoids*, and these monsters may be more powerful than the monster tabulated here. Some *skeletons* are also created with enhancements of *warrior (1)* or greater, which gives them the ability to wear armor and wield weapons.

Skulk

Primary Trait:	2 HD <i>humanoid</i> , rank 2				
Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	7	Initiative:	+2	Morale Modifier:	-4
Ability Scores:	Str 9, Dex 16, Con 8, Int 11, Wis 11, Cha 8				
Natural Attacks:	fist (primary): -3/1d2 OR weapon (primary): +1/weapon				
Defenses:	AC 12, Dodge 12, Toughness 9, Poise 8				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>invisible</i> : cannot be seen, even when attacking <i>warcrafter</i> : factored into proficiencies				
Skills:	Stealth 2				
Proficiencies:	<i>cheap</i> weapons and short swords, light helms, shields, and armor up to AC 12				
Languages:	Common (fluent)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Invisible sly <i>humanoid</i> lurking on the edge of society				
Long Description:	<p><i>Skulks</i> are very human in appearance, except for the fact that they have no appearance at all: they are naturally invisible. This is not the effect of a spell; when they attack their invisibility persists, and they cannot be seen even if magic is somehow suppressed in an area. However, items they pick up do not become invisible, so stealthy <i>skulks</i> spend much of their time naked, and they do not generally carry weapons or tools when they are trying to avoid being seen. Mundane means of revealing them work; they can be splashed with paint or powdered with flour, and their footprints can be seen in soft ground. These creatures have no hair, and their teeth are a little sharper than is typical for humans, but otherwise they could apply cosmetics all over their body and appear the same as any individual in a human community.</p> <p><i>Skulks</i> are adept at moving quietly, and they survive by burglarizing <i>humanoid</i> communities. They are extremely cowardly and will almost always choose to sneak away rather than engage in combat, but they are also cannibals; young children and the elderly are not safe where sly <i>skulks</i> come stealing. If cornered,</p>				

this creature will fight but will always look for an opportunity to escape. They live in small clans of up to a dozen, usually occupying abandoned houses or similar structures on the edge of the communities they prey upon. They prefer places where no doors must be opened to betray their movements. They rarely stay in one place for long; once communities begin to suspect that they are around, *skulks* move on to a new place.

Skulks steal treasure and hoard it, but they do not generally engage in trade. This inexplicable behavior makes some sages believe that perhaps these creatures once were human but are under the effects of a curse.

Slithering Tracker

Primary Trait:	8 HD ooze, rank 8				
Secondary Traits:	<i>amorphous, apodal, earless, eyeless</i>				
Hit Points:	36	Initiative:	+2	Morale Modifier:	+2
Ability Scores:	Str 13, Dex 16, Con 12, Int 9, Wis 12, Cha 8				
Natural Attacks:	pseudopod (primary): +6/2d6+1 magical + <i>grab</i> + <i>envelop</i> (see below), range 10'				
Defenses:	AC 14, Dodge 14, Toughness 14, Poise 9				
Movement:	walk 15'; run 30'; swim 15'; climb 15'				
Senses:	gestalt 30', scent 60'				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>amorphous</i> : can squeeze through narrow spaces <i>damage resistance (magical)</i> : reduce non-magical damage by 10 hp <i>envelop</i> : instead of dealing damage, pseudopod attack <i>ensnares</i> target. While a target is <i>ensnared</i> , damage taken by creature is evenly divided between creature and any <i>enveloped</i> targets. Multiple creatures can be <i>enveloped</i> , and the pseudopod attack can still be used against <i>enveloped</i> targets. <i>grab</i> : any pseudopod hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that pseudopod can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>invisible</i> : cannot be seen, even when attacking <i>scent</i> : factored into senses <i>smart</i> : factored into ability scores <i>ooze immunities</i> : immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions				
Weaknesses:	<i>default exception (tremorsense)</i> : factored into senses				

energy vulnerability (cold and fire): add half again as much damage of each type

Skills: Feats of Might 1, Intuition 1
Proficiencies: none
Languages: Common (understood only) (fluent)
Metabolism: eats (meat)
Climate: underground
Treasure Type: F, I, K, O

Short Description: Invisible serpentine *ooze* tracking down prey and engulfing it

Long Description: *Slithering trackers* are a form of *ooze* that is native to subterranean environments; however, they are commonly encountered by being summoned via an *invisible stalker* spell (see Chapter 4). These creatures are naturally invisible, but this is not the effect of a spell; when they attack their invisibility persists, and they cannot be seen even if magic is somehow suppressed in an area. Mundane means of revealing *slithering trackers* work; they can be splashed with paint or powdered with flour, and their oozy tracks can be seen in soft ground. If revealed, this creature appears as a mass of amorphous protoplasm occupying a volume of about a cubic yard; they weigh almost a ton. However, they typically prefer to stretch themselves into a flat 20' long serpentine form that makes it easy for them to slither around.

Slithering trackers are predators that stalk animal life largely by smell; they have no ability to see or hear, although they can sense subtle vibrations in the air that betrays even well-hidden creatures if they are close by. They attack by lashing out with a pseudopod in a snake-like manner, but they can either attempt to slap a victim by main strength, or they can *envelop* their target, which makes it almost helpless. *Slithering trackers* are very smart for *oozes*, and if they are summoned by a spell, they magically understand the native language of the spell's caster. They are capable of planning ambushes or distractions. They usually hunt alone, and they reproduce asexually.

Slithering trackers summoned by spell resent their service and do their best to satisfy the letter of their instructions while perverting the intent.

Slug, Giant

Primary Trait: 12 HD *vermin*, rank 12

Secondary Traits: *amphibious, apodal*

Hit Points: 102 **Initiative:** -2 **Morale Modifier:** +1

Ability Scores: Str 16, Dex 5, Con 20, Int 1, Wis 7, Cha 14

Natural Attacks: bite (primary): +8/2d6+2, range 10'

Defenses:	AC 14, Dodge 17, Toughness 23, Poise 13
Movement:	walk 30'; run 60'; swim 15'; climb 30'
Senses:	gestalt 30', low light vision, normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>amphibious</i> : factored into metabolism and movement <i>boneless</i> : weapons with the <i>blunt</i> property only inflict half damage to the creature, rounded down <i>breath weapon</i> : as a standard action, attack all targets in a 20' radius acid ball, range 115', +4 vs. Dodge/6d10 hp acid, half damage on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20+4 <i>climb</i> : factored into movement <i>gestalt senses</i> : factored into senses
Weaknesses:	<i>susceptibility (salt)</i> : creature takes 1d6 hp damage when exposed to salt
Skills:	Feats of Might 1, Hearing 1, Seeing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F, O
Short Description:	Huge squishy gastropod oozing through caverns and spitting acid
Long Description:	<p>A <i>giant slug</i> is a form of the common garden-variety gastropod but inflated to titanic size. The wet, mucus-coated body of this creature is 30' long and it can raise its head 15' high; it can weigh ten tons. It moves on an undulating foot that leaves a trail of sticky slime behind. Its predominant color is salmon, but it can have gray or pink blotches on its back. The head of a <i>giant slug</i> has four feelers – two tipped with bulging eyes, and two used to feel its way around. Its mouth has no teeth but has a rasp-like tongue covered with sharp barbs.</p> <p><i>Giant slugs</i> do not move quickly, but they can ooze up walls or even across ceilings despite their vast bulk. They are not smart, and they can be lured into traps, especially using meat – slugs are voracious carnivores. They hunt in the cave systems they call home, and they make liberal use of their most powerful weapon – the ability to spit a large ball of acid. The soft body of a <i>giant slug</i> makes it quite hard to damage them with blunt weapons. They are also quite susceptible to salt, which damages them and causes them pain.</p>

The edges of a *giant slug's* foot are often caked with old and hardened slime, and objects sometimes become trapped in this mass, if the creature's killer has time to waste digging through nasty secretions in search of treasure.

Snail, Flail

Primary Trait:	4 HD <i>vermin</i> , rank 4				
Secondary Traits:	<i>apodal</i>				
Hit Points:	26	Initiative:	-1	Morale Modifier:	+2
Ability Scores:	Str 16, Dex 7, Con 16, Int 1, Wis 7, Cha 12				
Natural Attacks:	bite (primary): +4/1d4+2 4 tentacles (secondary): +2/1d3+2				
Defenses:	AC 16, Dodge 12, Toughness 15, Poise 3				
Movement:	walk 30'; run 60'; swim 15'; climb 15'				
Senses:	gestalt 30', low light vision, normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>gestalt senses</i> : factored into senses <i>more secondary attacks</i> : factored into natural attacks				
Weaknesses:	<i>susceptibility (salt)</i> : creature takes 1d6 hp damage when exposed to salt				
Skills:	Feats of Might				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	tropical, underground, lakes and rivers				
Treasure Type:	G, O				
Short Description:	Enormous shelled snail thrashing around with its club-headed tentacles				
Long Description:	<i>Flail snails</i> are enormous shell-bearing gastropods living in warm marshy areas, although some populations have relocated into well-watered caves. These creatures creep about slowly on a slime-bearing foot while bearing a whorled shell on their backs. The foot of this creature is up to 12' long, and the top of its shell reaches 8' in height; these creatures may weigh up to two tons. Its soft spongy skin is bumpy and orange, while the shell is ivory or white with whorls and stripes of intense blue. A <i>flail snail</i> has a gash for a mouth which, although toothless, has a spine-covered rasping tongue that can deliver a dangerous bite. It has six feeler-tentacles – two of which are tipped with bulging eyes, while the				

other four have specialized into 5' long flailing tentacles tipped with spiked balls.

Flail snails are solitary predators that hunt along the shorelines of bodies of water. They are not quick-moving, but they can submerge themselves in water except for the tips of their heads and eyestalks, breathing air and watching for prey. When animals such as deer, hogs, or oxen approach the water to drink, the creature emerges and uses its many flailing tentacles to pummel victims into insensibility. *Flail snails* are no smarter than any other gastropod, and they can be easily lured into traps and ambushes; however, that same mindlessness makes them less susceptible to certain types of magic. The soft flesh of this creature, particularly their sensitive foot, feels pain when it encounters salt; a small sack of the stuff is enough to discourage the advance of even a large *flail snail*.

In the communities bordering the marshes of the Ynderati, the shells of *flail snails* are boiled to render down the dye known as royal blue – once omnipresent during the days of the Poldar Empire, then out of favor, but now making a resurgence. The guild called the Benevolent Order of Snailmen harvests juvenile *flail snails* from the swamps to make their dye, but larger creatures are worth more money, and a full-grown creature may be worth hundreds of gp on the open market. However, there's a catch: the shell must be boiled with its snail still alive, and that means somehow getting a living monster into a city in one piece.

Snake, Amphisbaena

Primary Trait: 8 HD *beast*, rank 9

Secondary Traits: *apodal*

Hit Points: 36 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 16, Dex 13, Con 9, Int 3, Wis 11, Cha 11

Natural Attacks: 2 bites (primary): +10/1d12+2 + *poisoned*

Defenses: AC 16, Dodge 18, Toughness 19, Poise 12

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus:* factored into ability scores

extra primary attack: factored into natural attacks

multiple heads: creature has +2 bonus to Seeing and Hearing checks, and +4 to defenses against attacks that result in the *sleeping, charmed, afraid, unhinged, blinded, deafened, stunned, or unconscious* conditions

poison touch: on bite hit, *poisoned with amphisbaena snake poison*: +4T, onset 1d4 Con or nothing, interval 2 hours, recovery 15, attack 1 Con or nothing

regeneration (4, cold): at the beginning of the creature's turn, it regains 4 hit points if wounded unless it has taken cold damage within the previous round. Even dead creatures can return

Weaknesses: *unstable*: when the creature starts its turn below half its maximum hit points, roll 1d6. On a 1, the creature acquires the *unhinged* condition, which persists until the creature is destroyed or until it is restored to maximum hit points

Skills: Feats of Agility 1, Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, underground

Treasure Type: F, O

Short Description: Huge ruby-red venomous snake of legend with heads at both ends of its body

Long Description: An *amphisbaena snake* is a rare serpent that has no tail, but instead has a head at both ends of its body. This snake is 30' long with a limbless body measuring 3' across. The scales of the snake are a rich dark red which matches the color of its flickering tongues. The eyes of this creature are gold in color. When a head opens its jaws, long fangs fold down, and these can inject deadly venom. An *amphisbaena snake* designates one head as the lead, slithering with that head in front while the other head serves as a tail; it can also advance with both heads in parallel, drawing the bow of its body up in between. Unreliable rumors say that this monster can lock jaws together, form themselves into a vast wheel, and roll rapidly down steep slopes.

Amphisbaena snakes are highly magical creatures, and they are attracted to ruins in warm-weather forests or caves where vestiges of old magics remain. They are ambush hunters, and they cram their bodies into relatively narrow openings to wait for prey, then spring out and attempt to overwhelm prey with their venomous bites. These creatures have the supernatural ability to regenerate damage; once wounded, they begin healing at an amazing speed. Cold damage inhibits this ability. The two heads of the *amphisbaena snake* are independent thinkers, and this protects them from certain types of magic and conditions, but when this creature is heavily wounded, the heads may begin to feud amongst themselves; they are as likely to attack each other as any other target.

No clutches of eggs of *amphisbaena snakes* have ever been found. It has been speculated that they may mate by biting themselves in half, and then each half

regenerates into a full adult. A sage might pay well if this theory could be confirmed.

Snake, Giant Asp

Primary Trait:	2 HD <i>animal</i> , rank 2				
Secondary Traits:	<i>apodal</i> , <i>heat-native</i>				
Hit Points:	9	Initiative:	+1	Morale Modifier:	+0

Ability Scores: Str 9, Dex 13, Con 9, Int 2, Wis 9, Cha 10

Natural Attacks: bite (primary): +1/1d6 + *poisoned*

Defenses: AC 14, Dodge 14, Toughness 10, Poise 5

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *poison touch*: on bite hit, *poisoned* with *giant asp* poison: +4T, onset 2d6 hp or 1d6 hp, interval 4 hours, recovery 15, attack 1d6 hp or 1 hp

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arid

Treasure Type: O

Short Description: Irritable brown and black banded desert snake, hiding in holes

Long Description: *Giant asps* are large serpents of the viper family. Their scaly limbless bodies can measure up to 12' long, flat but broad – at the head, their bodies may be fully 6" wide. The predominant color of this creature is brown, with alternating black bands down its length. It has long fangs that can deliver a deadly toxin. These snakes have remarkable agility and can slither sideways or backwards while still being able to lunge for a bite.

Giant asps are hunters, particularly of rodents and lizards. They live in dry rocky areas, and they hide in holes during the heat of the day and emerge at night to seek prey. They can hunt even in low lighting, and their noses and tongues combine to give them an excellent sense of smell. These snakes have glands near the base of their tail that exudes a musk, and they use these to mark territory and ward off predators; a *giant asp* attack is often immediately preceded by a sharp acrid odor.

Giant asps were sacred to the courts of the long-dead Savarharad Empire in the deserts of eastern Uroth. The sands near the tombs of the ancient Savarharad royals are said to be infested with these snakes, and the mummified remains of these creatures may still be found interred with those who revered them.

Snake, Giant Constrictor

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: *apodal, heat-native*

Hit Points: 14 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 13, Dex 10, Con 10, Int 2, Wis 9, Cha 9

Natural Attacks: bite (primary): +3/1d8+1 OR *constrict* (see below)

Defenses: AC 13, Dodge 13, Toughness 12, Poise 6

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *climb*: factored into movement

constrict: instead of dealing damage, bite attack *grapples* target. In subsequent rounds, if the target is still *grappled*, bite damage is automatically dealt

Weaknesses: *weak phase*: after swallowing a large animal, the creature must digest it: for a day, it receives a penalty of -4 to AC, and its movement rates are halved

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: tropical, lakes and rivers

Treasure Type: F, O

Short Description: Long muscular bright green tropical snake seeking to crush prey

Long Description: *Giant constrictor snakes* are native to tropical forests and waterways. The largest of these snakes may grow to be 24' long and weigh 1200 pounds. The limbless scaly bodies of these creatures can be many different colors, but the predominant hue is green; there are often regular patterned markings that are yellow, black, or red. Their broad heads are diamond shaped, and their jaws can be dislocated to allow them to swallow prey whole. These snakes are not venomous, and they have only short needle-like teeth, not fangs.

Giant constrictor snakes are solitary ambush predators. Their typical method of hunting is to stalk rodents or lizards in the forest canopy and undergrowth, but they may also climb onto limbs above game trails and drop onto wild pigs or deer. While these snakes can deliver a vicious bite, their muscular bodies can also constrict prey and slowly crush them to death – once in the folds of a *giant constrictor snake*, prey rarely escapes. Once an animal is killed, this snake opens its mouth wide and swallows the victim whole; if the prey was large, the snake may have a substantial lump in the middle of it. These creatures become torpid while digesting such meals and may remain so for a day or more.

In the royal courts of the Ivory Realms, *giant constrictor snakes* are prized pets, and they are carefully bred for size and ferocity. The walled gardens of the noble palaces are often homes for these creatures, where they are allowed to roam wild; it is rumored that the Raja of Armentour’s palace is home to several such serpents of astounding size.

<i>Snake, Spitting Cobra</i>					
Primary Trait:	1 HD <i>animal</i> , rank 1				
Secondary Traits:	<i>apodal, heat-native</i>				
Hit Points:	4	Initiative:	+2	Morale Modifier:	+0
Ability Scores:	Str 8, Dex 16, Con 7, Int 2, Wis 10, Cha 9				
Natural Attacks:	bite (primary): +1/1d4 + <i>poisoned</i>				
Defenses:	AC 15, Dodge 14, Toughness 10, Poise 3				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<p><i>poison spittle</i>: as a standard action, make a ranged attack, 20/40/60, +3 vs. Dodge/<i>poisoned</i> with <i>spitting cobra</i> poison: +2T, onset <i>blinded</i> + 1hp or 1 hp, interval 2 hours, recovery 15, attack 1 hp or nothing</p> <p><i>poison touch</i>: on bite hit, <i>poisoned</i> with <i>spitting cobra</i> poison: +2T, onset <i>blinded</i> + 1hp or 1 hp, interval 2 hours, recovery 15, attack 1 hp or nothing</p>				
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light				
Skills:	Feats of Agility 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	tropical, arid				

Treasure Type: O

Short Description: Hooded red, yellow, and black mottled snakes that spit poison

Long Description: *Spitting cobra snakes* are serpents that are native to warm climes. They may grow up to 8' in length with bodies that measure 2" wide. The head of this creature features a hood: a mantle of skin that inflates to 4" wide when the snake is angry. These snakes have limbless scaly bodies that are black with mottled patterns of red and yellow on their backs, but this shades to yellow on their bellies. They rear up when they feel threatened, and their heads may rise to 5' in height. They have long fangs that can deliver a venomous bite, but glands set into their mouths also allows them to launch a jet of venom that can reach remarkable distances; their poison is readily absorbed through the skin and mucus membranes.

Spitting cobras live in communal burrows. Up to 20 of these creatures may live in the same tunnels that they laboriously dig through soil; they are usually torpid during the heat of the day, but they emerge at dusk to hunt and do not return until dawn. They eat eggs and kill rodents and birds for food, but they instinctively strike much larger creatures when threatened, and they will often bite defensively before fleeing. They seek out dark corners and may crawl inside cabinets or baskets looking for food; in some parts of Uroth, it is traditional to shake out bedding thoroughly before retiring to ensure no snakes are present.

Spitting cobra snakes are rife in the poorer quarters of Attapoor, and while they are a threat to the lives of the resident *humanoids*, they also control the rat population and are therefore tolerated. Some performers have made a practice of domesticating these snakes and seeming to charm them by playing music; others handle *spitting cobra snakes* and tempt death by risking a painful and potentially lethal bite.

Snake, Swarm

Primary Trait: 2 HD *animal*, rank 2

Secondary Traits: *apodal, heat-native, swarm*

Hit Points: 9 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 3, Dex 13, Con 10, Int 2, Wis 10, Cha 7

Natural Attacks: swarm (primary): +4 vs. Dodge/1d6 + *poisoned*, half damage on a miss (rounded down)

Defenses: AC 14, Dodge 14, Toughness 8, Poise 3

Movement: walk 30'; run 60'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *poison touch*: on bite hit, *poisoned* with *snake swarm* poison: +2T, onset 1d6 hp or 1 hp, interval 4 hours, recovery 15, attack 1d3 hp or nothing

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, arid, mountains, underground, lakes and rivers

Treasure Type: O

Short Description: A swarm of small poisonous snakes capable of overwhelming foes with numbers

Long Description: *Snake swarms* are large colonies of normal-sized snakes, each member scaly, limbless, and between one and two feet long. Each component of the swarm hunts insects and small rodents, which they can find by a combination of vision, hearing, and scent. There can be hundreds or even thousands of snakes in a swarm, each one with a venomous bite.

Snake swarms are typically torpid during the heat of the day, but they emerge at night to hunt. They are most likely to be encountered on the move while hunting, and they may not be aggressive at that time if they are not molested, but those found in their lair will strike at intruders fearlessly. Floods may temporarily displace *snake swarms* and make them more hostile, but cold weather causes them to hibernate. Fire often keeps them at bay.

Spectre

Primary Trait: 8 HD *undead*, rank 9

Secondary Traits: *evil*, *incorporeal*

Hit Points: 36 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 9, Dex 13, Con 10, Int 13, Wis 13, Cha 15

Natural Attacks: touch (primary): +8 vs. Dodge/1d12

Defenses: AC 17, Dodge 16, Toughness 17, Poise 15

Movement: fly 60'; swoop 120'

Senses: infravision 60', lifesense 60', normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

drain: as a standard action, +6 vs. Toughness/drain 1d2 energy levels + *fatigued*, recover at the beginning of a turn with a roll of at least a 15 on 1d20

fly: factored into movement

incorporeal: has no solid form and can move through solid objects but cannot interact with them, cannot be *ensnared*, *grappled*, or *petrified*, and takes half damage from melee or missile attacks

infravision: factored into senses

undead immunities: immune to *bleeding*, *diseased*, *fatigued*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious* conditions

Weaknesses: *light sensitivity*: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Intimidate 1, Knowledge 1

Proficiencies: none

Languages: Common (fluent)

Metabolism: none

Climate: not native to Uroth

Treasure Type: H, O, Q

Short Description: Wicked *undead* phantoms that jealously seek to suck all life from the living

Long Description: *Spectres* are *undead* creatures who appear as translucent versions of the *humanoids* they were when they were alive. They appear to wear the same clothing they wore when they died, and they may even seem to have a weapon drawn if they had one when they died, but all these objects are just as insubstantial as the creature itself; an armed *spectre* does the same damage as one that is not. They can pass through solid objects such as walls, but they have trouble interacting with physical objects even if they want to. When they are exposed to bright light, the sides of the creature closest to the illumination seem to blacken just as if they are being burned, and the *spectre* reacts the same way, but this discoloration fades away when the light is removed.

Ghosts are insubstantial creatures motivated by obsession, but *spectres* are animated by hatred. In life, these creatures had a maniacal loathing for a particular person or a class of persons (such as an entire species), and this single-minded hatred prevented their life essence from escaping their bodies when they died. Instead that animating force has been converted to unlife, and these evil *undead* spend their miserable existences contemplating the misfortunes they might heap on the object of their animus. Unlike *ghosts*, *spectres* are fully conscious of the circumstances of their *undead* existence. They are also not linked to a particular place, although they are likely to remain near where they perished by force of habit.

Like all *undead* creatures, *spectres* do not need food or drink. However, they hate all living creatures (doubly so if they are somehow associated with the object of their special malice) and they can drain the life essence from living creatures with a numbingly chilly touch. If all life essence is drained from a victim, reducing it to 0 HD or levels, that creature dies and cannot be restored to life by magical or mundane means. A fragment of its life-force has been converted into unlife, and the *spectre's* hatred for all life has infected it. Within 1d4 rounds, a *shadow* rises from the drained remains and haunts the area; it is under the mental command of the creature that created it.

Sphinx

Primary Trait: 11 HD *aberration*, rank 12

Secondary Traits: *many-footed, winged*

Hit Points: 72 **Initiative:** +1 **Morale Modifier:** +0

Ability Scores: Str 16, Dex 13, Con 16, Int 16, Wis 13, Cha 15

Natural Attacks: bite (primary): +9/1d10+2 magical

2 claws (secondary): +7/1d8+2 magical

Defenses: AC 20, Dodge 17, Toughness 20, Poise 22

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses: gestalt 30', infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus x3*: factored into ability scores

damage resistance (magical): reduce non-magical damage by 15 hp

fly: factored into movement

gestalt senses: factored into senses

shielded mind: creature cannot be scried, and spells that detect it or read its thoughts or emotions automatically fail

spellcaster x2: creature casts spells as an 11th level Elf

Weaknesses: *code of conduct*: cannot resist a challenge of riddles, and must grant safe passage to any who can answer its riddle

weak phase: immediately after the sun rises, the creature enters a meditative state that it is slow to rouse itself from: for one hour, it receives a penalty of -4 to AC, and its movement rates are halved

Skills: Hearing 1, Knowledge 2, Seeing 1

Proficiencies: none

Languages:	Common (fluent), Ancient Savar (fluent), Magic (fluent)
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	arid, mountains, underground
Treasure Type:	B, C, E, I, J, K, L, M, O, P
Short Description:	Huge winged, lion-bodied, human-headed monsters fond of lore and riddles
Long Description:	<p><i>Sphinxes</i> are strange creatures that once commonly haunted the Savarharad Empire thousands of years ago, but in the present day they have become rare. They have the bodies of enormous tawny lions, measuring 12' long from head to tail. They have wings sprouting from their shoulders, and these limbs are feathered like those of desert eagles; their wingspan is 18' wide. The heads of <i>sphinxes</i> are human in appearance but much larger, and in lieu of a lion's mane these creatures wear headdresses and cosmetics that match the Savar fashions from millennia past. Their eyes lack pupils and are entirely white, but they have superior senses, and few can escape their notice - even those who are invisible.</p> <p><i>Sphinxes</i> commonly set themselves as guardians of tombs or temples, or sentries over a particular road or area. They are carnivores, using magic and might to bring down anything they come across that seems edible, and most travelers they encounter are likely doomed to this fate because they are always hungry. However, they also adhere to a rigid code of conduct: if they encounter an intelligent creature they can communicate with, they will ask it a riddle or a difficult question to answer, and if the creature can answer the question to their satisfaction, the <i>sphinx</i> will leave them alone. If the <i>sphinx</i> decides that the creature has cheated in some way, it will automatically attack. It may also allow a creature to pass if an important secret or piece of lore is volunteered that the <i>sphinx</i> did not previously know, and that it finds compelling.</p> <p><i>Sphinxes</i> are magical creatures, capable of casting spells as Elves, but they do not keep spellbooks. Instead, for the hour after the sun rises in the morning, they enter a state of meditation where they consider the Arcane mysteries and may then cast any spells found in the Elf spell lists, up to the limits of their caster level. During this trance state they are sluggish and easy to evade.</p>

Spider, Bloat

Primary Trait:	1 HD <i>vermin</i> , rank 1				
Secondary Traits:	<i>many-footed, web-climber</i>				
Hit Points:	5	Initiative:	+1	Morale Modifier:	-1
Ability Scores:	Str 7, Dex 15, Con 9, Int 1, Wis 13, Cha 6				
Natural Attacks:	bite (primary): +0/1d4 + <i>poisoned</i>				
Defenses:	AC 15, Dodge 15, Toughness 10, Poise 1				

Movement:	walk 45'; run 90'; swim 15'; climb 30' (45' in webs)
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>climb</i> : factored into movement <i>poison touch</i> : on bite hit, <i>poisoned</i> with <i>bloat spider</i> poison: +2T, onset 1d6 hp or 1 hp, interval 4 hours, recovery 15, attack 1d3 hp or nothing
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light
Skills:	Seeing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	O
Short Description:	Black and red arachnids the size of basketballs hiding in overhead webs
Long Description:	<p><i>Bloat spiders</i> are arachnids with bodies about a foot across; they may weigh as much as 20 pounds. These spiders have eight legs, a bulging chitinous abdomen that is black with a bold red stripe down the middle, a black head with palps and venom-injecting mouthparts, and eight dark eyes. Spinnerets set in the back ends of their abdomens can spin sticky webs that they weave into their lairs, and which they can use to catch prey such as bats and birds. <i>Bloat spiders</i> cannot move very quickly across horizontal surfaces, but they are adept at climbing up walls or even roofs, especially if they are covered with webs. The body of these spiders is quite bulbous, but the real reason for their name is the inflammatory effect that their venom has on living creatures.</p> <p><i>Bloat spiders</i> are mostly cave dwellers, although they have been known to spin their webs in deserted catacombs and dark ruins. They spin communal webs, and up to 30 creatures may live in a single complex consisting of masses of food-catching webbing concealing web-lined caves and hollows where spiders live and hatch their eggs. When prey is trapped in their webs, <i>bloat spiders</i> feel the vibrations of their struggles and hasten to poison their prey, which both speeds their demise and makes their vascular fluids easier to digest. While these creatures typically attack prey that are smaller than they are, they will swarm much larger creatures that invade their homes. They care nothing for treasure, but the creatures they kill leave drained husks behind, and these may still have the objects they carried when they were alive.</p>

Bloat spiders have a special relationship with *ettercaps*, and they are sometimes found coexisting with these creatures, spinning webs on their behalf, and sharing kills.

