

The Council's Encyclopedia of Lifeforms Mundane and Magical

1

à or, the Netbook of Creatures Version 2.1 Release Date: March 8, 2001 A project of the DnD Community Council.

2

From the Editor

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

Don't forget the Stat Blocks! While the PDF format keeps everything nice and neat- looking, you'll notice it doesn't allow you to copy and paste text - this allows the original creator's ideas to be preserved. But we know you aspiring DMs want to use these creatures - don't despair! With each publication of TCELMM, we publish a companion volume, the Stat Block Codex. This RTF file has stat blocks for all of the creatures here. You can copy, paste, and otherwise modify these stat blocks to make use of these creatures in your own campaign. You can find the Stat Block Codex for the latest version of the Encyclopedia at the home webpage of the Encyclopedia:

<http://www.dndcommunitycouncil.org/~nbocreat> Submissions (or "I've got an idea, where do I send it?")

We aim to keep a high level of quality in our work. To ensure that all submissions are well- polished and do the author's concept justice, we put each submission through a review - this mostly makes sure the creature is well- developed, doesn't break any monster creation rules (see the Submissions Guidelines Appendix for a full explanation of these

rules), and is self- consistent. If any changes need to be made, one of the Submissions Team Members will contact you and show you what changes we would like to make. If the changes are agreeable to

you, and we have formal permission to publish your submission(s), then the next edition of the Netbook will include your creation(s). For a full description of this process, see the Submissions Guidelines Appendix contained herein.

Changes from Version to Version

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

official version. Thank you and enjoy the Encyclopedia! Spencer
The Sigil Cooley Spencer
The Sigil Cooley Spencer
The Sigil Cooley Editor, Project Team Leader Our website:
<http://www.dndcommunitycouncil.org/~nbocreat>

3

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

original entries, as well as creature statistic templates from Size Type through Advancement Range, as well as text contained under the Description and Combat headers except for the creature's name for Monster entries contained in this netbook have been licensed and entered under the Open Gaming License as Open

Gaming Content by the copyright holder with the exception of those parts of these portions that originate from the D20 System Reference Document and are ©2000 Wizards of the Coast. In accordance with the terms of the Open Gaming License all entries used from this netbook should bear the COPYRIGHT NOTICE associated with each individual submission. This COPYRIGHT NOTICE must remain affixed as a permanent part of the content. Creature names in converted entries remain copyright the original owner. All other portions of this netbook are Copyright 2001 DnD Community Council and remain Product Identity as protected under the terms of the Open Gaming License. The materials presented herein are the original works of the author or are

published with a "Permission Agreement" placed on file for each contributor. These agreements can and will be provided upon request.

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

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

THIS PRODUCT IS NOT PUBLISHED OR ENDORSED BY WIZARDS OF THE COAST, INC. Conversions of Monsters from earlier TSR publications are presented per the Editor's best knowledge of the Wizards of the Coast conversion policy for products published as D& D« or AD& D« prior to the release of the newest (3 rd) edition of D& D. If any portion of this product relating to these conversions is found to be objectionable by Wizards of the Coast, it will be removed from the netbook as soon as possible upon notification of the editor by an authorized representative of Wizards of the Coast.

4

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

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

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

Monte Lewis, Submissions Team Leader: Aberration, Dragon, Ooze, Shapechanger Jeff Khars, Submissions Team Leader: Beast, Fey, Giant, Humanoid

Border Art:

Jelane K. Johnson, Spencer Cooley Contributors: Brad Bemis, bradleyb@bigfoot. com [Contributer ID 001] Spencer Cooley, the_ sigil@juno. com Crystal Bard of the Sandsö, iridian@wco. com [Contributor ID 011]

5

INDEX OF MONSTERS BY TYPE

Aberration Brain Collector Construct

Drolem Gargoyle, Iron Golem, Amber Golem, Bone Golem, Rock Golem, Wood Living Statue, Crystal Living Statue, Iron Living Statue, Jade Living Statue, Rock Living Statue, Rock/ Ooze

Living Statue, Silver Living Statue, Steel

Dragon

Drage, Brown Drage, Orange Drage, Purple Drage, Rainbow Drage, Yellow Drake, Blast

Drake, Caustic Drake, Flame Drake, Force Drake, Frost Drake, Static Elemental

Elemental Beast, Air Elemental Beast, Earth Elemental Beast, Fire Elemental Beast, Water Fundamental, Air Fundamental, Earth

Fundamental, Fire Fundamental, Water Quasi- Elemental, Ash Quasi- Elemental, Dust Quasi- Elemental, Lightning Quasi- Elemental, Mineral

Quasi- Elemental, Radiance Quasi- Elemental, Salt Quasi- Elemental, Steam Quasi- Elemental, Vacuum Fey

Chevall Faedorne

Humanoid

Tasloi Magical Beast Gorgimera Sabreclaw Monstrous Humanoid

Hyrgrad Ooze Magma Creeper Outsider Demodand - Farastu (Tarry) Demodand - Kelubar (Slime) Demodand - Shator (Shaggy) Plant Dusanu Fungoid

Undead Agarat Grey Philosopher Malice Odic Thoul Wyrd Template Elemental Native

Shade Spirit

6

INDEX OF MONSTERS BY CHALLENGE RATING

Tasloi - ♣ Fundamental, Air - ♣ Fundamental, Earth - ♣ Fundamental, Fire - ♣ Fundamental, Water - ♣

Drage, Brown û 1 Drage, Orange û 1 Drage, Purple û 1 Drage, Rainbow û 1
Drage, Yellow û 1 Hyrgrad û 1

Drake, Blast û 2 Drake, Caustic û 2 Drake, Flame û 2 Drake, Force û 2
Drake, Frost û 2 Drake, Static û 2 Golem, Wood û 2 Living Statue, Crystal
û 2 Living Statue, Silver û 2 Malice û 2

Elemental Beast, Water û 3 Grey Philosopher û 3 Living Statue, Jade û 3
Living Statue, Iron û 3 Quasi- Elemental, Lightning û 3 Wyrd û 3

Agarat û 4 Brain Collector û 4 Gloem, Bone û 4 Living Statue, Rock û 4
Quasi- Elemental, Dust û 4

Quasi- Elemental, Salt û 4 Quasi- Elemental, Steam û 4 Thoul û 4

Chevall û 5 Dusanu û 5 Living Statue, Rock/ Ooze û 5 Quasi- Elemental,
Ash û 5 Quasi- Elemental, Mineral û 5 Quasi- Elemental, Radiance û 5

Elemental Beast, Air û 6 Elemental Beast, Earth û 6 Living Statue, Steel
û 6 Sabreclaw û 6

Elemental Beast, Fire û 7 Golem, Amber Quasi- Elemental, Vacuum û 7

Faedorne û 8 Gargoyle, Iron û 8

Fungoid û 9 Golem, Rock û 10 Gorgimera û 10

Demodand, Farastu (Tarry) û 11 Drolem û 12 Demodand, Kelubar (Slime) û 13
Odic û 14 Demodand, Shator (Shaggy) û 15 Magma Creeper û 15

7

Monster List Agarats By Spencer Cooley, Converted from AC9, Creature
Catalog ©1986 by TSR (p. 83) the_sigil@juno.com Medium Undead

Hit Dice: 6d12 (39 hp) Initiative: +3 (+ 3 Dex) Speed: 30 feet

AC: 17 (+ 3 Dex, +4 natural) Attacks: 2 Claws +4 melee, Bite +3 melee

Damage: Claws 1d4+ 1, Bite 1d6

Face/ Reach: 5 ft. x 5 ft./ 5 ft.

Special Attacks: Enervating Scream Special Qualities: Undead, Damage
Reduction 15/+ 1, Turn Resistance +1

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

Abilities: Str: 13, Dex: 17, Con: -, Int: 14, Wis: 15, Cha: 16

Skills: Climb +8, Jump +10, Listen +11, Move Silently +12, Search +11,
Spot +11.

Feats: Multiattack, Weapon Finesse (Bite) Climate/ Terrain: Any land or
underground

Organization: Solitary or pack (2- 5) Challenge Rating: 4

Treasure: † Standard

Alignment: Always chaotic evil

Advancement Range: 7- 8 HD (Medium- size); 9- 16 HD (Large); 17- 18
(Huge) Agarats are a form of undead human (or humanoid) creatures. They
strongly resemble ghouls and can only be distinguished from ghouls by
their blood- curdling scream and inability to paralyze victims. Agarats
frequently intermingle with ghoul packs. Because they lack the ability to
create spawn, it is thought that agarats exist only as deliberately
created creatures (by high- level necromancers or priests, or perhaps
cursed by the gods themselves). Their origin is as yet unknown.

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

Enervating Scream (Su): The scream of an agarat is piercing and can be
heard as much as a mile away. When the agarat screams, an enervation

effect is created in a 20 foot radius burst centered on the agarat. All creatures within the burst radius must make a successful Fortitude save (DC 16) or be affected as though by an enervation spell inflicting one negative level (not 1d4 negative levels) cast by a 4th- level sorcerer. The agarat can only use its Enervating Scream once every ten minutes, and negative levels from multiple screams (by the same or different agarats) do stack. Undead: Immune to mind- influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to

critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

8

Ant Lion

By Spencer Cooley, Converted from the Monster Manual II, ©1983 by TSR (p. 10) the_sigil@juno.com Large (Long) Vermin

Hit Dice: 8d8+ 24 (60 hp) Initiative: +0

Speed: 30 feet, Burrow 10 feet

AC: 17 (- 1 size, +8 natural) Attacks: Bite +11 melee

Damage: Bite 2d6+ 6

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

Special Attacks: Pit, Improved Grab

Special Qualities: Vermin

Saves: Fort: +9, Reflex: +2, Will: +3

Abilities: Str: 19, Dex: 11, Con: 16, Int: -, Wis: 12, Cha: 14

Skills: Hide +14*, Listen +6.

Climate/ Terrain: Desert, any area with loose soil

Organization: Solitary Challenge Rating: 5

Treasure: ¢ Standard

Alignment: Always neutral

Advancement Range: 9- 16 HD (Large); 17- 24 HD (Huge) Ant Lions are huge insects that inhabit areas of loose ground (sand, loose soil, or gravel), usually in the vicinity of giant ants and other large insects. Ant lions are patient hunters that build traps (see below) and wait for prey to stumble across them. They fill nearly the same niche among giant insects that normally- sized ant lions do among normally- sized insects. Though ant lions do not collect treasure, there is usually treasure in its lair,

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

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

escape the trap).

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

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

9

Brain Collector (Neh- Thalggu)

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (pp. 62- 63) the_ sigil@ junos. com Medium Aberration

Hit Dice: 10d8+ 20 (65 hp) Initiative: +5 (+ 1 Dex, +4 Improved Initiative)

Speed: 30 feet

AC: 18 (+ 1 Dex, +7 natural) Attacks: Bite +8 melee or Tentacle +4 melee

Damage: Bite 1d10+ 1, Tentacle 1d4+ 1

Face/ Reach: 5 ft. x 5 ft./ 5 ft.

Special Attacks: Spell use (see below) Special Qualities: none

Saves: Fort: +5, Reflex: +4, Will: +11

Abilities: Str: 13, Dex: 13, Con: 14, Int: 19, Wis: 15, Cha: 14

Skills: Craft (trapmaking) +17, Hide +11, Listen +4, Move Silently +11 Spellcraft +17, Spot +14. Feats: Alertness, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack Climate/ Terrain: Any land or underground

Organization: Always solitary

Challenge Rating: 4 (+ 1 for each brain already collected) Treasure: Standard

Alignment: Always chaotic evil

Advancement Range: Sorcerer (but see below) Brain Collectors, or Neh-Thalggu in their own language, are a race of wicked creatures that are only rarely encountered. They seem to form near sources of great magical energy where the fabric of time and space is twisted. They do not think like any known creature, but seem, for some purpose, to be driven to collect brains. Brain Collectors are truly hideous, with bloated, yellow-orange, oily, amorphous bodies from which sprout dozens of short writhing tentacles. They move about on six crab-like legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head.

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

sorcerer class (but does not gain additional hit points). A brain collector can collect up to 12 brains at any one time. It casts its spells in lieu of an attack, but their bizarre anatomy and ability to keep their tentacles in constant motion makes this an action that does not draw attacks of opportunity.

10

Chevall

Converted from the Creature Catalog © 1986 by TSR By Spencer Cooley, the_sigil@juno.com Large (Long) Fey Hit Dice: 8d6+ 32 (60 hp) Initiative: +1 (+ 1 Dex) Speed: 40 feet

AC: 15 (- 1 Size, +1 Dex , +5 natural) Attacks: Bite +7 melee or by weapon +7 melee

Damage: Bite 1d6+ 4, or by weapon +3

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

Special Attacks: Summon Horses Special Qualities: Damage Reduction 5/silver, Fey qualities, Speak with Horses, Command Horses Saves: Fort: +6, Reflex: +7, Will: +4

Abilities: Str: 16, Dex: 13, Con: 18, Int: 15, Wis: 15, Cha: 15

Skills: Hide +12, Knowledge (local wilderness) +11, Listen +10, Search +11, Spot +13, Wilderness Lore +13 Feats: Dodge, Expertise, Mobility, Run, Spring Attack Climate/ Terrain: Any forest or plains Organization: Solitary or herd (2- 4) Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

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

A chevall's chief concern is horses - it constantly inquires of domesticated horses whether they are being treated well. It also gains much information from such horses, and typically does not enter battle or otherwise interact with a group until it has gleaned as much information as possible from the horses. This makes the

chevall seem much more knowledgeable than it is, as it will often greet people by name and tell them of what they have done. It likes to look important, knowledgeable, and imposing in order to fool its opponents into overestimating it and doing its will without much trouble.

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

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

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

11

Command Horses (Su): A chevall can attempt to command any equine animal. Treat this attempt as though a

domination spell were being cast by a 9th-level sorcerer at the target. The Will DC save is 17 for this, and a creature that successfully saves is immune to further Command attempts by that particular chevall for 24 hours. Character Classes: A chevall's favored class is ranger. Most chevalls are druids or rangers, but fighters, rogues, and sorcerers are not unheard of. Most multiclassed chevalls are druid/ rangers or ranger/ sorcerers. Most leaders are rangers or druids.

12

Demodand, Farastu (Tarry)

By Spencer Cooley, Converted from the Monster Manual II ©1986 by TSR (p. 33) the_sigil@juno.com Large (Tall) Outsider Hit Dice: 11d8+ 44 (94 hp) Initiative: +7 (+ 3 Dex, +4 Improved Initiative)

Speed: 30 feet, fly 30 feet (poor) AC: 23 (- 1 Size, +3 Dex, +11 natural) Attacks: 2 Claws +14 melee, Bite +10 melee

Damage: Claws 1d6+ 4, Bite 2d6+ 2

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

Special Qualities: Tar Secretions, Darkvision 60 feet, Damage Resistance 15/+ 1, Spell Resistance 18, Acid and poison immunity, Fire and Cold resistance 20, Slippery Mind, Spell- like abilities, Summon Demodand

Saves: Fort: +11, Reflex: +10, Will: +8

Abilities: Str: 19, Dex: 16, Con: 18, Int: 11, Wis: 12, Cha: 16

Skills: Bluff +16, Listen +14, Move Silently +16, Search +14, Sense Motive +13, Spellcraft +10, Spot +14 Feats: Flyby Attack, Improved Initiative, Multiattack Climate/ Terrain: Any land or underground

Organization: Solitary, brood (2- 5), or wing (6- 12) Challenge Rating: 11

Treasure: Standard

Alignment: Usually chaotic evil or chaotic neutral

Advancement Range: 11- 16 HD (Large); 17- 32 HD (Huge); 33 HD (Colossal) The farastu, sometimes called the tarry demodand, is tall and slender. A farastu is a 7-foot tall humanoid with a head shaped somewhat like a fish; its scaly face has bulbous eyes, a huge maw, and tiny ears. The rest of its body is rough and scaly, with hands ending in wicked claws. The only parts of the farastu not usually coated in tar are its leathery, bat-like wings. They constantly excrete a thick, foul-smelling material that resembles tar in smell, appearance, and consistency. COMBAT Farastu prefer to make their initial attack from the air, preferably employing a surprise flyby attack. It will use its spell-like abilities to its greatest advantage, using them to confuse its victims. In melee, it attacks in a

reasonably intelligent fashion, using its flying ability to escape being cornered or flanked. It only summons another demodand when in dire need, as this leaves it beholden to the demodand summoned.

Tar Secretions (Ex): The secretions of a farastu are exceptionally sticky. When a farastu hits a creature or an unarmed attacker hits a farastu and fails a Reflex save (DC 15), the farastu can immediately attempt to grapple with the creature as a free action without drawing an attack of opportunity. An opponent successfully striking a farastu with a weapon must make a Reflex save (DC 15, weapon enhancement bonuses apply) or the weapon becomes stuck, requiring an opposed Strength roll each round to tear it free. Creatures attempting to pull their weapons free are considered flat-footed.

Slippery Mind (Su): A farastu is immune to all mind-affecting spells.

Spell-like Abilities (Sp): As though cast by an 11th-level sorcerer, DC 13+ spell level At will û detect good, detect invisibility, detect magic, daze, gaseous form.