Spider, Giant Tarantula

Primary Trait: 3 HD *vermin*, rank 3

Secondary Traits: *many-footed*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** +1

Ability Scores: Str 13, Dex 13, Con 10, Int 1, Wis 13, Cha 9

Natural Attacks: bite (primary): +2/1d6+1 + *poisoned*

Defenses: AC 16, Dodge 15, Toughness 13, Poise 3

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *ability score bonus*: factored into ability scores

leap: creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit

poison touch: on bite hit, *poisoned* with *giant tarantula* poison: +4T, onset *slowed* + 1 Dex, interval 4 hours, recovery 15, attack 1 Dex or nothing

Weaknesses: *light sensitivity*: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arid, mountains, underground

Treasure Type: O

Short Description: Enormous hairy free-ranging arachnids that pounce on their prey

Long Description: *Giant tarantula spiders* are predatory arachnids living in dry rugged country, although many are also found deep underground. Their hairy chitinous bodies are 4' long, and their long furry legs give them a diameter of 8'. They are usually chestnut brown or light grey, possibly with lighter colored markings. They have eight legs, a furry head with palps and venom-injecting mouthparts, and eight dark eyes. These spiders do not spin webs.

Giant tarantula spiders are free-ranging night hunters that seek out prey up to the size of a deer. They sometimes cooperate to hunt creatures; packs of up to ten spiders may work together to surround and bring down very mobile prey. These creatures are fast on their feet and can make prodigious leaps to catch prey, but they are not good climbers. The venom of a *giant tarantula spider* has the property of slowing victims down so they cannot flee. These creatures drain the vascular fluids of their victims and leave the husks behind, but sometimes they will drag their prey into their lairs to drain them at their leisure, and the treasure they carry may come with them.

Rumors exist of *giant tarantula spiders* that are much larger than the typical creatures described here. The *aranea* have been known to domesticate these spiders and use them as watchdogs.

Spider, Giant Trapdoor

Primary Trait: 2 HD *vermin*, rank 2

Secondary Traits: *many-footed*

Hit Points: 9 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 9, Dex 9, Con 9, Int 1, Wis 15, Cha 8

Natural Attacks: bite (primary): +1/1d4 + *poisoned*

Defenses: AC 16, Dodge 14, Toughness 10, Poise 1

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, tremorsense 60'

Special Powers: *poison touch*: on bite hit, *poisoned* with *giant trapdoor spider* poison: +2T, onset *paralyzed* + 1d6 hp or 1 hp, interval 2 hours, recovery 15, attack 1 hp or nothing

tremorsense: factored into senses

web ball: as a standard action, make a ranged attack, 20/40/60, +3 vs. Dodge/*ensnared*

Weaknesses: *light sensitivity*: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, arid

Treasure Type: O

Short Description: Dog-sized mud-brown arachnids lurking in well-hidden holes to surprise prey

Long Description: *Giant trapdoor spiders* are large arachnids that make their lairs in grasslands and deserts. They have eight legs, a muddy brown chitinous abdomen, an orange head with palps and venom-injecting mouthparts, and eight dark eyes. They have spinnerets set into the back of their abdomen that allows them to spin out webbing, and a tube that curves over their backs allows them to shoot globs of sticky web material at creatures. Their bodies are about 3' long, but their legs make them 6' across in total.

Giant trapdoor spiders are ambush predators. They dig out hollows in areas with sandy ground or loose soil, and they line this burrow with webbing. They also create a lid for their burrow using the material of the ground cover, held together with more webbing. The result is a burrow concealed by a web-hinged trapdoor which is very difficult to detect when the lid is closed. The spider waits in its burrow until it feels vibration in the ground nearby, and then it jumps out and attacks. These spiders can launch a mass of sticky webbing at opponents to entangle them, and their venom can cause paralysis. Although these creatures are solo hunters, multiple spiders may make burrows close to each other, allowing them to bring numbers to bear against larger prey.

There is a rumor that in arctic climes, a variant on these spiders can create trapdoors out of sheets of ice or powdered snow. In lieu of webbing, these creatures spray a jet of liquid that freezes solid in second, ensnaring prey in bonds of ice.

Spider, Phase

Primary Trait: 6 HD *extraplanar*, rank 8

Secondary Traits: *evil, many-footed, web-climber*

Hit Points: 33 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 16, Dex 15, Con 13, Int 9, Wis 15, Cha 13

Natural Attacks: bite (primary): +8/1d12+2 + *poisoned*

Defenses: AC 18, Dodge 19, Toughness 18, Poise 16

Movement: walk 60'; run 120'; swim 15'; climb 30' (60' in webs)

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus:* factored into ability scores

climb: factored into movement

phase shift: as a move action, creature can shift between the Prime Material Plane and the Ethereal Plane

poison touch: on bite hit, *poisoned* with *phase spider* poison: +6T, onset 1d6 hp + 1 Str + 1 Con or 1d3 hp, interval 4 hours, recovery 20, attack 1d6 hp + 1 Str + 1 Con or 1d3 hp

spellcaster: caster level 6, 6 castings per day:

- *arcane ward*, no more than 3/day;
- *light*, no more than 3/day;
- *silence*, no more than 3/day;
- *web*, no more than 3/day
- *dispel magic*, no more than 2/day

Weaknesses: *light sensitivity*: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Feats of Agility 1, Hearing 1, Profession (alchemy), Seeing 1

Proficiencies: none

Languages: Magic (fluent)

Metabolism: eats (meat), sleeps

Climate: not native to Uroth

Treasure Type: E, I, J, K, L, O, P, R

Short Description: Horse-sized *extraplanars* shaped like spiders but with a malign intellect

Long Description: *Phase spiders* are not arachnids at all; they are instead *extraplanar* creatures that closely resemble large spiders. They have a dark blue body with lighter blue stripes. They have a bulging chitinous abdomen that is 6' long, eight long legs that bring the diameter of the creature up to 12', a dark head with palps and venom-injecting mouthparts, and eight dark eyes. They have spinnerets set into the rear of their abdomens that allows them to create webbing for their lairs. There is a slightly translucent quality to these creatures.

Phase spiders live on the Ethereal Plane, which touches every portion of the Prime Material Plane and the other material planes contained within the Edifice of the Outer Planes. These creatures are capable of transitioning from the Ethereal Plane to one of the planes it touches, or back again, as a move action. They spin their webs on the Ethereal Plane but hunt primarily on the Prime Material Plane, killing creatures there and then bringing them back to their lairs to feed at their leisure. *Phase spiders* live communally in groups of up to a dozen individuals.

Phase spiders are intelligent and evil. They can cast spells, including the *web* spell which they use in lieu of their natural web production in combat. They have also learned the secrets of alchemy, and these creatures may have various useful substances at their disposal in their lairs. They understand the value of

treasure chiefly as a lure, and they may use it to attempt to draw prey into exposed positions. Their only language is the language of magic itself; they do not typically choose to communicate with other creatures, which to them are only either prey or sport.

Stirge Drone

Primary Trait: 1 HD *aberration*, rank 2

Secondary Traits: *many-footed, winged*

Hit Points: 3 **Initiative:** +2 **Morale Modifier:** +2

Ability Scores: Str 5, Dex 16, Con 5, Int 3, Wis 14, Cha 8

Natural Attacks: none

Defenses: AC 15, Dodge 13, Toughness 5, Poise 8

Movement: fly 75'; swoop 150'; walk 15'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *blood draw:* as a standard action, make a touch attack, +5 vs. Dodge/1d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 1d3 Constitution as a standard action

fly: factored into movement

pack tactics: creature gains +1 bonus to hit for every similar creature within melee range of the same target

Weaknesses: *code of conduct:* the creature must obey the commands of all *stirge queens*.

no attacks: creature has no natural attacks

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (blood), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains, underground

Treasure Type: none

Short Description: Cat-sized flying insectile menaces that use a long proboscis to suck blood

Long Description: A *stirge drone* is a blood-sucking parasite that can be found in practically every corner of Uroth. It is somewhat insect-like in that it has a six-legged body and two large compound eyes. However, these creatures have an almost hairless tawny-red skin and bat wings. Their bodies are about a foot long and may weigh ten pounds. The head of the creature has a ruff of reddish-brown fur on the top,

and it has a pointy proboscis that extends to be 4" long and hard as a bone when in use, but otherwise deflates and coils under the *stirge drone's* head. These creatures have no mouth; they subsist on the blood that they can draw through their proboscis. A cavity deep in its head allows this creature to make a harsh buzzing sound which it can make louder (when it is trying to be menacing) or so soft as to be inaudible (when it is trying to be stealthy).

Up to 30 *stirge drones* live in collective hives dominated by a *stirge queen*. Half of these creatures always remain in the hive to attend to the queen, while the rest scour the countryside looking for food in the form of blood – day or night. They are not picky about what kind of blood they drain; if it has vascular fluids, they attack. These creatures tend to hunt in groups because they are more effective when they can overwhelm a creature with numbers. They attempt to attach themselves to a victim by clutching at it with their tiny claws and stabbing it with their sharp proboscis; after that, they will begin to drain blood. Once a *stirge drone* has drained up to 6 points of Constitution, it will detach and fly back to the lair.

Stirge drones are not much smarter than most animals, but they do display a devilish cunning regarding singling out victims who are alone or poorly defended. When they are in their lairs, they are controlled by the *stirge queen* and will behave much more intelligently.

Stirge Queen

Primary Trait: 5 HD *aberration*, rank 6

Secondary Traits: *many-footed*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 10, Dex 10, Con 13, Int 10, Wis 10, Cha 12

Natural Attacks: bite (primary): +3/1d6, range 10'

4 spines (secondary): +1/1d4, range 10'

Defenses: AC 16, Dodge 12, Toughness 12, Poise 15

Movement: walk 45'; run 90'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *blood draw:* as a standard action, make a touch attack, +5 vs. Dodge/1d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 1d3 Constitution as a standard action

more secondary attacks: factored into natural attacks

queen's scent: all *stirge drones* within 30' gain +1 to hit and damage

reach: factored into natural attacks

Skills:	Feats of Agility 1, Seeing 1
Proficiencies:	none
Languages:	none (but communicates via scent with <i>stirge drones</i>)
Metabolism:	eats (blood), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, underground
Treasure Type:	I, K, L, O
Short Description:	A flightless queen to <i>stirge drones</i> , laying eggs in her bloody breeding pool
Long Description:	<p><i>Stirge queens</i> are larger and more formidable rulers of <i>stirge drones</i>. Their body is about 5' long and weighs about the same as an adult human, but their limbs are long and gangly. Their skin is reddish-brown and practically hairless. This creature has six long multi-jointed legs, two multifaceted eyes, a maw with many small teeth, and four long stabbing spines. Unlike a <i>stirge drone</i>, a <i>stirge queen</i> has no wings and cannot fly. Her maw and her stabbing spines are extensible and can reach foes 10' away. When she is stationary in her brood pool, she extends a clear tube from the back end of her abdomen and begins laying eggs.</p> <p>A <i>stirge queen</i> makes a brood pool in a lair, which must be at a low point in solid ground, and which must have limited entry for large creatures but plentiful smaller access points for creatures as small as a <i>stirge drone</i>. The drones consume a small portion of the blood they draw, but most of the blood is saved to disgorge into the brood pool. A brood pool is maintained at about 2' deep; the <i>stirge queen</i> continuously sucks up some of the blood and spits it back out, adding anti-coagulant chemicals to keep it liquid. The drones cluster around their queen, who coordinates their droning into a kind of sing-song chorus, and she lays eggs into the brood pool. The eggs hatch into larvae that swim around in the pool for several days before budding limbs and metamorphosing into <i>stirge drones</i>. A few larvae turn into <i>stirge queens</i> instead, but they only survive to adulthood if their mother is dead or absent, because in all other cases she will eat them.</p> <p>The <i>stirge queen</i> is not helpless in a fight, although she certainly relies on a <i>stirge drone</i> bodyguard to defend her. In addition to being able to bite with her maw, each of her four stabbing spines are also capable of drawing blood. Additionally, she is intelligent and can exude a complex pattern of scents to direct the actions of her nearby brood; the drones fight more effectively and with more coordination when the queen is controlling them. <i>Stirge queens</i> have little inkling of what treasure is for, but they do appreciate shiny objects and other beautiful things; they may direct their drones to laboriously move valuable objects back to their lairs so that the queen can admire them.</p>

Stranglevine

Primary Trait:	5 HD <i>plant</i> , rank 5				
Secondary Traits:	<i>earless, eyeless, immobile, mindless</i>				
Hit Points:	26	Initiative:	+0	Morale Modifier:	+4
Ability Scores:	Str 16, Dex 9, Con 16, Int 1, Wis 6, Cha 12				
Natural Attacks:	vine (primary): +7/1d12+2 OR <i>constrict</i> (see below)				
Defenses:	AC 14, Dodge 11, Toughness 19, Poise 4				
Movement:	walk 5'; run 10'; swim 5'; climb 5'				
Senses:	tremorsense 60'				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>constrict</i> : instead of dealing damage, vine attack <i>grapples</i> target. In subsequent rounds, if the target is still <i>grappled</i> , vine damage is automatically dealt <i>defensive cloud</i> : when creature takes fire damage, attack all within 30'x30' with poison: +7 vs. Toughness, hit inflicts 1d6 Constitution damage, miss inflicts 1 hp. Cloud attacks every turn and lasts for 1 hour <i>plant immunities</i> : immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions <i>mindless immunities</i> : immune to <i>afraid, charmed, confused, and unhinged</i> conditions, and immune to all spells involving illusion				
Weaknesses:	<i>default exception (normal vision)</i> : factored into senses				
Skills:	Intuition 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (soil and sunlight)				
Climate:	temperate, tropical				
Treasure Type:	O				
Short Description:	Animated creeper vine that feels its way to find and strangle animal life				
Long Description:	<i>A stranglevine</i> is a form of creeper vine that grows across stone surfaces. Their roots are deeply set into soil and are immobile, but their single ropy vine, which is 2" thick at the base and pencil-thickness at the tip, can slowly feel its way across horizontal or vertical surfaces. The entire vine is about 40' long and has many short branches stemming from it that carry waxy green leaves. When the plant lies still, it is difficult to distinguish it from innocuous plant life, but a faint				

vibration of its tendrils might be perceived by a person with sharp eyes. *Stranglevines* have no sense organs apart from its ability to feel vibrations through the surface it is resting upon.

Multiple *stranglevines* frequently grow together in clusters, and while these creatures are not intelligent enough to coordinate their hunting, they do take advantage of the ability to bring multiple attacks to bear against prey. They are ambush predators; they lie as still as they can along well-traveled paths, and when an animal lifeform passes by, they attempt to wrap their vines around them, constricting them until they die. *Stranglevines* do not eat meat, but when animals die, their remains enrich the soil that their roots draw sustenance from. They also require sunlight to live, and if they cannot get enough light they will die. They generally do not grow where conditions are cold enough to freeze frequently.

The waxy leaves of the *stranglevine* have an interesting property when they are exposed to open flame. As the leaves char, they discharge an opaque cloud of vapor that contains a noxious gas that is inimical to animal life. This defense mechanism makes it hard to attack these creatures with fire. Enterprising creatures may strip the leaves from *stranglevines* that have been dead for no longer than 24 hours, and the leaves retain their gas-generating properties.

Stunjelly

Primary Trait: 4 HD ooze, rank 4

Secondary Traits: *apodal, earless, eyeless, mindless*

Hit Points: 26 **Initiative:** -2 **Morale Modifier:** +5

Ability Scores: Str 13, Dex 4, Con 16, Int 1, Wis 7, Cha 4

Natural Attacks: pseudopod (primary): +3/1d10+1 acid + *envelop* + *stunning touch* (see below)

Defenses: AC 9, Dodge 7, Toughness 14, Poise 1

Movement: walk 5'; run 10'; swim 5'; climb 5'

Senses: gestalt 30', tremorsense 60'

Special Powers: *climb*: factored into movement

corrosive: factored into natural attacks. Successful melee attacks on creature deal 1d6 acid damage to attacker or weapon. Creature has *immunity (acid)*.

envelop: instead of dealing damage, pseudopod attack *ensnares* target. While a target is *ensnared*, damage taken by creature is evenly divided between creature and any *enveloped* targets. Multiple creatures can be *enveloped*, and the pseudopod attack can still be used against *enveloped* targets.

mimicry: for the purpose of making skill checks to imitate the walls in its immediate area, the creature has an effective Charisma score of 18

stunning touch: on pseudopod hit, +4 vs. Toughness/*stunned*

ooze immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned*, and *unconscious* conditions

mindless immunities: immune to *afraid, charmed, confused*, and *unhinged* conditions, and immune to all spells involving illusion

Weaknesses: *ability score penalty*: factored into ability scores

default exception (amorphous): factored into Special Powers

reduced movement (walking): factored into movement

Skills: Perform 1

Proficiencies: none

Languages: none

Metabolism: eats (meat)

Climate: underground

Treasure Type: F, O

Short Description: A mostly stationary *ooze* capable of mimicking walls and stunning those nearby

Long Description: A *stunjelly* is an *ooze* that is adept at making itself look like nearby walls, then attacking creatures that venture nearby. A typical creature can mimic a section of wall that is 10' wide and 10' tall, and still has enough substance to be a foot thick; these creatures can weigh three tons. This creature only mimics vertical or mostly vertical wall surfaces, and it only copies their visual appearance; regardless of what they look like, a *stunjelly's* surface is slightly yielding, wet, and rubbery. However, they can copy natural or artificial wall surfaces and can imitate brick, tile patterns, and even paint and wallpaper. However, they are not intelligent, and if the nearby walls are painted with representational art, the images generated by the creature may not make much sense.

Because they are so slow, *stunjellies* rely on animal prey passing very close by so that they can attack them with a pseudopod which can extend up to 5' away. They therefore frequently take up station at an intersection or along a passage that is frequently traveled. Another trick is for *stunjellies* to plop themselves in the middle of a passage and pretend to be a dead end, attacking any creatures that stop to investigate. The touch of a *stunjelly's* protoplasm is highly corrosive and will burn organic flesh as well as worked metal; stone and most minerals are immune. Additionally, its touch jolts the nervous system of animals and

stuns them, preventing them from running away. This creature will *envelop* prey if it can for digestion at its leisure.

Stunjellies will devour every shred of organic material that it touches, but it will usually leave the bones intact, trapped in the matrix of the creature's flesh along with any possessions the victim had that aren't subject to the monster's acidic exudations.

Sundew, Giant

Primary Trait: 13 HD *plant*, rank 13

Secondary Traits: *earless, eyeless, heat-native, immobile, mindless*

Hit Points: 85 **Initiative:** -1 **Morale Modifier:** +3

Ability Scores: Str 17, Dex 7, Con 17, Int 1, Wis 8, Cha 14

Natural Attacks: 2 vines (secondary): +13/2d10+2 acid OR *constrict* (see below), range 15'

Defenses: AC 18, Dodge 12, Toughness 24, Poise 11

Movement: walk 5'; run 10'; swim 5'; climb 5'

Senses: tremorsense 60'

Special Powers: *ability score bonus:* factored into ability scores

constrict: instead of dealing damage, vine attack *grapples* target. In subsequent rounds, if the target is still *grappled*, vine damage is automatically dealt

corrosive: factored into natural attacks. Successful melee attacks on creature deal 1d12 acid damage to attacker or weapon. Creature has *immunity (acid)*.

reach: factored into natural attacks

sticky: when the creature is struck with a melee attack, the attacker must win an opposed Feats of Might check or the weapon is stuck. If the weapon was a natural weapon, attacker acquires the *grappled* condition. Attempts to escape being *grappled* by the creature are made at a -2 penalty

plant immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

mindless immunities: immune to *afraid, charmed, confused, and unhinged* conditions, and immune to all spells involving illusion

Weaknesses: *default exception (normal vision):* factored into senses

Skills: Feats of Might 2, Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat, soil, and sunlight)

Climate: tropical

Treasure Type: F, O

Short Description: A large carnivorous *plant* with many sticky leaves and tentacle-vines

Long Description: A *giant sundew* is a huge meat-eating *plant* native to hot, wet climates. The creature has a shallow root system that can be uprooted, allowing it to slowly shuffle from place to place. The body of the creature is a bulb about 8' across and 5' high that rests on the ground. Sprouting out of this bulb are 6-8 leafy fronds that gleam with dewy exudations, and 3-4 slender rosy green tendrils that may extend up to 15' away. The bulb is a veiny purple in color, but the rest of the creature is a vivid green. The liquid exuded by the leaves smells syrupy sweet and attracts many flies, bees, butterflies, and other insect life forms that drink nectar.

Giant sundews obtain nutrients from photosynthesis and through root absorption, but they supplement their diets with meat which is dragged into the central bulb and dissolved with the creature's acidic secretions. The tentacle-like tendrils are dripping with this acid, and every lashing attack can also burn organic material and worked metal. Alternatively, these tendrils may attempt to drag a victim into the grasp of the dewy leaves, which reflexively curl up around anybody who touches them. The sweet-smelling sap is extremely sticky, and those trapped in the coiling leaves of a *giant sundew* will find themselves being slowly eaten away by the acid.

The sap of the *giant sundew* can be easily cut using vinegar or any other source of acetic acid such as wine. If the sap can be harvested, its smell can be an irresistible lure for many types of insect lifeforms.

Tentamort

Primary Trait: 6 HD *aberration*, rank 7

Secondary Traits: *apodal*

Hit Points: 45 **Initiative:** +0 **Morale Modifier:** +4

Ability Scores: Str 17, Dex 12, Con 18, Int 3, Wis 12, Cha 10

Natural Attacks: grappling tentacle (primary): +4/1d6+2 OR *constrict* (see below), reach 10'
stinging tentacle (secondary): +2/1d6+2 + *poisoned*, reach 10'

Defenses: AC 17, Dodge 14, Toughness 13, Poise 12

Movement: walk 5'; run 10'; swim 5'; climb 5'

Senses: gestalt 30', infravision 60', normal hearing, normal vision

Special Powers:	<p><i>ability score bonus</i>: factored into ability scores</p> <p><i>constrict</i>: instead of dealing damage, grappling tentacle attack <i>grapples</i> target. In subsequent rounds, if the target is still <i>grappled</i>, grappling tentacle damage is automatically dealt</p> <p><i>gestalt senses</i>: factored into senses</p> <p><i>poison touch</i>: on stinging tentacle hit, <i>poisoned</i> with <i>tentamort</i> poison: +2T, onset <i>stunned</i> + 1d6 hp or 1 hp, interval 4 hours, recovery 15, attack 1d6 hp or nothing</p> <p><i>reach</i>: factored into natural attacks</p>
Weaknesses:	<p><i>restricted movement (walking)</i>: factored into movement</p>
Skills:	Feats of Agility 1, Feats of Might 1, Hearing 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F, O
Short Description:	Odd underground beast moored to walls and attacking with two tentacles
Long Description:	<p>A <i>tentamort</i> is a creature with unique physiology that hunts in subterranean environments by means of two uniquely specialized tentacles. The creature's body is a ball roughly 3' in diameter, bristling with a host of feelers and eyestalks, as well as a great many arms. Six of these limbs are short and lined with hooks and suckers, allowing them to anchor the creature's body on a wall within 5' of the floor. The remaining two limbs are the <i>tentamort's</i> 10' long fighting tentacles, one of them slender and agile, the other broad and groping. The first arm is the stinging tentacle, and it is tipped with a hooked spine that can deliver a venomous puncture wound. The second arm is the grappling tentacle, and it is fiendishly strong, capable of constricting the life out of prey. This creature is not very mobile, so it typically positions itself where prey must come to it, and it tries to avoid situations where it can be spotted or attacked from a distance.</p> <p><i>Tentamorts</i> are solitary hunters that will fight to the death if they encounter another member of their species. The venom of these monsters works by liquefying the internal organs of their prey; once a victim has been killed, the stinging tentacle softens up the body and then sucks out the fluid as sustenance. However, the stinging tentacle has a second function; it implants an egg inside the corpse. 1d4 days after the egg is laid, it hatches and a miniature <i>tentamort</i></p>

takes sustenance from the remains while it grows to full size. The child must then escape the attacks of the parent if they are still in the area.

There are rumors that larger *tentamorts* exist that have more than two fighting arms, and that additional specializations exist for the extra tentacles.