3/ day û obscuring mist, enervation

2/ day û dispel magic Summon Demodand (Sp): Once per day, a farastu can attempt to summon 1- 2 fellow farastu demodands, with a 40% success chance. Just-summoned farastu cannot use this ability for one hour.

13

Demodand, Kelubar (Slime)

By Spencer Cooley, Converted from the Monster Manual II ©1986 by TSR (p. 34) the_sigil@juno.com Medium Outsider Hit Dice: 13d8+ 52 (111 hp) Initiative: +5 (+ 1 Dex, +4 Improved Initiative) Speed: 30 feet, fly 40 feet (poor) AC: 23 (+ 1 Dex, +12 natural) Attacks: 2 Claws +18 melee, Bite +13 melee Damage: Claws 1d8+ 5, Bite 1d8+ 2 Face/ Reach: 5 feet x 5 feet/ 5 feet Special Attacks: Acid Secretions, Slimy Embrace Special Qualities: Darkvision 90 feet, Damage Resistance 15/+ 2, Spell Resistance 19, Acid and poison immunity, Fire and Cold resistance 20, Slippery Mind, Spell-like abilities, Summon Demodand Saves: Fort: +14, Reflex: +9, Will: +9 Abilities: Str: 20, Dex: 12, Con: 18, Int: 14, Wis: 12, Cha: 16 Skills: Bluff +16, Hide +14, Knowledge (planes) +15, Listen +14, Move Silently +14, Search +14, Sense Motive +15, Spellcraft +15, Spot +14, Swim +18 Feats: Flyby Attack, Great Fortitude, Improved Initiative, Multiattack Climate/ Terrain: Any land or underground

Organization: Solitary, brood (2- 5), or wing (6- 10) Challenge Rating: 13 Treasure: Double Standard Alignment: Usually chaotic evil or chaotic neutral Advancement Range: 13- 16 HD (Medium- Size); 17- 24 HD (Large); 25- 32 HD (Huge); 33- 39 HD (Colossal) Known as the slime demodand, a kelubar is slightly shorter and stockier than a farastu. The kelubar's skin is a

deep black color, and tends to glisten due to its shiny skin secretions. A kelubar resembles an obese human with three digits on its clawed hands and feet. Its wings are nearly bat-like and its head is in a broad oval shape (i. e., longer side-to-side than top-to-bottom), with large eyes, a broad nose, and a wide mouth.

COMBAT Kelubar demodands are quite at home in the air. They prefer to make their first attack on the wing while invisible. They use their spell-like abilities to weaken and confuse prey, and then attack physically. They are loathe to use their summon demodand ability, as it leaves them beholden to the summoned demodand.

Acid Secretions (Ex): The secretions of a kelubar are strongly acidic. Any hit by a kelubar inflicts an additional 1d6 points of acid damage (Reflex save DC 20 for half). Any creature that grapples with a kelubar is affected automatically as though by the creature's slimy embrace attack.

Slimy Embrace (Ex): A kelubar that hits a single target with all three attacks in a single round has embraced the target, covering it with acidic slime. The slime inflicts 4d6 points of acid damage immediately (no save) and 2d6 points of acid damage the next round (Reflex save for half; DC 20) if not washed off with water (or some other liquid) first.

Slippery Mind (Su): A kelubar is immune to all mind-affecting spells. Spell-like Abilities (Sp): As though cast by an 13th-level sorcerer, DC 13+ spell level At will û detect good, detect invisibility, detect magic, daze, gaseous form, invisibility, tongues.

3/ day û dispel magic, enervation, obscuring mist Summon Demodand (Sp): Once per day, a kelubar can attempt to summon 1- 4 fellow kelubar demodands, with a 50% success chance. Just-summoned kelubar cannot use this ability for one hour.

14

Demodand, Shator (Shaggy)

By Spencer Cooley, Converted from the Monster Manual II ©1986 by TSR (p. 34) the_sigil@juno.com Medium Outsider Hit Dice: 15d8+ 75 (143 hp) Initiative: +5 (+ 1 Dex, +4 Improved Initiative)

Speed: 30 feet, fly 30 feet (poor) AC: 24 (+ 1 Dex, +13 natural) Attacks: 2 Claws +20 melee, Bite +15 melee; or weapon +20/+ 15/+ 10

Damage: Claws 1d8+ 5, Bite 1d8+ 2; or by weapon +5

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

Special Qualities: Darkvision 120 feet, Damage Resistance 25/+ 3, Acid and poison immunity, Fire and Cold resistance 20, Slippery Mind, Spell-like abilities, Spell Resistance 20, Summon Demodand

Saves: Fort: +16, Reflex: +10, Will: +10

Abilities: Str: 21, Dex: 12, Con: 20, Int: 17, Wis: 12, Cha: 16

Skills: Bluff +21, Hide +14, Knowledge (arcana) +16, Knowledge (planes) +16, Listen +25, Move Silently +19, Search +19, Sense Motive +19, Spellcraft +21, Spot +25 Feats: Flyby Attack, Great Fortitude, Improved Initiative, Multiattack Climate/ Terrain: Any land or underground

Organization: Solitary, brood (2- 5), or wing (6- 8) Challenge Rating: 15

Treasure: Double Standard

Alignment: Usually chaotic evil or chaotic neutral

Advancement Range: 16 HD (Medium- Size); 17- 24 HD (Large); 25- 32 HD (Huge); 33- 45 HD (Colossal) The outer plane of Tarterus is the home of the winged demodands. These hideous monsters are respected even by the mightiest demons and daemons (q. v.) as they are powerful, clever, and ruthlessly selfish. Their society is a feudal one, with barons holding sway over the masses of commoners. On the Prime Material plane, it is extraordinarily rare to encounter more than a single demodand, as they are usually summoned as guardians or executioners. Shators, or shaggy demodands, are the great lords of the demodands. It is the broadest and the shortest of the

demodands, and its hide hangs in overlapping patches much like a wrinkled dog's. Their huge heads are mostly mouth and somewhat resemble giant noseless bulldogs. COMBAT Shaggy demodands are somewhat uncomfortable in the air, though they will use their flying ability to their advantage. Capable of combat with weapons (unlike other demodands), they will use weapons if they feel they can gain an advantage by doing so. They are extremely intelligent combatants and schemers, and usually do

not try to fight to the death, using their flight, spells, and mass to cut out an escape route if none otherwise exists (though they are rarely without several escape plans). Slippery Mind (Su): A shator is immune to all mind- affecting spells.

Spell- like Abilities (Sp): As though cast by an 15 th -level sorcerer, DC 13+ spell level At will û detect good, detect invisibility, detect magic, daze, gaseous form, invisibility, tongues.

3/ day û dispel magic, enervation, obscuring mist 1/ day û cloudkill, suggestion, stinking cloud

Summon Demodand (Sp): Once per day, a shator can attempt to summon 1- 8 fellow shator demodands, with a 50% success chance. Just- summoned shator cannot use this ability for one hour.

Skills: Shator demodands receive a +6 racial bonus to Spot and Listen checks (included in above stats).

Drage, Brown

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com
Diminutive Dragon (Earth) Hit Dice: 1/ 2 d12 (3 hp) Initiative: +5 (+ 5
Dex) Speed: 10 feet, fly 20 feet (perfect) AC: 23 (+ 4 Size, +5 Dex , +4
natural) Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2- 3, Bite 1d2- 3

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

Special Attacks: Breath Weapon

Special Qualities: Immunity to Electricity Saves: Fort: +4, Reflex: +7,
Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3. Feats: Weapon Finesse (Claws) Climate/
Terrain: Any land or underground

Organization: Solitary or clutch (2- 7) Challenge Rating: 1

Treasure: ♢ Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2- 4 HD (Tiny); 5 HD (Small) A
drage (rhymes with "age") is among the tiniest forms of dragonkind known.
Dragons know of drages, but consider them to be far inferior cousins.
Drages are extremely rare, and are usually sought after by wizards,
scholars, and/ or nobility when discovered. They make fair pets, but the
drage's natural draconic tendencies mean that anyone keeping a drage as a
pet shouldn't be surprised to see it sleeping a lot and constantly
stealing small, shiny trinkets. It has been said that a drage combines
the worst qualities of a dragon and a

housecat into a creature twice the size of a gerbil. At roughly 14 inches
long from snout to the tip of their tails, and resembling lizards with
wings, drages are certainly a strange sight.

Brown drages tend to be a light tan or khaki color when born, with their
hides slowly darkening to near- black as they age. A typical drage lives
about 50 years. COMBAT Drages tend to avoid combat in the same way a
housecat would (if it could fly). When pressed into a corner, however, it
will attack viciously with its breath weapon and claws, trying not to
kill or harm, but to get away. When prowling and attacking other
creatures, the drage usually blasts the creature with its breath weapon
before trying to finish the creature off with its claws. Breath Weapon
(Su): The brown drage's breath weapon is a 5- foot line of electricity.
It does 1d3+ 1 points of acid damage (Reflex save vs. DC 11 for half) to
any creature caught in that area. The drage can use this breath

weapon once every 1d4+ 1 rounds.

Acid Immunity (Ex): A brown drage takes no damage from electricity- based attacks. Skills: Brown Drages have a +3 racial bonus to Hide checks (included in above statistics).

16

Drage, Orange

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com
Diminutive Dragon (Water) Hit Dice: 1/ 2 d12 (3 hp) Initiative: +5 (+ 5 Dex) Speed: 10 feet, fly 20 feet (perfect) AC: 23 (+ 4 Size, +5 Dex , +4 natural) Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2- 3, Bite 1d2- 3

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

Special Attacks: Breath Weapon

Special Qualities: Acid Immunity Saves: Fort: +4, Reflex: +7, Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3. Feats: Weapon Finesse (Claws) Climate/
Terrain: Any land or underground

Organization: Solitary or clutch (2- 7) Challenge Rating: 1

Treasure: † Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2- 4 HD (Tiny); 5 HD (Small) A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/ or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a

housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Orange drages tend to be a dark orange color when born, with their hides slowly gaining luster as they age until the creature looks similar to a copper dragon. A typical drage lives about 50 years. COMBAT Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner,

however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws. Breath Weapon (Su): The orange drage's breath weapon is a 5-foot line of acid. It does 1d3+ 1 points of acid

damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+ 1 rounds.

Acid Immunity (Ex): An orange drage takes no damage from acid-based attacks. Skills: Orange Drages have a +3 racial bonus to Hide checks (included in above statistics).

17

Drage, Purple

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com
Diminutive Dragon (Cold) Hit Dice: 1/ 2 d12 (3 hp) Initiative: +5 (+ 5 Dex) Speed: 10 feet, fly 20 feet (perfect) AC: 23 (+ 4 Size, +5 Dex, +4 natural) Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2- 3, Bite 1d2- 3

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

Special Attacks: Breath Weapon

Special Qualities: Cold Subtype

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

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3. Feats: Weapon Finesse (Claws) Climate/
Terrain: Any land or underground

Organization: Solitary or clutch (2- 7) Challenge Rating: 1

Treasure: ¢ Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2- 4 HD (Tiny); 5 HD (Small) A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/ or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a

housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Purple drages tend to be a light lavender color when born, with their hides slowly darkening to a rich, amethystlike color and luster as they age. A typical drage lives about 50 years. COMBAT Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner,

however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws. Breath Weapon (Su): The purple drage's breath weapon is a 5-foot line of frost and cold. It does 1d3+ 1 points of cold damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+ 1 rounds.

Cold Subtype (Ex): A purple drage takes no damage from cold-based attacks. Heat and fire-based attacks do double damage unless a saving throw is allowed, in which case the drage takes half damage on a successful save (double damage on a failed save). Skills: Brown Drages have a +3 racial bonus to Hide checks (included in above statistics).

18

Drage, Rainbow

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com
Diminutive Dragon (Air) Hit Dice: 1/ 2 d12 (3 hp) Initiative: +5 (+ 5 Dex) Speed: 10 feet, fly 20 feet (perfect) AC: 23 (+ 4 Size, +5 Dex, +4 natural) Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2- 3, Bite 1d2- 3

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

Special Attacks: Breath Weapon

Special Qualities: Immunity to Sonic attacks Saves: Fort: +4, Reflex: +7, Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3. Feats: Weapon Finesse (Claws) Climate/Terrain: Any land or underground

Organization: Solitary or clutch (2- 7) Challenge Rating: 1

Treasure: ¢ Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2- 4 HD (Tiny); 5 HD (Small) A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/ or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a

housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Rainbow drages mix all colors of the rainbow on their hides, which resemble the insides abalone shells at birth. Their hides slowly darken as they age, eventually reaching a rich luster not entirely unlike oil spilled across a puddle as they age. A typical drage lives about 50 years. COMBAT Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner,

however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws. Breath Weapon (Su): The rainbow drage's breath weapon is a 5- foot line of low-frequency sound. It does 1d3+ 1 points of sonic damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage

can use this breath weapon once every 1d4+ 1 rounds.

Immunity to Sonic Attacks (Ex): The rainbow drage takes no damage from sonic attacks. Skills: Rainbow Drages have a +3 racial bonus to Hide checks (included in above statistics).

19

Drage, Yellow

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com
Diminutive Dragon (Fire) Hit Dice: 1/ 2 d12 (3 hp) Initiative: +5 (+ 5 Dex) Speed: 10 feet, fly 20 feet (perfect) AC: 23 (+ 4 Size, +5 Dex , +4 natural) Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2- 3, Bite 1d2- 3

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

Special Attacks: Breath Weapon

Special Qualities: Fire Subtype

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

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3. Feats: Weapon Finesse (Claws) Climate/
Terrain: Any land or underground

Organization: Solitary or clutch (2- 7) Challenge Rating: 1

Treasure: ¢ Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2- 4 HD (Tiny); 5 HD (Small) A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/ or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a

housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Yellow drages tend to be a bright lemon- color when born, with their hides slowly gaining a burnished look similar to a gold dragon as the creature ages. A typical drage lives about 50 years. COMBAT Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws. Breath Weapon (Su): The yellow drage's breath weapon is a 5- foot line of flame. It does 1d3+ 1 points of fire damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath

weapon once every 1d4+ 1 rounds.

Fire Subtype (Ex): A yellow drage takes no damage from fire and heat-based attacks. Cold- based attacks do double damage, unless a saving throw is allowed, in which case the drage takes half damage if the save is successful and double damage if it is not.

Skills: Yellow Drages have a +3 racial bonus to Hide checks (included in above statistics).

20

Drake, Blast

Original submission © 2001 By Spencer Cooley, the_ sigil@ junos. com Small Dragon (Air) Hit Dice: 2d12+ 4 (17 hp) Initiative: +1 (+ 1 Dex) Speed: 20

feet, fly 60 feet (good) AC: 19 (+ 1 Size, +1 Dex, +7 natural) Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+ 2, claws 1d3+ 1, tail 1d3+ 1

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

Special Attacks: Shriek Special Qualities: Sonic Immunity Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Move Silently +5

Feats: Multiattack Climate/ Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2- 5), or brood (6- 10) Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 3 HD (Small); 4- 6 HD (Medium- size) Blast drakes are small, distant relatives of dragons. They resemble tiny green dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/ desires of their "master." COMBAT In combat, blast drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Shriek (Su): A blast drake's shriek takes the form of a 15 foot long cone of sonic force and can be used every 1d4+ 1 rounds. This attack does 2d6 points of sonic damage, with a Reflex Save (DC 13) allowed for half damage. The shriek can be heard at a great distance, but only those in the cone take damage. A silence spell cast on the drake prevents it from using its shriek, and a silence spell cast elsewhere stops the attack as though the outer radius of the spell were a wall of force. Sonic Immunity (Ex): Blast drakes are immune to sonic damage and all sound- based attacks.

21

Drake, Caustic

Original submission © 2001 By Spencer Cooley, the_sigil@juno.com Small Dragon (Water) Hit Dice: 2d12+ 4 (17 hp) Initiative: +1 (+ 1 Dex) Speed: 20 feet, fly 60 feet (good) AC: 19 (+ 1 Size, +1 Dex, +7 natural) Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+ 2, claws 1d3+ 1, tail 1d3+ 1

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

Special Attacks: Breath Weapon

Special Qualities: Acid Immunity Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Move Silently +5

Feats: Multiattack Climate/ Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2- 5), or brood (6- 10) Challenge Rating:
2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 3 HD (Small); 4- 6 HD (Medium- size) Caustic drakes are small, distant relatives of dragons. They resemble tiny black dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/ desires of their "master." COMBAT In combat, caustic drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A caustic drake's breath weapon is a 20 foot long line of acid and can be used every 1d4+ 1 rounds. This attack does 2d6 points of acid damage, with a Reflex Save (DC 13) allowed for half damage.

Acid Immunity (Ex): Caustic drakes are immune to acid.

22

Drake, Flame

Original submission © 2001 By Spencer Cooley, the_sigil@juno.com Small Dragon (Fire) Hit Dice: 2d12+ 4 (17 hp) Initiative: +1 (+ 1 Dex) Speed: 20 feet, fly 60 feet (good) AC: 19 (+ 1 Size, +1 Dex, +7 natural) Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+ 2, claws 1d3+ 1, tail 1d3+ 1

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

Special Attacks: Breath Weapon

Special Qualities: Fire Subtype

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Hide +4

Feats: Multiattack Climate/ Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2- 5), or brood (6- 10) Challenge Rating:
2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 3 HD (Small); 4- 6 HD (Medium- size) Flame drakes are small, distant relatives of dragons. They resemble tiny red dragons and are sometimes kept as pets by fire creatures, dragons. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/ desires of their "master." COMBAT In combat, flame drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A flame drake can belch forth a 15 foot long cone of fire every 1d4+ 1 rounds. This attack does 2d6 points of fire damage, with a Reflex Save (DC 13) allowed for half damage.

Fire Subtype (Ex): Flame drakes are immune to fire. They take double damage from all cold- based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage).

23

Drake, Force

Original submission © 2001 By Spencer Cooley, the_ sigil@ junos. com Small Dragon

Hit Dice: 2d12+ 4 (17 hp) Initiative: +1 (+ 1 Dex) Speed: 20 feet, fly 60 feet (good) AC: 19 (+ 1 Size, +1 Dex, +7 natural) Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+ 2, claws 1d3+ 1, tail 1d3+ 1

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

Special Attacks: Breath Weapon

Special Qualities: Force Absorption

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Move Silently +5

Feats: Multiattack Climate/ Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2- 5), or brood (6- 10) Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 3 HD (Small); 4- 6 HD (Medium- size) Force drakes are small, distant relatives of dragons. They resemble tiny purple dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/ desires of their "master." COMBAT In combat, force drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A force drake's shriek takes the form of a 15 foot long cone of glowing force and can be used every 1d4+ 1 rounds. This attack does 2d6 points of damage, with a Reflex Save (DC 13) allowed for half damage. Note that because this weapon is made of force, it can affect incorporeal creatures.

Force Absorption (Su): Force drakes absorb force- based attacks. Any force- based attack directed at the drake heals it instead of damaging it on a point- for- point basis. The creature cannot exceed its normal maximum hit points, though absorbing force that would heal it past its maximum hit points allows it to use its breath weapon again immediately (instead of waiting). Thus, a magic missile spell that would normally do 3

points of damage instead heals the drake of 3 points of damage. If the drake had only taken 2 points of damage, it would be fully healed and able to use its breath weapon on its next action, even if it had just used it the round prior and had rolled a 5 for the number of rounds it had to wait between breaths.

24

Drake, Frost

Original submission © 2001 By Spencer Cooley, the_sigil@juno.com Small Dragon (Cold) Hit Dice: 2d12+ 4 (17 hp) Initiative: +1 (+ 1 Dex) Speed: 20 feet, fly 60 feet (good) AC: 19 (+ 1 Size, +1 Dex, +7 natural) Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+ 2, claws 1d3+ 1, tail 1d3+ 1

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

Special Attacks: Breath Weapon

Special Qualities: Cold Subtype

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Spot +4

Feats: Multiattack Climate/ Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2- 5), or brood (6- 10) Challenge Rating:
2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 3 HD (Small); 4- 6 HD (Medium- size) Frost drakes are small, distant relatives of dragons. They resemble tiny white dragons and are sometimes kept as pets by cold creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/ desires of their "master."

COMBAT In combat, frost drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A frost drake's breath weapon is a 15 foot long cone of frost and can be used every 1d4+ 1 rounds. This attack does 2d6 points of cold damage, with a Reflex Save (DC 13) allowed for half damage.

Cold Subtype (Ex): Frost drakes are immune to cold. They take double damage from all fire- based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage).

25

Drake, Static

Original submission © 2001 By Spencer Cooley, the_sigil@juno.com Small Dragon (Earth) Hit Dice: 2d12+ 4 (17 hp) Initiative: +1 (+ 1 Dex) Speed: 20 feet, fly 60 feet (good) AC: 19 (+ 1 Size, +1 Dex, +7 natural) Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+ 2, claws 1d3+ 1, tail 1d3+ 1

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

Special Attacks: Breath Weapon

Special Qualities: Electrical Immunity Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Spot +4

Feats: Multiattack Climate/ Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2- 5), or brood (6- 10) Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 3 HD (Small); 4- 6 HD (Medium- size) Static drakes are small, distant relatives of dragons. They resemble tiny blue dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/ desires of their "master." COMBAT In combat, static drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A static drake's breath weapon is a 20 foot long line of lightning and can be used every 1d4+ 1 rounds. This attack does 2d6 points of electricity damage, with a Reflex Save (DC 13) allowed for half damage. Electrical Immunity (Ex): Static drakes are immune to electricity.

26

Drolem

By Spencer Cooley, Converted from D& D Companion Set ©1983 by TSR (p. 31) the_sigil@juno.com Huge (Long) Construct

Hit Dice: 20d10 (110 hp) Initiative: -3 (- 3 Dex)

Speed: 20 feet (can't run), fly 30 feet (poor) AC: 27 (- 2 Size, -3 Dex, +22 natural) Attacks: 2 Claws +22 melee, Bite +12 melee, Tail +12 melee

Damage: Claws 1d8+ 9, Bite 2d8+ 4, Tail 2d6+ 4

Face/ Reach: 10 ft. x 20 ft./ 10 ft.

Special Attacks: Breath Weapon

Special Qualities: Construct, Damage Reduction 20/+ 3, Spell Immunity, Fire and Cold Immunity, Perceive Invisible

Saves: Fort: +6, Reflex: +3, Will: +6

Abilities: Str: 28, Dex: 5, Con: -, Int: 3, Wis: 10, Cha: 14

Climate/ Terrain: Any Organization: Solitary Challenge Rating: 12

Treasure: Double Standard

Alignment: Always neutral

Advancement Range: 21- 30 HD (Huge); 31- 50 HD (Gargantuan); 51- 60 HD (Colossal) A drolem is a magical construct made to resemble a dragon. The drolem is extremely expensive to construct and is almost always used only to guard a special item, treasure, or area. The finished drolem may look exactly like another normal dragon, or may simply appear as a dragon skeleton. A drolem is only minimally intelligent - it has just enough intelligence to comprehend its masters orders. It will carry them out exactly, without attempting to twist them (it is not intelligent enough to try to twist them). Because of this excellent service and because they are not prone to go out of control, drolems are considered

preferable to other types of golems for extremely important work, justifying the extra cost involved in their creation. COMBAT A drolem in combat will fight as its master instructed it. This allows for some minor strategic tactics (e. g., feign sleep until a group comes within 20 feet and then use your breath weapon to catch them by surprise), but drolems usually fight in a straightforward manner and do not adjust well to changing combat conditions.

Breath Weapon (Su): A drolem is imbued with the ability to belch forth a 30 foot long cone of poisonous gas every 1d4+ 1 rounds. Resistance is made with a Fortitude save (DC 22, damage 3d6 temporary Con, secondary damage 1d6 temporary Con).

Spell Immunity (Su): A drolem is immune to spells of 4 th level and below.

Perceive Invisibility (Su): A drolem may perceive invisible creatures as though under the effects of a see invisible spell cast by a 10 th -level sorcerer. This is a continuous ability that the drolem cannot repress. Construct: Immune to mind- influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not

subject to critical hits.

27

Dusanu (Rot Fiend)

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (pp. 65- 66) the_ sigil@ junos. com Small Plant

Hit Dice: 4d8+ 12 (30 hp) Initiative: -1 (- 1 Dex)

Speed: 30 feet

AC: 17 (- 1 Dex, +8 natural) Attacks: 2 Claws +6 melee

Damage: Claws 1d6+ 3

Face/ Reach: 5 ft. x 5 ft./ 5 ft.

Special Attacks: Spore rot, Spore cloud

Special Qualities: Plant, Spongy body, spawn

Saves: Fort: +7, Reflex: +0, Will: +1

Abilities: Str: 16, Dex: 8, Con: 16, Int: 10, Wis: 11, Cha: 10

Skills: Move Silently +3, Spot +4
Climate/ Terrain: Temperate and warm forests or swamps, underground

Organization: Solitary Challenge Rating: 5

Treasure: 1/ 10 th coins, 50% items (see below) Alignment: Usually neutral evil

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) A dusanu is a gruesome, semi- intelligent plant that breeds by killing other creatures. A dusanu appears as a mold- encrusted skeleton with two glowing eyes, usually wearing the tattered remains of any clothing its victim might have been wearing. A dusanu is created when a creature infected with the dusanu's spores (see below) dies. Within a few hours, the creature's flesh is consumed and much of the bone structure is destroyed as well, leaving a spongy set of bones underneath the layer of mold that forms over the creature. The mold, slightly magical and rather strong, helps to animate the creature to move it about, allowing it to proliferate by spreading its spores about. When a dusanu is thus "born," it inherits all of the knowledge the dusanu from whose spores it sprang. This passing of knowledge makes a dusanu a dangerous opponent. A dusanu's size and Hit Dice are dependent upon the

creature that it was born from, and even larger specimens than those listed are not unheard of. A dusanu's treasure consists of those items the creature it spawned from was wearing - hence the treasure type of items and small amounts of coin. Items of an organic nature will have been destroyed by a dusanu or at least mostly eaten - coins might be found in a hole- filled, mold- covered pouch. All items carried by a dusanu will be inorganic and limited to what might be found on (or hanging from) the creature.

COMBAT A dusanu does have considerable intelligence, and prefers to attack victims in less- inhabited areas. A dusanu prefers to attack until it has hit two or three times (this increasing the likelihood of an infection), then retreat, hopefully evading its pursuers. It will use traps and cover of darkness to increase its likelihood of escape.

Spore Rot (Ex): When a dusanu's moldy claws hit an opponent in combat, the mold in that area spews spores, in an attempt to infect the creature's open wound. An opponent hit by a dusanu in combat must make a Fortitude save (DC 15) or be infected by Spore Rot. Spore Rot has an incubation period of 1 day; damage is 2d6 temporary Constitution.

Spore Cloud (Ex): A dusanu's moldy components constantly release spores, acting as a continuous spread in a 5 foot radius from its body. Those within the cloud must make a Fortitude save every round (DC 12) or become infected with Spore Rot (as above).

Spongy Body (Ex): Because a dusanu's body, including the bones of the original creature, has become spongy and yields when hit, bludgeoning weapons inflict only half normal damage to a dusanu.

28

Spawn (Su): A creature infected with Spore Rot will rise as a dusanu 1d8 hours after its death, harboring all of the memories and knowledge of the original dusanu. Casting a cure disease spell on the body within this time span will prevent this.

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

29

Elemental Beast, Air

By Spencer Cooley, Converted from the Dark Sun Monstrous Compendium II ©1995 by TSR (p. 38); the_sigil@juno.com Large (Tall) Elemental

Hit Dice: 8d8+ 16 (52 hp) Initiative: +8 (+ 4 Dex, +4 Improved Initiative)

Speed: fly 120 feet (perfect) AC: 21 (- 1 Size, +4 Dex, +8 natural)

Attacks: bite +9 melee

Damage: bite 2d6+ 1

Face/ Reach: 5 ft x 5 ft/ 10 ft Special Attacks: Whirlwind Grab, Rage

Special Qualities: Elemental, Air Mastery, Spell Vulnerability, Damage Reduction 10/+ 1

Saves: Fort: +4, Reflex: +10, Will: +2

Abilities: Str: 12, Dex: 18, Con: 14, Int: 3, Wis: 11, Cha: 12

Skills: Hide +9, Listen +5, Move Silently +9, Spot +5. Feats: Weapon Finesse (Bite), Improved Initiative

Climate/ Terrain: Any with large amounts of air Organization: Solitary Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 9- 16 HD (Large); 17- 24 HD (Huge) An air elemental beast is made of only the purest elemental material available. It is native to the Elemental Plane of Air where it is highly prized by djinni as a guardian beast and as a tracker and hunter. On its native plane, elemental beast is usually invisible. On the Prime plane, however, foreign material such as sand or silt can get caught up in the whirling winds and air currents that formulate the beast, causing it great pain and revealing its true form. The elemental beast is an enormous 8- foot head with wings attached at the back. Its wide mouth is filled with rows of pointed razor- sharp teeth. Its eyes shine with pain and malicious light. The turbulent winds that give the beast its form create a howling and whistling sound.

COMBAT In combat, the air elemental beast attacks with its powerful bite. It prefers to attack with surprise, using its natural ability to blend in with normal air to catch opponents off guard.

Whirlwind Grab (Ex): If the beast's attack roll is a natural 20, and its opponent is no larger than medium- sized, it seizes its opponent in its large mouth (consider the victim grappled). The next round, If the creature is landbased, the air beast lifts the being from the ground to a height of 50 feet and drops the victim (probably resulting in falling damage to the victim). If the victim flies, the air beast flies at its maximum speed directly at a solid object such as a rock or the ground. At the last minute, the air beast releases its victim and veers away. Its perfect maneuverability allows the beast to instantly change direction and avoid the collision itself. The victim takes 3d6 points of damage from the impact (Reflex save vs. DC 14 for half damage) unless it also has perfect maneuverability, in which case the victim can also stop itself instantly, avoiding the damage.

Rage (Ex): If the air elemental beast absorbs a large amount of foreign matter such as dust, sand, or dirt, it goes into a berserk fury. In this state, the beast gains +4 Strength, +4 Constitution, and +2 AC. For every round the elemental air beast is within 10 feet of a source of loose foreign matter, there is a 5% cumulative chance the beast absorbs enough material to send it into this berserk rage. This lasts for 1d8 rounds, after which the material has been ejected from its body.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

30

Spell Vulnerability: Certain spells have unusual effects on the elemental beast. A control weather spell cast at an elemental beast of air causes it 8d8 points of damage, but the creature gets a Will saving throw for half damage. A gust of wind spell cast at the air beast adds a +2 HD to the beast for 1d4 rounds and has a 50% chance of sending the creature into a berserk fury. Damage suffered during this period is first subtracted from the added HD, and all attacks made during this time gain a +2 morale bonus to hit.

Air Mastery (Ex): Airborne creatures suffer a $\times 1$ penalty to attack and damage rolls against an air elemental beast.

Skills: An air elemental beast gains a +5 bonus to Hide and Move Silently rolls when in an environment with clear air (i. e., not filled with rain, smog, dust, or other such debris), not included in the stats above.

31

Elemental Beast, Earth

By Spencer Cooley, Converted from the Dark Sun Monstrous Compendium II ©1995 by TSR (p. 39); the_sigil@juno.com Large (Long) Elemental

Hit Dice: 8d8+ 24 (60 hp) Initiative: +0

Speed: 30 feet, burrow 30 feet

AC: 17 (- 1 Size, +8 natural) Attacks: bite +9 melee, tail +5 melee

Damage: bite 2d6+ 4, tail 1d8+ 2

Face/ Reach: 5 ft x 10 ft/ 5 ft Special Attacks: Locking Bite, Stun, Double Damage Against Objects Special Qualities: Elemental, Spell Vulnerability, Tunnel through Stone, Weakness against other Elements, Damage Reduction 10/+ 1, Tremorsense

Saves: Fort: +9, Reflex: +2, Will: +2

Abilities: Str: 18, Dex: 10, Con: 16, Int: 3, Wis: 11, Cha: 12

Skills: Hide +9, Listen +5, Move Silently +5, Spot +9. Feats: Power Attack, Cleave

Climate/ Terrain: Any with large amounts of pure earth

Organization: Solitary Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 9- 16 HD (Large); 17- 24 HD (Huge) The elemental beast of earth is native to the Elemental Plane of Earth. An earth elemental beast is made solely of rock, minerals, clay, or dirt, all in their purest forms. There is no foreign or organic substance within the creature. An earth beast stands approximately 8 feet tall at the shoulders. It is a quadruped and vaguely resembles a reptile with an elongated tail. Its inordinately large mouth has rows of sharp teeth made from various rocks and minerals. A single ridge of spikes runs down the center of its back. The spikes cluster at end of the tail like a mornnigstar. It emits a growl that resembles the sound of an avalanche or

an earthquake. COMBAT The elemental beast of earth can move as swiftly and as easily through earth and rock as it does above ground.

Its favored attack method is to erupt from under the surface and surprise its victims. When attacking in this manner, the elemental beast gains a +8 circumstance bonus to its hide and move silently checks. Dwarves gain their Stonecunning bonus on this check. An earth elemental beast attacks using a powerful bite against an opponent, using its powerful tail slap against

others that might oppose it.

Locking Bite (Ex): To use this ability, the beast must score a critical hit with its bite attack and the victim must be no larger than medium-sized. A victim may make an opposed Strength check or an Escape Artist check (DC 18) to break free. The victim automatically receives 3d6 points of damage from the bite each round until he pulls free or the beast is killed.

Stun (Ex): A creature of medium size or smaller hit by the beast's tail attack must succeed at a Fortitude save (DC 18) or be stunned for 1d4 rounds.

32

Double Damage against Objects (Ex): If the beast makes a full attack against an object or structure, it deals double damage.