Thoul

Primary Trait:	5 HD <i>aberration</i> , rank 6				
Secondary Traits:	<i>barbaric, goblin, warcrafter</i>				
Hit Points:	28	Initiative:	+1	Morale Modifier:	+4
Ability Scores:	Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 13				
Natural Attacks:	bite (primary): +4/1d6+1 2 claws (secondary): +2/1d4+1 + <i>paralyzing touch</i> (see below) OR weapon (secondary): +2/weapon+1				
Defenses:	AC 16, Dodge 13, Toughness 14, Poise 16				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>goblin</i> : factored into senses and languages. Gain benefits when wielding <i>goblin</i> weapons <i>paralyzing touch</i> : on a claw hit, +4 vs. Toughness/ <i>paralyzed</i> <i>regeneration (3, acid)</i> : at the beginning of the creature's turn, it regains 3 hit points if wounded unless it has taken acid damage within the previous round. Even dead creatures can return <i>warcrafter</i> : factored into proficiencies				
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light				
Skills:	Stealth 1, Stonecraft 1				
Proficiencies:	<i>cheap</i> weapons and one <i>goblin</i> weapon, light helms, shields, and armor up to AC 12				
Languages:	Goblin (fluent)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground				

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Resembles a hobgoblin with slate-grey skin, given powers by sorcery

Long Description: *Thouls* look very similar to *hobgoblins*; they are *humanoid* in appearance, taller than humans, and they have features that show them to be part of the goblin family of species. They have bat-winged ears protruding several inches horizontally from either side of their heads, noses that are mere nostril slits, and lipless mouths with small needle-like teeth. They have none of the hair that *hobgoblins* typically grow, however; instead, their skin is grey and uneven in texture, and it has the texture of a rhinoceros horn. As a result, *thouls* do not wear armor, although they may use shields and helms. Additionally, they have much longer canine teeth than *hobgoblins* do, and their fingers grow razor sharp claws; with these natural weapons, these creatures rarely wield melee weapons, although they frequently employ crossbows. They wear the same garments that *hobgoblins* typically do.

When Garr-Sen experimented with *norkers* to create *hobgoblins*, that was not the end of the lich-king's meddling with nature. Garr-Sen created a creature that combines features of *hobgoblins*, *ghouls*, and *trolls* to create an elite trooper for the armies of Angarr. These creatures are embedded with *hobgoblin* units but do not lead them; they are used as specialist combatants. The claw attacks (but not the bite attacks) of *thouls* can paralyze a victim just as *ghouls* do; they regenerate damage as do *trolls*. These creatures remain socially separate from the *hobgoblins* they serve with; *hobgoblins* fear them but consider them outside the family.

Like *hobgoblins*, *thouls* are grown in vats in Angarr. However, small groups seem to have created tribes outside of Garr-Sen's influence in other parts of the world. It is speculated that these creatures are reproducing by cutting themselves in half and letting regeneration regrow both pieces, but this has never been verified.

Tick, Giant

Primary Trait: 2 HD *vermin*, rank 2

Secondary Traits: *many-footed*

Hit Points: 11 **Initiative:** +0 **Morale Modifier:** -2

Ability Scores: Str 11, Dex 11, Con 13, Int 1, Wis 8, Cha 8

Natural Attacks: bite (primary): +1/1d4

Defenses: AC 16, Dodge 12, Toughness 11, Poise 1

Movement: walk 45'; run 90'; swim 15'; climb 30'

Senses: low light vision, normal hearing, normal vision

Special Powers: *blood draw*: as a standard action, make a touch attack, +3 vs. Dodge/1d3 hp and attach. While attached, creature takes a -4 penalty to AC. When starting a turn attached, drain 1d3 Constitution as a standard action

climb: factored into movement

Skills: Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (blood), sleeps, breathes (air)

Climate: temperate, tropical, mountains, underground

Treasure Type: O

Short Description: Huge black blood-sucking arachnid that drops on prey from hiding

Long Description: *Giant ticks* are large arachnids that live in forests, but some also lurk in caves. They have black chitinous bodies that are 4' long and may weigh 100 pounds. They have eight spiny legs, a relatively small head with two dark eyes, and mouthparts capable of penetrating the skin of a victim and sucking blood. Their abdomens swell when they have fed on blood. *Giant ticks* are adept at climbing vertical surfaces and even hanging upside down from ceilings owing to many tiny hooks on their feet.

Giant ticks are solitary hunters, but they are not particularly territorial; they hunt independently, but a number of these creatures may operate in the same area without fighting, so multiple creatures may attack at the same time without coordination. They are ambush hunters, and they use their stealth and their climbing abilities to hide out of sight, often above a well-traveled path, and then drop on prey to attack. These creatures can both bite to damage creatures, which they do if they are attacked with weapons, or they can pierce a victim with their mouthparts and then suck blood. A *giant tick* that has damaged a victim for 6 points of Constitution drops away and retires to digest its meal.

Very large *giant ticks* have been reported in the jungles of the Beast Isles; these creatures can spread disease to those who survive their blood-sucking attacks.

Titan

Primary Trait: 15 HD *giant*, rank 16

Secondary Traits: *altitude, civilized, cold-native, warmaster*

Hit Points: 128 **Initiative:** +1 **Morale Modifier:** -5

Ability Scores: Str 25, Dex 13, Con 20, Int 16, Wis 13, Cha 18

Natural Attacks: fist (primary): +21/3d8+6, range 15'

OR weapon (primary): +21/gargantuan-sized weapon+6, range 15'

Defenses: AC 23, Dodge 21, Toughness 32, Poise 22

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

magically impregnable: when targeted by a spell, caster must make a caster level check of 25 or the spell fails

shapechange x2: as a standard action, the creature can take on the form of any other *humanoid* or *giant* being the creature has encountered. The creature retains its hit points, its Intelligence, and its Special Powers, but in all other respects takes on the new form and all its abilities

spellcaster: caster level 12, 15 castings per day:

- *command*, no more than 3/day;
- *polar vortex*, no more than 3/day;
- *suggestion*, no more than 2/day;
- *ice storm*, no more than 2/day;
- *exorcise*, no more than 2/day;
- *interposing hand*, no more than 1/day;
- *treat wounds, mass*, no more than 1/day;
- *legend lore*, no more than 1/day

warmaster: factored into proficiencies

Weaknesses: *code of conduct:* the creature believes it is wrong to meddle in the affairs of mortals, and it will attempt to ignore or deflect other creatures rather than confront them directly

default exception (throw rocks): factored into Special Powers

Skills: Feats of Might 1, Knowledge 2

Proficiencies: *standard* weapons, helms, shields, and armor up to AC 16

Languages: Giantish (fluent), Common (fluent)

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: mountains

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Ancient lords of the *giants*, now in self-imposed exile from the world of mortals

Long Description: *Titans* stand 21' tall. Their features are like those of beautiful humans of immense size. They wear togas secured with belts and pins made of precious metals, and they prefer to wear open sandals. They take great care to apply cosmetics and style their hair, and some creatures apply a wash of golden glitter to their skin. *Titans* wield many sorts of weapons, including gargantuan-sized versions of the short sword and the short bow; they see little need for armor but may use shields and helms.

The *giants* were the deities' first attempt at making mortals, and they created the *titans* to be lords of all *giants*. These creatures were certainly their best handiwork; they were strong, clever, beautiful, and were gifted in the use of magic. However, the deities abandoned the *giants* as the heirs of Uroth, and they created humans to fill that role instead. Most kinds of *giants* scattered to the remote parts of the world to nurse their bitterness. The *titans* chose self-imposed exile: they created mansions for themselves at the tops of the highest mountains, where the air is so thin that mortals cannot survive there, and they have spent the intervening ages in lives entirely removed from the rest of the world. They do not age, and they amuse themselves in their communities of up to two dozen individuals in artistic pursuits. They have sworn to never again engage in the affairs of mortals, and although they are wise and know a great deal of lore, they do everything in their power to discourage visits or meddling by the other species of Uroth.

However, some *titans* nevertheless take an interest in the affairs of the lowlands. They have an inherent shape-changing ability, and some adventurous creatures may use this gift, as well as their magic talents, to visit the lands of Uroth and see first-hand what has happened since the *giants* lost their birthright. Even these *titans* maintain their vow of non-interference, however, and only truly heroic arguments will convince any individual to directly interfere in mortal affairs.

Toad, Giant

Primary Trait: 3 HD *animal*, rank 3

Secondary Traits: *many-footed*

Hit Points: 14 **Initiative:** +1 **Morale Modifier:** +1

Ability Scores: Str 10, Dex 13, Con 10, Int 2, Wis 9, Cha 9

Natural Attacks: bite (primary): +2/1d8

Defenses: AC 14, Dodge 14, Toughness 11, Poise 6

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers:	<i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit
Skills:	Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	temperate, tropical, arid, mountains, underground
Treasure Type:	F, O
Short Description:	Huge mottled frog-like creatures that leap upon prey from hiding
Long Description:	<p><i>Giant toads</i> are amphibians of remarkable size that live in all but the coldest climates on Uroth. These creatures are related to frogs, and they share many characteristics of those creatures – they are quadrupedal, they have powerful hind legs for jumping, they have bulging eyes and broad mouths. Unlike frogs, these creatures do not swim well and spend most of their lives on dry land, although eggs are laid and fertilized in the water. The bodies of <i>giant toads</i> weigh about 300 pounds, and when they stretch their hind legs to their full extension, they are over 8' long. Their bumpy, warty skin is greenish brown with mottled patterns of gray, black, and yellow. Their feet are not webbed, and their mouths are lined with 1" long sharp teeth.</p> <p><i>Giant toads</i> are ambush predators; their coloration assists them in hiding in tall grass and in well-wooded areas, and they wait for prey to come to them before leaping to the attack. These creatures are carnivores and eat anything the size of squirrels and larger. They often hunt in packs like wolves; they have typical animal intelligence, but by coordinating their croaking they can encircle a herd of deer or pigs and catch many more victims than they could by operating alone. <i>Giant toads</i> use short claws on their front feet to dig burrows which they rest in during the day (these creatures hunt well at night due to scent and low-light vision) and during the cold months; these creatures may hibernate all winter.</p> <p><i>Giant toads</i> are famous for snapping hungrily at shiny objects. More than one treasure has been cut out of such a creature's pale belly.</p>

Toad, Ice

Primary Trait:	8 HD <i>beast</i> , rank 9				
Secondary Traits:	<i>cold-native, many-footed</i>				
Hit Points:	44	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 13, Dex 9, Con 13, Int 3, Wis 13, Cha 12				
Natural Attacks:	bite (primary): +9/1d12+1 cold				

Defenses:	AC 16, Dodge 18, Toughness 19, Poise 11
Movement:	walk 60'; run 120'; swim 15'; climb 15'
Senses:	low light vision, normal hearing, normal vision, scent 60'
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>energy aura (cold)</i> : opponents who begin a turn within 5' of the creature take 1d8 hp cold damage <i>immunity (cold)</i> : take no damage from cold attacks <i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit
Weaknesses:	<i>energy vulnerability (fire)</i> : add half again as much damage of this type
Skills:	Intuition 1, Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	arctic, mountains
Treasure Type:	F, O
Short Description:	White-furred toads that radiate intense cold to kill warm-blooded prey
Long Description:	<p><i>Ice toads</i> are curious frog-like creatures that have adapted to life in the coldest climes. They are like <i>giant toads</i>, but they are much larger; even sitting on their haunches, the eyes of these creatures are 5' off the ground, and they weigh 1200 pounds or more. They have thick white fur all over their bodies, and an especially thick mane around their heads. These creatures seem to absorb the heat around them; 10' away from an <i>ice toad</i>, the air temperature can be felt to be much colder than the surrounding area, and within 5' this cold becomes deadly. These creatures lack amphibians' sluggishness in cold weather, and in fact they thrive in the lowest possible temperatures.</p> <p><i>Ice toads</i> live in packs of up to 30 adults. They are carnivores, preferring to hunt and kill warm-blooded creatures for sustenance. They often hunt by burrowing deep into soft snow until only their nostrils protrude from the snowbank; when they smell prey, they leap out and attack. They also burrow into snow to rest; they find being buried in snow to be quite comfortable, and in fact they are entirely immune to cold damage. However, <i>ice toads</i> hate temperatures above freezing and will leave an area that is so warm if they can.</p> <p><i>Ice toads</i> are sometimes domesticated by <i>yeti</i> who use them as watch-animals and beasts of burden. The ski hunters of Othos believe that if you kill an <i>ice</i></p>

toad, scoop out the bluish-white fat from under their pelts, and rub it directly on your skin, it will hurt terribly but will render you immune to frostbite for a day; this has not been confirmed.

Trapper

Primary Trait: 13 HD *aberration*, rank 14

Secondary Traits: *apodal*

Hit Points: 98 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 21, Dex 13, Con 18, Int 3, Wis 15, Cha 15

Natural Attacks: slam (primary): +13/2d8+5 + *envelop* + *crush* (see below), range 10'

Defenses: AC 22, Dodge 18, Toughness 22, Poise 21

Movement: fly 45'; swoop 90'; walk 30'; swim 15'

Senses: gestalt 30', infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *ability score bonus*: factored into ability scores

boneless: weapons with the *blunt* property only inflict half damage to the creature, rounded down

crush: targets that start their turn *ensnared* by the creature automatically take slam attack damage

envelop: instead of dealing damage, slam attack *ensnares* target. While a target is *ensnared*, damage taken by creature is evenly divided between creature and any *enveloped* targets. Multiple creatures can be *enveloped*, and the slam attack can still be used against *enveloped* targets

fly: factored into movement

gestalt senses: factored into senses

mimicry: for the purpose of making skill checks to imitate the floor in its immediate area, the creature has an effective Charisma score of 18

tremorsense: factored into senses

Skills: Feats of Might 2, Intuition 1, Perform 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: F, O

Short Description: Flat pancake-like creature that mimics floors so it can curl up and crush prey

Long Description: A *trapper* is a strange predator that lives in caves and dark ruins. It has a flat, flexible body that is basically square in shape, 20'x20' but only one foot thick. This creature weighs up to fifteen tons, but it can fly using an inherent levitation ability; in flight it resembles a manta ray swimming. It has a short stubby tail and bilateral symmetry, but it has no mouth or limbs. Instead, the *trapper* is covered on both sides by sensitive cilia several inches long, interspersed with eyespots that can see in the dark. The cilia on the bottom side are specialized for anchoring the creature to any floor surface, rough or smooth. The cilia on the top side have chromatophores like an octopus: they can change color and even consistency to exactly mimic any surface the bottom side of the creature is clinging to. Therefore, a *trapper* can settle on any section of flooring, then camouflage its top side to exactly mimic the surface they are occupying.

Trappers are solitary ambush predators. They hunt by lying in wait on well-traveled paths and then curl up around creatures that walk on them. The entire body of this creature is one solid muscle, and they can roll up around multiple victims to crush them within their folds. Once prey is dead, the *trapper* sinks its cilia into the corpse and drains it of vascular fluids. The husks are then discarded along with any possessions.

Clearly, *trappers* are related to their smaller cousins, *lurkers above*, but the exact nature of the link between the two species is unclear. What is certain is that both creatures hate each other and will attack each other at the first opportunity.

Treant

Primary Trait: 12 HD *giant*, rank 13

Secondary Traits: *barbaric, warcrafter*

Hit Points: 102 **Initiative:** +0 **Morale Modifier:** -2

Ability Scores: Str 20, Dex 9, Con 20, Int 13, Wis 13, Cha 10

Natural Attacks: 2 fists (primary): +16/2d12+4 +1 shp, range 10'

OR 2 weapons (primary): +16/gargantuan-sized weapon+4, range 15'

Defenses: AC 19, Dodge 16, Toughness 28, Poise 17

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *animate avatar*: as a standard action, twice per day, creature can animate a normally inanimate object within 60' that resembles the creature. Animated object has the same stats as the creature, but it only has Int 1 and follows the

creature's verbal commands, and it has no Special Powers apart from immunities. They first act at the beginning of the creature's next turn

extra primary attack: factored into natural attacks

speak with plants: as a standard action, creature can telepathically command ordinary plants within 30' as if they have *plant* trait defaults

structural attack: factored into natural attacks

warcrafter: factored into proficiencies

Weaknesses: *energy vulnerability (fire)*: add half again as much damage of this type

Skills: Feats of Might 2, Woodcraft 1

Proficiencies: *cheap* weapons and shields

Languages: Giantish (fluent)

Metabolism: eats (soil and sunlight), sleeps, breathes (air)

Climate: temperate, tropical, mountains

Treasure Type: B, C, D, E, I, J, K, L, M, P

Short Description: Tree-like *giants* that protect old-growth forests

Long Description: *Treants* are *giants* that inhabit old and dense forests. Although they have two legs and two arms, and a typical complement of facial features, they have adapted their appearance to provide excellent camouflage in the forests they call home. Each creature's bark-like skin is different, but many have knots, boles, and lichen and mosses grow on them, allowing tall, lean *treants* to blend in very well among old trees. They do not grow leaves, but their hair often resembles tufts of leafless branches or clusters of Spanish moss. Their splayed feet look like spreading roots running along the surface of a forest floor. They never wear armor, and their powerful fists make better weapons than most manufactured tools, but these creatures have been known to wield enormous shields when they go to war, which is mercifully rare. They do not wear clothes, and they scorn any sort of ornamentation of their bodies.

Since the deities created *giants*, *treants* have always felt a strong kinship with forests. They are now self-appointed wardens of old-growth forests, particularly in regions where logging and industry have yet to penetrate, and they act aggressively to keep such incursions out of their territory. They can animate several trees to act like mindless copies of themselves, and they use this power to make forests very unfriendly to those who come bearing fire or axes. However, *treants* are not inherently hostile to *humanoids*, and they may be friendly to those who respect the forestlands. They sometimes enjoy manufactured goods, particularly beer which they pour on their toes (these

creatures absorb liquids and nutrients through the soil), and they may collect treasure and use it to trade with intelligent species.

Superstitious folk tell of black trees that walk within forests in the darkness but hide under the thickest canopies when the daylight comes; where they appear, death and misery are sure to follow. Are these vampiric versions of *treants*? No living creature can confirm.

Triton

Primary Trait:	3 HD <i>humanoid</i> , rank 3				
Secondary Traits:	<i>aquatic-native, civilized, warcrafter, water-breathing</i>				
Hit Points:	14	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 12				
Natural Attacks:	fist (primary): -2/1d2 OR weapon (primary): +2/weapon				
Defenses:	AC 11, Dodge 11, Toughness 11, Poise 10				
Movement:	swim 60'; dart 120'; walk 15'; climb 15'				
Senses:	normal hearing, normal vision				
Special Powers:	<i>spellcaster</i> : caster level 3, 3 castings per day: <ul style="list-style-type: none">• <i>divine ward</i>, no more than 3/day;• <i>guidance</i>, no more than 3/day;• <i>spiritual weapon</i>, no more than 3/day <i>warcrafter</i> : factored into proficiencies				
Skills:	Hearing 1, Seacraft 1				
Proficiencies:	<i>cheap</i> weapons and polearms, light helms, shields, and armor up to AC 12				
Languages:	Merfolk (fluent)				
Metabolism:	eats (omnivore), sleeps, breathes (water)				
Climate:	ocean				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	Human-like water-breathing <i>humanoids</i> living in undersea cities				
Long Description:	<i>Tritons</i> are <i>humanoids</i> that live in communities on the ocean floor. Their features are like humans; they stand about 6' tall, and they have very powerful upper bodies but comparatively slender lower body musculature. They have long flowing hair which tends to be gold or sea green, and their skin is a very				

pale blue. They have gill slits set into their necks. The fingers and toes of these creatures are webbed, and there are finned surfaces along the sides of their calves and forearms that make them very rapid swimmers. (In contrast, when a *triton* must support the weight of their bodies on the ground and walk on their feet, their gait is slow, and they tire rapidly.) They build armor and wield weapons, particularly long three-tined polearms. They also are adept at spinning certain fibrous seaweeds into extremely light and diaphanous fabrics which they turn into clothing; *tritons* favor loose kilts and gowns which keep their legs free.

Tritons build domed communities in regions of the ocean that are not too deep and not too shallow – along the edges of continental shelves, or on the slopes of volcanic uplifts. A small community of several hundred adults may consist of 6-10 smaller domes joined together with walkways, while the largest cities, which can house thousands, are a single monolithic stone dome with defensive spires. In the cities, the uppermost levels of the dome are often supplied with air to accommodate surface-dwelling guests, but *tritons* themselves need water to breathe. They have mastered the art of working metal in forges that receive their heat from underwater volcanic vents; they are therefore the metalworkers of the undersea trade culture, and triton-forged goods are exchanged by many intelligent species. These creatures trade with air-breathing species as well, and many *tritons* keep a store of the gold coins of the surface world (but not silver, as it corrodes more readily). The currency of the undersea peoples is based on seed pearls.

Tritons live in a matriarchal society; the Empress of the Seas rules her people from the Pelagic Gardens of Delight -- her palace and grounds. All her subjects have some limited magic talents, but it is said that the Empress has significantly more advanced skills, both in Arcane and Divine magic. Her inner sanctum is also guarded by seven *giant octopuses* of large size. The Empress makes war with the *sahuagin*, and allies of those creatures will not be well-received.

<i>Troglodyte</i>				
Primary Trait:	2 HD <i>humanoid</i> , rank 2			
Secondary Traits:	<i>barbaric, warcrafter</i>			
Hit Points:	11	Initiative:	-1	Morale Modifier: -2
Ability Scores:	Str 12, Dex 8, Con 13, Int 9, Wis 7, Cha 12			
Natural Attacks:	fist (primary): -3/1d2 OR weapon (primary): +1/weapon			
Defenses:	AC 10, Dodge 10, Toughness 11, Poise 6			
Movement:	walk 60'; run 120'; swim 15'; climb 15'			
Senses:	infravision 60', normal hearing, normal vision			

Special Powers:	<i>infravision</i> : factored into senses <i>nauseating stench</i> : at the start of their turn, attack targets within 10' of creature, +1 vs. Toughness/ <i>nauseated</i> <i>warcrafter</i> : factored into proficiencies
Weaknesses:	<i>light sensitivity</i> : the creature receives a penalty of -1 on attacks and skill checks while it is in bright light
Skills:	Stealth 1, Stonecraft 1
Proficiencies:	<i>cheap</i> weapons and battle axes, light helms, shields, and armor up to AC 12
Languages:	Undercommon (fluent)
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Black crested lizard <i>humanoids</i> defending underground mines with their stench
Long Description:	<p><i>Troglodytes</i> are <i>humanoids</i> with lizard-like features. They stand a little shorter than humans, but they are broadly built. They have soft scaly skin that is pale along the bellies but shading to charcoal or black on their backs; however, these creatures have a natural camouflage that causes the shade of their skin to match the surrounding walls, so a <i>troglodyte</i> may be darker or paler depending on their surroundings. They have a long tail that drags on the ground, and a web-like crest that starts on top of their skulls and trails down their backs. They have long crocodilian faces with slits for nostrils and widely spaced eyes; their mouths have many short peg-like teeth – these creatures are omnivores. <i>Troglodytes</i> do not wear clothing, but they will wear armor and wield weapons, particularly clubs and axes of stone.</p> <p><i>Troglodytes</i> live in the deepest of caverns; some believe that they originated as <i>lizard folk</i> who retreated into the underworld to escape some disaster and never emerged. They have a patriarchal society, where a male war chieftain rules bands of up to 100 adults. They are diggers and miners, and they build their lairs out of networks of caverns that take full advantage of traps, fungal adversaries, and any other tricks of the underworld that they can use. <i>Troglodytes</i> mine for ores and trade them with other species for finished goods; they understand the value of treasure and engage in a trading economy. However, they are not a trusting species in general, and they are difficult to approach peacefully or befriend.</p> <p>These creatures are famous for their musk. <i>Troglodytes</i> that are angry or afraid generate an odor that is emitted from glands in their armpits and groin. The odor makes breathing creatures sick to their stomachs, although it has no effect</p>

on other members of their species. Based on this, some species believe these creatures to be unclean and villainous, but this certainly varies from individual to individual. Elite *troglydites* commonly have enhancements in *warrior* (), but spellcasters are not unknown, and some individuals become scouts with enhancements in *rogue* ().

Troll

Primary Trait:	6 HD <i>giant</i> , rank 7				
Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	45	Initiative:	+1	Morale Modifier:	+3
Ability Scores:	Str 18, Dex 13, Con 18, Int 5, Wis 6, Cha 13				
Natural Attacks:	bite (primary): +9/1d8+3 2 claws (secondary): +7/1d6+3 + <i>rend</i> (see below) OR weapon (secondary): +7/giant-sized weapon +3, range 10'				
Defenses:	AC 16, Dodge 12, Toughness 21, Poise 11				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision, scent 60'				
Special Powers:	<i>leap</i> : creature's movement may include a 30' horizontal leap or a 15' vertical leap. Attacks made at the end of the leap receive a bonus of +2 to hit <i>regeneration (3, fire)</i> : at the beginning of the creature's turn, it regains 3 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return <i>rend</i> : if both claw attacks hit in the same round, double both hits' damage <i>scent</i> : factored into senses <i>warcrafter</i> : factored into proficiencies				
Weaknesses:	<i>code of conduct</i> : the creature is pathologically afraid of fire and will flee open flames <i>default exception (throw rocks)</i> : factored into Special Powers				
Skills:	Feats of Agility 1, Feats of Might 1				
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12				
Languages:	Giantish (halting)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground				

Treasure Type: A, B, C, D, E, I, J, K, L, M, P

Short Description: Limber beanpole *giants* with fearsome claws that heal impossibly fast

Long Description: *Trolls* are tall, skinny *giants* that are nuisances in practically every clime on Uroth. They stand 10' tall but are very lean and long of limb; these creatures rarely weigh more than 600 pounds. However, they are quite strong and limber, and they can leap long distances and contort their bodies as if they were made of rubber. They have greyish green skin covered with hairy warts, and they have a shock of black curly hair on their heads. *Trolls* have razor-sharp claws and teeth, and hollow black pits for eyes. Their characteristic facial feature is their nose, however; this can grow up to a foot long and curves down to a carrot-like point. That nose gives this creature a powerful sense of smell, and when *trolls* follow a scent, they scramble along on all fours with their nose to the ground like a dog. They are among the least intelligent of *giants*, but many of them know how to wield weapons, although they frequently prefer the feeling of ripping enemies to bits with their claws. It is rare that these creatures use any kind of armor, and they consider clothing to be a complete waste of time.

Trolls are cave-dwellers, and they often form collective groups of up to 50 adults. They don't have much social organization -- the strongest among them boss around the weaker ones. Even the smartest individuals are not long on planning or organization; they do very little crafting or working of trades. *Trolls* rely on banditry, raiding other creatures to take what they want, killing anything that moves for food or sport, and generally wreaking havoc wherever they go. They have a supernatural healing factor that makes almost any sort of injury temporary in nature, and this tends to make them fearless. However, their regeneration is temporarily halted by fire damage, and *trolls* are pathetically afraid of open flames -- only the bravest of creatures will expose themselves to the risk of fire. They are avaricious and look for gold and other obviously precious goods whenever they can, but nobody other than other *giants* will trade with them.