Burrow (Ex): A beast can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing beast flings the beast back 30

feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Spell Vulnerability: If the creature is levitated or flying, it panics, suffering a $\times 4$ penalty to all attack and damage rolls. It will attempt to reach the ground by any means. An earthquake spell causes 8d8 points of damage to the elemental, but only if the creature is touched by the caster. A rock to mud spell slows the earth

beast to half movement both above and below ground, reducing it to one partial action per round because of sluggishness. Weakness against other Elements (Ex): An earth elemental beast cannot travel through water. All attacks made by the earth elemental beast against airborne or waterborne creatures are made at -2 and all damage is reduced by 1 hp per die (to a minimum of 1 point of damage per die).

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

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

33

Elemental Beast, Fire

By Spencer Cooley, Converted from the Dark Sun Monstrous Compendium II ©1995 by TSR (p. 40) the_sigil@juno.com Large (Long) Elemental (Fire) Hit Dice: 8d8+ 16 (52 hp) Initiative: +6 (+ 2 Dex, +4 Improved Initiative)

Speed: 60 feet

AC: 19 (- 1 Size, +2 Dex, +8 natural) Attacks: 2 Claws +8 melee, Bite +4 melee

Damage: Claws 1d6+ 3, Bite 1d8+ 1

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

Special Attacks: Breath Weapon, Pounce, Burn Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+ 1, Rage

Saves: Fort: +4, Reflex: +8, Will: +3

Abilities: Str: 16, Dex: 14, Con: 15, Int: 2, Wis: 12, Cha: 12

Skills: Listen +7, Move Silently +8, Spot +7 Feats: Improved Initiative, Multiattack Climate/ Terrain: Any land or underground

Organization: Solitary Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement Range: 9- 16 HD (Large); 17- 24 HD (Huge) A fire elemental beast is large four- legged creature made from pure fire. It can be summoned to any dry area, but requires a small flame to give the beast a starting point from which it can collect the heat from the surrounding area to generate its flaming body. Their speed occasionally causes less- experienced opponents to believe that the huge, quick- moving flame is a fireball.

The fire beast resembles a large, catlike beast with extremely broad shoulders. Fire dances and flickers throughout its body, giving the appearance of rippling muscles beneath a fiery orange coat. A mane of pure fire surrounds its head and its eyes are black voids that look like empty sockets. Flames lick out from its formless, ever- changing face, but there is the consistent appearance of large fiery teeth. The fire beast's bellow sounds like the roar of a hundred bonfires. Fire elemental

beasts are noted for foul tempers and destructive habits. They are ornery, brutal, and generally unpleasant company. COMBAT In combat, a fire elemental beast tries to cause as much havoc as possible. It uses its breath weapon as often as it can in order to set objects (and opponents) ablaze. It prefers to pounce upon its opponents, then breathe fire into the center of a group. Fire elemental beasts prefer close- in fighting, where their fiery bodies can cause more harm to opponents. Breath Weapon (Ex): A fire elemental beast can breathe a 30 foot long cone of fire every 1d4 rounds. This does 2d8 points of fire damage to those caught within its blast area (Reflex Save DC 16 for half damage). Flammable items that fail this Reflex save catch fire.

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

Burn (Ex): A hit from a fire elemental beast's claw or bite attacks inflicts 1d4 points of fire damage due to the hot flames that make up its body. Any creature grappling (or attempting to grapple) the beast takes 2d4 points of fire damage from the flame and heat.

34

Rage (Ex): A fire elemental beast hit with fire has a 25% chance of flying into a berserk rage on its next turn as the fire in its body is made impure. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

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

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

35

Elemental Beast, Water

By Spencer Cooley, Converted from the Dark Sun Monstrous Compendium II ©1995 by TSR (p. 41) the_sigil@juno.com Tiny Elemental (Water) Hit Dice: 1d8+ 3 (7 hp) Initiative: +3 (+ 3 Dex) Speed: 15 feet, Swim 60 feet, fly 60 feet (poor) AC: 21 (+ 2 Size, +3 Dex, +6 natural) Attacks: Bite +2 melee

Damage: Bite 1d4

Face/ Reach: 2 ½ feet x 2 ½ feet/ 0 feet

Special Attacks: Swarm Attack, Shared Essence, Choke

Special Qualities: Elemental, Damage Resistance 10/+ 1, Water Breathing

Saves: Fort: +3, Reflex: +5, Will: +0

Abilities: Str: 10, Dex: 16, Con: 16, Int: 2, Wis: 10, Cha: 11

Skills: Move Silently +7 Climate/ Terrain: Any large body of water
Organization: School (8- 24) Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement Range: none Water elemental beasts are always summoned in schools of 8 to 24. The water elemental beast looks like a misshapen pike or piranha with an oversized mouth filled with sharp teeth. They range in size from 9 to 12 inches and have small, membranous wings with which they can fly but which fold flat along their bodies when not in use.

COMBAT Water elemental beasts attack as a school in combat. If opponents are approaching the water wherein they reside, they will wait for the opponent to blunder into the water before attacking. If the opponent seems loathe to enter the water, or if an individual in the water attempts to flee, they launch themselves through the air to begin flight and attack while in flight. Much like piranha, once they have wounded a given individual, all of them will concentrate their attacks on that individual until either he is out of range or dead (or the school is killed).

Swarm Attack (Ex): Attacking in concert allows the water elemental beast to flank an opponent as long as at least 2 beasts share the square with the opponent.

Shared Essence (Su): When targeted by an area attack, the school takes damage in the following manner: damage and Saving Throws should be calculated as though the school were a single creature, then spread evenly over all individuals in the area affected. For example, if four beasts are caught in a fireball that inflicted 14 points of damage, each beast would take only 3 or 4 points of damage instead (less on a successful saving throw). Water elemental beasts gain a cumulative +1 racial bonus for each 4 beasts in a school (round down).

Choke (Ex): On a critical hit, an elemental beast manages to land in its opponent's mouth. The creature may make an Escape Artist check (DC 11) each round to spit the elemental beast out. While a beast is in a creature's mouth, that creature is considered to be drowning. The beast only emerges voluntarily after the victim dies.

Water Breathing: A water elemental beast drowns in air. This makes them loathe to remain in the air for very long (they leave water airborne to fly and attack, but immediately try to return to water if possible).

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

Faedorne

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (pp. 23- 24) the_sigil@juno.com Medium Fey Hit Dice: 9d6+ 9 (40 hp)
Initiative: +1 (+ 1 Dex) Speed: 30 feet

AC: 14 (+ 1 Dex, +3 natural) Attacks: masterwork dagger +6 melee

Damage: dagger 1d4+ 1

Face/ Reach: 5 ft. x 5 ft./ 5 ft.

Special Attacks: Spell use (see below), Spell- like abilities Special Qualities: Fey abilities, Cloudwalk Saves: Fort: +4, Reflex: +7, Will: +8

Abilities: Str: 10, Dex: 13, Con: 12, Int: 14, Wis: 14, Cha: 19

Skills: Handle Animal +14, Knowledge (History) +12, Listen +12, Scry +12, Spellcraft +12, Spot +12 Feats: Dodge, Silent Spell, Spell Focus (Illusion), Still Spell, Weapon Finesse (dagger) Climate/ Terrain: Clouds Organization: Always solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Neutral Good

Advancement Range: 10- 11 HD (Medium) Faedornae are female creatures of great beauty. They are cloud spirits that live on clouds as though they were islands. These islands are only visible at night, and are indistinguishable from other points of light (or stars) in the night skies. To the few creatures who have traveled there and returned, these islands are known as Shining Isles. Faedornae enjoy visiting creatures, especially otherwise mundane animals, that, in the eyes of the faedornae, have made their mark for great bravery. Faedornae embody many elvish ideals but rarely make their presence known, even to elves. They prefer to

guide subtly rather than to interfere directly in elven affairs. However, they have been known to favor certain elves and provide them with aid in times of danger.

COMBAT Faedorne shun physical combat, seeking to use spells to calm aggressive intruders. Faedorne are reluctant to leave their Shining Isles and would only do so in the direst emergency. If at all possible, a faedorne will use her spells and illusion abilities to encourage (or trick) an attacker to leave.

Cloudwalk (Su): As a cloud spirit, a faedorne can walk on clouds or any other sort of visible water vapor as though it were solid ground. If she

so wishes, she may step anywhere in the cloud (i. e., climbing through a cloud as though it were steps), treating parts she chooses as normal ground and other parts as intangible.

Spell- like abilities (Sp): Faedornae are mistresses of illusion, able to create illusions equivalent to a

phantasmal force spell as a free action and at will. Illusion spells cast by faedornae while on a Shining Isle have their save DC increased by 5. Three times a day, a faedorne is able to use clairvoyance (as an 8 th level sorcerer) to view the land below her Shining Isle.

Spell Use (Sp): In addition to the spell- like abilities listed above, a faedorne casts spells as an 8 th -level sorcerer, tending to favor illusion spells over other spell types.

37

Fundamental, Air

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_sigil@juno.com Small Elemental (Air) Hit Dice: 1d8 (4 hp) Initiative: +3 (+ 3 Dex) Speed: fly 60 feet (perfect) AC: 17 (+ 1 Size, +3 Dex, +3 natural) Attacks: Slam +0 melee

Damage: 1d4

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

Special Qualities: Elemental, Darkvision 60 ft.

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

Abilities: Str 10, Dex 17, Con 10, Int 2, Wis 11, Cha 11

Skills: Listen +3, Spot +1

Climate/ Terrain: Any outdoor Organization: Solitary or Pack (2- 20)
Challenge Rating: ½

Treasure: Standard

Alignment: Usually Neutral

Advancement Range: 2- 3 HD (Small) Fundamentals are the simplest creatures of the elemental planes. An air fundamental viewed in its natural form resembles a two- foot long slug with no eyestalks but wings in shape. Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered lesser beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane. COMBAT Rogue fundamentals are akin to animals in their attacks - they attack in a straightforward manner and tend to

flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

38

Fundamental, Earth

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_sigil@juno.com Small Elemental (Earth) Hit Dice: 1d8+ 3 (7 hp) Initiative: +0

Speed: fly 30 feet (poor) AC: 16 (+ 1 Size, +5 natural) Attacks: Slam +3 melee

Damage: 1d4+ 3

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

Special Qualities: Elemental, Darkvision 60 ft.

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

Abilities: Str 17, Dex 10, Con 17, Int 2, Wis 10, Cha 10

Skills: Listen +4

Climate/ Terrain: Any hills, mountains, or where summoned

Organization: Solitary or Pack (2- 20) Challenge Rating: ½

Treasure: Standard

Alignment: Usually Neutral

Advancement Range: 2- 3 HD (Small) Fundamentals are the simplest creatures of the elemental planes. A fundamental viewed in its natural form resembles a two-foot long slug with no eyestalks but wings in shape. Earth fundamentals appear as flying batlike creatures made of rock moving with a liquid-looking motion. Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered lesser beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane. COMBAT Rogue fundamentals are akin to animals in their attacks - they attack in a straightforward manner and tend to

flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

39

Fundamental, Fire

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_sigil@juno.com Small Elemental (Fire) Hit Dice: 1d8+ 1 (5 hp) Initiative: +2 (+ 2 Dex) Speed: fly 60 feet (good) AC: 15 (+ 1 Size, +2 Dex, +2 natural) Attacks: Slam +1 melee

Damage: 1d4+ 1

Face/ Reach: 5 ft x 5 ft/ 5 ft Special Attacks: Burn Special Qualities: Elemental, Darkvision 60 ft.

Saves: Fort: +1, Reflex: +4, Will: +0

Abilities: Str 12, Dex 14, Con 12, Int 2, Wis 11, Cha 10

Skills: Spot +4

Climate/ Terrain: Any outdoor Organization: Solitary or Pack (2- 20) Challenge Rating: ½

Treasure: Standard

Alignment: Usually Neutral

Advancement Range: 2- 3 HD (Small) Fundamentals are the simplest creatures of the elemental planes. A fundamental viewed in its natural form resembles a two-foot long slug with no eyestalks but wings in shape. A fire fundamental usually appears similar to a flapping sheet of flame. Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered lesser beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane. COMBAT Rogue fundamentals are akin to animals in their attacks - they attack in a straightforward manner and tend to

flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Burn (Ex): As a being made entirely of flame, the fire elemental will ignite any combustible material it hits unless the material succeeds at a

Reflex save (DC 11). Ignited creatures or materials suffer 1d4 points of fire damage each round until the flame is extinguished. A creature may forgo attacks for one round to put the flame out automatically.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

40

Fundamental, Water

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_sigil@juno.com Small Elemental (Water) Hit Dice: 1d8+ 1 (5 hp) Initiative: +1 (+ 1 Dex) Speed: fly 30 feet (poor) AC: 14 (+ 1 Size, +1 Dex, +2 natural) Attacks: Slam +2 melee

Damage: 1d4+ 2

Face/ Reach: 5 ft x 5 ft/ 5 ft Special Qualities: Amorphous Form, Elemental, Darkvision 60 ft.

Saves: Fort: +3, Reflex: +1, Will: +0

Abilities: Str 14, Dex 12, Con 12, Int 2, Wis 10, Cha 10

Skills: Listen +2, Spot +2

Climate/ Terrain: Any outdoor Organization: Solitary or Pack (2- 20) Challenge Rating: †

Treasure: Standard

Alignment: Usually Neutral

Advancement Range: 2- 3 HD (Small) Fundamentals are the simplest creatures of the elemental planes. A fundamental viewed in its natural form resembles a two-foot long slug with no eyestalks but wings in shape. Fundamentals are to elementals as dogs or cats are to humans; they are slightly intelligent and can perform simple tasks, but are usually considered lesser beings. They are rampant on the elemental planes, and gateways to the elemental planes usually allow the entry of many fundamentals into the prime plane. COMBAT Rogue fundamentals are akin to animals in their attacks — they attack in a straightforward manner and tend to

flee when hurt. Fundamentals controlled by a master (a spellcaster or another more powerful elemental of the same type) are simple servants that will fight to the death if so commanded.

Amorphous Form (Ex): As a being made entirely of water, the water fundamental takes half damage from slashing or piercing weapons, as they do not do much damage to its watery form.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

41

Fungoid

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 66) the_sigil@juno.com Large (Tall) Plant

Hit Dice: 10d8+ 70 (115 hp) Initiative: -2 (- 2 Dex)

Speed: 30 feet

AC: 19 (- 2 Dex, +11 natural) Attacks: 2 slams +12 melee

Damage: Slam 2d6+ 7

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

Special Qualities: Plant, Spongy body, cold immunity, fire vulnerability
Saves: Fort: +7, Reflex: +1, Will: +3

Abilities: Str: 21, Dex: 6, Con: 24, Int: 6, Wis: 10, Cha: 10

Skills: Listen +4, Spot +4 Climate/ Terrain: Temperate and warm forests or swamps, underground

Organization: Solitary Challenge Rating: 9

Treasure: 1/ 4 Standard

Alignment: Always neutral

Advancement Range: 11- 15 HD (Large); 16- 30 HD (Huge) A fungoid is an ogre- sized humanoid creature made of fungus with soft, puffy- white skin and vaguely human facial features. A fungoid is a barely intelligent fungus that is able to move and sense its surroundings. Fungoids are often encountered near patches or rings of mushrooms of the sort frequented by pixies and other sprites, and may be a creation of sprite magics, though other legends attribute their creation to abandoned battlefields or unavenged murders. COMBAT Although powerful, a fungoid is quite slow in combat. It attempts to pummel its opponents with its massive fists, using little strategy or other tactics. The flabby flesh of a fungoid gives easily, and chunks sometimes tear off on

an opponent's armor (this causes no real damage to the fungoid, but is an excellent device for spooking players).

Spongy Body (Ex): Because a fungoid's body is spongy and yields when hit, bludgeoning weapons inflict only half normal damage.

Cold Immunity (Ex): Made of hardy strain fungus that is accustomed to extreme weather conditions, a fungoid takes no damage from cold-based attacks. Fire Vulnerability (Ex): A fungoid takes double damage from fire-based attacks, except where those attacks allow a saving throw. If the fungoid makes its saving throw, it takes half damage from the attack.

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

42

Gargoyle, Iron

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 24) the_sigil@juno.com Huge (Tall) Construct

Hit Dice: 16d10 (88 hp) Initiative: +0

Speed: 50 ft (can't run), fly 20 ft (poor) AC: 22 (-2 Size, +14 natural)
Attacks: 2 Claws +21 melee, Bite +16 melee, Horn +16 melee; or Tail +21 melee

Damage: Claws 1d10+9, Bite 2d8+4, Horn 2d6+4, Tail 1d10+9 and stun

Face/ Reach: 10 ft. x 5 ft./ 10 ft. (tail 15 ft.)

Special Attacks: Breath Weapon, crush

Special Qualities: Construct, fire and heat immunity, damage reduction 30/+2, darkvision 60 feet

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

Abilities: Str: 29, Dex: 10, Con: -, Int: -, Wis: 11, Cha: 1

Climate/ Terrain: Any land or underground

Organization: Solitary or pair (2) Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement Range: 17-24 HD (Huge); 25-48 HD (Gargantuan) Except in size (it is 15 feet tall), an iron gargoyle resembles a normal gargoyle covered with iron scales and with numerous spikes protruding from its body. Its eyes gleam with a malignant red glow, and in dim lighting conditions, flames are visible licking around the edges of its mouth.

An iron gargoyle is a construct that requires materials from the elemental planes of earth and fire during its creation, making it very expensive and difficult to manufacture (and hence very rare). Because of this material makeup, it does not have rust vulnerability as does an Iron

Golem (q. v.). COMBAT An iron gargoyle can fly, but does not fight particularly well when airborne. When possible, it will attempt to fly a

short distance and then use its Crush attack (see below) against an opponent by landing on it. If forced to fight an airborne opponent, the iron gargoyle uses its breath weapon and tail, trying to force its airborne opponent into a crash landing due to being stunned.

Breath Weapon (Ex): The iron gargoyle can breathe fire in cone 30 feet long, inflicting 3d10 points of fire damage, with a successful Reflex Save (DC 18) halving the damage. The gargoyle can use its breath weapon every 1d4+ 1 rounds.

Crush (Ex): An iron gargoyle may attempt to land on an opponent when airborne. Crush attacks are effective only against creatures of Medium size or smaller. Creatures in the affected area (the 10 foot by 5 foot area which fits under the gargoyle's body) must succeed at a Reflex save (DC 18) or be pinned, automatically taking 2d10+ 13 points of bludgeoning damage during the next round unless the gargoyle moves off them. If the gargoyle chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they don't escape. An iron gargoyle may not use other attacks when attempting a crush.

Stun (Ex): Any creature hit by the iron gargoyle's tail attack must make a successful Fortitude save (DC 10 plus damage done by the tail attack) or become stunned (q. v.) for 1- 3 rounds.

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

43

Golem, Amber

Converted from Expert Rulebook © 1983 TSR, by Spencer Cooley, the_ sigil@juno. com Large (Long) Construct

Hit Dice: 10d10 (55 hp) Initiative: +3 (+ 3 Dex) Speed: 40 feet (can't run) AC: 16 (- 1 Size, +3 Dex, +4 natural) Attacks: 2 claws +11 melee, bite +3 melee

Damage: claws 1d8+ 5, bite 2d6+ 2

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

Special Attacks: Pounce, Improved Grab, Rake Special Qualities: Construct, Damage Reduction 15/+ 1, See Invisibility, Scent

Saves: Fort: +3, Reflex: +6, Will: +4

Abilities: Str: 21, Dex: 17, Con: -, Int: 2, Wis: 12, Cha: 10

Climate/ Terrain: Any Organization: Solitary or pride (2- 4) Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement Range: 11- 16 HD (Large); 17- 24 HD (Huge); 25- 30 HD (Gargantuan) Amber golems are crafted in the form of great cats or enormous dogs. Their semi- translucent bodies are usually expertly sculpted and when in repose, they are quite beautiful. COMBAT In battle, it leaps upon its opponents, slashing with its terrible claws and biting with the wickedly sharp slivers of amber that form its teeth.

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

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

Rake (Ex): A golem that gets a hold can make two rake attacks (+ 11 melee) with its hind legs for 1d4+ 5 damage. If the golem pounces its opponent, it can also rake.

See Invisibility (Su): The amber golem is considered to have the see invisibility spell as though cast by a 10 th level sorcerer operating at all times. If this is dispelled, it may reinstate it as a free action the following round.

44

Golem, Bone

By Spencer Cooley, Converted from D& D Expert Rulebook ©1983 by TSR (p.) the_ sigil@ juno. com Medium Construct

Hit Dice: 5d10 (28 hp) Initiative: +2 (+ 2 Dex) Speed: 30 feet (can't run) AC: 17 (+ 2 Dex, +5 natural) Attacks: 4 claws +7 melee; or up to 4 weapons +7 melee

Damage: Claws 1d4+ 4; by weapon

Face/ Reach: 5 feet x 5 feet/ 5 feet (or by weapon) Special Qualities: Construct, Damage Reduction 15/+ 2, Immunities Saves: Fort: +1, Reflex: +3, Will: +1

Abilities: Str: 18, Dex: 14, Con: -, Int: -, Wis: 11, Cha: 11

Climate/ Terrain: Any land

Organization: Solitary or pair Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement Range: 6- 8 HD (Medium- size); 9- 15 HD (Large) Often mistaken for skeletons, bone golems are formed of the bones of any number of creatures. A bone golem is created with four arms and its eye sockets glow with a dull red light. It is these feature that allow most adventurers to distinguish them from skeletons. Bone golems, like most other forms of golem, are created from raw materials and given life through a secret (and expensive) magical process. Bone golems are usually created from the skeletons of two or more humans, though larger creatures can be used. A bone golem stands about 7 feet tall and has four arms. Its joints are usually bound with cloth to hold the bones together when first created, though once the golem has been animated, the binding is no longer necessary. They follow their creators' simple instructions (up to 24 words) to the best of their ability. COMBAT Bone golems are very strong and somewhat dexterous. They are able to wield up to four weapons simultaneously (sometimes they will use a shield in one arm; this replaces one of the weapons). They suffer no

penalties for off- hand use or two- weapon fighting and each weapon gains the golem's full Strength bonus. Alternatively, they may use two of their four arms to wield a two- handed weapon (meaning they can conceivably use two two- handed weapons). Typical weapon sets used by the golem include four scimitars, two greatswords, and a halbard, rapier, and shield (giving the creature reach attacks). Missile weapons are generally not used as the golem's limited intelligence causes difficulty in instructing the golem to reload them, though whips and thrown weapons are sometimes used. A golem using a two- handed melee weapon gains a +2 bonus to hit and damage with that weapon because of its Strength.

A golem will engage in combat according to the instructions of its creator. Most often they are used as guardians, attacking all creatures in an area except the creator and those he designates. Usually their instructions in such a circumstance are: "attack all creatures within the area or that are attacking you. Once you are no longer in combat, return here."

Immunities (Ex): Bone golems are immune to cold. They take half damage from slashing and piercing attacks; apply this halving before considering the effects of Damage Reduction.

45

Golem, Rock

Converted from Expert Rulebook © 1983 TSR, by Spencer Cooley, the_ sigil@juno. com Huge (Tall) Construct

Hit Dice: 16d10 (88 hp) Initiative: +1 (+ 1 Dex) Speed: 20 feet (canÆt run) AC: 21 (- 2 Size, +1 Dex, +12 natural) Attacks: 2 slams +20 melee

Damage: slams 2d6+ 10

Face/ Reach: 10 feet x 10 feet/ 15 feet

Special Qualities: Construct, Damage Reduction 15/+ 2, Bend Weapons, Fire, Cold, and Electrical Immunity Saves: Fort: +5, Reflex: +6, Will: +6

Abilities: Str: 24, Dex: 12, Con: -, Int: 2, Wis: 12, Cha: 11

Climate/ Terrain: Any Organization: Solitary or pair (2) Challenge Rating: 10

Treasure: Standard

Alignment: Always neutral

Advancement Range: 17- 24 HD (Huge); 25- 40 HD (Gargantuan); 41- 48 HD (Colossal) The constructs usually resemble irregular rock formations until activated. When activated, they appear as vaguely humanoid rock structures. Some specimens have been carved into humanoid forms, though. COMBAT Rock golems tirelessly use their slam attacks in an attempt to bludgeon foes into submission.

Bend Weapon (Ex): The Rock golem's hide is so tough that most weapons are ruined when striking it. Bludgeoning weapons function normally against the creature. Slashing or piercing weapons (even magical ones) striking a rock golem will be bent, snapped, dulled, or otherwise rendered useless unless the wielder succeeds at a successful Reflex save (DC 18, a weapon's magical enhancement bonuses apply to this save).

46

Golem, Wood By Spencer Cooley, Converted from D& D Expert Rulebook ©1983 by TSR, the_sigil@juno.com Small Construct

Hit Dice: 3d10 (17 hp) Initiative: +1 (+ 1 Dex) Speed: 20 feet (can't run) AC: 15 (+ 1 Size, +1 Dex, +3 natural) Attacks: slam +7 melee

Damage: slam 1d4+ 4

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

Special Qualities: Construct, Damage Reduction 10/+ 1, Fire Vulnerability, Immunities Saves: Fort: +1, Reflex: +2, Will: +1

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

Climate/ Terrain: Any land

Organization: Solitary or pair Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement Range: 4 HD (Small); 5- 8 HD (Medium- size); 9 HD (Large)
Wood golems are small constructs shaped in roughly human form. They stand about 2 feet tall and look to be made of several pieces of wood joined together and resembling a crude doll. They move stiffly and awkwardly but are surprisingly strong. COMBAT Wood golems are incapable of strategy or complex planning. They can follow instructions of up to twelve words in length by their creator, and they will typically simply attack anything that enters a given area, not stopping until

the creature is dead.

Fire Vulnerability (Ex): Wood golems take double damage from all fire-based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage). Additionally, fire attacks are not subject to the creature's Damage Resistance.

Immunities (Ex): Wood golems are immune to cold and take half damage from acid. Wood golems take no damage from piercing attacks. Magical piercing weapons that inflict energy damage in addition to normal damage (such as shocking burst weapons) still do energy damage but do no normal damage.

47

Gorgimera

By Spencer Cooley, Converted from the Monster Manual II ©1983 by TSR (p. 70) the_ sigil@ junoo. com Large (Long) Magical Beast

Hit Dice: 11d10+ 33 (93 hp) Initiative: +1 (+ 1 Dex) Speed: 30 feet, fly 50 ft. (poor) AC: 19 (- 1 Size, +1 Dex, +9 natural) Attacks: Bite +16 melee, bite +11 melee, gore +11 melee, 2 claws +11 melee

Damage: Bite 2d6+ 5, bite 1d8+ 2, gore 1d8+ 2, claw 1d6+ 2

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

Special Attacks: Breath Weapons Special Qualities: Scent

Saves: Fort: +10, Reflex: +8, Will: +4

Abilities: Str: 20, Dex: 13, Con: 17, Int: 4, Wis: 13, Cha: 9

Skills: Hide +4, Listen +9, Spot +9

Feats: Alertness, Multiattack Climate/ Terrain: Any land and underground

Organization: Solitary, or pride (2- 4) Challenge Rating: 10

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: 12- 13 HD (Large); 14- 32 HD (Huge); 33 HD (Gargantuan) A gorgimera is closely related to a chimera (see p. 35 of the Monster Manual) but in the place of a goat's head and body, the gorgimera possesses the head and body of a gorgon. A gorgimera is a beast even more rare than a chimera - a good thing, because they are far more deadly. The gorgimera is obnoxious, cantankerous, and generally nasty. Though it can speak Draconic, it rarely does so - gorgimeras are of lower intelligence than chimeras and have a much-inflated self-opinion, feeling that nothing is more powerful than they are, meaning that unlike chimeras, they are almost never found toadying to others - when they are, it is only because it has been emphatically demonstrated that the "master" is far superior to the

gorgimera. COMBAT Much like a chimera, a gorgimera's preferred mode of attack is surprise, preferably using either an aerial assault

or by concealing itself. Packs of gorgimeras (extremely rare) will attack in concert, using wolf-pack tactics of hit-and-run to weaken a foe. The gorgon head usually gores its opponents, saving its breath weapon for particularly stubborn foes (the gorgimera usually fights to obtain food and cannot eat a foe turned to stone by its breath weapon). The dragon head, on the other hand, breathes frequently instead of biting.

Breath Weapon (Su): The dragon head of a gorgimera breathes a weapon in keeping with its dragon type and color. See p. 35 of the Monster Manual for full details on the dragon head's breath weapon, treating the gorgimera as a chimera in all respects for this weapon.

Breath Weapon (Su): The gorgon head of a gorgimera breathes a weapon equivalent to that of a gorgon - see p. 111 of the Monster Manual for full details of the gorgimera's breath weapon, treating the gorgimera as a gorgon in all respects for this weapon.

Skills: The gorgimera's three heads give it a +2 racial bonus to Spot and Listen checks.

48

Grey Philosopher

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 85) the_sigil@juno.com Medium Undead

Hit Dice: 5d12+ 3 (35 hp) Initiative: +0

Speed: 30 feet (will not move) AC: 14 (+ 4 deflection) Attacks: none (but see below) Damage: none (but see below) Face/ Reach: 5 ft x 5 ft/ 5 ft
Special Attacks: Malice Incarnation

Special Qualities: Incorporeal, Undead, Turn Immunity Saves: Fort: +1, Reflex: +1, Will: +8

Abilities: Str: -, Dex: 10, Con: -, Int: 10, Wis: 18, Cha: 18

Skills: Concentration +14, Knowledge (religion) +8, Knowledge (spellcraft) +8, Knowledge (any two) +7.

Feats: Skill Focus (Concentration), Toughness
Climate/ Terrain: Any inhabited, ruins, or underground

Organization: Solitary plus a company of 4- 16 malices (q. v.)
Challenge Rating: 3

Treasure: Standard

Alignment: Any evil

Advancement Range: 6- 12 HD (Medium- size); 11- 15 HD (Large)
A grey philosopher is the manifestation of an evil cleric who died with important philosophical deliberations unresolved in his mind. Unlike allips (q. v.), they have not been driven insane; instead, they spend their entire unlife endlessly pondering these weighty matters, so involved that they ignore everything around them. During their centuries of pondering, their evil thoughts take on a partly real form, creating "malices," small incarnations of pure spite and wickedness (see entry for "malice"). A philosopher appears as a seated, grey, insubstantial, robed figure, deep in thought. Its immersion in

contemplation is so complete that it neither physically attacks nor defends itself. Until it is actually destroyed, nothing can interrupt ruminations of a philosopher. When its moment of destruction comes, however, it looks into the eyes of its killer with an expression of malicious enlightenment on its face and then vanish with a

scream of evil delight. All malices created by a philosopher immediately vanish when the philosopher is destroyed. Treasure that might be found near a philosopher is either the original treasure the evil cleric accumulated in life, leftover treasure carried by creatures killed by the philosopher's malices, or some combination of the two.

COMBAT Grey philosophers never engage in combat in and of themselves. The malices associated with a philosopher are the only things that will actually engage in combat. The philosopher will sit unmoving until the moment it is destroyed.

Malice Incarnation (Su): Each time a malice is destroyed, the grey philosopher may make a Concentration check (DC 20) to create a new malice. The new malice seems to coalesce inside the translucent hood of the philosopher, then fly out one round later. If the philosopher fails this check, he may make no further checks to replace the lost malice. If multiple malices are killed in a single round, the philosopher gets one check per round until the number of checks he has made equals the number of malices that have been destroyed or the philosopher is destroyed.

Turn Immunity (Su): Because it is so caught up in its brooding, a philosopher does not even notice attempts to turn it. A successful turning sufficient to cause the creature's destruction will destroy it - any other turning results should be ignored.

49

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

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

50

Hyrgrad

Original Submission © 2001 By Spencer Cooley, the_ sigil@ juno. com Small Monstrous Humanoid

Hit Dice: 1d8+ 1 (5 hp) Initiative: +1 (Dex)

Speed: 20 ft.

AC: 15 (+ 1 size, +1 Dex, +3 studded leather) Attacks: gore +2 or club +2 melee plus tail +0 melee; or sling +3 ranged

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

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

Special Attacks: Pin

Special Qualities: Low- light vision

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

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

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

Feats: Multiattack Climate/ Terrain: Marshes or Plains Organization: Troupe (4- 9), clan (10- 100 plus 100% noncombatants plus 1 3rd- level sergeant per 20 adults and 1 leader of 4th- 6th level), or tribe (20- 400 plus 100% noncombatants plus 1 3rd -level sergeant per 20 adults plus 1 5th -level captain per 50 adults and one leader of 6th -9th level) Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class Hyrgrads are sometimes called ôthe rhino people.ö Their bodies are mostly human, but from about the middle of the

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

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

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

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

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

51

Living Statue, Crystal

By Spencer Cooley, Converted from D& D Basic Set DMÆs Guide ©1983 by TSR (p. 32) the_ sigil@ jun0. com Medium Construct

Hit Dice: 3d10 (17 hp) Initiative: +2 (+ 2 Dex) Speed: 30 feet (canÆt run) AC: 18 (+ 2 Dex, +6 natural) Attacks: 2 slams +5 melee

Damage: slam 1d4+ 3

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

Special Qualities: Construct, Damage Reduction 10/+ 1

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

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

Climate/ Terrain: Any land or underground

Organization: Solitary or brace (2- 5) Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement Range: 4- 6 HD (Medium- size); 7- 9 HD (Large) A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. A crystal living statue appears as a finely- wrought humanoid carved of crystal or glass. The living statue may seem to wield weapons (also made of crystal), but will use these as slam attacks. Once animated, the crystalline form of the living statue is somewhat altered, retaining the outer hardness of crystal but the internal consistency of firm gelatin. Attacks with non- magical weapons may break through its hard ôskinö, but then slide easily through the creature, the wound instantly closing as the weapon is withdrawn and the broken ôskinö immediately mending to crystalline hardness once again.