Most *trolls*, in summary, are horrible -- but there are exceptions to every rule. There are the tales of the Blue Troll, for instance, who served with the Azuul Free Company of mercenaries for many years and fought bravely in plate armor. Her magic sword, **Icebreaker**, made her immune to fire and therefore a terror to all who opposed her. It is not known what happened to the Blue Troll, but *trolls* are effectively immortal, so she may yet be roaming Uroth.

Troll, Giant

Primary Trait: 10 HD *giant*, rank 11

Secondary Traits: *barbaric, warcrafter*

Hit Points: 85 **Initiative:** +1 **Morale Modifier:** +3

Ability Scores: Str 22, Dex 13, Con 20, Int 5, Wis 6, Cha 15

Natural Attacks:	bite (primary): +15/2d12+5, range 10' 2 claws (secondary): +13/1d8+5 + <i>rend</i> (see below), range 10' OR weapon (secondary): +13/gargantuan-sized weapon +5, range 15'
Defenses:	AC 17, Dodge 16, Toughness 24, Poise 14
Movement:	walk 45'; run 90'; swim 15'; climb 15'
Senses:	infravision 60', normal hearing, normal vision, scent 60'
Special Powers:	<i>improved natural attack</i> : factored into natural attacks <i>regeneration (5, fire)</i> : at the beginning of the creature's turn, it regains 5 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return <i>rend</i> : if both claw attacks hit in the same round, double both hits' damage <i>scent</i> : factored into senses <i>throw rocks</i> : as a standard action, make a ranged attack, 60/120/180, +11 vs. Dodge/3d10. Roll a 10 on 1d20+4 at the beginning of a turn to recover this ability <i>warcrafter</i> : factored into proficiencies
Weaknesses:	<i>code of conduct</i> : the creature is pathologically afraid of fire and will flee open flames
Skills:	Feats of Agility 1, Feats of Might 1
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12
Languages:	Giantish (halting)
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	Larger version of a <i>troll</i> – less agile but far stronger
Long Description:	<i>Giant trolls</i> have some properties of <i>trolls</i> and some properties of <i>hill giants</i> . They stand about 12' tall and weigh 1000 pounds. Their body shapes are like those of <i>hill giants</i> ; they are broad across their shoulders and accumulate body fat around their abdomens. They have a <i>troll's</i> greyish green skin and mop of black hair, however, as well as its sharp claws and teeth. A <i>giant troll's</i> facial features display a <i>hill giant's</i> bulging brows but a <i>troll's</i> long nose and hollow eyes. These creatures favor wearing fur garments, including boots, and they

frequently wield weapons such as gargantuan-sized two-handed clubs. They also throw rocks like *hill giants* and keep a supply of small boulders handy.

It is unclear whether *giant trolls* are the result of interspecies mating between *hill giants* and *trolls*, or if they were created by the deities as a troll-like prototype for larger *giants*. Their numbers are increasing, however; these creatures have the fantastic regenerating abilities of *trolls* and therefore are very hard to kill, although they also share a *troll's* pathological fear of flame. *Giant trolls* tend to live alone or in small family groups; they make their lairs in large caves, which they use as a base of operations to raid and pillage for a living. They share in *trolls'* interest in treasure, but they are not gifted crafters and do not make anything that other species would be interested in trading for.

Giant trolls have been seen in the ranks of the armies of Angarr, operating as front-line shock troops. They are no smarter than ordinary *trolls*, however, so their orders must be simple and specific.

Troll, Ice

Primary Trait: 6 HD *giant*, rank 7

Secondary Traits: *barbaric, cold-native, warcrafter*

Hit Points: 45 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 18, Dex 10, Con 18, Int 8, Wis 6, Cha 13

Natural Attacks: bite (primary): +9/1d8+3

2 claws (secondary): +7/1d6+3 + *rend* (see below)

OR weapon (secondary): +7/giant-sized weapon +3, range 10'

Defenses: AC 15, Dodge 12, Toughness 23, Poise 11

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *hurl energy (cold)*: as a standard action, make a ranged attack, 20/40/60, +6 vs. Dodge/2d6 hp cold

immunity (cold): take no damage from cold attacks

regeneration (3, fire): at the beginning of the creature's turn, it regains 3 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return

rend: if both claw attacks hit in the same round, double both hits' damage

warcrafter: factored into proficiencies

Weaknesses:	<i>code of conduct:</i> the creature is pathologically afraid of fire and will flee open flames <i>default exception (throw rocks):</i> factored into Special Powers <i>energy vulnerability (fire):</i> add half again as much damage of this type
Skills:	Feats of Agility 1, Feats of Might 1
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12
Languages:	Giantish (working)
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	arctic, mountains
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P
Short Description:	White-furred troll haunting the slopes of mountains and glacier fields
Long Description:	<p><i>Ice trolls</i> are trolls that are uniquely adapted to live in places that are cold all year. Like their warm-weather cousins, they are 10' tall, but they tend to accumulate fat all over their bodies; these creatures weigh 800 pounds. They have pale white skin covered with hairy warts, and they have a shock of white curly hair on their heads. They have razor-sharp claws and teeth, and hollow black pits for eyes. Their characteristic facial feature is their nose, however; it can grow up to a foot long and curves down to a carrot-like point. <i>Ice trolls</i> do not have a <i>troll's</i> excellent sense of smell. They are markedly more intelligent than a typical <i>troll</i>, but they still prefer to use their claws and teeth instead of wielding weapons, and they do not find armor or clothing practical.</p> <p><i>Ice trolls</i> live in complexes of ice caves; they are comfortable in the coldest of temperatures. They live in communal groups of up to 30 adults, and they are usually led by the oldest and wisest of their number. These creatures rely on banditry and raiding for their sustenance, like other trolls, but they are more inclined to use trickery in addition to straightforward violence. <i>Ice trolls</i> are, if anything, more afraid of fire than ordinary <i>trolls</i>. However, they can summon up a ball of pure cold and throw it at enemies, or at any obvious sources of flame. These creatures love to acquire treasure and freeze it in solid blocks of clear ice so they can more easily admire it.</p> <p><i>Ice trolls</i> occupy the same type of territory as <i>yeti</i>. The two species hate each other and will generally attack each other on sight. It is believed that exceptionally old and wise individuals of this species gain the ability to cast spells associated with cold and have the power to pass through solid ice and snow as if it was insubstantial.</p>

Troll, Two-Headed

Primary Trait:	9 HD <i>giant</i> , rank 10				
Secondary Traits:	<i>barbaric, warcrafter</i>				
Hit Points:	68	Initiative:	+0	Morale Modifier:	+3
Ability Scores:	Str 20, Dex 12, Con 18, Int 5, Wis 12, Cha 13				
Natural Attacks:	2 bites (primary): +13/1d12+4 2 claws (secondary): +11/1d8+4 + <i>rend</i> (see below) OR weapon (secondary): +11/giant-sized weapon +4, range 10'				
Defenses:	AC 16, Dodge 14, Toughness 25, Poise 13				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	infravision 60', normal hearing, normal vision, scent 60'				
Special Powers:	<i>extra primary attack</i> : factored into natural attacks <i>multiple heads</i> : creature has +2 bonus to Seeing and Hearing checks, and +4 to defenses against attacks that result in the <i>sleeping, charmed, afraid, unhinged, blinded, deafened, stunned, or unconscious</i> conditions <i>regeneration (5, fire)</i> : at the beginning of the creature's turn, it regains 5 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return <i>rend</i> : if both claw attacks hit in the same round, double both hits' damage <i>scent</i> : factored into senses <i>warcrafter</i> : factored into proficiencies				
Weaknesses:	<i>code of conduct</i> : the creature is pathologically afraid of fire and will flee open flames <i>default exception (throw rocks)</i> : factored into Special Powers				
Skills:	Feats of Agility 1, Feats of Might 1				
Proficiencies:	<i>cheap</i> weapons, light helms, shields, and armor up to AC 12				
Languages:	Giantish (halting)				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, tropical, arid, arctic, mountains, underground				
Treasure Type:	A, B, C, D, E, I, J, K, L, M, P				
Short Description:	A large troll with two heads, each capable of a vicious bite				

Long Description: *Two-headed trolls* have some attributes of *ettins* and other attributes of *trolls*. They stand 11' tall and they have two heads, each on a long and flexible neck. The facial features of these creatures are very troll-like, with long pointed noses, hollow black eyes, and a shock of black hair atop each of their heads. In addition to their sharp claws and pointed teeth, however, *two-headed trolls* have a set of tusks protruding from the sides of their mouths like *ettins*. These creatures have the greenish gray warty skin of *trolls*, but they wear garments sewn from furs. Some of these creatures may wield giant-sized weapons, but most of these creatures prefer to use their sharp teeth and claws to dismember victims.

It is unclear whether *two-headed trolls* are the result of interspecies mating between *ettins* and *trolls*, or if they were created by the deities as a troll-like prototype for *ettins*. Their numbers are increasing, however; these creatures have the fantastic regenerating abilities of *trolls* and therefore are very hard to kill, although they also share a *troll's* pathological fear of flame. *Two-headed trolls* tend to live alone or in small family groups; they make their lairs in large caves, which they use as a base of operations to raid and pillage for a living. They share in *trolls'* interest in treasure, but they are not gifted crafters and do not make anything that other species would be interested in trading for.

Each head of a *two-headed troll* has its own name and personality. The heads of this creature usually get along well, but they have been known to argue, and folk tales tell of clever individuals who escape from a *two-headed troll's* clutches by fomenting discord. There are also legends of creatures that have three heads or more.

<i>Turtle, Giant Sea</i>					
Primary Trait:	8 HD <i>animal</i> , rank 8				
Secondary Traits:	<i>aquatic-native, many-footed</i>				
Hit Points:	60	Initiative:	-1	Morale Modifier:	-3
Ability Scores:	Str 19, Dex 8, Con 18, Int 2, Wis 9, Cha 13				
Natural Attacks:	bite (primary): +9/1d12+4				
Defenses:	AC 18, Dodge 16, Toughness 20, Poise 6				
Movement:	swim 60'; dart 120'; walk 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores				
Skills:	Hearing 1, Seacraft 1				
Proficiencies:	none				
Languages:	none				

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: ocean

Treasure Type: F

Short Description: Enormous flippered sea turtle capable of swamping ships on the open water

Long Description: *Giant sea turtles* are huge shelled reptiles living in the open ocean. The shell of this creature is 12' long and 6' wide, and it uses flippered limbs to ride ocean currents. Their shells are composed of joined-together scales called **scrutes**; they range from yellow to bluish green in color, with mottled patterns of darker color, but algae and barnacles frequently encrust these shells. A *giant sea turtle's* shell is configured such that it cannot retract its head and flippers inside it, which is necessary to allow it to swim swiftly. These creatures have large dark eyes and a sharp beak. They breathe air, but they can hold their breath for hours at a time.

Giant sea turtles usually live solitary lives in and around mats of seaweed, which provides them with shelter, food (they eat many types of shrimp and crustaceans as well as plant matter), and fresh water. They also occupy the shipwreck rafts that circulate around the Gyre. They come together to spawn, and they are most aggressive during this time. Female *giant sea turtles* lay their eggs on dry land, painstakingly dragging their bodies up on beaches to bury clutches of several hundred eggs each the size of bowling balls. The turtles are very exposed while they are away from the water. When the eggs hatch, baby turtles scramble for the ocean, hoping to avoid being eaten by *giant eagles* before they reach the surf, or *ixitxachitls* once they find water.

Giant sea turtles sometimes mistake boats in the water for sharks or other large predatory fish, and they may attack. These creatures can heave their bodies up onto the deck to snap at the boat's crew.

Turtle, Giant Snapping

Primary Trait: 2 HD *animal*, rank 2

Secondary Traits: *aquatic-native, many-footed*

Hit Points: 13 **Initiative:** -1 **Morale Modifier:** +2

Ability Scores: Str 13, Dex 8, Con 16, Int 2, Wis 8, Cha 12

Natural Attacks: bite (primary): +2/1d6+1

Defenses: AC 15, Dodge 11, Toughness 13, Poise 2

Movement: swim 60'; dart 120'; walk 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

Skills:	Seacraft 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (omnivore), sleeps, breathes (air)
Climate:	lakes and rivers
Treasure Type:	F, O
Short Description:	Irritable and territorial river turtle with a mossy back and snapping beak

Long Description: A *giant snapping turtle* is native to freshwater lakes and rivers, particularly in warmer climates. Their shell, which is composed of many fused scales, can measure up to 6' long and weigh 600 pounds. The shell and exposed skin of these creatures is a very dark green, but moss and algae frequently grows over the shell, making the turtle look like a stone when it is motionless. The feet of a *giant snapping turtle* have short claws which are useful for scraping shallow burrows into muddy embankments. They have a long and very sharp beak that is capable of snapping spear shafts in half, and their eyes are small and dark. They can withdraw their head and limbs inside their shell when they feel threatened. These creatures breathe air but can hold their breath for hours at a time.

Giant snapping turtles are solitary and very territorial; they will aggressively attack any kind of creature that enters the pond or shallows that they claim as their home. They can eat some kinds of water vegetation, but these creatures are mostly eaters of meat, including fish, crayfish, insects, and even rodents and birds. They lurk in the shallows and remain very still, then lunge when potential prey comes near. Their typical activity cycle is nocturnal, and they remain submerged or in burrows for most of the day.

A shield made from the shell of a *giant snapping turtle* is a status symbol among *bullywug* warriors. Offering a bowl of cold *giant snapping turtle* soup to visitors is a common custom of hospitality in *bullywug* villages, although few non-*bullywugs* can tolerate the extreme spiciness of their food.

Unicorn

Primary Trait:	8 HD <i>fey</i> , rank 8				
Secondary Traits:	<i>good, many-footed</i>				
Hit Points:	36	Initiative:	+1	Morale Modifier:	+2

Ability Scores: Str 15, Dex 13, Con 9, Int 10, Wis 13, Cha 13

Natural Attacks: horn (primary): +5/2d6+1 faerie iron

Defenses: AC 16, Dodge 19, Toughness 13, Poise 14

Movement:	walk 90'; run 180'; swim 15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<p><i>ability score bonus</i>: factored into ability scores</p> <p><i>damage resistance (faerie iron)</i>: reduce damage by weapons not made of faerie iron by 10 hp</p> <p><i>improved natural attack</i>: factored into natural attacks</p> <p><i>magically impregnable</i>: when targeted by a spell, caster must make a caster level check of 18 or the spell fails</p> <p><i>phase door</i>: as a move action, creature can create a <i>dimension door</i> as if the spell were cast by an 8th level Elf. Recover at the beginning of a turn with a roll of at least a 10 on 1d20</p> <p><i>spellcaster</i>: caster level 8, 8 castings per day:</p> <ul style="list-style-type: none">• <i>call from beyond</i>, no more than 3/day;• <i>treat wounds</i>, no more than 3/day;• <i>elemental aegis</i>, no more than 3/day;• <i>remove fatigue</i>, no more than 3/day;• <i>invisibility purge</i>, no more than 2/day;• <i>striking</i>, no more than 2/day;• <i>restore health</i>, no more than 2/day
Weaknesses:	<i>default exception (warcraft)</i> : factored into proficiencies
Skills:	Feats of Agility 1, Seeing 1, Woodcraft 1
Proficiencies:	none
Languages:	Fey (fluent)
Metabolism:	eats (vegetation), sleeps, breathes (air)
Climate:	temperate, tropical, mountains
Treasure Type:	G
Short Description:	A protector of all <i>fey</i> appearing as a beautiful white horse with a spiral horn
Long Description:	<i>Unicorns</i> are <i>fey</i> creatures with a largely equine physique. In most respects they are like a snow-white horse with a flowing white mane and tail; they also have tufts of hair around their hooves. Some of these creatures have a tiny white beard like a goat. All <i>unicorns</i> have a horn which can be 18" long; it juts from their foreheads and comes to a sharp point with spiraling fluting. The entire creature glows faintly and is quite visible at nighttime, especially its horn which can be seen from miles away on a moonless night.

Unicorns are good-aligned creatures who are the designated protectors of all other *fey* creatures. They have considerable magic powers, particularly with respect to healing, which they wield by touching their horn to afflicted creatures. However, their horn is also a formidable weapon, and *unicorns* are quick to charge to attack those who harm a *fey* being, or who are servants of the forces of evil. They can use short-hop teleportation to their strategic advantage, but also to cross large stretches of countryside quickly. These creatures despise saddles and will only consent to be ridden by other creatures if necessity demands it.

There are legends of coal-black *unicorns* who are evil-aligned, but these might just be tales to frighten children. It is believed that this creature's horn retains curative properties even once it is removed from the creature, and powdered *unicorn* horn can fetch very high prices in apothecaries.

Vampire, Master

Primary Trait: 10 HD *undead*, rank 11

Secondary Traits: *evil*

Hit Points: 55 **Initiative:** +1 **Morale Modifier:** +4

Ability Scores: Str 17, Dex 13, Con 13, Int 13, Wis 10, Cha 15

Natural Attacks: bite (primary): +8/1d10+2

2 claws (secondary): +6/1d8+2

Defenses: AC 20, Dodge 19, Toughness 17, Poise 16

Movement: walk 120'; run 240'; swim 15'; climb 30'

Senses: infravision 60', lifesense 60', normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

charming gaze: as a standard action, attack one visible target within 60', +6 vs. Dodge/*charmed*

climb: factored into movement

drain: as a standard action, +7 vs. Toughness/drain 1d2 energy levels + *fatigued*, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

infravision: factored into senses

mobile (walk): factored into movement

regeneration (5, fire): at the beginning of the creature's turn, it regains 5 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return

shapechange: as a standard action, may shift between mobile cloud of mist, giant bat, giant rat, wolf, and its true form

summon swarm: as a standard action, summon 3 *rat swarms* that appear and can act immediately

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses:

code of conduct: the creature may not enter a structure unless it has been invited in

light sensitivity: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

susceptibility (daylight): creature takes 1d6 hp damage when exposed to the direct light of the sun

susceptibility (garlic): creature takes 1d6 hp damage when within 10' of crushed garlic

susceptibility (running water): creature takes 1d6 hp damage when immersed in running water

weak spot (stake): if the creature is stabbed in the heart with a wooden stake (requiring a called shot), the creature immediately dies and will not regenerate

Skills:

Stealth 1, Streetcraft 1

Proficiencies:

none

Languages:

Common (fluent)

Metabolism:

none

Climate:

not native to Uroth

Treasure Type:

A, B, C, D, E, H, I, J, K, L, M, O, P, Q, R

Short Description:

Blood-sucking *undead* crypt-dwellers who emerge at night to feast

Long Description:

Master vampires are powerful *undead* creatures who rest in coffins by day but emerge at night to feast on the life energy of *humanoids* by draining blood. They have appearances identical to how they looked in life; any kind of *humanoid*, and possibly other kinds of creatures as well, can become this type of creature. They have two exceptionally long fangs that they use to drain blood, and their fingernails have grown into long claws, but *master vampires* have a supernatural ability to mask these attributes. They are not reflected in mirrors. These creatures wear the same clothes that they wore in life, and as they spend their

unlike trying to blend in with the living, they take pains to keep their garments neat and clean. They do not use weapons or armor.

As evil *undead*, *master vampires* hate the living and seek to drain their blood because they enjoy it. They feel hunger but do not need to feed; such creatures can be entombed for ages without draining blood, although they are likely to be in a bloodletting frenzy when they are finally released. They have many useful abilities in addition to using their fangs to drain life energy; they can charm creatures with a glance, transform into a mobile mist or take the shape of various creatures, summon rats, and quickly regenerate damage (unless they are burned). They also have several weaknesses: they cannot stand garlic or fresh running water, a wooden stake through the heart is a certain way to kill them, and they have a peculiar aversion to entering a person's private residence unless they are first invited inside. These creatures are unusually sensitive to bright light, especially daylight; during the day they must retire to an unlit resting place, ideally a coffin, and if exposed to sunlight they begin to smoke and burn. If a *master vampire* kills a creature by draining its life energy, the corpse will rise as a *servitor vampire*, provided the total HD of the servitors does not exceed the HD of the master.

It is not clear how new *master vampires* are created; it certainly involves the active participation of multiple other vampires to bring it about. Fortunately, the rise of a new creature is a rare occurrence. When a *master vampire* is killed, its body turns to dust, and all the *servitor vampires* it created collapse in a pile of ash as well.

Vampire, Servitor

Primary Trait: 4 HD *undead*, rank 5

Secondary Traits: *evil*

Hit Points: 22 **Initiative:** +1 **Morale Modifier:** +2

Ability Scores: Str 15, Dex 13, Con 13, Int 13, Wis 10, Cha 14

Natural Attacks: bite (primary): +3/1d6+1

2 claws (secondary): +1/1d4+1

Defenses: AC 15, Dodge 15, Toughness 14, Poise 13

Movement: walk 120'; run 240'; swim 15'; climb 30'

Senses: infravision 60', lifiesense 60', normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

drain: as a standard action, +3 vs. Toughness/drain 1 energy level + *fatigued*, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

charming gaze: as a standard action, attack one visible target within 60', +3 vs. Dodge/*charmed*

climb: factored into movement

infravision: factored into senses

mobile (walk): factored into movement

regeneration (2, fire): at the beginning of the creature's turn, it regains 2 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses:

code of conduct: the creature may not enter a structure unless it has been invited in

light sensitivity: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

susceptibility (daylight): creature takes 1d6 hp damage when exposed to the direct light of the sun

susceptibility (garlic): creature takes 1d6 hp damage when within 10' of crushed garlic

susceptibility (running water): creature takes 1d6 hp damage when immersed in running water

weak spot (stake): if the creature is stabbed in the heart with a wooden stake (requiring a called shot), the creature immediately dies and will not regenerate

Skills:

Stealth 1, Streetcraft 1

Proficiencies:

none

Languages:

Common (fluent)

Metabolism:

none

Climate:

not native to Uroth

Treasure Type:

A, B, C, D, E, H, I, J, K, L, M, O, P, Q, R

Short Description:

Undead slaves to *master vampires*, weaker but still hungry for living blood

Long Description:

Servitor vampires are *undead* minions of *master vampires* who rest in coffins by day but emerge at night to drink the blood of *humanoids*. These creatures have appearances identical to how they looked in life; any kind of *humanoid*, and

possibly other kinds of creatures as well, can become a *servitor vampire*. They have two exceptionally long fangs that they use to drain blood, and their fingernails have grown into long claws, but these creatures have a supernatural ability to mask these attributes. Unlike *master vampires*, *servitor vampires* do not reflect in mirrors. These creatures wear the same clothes that they wore in life, and as they spend their unlife trying to blend in with the living, they take pains to keep their garments neat and clean. They do not use weapons or armor.

As evil *undead*, *servitor vampires* hate the living and seek to drain their blood because they enjoy it. These creatures feel hunger but do not need to feed; such creatures can be entombed for ages without draining blood, although they are likely to be in a bloodletting frenzy when they are finally released. These creatures do not drain life energy as *master vampires* do; they merely attach themselves to victims and draw their blood, retiring sated when they have drained at least 6 points of Constitution. They can charm creatures with a glance and quickly regenerate damage (unless they are burned). They also have several weaknesses: they cannot stand garlic or fresh running water, a wooden stake through the heart is a certain way to kill them, and they have a peculiar aversion to entering a person's private residence unless they are first invited inside. These creatures are unusually sensitive to bright light, especially daylight; during the day they must retire to an unlit resting place, ideally a coffin, and if exposed to sunlight and if exposed to sunlight they begin to smoke and burn. Creatures killed by *servitor vampires* do not arise as *undead* creatures.

All *servitor vampires* must obey the wishes of the vampire that created them; they no longer have the will to oppose them. They know that the death of the *master vampire* means their doom as well, so they defend the master at all costs.

Vegemite

Primary Trait: 1 HD *plant*, rank 1

Secondary Traits: *barbaric, warcrafter*

Hit Points: 6 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 9, Dex 10, Con 13, Int 9, Wis 11, Cha 8

Natural Attacks: fist (primary): +1/1d2

OR weapon (primary): +1/weapon

Defenses: AC 13, Dodge 9, Toughness 13, Poise 5

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: normal hearing, normal vision

Special Powers: *mobile (walk)*: factored into movement

normal hearing: factored into senses

smart: factored into ability scores

warcrafter: factored into proficiencies

plant immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct*: the creature was spawned by a patch of russet mold, and it defends the patch with its life

default exception (tremorsense): factored into senses

no attacks: factored into natural attacks

Skills: Stonecraft 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: none

Metabolism: eats (meat)

Climate: underground

Treasure Type: B, C, D, E, I, J, K, L, M, O, P

Short Description: Leafy green *plants*, humanoid in form, serving the russet mold that made them

Long Description: *Vegemites* are the result of contact with russet mold transforming a *humanoid* into a *plant*. Regardless of what type of *humanoid* the creatures were previously, these creatures are 4' tall. They have two arms, two legs, and a head with the usual complement of *humanoid* features, including working eyes and ears. Their bodies are green, and their skin has the stiffness of a plant's stems; their hides are covered with small thorny growths and dangling rootlets. A riotous profusion of leaves and tendrils sprouts from a small patch on top of their heads, which serves them as hair. *Vegemites* do not reproduce naturally, and they have no gender. They do not wear clothing. They do, however, make tools and weapons, particularly stone hatchets, and clubs. Few such creatures bother with armor, but some use shields or helms.

Vegemites form communal groups of up to 100 members. They live wherever the patch of russet mold that spawned them can be found; even if that location is not easily defensible, these creatures do their best to protect it and bring it live *humanoids* so they can increase the numbers of the tribe. Some *vegemites* grow substantially larger than the rest, and they may even be giant-sized; these creatures usually have enhancements such as *elite ()* or *warrior ()*, and they rule the rest of their band. These creatures do not have a language, but they have a vocabulary of about 500 hand gestures that they use to communicate with each other. They do not trade.

Vegemites do, however, sometimes have vague half-memories of their lives before they turned into *plant* creatures. These creatures only eat meat, but sometimes they grow food crops without really understanding what they are growing or why. They collect coins and other valuables, but they no longer have a grasp of what it could be used for. Some *vegemites* may even retain vestiges of character class skills, including spellcasting.