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

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

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

52

Living Statue, Iron By Spencer Cooley, Converted from D& D Basic Set DM&S Guide ©1983 by TSR (p. 32) the_ sigil@ junos. com Medium Construct

Hit Dice: 4d10 (22 hp) Initiative: +0

Speed: 15 feet (can't run) AC: 18 (+ 8 natural) Attacks: 2 slams +7 melee

Damage: slam 1d4+ 4

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

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

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

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

Climate/ Terrain: Any land or underground

Organization: Solitary or brace (2- 5) Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 12 HD (Large) A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. Iron living statues are usually crude representations of humans or humanoid creatures. They carry out the instructions of their creators to the best of their limited ability. Because they are relatively inexpensive and immune to normal weapons, iron living statues frequently see use

as guards in areas where metal is plentiful. Their ability to heal themselves and to grow by absorbing scrap metal makes them special favorites of wealthy metalworkers - if one can absorb the initial cost of creation of a small iron living statue, it is a relatively easy matter to öfeedö it cheaply and end up with a large, fearsome guardian.

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

Metal Absorption (Su): An iron living statue can absorb metal into its body. Doing so allows it to heal itself. Any successful hit made on an iron living statue with a metal weapon requires the weapon's wielder to make a Reflex save (DC 12) or the weapon becomes lodged in the statue. Wielders using magical weapons gain the weapon's enhancement bonus on the saving throw (so an attacker with a +1 battleaxe gets a +1 to the Reflex save attempt). A weapon or other metal object held by the statue gets no saving throw. The statue absorbs the

metal in the weapon in one round, immediately destroying the weapon or object and granting the living statue hit points based on weapon size û Tiny weapons yield 1 hit point, with each size increase doubling the gained hit points. Weapons made of both metal and wood (a halbard, for example) are treated as though they were one size category smaller for the purposes of hit points gained through absorption. The statue can rise past its initial maximum hit points if it absorbs enough metal (the creature advances this way). If a weapon is stuck in the statue but the statue is killed before the weapon can be absorbed, the weapon is unharmed and may be removed normally from the statue.

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

53

Living Statue, Jade

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_sigil@juno.com Medium Construct

Hit Dice: 4d10 (22 hp) Initiative: +0

Speed: 30 feet (cannot run) AC: 20 (+ 10 natural) Attacks: Slam +9 melee

Damage: 1d8+ 6

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

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

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

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

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

Organization: Solitary or Pair (2) Challenge Rating: 3

Treasure: Standard

Alignment: Always Neutral

Advancement Range: 5- 12 HD (Medium- size) A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. Jade Living Statues are seldom encountered, as the art of creating them is lost to modern generations. The jade that comprises the statues is very spell resistant, providing them with their excellent magic resistance. Jade living statues tend to look much more crudely- made than other forms of living statues, often with

exaggerated features or mitten- like hands that do not show individual digits. COMBAT Jade living statues are simple combatants. They attempt to engage the closest foe in melee combat, striking

repeatedly until he falls. They then move on to the next closest foe. The exception comes when a single foe deals the statue a blow inflicting at least 7 points of damage, at which point its attention switches to the new threat.

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

54

Living Statue, Rock

By Spencer Cooley, Converted from D& D Basic Set DM&Es Guide ©1983 by TSR (p. 32) the_sigil@juno.com Large (Tall) Construct

Hit Dice: 5d10 (27 hp) Initiative: +0

Speed: 20 feet (can't run) AC: 15 (- 1 Size, +6 natural) Attacks: 2 slams +11 melee

Damage: slam 1d6+ 9

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

Special Attacks: Magma Squirt Special Qualities: Construct, Damage Reduction 10/+ 1, Magma Spray, Fire Immunity Saves: Fort: +1, Reflex: +1, Will: +1

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

Climate/ Terrain: Any land or underground

Organization: Solitary or brace (2- 5) Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement Range: 6- 12 HD (Large); 13- 15 HD (Huge) A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. Rock living statues usually look like crude carvings of humanoid creatures. Their features are rough and their eyes glow with a dim red light. Just as humans have blood running through their veins, a rock living statue has magma flowing through its veins. The magic animating the statue keeps the magma hot and this causes the

eyes to glow and causes the statue to radiate heat. Most creatures (fire-immune creatures excepted) will feel the heat radiating from the statue as soon as they approach within 15 feet.

COMBAT Rock living statues have no grasp of strategy as such û they will follow the orders of their creator, but left to their own devices, they begin combat by trying to spray their opponents with magma. If its opponents close for melee combat, it will take attacks of opportunity as

soon as they are presented. If the group keeps its distance and tries to bring down the creature with missile fire, it will advance on them. In melee combat they will attack the most obvious threat and begin trying to pummel the life out of the threat with their slam attack.

Magma Squirt (Ex): The rock living statue has the ability to fire blobs of magma. This is done in place of an attack and does incur attacks of opportunity. Usually, the magma is propelled out the creature's eyes, mouth, or hands. This stream of magma should be treated as a line breath weapon 30 feet in length. Creatures caught in

the line suffer 2d6 points of fire damage and 1d6 points of impact damage (Reflex save versus DC 12 for half damage; a single save is made for both the fire and impact damage). Any creature failing its save is assumed to have gotten magma on them and suffers the effects of a heat metal spell as though cast by a 5th-level druid. A rock living statue may use this ability a number of times per day equal to its Hit Dice. Note that Magma Sprays (below) also count toward this limit.

Magma Spray (Ex): Any time the rock living statue is damaged with a slashing or piercing weapon, it sprays magma just as though it were performing its magma squirt (in the direction of the attack that just damaged it). This is a free action that does not provoke attacks of opportunity. Treat this in all other respects as a Magma Squirt.
Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

55

Living Statue, Rock/ Ooze

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_sigil@juno.com Large Construct

Hit Dice: 6d10 (33 hp) Initiative: +0

Speed: 30 feet (cannot run) AC: 18 (-1 Size, +9 natural) Attacks: 2 slams +10 melee

Damage: 2d6+7

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

Special Attacks: Ooze Squirt Special Qualities: Construct, Damage Reduction 10/+1, Ooze Spray Saves: Fort: +2, Reflex: +2, Will: +2

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

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

Organization: Solitary or Pair (2) Challenge Rating: 5

Treasure: Standard

Alignment: Always Neutral

Advancement Range: 7- 14 HD (Large); 15- 18 HD (Huge) A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. Rock/ ooze Living Statues are horrible foes. Outwardly, they resemble statues carved of rock, but inside this outer rocky shell they are filled with grey ooze (q. v.). This makes them far more dangerous than their close cousins, Rock Living Statues (q. v.). They are capable of following only the simplest of instructions; "attack all creatures but me that enter this room" is about as complicated a set of directions as these creatures can understand.

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

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

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

56

Living Statue, Silver

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_sigil@juno.com Small Construct

Hit Dice: 2d10 (11 hp) Initiative: +2 (+ 2 Dex) Speed: 20 feet (cannot run) AC: 19 (+ 1 Size, +2 Dex, +6 natural) Attacks: Slam +2 melee

Damage: 1d6+ 1

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

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

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

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

Feats: Improved Initiative Climate/ Terrain: Any inhabited, ruins, or forest Organization: Solitary or Clutch (2- 5) Challenge Rating: 2

Treasure: see below Alignment: Always Neutral

Advancement Range: 3- 4 HD (Small); 5- 6 HD (Medium) A living statue is a construct similar to, but weaker than, a golem. Living statues are not usually specifically endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. Silver living statues are made of pure silver. They are frequently placed in a position where they will appear as ornamental statues (near a shrine, perhaps) in order to allow them to blend in with their surroundings. The magic that gives them motion also extends to keeping their skins untarnished by the ravages of age, so they may sometimes be distinguished in an ancient, undisturbed shine by the fact that they are still brilliant and shining, while the remainder of the treasure is tarnished or discolored by age. They are capable of following only the simplest of instructions; ôattack all creatures but me that enter this roomö is about as complicated a set of directions as these creatures can understand.

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

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

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

57

Living Statue, Steel

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 28) the_ sigil@ junos. com Medium Construct

Hit Dice: 8d10 (44 hp) Initiative: +0

Speed: 30 feet (cannot run) AC: 22 (+ 12 natural) Attacks: 2 slams +13
melee

Damage: 2d6+ 7

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

Special Attacks: Catch Weapon

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

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

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

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

Organization: Solitary or Pair (2) Challenge Rating: 6

Treasure: Standard

Alignment: Always Neutral

Advancement Range: 9- 12 HD (Medium- size); 13- 24 HD (Large) A living statue is a construct similar to, but weaker than, a golem. Living statues are seldom endowed with the special spell immunity and fearsome special attacks of their golem brethren, relying instead on the nature of the elements comprising the living statue to provide special considerations. Their peculiar nature makes steel living statues exceptional assassins, especially against weapon- using foes.

COMBAT A steel living statue is somewhat cunning in combat. It lingers at a short distance to invite attacks with arrows and the like, silently absorbing the metal contained therein to bolster its combat ability. When its opponent(s) cease missile fire (possibly because the thing has grown in size), it then charges and attacks. It often tries to grab foes' weapons to absorb them in melee combat (that also prevents its foes from continuing to attack it). Against a spell- using foe, it attempts to close immediately. Catch Weapon (Ex): The living statue may make a disarm attempt in lieu of a regular attack. If the disarm attempt succeeds, the living statue has grabbed his opponent's weapon and may use its steel absorption power to absorb the weapon the following round.

Metal Absorption (Su): An steel living statue can absorb metal into its body. Doing so allows it to heal itself. Any successful hit made on a steel living statue with a metal weapon requires the weapon's wielder to make a Reflex save (DC 14) or the weapon becomes lodged in the statue. Wielders using magical weapons gain the weapon's enhancement bonus on the saving throw (so an attacker with a +1 battleaxe gets a +1 to the Reflex save attempt). A weapon or other metal object held by the statue gets no saving throw. The statue absorbs the

metal in the weapon in one round, immediately destroying the weapon or object and granting the living statue hit points based on weapon size. Tiny weapons yield 1 hit point, with each size increase doubling the gained hit points. Weapons made of both metal and wood (a halbard, for example) are treated as though they were one size category smaller for the purposes of hit points gained through absorption. The statue can rise past its initial maximum hit points if it absorbs enough metal (the creature advances this way). If a weapon is stuck in the statue but the statue is killed before the weapon can be absorbed, the weapon is unharmed and may be removed normally from the statue.

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

58

Magma Creeper

Original Submission © 2001 by Spencer Cooley, the_sigil@juno.com
Gargantuan (Long) Ooze Hit Dice: 12d10+ 102 (168 hp) Initiative: -5 (-5 Dex)

Speed: 30 feet

AC: 1 (-4 Size, -5 Dex) Attacks: slam +9 melee

Damage: slam 4d6+ 4

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

Special Attacks: Stun, Engulf, Acid

Special Qualities: Blindsight, Fire Immunity, Electricity Resistance 20, Cold Vulnerability, Ooze Saves: Fort: +10, Reflex: -1, Will: -1
Abilities: Str: 16, Dex: 1, Con: 22, Int: -, Wis: 1, Cha: 1

Climate/ Terrain: Volcano, Underground

Organization: Solitary or pair (2) Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement Range: 13- 24 HD (Gargantuan); 25- 36 HD (Colossal) A magma creeper is a huge ooze that usually lives near areas of extreme heat such as a volcano. A magma creeper usually resembles a quick- moving flow of magma; however, it often changes course and certainly does not follow the path of least resistance to find potential prey. The creature can subsist on rocks due to its extremely powerful acids, but prefers animal flesh for the greater nutritional value.

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

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

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

Engulf (Ex): In lieu of making a slam attack, the magma creeper may attempt to engulf a target.

Blindsight (Ex): A magma creeper's entire body is its sensory organ, thus, it is not affected by spells affecting vision and operates normally even in total darkness. Cold Vulnerability (Ex): Cold-based attacks do double damage to a magma creeper unless a saving throw is allowed, in which case the creeper takes half damage on a successful save (it still takes double damage on a failed save).

59

Malice

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 85) the_sigil@juno.com Tiny Undead

Hit Dice: 1d12+ 3 (9 hp) Initiative: +5 (+ 5 Dex) Speed: fly 30 feet

AC: 18 (+ 2 Size, +5 Dex, +1 deflection) Attacks: incorporeal touch +7 melee

Damage: 1d3 plus Vitality Strain

Face/ Reach: 2 1/ 2 ft x 2 1/ 2 ft/ 0 ft Special Attacks: Vitality Strain

Special Qualities: Incorporeal, Undead

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

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

Feats: Toughness Climate/ Terrain: Any inhabited, ruins, or underground

Organization: Company of 4- 16 and one Grey Philosopher (q. v.) Challenge Rating: 2

Treasure: none

Alignment: Any evil

Advancement Range: 2- 3 HD (Tiny) A malice is an incarnation of pure spite and wickedness, created by a Grey Philosopher. They flit around the area near a philosopher, cackling, babbling, and laughing wickedly the entire time. Malices appear as small, vaguely humanoid wisps with grossly distorted features. They have small, spindly arms ending in claws and huge maws. As they owe their very existence to the Grey Philosopher who created them, malices cannot travel more than 100 feet from their Philosopher. However, their incorporeal nature allows them to pass through floors, walls and other such material. All malices created by a philosopher immediately vanish when the philosopher is destroyed.

Unlike Grey Philosophers, malices are subject to turning. An evil cleric who elects to gain control of the malices still cannot take them farther than 100 feet from their philosopher or they instantly are destroyed. COMBAT Malices attack for the sheer pleasure of watching other creatures in pain. Malices attack somewhat randomly, expressing no preference among targets in melee. They seem to have some limited ability to communicate, for once a group is discovered by a single malice, two more malices join in the attack each round until the group has moved too far from the grey philosopher for the malices to follow (a clever group may deduce the location of the philosopher after two or three encounters with its malices). If the philosopher is attacked, the malices arrive for combat at the same rate. Not intelligent enough to pick out targets attacking the philosopher, they randomly attack any target in the general area of the philosopher as though the philosopher no more important than any of the malices.

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

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

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

60

Odic

By Spencer Cooley, Converted from D& D Companion Set ©1983 by TSR (p. 37)
the_ sigil@ jun0. com Large (Tall) Undead

Hit Dice: 16d12 (104 hp) Initiative: +4 (+ 4 Improved Initiative) Speed:
fly 30 ft. (perfect) but see below AC: 21 (- 1 Size, +12 natural)
Attacks: Vine or branch +12 melee

Damage: Vine or branch 1d6+ 7 (x3) Face/ Reach: 5 ft. x 5 ft./ 30 ft.

Special Attacks: Poison touch, Energy Draining Aura, Vampiric Leaves, Possess Plant, Superior Reach

Special Qualities: Undead, Poisonous Presence, Spell Immunity, Damage Reduction 20/+ 2, Spell- like abilities, Powerless in Daylight, Fire Vulnerability, Keen Sight

Saves: Fort: +7, Reflex: +5, Will: +16

Abilities: Str: 20, Dex: 10, Con: -, Int: 16, Wis: 18, Cha: 18

Skills: Knowledge (Monster Lore) +5, Listen +23, Spellcraft +22, Spot +23, Track +23

Feats: Cleave, Great Cleave, Great Fortitude, Improved Critical (Vine/Branch), Improved Initiative, Iron Will, Power Attack, Sunder Climate/Terrain: Any Organization: Solitary Challenge Rating: 14

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: 17- 24 HD (Large); 25- 40 HD (Huge); 41- 48 HD (Gargantuan) An odic is an evil, undead spirit inhabiting the body of a plant. An odic is powerless by day but is quite potent at night. In its natural form, an odic appears merely as a glowing, pulsing ball of purplish light. While in this form, an odic is impervious to physical attacks, though as soon as it detects any sentient creature, it immediately tries to possess a plant. An odic will never leave a plant in the presence of sentient creatures.

The poisonous presence of an odic is usually a dead giveaway of its presence, and the light of its Aura can be seen from 300 feet in poor conditions. Plants near an odic tend to look sickened, and small wildlife usually dies as well due to its poisonous presence (sparrows raining from the trees is a good clue that an odic is around). Odics are subtle only because they tend to stay on the outskirts of civilization, where no living soul is around to

see them. COMBAT Odics prefer to use their vampiric leaves to lure victims toward them rather than open hostility. When

confronted in combat, however, the odic is a formidable foe. An odic will use its spell- like abilities frequently, relying on darkness and silence to slow or inhibit enemy spellcasters. It uses cause disease on warrior-types to weaken them before they close for combat. It relies on both its poisonous touch and its finger of death spells to slay its enemies, and one of its favorite tactics is to cast animate dead on a fallen foe the round after the foe's death. It tends to favor spells while the enemy is closing, knowing that with its reach, foes can either incur attacks of opportunity or will have to close slowly, enduring a barrage of spells and forcing them to remain within

its Energy Draining Aura much longer.

Poison Touch (Su): Vine or branch attack, Fortitude save (DC 22); initial damage 2d6 temporary Con, secondary damage 1d6 temporary Con.

Energy Draining Aura (Su): An odic, whether in its natural form or plant form, is surrounded by an emanation of purplish light 20 feet in radius. Each round any creature is within the light, it must make a Fortitude save (DC 22) or receive one negative level. The Fortitude save to remove the negative level has a DC of 22.

61

Vampiric Leaves (Su): An odic animates 6 leaves (or, if the tree has no leaves, needles, flowers, twigs, or whatever small tree part might be substituted and detached) when it possesses a host plant. The odic animates these leaves so that they can fly about in search of prey (Speed: fly 10 feet (good), 1 hp, +12 to Hide rolls). The leaves are diminutive and float about under control of the odic in search of large living creatures. If a leaf succeeds in a touch attack against a creature, that creature must make a Will save (DC 22) or be affected as though by a domination spell cast by a 16th-level sorcerer. The odic will force these creatures to return to it, killing them in its energy draining aura. The leaves continue to stay touching the prey until the prey is killed. Removing a leaf from the skin of a dominated creature immediately ends the domination affect.

Superior Reach (Su): When possessing a plant, an odic twists and warps the plant into an extension of itself. One of the plant's vines or branches is affected by this warping and twisting so as to be extremely long and powerful, giving the odic its 30 foot reach. It is with this branch that the odic makes its physical attacks. Poisonous Presence (Su): The very presence of an odic is highly toxic. Any potion, water, food, or other such item that comes within one-half mile of the odic is immediately spoiled (though not made poisonous) with no

saving throw allowed to avoid this effect. Any plant or animal within one-half mile of the odic is affected as though by a poison that deals initial damage of 1d4 temporary Str and secondary damage of 2d4 Str (Fortitude save is DC 14). This is NOT a continuous effect - once a creature has been influenced by a particular odic in this fashion, he is immune to further effects of the poisonous presence for 24 hours. The odic's poison touch still affects him, however.

Spell Immunity (Su): An odic is immune to all spells of 4th level or lower. Possess Plant (Su): The odic may attempt to move its essence into a plant. A plant-like monster may attempt a Will saving throw (DC 22) to resist the possession (note that the odic's Energy Drain may kill the plant anyway). A plant possessed by the odic is immediately killed. When the odic takes possession of a plant-like monster, it gains any and all of the physical attacks and exceptional abilities (though not its supernatural abilities) that monster possessed for its own use. This possession totally entwines the odic's essence with that of the plant - i. e., damaging or destroying the plant damages or destroys the odic (since it will not leave a plant in the presence of sentient creatures -

like PCs). If the plant possessed by an odic is mobile (e. g., a treant), the odic moves as a plant of that type; otherwise, it cannot move (that is, it cannot run or walk û it can still lash out with its branches or vines). Powerless in Daylight (Ex): For all its formidable power, an odic is rendered totally helpless during the day. Its essence is temporarily dispersed when daylight arrives. It can neither attack nor be attacked as it fades back to

the negative plane of existence. All of its supernatural powers cease to function during the day. If the tree it possessed is destroyed during the day, it returns to existence unharmed in the spot where the tree formerly stood.

Fire Vulnerability (Ex): An odic takes double damage from fire and fire-based attacks, unless a saving throw is allowed, in which case it takes half damage if it successfully saves. Note that this is checked after its Spell Immunity, so a fireball (a spell of 4 th level or less) would not affect it. If the plant possessed by the odic normally has Fire Resistance or Immunity, these override the Vulnerability. Spell- like Abilities (Sp): As though by a 16 th -level sorcerer, at will (save DC 14+ spell level)û darkness, silence,

cause disease, animate dead, finger of death.

Keen Sight (Su): An odicÆs awareness of its surroundings is magically enhanced û so much so that it can detect creatures that are ethereal, astral, or invisible.

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

62

Quasi- Elemental, Ash

Original Submission © 2001 By Spencer Cooley, the_ sigil@ junos. com Small Elemental (Earth, Cold) Hit Dice: 4d8+ 8 (26 hp) Initiative: +3 (+ 3 Dex) Speed: 30 feet

AC: 20 (+ 1 Size, +3 Dex, +6 natural) Attacks: slam +7 melee

Damage: slam 1d4- 1

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

Special Attacks: Choke, Blind, Burn Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+ 1, Malleable Body Saves: Fort: +3, Reflex: +7, Will: +3

Abilities: Str: 8, Dex: 16, Con: 14, Int: 4, Wis: 14, Cha: 14

Skills: Move Silently +10, Spot +9 Feats: Weapon Finesse (slam) Climate/ Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) Ash Quasi- elementals appear as smallish mounds of ash. Their bodies are formed of extreme cold and negative energy; this makes for a small, roughly humanoid being that seems to be made completely of ash and soot. Despite their dirty appearance, these quasi- elementals do not leave obvious tracks of ash because they have a fairly tight control over the material that makes up their bodies and rarely allow it to flake away.

COMBAT An ash quasi- elemental seeks to disable its foes in combat as quickly as possible. The creature will attempt to blind and choke its victims and use its natural chilling ability to freeze them. They have little grasp of tactics other than knowing to use their choke and blind attacks to their best advantage.

Choke (Ex): If an ash quasi- elemental hits with a slam attack, the victim must make a Fortitude save (DC 14) or be stunned (q. v.) for one round by the ash and soot he has breathed into his lungs. During this time, he coughs and wheezes, trying to clear his lungs and throat.

Blind (Ex): An ash quasi- elemental that successfully grapples its opponent will attempt to shed its ashes into its opponent's eyes. An opponent grappled by an ash quasi- elemental must make a Reflex save (DC 14) each round he is in the grapple or be blinded (q. v.) by ash and soot for 1d4+ 1 rounds.

Freeze (Ex): Any creature striking an Ash Quasi- elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi- elemental's slam attack takes 1d8 points of cold damage (Reflex save DC 14 for half), as the elemental nature of the creature sucks the warmth from the target.

Malleable Body (Ex): The soft ash that makes up the creature's body allows easy penetration with minimal damage. The creature takes half damage from piercing and slashing weapons, applied before damage resistance is taken into account. Bludgeoning weapons inflict normal damage (before taking damage resistance into account). Cold Subtype: Immune to all cold- and water- based attacks. Takes double damage from fire- and heat- based

attacks unless these attacks allow a saving throw, in which case it takes half damage on a successful save.

63

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

Quasi- Elemental, Dust

Original © 2001 By Spencer Cooley, the_sigil@juno.com Small Elemental (Earth) Hit Dice: 4d8+ 8 (26 hp) Initiative: +6 (+ 2 Dex, +4 Improved Initiative)

Speed: 20 feet

AC: 19 (+ 1 Size, +2 Dex, +6 natural) Attacks: slam +5 melee

Damage: slam 1d4+ 1

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

Special Attacks: Choke

Special Qualities: Elemental, Damage Reduction 10/+ 1, Electricity and Acid Immunity, Shifting Body, Air Vulnerability Saves: Fort: +6, Reflex: +3, Will: +2

Abilities: Str: 12, Dex: 14, Con: 14, Int: 4, Wis: 12, Cha: 12

Skills: Hide +9, Move Silently +9 Feats: Improved Initiative Climate/Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) Dust quasi- elementals often look quite similar to ash quasi- elementals. They appear as vaguely humanoid heaps of dust with the dust that makes up the elemental's body constantly swirling within the confines of the body's form, as though stirred by a small dust devil. They have such control over their bodies that dust trails are not left where they walk.

COMBAT Dust quasi- elementals prefer lone targets, and in combat against multiple creatures, they will concentrate their assaults on a single foe (preferably the one that appears weakest). A dust quasi- elemental attempts to choke its target whenever possible.

Shifting Body (Ex): The loose dust that constitutes a dust quasi- elemental allows many weapons to pass easily through, making somewhat difficult to harm. Piercing attacks do $\frac{1}{2}$ damage (rounded down), applied before Damage Reduction considerations. Slashing and bludgeoning attacks do normal damage, but may be eliminated by Damage Reduction.

Air Vulnerability (Ex): The loose nature of their bodies also makes dust elementals vulnerable to air- based spells. Spells based on air (e. g., gust of wind) do 1d6 points of damage per spell level to the elemental, even if they are not normally offensive spells.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

65

Quasi- Elemental, Lightning

By Spencer Cooley, Converted from the Monster Manual II, ©1983 by TSR (p. 103) the_sigil@juno.com Small Elemental (Air) Hit Dice: 4d8+ 4 (22 hp) Initiative: +5 (+ 5 Dex) Speed: 30 feet, fly 60 feet

AC: 22 (+ 1 size, +5 Dex, +6 natural) Attacks: slam +9 melee

Damage: slam 1d3

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

Special Attacks: Ball Lightning

Special Qualities: Elemental, DR 10/+ 1, Electrical Immunity, Fire and Acid resistance 20, Water and cold vulnerability, Discharge

Saves: Fort: +5, Reflex: +6, Will: +4

Abilities: Str: 10, Dex: 21, Con: 12, Int: 10, Wis: 16, Cha: 16

Skills: Listen +11, Move Silently +12, Search +9, Spot +10.

Feats: Weapon Finesse (slam) Climate/ Terrain: Any outdoor Organization: Solitary or brood (2- 4) Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement Range: 5- 6 HD (Small); 7- 10 HD (Medium); 11- 12 HD (Large) Lightning quasi- elementals come from the quasi- elemental plane of lightning, the plane that lies directly between the elemental plane of air and the positive energy plane. They appear as bright balls of light approximately three feet in diameter with sparks and energy arcing continuously off of them. COMBAT In combat, a quasi- elemental tends to use its ball lightning powers before committing itself to melee. It is reasonably intelligent and will flee if not commanded by a controlling power to stay and fight. It generally will be

encountered with the maximum possible number of ball lightnings already in place around it and in combat will always replenish its supply as

quickly as possible and take free attacks of opportunity afforded by targets in metal armor. Ball Lightning (Ex): As a free action, once per round, a lightning quasi- elemental may create a small ball of lightning from the ambient electrical energy of the atmosphere. The quasi- elemental can simultaneously have

as many balls of lightning as it has Hit Dice. These balls of lightning appear near the creature and look like glowing, sparking balls about six inches in diameter. The lightning quasi- elemental may throw any number of pre- existing balls at any number of targets in lieu of a physical attack, making a ranged touch attack for each

ball separately. Any creature using a metal melee weapon to strike the quasi- elemental and/ or any creature wearing metal armor (or comprised mostly of metal) approaching within 10 feet of a quasi- elemental runs the risk of being hit by one of the balls spontaneously. Either condition immediately grants the quasi- elemental a free attack of opportunity with a ball (this does not count against the elemental's per- round limit on attacks of opportunity). If a ball hits its target, treat it as though a shocking grasp spell had just been successfully cast on

the target creature by a sorcerer of a level equal to the elemental's Hit Dice (Reflex save DC 13 for half damage). Balls that miss float back to the elemental in one round without further risk of discharge.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life. Water and Cold Vulnerability: A lightning quasi- elemental takes double damage from water and cold- based attacks, unless the attack allows a saving throw, in which case it takes half damage on a successful save. Splashing water on a lightning quasi- elemental inflicts 1d4+ 2 points of damage per flask.

66

Discharge (Ex): When a lightning quasi- elemental is reduced to 0 hit points, the lightning that makes up its body explodes in a small burst of energy, immediately killing the elemental. Any creature within 10 feet of a quasi- elemental when it discharges receives 2d4 points of electrical damage (Reflex save DC 13 for half).

67

Quasi- Elemental, Mineral

Original © 2001 By Spencer Cooley, the_sigil@juno.com Small Elemental (Earth) Hit Dice: 4d8+ 16 (34 hp) Initiative: +3 (- 1 Dex, +4 Improved Initiative)

Speed: 20 feet

AC: 18 (+ 1 Size, -1 Dex, +8 natural) Attacks: slam +8 melee

Damage: slam 1d4+ 4

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

Special Qualities: Elemental, Damage Reduction 15/+ 1, Fire and Cold Immunity, Mineral Hide

Saves: Fort: +8, Reflex: +0, Will: +2

Abilities: Str: 16, Dex: 8, Con: 19, Int: 4, Wis: 12, Cha: 12

Skills: Hide +6, Spot +8 Feats: Improved Initiative Climate/ Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) Mineral quasi- elementals look like tiny constructs made entirely of quartz or other crystals. They are much harder than such crystals, however, and enjoy considerable protection from physical assault. COMBAT Of all quasi- elementals, mineral quasi- elementals are the most straightforward in their assaults û they attempt to batter anything in their way, relying on their inherent physical toughness to shield them from harm. Mineral Hide (Ex): The extraordinarily hard skin of a mineral quasi- elemental makes it exceedingly difficult to harm. Slashing and piercing attacks do ¢ damage (rounded down), applied before Damage Reduction considerations. Bludgeoning attacks do normal damage, but may be eliminated by Damage Reduction.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

68

Quasi- Elemental, Radiance

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com Small Elemental (Fire) Hit Dice: 4d8+ 12 (30 hp) Initiative: +5 (+ 5 Dex) Speed: fly 60 feet (good) AC: 22 (+ 1 Size, +5 Dex, +6 natural) Attacks: slam +9 melee

Damage: slam 1d3

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

Special Attacks: Brilliance, Breath Weapon, Burn Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+ 1

Saves: Fort: +4, Reflex: +9, Will: +2

Abilities: Str: 10, Dex: 20, Con: 16, Int: 4, Wis: 12, Cha: 12

Skills: Move Silently +12, Spot +8 Feats: Weapon Finesse (slam) Climate/
Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) Radiance Quasi- elementals appear as swirling, glowing spheres of heat and brilliance. Their bodies are formed of fire and positive energy, making them exceedingly hot and volatile - they are similar to tiny stars, complete with varying colors, sunspots, flares and prominences.

COMBAT A Radiance Quasi- elemental prefers to begin combat by using its breath weapon to weaken foes, rather than immediately closing to engage in physical combat. Radiance Quasi- elementals are not terribly bright, but are direct in their combat methods as they attempt to defeat foes by vaporizing them with the extreme heat they are capable of generating.

Brilliance (Ex): As a free action, once per round, the Radiance quasi- elemental may cause itself to give off a near- blinding burst of light. Treat this as a flare spell cast by a 4 th -level sorcerer. Using this ability inflicts 1 point of damage to the elemental, as it is using some of its own essence to generate this effect.

Breath Weapon (Su): Though it has no identifiable mouth, a Radiance Quasi- elemental may expel a jet of Radiance - a combination of positive energy and elemental fire - towards a target. This takes the form of a 30 foot long line. This attack does 2d8 points of fire damage (Reflex save DC 15 for half). Using this ability inflicts 1d4+ 2 points of damage to the elemental, as it is using some of its own essence to generate this effect. Unlike most breath weapons, this breath weapon can be used every round if the elemental so desires.

Burn (Ex): Any creature striking a Radiance Quasi- elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi- elemental's slam attack takes 1d8 points of fire damage (Reflex save DC 15 for half).

Fire Subtype: Immune to all fire- and heat- based attacks. Takes double damage from water- and cold- based attacks unless these attacks allow a saving throw, in which case it takes half damage on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

Quasi- Elemental, Salt

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com Small Elemental (Water) Hit Dice: 4d8+ 12 (30 hp) Initiative: +5 (+ 1 Dex, +4 Improved Initiative)

Speed: 20 feet

AC: 18 (+ 1 Size, +1 Dex, +6 natural) Attacks: slam +7 melee

Damage: slam 1d3+ 3

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

Special Attacks: Dehydrate

Special Qualities: Elemental, Damage Resistance 10/+ 1

Saves: Fort: +9, Reflex: +2, Will: +2

Abilities: Str: 14, Dex: 12, Con: 16, Int: 4, Wis: 12, Cha: 10

Skills: Hide +8, Spot +8 Feats: Improved Initiative Climate/ Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) Salt elementals appear as semi- amorphous, vaguely humanoid-shaped lumps of salt - usually a dark gray rock salt. They move somewhat stiffly, but are still fairly agile for their size. COMBAT Salt elementals prefer to attack with surprise, grappling if possible. They will do all they can to maintain a grapple, knowing that they will both harm the other creature and heal themselves by doing so.

Dehydrate (Ex): Any creature striking a Salt Quasi- elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi- elemental's slam attack takes 1d8 points of damage (Reflex save DC 15 for half) as the salty makeup of the elemental acts to suck water from their bodies. Creatures made of water (such as water elementals) take double damage from this attack. Creatures with little or no water in their bodies (Undead, Constructs, and some Elementals and Outsiders) are not affected by this ability. For every 2 hit points of damage done by the creature in this fashion, it gains 1 hit point (up to its normal maximum). Creatures grappled by a salt elemental are subject to dehydration every round.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to

critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

70

Quasi- Elemental, Steam

Original Submission © 2001 By Spencer Cooley, the_sigil@juno.com Small Elemental (Water) Hit Dice: 4d8+ 8 (26 hp) Initiative: +3 (+ 3 Dex) Speed: fly 40 feet (good) AC: 20 (+ 1 Size, +3 Dex, +6 natural) Attacks: slam +7 melee

Damage: slam 1d3- 1

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

Special Attacks: Scald, Choke, Steam Jet

Special Qualities: Elemental, Damage Resistance 10/+ 1

Saves: Fort: +6, Reflex: +4, Will: +3

Abilities: Str: 8, Dex: 17, Con: 15, Int: 4, Wis: 14, Cha: 14

Skills: Move Silently +10, Spot +9 Feats: Weapon Finesse (slam) Climate/Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) Steam Quasi- Elementals appear as floating clouds of steam that move about under their own power and of their own volition. They are sometimes mistaken for vampires (q. v.) or other creatures in gaseous form. One telling trait that allows a veteran adventurer to differentiate a steam quasi- elemental from a creature in gaseous form is the presence of four small dark spots on the elemental's body - its "eyes" - that whirl slowly through the cloud of steam but never disappear. COMBAT Steam elementals prefer to skulk in areas where clouds of steam might be expected such as near hot springs, volcanos (especially island volcanoes), and near underground bodies of water. They will also venture out in fog, mist, or similar conditions that obscure their nature. They prefer to attack with surprise by suddenly wrapping their forms about the head of a hapless victim, both scalding and choking him, and then use their steam jets to keep would- be- helpers at bay.