Violet Fungus

Primary Trait:	5 HD <i>fungus</i> , rank 5				
Secondary Traits:	<i>apodal, earless, immobile, mindless</i>				
Hit Points:	33	Initiative:	+0	Morale Modifier:	+4
Ability Scores:	Str 10, Dex 10, Con 16, Int 1, Wis 13, Cha 3				
Natural Attacks:	rhizome (primary): +3/1d6 4 arms (secondary): +1/1d4 + <i>poisoned</i>				
Defenses:	AC 13, Dodge 15, Toughness 17, Poise 1				
Movement:	walk 15'; run 30'; swim 15'; climb 15'				
Senses:	gestalt 30', normal vision, tremorsense 60'				
Special Powers:	<i>gestalt senses</i> : factored into senses <i>more secondary attacks</i> : factored into natural attacks <i>poison touch</i> : on arm hit, <i>poisoned</i> with <i>violet fungus</i> poison: +4T, onset 1 to each ability score or 1 to a random ability score, interval 2 hours, recovery 20, attack 1 to a random ability score or nothing <i>fungus</i> immunities: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions <i>mindless</i> immunities: immune to <i>afraid, charmed, confused, and unhinged</i> conditions, and immune to all spells involving illusion				
Skills:	Intuition 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat)				
Climate:	underground				
Treasure Type:	O				
Short Description:	Many-armed deep purple <i>fungus</i> that can rot flesh with a single touch				

Long Description: *Violet fungi* are large fungal monsters that live in lightless caves. A typical creature is between 4' and 8' tall and has a pitted conical head like those of morel mushrooms. The lower part of the body is a pale violet stalk with multiple branching rootlets that twine into soft soil; the conical upper body is a vivid lilac. A large pore at the top of the cone conceals a tentacle-like rhizome which can reach up to 5' away and stab with a sharp barb; four smaller arms can reach out from the pits of the cone to inject victims with a venomous exudate. Light-sensitive spots set into the cone allow the creature to see, and it can also feel vibrations in the soil and in the air to sense its surroundings. *Violet fungi* can uproot themselves from the soil and hop from place to place.

A *violet fungus* typically lives in subterranean cave systems, growing in forests among other inert forms of giant fungus. They attack anything that moves, including others of the same species, so these creatures are not usually found in groups. This creature feeds upon corrupted flesh; its venom causes organic matter to rot away, and the nutrients from that rot can be directly absorbed by the creature's root-analogs. When *violet fungi* remain very still, they look just like commonly found large mushrooms that are not harmful. They attack animal life that approaches to try to feed on them.

Violet fungi are feared by most intelligent subterranean species, but they can sometimes be conditioned to remain in one place if they are fed regularly; this can make them effective (but dangerous and unpredictable) guardians.

Volt

Primary Trait: 5 HD *aberration*, rank 6

Secondary Traits: *apodal*

Hit Points: 28 **Initiative:** +2 **Morale Modifier:** +2

Ability Scores: Str 12, Dex 16, Con 13, Int 3, Wis 11, Cha 10

Natural Attacks: bite (primary): +3/1d8 + *grab* (see below)

Defenses: AC 16, Dodge 16, Toughness 12, Poise 12

Movement: fly 75'; swoop 150'; walk 15'; swim 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *energy aura (lightning)*: opponents who begin a turn within 5' of the creature take 1d6 hp lightning damage

fly: factored into movement

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

immunity (lightning): take no damage from lightning attacks

Weaknesses: *energy vulnerability (acid)*: add half again as much damage of this type

Skills: Feats of Agility 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: O

Short Description: Floating, furry, bulging-eyed, horned creature that bites and shocks

Long Description: *Volts* are flying pests that haunt large systems of caverns. The body of this creature is something like a long blue tadpole, with a bulging head one foot across tapering back to a slender tail. The entire creature is about 4' long and weighs 50 pounds. The head of the creature has two large compound eyes, two twisting horns which serve no obvious purpose, and a large mouth filled with backward-curved teeth. The head is covered with blue fur. A shimmering of the air surrounds the creature, and it stinks of ozone. *Volts* can fly by magical means; they have no wings or other obvious means of support, but they can swim through the air like a fish through water.

Volts are voracious hunters, and they typically search for food in packs of up to two dozen. They hide in the ceilings of caves where stalactites and other limestone formations provide them plenty of cover, and when prey appears they attack en masse. This creature's jaws can lock on to a victim with surprising strength. They are surrounded by an intense static electrical field, and any creature within 5' of a *volt* will receive a shock; other *volts* are immune to this. They are very subject to attack by acid, which causes them to mewl pathetically as they boil away.

It is not known how *volts* reproduce, but it has been speculated that these creatures are merely the immature forms of much larger creatures that live in the most remote of cave systems. Certainly, markings on cave walls have been found consistent with lightning bolts that cannot be explained by any other mechanism.

Wasp, Giant

Primary Trait: 4 HD *vermin*, rank 4

Secondary Traits: *many-footed, winged*

Hit Points: 18 **Initiative:** +2 **Morale Modifier:** +1

Ability Scores: Str 9, Dex 16, Con 9, Int 1, Wis 8, Cha 9

Natural Attacks:	sting (primary): +2/1d6 + <i>poisoned</i>
Defenses:	AC 16, Dodge 17, Toughness 12, Poise 3
Movement:	fly 75'; swoop 150'; walk 15'; swim 15'
Senses:	low light vision, normal hearing, normal vision
Special Powers:	<i>fly</i> : factored into movement <i>poison touch</i> : on sting hit, <i>poisoned</i> with <i>giant wasp</i> poison: +4T, onset paralyzed + 1 Dex or nothing, interval 4 hours, recovery 15, attack 1 Dex or nothing
Skills:	Feats of Agility 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (plant juices), sleeps, breathes (air)
Climate:	temperate, tropical, arid, mountains
Treasure Type:	O
Short Description:	Enormous slender flying insect that stings prey to lay its eggs inside
Long Description:	<p><i>Giant wasps</i> are very large insects that generally dwell in warmer climes. They have a body composed of a head, a thorax, and an abdomen, with a dramatic narrowing of the body occurring midway down the abdomen. From the tips of their mouthparts to the venomous stinger at the end of the abdomen, this creature measures 6' long. It has six legs and two pairs of wings, one larger than the other, and its wingspan is 8'. <i>Giant wasps</i> are armored with a hard chitinous exoskeleton which is yellow with black markings. These creatures have large compound eyes and antennae. The wing action of these creatures makes a droning sound that can be heard hundreds of yards away.</p> <p><i>Giant wasps</i> commonly build communal nests; they do not cooperate as do bees, and they do not have specialized members such as queens, but they often lair in groups of two dozen or more for mutual protection. They chew up plant matter and spit it out as a kind of paste that they use to build papery walls to their cell, which is usually not much larger than the creature itself. These creatures subsist on nectars and the juices of fruits and vegetables, but they hunt animals to use for spawning purposes. The venom of a <i>giant wasp</i> paralyzes a victim, which is then killed and carried back to the lair. Females lay eggs directly inside the corpse, and there they hatch and become maggot-like larvae about 2" long. Eventually these creatures will metamorphose into their final adult forms.</p>

Smoke can be used to pacify *giant wasps*. If these creatures find themselves within an opaque cloud of smoke of at least 10'x10'x10' volume, they become quiescent and do not attack unless attacked first. They immediately become aggressive again if they sustain damage.

Wasp, Swarm

Primary Trait: 2 HD *vermin*, rank 2

Secondary Traits: *many-footed, swarm, winged*

Hit Points: 9 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 2, Dex 16, Con 9, Int 1, Wis 8, Cha 9

Natural Attacks: swarm (primary): +5 vs. Dodge/1d6 + *poisoned*, half damage on a miss (rounded down)

Defenses: AC 15, Dodge 14, Toughness 9, Poise 2

Movement: fly 45'; swoop 90'; walk 15'; swim 15'

Senses: low light vision, normal hearing, normal vision

Special Powers: *fly*: factored into movement

poison touch: on a hit, *poisoned* with *wasp swarm* poison: +2T, onset 1 Dex or nothing, interval 4 hours, recovery 15, attack 1 Dex or nothing

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, arid, mountains

Treasure Type: O

Short Description: A swarm of tiny stinging insects capable of overwhelming foes with numbers

Long Description: A *wasp swarm* appears as a cloud of flying stinging insects, each no longer than the joint of one's thumb, but the swarm is composed of thousands of these creatures. The individual wasps are usually yellow and black in color, but they may also be red. The swarm acts as a single creature to aggressively defend the area of the nests where these creatures live, pursuing enemies for hundreds of yards. The swarm has no real intelligence but shows a perverse ability to attack enemies by seeking out sensitive areas (crawling into clothing, under armor, etc.)

Smoke can be used to pacify *wasp swarms*. If the swarm finds itself within an opaque cloud of smoke of at least 10'x10'x10' volume, they become quiescent

and do not attack unless attacked first. They immediately become aggressive again if they sustain damage.

Water Weird

Primary Trait: 3 HD *elemental*, rank 4

Secondary Traits: *apodal, aquatic-native*

Hit Points: 17 **Initiative:** +2 **Morale Modifier:** +0

Ability Scores: Str 14, Dex 16, Con 15, Int 5, Wis 13, Cha 10

Natural Attacks: pseudopod (primary): +3/1d10+1 magical OR *constrict* (see below)

Defenses: AC 17, Dodge 16, Toughness 15, Poise 6

Movement: swim 60'; dart 120'; walk 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *constrict*: instead of dealing damage, pseudopod attack *grapples* target. In subsequent rounds, if the target is still *grappled*, pseudopod damage is automatically dealt

damage resistance (magical): reduce non-magical damage by 5 hp

elemental immunities: immune to *bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Skills: Seacraft 1

Proficiencies: none

Languages: none

Metabolism: eats (elemental water)

Climate: not native to Uroth

Treasure Type: O

Short Description: A sinuous snake-like water *elemental* sometimes guarding pools or fountains

Long Description: A *water weird* is a creature native to the Plane of Elemental Water. Its shape is very similar to that of a snake; it has a head with a mouth, a slender limbless body that is 12' long, and it has eyes and ears. It is translucent and is essentially composed of elemental water that has taken on a more substantial form; as a result, *water weirds* are effectively invisible when they are motionless and submerged in water. If they move or rear up out of the water, they become visible.

Water weirds are not predators and they do not eat anything other than elemental water. However, they are highly territorial, and they attack any

creature that intrudes on their lair. As a result, they are often summoned by magic and used as minor guardians, particularly over places that have a water feature such as a fountain or pool. These creatures have solid bodies and cannot squeeze through narrow spaces, but the forces that hold their bodies together are highly magical, and therefore only enchanted weapons inflict full damage. A *water weird* attempts to ambush creatures by hiding under water and then lashing out with a snaky pseudopod to grapple victims. If they successfully constrict an enemy, they draw it into any body of water they are occupying and drown it as well as crush it.

Sages have speculated for ages regarding the possible existence of *earth weirds*, *air weirds*, and *fire weirds*, but this might only be a thought experiment.

Wererat

Primary Trait: 3 HD *lycanthrope*, rank 5

Secondary Traits: *many-footed* (bestial form)

Hit Points: 17 **Initiative:** +2 **Morale Modifier:** -2

Ability Scores: Str 9, Dex 16, Con 14, Int 13, Wis 13, Cha 8

Natural Attacks: bestial form: bite (primary): +3/1d8 silver + *cursed touch* (see below)
hybrid form: fist (primary): +3/1d2 silver + *cursed touch* (see below)
OR weapon (primary): +3/weapon

Defenses: AC 16, Dodge 16, Toughness 14, Poise 11

Movement: bestial form: walk 75'; run 150'; swim 15'; climb 15'
hybrid form: same as humanoid form

Senses: infravision 60', low light vision, normal hearing, normal vision, scent 60'

Special Powers: *cursed touch*: on bite or fist hit, +0 vs. Poise/*cursed (lycanthropy)*
damage resistance (silver): reduce damage by weapons not made of silver by 5 hp
infravision: factored into senses. Only available in bestial form
shapechange: as a standard action, may shift between humanoid, bestial, and hybrid forms
summon swarm: as a standard action, summon a *rat swarm* that appears and can act immediately. Only available in bestial form
lycanthropy curse: see Chapter 7

Weaknesses: *code of conduct (lunacy)*: limited control over behavior and shapechange during a full moon

Skills:	bestial form: Intuition 1 hybrid form: same as humanoid form
Proficiencies:	bestial form: none hybrid form: same as humanoid form
Languages:	bestial form: Common (fluent) (understood only) hybrid form: same as humanoid form
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	temperate, tropical, arid, arctic, mountains, underground
Treasure Type:	A, B, C, D, E, I, J, K, L, M, O, P
Short Description:	By moonlight, a cursed <i>humanoid</i> can change into a huge rat or a hybrid form
Long Description:	<p>Like all <i>lycanthropes</i>, a <i>wererat</i> has three forms. Its natural form is that of the <i>humanoid</i> it was before it was cursed. The creature retains that form in its humanoid phase. When its curse becomes ascendant, the <i>wererat</i> can take on bestial or hybrid forms. In bestial form, it appears as an enormous rat: a rodent with dark fur, a long sensitive nose, small sharp teeth, and a long hairless tail. In this form its body is about four feet long and it weighs about 120 pounds. In hybrid form the creature appears as a combination between its humanoid and bestial forms. It is bipedal and has the same general size and shape as its humanoid form, and it has hands that can manipulate tools and weapons, but it has the furry coat and head of its bestial shape. See more information on lycanthropy elsewhere in this chapter and in Chapter 7.</p> <p>While in its bestial or hybrid forms, the <i>wererat</i> is resistant to all damage from physical attacks unless it is inflicted by a weapon made of silver. It can also choose to spread its curse using its natural attacks, although it can also elect not to curse a target, and usually only inflicts its curse on carefully chosen victims. While in bestial form it can also see in the dark, and it can summon a pack of <i>giant rats</i> to help it. While in hybrid form it lives a life entirely separate from that of its humanoid form, and it may arrange a hidden lair to retire to while the curse is ascendant.</p> <p>The goals of a <i>lycanthrope</i> seem to be to cause as much terror and misery as it can within the communities of the humanoid form that it afflicts, largely by committing gruesome murders. <i>Lycanthropes</i> show little desire to spread their curse far and wide, although they certainly could if they wanted to; it is speculated that there can only be a certain number of <i>wererats</i> in the world at one time. These creatures are strongly motivated to keep their identity secret, and to preserve the livelihood and well-being of their <i>humanoid</i> host, yet they also thrive on the fear that news of discovery of their crimes can cause; all <i>lycanthropes</i> have a strong sense of the dramatic.</p>

Werewolf

Primary Trait:	5 HD <i>lycanthrope</i> , rank 7				
Secondary Traits:	<i>many-footed</i> (bestial form)				
Hit Points:	28	Initiative:	+1	Morale Modifier:	+2
Ability Scores:	bestial form: Str 16, Dex 13, Con 14, Int 10, Wis 15, Cha 13 hybrid form: Str 13, Dex 10, Con 13, Int 10, Wis 15, Cha 13				
Natural Attacks:	bestial form: bite (primary): +7/1d10+2 silver + <i>cursed touch</i> (see below) hybrid form: fist (primary): +6/1d2+1 silver + <i>cursed touch</i> (see below) OR weapon (primary): +6/weapon +1				
Defenses:	AC 16, Dodge 17, Toughness 18, Poise 13				
Movement:	bestial form: walk 120'; run 240'; swim 15'; climb 15' hybrid form: same as humanoid form				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>ability score bonus</i> : factored into ability scores. Only available in bestial form <i>cursed touch</i> : on bite or fist hit, +3 vs. Poise/ <i>cursed (lycanthropy)</i> <i>damage resistance (silver)</i> : reduce damage by weapons not made of silver by 5 hp <i>mobile (walk)</i> : factored into movement. Only available in bestial form <i>shapechange</i> : as a standard action, may shift between humanoid, bestial, and hybrid forms <i>summon pack</i> : as a standard action, summon 2 <i>wolves</i> which arrive at the beginning of the creature's next turn. Only available in bestial form <i>lycanthropy curse</i> : see Chapter 7				
Weaknesses:	<i>code of conduct (lunacy)</i> : limited control over behavior and shapechange during a full moon				
Skills:	bestial form: Intuition 1 hybrid form: same as humanoid form				
Proficiencies:	bestial form: none hybrid form: same as humanoid form				
Languages:	bestial form: Common (fluent) (understood only)				

hybrid form: same as humanoid form

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, arid, arctic, mountains

Treasure Type: A, B, C, D, E, I, J, K, L, M, O, P

Short Description: By moonlight, a cursed *humanoid* can change into a huge wolf or a hybrid form

Long Description: Like all *lycanthropes*, a *werewolf* has three forms. Its natural form is that of the *humanoid* it was before it was cursed. This creature retains that form in its humanoid phase. When its curse becomes ascendant, the *werewolf* can take on bestial or hybrid forms. In bestial form, it appears as an enormous wolf: a wild canine with a long muzzle, sharp teeth, and a furry coat that varies from pure white to coal black. In this form it stands 5' tall at the shoulder and weighs 600 pounds. In hybrid form the creature appears as a combination between its humanoid and bestial forms. It is bipedal and has the same general size and shape as its humanoid form, and it has hands that can manipulate tools and weapons, but it has the furry coat and head of its bestial shape. See more information on lycanthropy elsewhere in this chapter and in Chapter 7.

While in its bestial or hybrid forms, the *werewolf* is resistant to all damage from physical attacks unless it is inflicted by a weapon made of silver. It can also choose to spread its curse using its natural attacks, although it can also elect not to curse a target, and usually only inflicts its curse on carefully chosen victims. While in bestial form it can also run quickly, gains great strength and agility, and it can summon a pack of *wolves* to help it. While in hybrid form it lives a life entirely separate from that of its humanoid form, and it may arrange a hidden lair to retire to while the curse is ascendant.

The goals of a *lycanthrope* seem to be to cause as much terror and misery as it can within the communities of the humanoid form that it afflicts, largely by committing gruesome murders. *Lycanthropes* show little desire to spread their curse far and wide, although they certainly could if they wanted to; it is speculated that there can only be a certain number of *werewolves* in the world at one time. They are strongly motivated to keep their identity secret, and to preserve the livelihood and well-being of their *humanoid* host, yet they also thrive on the fear that news of discovery of their crimes can cause; all *lycanthropes* have a strong sense of the dramatic.

Wight

Primary Trait: 4 HD *undead*, rank 5

Secondary Traits: *evil*

Hit Points: 26 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 13, Dex 9, Con 16, Int 7, Wis 9, Cha 10

Natural Attacks:	fist (primary): +3/1d8+1 silver
Defenses:	AC 16, Dodge 13, Toughness 14, Poise 10
Movement:	walk 45'; run 90'; swim 15'; climb 15'
Senses:	infravision 60', lifesense 60', normal hearing, normal vision
Special Powers:	<i>damage resistance (silver):</i> reduce damage by weapons not made of silver by 5 hp <i>drain:</i> as a standard action, +2 vs. Toughness/drain 1 energy level + <i>fatigued</i> , recover at the beginning of a turn with a roll of at least a 15 on 1d20+2 <i>infravision:</i> factored into senses <i>undead</i> immunities: immune to <i>bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions
Weaknesses:	<i>light sensitivity:</i> the creature receives a penalty of -1 on attacks and skill checks while it is in bright light
Skills:	Feats of Might 1
Proficiencies:	none
Languages:	none
Metabolism:	none
Climate:	not native to Uroth
Treasure Type:	H, O, Q
Short Description:	Entombed <i>undead</i> animated by unlife and a burning hatred for the living
Long Description:	<p><i>Wights</i> are evil <i>undead</i> creatures whose bodies have been horribly transformed by the power of unlife which animates them. These creatures were originally <i>humanoids</i>, and they retain vestiges of that form: they have two legs, two arms, a body, and a head with eyes, ears, and mouth. However, their bodies are a fusion of their mortal remains – desiccated flesh, mummified skin, and intact bones – and the electric blue glow of the unlife that binds them together. They look something like rotting corpses enmeshed by irregular lattices of blue radiance. <i>Wights</i> may wear the clothing and weapons and adornments that they were buried with, but they no longer care about such things.</p> <p>In life, <i>wights</i> were wicked people who were entombed alive – sometimes drugged and sealed inside airless vaults until they died from asphyxiation; sometimes simply imprisoned within heavy sarcophagi and left to starve. Their hatred preserved their existence and facilitated the transference of their life energy to evil and unlife, and now they seek to gain vengeance on any creature</p>

they encounter. A portion of a *wight's* intelligence survived the transition into *undead* status, and they may cunningly ambush those who invade their tombs, but they have lost the use of language, and any memories they may have from the time before their death are fragmentary at best. Their hatred protects them, and not even magic weapons can overcome this defense; only weapons made from silver can injure them with full efficacy.

Like all *undead* creatures, *wights* do not need food or drink. However, they hate all life, and they can drain the life essence from living creatures with a numbingly chilly touch. If all life essence is drained from a victim, reducing it to 0 HD or levels, that creature dies, and its flesh rapidly molds away; it cannot be restored to life by magical or mundane means. A fragment of its life-force has been converted into unlife. Within 1d4 rounds, the victim's bones rise as a *skeleton*; it is under the mental command of the *wight* that created it.

Will-o-Wisp

Primary Trait: 9 HD *aberration*, rank 10

Secondary Traits: *apodal*, *incorporeal*

Hit Points: 59 **Initiative:** +2 **Morale Modifier:** -4

Ability Scores: Str 5, Dex 16, Con 16, Int 10, Wis 14, Cha 6

Natural Attacks: touch (primary): +9 vs. Dodge/1d12 magical

Defenses: AC 21, Dodge 20, Toughness 10, Poise 17

Movement: fly 60'; swoop 120'

Senses: infravision 60', lifesense 60', normal hearing, normal vision

Special Powers: *damage resistance (magical)*: reduce non-magical damage by 10 hp

drain: as a standard action, +5 vs. Toughness/drain 1d6 Dexterity + *fatigued*, drain 1 Dexterity on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20+2

fly: factored into movement

incorporeal: has no solid form and can move through solid objects but cannot interact with them, cannot be *ensnared*, *grappled*, or *petrified*, and takes half damage from melee or missile attacks

invisible: cannot be seen, even when attacking

lifesense: factored into senses

Skills: Deceive 1, Seeing 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (life energy), sleeps

Climate: temperate, tropical

Treasure Type: I, J, O, R

Short Description: Free-floating ball of light seeking to lure living creatures to their doom

Long Description: A *will-o-wisp* is a strange creature that haunts remote places seeking to lure travelers to their death. This creature is invisible and incorporeal; its body is an amorphous blob about 6' in diameter. The only part of these creatures that can be seen is its inherent glow, a bluish white sphere of radiance that emanates from roughly the center of the *will-o-wisp*. It can dim its glow until it is no brighter than a candle or increase it until it emits as much light as a sunrod. These creatures can fly, magically bobbing and weaving in the air without need for wings.

Will-o-wisps feed on the life energy of dying living creatures. They have some ability to attack by touching victims, which delivers a powerful jolt, but they are reluctant to do this because they are essentially cowardly. Despite being difficult to damage without magic weapons, having no solidity to their bodies, and being invisible, *will-o-wisps* prefer to avoid joining into melee combat, instead seeking to kill creatures by leading them into dangerous situations. Some attempt to look like beacons or the lights of some habitation to coax prey to enter a quagmire or walk over the crumbling edge of a cliff; others use their lights to lead victims into a confrontation with a powerful hostile monster, and the *will-o-wisp* gets to feed regardless of who wins the combat. If significantly damaged, *will-o-wisps* dim their light as much as possible and flee.

Will-o-wisps are intelligent. They know the interest that *humanoids* have in treasure, and although interacting with physical objects is difficult, they have been known to bait a trap with coins or other precious objects.

Wind Walker

Primary Trait: 10 HD *extraplanar*, rank 12

Secondary Traits: *altitude, cold-native, evil*

Hit Points: 65 **Initiative:** +0 **Morale Modifier:** +4

Ability Scores: Str 16, Dex 10, Con 16, Int 10, Wis 15, Cha 16

Natural Attacks: bite (primary): +12/1d12+2
2 claws (secondary): +10/1d8+2

Defenses: AC 21, Dodge 21, Toughness 22, Poise 20

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses:	infravision 60', normal hearing, normal vision
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>amorphous</i> : can squeeze through narrow spaces <i>fly</i> : factored into movement <i>immunity (cold)</i> : take no damage from cold attacks <i>regeneration (5, fire)</i> : at the beginning of the creature's turn, it regains 5 hit points if wounded unless it has taken fire damage within the previous round. Even dead creatures can return <i>spellcaster</i> : caster level 10, 10 castings per day: <ul style="list-style-type: none">• <i>fog cloud</i>, no more than 3/day;• <i>bane</i>, no more than 3/day;• <i>phantasmal force</i>, no more than 3/day;• <i>cone of cold</i>, no more than 2/day;• <i>wall of energy</i> (cold), no more than 2/day;• <i>ice storm</i>, no more than 2/day;• <i>haste</i>, no more than 1/day;• <i>symbol of conflict</i>, no more than 1/day
Weaknesses:	<i>energy vulnerability (fire)</i> : add half again as much damage of this type
Skills:	Feats of Agility 1, Feats of Might 2, Hearing 1, Intuition 1
Proficiencies:	none
Languages:	Dwarvish (fluent) (understood only)
Metabolism:	eats (meat), sleeps
Climate:	not native to Uroth
Treasure Type:	I, O, R
Short Description:	Evil <i>extraplanar</i> cold spirit shaped like a cloud with a rotting moose skull
Long Description:	A <i>wind walker</i> is an evil creature from the Outer Planes that frequently haunts high-altitude places. Its body is something like a cloud given substance; it has mass and can interact with solid objects, but it can seep under doors and through chinks in stonework. Its head looks something like a moose's rotting skull, with empty eye sockets and tattered velvet hanging off its antlers. Its upper body is something like that of a <i>brute ogre</i> , with a powerful chest and long arms ending in sharp claws. The lower body of a <i>wind walker</i> tails away into vapor; the entire creature has a glimmer of insubstantiality to it. It can fly, magically wafting about like a cloud without the benefit of wings. It does not wear clothing or wield weapons.

Wind walkers live in the Edifice of the Outer Planes in a region close to the evil pole, but they are not affiliated with the *infernals* and they are not bound by the non-interference pact. They have taken an interest in Uroth, particularly in dwarves, and they sometimes come to dwell in the highest mountain ranges to plague those who dig mines in those peaks. These creatures love to eat meat, but they delight in sowing discord in other creatures and driving friends to see each other as enemies, or even food. These creatures use their magical abilities to trap *humanoids* at high altitude, without provisions or means of escape, until they succumb to cannibalism. They also love to impel creatures to their own doom by appealing to their greed, and they may use treasure to lure victims into a trap. If they cannot compel their foes to turn on each other, *wind walkers* are unafraid to join in melee combat and attempt to tear their victims to pieces.

Exceptionally powerful *wind walkers* are rumored to be able to control the weather, summoning up blizzards to strand groups of *humanoids* in snowbound passes.

<i>Wolf</i>					
Primary Trait:	2 HD <i>animal</i> , rank 2				
Secondary Traits:	<i>cold-native, many-footed</i>				
Hit Points:	11	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 10, Dex 10, Con 10, Int 2, Wis 11, Cha 9				
Natural Attacks:	bite (primary): +1/1d6				
Defenses:	AC 13, Dodge 13, Toughness 10, Poise 5				
Movement:	walk 75'; run 150'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>pack tactics</i> : creature gains +1 bonus to hit for every similar creature within melee range of the same target				
Skills:	Intuition 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (meat), sleeps, breathes (air)				
Climate:	temperate, arid, arctic, mountains				
Treasure Type:	F, O				
Short Description:	Wild canine that hunts forests and alpine wilderness in packs				

Long Description: *Wolves* are canines who hunt in packs in all but the warmest wilderness areas. They are quadrupedal mammals, and they have a thick fur that is commonly brindled gray or brown, but it may also be pure black or white. They may stand as tall as 3' at the shoulder and they measure up to 5' from nose to tail; a well-fed creature may weigh up to 150 pounds, but they can be much leaner when food is scarce. They have a broad snout, upturned ears, and sharp yellow canine teeth. Their noses are very sensitive, and their eyes can see well in low-light conditions. The howl of *wolves* is usually heard at night and can be discerned many miles away.

Wolves are social animals and form packs which consist of a mated pair and their extended family. Juvenile creatures live with the pack, but as they gain adulthood, they may leave the pack to form their own group; nevertheless, packs may reach three dozen in size. These creatures are carnivores and the adults hunt as a group, using pack tactics to bring down prey. They eat large hooved animals such as deer and elk, but they also hunt down rodents, rabbits, lizards, birds, and snakes; they will also eat waterfowl and even fish where they are plentiful. *Wolves* will bring down cattle if they can, meaning that most cultures that practice animal husbandry will kill or drive away wolfpacks.

Packs of exceptionally large *wolves* have been reported in sparsely populated wastelands far from *humanoid* habitation; these holdovers of prehistoric times can be as large as a *lion* and are correspondingly strong. Additionally, *goblin* tribes that live near the surface world have bred exceptionally intelligent packs of *wolves*. These creatures, known as **wargs**, can understand the Goblin language and are sometimes used as goblin steeds.

Wolf, Winter

Primary Trait: 6 HD *beast*, rank 7

Secondary Traits: *cold-native, many-footed*

Hit Points: 33 **Initiative:** +0 **Morale Modifier:** +1

Ability Scores: Str 13, Dex 10, Con 13, Int 5, Wis 11, Cha 10

Natural Attacks: bite (primary): +7/1d12+1

Defenses: AC 16, Dodge 15, Toughness 17, Poise 9

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *breath weapon:* as a standard action, attack all targets in a 30' wide, 30' long cone of cold, +6 vs. Dodge/4d6 hp cold, half damage on fail, recover at the beginning of a turn with a roll of at least a 15 on 1d20+1

immunity (cold): take no damage from cold attacks

smart: factored into ability scores

Weaknesses: *energy vulnerability (fire)*: add half again as much damage of this type

Skills: Intuition 1, Seeing 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arctic, mountains

Treasure Type: F, O

Short Description: Enormous, white-furred wolf that kills prey by breathing intense cold

Long Description: *Winter wolves* are enormous canine hunters that live exclusively in snowy areas. They stand 4' 6" tall at the shoulder and their bodies are 8' long. They have voluminous fluffy white fur that makes them look even larger. These creatures have broad snouts that are black at the tip, upright pointed ears, and piercing blue eyes. Their breath is freezing cold, and a white mist continuously streams out of a *winter wolf's* nostrils and mouth. These creatures have very broad spreading paws that work as snowshoes, allowing them to walk on top of loosely packed snow. The howl of this creature is an octave deeper than that of a *wolf*.

Winter wolves live in family groups of up to two dozen. They are more intelligent than ordinary *wolves*, and they have a rigid social order enforced by the pack's dominant female. These creatures live in snow caves and crevasses; they thrive in even intensely cold weather. A *winter wolf* can breathe a cone of freezing cold, which they use to kill prey such as bighorn sheep or oxen, and they then break up the frozen carcass and bring pieces back to their lair for the pack to devour. They are unafraid of hunting *humanoid* creatures, but they are smart enough to know the dangers of weapons and magic, and they will attempt to negate these advantages if possible. Some packs have been known to wait for severe winter storms and attack habitations under cover of blizzards.

Frost giants sometimes domesticate *winter wolf* packs and use them as guardians and hunting animals. The pelt of this creature is exceptionally warm and may be sold in large cities for a substantial sum if it is delivered in good condition.

Wolf-in-Sheep's-Clothing

Primary Trait: 12 HD *aberration*, rank 13

Secondary Traits: *apodal*

Hit Points: 90 **Initiative:** +0 **Morale Modifier:** +4

Ability Scores:	Str 16, Dex 10, Con 18, Int 7, Wis 10, Cha 14
Natural Attacks:	bite (primary): +9/1d10+2 6 tentacles (secondary): +7/1d8+2 + <i>grab</i> + <i>constrict</i> (see below)
Defenses:	AC 20, Dodge 15, Toughness 20, Poise 20
Movement:	walk 5'; run 10'; swim 5'; climb 5'
Senses:	infravision 60', normal hearing, normal vision, tremorsense 60'
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>constrict</i> : if the creature starts its turn with a <i>grappled</i> target, tentacle damage is automatically dealt to that target <i>grab</i> : any tentacle hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that tentacle can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>lure</i> : as a free action, creature can generate a visual illusion of a helpless creature on top of it to draw in prey <i>mimicry</i> : for the purpose of making skill checks to imitate an old stump, the creature has an effective Charisma score of 18 <i>more secondary attacks x2</i> : factored into natural attacks <i>tremorsense</i> : factored into senses
Weaknesses:	<i>restricted movement (walking)</i> : factored into movement
Skills:	Intuition 1, Perform 1, Seeing 1, Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	tropical
Treasure Type:	F, O
Short Description:	Ambush predator resembling a stump – until one sees the tentacles and fangs
Long Description:	A <i>wolf-in-sheep's-clothing</i> is a creature that outwardly resembles an old stump. Its barrel-like body sticks up about 3' above the ground and is flat on top. The creature has a vertical gash of a mouth in the side of its body that is full of long and sharp fangs when it is open, but when it is closed it looks like nothing more than a fissure in the creature's bark-like skin. A <i>wolf-in-sheep's-clothing</i> has six tentacles that spread out from the bottom of its body up to 6' in all directions; they are often buried under a shallow layer of dirt, but when they are exposed

to view, they look like the stump's gnarled roots. This creature also has two 3' long eyestalks that protrude from the base of the body, but it can retract these out of sight if it wants to. This creature can remain very still, so the illusion of being nothing more than an inert stump is very hard to penetrate, especially if the creature is surrounded by low grasses or other plants.

Wolf-in-sheep's-clothings are solitary ambush predators who wait for prey to approach, and then grapple and constrict them to death with their many tentacles. Stealth is essential because these creatures can only slowly drag their bodies from place to place; if victims do not start out within 5' reach of their arms, they probably will not score a kill. To enhance their chances, these creatures have the power to generate minor illusionary lures. This power only extends a few feet from the brain buried deep in their bodies; they can only create visual illusions of objects on top of their stump. This illusion could be a small creature such as a cute bunny if the *wolf-in-sheep's-clothing* thinks that's the kind of thing that potential prey might find appealing, but these monsters are quite intelligent. They may, for instance, decide that what a *humanoid* would find most interesting is a stack of gold coins, which of course are not real. These creatures have excellent vision, hearing, and the ability to feel vibrations through the ground, so they can perceive prey even if they are invisible.

Versions of *wolf-in-sheep's-clothings* have been reported that live underwater, resembling submerged logs. There is also some speculation that these creatures may somehow be related to *ropers*, but no clear linkage has ever been presented.

<i>Wolverine</i>					
Primary Trait:	2 HD <i>animal</i> , rank 2				
Secondary Traits:	<i>cold-native</i> , <i>many-footed</i>				
Hit Points:	9	Initiative:	+0	Morale Modifier:	+4
Ability Scores:	Str 13, Dex 9, Con 10, Int 2, Wis 9, Cha 9				
Natural Attacks:	bite (primary): +2/1d4+1				
	2 claws (secondary): +0/1d3+1				
Defenses:	AC 13, Dodge 13, Toughness 11, Poise 5				
Movement:	walk 60'; run 120'; swim 15'; climb 15'				
Senses:	low light vision, normal hearing, normal vision, scent 60'				
Special Powers:	<i>rage</i> : as a free action, for 10 minutes gain +2 to hit and damage, and +4 to Feats of Might				
Skills:	Feats of Might 1				

Proficiencies: none

Languages: none

Metabolism: eats (omnivore), sleeps, breathes (air)

Climate: arctic, mountains

Treasure Type: O

Short Description: White and brown ill-tempered furry mammals that hunt prey in snowy places

Long Description: *Wolverines* are ferocious mammals that live in colder climates. They are quadrupedal mammals that are closely related to weasels but resemble a small bear in size and strength; they stand about 30" tall and can weigh up to 75 pounds. Their fur is brown with white streaks. They have sharp claws for digging, and they have great jaw strength as well as formidable teeth. *Wolverines* are inured to cold weather and sometimes dig burrows in snowbanks.

Wolverines have gluttonous appetites. They will scavenge other predators' kills but they are excellent hunters themselves, commonly killing rabbits and squirrels, but capable of bringing down prey that is many times their size. They will also eat plant matter when game is scarce. They are somewhat unique among mammals in that they store up food; *wolverines* may drag a corpse back to their burrow to save it for a lean winter. These creatures are usually solitary animals; they only dwell in groups when they are mating.

Wolverines are famous for their irritability and aggressive behavior. They can enter a state of berserk fury that allows them to fight as effectively as a much larger creature. They are highly territorial and will pursue intruders for miles.

Wolverine, Giant

Primary Trait: 5 HD *animal*, rank 5

Secondary Traits: *cold-native, many-footed*

Hit Points: 28 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 16, Dex 9, Con 15, Int 2, Wis 9, Cha 10

Natural Attacks: bite (primary): +5/1d6+2

2 claws (secondary): +3/1d4+2

Defenses: AC 14, Dodge 15, Toughness 15, Poise 8

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: low light vision, normal hearing, normal vision, scent 60'

Special Powers: *ability score bonus*: factored into ability scores

rage: as a free action, for 10 minutes gain +2 to hit and damage, and +4 to Feats of Might

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arctic, mountains

Treasure Type: F, O

Short Description: Enormous versions of *wolverines* that challenge bears when provoked

Long Description: *Giant wolverines* are enormous versions of *wolverines*, inhabiting the same cold-weather climes. These creatures stand 5' tall at the shoulder and their bodies may measure 8' long; these creatures may weigh 1,800 pounds. They have thick brown fur coats with a mane of white fur that turns into streaks running down their backs. They have small round ears, small eyes deeply recessed in their skulls, and a short muzzle with a mouth full of 2" long teeth.

Unlike *wolverines*, *giant wolverines* are exclusively carnivores. They hunt moose and elk, but they share the aggressive temper of their smaller cousins, and they will challenge much larger *cave bears* for their kills. When they enter a state of *rage*, *giant wolverines* are extremely dangerous opponents. These creatures make their lairs in caves, and they are known to drag carcasses back to their homes to store food for later. This creature's cave therefore often smells strongly of rotting flesh, and this odor can be discerned from some distance away.

The fighting spirit of *giant wolverines* is appreciated by many cold-weather cultures. *Cyclopes* that live in cold weather climes particularly prize their fur for cloaks and boots.

Worm, Purple

Primary Trait: 15 HD *vermin*, rank 15

Secondary Traits: *apodal*, *eyeless*

Hit Points: 143 **Initiative:** -1 **Morale Modifier:** -1

Ability Scores: Str 22, Dex 6, Con 22, Int 1, Wis 8, Cha 13

Natural Attacks: bite (primary): +12/2d10+5 + *grab* + *swallow whole* (see below), range 10'
sting (primary): +12/2d10+5 + *poisoned*, range 10'

Defenses: AC 22, Dodge 20, Toughness 27, Poise 10

Movement:	walk 45'; run 90'; swim 15'; climb 15'; earthglide 30'
Senses:	normal hearing, tremorsense 60'
Special Powers:	<i>ability score bonus</i> x2: factored into ability scores <i>earthglide</i> : factored into movement <i>extra primary attack</i> : factored into natural attacks <i>grab</i> : any bite hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>poison touch</i> : on sting hit, <i>poisoned</i> with <i>purple worm</i> poison: +6T, onset 3d6 hp + 1d3 Str or 1d6 hp + 1 Str, interval 4 hours, recovery 20, attack 1d3 Str or 1 Str <i>swallow whole</i> : as a standard action, if the creature starts its turn with a <i>grappled</i> target, that target is <i>ensnared</i> . At the start of every turn that a target is <i>ensnared</i> , it takes 1d12 hp acid damage <i>tremorsense</i> : factored into senses
Weaknesses:	<i>default exception (low light vision)</i> : factored into senses <i>default exception (normal vision)</i> : factored into senses
Skills:	Feats of Might 1, Intuition 1, Stealth 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat), sleeps, breathes (air)
Climate:	underground
Treasure Type:	F, O
Short Description:	Huge purple segmented blind worm that tunnels under prey to swallow them
Long Description:	<i>Purple worms</i> are enormous <i>vermin</i> that tunnel through solid rock deep underground. These creatures take the form of segmented worms that are 80' long and 5' in diameter; an adult creature weighs 20 tons. The outer hide has a pebbly texture, is studded with finger-length feelers, and is a dark purple in color. <i>Purple worms</i> have no eyes, but they can both hear and feel vibrations in the soil through their feelers. The entire front end of this creature is taken up by its circular mouth, which is ringed by multiple rows of sawblade teeth. The tip of its tail tapers off to a light purple horn which it can whip around as a stinger if its body is not constrained in a tunnel.

Purple worms use their concentric rings of teeth to chew through solid rock almost as quickly as they can travel on top of it; however, loose gravel or stone defeats them. These creatures are solitary predators who live in underground cavern systems substantial enough for them to make tunnels without causing the floor to collapse, and they dig under this material and wait for vibrations on the surface to indicate potential prey. They then erupt out of the stone and attempt to seize victims in their mouths and swallow them whole if possible. They bring their venomous tail to bear if potential food doesn't go down their gullets easily.

Purple worms chew their food minimally, and any objects that go into their gut is likely to persist there if the creature's stomach acid doesn't destroy it. The venom of this creature is highly prized by subterranean *humanoid* species, particularly *troglydtes*, and they will set elaborate traps to harvest this poison.

Worm, Sand

Primary Trait: 4 HD *vermin*, rank 4

Secondary Traits: *apodal, eyeless, heat-native*

Hit Points: 26 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 13, Dex 9, Con 16, Int 1, Wis 10, Cha 10

Natural Attacks: bite (primary): +3/2d6+1

Defenses: AC 15, Dodge 15, Toughness 15, Poise 9

Movement: walk 45'; run 90'; swim 15'; climb 15'; burrow 30'

Senses: normal hearing, tremorsense 60'

Special Powers: *ability score bonus*: factored into ability scores

burrow: factored into movement

improved natural attack: factored into natural attacks

tremorsense: factored into senses

Weaknesses: *default exception (low light vision)*: factored into senses

default exception (normal vision): factored into senses

Skills: Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arid

Treasure Type: F, N, O, S

Short Description: Large segmented worms that burrow beneath the sand of the deep desert

Long Description: *Sand worms* are carnivorous *vermin* that live in the loose sand of deserts. An adult is 12' long and 2' in diameter, and it has segments that are 6" wide. These creatures are a tawny brown in color, and their rubbery skin is studded with pencil-thick feelers 1" long. Their mouths contain concentric rings of sawtooth teeth. These creatures have no eyes, but they can sense vibrations in the soil through their skin, and when they are on the surface they can hear through vibrations in the air. *Sand worms* usually travel by burrowing close to the surface of the sand, which they need to return to periodically to breathe; ripples can sometimes be seen in the sand when these creatures are passing below, and occasionally these creatures will noisily vent their lungs which creates a cloud of dust above the sand.

Sand worms are solitary hunters that stalk prey by lurking below the sand and sensing the vibrations of creatures passing overhead. The creature then surfaces and attacks with its dangerous bite. They are justly feared by desert peoples, who have formed strategies to avoid attacks by these predators. Some *humanoids* who live in deserts use special footwear to muffle their footfalls, or they may create devices that rhythmically vibrate the sand to create a distraction. *Sand worms* hate water and avoid it, although it does not harm these creatures.

Sand worms cannot dig through solid rock. However, they sometimes occupy hollows in rock under the sand as a place to lay eggs. Castings from mothers contain rose quartz crystals which may be worth 10d4 gp per burrow. Young *sand worms* remain close to their mother for several years before growing large enough to strike out on their own. There are rumors of enormous creatures in the deep desert that can swallow a person whole.

Worm, Tenebrous

Primary Trait: 10 HD *vermin*, rank 10

Secondary Traits: *apodal*

Hit Points: 75 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 16, Dex 10, Con 18, Int 1, Wis 13, Cha 11

Natural Attacks: bite (primary): +7/1d12+2 + *poisoned*

Defenses: AC 20, Dodge 19, Toughness 20, Poise 6

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', low light vision, normal hearing, normal vision

Special Powers: *ability score bonus* x2: factored into ability scores

infravision: factored into senses

poison aura: at the start of their turn, all targets within 5' are *poisoned* with *tenebrous worm* poison: +4T, onset *paralyzed* + 1 Con or nothing, interval 4 hours, recovery 15, attack 1d3 Con or 1 Con

poison touch: on bite hit, *poisoned* with *tenebrous worm* poison: +4T, onset *paralyzed* + 1 Con or nothing, interval 4 hours, recovery 15, attack 1d3 Con or 1 Con

Weaknesses: *light sensitivity*: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Seeing 1, Stealth 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: temperate, tropical, mountains

Treasure Type: F, O

Short Description: Huge spiny furry black and grey caterpillars that poison prey in dark forests

Long Description: *Tenebrous worms* are gigantic caterpillar-like monsters that hunt prey in woods with substantial canopy cover. They are 20' long and their bodies are 5' tall; this creature weighs 5 tons. They look larger than they are because their bodies are covered with numerous long spines, black and gray in color, that look soft and hair-like but are rigid and resemble the quills of a porcupine. The spines of a *tenebrous worm* will pierce nearby creatures and deliver dangerous venom; the bite of this monster injects prey with the same poison. This creature has no true feet, but it has many bumps all along its undercarriage that are specialized for contact with the ground; it moves by undulating its body in vertical loops which allows it to crawl like an inchworm with surprising speed.

Tenebrous worms are solitary predators that hunt in dark forests. They burrow under deep piles of leaves to hide, then use their excellent senses of hearing and seeing to detect prey that they can ambush. The bite of this creature has a paralytic effect and dissolves connective tissue, allowing the creature to essentially liquefy prey. It does this in part to make them digestible – *tenebrous worms* cannot consume solid food – but in part to leave caches of stinking liquid meat as a store of nutrition for future consumption. They give out a keening cry when they attack, and this piercing sound can be heard for miles around.

It is believed that the caterpillar-like *tenebrous worm* must metamorphose into a large butterfly form of some kind, but no specimens have been recovered and sages would pay well for one in good condition. It has been hypothesized that

they may originate from another dimension but have emigrated to the Prime Material Plane like the *fey*.

Worm, Thoqqua

Primary Trait:	3 HD <i>vermin</i> , rank 3				
Secondary Traits:	<i>apodal, eyeless, heat-native</i>				
Hit Points:	20	Initiative:	+0	Morale Modifier:	-1
Ability Scores:	Str 9, Dex 9, Con 16, Int 1, Wis 8, Cha 9				
Natural Attacks:	bite (primary): +2/1d6 fire				
Defenses:	AC 16, Dodge 12, Toughness 13, Poise 3				
Movement:	walk 45'; run 90'; climb 15'; earthglide 30'				
Senses:	normal hearing, tremorsense 60' (enhanced)				
Special Powers:	<i>earthglide</i> : factored into movement <i>energy aura (fire)</i> : opponents who begin a turn within 5' of the creature take 1d4 hp fire damage <i>enhanced senses (tremorsense)</i> : factored into senses <i>immunity (fire)</i> : take no damage from fire attacks <i>tremorsense</i> : factored into senses				
Weaknesses:	<i>default exception (low light vision)</i> : factored into senses <i>default exception (normal vision)</i> : factored into senses <i>energy vulnerability (cold)</i> : add half again as much damage of this type <i>susceptibility (water)</i> : creature takes 1d6 hp damage when exposed to water				
Skills:	Intuition 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	eats (stone), sleeps, breathes (air)				
Climate:	underground				
Treasure Type:	G, O				
Short Description:	Red-hot segmented worms that bore through solid rock in deep caves				
Long Description:	<i>Thoqqua worms</i> are <i>vermin</i> that bore through solid rock in volcanic areas. They take the form of bright red segmented worms that are 8' long and 12" in				

diameter. The head of this creature is conical, has a sparkling aura, and has a glowing red tip; an orifice in the tail of the creature also glows red. The creature's segments are studded with pin-like cilia which allow it to feel vibrations through the ground, and even to hear by feeling vibrations in the air. *Thoqqua worms* are continuously hot enough to cause nearby combustibles to burst into flame.

Thoqqua worms spit out very hot liquid from their mouth-orifice and use it to melt stone, which passes through their gut and out of their anus. It absorbs nutrients from the molten rock, and it swims through the tunnels it makes in solid rock like a fish moves through water. A *thoqqua worm* cannot tunnel through loose earth, sand, or gravel. These creatures are not predatory and generally will not attack creatures that remain still and inoffensive; however, they have a well-developed defensive instinct and will lash out at perceived threats with their hot mouths. Merely being close to a *thoqqua worm* will burn most types of creatures.

The conical shell that protects a *thoqqua worm's* head contains powdered diamond in small quantities. About 10 gp worth of sparkling gemstone powder can be extracted from its corpse, but this requires an alchemical process to separate the diamonds from the rest of the minerals. Additionally, the shell remains too hot to touch for an hour after the monster dies.

Worm, Tunnel

Primary Trait: 9 HD *vermin*, rank 9

Secondary Traits: *many-footed*

Hit Points: 59 **Initiative:** +0 **Morale Modifier:** -1

Ability Scores: Str 15, Dex 10, Con 16, Int 1, Wis 10, Cha 10

Natural Attacks: **bite** (primary): +5/1d12+1 + *grab* (see below)

Defenses: AC 19, Dodge 18, Toughness 18, Poise 6

Movement: walk 45'; run 90'; swim 15'; climb 15'; burrow 30'

Senses: infravision 60', normal hearing, normal vision, tremorsense 60'

Special Powers: *ability score bonus*: factored into ability scores

burrow: factored into movement

grab: any bite hit also *grapples*. In subsequent rounds, if the target is still *grappled*, that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target

hard on metal: if a metal weapon successfully hits the creature, the weapon acquires the *broken* property. If a *broken* metal weapon successfully hits the creature, the weapon is destroyed.

infravision: factored into senses

tremorsense: factored into senses

Weaknesses: *default exception (low light vision)*: factored into senses

light sensitivity: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Feats of Might 1, Intuition 1

Proficiencies: none

Languages: none

Metabolism: eats (meat), sleeps, breathes (air)

Climate: underground

Treasure Type: F, O

Short Description: Multilegged segmented arthropod covered with many serrated spines

Long Description: *Tunnel worms* are enormous caterpillar-like monsters that dig burrows through loose soil. They are 20' long and 3' in diameter. They have numerous short legs that allow them to scuttle around at great speed. Each segment of the creature has a black chitinous carapace that is covered with numerous serrated spines that jut out at random angles. *Tunnel worms* have large multifaceted eyes, crushing and pinching mandible mouth parts, and a ring of 2' long tentacles that surround its mouth. This writhing beard has three functions. First, the ends of the tentacles are flat and spade-like, making them useful for rapidly digging through dirt. Second, the tentacles have suckers for grasping prey and bringing it close to its mouth. Third, the tentacles are sensitive and can feel vibrations through the ground.

Tunnel worms are solitary predators that use their ability to tunnel to catch prey. They commonly dwell in shallow burrows below the surface world, but they may also inhabit cave systems sufficiently large to accumulate large amounts of loose soil – they cannot dig through solid rock. They feel vibrations from the passage of victims, then tunnel up to attack with surprise if possible. The jagged spines protecting the *tunnel worm's* carapace are ideally configured to catch and ruin metal weapons that strike it.

Tunnel worms are very sensitive to the squeaking cries of *osquips* and will follow them, as these creatures are their preferred prey. In turn, *ankhegs* have been known to eat the eggs that *tunnel worms* lay; the parents protect their clutch of

several hundred eggs aggressively, but it is rare that more than a handful of the hatchlings survive to adulthood.

Wraith

Primary Trait: 5 HD *undead*, rank 6

Secondary Traits: *evil, incorporeal*

Hit Points: 33 **Initiative:** +0 **Morale Modifier:** +3

Ability Scores: Str 6, Dex 9, Con 16, Int 9, Wis 13, Cha 12

Natural Attacks: touch (primary): +5 vs. Dodge/1d10 silver

Defenses: AC 17, Dodge 15, Toughness 13, Poise 12

Movement: fly 60'; swoop 120'

Senses: infravision 60', lifesense 60', normal hearing, normal vision

Special Powers: *damage resistance (silver):* reduce damage by weapons not made of silver by 5 hp

drain: as a standard action, +3 vs. Toughness/drain 1 energy level + *fatigued*, recover at the beginning of a turn with a roll of at least a 15 on 1d20+2

fly: factored into movement

incorporeal: has no solid form and can move through solid objects but cannot interact with them, cannot be *ensnared, grappled, or petrified*, and takes half damage from melee or missile attacks

infravision: factored into senses

undead immunities: immune to *bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious* conditions

Weaknesses: *code of conduct:* the *undead* creature is forever linked to a location where it died and cannot leave the area

light sensitivity: the creature receives a penalty of -1 on attacks and skill checks while it is in bright light

Skills: Feats of Agility 1

Proficiencies: none

Languages: none

Metabolism: none

Climate: not native to Uroth

Treasure Type: H, O, Q

Short Description: *Undead* vapor haunting its site of entombment, hungry for life energy

Long Description: *Wraiths* are evil *undead* creatures whose bodies have been horribly transformed by the power of unlife which animates them. These creatures were originally *humanoids*, and they retain vestiges of that form: they appear to have two legs, two arms, a body, and a head with eyes, ears, and mouth. However, they have become insubstantial – a washed out and blue-limned phantom whose form (what can be seen of it) resembles a desiccated, rotten version of the creature they were in life. Their physical remains have turned to dust, although any items they were buried with may remain behind.

In life, *wraiths* were wicked priests who were entombed alive. Unlike *wights*, their life energy escaped their body but was tethered to the Prime Material Plane by the sickness of their souls. Their hatred preserved their existence and facilitated the transference of their life energy to evil and unlife, and now they seek to gain vengeance on any creature they encounter. A portion of a *wraith's* intelligence survived the transition into *undead* status, and they cunningly ambush those who invade their tombs, but they have lost the use of language, and any memories they may have from the time before their death are fragmentary at best. Their hatred protects them, and not even magic weapons can overcome this defense; only weapons made from silver can injure them with full efficacy.

Like all *undead* creatures, *wraiths* do not need food or drink. However, they hate all life, and they can drain the life essence from living creatures with a numbingly chilly touch. If all life essence is drained from a victim, reducing it to 0 HD or levels, that creature dies and cannot be restored to life by magical or mundane means. A fragment of its life-force has been converted into unlife. Within 1d4 rounds, the remains rise as a *zombie*; it is under the mental command of the *wraith* that created it.

Wyvern

Primary Trait: 7 HD *dragon*, rank 9

Secondary Traits: *winged*

Hit Points: 39 **Initiative:** +2 **Morale Modifier:** +1

Ability Scores: Str 16, Dex 16, Con 14, Int 7, Wis 10, Cha 12

Natural Attacks: bite (primary): +9/1d10+2 + *grab* (see below)

sting (primary): +9/1d10+2 + *poisoned*

Defenses: AC 19, Dodge 20, Toughness 19, Poise 19

Movement: fly 60'; swoop 120'; walk 60'; swim 15'

Senses:	infravision 120', normal hearing, normal vision, scent 60'
Special Powers:	<i>condition resistance:</i> immune to the <i>poisoned</i> condition <i>extra primary attack:</i> factored into natural attacks <i>grab:</i> any bite hit also <i>grapples</i> . In subsequent rounds, if the target is still <i>grappled</i> , that bite can only attack that target, but all the creature's attacks are at a +4 bonus to hit against that target <i>poison touch:</i> on sting hit, <i>poisoned</i> with <i>wyvern</i> poison: +4T, onset 1d6 Con or 1 Con, interval 4 hours, recovery 15, attack 1d3 Con or 1 Con
Weaknesses:	<i>default exception (breath weapon):</i> factored into Special Powers
Skills:	Feats of Agility 1, Feats of Might 1, Intuition 1, Seeing 1
Proficiencies:	none
Languages:	Draconic (working)
Metabolism:	eats (meat), sleeps
Climate:	temperate, tropical, arid, mountains
Treasure Type:	I, J, K, O, R
Short Description:	Two-legged winged purplish reptile with great cunning and a venomous sting
Long Description:	<p><i>Wyverns</i> are <i>dragons</i> that inhabit nests built at the top of cliffs. They are reptilian in form, with two powerful hind legs with clutching talons, two leathery bat wings, and a long agile tail tipped with a diamond-shaped barb. They have no forelimbs. The head of a <i>wyvern</i> is crocodilian with a crown of backwards-swept horns and a sagging throat-wattle that it can inflate to create exceptionally loud bellows. The hide of this creature is covered in overlapping scales that are dark purple with green mottling. The barb of its tail weeps an effervescent clear venom.</p> <p><i>Wyverns</i> are solitary hunters that create remote cave lairs and stake out territory in which they can hunt for food and treasure. Like all <i>dragons</i>, <i>wyverns</i> seek to acquire and sequester treasure for its own sake, without ever planning on using it at all, although they are clever enough to use treasure as a lure for adventurers if they think it can recoup the investment in valuables and magic. They are far from the most intelligent <i>dragons</i>, but they are cunning and too suspicious to be easily taken in by simple ruses. <i>Wyverns</i> are constantly hungry, however, and they can be tempted with large quantities of easily obtained fresh meat.</p> <p>The poison of a <i>wyvern's</i> sting is deadly, but those unfortunate creatures that survive such an attack appear greatly aged. Some <i>humanoid</i> cultures are</p>

prejudiced against these victims, and entire villages have sprung up populated solely by the **wyvern-touched**.

Xorn

Primary Trait:	7 HD <i>extraplanar</i> , rank 9				
Secondary Traits:	<i>many-footed</i>				
Hit Points:	60	Initiative:	+0	Morale Modifier:	+2
Ability Scores:	Str 15, Dex 10, Con 19, Int 10, Wis 16, Cha 12				
Natural Attacks:	bite (primary): +8/1d12+1 + <i>eat metal</i> (see below) 3 claws (secondary): +6/1d10+1				
Defenses:	AC 20, Dodge 18, Toughness 21, Poise 16				
Movement:	walk 45'; run 90'; swim 15'; climb 15'; earthglide 30'				
Senses:	infravision 60', mineral sense 60', normal hearing, normal vision, tremorsense 60'				
Special Powers:	<i>ability score bonus</i> : factored into ability scores <i>earthglide</i> : factored into movement <i>eat metal</i> : on a successful bite attack, instead of dealing damage, the creature can give a target's held metal weapon or worn metal armor the <i>broken</i> property. If item is already <i>broken</i> , it is destroyed <i>mineral senses</i> : factored into senses <i>more secondary attacks</i> : factored into natural attacks <i>tremorsense</i> : factored into senses				
Weaknesses:	<i>code of conduct</i> : the creature hungers for metals of all kinds, and it will seek to acquire and devour metal objects before all other motivations				
Skills:	Feats of Might 1, Intuition 1, Stealth 1, Stonecraft 1				
Proficiencies:	none				
Languages:	Elemental				
Metabolism:	eats (metals and gems)				
Climate:	not native to Uroth				
Treasure Type:	F, I, J, K, L, N, O, S				
Short Description:	Three-legged, three-armed denizen of solid rock on a quest for gems				

Long Description: *Xorn* are natives of the Outer Planes, but they enjoy rocks and minerals, and they can commonly be found on the Plane of Elemental Earth or the Prime Material Plane. They have barrel-shaped bodies and stand about 5' tall. They have three legs and three arms evenly spaced around their bodies; each limb is tipped with a three-toed appendage, and the arms are well-suited for grasping and clawing. Interspersed between the three arms are clusters of sense organs: a wide unblinking eye, a spiral whorl concealing an ear, and other organs that allow the *xorn* to sense the type and quantity of nearby minerals. The entire top of the creature is a three-lobed mouth full of crushing and grinding teeth. The pebbly skin of this creature is crusted with various hard minerals, and these creatures have a density more akin to that of rock than a living creature; these monsters may weigh two tons.

Xorn love to eat various kinds of minerals, particularly gemstones in crystalline form, or worked metals. They are extremely purpose-driven to acquire and consume these items, and although they have no interest in organic matter for food or any other reason, they are willing to do violence to obtain the metal and gems that other creatures may possess. However, they are not evil (they are native to a portion of the Edifice that is far from either alignment pole) and they can be reasoned with. Most *xorn* speak Elemental, and it is possible to negotiate with them to obtain safe passage for payment in gems and metal, or to make other sorts of bargains. They can feel vibrations through solid stone and can phase through this material as if they are flying through air. When attacking, they are just as likely to attempt to eat a victim's weapon as they are to bite its wielder.

One type of gemstone that *xorn* will not eat is opals, and when they eliminate waste, small opals may be found in their wake. They commonly lair in naturally occurring cavities in solid stone, and up to 100 gp of opals may be found in such places. They cannot phase through loose soil, sand, or gravel.

Yellow Musk Creeper

Primary Trait: 9 HD *plant*, rank 9

Secondary Traits: *earless, immobile, mindless*

Hit Points: 41 **Initiative:** +0 **Morale Modifier:** +4

Ability Scores: Str 6, Dex 9, Con 12, Int 1, Wis 12, Cha 15

Natural Attacks: vine (primary): +9/2d8, range 10'

Defenses: AC 17, Dodge 12, Toughness 17, Poise 8

Movement: walk 5'; run 10'; swim 5'; climb 5'

Senses: normal vision, tremorsense 60'

Special Powers:	<p><i>charming spores</i>: at the start of their turn, attack all targets within 30', +5 vs. Poise/<i>charmed</i></p> <p><i>drain</i>: as a standard action, +9 vs. Toughness/drain 1d6 Wisdom + <i>fatigued</i>, drain 1 Wisdom on a miss, recover at the beginning of a turn with a roll of at least a 15 on 1d20</p> <p><i>regeneration (5, cold)</i>: at the beginning of the creature's turn, it regains 5 hit points if wounded unless it has taken cold damage within the previous round. Even dead creatures can return</p> <p><i>plant</i> immunities: immune to <i>bleeding, diseased, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions</p> <p><i>mindless</i> immunities: immune to <i>afraid, charmed, confused, and unhinged</i> conditions, and immune to all spells involving illusion</p>
Skills:	Convince 1, Intuition 1
Proficiencies:	none
Languages:	none
Metabolism:	eats (meat)
Climate:	tropical
Treasure Type:	O
Short Description:	Tropical bush with beautiful flowers, creeping vines, and shambling servants
Long Description:	<p><i>Yellow musk creepers</i> are <i>plants</i> that grow in jungle environments. The main mass of the plant is a tall shrub with multiple stems rising to 8' above a central bulbous mass. Each stem has many leaves and lush tropical flowers, which may be orange, yellow, pink, or red. The stamens of these flowers contain light receptors that serve these creatures as eyes; however, they cannot hear. The roots of the <i>yellow musk creeper</i> are shallow and spread out 5' from the central mass of the creature; it can uproot itself and slowly crawl from place to place. A thick ropy vine rises out of the center of the mass of the plant; this extension has no leaves or flowers, but the last 2' of its 10' length is tipped with thorny growths.</p> <p>A <i>yellow musk creeper</i> has only typical <i>plant</i> monster intelligence, but it has several behaviors designed to provide it with food and security. It can see with its flowers, and its sensitive roots can also feel vibrations through the soil to warn it of the approach of animal life. Its flowers can then discharge a sweet-smelling cloud of spores that has a charming effect on animal life and compels victims to approach more closely. Its central vine can attack creatures by lashing it to death, which it commonly does with less intelligent prey so that it can absorb nutrients from the corpse through its roots; however, this monster can</p>

recognize *humanoids* and may attempt to transform them into *yellow musk zombies*. If the vine's tip touches a creature's head, a jolt to the victim's nervous system saps them of energy and willpower. If a *humanoid* is drained of all Wisdom, it dies and rises as a *yellow musk zombie* in 1d4 rounds. These servitors instinctively act to defend the plant that created them.

Every five years, a *yellow musk creeper* implants a seedling in the corpse of one of its *yellow musk zombies*, which then staggers away from the parent. The shambling zombie collapses and dies after traveling up to five miles away, at which point the seedling sprouts and takes root in the moldering remains until it flowers into adulthood.

Yellow Musk Zombie

Primary Trait:	3 HD <i>plant</i> , rank 3				
Secondary Traits:	<i>mindless</i>				
Hit Points:	17	Initiative:	-1 (<i>slow</i>)	Morale Modifier:	N/A

Ability Scores: Str 10, Dex 6, Con 13, Int 1, Wis 8, Cha 14

Natural Attacks: fist (primary): +3/1d10

Defenses: AC 12, Dodge 6, Toughness 16, Poise 4

Movement: walk 30'; run 60'; swim 15'; climb 15'

Senses: normal hearing, normal vision

Special Powers: *boneless*: weapons with the *blunt* property only inflict half damage to the creature, rounded down

mobile (walk): factored into movement

normal hearing: factored into senses

pack tactics: creature gains +1 bonus to hit for every similar creature within melee range of the same target

plant immunities: immune to *bleeding*, *diseased*, *intoxicated*, *nauseated*, *paralyzed*, *poisoned*, *sleeping*, *stunned*, and *unconscious* conditions

mindless immunities: immune to *afraid*, *charmed*, *confused*, and *unhinged* conditions, and immune to all spells involving illusion

Weaknesses: *code of conduct*: the creature was spawned by a *yellow musk creeper*, and it will defend that plant to the death

default exception (tremorsense): factored into senses

slow: factored into movement. Creature goes last every round and does not roll for initiative although allies still do

Skills: Feats of Might 1

Proficiencies: none

Languages: none

Metabolism: eats (meat)

Climate: tropical

Treasure Type: H, O

Short Description: Plant-infested *humanoid* remains animated to serve a *yellow musk creeper*

Long Description: A *yellow musk zombie* is the remains of a *humanoid* creature with spores implanted in its brain; the spores repurpose the body to make it a servant of the *yellow musk creeper* that created it. For all purposes the creature is a *plant*, although it looks like the withered and rotting remains of the *humanoid* it was in life. It is still capable of walking, although it is slow in speed and reflexes; it also retains its basic seeing and hearing abilities, although extraordinary visual senses such as infravision no longer remain. The creature may still wear the remains of the clothing, tools, armor, and weapons it had on when it died, although these things no longer help it or interest it. A *yellow musk zombie* attacks with powerful blows from its fists.

Yellow musk zombies have one purpose, which is to defend its *yellow musk creeper*. It is always found within 50' of the plant that created it; the host lacks the intelligence to order it to do anything other than remain nearby and mindlessly attack. These creatures feast on the meat of creatures they destroy, but they are not intelligent enough to bring their kills to their creator-plant, which must uproot itself and seek out any meat that its *yellow musk zombies* have brought down. These creatures rarely last longer than a full year before succumbing to structural breakdown; the *yellow musk creeper* then devours what is left of them.

Some exceptional *yellow musk zombies* may retain enough of their brain functions to be able to use armor and weapons effectively, although they are still slow-moving.

Yeti

Primary Trait: 6 HD *giant*, rank 7

Secondary Traits: *altitude, barbaric, cold-native, warcrafter*

Hit Points: 39 **Initiative:** +0 **Morale Modifier:** +0

Ability Scores: Str 16, Dex 10, Con 16, Int 8, Wis 10, Cha 13

Natural Attacks: bite (primary): +8/1d8+2

2 claws (secondary): +6/1d6+2

OR weapon (secondary): +6/giant-sized weapon+2, range 10'

Defenses: AC 17, Dodge 12, Toughness 19, Poise 10

Movement: walk 60'; run 120'; swim 15'; climb 15'

Senses: infravision 60', normal hearing, normal vision

Special Powers: *energy aura (cold)*: opponents who begin a turn within 5' of the creature take 1d6 hp cold damage

hurl energy (cold): as a standard action, make a ranged attack, 20/40/60, +6 vs. Dodge/2d6 hp cold

immunity (cold): take no damage from cold attacks

warcrafter: factored into proficiencies

Weaknesses: *default exception (throw rocks)*: factored into Special Powers

energy vulnerability (fire): add half again as much damage of this type

Skills: Feats of Might 1, Woodcraft 1

Proficiencies: *cheap* weapons, light helms, shields, and armor up to AC 12

Languages: Giantish (working)

Metabolism: eats (meat), sleeps, breathes (air)

Climate: arctic, mountains

Treasure Type: A, B, C, D, E, I, J, K, L, M, O, P

Short Description: White-furred *giants* who live on the highest mountains, using cold as a weapon

Long Description: *Yetis* are horned, white-furred *giants* whose facial features are closer to those of gorillas than of humans. They stand 10' tall and weigh 800 pounds. They are covered with a dead white fur that is an excellent insulator, but it serves to keep warmth out and cold in – the innards of *yetis* are freezing cold. The skin and teeth of these creatures are a sallow yellow. Their hands are tipped with sharp claws. They do not wear clothes. They may wield giant-sized clubs or other weapons, but they are more likely to attack with their claws and teeth.

Yetis live in communities in cold and mountainous climes. They are not bothered by high altitude, so a typical tribe of up to 80 adults builds their home in networks of snow caves in high passes, or tunnels dug into the highest mountain peaks. They are adept at mining, and they exploit their ability to extract ores and minerals from sites where the air is too thin for other species. They will trade with other *giants*. However, *yetis* and *ice trolls* are traditional enemies, and if these creatures see each other, it is likely that open conflict will result. They frequently domesticate creatures such as *ice toads*.

Yetis radiate an intense cold that harm most creatures that come close. They can summon a frosty ball of intense cold between their hands and throw it at enemies. High heat makes them uncomfortable, however, and open flame hurts them terribly; these creatures will typically attack enemies carrying fires before they choose other targets.

Zombie

Primary Trait:	2 HD <i>undead</i> , rank 3				
Secondary Traits:	<i>mindless</i>				
Hit Points:	13	Initiative:	-1 (<i>slow</i>)	Morale Modifier:	N/A or +0
Ability Scores:	Str 13, Dex 8, Con 16, Int 1, Wis 11, Cha 14				
Natural Attacks:	fist (primary): +2/1d6+1				
Defenses:	AC 12, Dodge 9, Toughness 16, Poise 7				
Movement:	walk 30'; run 60'; swim 15'; climb 15'				
Senses:	lifesense 60', normal hearing, normal vision				
Special Powers:	<i>boneless</i> : weapons with the <i>blunt</i> property only inflict half damage on the creature, rounded down				
	<i>pack tactics</i> : creature gains +1 bonus to hit for every similar creature within melee range of the same target				
	<i>rise</i> : when the creature is killed by any means short of disintegration, it attempts a recovery roll on 1d20+2. On a 15 or better, the creature rises again in 1d4 rounds with full hit points				
	<i>undead</i> immunities: immune to <i>bleeding, diseased, fatigued, intoxicated, nauseated, paralyzed, poisoned, sleeping, stunned, and unconscious</i> conditions				
	<i>mindless</i> immunities: immune to <i>afraid, charmed, confused, and unhinged</i> conditions, and immune to all spells involving illusion				
Weaknesses:	<i>slow</i> : factored into movement. Creature goes last every round and does not roll for initiative although allies still do				
Skills:	Feats of Might 1				
Proficiencies:	none				
Languages:	none				
Metabolism:	none				
Climate:	not native to Uroth				

Treasure Type: H, O, Q

Short Description: Rotting cadavers partially reanimated to obey the commands of masters

Long Description: *Zombies* are a minor form of *undead* that are animated by magic spells. A typical creature was originally a *humanoid* that died, either by natural means or with help, but the magical ritual that transforms it into an *undead* creature allows it to continue rotting while still holding the body together. The result is that a *zombie* looks and smells like a body in the process of decomposition, but it remains ambulatory and capable of attack; in fact, the animating force allows this creature to inflict punishing damage with its fists. They may wear the tatters of clothing or armor, and they may have adornments or weapons on their person, but they no longer care about such things, and they do not benefit from their use.

Zombies are not evil; unlife motivates them, but they are nothing more than mindless pawns of the individuals who animated them. They follow the verbal instructions of their animator, but they are not intelligent, and they have limited ability to interpret complex orders. However, they follow orders to the letter, and they do not feel fear or suffer loss of morale. These creatures can see and hear, and they also have an *undead* creature's ability to feel the lifeforce of living creatures. They can stand motionless for centuries if necessary while following their instructions. *Zombies* are difficult to damage with smashing weapons since they cannot be bruised or crushed, and the force that motivates them may revive them even if they are knocked down. They are at their most effective when they attack in mindless hordes which can tear down foes by sheer numbers.

Special *zombies* may be made from the remains of creatures other than *humanoids*, and these monsters may be more powerful than a typical monster. Some creatures are also created with enhancements of *warrior (1)* or greater, which gives them the ability to wear armor and wield weapons.

Monster Encounter Tables

Chapter 6 describes how exploring the world can result in a *monster encounter*, which are encounters with beings that aren't necessarily linked to a particular place – they could happen anywhere. The GM may have some *monster encounters* prepared to drop into an adventure whenever a terrain hazard roll indicates for one to occur, or they could choose to select *monster encounters* randomly. To that end, it is good to have some random monster encounter tables ready.

The tables below are broken out by climate type; when a *monster encounter* is indicated, the GM rolls 1d100 and consults the most appropriate chart to determine what is encountered. The GM can and should customize these tables for their use – for instance, if the party is going to be adventuring on a large cold-water mountain lake, it is probably unlikely that a *monster encounter* with a *crocodile* would occur. In this case, the GM should either prepare their own monster encounter table for the area that only includes the monsters likely to be found there, or they should simply roll again whenever an undesirable result is rolled.

Every table has an unusual encounter option. When this is rolled, the GM should create a *monster encounter* with a creature that isn't usually found in that climate. It could be an *undead*, *elemental*, *construct*, or *extraplanar* creature which don't usually appear on the charts. It could be a creature that is outside its normal habitat, although the GM will need to cook up a reason why the monster is so far afield. It could also be an encounter with a mixed group of monsters – perhaps a group of *giant soldier ants* and *giant worker ants*, or a *human civilian* merchant with a dozen *human warrior* bodyguards, or even a rival band of adventurers of various species! These encounters usually require a little extra preparation beforehand, so the GM may want to have some of these unusual encounters at hand in case they are needed.

Note that not every monster is found on the tables. Many of the most powerful monsters do not appear on the tables, in part because they are comparatively rare, but also because if a group of 1st level adventurers randomly encounters a *red dragon*, the game session could end abruptly and unpleasantly. Of course, if the party has become more powerful, the GM may choose to customize monster encounter tables to fold more powerful monsters into the mix. In all cases, if a randomly determined encounter looks like it might be too much for a party to handle, or might just not be much fun, the GM should always feel free to modify the encounter, make it easier or harder using enhancements, or just get rid of the encounter altogether.

Table 8-32: TOTIL Temperate Climate Monster Encounters

1d100	Monster	Short Description
01	Ankheg	Multi-legged acid-breathing arthropod making burrows in loose soil
02	Ant, Giant Soldier	Giant Ant responsible for the defense of the mound
03	Ant, Giant Worker	Giant Ant responsible for menial chores in the mound
04	Ant, Swarm	A swarm of tiny crawling insects capable of overwhelming foes with numbers
05	Ape, Carnivorous	A great ape bred for battle but now gone feral
06	Aranea	Intelligent spellcasting spiders seeking prey and lore
07	Axe Beak	Huge flightless carnivorous bird hunting prey on the plains
08	Badger	Ill-tempered small burrowing mammal prone to fits of aggression
09	Bat, Giant	Large flying mammal capable of finding prey by echolocation
10	Bat, Mobat	Enormous flying bat-like beast with a terrifying shriek
11	Bat, Swarm	A swarm of small flying mammals capable of overwhelming foes with numbers
12	Bear, Black	Large quadrupedal ursid common to forests and mountains
13	Bear, Brown	Enormous quadrupedal ursid common to very cold climes
14	Boar, Giant	Large furry forest-dwelling wild pig, bristly and aggressive
15-16	Bugbear	Hulking goblinoids with a strong kleptomaniacal streak
17	Bullywug	Froglike humanoids living in tropical marshes
18	Cat, Lion	Pack hunting cats native to dry and rugged country
19	Centaur	Half-horse, half-human Fey native to pastoral woodlands
20	Centipede, Giant	Small many-legged arthropods that lurk in hiding and bite if disturbed
21	Cockatrice	Irritable stalking bird-beast whose peck can turn a victim to stone
22	Dog, War	A muscular domesticated dog trained for war and guard duties
23-24	Dog, Wild	Wild canines that hunt in packs in grasslands
25	Doppelganger	Mind-reading creatures that can murder a humanoid and assume its shape
26-27	Dwarf	Stocky bearded humanoids who mine in hills or live deep underground
28	Eagle, Giant	Noble predatory giant birds living in high mountain aeries
29-30	Elf	Pointy-eared, slender humanoids, often allied with but apart from humans
31	Flind	Shorter, stouter cousins of Gnolls, living in organized villages
32	Frog, Giant	Enormous green amphibian lurking near water in search of prey
33-34	Gnoll	Tall, furry, hyena-headed humanoid living in warbands in rugged country
35	Gnome	Short, sly Fey creatures living in communities that trade with humanoids
36-37	Halfling	Short, merry humanoids frequently living harmoniously among humans
38	Harpy	Vulture-bodied beast with a beautiful woman's face and lovely singing voice
39	Hawk, Hunting	Keen-eyed hunting bird that can be very territorial
40	Hippogriff	Half-vulture, half-horse, sometimes tamed and used as steeds
41-42	Hobgoblin	Modified Goblins made to function in daylight and make war
43-47	Human, Civilian	Sedentary humans, most commonly found in cities and villages
48-52	Human, Warrior	Humans trained for battle using good quality arms and armor
53	Hyena	Wild pack animals of the steppes that attempt to pull down larger prey
54	Kenku	Raven-like creatures that attempt to blend in with humanoids
55	Lamprey, Land	A blind terrestrial lamprey with spring-like lower bodies
56	Leprechaun	Small mischievous Fey living on the edge of humanoid societies to make trouble
57	Lizard Folk	Tall, genderless lizard-headed humanoids at home on land and in water
58-62	Orc Civilian	Sedentary orcs, most commonly found in cities and villages
63-67	Orc Warrior	Orcs trained for battle using good quality arms and armor
68	Osquip	Six-legged furless burrowing creatures with a nasty bite
69	Owlbear	Bipedal vicious hunters with bear limbs and body but owl head and feathers
70-71	Rat, Giant	Large snaky-tailed rodents scavenging in almost any environment
72-73	Rat, Swarm	A swarm of small crawling rodents capable of overwhelming foes with numbers
74	Scorpion, Giant	Large black-carapaced arthropods with clutching claws and a venomous sting
75-76	Snake, Swarm	A swarm of small poisonous snakes capable of overwhelming foes with numbers
77	Spider, Giant Trapdoor	Dog-sized mud-brown arachnids lurking in well-hidden holes to surprise prey
78-79	Stirge Drone	Cat-sized flying insectile beasts that use a long proboscis to suck blood
80	Stranglevine	Animated creeper vine that feels its way to find and strangle animal life
81	Tick, Giant	Huge black blood-sucking arachnid that drops on prey from hiding
82	Toad, Giant	Huge mottled frog-like creatures that leap upon prey from hiding
83	Troll	Limber beanpole giants with fearsome claws that heal impossibly fast
84	Wasp, Giant	Enormous slender flying insect that stings prey to lay its eggs inside
85-86	Wasp, Swarm	A swarm of tiny stinging insects capable of overwhelming foes with numbers
87-88	Wolf	Wild canine that hunts forests and alpine wilderness in packs
89-00	Unusual Encounter	

Table 8-33: TOTIL Tropical Climate Monster Encounters

1d100	Monster	Short Description
01	Ankheg	Multi-legged acid-breathing arthropod making burrows in loose soil
02	Ant, Giant Soldier	Giant Ant responsible for the defense of the mound
03	Ant, Giant Worker	Giant Ant responsible for menial chores in the mound
04	Ant, Swarm	A swarm of tiny crawling insects capable of overwhelming foes with numbers
05	Ape, Carnivorous	A great ape bred for battle but now gone feral
06	Ape, Chimpanzee	An arboreal ape commonly found in jungle canopies
07	Ape, Gorilla	A large ape commonly found in tropical forests and mountains
08	Aranea	Intelligent spellcasting spiders seeking prey and lore
09-10	Bat, Giant	Large flying mammal capable of finding prey by echolocation
11-12	Bat, Swarm	A swarm of small flying mammals capable of overwhelming foes with numbers
13-14	Boar, Giant	Large furry forest-dwelling wild pig, bristly and aggressive
15	Bugbear	Hulking goblinoids with a strong kleptomaniacal streak
16-17	Bullywug	Froglike humanoids living in tropical marshes
18	Cat, Leopard	A lithe giant cat that ambushes prey by dropping from trees
19	Cat, Tiger	Stealthy predatory giant cat that lurks in jungles and grasslands
20-21	Centipede, Giant	Small many-legged arthropods that lurk in hiding and bite if disturbed
22-23	Crocodile	Long-tailed toothy aquatic reptile lurking for prey in the water
24	Dog, War	A muscular domesticated dog trained for war and guard duties
25	Dog, Wild	Wild canines that hunt in packs in grasslands
26	Doppelganger	Mind-reading creatures that can murder a humanoid and assume its shape
27	Dwarf	Stocky bearded humanoids who mine in hills or live deep underground
28	Elephant	Grey-skinned, huge-eared quadruped with trunk and tusks living in jungles
29	Elf	Pointy-eared, slender humanoids, often allied with but apart from humans
30	Ettercap	Large biped with features of both giants and spiders, living in webs
31	Frog, Giant	Enormous green amphibian lurking near water in search of prey
32-33	Frog, Killer	Dog-sized grey amphibians with shredding teeth and claws
34	Frog, Poisonous	Multicolored amphibian with surprisingly long venomous fangs
35	Halfling	Short, merry humanoids frequently living harmoniously among humans
36	Harpy	Vulture-bodied beast with a beautiful woman's face and lovely singing voice
37	Hawk, Hunting	Keen-eyed hunting bird that can be very territorial
38	Hippogriff	Half-vulture, half-horse, sometimes tamed and used as steeds
39-40	Hobgoblin	Modified Goblins made to function in daylight and make war
41-46	Human, Civilian	Sedentary humans, most commonly found in cities and villages
47-52	Human, Warrior	Humans trained for battle using good quality arms and armor
53	Kenku	Raven-like creatures that attempt to blend in with humanoids
54-55	Lamprey, Land	A blind terrestrial lamprey with spring-like lower bodies
56	Lizard, Giant	A large iguana-like reptile that lurks in jungles or caves
57-58	Lizard Folk	Tall, genderless lizard-headed humanoids at home on land and in water
59	Medusa	Appears as a beautiful human woman with glowing eyes and snakes for hair
60	Muckdweller	Tiny bipedal lizards that lurk in muddy water and spray prey's eyes
61	Ochre Jelly	Enormous translucent-yellow amoeba living in jungle lakes and deep caves
62-66	Orc Civilian	Sedentary orcs, most commonly found in cities and villages
67-71	Orc Warrior	Orcs trained for battle using good quality arms and armor
72	Osquip	Six-legged furless burrowing creatures with a nasty bite
73-74	Rat, Giant	Large snaky-tailed rodents scavenging in almost any environment
75-76	Rat, Swarm	A swarm of small crawling rodents capable of overwhelming foes with numbers
77	Snail, Flail	Enormous shelled snail thrashing around with its club-headed tentacles
78	Snake, Giant Constrictor	Long muscular bright green tropical snake seeking to crush prey
79	Snake, Spitting Cobra	Hooded red, yellow, and black mottled snakes that spit poison
80-81	Snake, Swarm	A swarm of small poisonous snakes capable of overwhelming foes with numbers
82	Spider, Giant Trapdoor	Dog-sized mud-brown arachnids lurking in well-hidden holes to surprise prey
83	Stirge Drone	Cat-sized flying insectile beasts that use a long proboscis to suck blood
84	Stranglevine	Animated creeper vine that feels its way to find and strangle animal life
85	Tick, Giant	Huge black blood-sucking arachnid that drops on prey from hiding
86	Toad, Giant	Huge mottled frog-like creatures that leap upon prey from hiding
87	Troll	Limber beanpole giants with fearsome claws that heal impossibly fast
88	Wasp, Giant	Enormous slender flying insect that stings prey to lay its eggs inside
89	Wasp, Swarm	A swarm of tiny stinging insects capable of overwhelming foes with numbers
90	Yellow Musk Creeper	Tropical bush with beautiful flowers, creeping vines, and shambling servants
91-00	Unusual Encounter	

Table 8-34: TOTIL Arid Climate Monster Encounters

1d100	Monster	Short Description
01	Ant, Giant Soldier	Giant Ant responsible for the defense of the mound
02	Ant, Giant Worker	Giant Ant responsible for menial chores in the mound
03-04	Ant, Swarm	A swarm of tiny crawling insects capable of overwhelming foes with numbers
05	Axe Beak	Huge flightless carnivorous bird hunting prey on the plains
06-07	Baboon	Pack-dwelling monkeys roaming the plains and deserts
08	Basilisk	Venomous cave-dwelling reptile whose gaze can turn prey into stone
09-10	Bat, Giant	Large flying mammal capable of finding prey by echolocation
11-12	Bat, Swarm	A swarm of small flying mammals capable of overwhelming foes with numbers
13-14	Bugbear	Hulking goblinoids with a strong kleptomaniacal streak
15	Cat, Lion	Pack hunting cats native to dry and rugged country
16-17	Centipede, Giant	Small many-legged arthropods that lurk in hiding and bite if disturbed
18	Cockatrice	Irritable stalking bird-beast whose peck can turn a victim to stone
19	Dog, War	A muscular domesticated dog trained for war and guard duties
20-21	Dog, Wild	Wild canines that hunt in packs in grasslands
22	Doppelganger	Mind-reading creatures that can murder a humanoid and assume its shape
23-24	Dwarf	Stocky bearded humanoids who mine in hills or live deep underground
25	Eagle, Giant	Noble predatory giant birds living in high mountain aeries
26-27	Elf	Pointy-eared, slender humanoids, often allied with but apart from humans
28	Ettin	A two-headed creature shunned by other giants
29-30	Firenewt	Red-skinned lizard-like humanoid living in volcanic areas and spitting fire
31	Flind	Shorter, stouter cousins of Gnolls, living in organized villages
32-34	Gnoll	Tall, furry, hyena-headed humanoid living in warbands in rugged country
35-36	Halfling	Short, merry humanoids frequently living harmoniously among humans
37	Harpy	Vulture-bodied beast with a beautiful woman's face and lovely singing voice
38-39	Hawk, Hunting	Keen-eyed hunting bird that can be very territorial
40	Hippogriff	Half-vulture, half-horse, sometimes tamed and used as steeds
41-43	Hobgoblin	Modified Goblins made to function in daylight and make war
44-48	Human, Civilian	Sedentary humans, most commonly found in cities and villages
49-53	Human, Warrior	Humans trained for battle using good quality arms and armor
54	Kenku	Raven-like creatures that attempt to blend in with humanoids
55-56	Lamprey, Land	A blind terrestrial lamprey with spring-like lower bodies
57	Medusa	Appears as a beautiful human woman with glowing eyes and snakes for hair
58-62	Orc Civilian	Sedentary orcs, most commonly found in cities and villages
63-68	Orc Warrior	Orcs trained for battle using good quality arms and armor
69-70	Rat, Giant	Large snaky-tailed rodents scavenging in almost any environment
71-72	Rat, Swarm	A swarm of small crawling rodents capable of overwhelming foes with numbers
73-74	Scorpion, Giant	Large black-carapaced arthropods with clutching claws and a venomous sting
75-76	Snake, Giant Asp	Irritable brown and black banded desert snake, hiding in holes
77	Snake, Spitting Cobra	Hooded red, yellow, and black mottled snakes that spit poison
78-79	Snake, Swarm	A swarm of small poisonous snakes capable of overwhelming foes with numbers
80	Spider, Giant Tarantula	Enormous hairy free-ranging arachnids that pounce on their prey
81	Spider, Giant Trapdoor	Dog-sized mud-brown arachnids lurking in well-hidden holes to surprise prey
82	Stirge Drone	Cat-sized flying insectile beasts that use a long proboscis to suck blood
83	Toad, Giant	Huge mottled frog-like creatures that leap upon prey from hiding
84	Troll	Limber beanpole giants with fearsome claws that heal impossibly fast
85	Wasp, Giant	Enormous slender flying insect that stings prey to lay its eggs inside
86-87	Wasp, Swarm	A swarm of tiny stinging insects capable of overwhelming foes with numbers
88	Wolf	Wild canine that hunts forests and alpine wilderness in packs
89-90	Worm, Sand	Large segmented worms that burrow beneath the sand of the deep desert
91-00	Unusual Encounter	

Table 8-35: TOTIL Arctic Climate Monster Encounters

1d100	Monster	Short Description
01-02	Bear, Brown	Enormous quadrupedal ursid common to very cold climes
03-04	Bugbear	Hulking goblinoids with a strong kleptomaniacal streak
05	Cyclops	One-eyed ambidextrous giants dwelling in remote mountains
06-07	Dog, War	A muscular domesticated dog trained for war and guard duties
08	Doppelganger	Mind-reading creatures that can murder a humanoid and assume its shape
09-11	Dwarf	Stocky bearded humanoids who mine in hills or live deep underground
12-14	Elf	Pointy-eared, slender humanoids, often allied with but apart from humans
13	Ettin	A two-headed creature shunned by other giants
14	Firbolg	Hirsute trickster giant living in cold climates
15-16	Halfling	Short, merry humanoids frequently living harmoniously among humans
17-18	Hawk, Hunting	Keen-eyed hunting bird that can be very territorial
19	Hippogriff	Half-vulture, half-horse, sometimes tamed and used as steeds
20-22	Hobgoblin	Modified Goblins made to function in daylight and make war
23-33	Human, Civilian	Sedentary humans, most commonly found in cities and villages
34-45	Human, Warrior	Humans trained for battle using good quality arms and armor
46	Kenku	Raven-like creatures that attempt to blend in with humanoids
47-48	Lamprey, Land	A blind terrestrial lamprey with spring-like lower bodies
49-57	Orc Civilian	Sedentary orcs, most commonly found in cities and villages
58-66	Orc Warrior	Orcs trained for battle using good quality arms and armor
67-69	Rat, Giant	Large snaky-tailed rodents scavenging in almost any environment
70-73	Rat, Swarm	A swarm of small crawling rodents capable of overwhelming foes with numbers
74	Stirge Drone	Cat-sized flying insectile beasts that use a long proboscis to suck blood
75	Thoul	Similar to a hobgoblin with slate-grey skin, given powers by sorcery
76	Toad, Ice	White-furred toads that radiate intense cold to kill warm-blooded prey
77	Troll, Ice	White-furred Troll haunting the slopes of mountains and glacier fields
78-81	Wolf	Wild canine that hunts forests and alpine wilderness in packs
82	Wolf, Winter	Enormous white-furred wolf that kills prey by breathing intense cold
83-84	Wolverine	White and brown ill-tempered furry mammals that hunt prey in snowy places
85	Wolverine, Giant	Enormous versions of Wolverines that challenge bears when provoked
86	Yeti	White-furred giants who live on the highest mountains, using cold as a weapon
87-00	Unusual Encounter	

Table 8-36: TOTIL Mountains Climate Monster Encounters

1d100	Monster	Short Description
01	Badger	Ill-tempered small burrowing mammal prone to fits of aggression
02	Bat, Giant	Large flying mammal capable of finding prey by echolocation
03	Bat, Mobat	Enormous flying bat-like beast with a terrifying shriek
04-05	Bat, Swarm	A swarm of small flying mammals capable of overwhelming foes with numbers
06	Bear, Black	Large quadrupedal ursid common to forests and mountains
07	Bear, Brown	Enormous quadrupedal ursid common to very cold climes
08	Brownie	Shy solitary small Fey living in pristine forestlands
09-10	Bugbear	Hulking goblinoids with a strong kleptomaniacal streak
11	Cat, Lion	Pack hunting cats native to dry and rugged country
12	Centipede, Giant	Small many-legged arthropods that lurk in hiding and bite if disturbed
13	Cockatrice	Irritable stalking bird-beast whose peck can turn a victim to stone
14	Cyclops	One-eyed ambidextrous giants dwelling in remote mountains
15	Dog, War	A muscular domesticated dog trained for war and guard duties
16-17	Dog, Wild	Wild canines that hunt in packs in grasslands
18	Doppelganger	Mind-reading creatures that can murder a humanoid and assume its shape
19-21	Dwarf	Stocky bearded humanoids who mine in hills or live deep underground
22	Eagle, Giant	Noble predatory giant birds living in high mountain aeries
23	Elf	Pointy-eared, slender humanoids, often allied with but apart from humans
24	Ettin	A two-headed creature shunned by other giants
25	Firbolg	Hirsute trickster giant living in cold climates
26-27	Firenewt	Red-skinned lizard-like humanoid living in volcanic areas and spitting fire
28-29	Flind	Shorter, stouter cousins of Gnolls, living in organized villages
30	Gambado	Jack-in-the-box-like being aping a skull on the ground before leaping to attack
31	Gnome	Short, sly Fey creatures living in communities that trade with humanoids
32-33	Goblin	Diminutive underground humanoids, clever makers of traps
34	Halfling	Short, merry humanoids frequently living harmoniously among humans
35	Harpy	Vulture-bodied beast with a beautiful woman's face and lovely singing voice
36	Hawk, Blood	Large red predatory bird with a voracious appetite for blood
37-38	Hawk, Hunting	Keen-eyed hunting bird that can be very territorial
39	Hippogriff	Half-vulture, half-horse, sometimes tamed and used as steeds
40-41	Hobgoblin	Modified Goblins made to function in daylight and make war
42-46	Human, Civilian	Sedentary humans, most commonly found in cities and villages
47-51	Human, Warrior	Humans trained for battle using good quality arms and armor
52	Kenku	Raven-like creatures that attempt to blend in with humanoids
53-54	Kobold	Small dog-faced humanoids that live underground by wits and trickery
55	Lamprey, Land	A blind terrestrial lamprey with spring-like lower bodies
56	Lizard, Minotaur	Bull-horned enormous desert lizard known for its fearsome claws
57	Minotaur	Bull-headed giant commonly lairing in labyrinths
58	Ogre, Brute	Muscular oafs often engaged as servants by other giants
59	Ogre, Savant	Ogres' smarter, stronger, mystically talented cousins
60-64	Orc Civilian	Sedentary orcs, most commonly found in cities and villages
65-69	Orc Warrior	Orcs trained for battle using good quality arms and armor
70	Rat, Giant	Large snaky-tailed rodents scavenging in almost any environment
71-72	Rat, Swarm	A swarm of small crawling rodents capable of overwhelming foes with numbers
73	Scorpion, Giant	Large black-carapaced arthropods with clutching claws and a venomous sting
74	Snake, Swarm	A swarm of small poisonous snakes capable of overwhelming foes with numbers
75	Spider, Giant Tarantula	Enormous hairy free-ranging arachnids that pounce on their prey
76	Stirge Drone	Cat-sized flying insectile beasts that use a long proboscis to suck blood
77	Thoul	Similar to a hobgoblin with slate-grey skin, given powers by sorcery
78	Tick, Giant	Huge black blood-sucking arachnid that drops on prey from hiding
79	Toad, Giant	Huge mottled frog-like creatures that leap upon prey from hiding
80	Toad, Ice	White-furred toads that radiate intense cold to kill warm-blooded prey
81	Troll	Limber beanpole giants with fearsome claws that heal impossibly fast
82	Troll, Ice	White-furred Troll haunting the slopes of mountains and glacier fields
83	Wasp, Giant	Enormous slender flying insect that stings prey to lay its eggs inside
84	Wasp, Swarm	A swarm of tiny stinging insects capable of overwhelming foes with numbers
85	Wolf	Wild canine that hunts forests and alpine wilderness in packs
86	Wolf, Winter	Enormous white-furred wolf that kills prey by breathing intense cold
87	Wolverine	White and brown ill-tempered furry mammals that hunt prey in snowy places
88	Wolverine, Giant	Enormous versions of Wolverines that challenge bears when provoked
89	Worm, Tenebrous	Huge spiny furry black and grey caterpillars that poison prey in dark forests
90	Yeti	White-furred giants who live on the highest mountains, using cold as a weapon
91-00	Unusual Encounter	

Table 8-37: TOTIL Ocean Monster Encounters

1d100	Monster	Short Description
01-03	Crab, Giant	Sea-dwelling hard-carapaced arthropodic scavenger with two huge claws
04	Eel, Giant Moray	Enormous ocean reef predator fish with a powerfully venomous bite
05-08	Elf	Pointy-eared, slender humanoids, often allied with but apart from humans
09	Eye, Deep	A large single eye with a toothy mouth and two crab claws living under water
10-11	Halfling	Short, merry humanoids frequently living harmoniously among humans
12-15	Hobgoblin	Modified Goblins made to function in daylight and make war
16-30	Human, Civilian	Sedentary humans, most commonly found in cities and villages
31-40	Human, Warrior	Humans trained for battle using good quality arms and armor
41-44	Ixitxachtl	Intelligent manta-like creatures living in warm ocean waters
45	Lamprey, Giant	A huge slimy eel-like fish hiding in kelp stands in the deep ocean
46-47	Locathah	Fish-like humanoids dwelling in the deepest parts of the ocean
48	Octopus, Giant	Intelligent undersea mollusk with eight suckered tentacles and a gift for hiding
49-59	Orc Civilian	Sedentary orcs, most commonly found in cities and villages
60-66	Orc Warrior	Orcs trained for battle using good quality arms and armor
67-70	Sahuagin	Green web-limbed undersea humanoids warring against dry land
71-75	Shark	Large predatory razor-toothed fish patrolling the open ocean for blood
76	Shark, Giant	A huge primordial Shark capable of sinking boats
77-78	Triton	Human-like water-breathing Humanoids living in undersea cities
79-80	Turtle, Giant Sea	Enormous flippers sea turtle capable of swamping ships on the open water
81-00	Unusual Encounter	

Table 8-38: TOTIL Lakes and Rivers Monster Encounters

1d100	Monster	Short Description
01-02	Bullywug	Froglike humanoids living in tropical marshes
03-05	Crayfish, Giant	An enormous version of the armored arthropod lurking in still waters
06-07	Crocodile	Long-tailed toothy aquatic reptile lurking for prey in the water
08	Eel, Electric	Large serpentine freshwater fish that kills with an electric jolt
09	Eel, Giant	Huge snaky fish lurking in the deepest parts of weed-choked lakes
10-14	Elf	Pointy-eared, slender humanoids, often allied with but apart from humans
15-19	Fish, Giant Catfish	Huge whiskered venomous fish hunting near the banks of lakes and rivers
20-21	Fish, Giant Gar	Long slender fish with barbed teeth for grabbing and not letting go
22-24	Fish, Giant Pike	Huge mottled fish capable of unhinging its jaw to swallow prey whole
25-26	Fish, Piranha Swarm	A swarm of small biting fish capable of overwhelming foes with numbers
27-28	Frog, Giant	Enormous green amphibian lurking near water in search of prey
29-32	Frog, Killer	Dog-sized grey amphibians with shredding teeth and claws
33	Frog, Poisonous	Multicolored amphibian with surprisingly long venomous fangs
34	Frogemoth	Elephantine frog-mutation with tentacles and a gaping toothy maw
35-36	Halfling	Short, merry humanoids frequently living harmoniously among humans
37-39	Hobgoblin	Modified Goblins made to function in daylight and make war
40-49	Human, Civilian	Sedentary humans, most commonly found in cities and villages
50-57	Human, Warrior	Humans trained for battle using good quality arms and armor
58	Leech, Giant	A huge soft aquatic worm lurking in the shallows to suck prey's blood
59	Leech, Swarm	A swarm of blood-sucking worms capable of overwhelming foes with numbers
60-62	Lizard Folk	Tall, genderless lizard-headed humanoids at home on land and in water
63	Muckdweller	Tiny bipedal lizards that lurk in muddy water and spray prey's eyes
64	Nixie	Reclusive mischievous Fey living in lively streams and waterfalls
65	Ochre Jelly	Enormous translucent-yellow amoeba living in jungle lakes and deep caves
66-74	Orc Civilian	Sedentary orcs, most commonly found in cities and villages
75-81	Orc Warrior	Orcs trained for battle using good quality arms and armor
82-83	Rat, Giant	Large snaky-tailed rodents scavenging in almost any environment
84-85	Rat, Swarm	A swarm of small crawling rodents capable of overwhelming foes with numbers
86	Shambling Mound	A tangled mass of swamp plant matter in the rough shape of a person
87	Snail, Flail	Enormous shelled snail thrashing around with its club-headed tentacles
88	Snake, Giant Constrictor	Long muscular bright green tropical snake seeking to crush prey
89	Snake, Swarm	A swarm of small poisonous snakes capable of overwhelming foes with numbers
90	Turtle, Giant Snapper	Irritable and territorial river turtle with a mossy back and snapping beak
91-00	Unusual Encounter	

Table 8-39: TOTIL Underground Monster Encounters

1d100	Monster	Short Description
01	Aboleth	Fishlike overlord of deep caverns, taking slaves and keeping strange lore
02	Ant, Giant Soldier	Giant Ant responsible for the defense of the mound
03	Ant, Giant Worker	Giant Ant responsible for menial chores in the mound
04	Ant, Swarm	A swarm of tiny crawling insects capable of overwhelming foes with numbers
05	Basilisk	Venomous cave-dwelling reptile whose gaze can turn prey into stone
06-07	Bat, Giant	Large flying mammal capable of finding prey by echolocation
08	Bat, Mobat	Enormous flying bat-like beast with a terrifying shriek
09-10	Bat, Swarm	A swarm of small flying mammals capable of overwhelming foes with numbers
11	Bear, Cave	Gigantic primordial ursids known for fantastic savagery
12	Beetle, Giant Boring	Cavern-dwelling giant black beetle that uses corpses to farm fungi
13-14	Beetle, Giant Fire	Glowworm-like beetle with a vicious bite
15	Bugbear	Hulking goblinoids with a strong kleptomaniacal streak
16	Cave Fisher	Underground arthropod that reels in prey with a sticky grappling cable
17-18	Centipede, Giant	Small many-legged arthropods that lurk in hiding and bite if disturbed
19	Centipede, Mammoth	Large many-legged arthropod hunter in deep caverns
20	Cloaker	Manta-like underground foe that envelops prey and disables with sound
21	Cockatrice	Irritable stalking bird-beast whose peck can turn a victim to stone
22	Crayfish, Giant	An enormous version of the armored arthropod lurking in still waters
23	Decapus	Ten-tentacled bristly octopoid clinging to the walls of abandoned places
24	Derro	Milky-eyed white-haired dwarflike humanoid miners and takers of slaves
25	Doppelganger	Mind-reading creatures that can murder a humanoid and assume its shape
26-27	Dwarf	Stocky bearded humanoids who mine in hills or live deep underground
28	Ettercap	Large biped with features of both giants and spiders, living in webs
29	Gargoyle	Bronze statue-like winged beast is actually animated and hungry
30	Gelatinous Cube	Transparent cube of protoplasm engulfs and corrodes organic matter
31	Gibbering Moucher	Amorphous slithering pile of eyes and mouths, constantly chattering wordlessly
32	Gnome	Short, sly Fey creatures living in communities that trade with humanoids
33-34	Goblin	Diminutive underground humanoids, clever makers of traps
35	Gorgon	Bull-like beast with skin made of chainmail, breathing a petrifying cloud
36	Grey Ooze	Slick grey serpentine Ooze that hides in cave pools and strikes like a snake
37	Grell	Huge flying brain with many paralyzing tentacles and a cruel biting beak
38	Grick	Four-tentacled eyeless slithering carnivore lurking in dark caves
39	Grimlock	Blind underground humanoids using sound to sense their surroundings
40	Harpy	Vulture-bodied beast with a beautiful woman's face and lovely singing voice
41-42	Hobgoblin	Modified Goblins made to function in daylight and make war
43	Hook Horror	Shambling bipedal subterranean beast with long stabbing hooks for hands
44	Jermiaine	Tiny malicious trickster Fey seeking to ambush prey in underground tunnels
45-46	Kobold	Small dog-faced humanoids that live underground by wits and trickery
47	Kuo-Toa	Fish-like humanoids, once native to oceans but now pallid from living in caves
48	Lamprey, Land	A blind terrestrial lamprey with spring-like lower bodies
49	Lizard, Giant	A large iguana-like reptile that lurks in jungles or caves
50	Lizard, Subterranean	Plodding, docile giant reptiles commonly used as underground beasts of burden
51	Lurker Above	Flying manta-like creature that mimics ceilings so it can drop on and crush prey
52	Medusa	Appears as a beautiful human woman with glowing eyes and snakes for hair
53	Mimic	An amorphous monster capable of perfectly imitating the form of any object
54	Minotaur	Bull-headed giant commonly lairing in labyrinths
55	Myconid, Warrior	Dusky grey cone-headed bipedal mushroom guarding the colony with weapons
56	Norker	Large lumpy Goblins, the primitive forebears of Hobgoblins
57	Ochre Jelly	Enormous translucent-yellow amoeba living in jungle lakes and deep caves
58	Ogre, Brute	Muscular oafs often engaged as servants by other giants
59	Ogrillon	Lumpy tough-skinned Orc warriors who serve as shock troops
60-61	Orc Warrior	Orcs trained for battle using good quality arms and armor
62	Osquip	Six-legged furless burrowing creatures with a nasty bite
63	Otyugh	Tripedal hulks lurking in fens and sewers with two tentacles and a diseased bite
64	Owlbear	Bipedal vicious hunters with bear limbs and body but owl head and feathers
65-66	Rat, Giant	Large snaky-tailed rodents scavenging in almost any environment
67-68	Rat, Swarm	A swarm of small crawling rodents capable of overwhelming foes with numbers
69	Roper	Grey column of slick filth with one eye, a toothy mouth, and four long filaments
70	Rust Monster	Quadrupedal subterranean beast that can smell and feed off metal
71	Scorpion, Giant	Large black-carapaced arthropods with clutching claws and a venomous sting
72-73	Shrieker	Eyespot-studded club-headed huge fungus that screams when it sees light
74	Slithering Tracker	Invisible serpentine ooze tracking down prey and engulfing it
75	Snail, Flail	Enormous shelled snail thrashing around with its club-headed tentacles
76	Snake, Swarm	A swarm of small poisonous snakes capable of overwhelming foes with numbers
77-78	Spider, Bloat	Black and red arachnids the size of basketballs hiding in overhead webs
79	Spider, Giant Tarantula	Enormous hairy free-ranging arachnids that pounce on their prey
80	Stirge Drone	Cat-sized flying insectile beasts that use a long proboscis to suck blood
81	Stunjelly	A mostly stationary Ooze capable of mimicking walls and stunning those nearby
82	Tentamort	Odd underground beast moored to walls that attacks with two tentacles
83	Thoul	Similar to a hobgoblin with slate-grey skin, given powers by sorcery
84	Tick, Giant	Huge black blood-sucking arachnid that drops on prey from hiding
85	Toad, Giant	Huge mottled frog-like creatures that leap upon prey from hiding
86	Troglodyte	Black crested lizard humanoids defending underground mines with their stench
87	Troll	Limber beanpole giants with fearsome claws that heal impossibly fast
88	Violet Fungus	Many-armed deep purple fungus that can rot flesh with a single touch
89	Volt	Floating, furry, bulging-eyed, horned creature that bites and shocks
90	Worm, Thogqua	Red-hot segmented worms that bore through solid rock in deep caves
91-00	Unusual Encounter	