Scald (Ex): Any creature striking a Steam Quasi- elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi- elemental's slam attack takes 1d8 points of heat damage (Reflex save DC 14 for half).

Choke (Ex): If a steam quasi- elemental hits with a slam attack, the victim must make a Fortitude save (DC 14) or be stunned (q. v.) for one round by the super- heated steam he has breathed into his lungs. During this time, he coughs and wheezes, trying to clear his lungs and throat.

Steam Jet (Su): Once per round, a steam quasi- elemental can fire a jet of superheated steam from its body. The creature makes a ranged touch attack (the creature has a +7 attack bonus on such attacks). If the attack hits, the creature takes 1d6 points of heat damage and 1d6 points of damage from the concussive force. Creatures specifically adversely affected by water- based attacks (for example, fire elementals, but not humans, as they are not specifically adversely affected by water- based attacks) take another 1d6 points of damage as the water in the steam condenses. A Reflex save (DC 14) is allowed for half damage - only a single Reflex save

should be made and the results applied to all damage types.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

71

Skills: When in an environment where it could reasonably be expected to blend in with the surroundings (e. g., fog, a steam- filled room, near a hot spring, etc.), a steam quasi- elemental gains a +8 bonus to Hide checks.

72

Quasi- Elemental, Vacuum

Original © 2001 By Spencer Cooley, the_sigil@juno.com Small Elemental (Air) Hit Dice: 4d8+ 16 (34 hp) Initiative: +5 (+ 1 Dex, +4 Improved Initiative)

Speed: fly 15 feet (poor) AC: 18 (+ 1 Size, +1 Dex, +6 natural) Attacks: slam +7 melee

Damage: slam 1d4+ 3

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

Special Attacks: Suffocate, Improved Grab

Special Qualities: Elemental, Damage Reduction 15/+ 1, Improved Invisibility, Air Vulnerability, Mute Sound, Sonic Immunity Saves: Fort: +5, Reflex: +5, Will: +2

Abilities: Str: 14, Dex: 12, Con: 18, Int: 4, Wis: 12, Cha: 12

Skills: Hide +18, Spot +8 Feats: Improved Initiative Climate/ Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5- 8 HD (Medium- size); 9- 16 HD (Large); 17- 24 HD (Huge) Vacuum quasi- elementals are perhaps the most fearsome of the quasi- elementals, as they are made from the very substance of nothing. This allows them to remain more or less invisible and nearly undetectable in most conditions save for a low sucking sound. Vacuum quasi- elementals are spherical in shape (about 2 feet in diameter) and hover slowly about. COMBAT Vacuum quasi- elementals love to hover innocuously at about the height of a human head, waiting for an

unsuspecting soul to blunder into them. They employ their suffocation attack with great gusto and use their improved grab ability to stay with a target until he dies of asphyxiation. Since the creature is completely invisible and since it silences the cries of its victims, it is an exceptional hunter, sometimes slowly picking off party members one by one as they try to figure out what is going on.

Suffocate (Ex): A creature grappled by a vacuum quasi- elemental should be treated as though drowning.

Improved Grab (Ex): To use this ability, the quasi- elemental must succeed at a slam attack. If it succeeds, it can attempt to start a grapple without incurring an attack of opportunity and may begin using its Suffocate ability. Improved Invisibility (Ex): Vacuum quasi- elementals' bodies are made of nothingness ù there is literally nothing to see. The quasi- elemental is always invisible and this invisibility cannot be dispelled.

Mute Sound (Ex): Because sound cannot travel in a vacuum, any opponent grappling with the quasi- elemental is considered silenced and deafened.

Air Vulnerability (Ex): Because a vacuum quasi- elemental is made of the lack of air, any spell that manipulates or creates air causes it 1d6 points of damage per spell level, even if the spell does not ordinarily cause damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be raised or resurrected, though a wish or miracle spell can restore it to life.

73

Skills: Vacuum quasi- elementals receive a +10 racial bonus to Hide Checks (included in statistics) when in more or less clear air.

Sabreclaw

By Spencer Cooley, Converted from the Creature Catalog ©1986 by TSR (p. 77) the_sigil@juno.com Large (Tall) Magical Beast

Hit Dice: 5d10+ 10 (38 hp) Initiative: +5 (+ 1 Dex, +4 Improved Initiative)

Speed: 30 feet, fly 30 feet (good) AC: 18 (- 1 Size, +1 Dex, +8 natural)
Attacks: claw +7 melee

Damage: claw 1d8+ 3 (x3) Face/ Reach: 5 feet x 5 feet/ 10 feet

Special Qualities: Improved Critical, Spell Immunity, Shared Essence, Poison Immunity, Truesight

Saves: Fort: +6, Reflex: +5, Will: +1

Abilities: Str: 15, Dex: 13, Con: 14, Int: 2, Wis: 10, Cha: 10

Skills: Move Silently +9 Feats: Flyby Attack, Improved Initiative
Climate/ Terrain: Any outdoor Organization: Wing (1- 20) Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement Range: 6- 15 HD (Large) Sabreclaws are large, hairy, flying creatures magically created from befouled waters. Their bodies are covered in short black fur and coated in a slick black grease. Their wings are hairless and leathery, much like a bat's. Their eyes glow a haunting red color and their right arm ends in a large, bony extension that greatly resembles a sword.

COMBAT Sabreclaws always attack in wings. They prefer to attack on the wing with flyby attacks, using their numbers to great advantage. They have little more than animal intellect, and their shared essence makes them fierce predators. Shared Essence (Su): Sabreclaws are created in wings of 1- 20 individuals. Sabreclaws created from the same wing have a supernatural ability to share their essence so long as they remain within 60 feet of any other member of the wing. In game terms, this means that all sabreclaws from a single wing using the shared essence ability have a shared pool of hit points; damage to any individual is taken from this pool and no individual can be slain until the pool has been reduced to 0 hit points. At this point all members of the wing using the shared essence ability die. A sabreclaw taken more than 60 feet from another member of the wing takes with it from the a number of hit points equal to the total hit points in the pool divided by the number of sabreclaws in the

wing (in other words, the average hit points of any given wing member). This means that with a wing of 3 sabreclaws, each with 30 hit points, none will die unless 90 hit points of total damage are done to the wing. This can all be done to a single individual. If the pool was done to 13 hit points and one sabreclaw was forcibly removed from its fellows, it would have 4 hit points and could be killed by doing 4 points of damage to it. Sabreclaws never voluntarily stray from their wing.

Spell Immunity (Su): A sabreclaw is immune to all spells of 3rd level or below.

Truesight (Su): A sabreclaw always sees things as though under the effects of a true seeing spell. If this is dispelled, the sabreclaw may attempt to reactivate it once per round as a free action.

Improved Critical (Ex): The scimitar-like claw of a sabreclaw does triple damage on a critical hit.

75

Tasloi By Spencer Cooley, Converted from the Monster Manual II, ©1983 by TSR (p. 118) the_sigil@juno.com Small Humanoid (Reptilian) Hit Dice: 1d8 (4 hp) Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 size, +1 Dex, +3 hide armor) Attacks: Halfspear +1 melee; or javelin +3 ranged

Damage: Halfspear 1d6-1; or javelin 1d6-1

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

Special Qualities: Low-light vision

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

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills: Climb +6, Hide +4, Jump +3, Spot +3

Feats: Alertness Climate/ Terrain: Swamp, jungle, and other tropical land

Organization: Gang (4-9), clan (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), war party (10-24 with giant spider or wasp mounts), or tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 giant spider or wasp mounts, and 2-4 hydras) Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class Tasloi speak Sylvan; those with Intelligence scores of 12 or above also speak Common. Tasloi are most comfortable in trees, moving from tree to tree with grace and ease; they are much less comfortable when forced to fight on the ground as bipeds. Tasloi are long- legged, flat- headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's, gold in color and reflective. Their feet are long and prehensile. Often they can be

heard at night, whispering in high and whispery voices.

Combat They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. Skills: Tasloi gain a +4 racial bonus to Climb checks. Tasloi cavalry (mounted on giant spiders or giant wasps) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Tasloi Characters A tasloi's favored class is rogue. Most tasloi leaders are rogues or rogue/ clerics. Tasloi clerics can choose two of the following domains: Chaos, Evil, and Trickery. Most tasloi spellcasters are adepts. Tasloi adepts favor spells that fool or confuse enemies.

76

Thoul By Spencer Cooley, Converted from D& D Basic Set DM's Guide ©1983 by TSR (p. 38) the_sigil@juno.com Medium Undead

Hit Dice: 4d12 (26 hp) Initiative: +3 (+ 3 Dex) Speed: 30 feet

AC: 17 (+ 3 Dex, +4 natural) Attacks: 2 Claws +7 melee, Bite +2 melee

Damage: Claws 1d4+ 5, Bite 1d6+ 2

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

Special Attacks: Paralyzation

Special Qualities: Undead, Regeneration 5, Spawn

Saves: Fort: +3, Reflex: +4, Will: +6

Abilities: Str: 20, Dex: 17, Con: -, Int: 6, Wis: 15, Cha: 16

Skills: Climb +10, Listen +7, Move Silently +8, Search +6, Spot +7.

Feats: Great Fortitude, Multiattack Climate/ Terrain: Any land or underground

Organization: Solitary or pack (2- 5) Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement Range: 5- 8 HD (Medium- size); 9- 12 HD (Large) Thouls are a fascinating artificial crossbreed of ghoul, hobgoblin, and troll. They closely resemble hobgoblins and are often found associating with hobgoblins, usually in the bodyguard retinue of a hobgoblin leader (they aren't really bright enough to lead hobgoblins themselves). Thouls are vicious, cruel, and stupid in the extreme, combining all the worst qualities of trolls and ghouls with hobgoblins. They tend to be animalistic and fearless, trusting in their regenerative ability to allow them to shrug off wounds inflicted on them in battle and in sport among hobgoblin tribes. Hobgoblins tolerate them because of their obvious usefulness in battle, but are constantly making sure a thoul gets enough to eat - they know a

hungry thoul will eat a hobgoblin as readily as a human! It is not known where thouls were first created, though they now seem to be fairly well spread throughout the world. Fortunately, their peculiar spawning methods make them a menace that does not grow in numbers rapidly. COMBAT Thouls are usually completely reckless in combat, trusting in their regenerative ability to allow them to shrug off any wounds they might suffer. If confronted by attack forms that do normal damage to them, they will usually retreat and look for an opportunity later to attack from ambush and disable or remove the ability to use those

attack forms against them. If a thoul disables an opponent (through paralysis, unconsciousness, or death), it usually leaves that opponent in order to attack others, knowing it will be able to feast once the combat is over. Anyone hit by a thoul in combat may attempt to feign paralyzation by making a Bluff roll opposed by the Thoul's Sense Motive skill (no ranks, has only a +2 Wisdom bonus) in order to fool it into moving on to another opponent.

Paralyzation (Su): Creatures hit by a thoul's claw or bite attack are paralyzed for 2d6 minutes unless they succeed at a Fortitude save (DC 15).

Regeneration (Su): Fire, acid, and blessed or holy weapons do normal damage to a thoul. Holy water also does normal damage to them, inflicting 2d4 points of damage per vial. Note that this works with the undead type to make the thoul effectively immune to all other attacks.

77

Spawn (Su): Hobgoblins killed by a thoul rise as thouls themselves after a period of 1d4 days unless a remove curse spell is cast on the body before that time. Any other creature killed by a thoul rises as a ghoul, just as though they had been killed by a ghoul (q. v.).

Undead: Immune to mind- influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, ability damage, energy drain, subdual damage, or death from massive damage. Note that this means that most attacks have absolutely no effect on the thoul because of its regeneration ability.

78

Wyrd

By Spencer Cooley, Converted from AC9, Creature Catalog ©1986 by TSR (p. 89) the_sigil@juno.com Medium Undead

Hit Dice: 2d12 (13 hp) Initiative: +2 (+ 2 Dex) Speed: 30 feet

AC: 18 (+ 2 Dex, +6 natural) Attacks: 2 spheres (see below) +3 touch or +3 ranged touch or 2 claws +1 melee

Damage: spheres 1d3 Strength (1d4+ 1 Strength to those with elven blood); claws 1d4

Face/ Reach: 5 ft. x 5 ft./ 5 ft.

Special Qualities: Undead, Damage Reduction 10/ silver, Spawn, Turn Resistance +3

Saves: Fort: +0, Reflex: +2, Will: +3

Abilities: Str: 10, Dex: 14, Con: -, Int: 8, Wis: 12, Cha: 12

Skills: Climb +5, Hide +6, Jump +5, Move Silently +7, Search +1, Spot +6.

Feats: Weapon Finesse (spheres) Climate/ Terrain: Any inhabited, ruins, or forest Organization: Solitary or Gang (2- 5) Challenge Rating: 3

Treasure: Standard

Alignment: Usually Chaotic Evil

Advancement Range: 3- 6 HD (Medium) A strange variety of undead elf, Wyrds are greatly feared in elvish society. They usually appear as dark, robed figures holding a small, diffuse, red, glowing sphere in each hand. It is rumored that Wyrds are a plague sent among the elves by their gods. Legends disagree on the purpose of this plague - some say it is to punish them for ancient treachery, others say it is to teach them humility, and still others proclaim that is the elvish destiny to slay (or be slain by) all Wyrds in order to prove themselves worthy of the blessing of the gods.

Elven communities frequently hire outside help to deal with the problem of wyrds, knowing that so long as the hired help is not of elven blood, the worst that can happen is the group will fail. Since groups of elves slain by a wyrd rise as wyrds themselves, the failure of an elven group makes the problem much worse. This is possibly one of the few instances where elves are anxious to invite other races into their problems. COMBAT In melee combat, a wyrd attempts to strike with the glowing spheres as though he were trying to slap his opponent. The wyrd may also throw the spheres as ranged weapons, though due to his control of the spheres,

this is treated as a ranged touch attack. He may also choose to split his attacks, attacking with one sphere in melee and using the other as a

missile (though he may draw an Attack of Opportunity for doing so). The wyrd only uses its claws to finish opponents reduced to 0 Strength.

Negative Energy Sphere (Su): Touch attack or ranged touch attack, 30 feet range, deals 1d3 points of temporary Strength damage if attack is successful (1d4+ 1 to those with elven blood û ordinarily, this includes elves and half- elves). A second sphere immediately appears in the wyrd's hand after one explodes.

Spawn (Su): Any creature with elven blood slain by a wyrd rises in 1d4 days as an independent wyrd. Casting a dispel evil or remove curse spell on the body within this time period prevents this transformation. Creatures lacking elven blood killed by a wyrd do not rise as spawn.

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

79

Templates Elemental Native Template Submission © 2001 by Spencer Cooley, the_ sigil@ junos. com Elemental natives are creatures native to one of the elemental planes. They usually bear a strong resemblance to their prime material counterparts, but are made of the raw elements of their plane of origin. Elemental natives from the plane of fire usually appear as moving fire in the form of an animal. Elemental natives of the plane of earth usually appear as huge, vaguely- shaped clods of dirt, rocks, and clay. Elemental natives of the plane of ice might appear as creatures made of ice, with rime and icicles jutting out in all directions. Elemental natives of the plane of Lightning might appear as creatures brimming with static or even as lightning shaped into the appropriate creature. The variety of flora and fauna on the elemental planes is quite large, and there is no guarantee that even two water elemental native foxes will look the same nor possess the same abilities. The elemental native usually has difficulty functioning on the prime material plane, as the area of the prime material plane is as hostile to them as the elemental planes are to prime material natives. If summoned by spell, however, the spell keeps a very thin field of their native element around them, allowing them to subsist until the spell's duration.

As a general guideline to appearances, creatures of the ôearthö subtype are usually composed of large, vaguelyformed mounds of elemental material. Fine lines and features simply do not exist for these creatures û everything is crude or angular. Creatures of the ôcoldö subtype often appear as might an ice sculpture or snow mound in the shape of the creature û fine lines are possible, but especially with creatures similar to an ice

sculpture, jagged lines of frost and rime are common. Those of a ôfireö subtype are usually made of element in the appropriate shape with very indistinct features û and features that can move slightly from location to location. In other words, though a fire elemental native's head is usually clearly defined, the face tends to wander around the head slightly. Creatures of the ôwaterö subtype tend to be characterized by

fluid, flowing lines and even major body features sometimes blur themselves. Creatures of the ôairö subtype usually take form as tight spirals where musculature and skin would normally be, but with a general aura of spirals extending

another several inches outward, so an ôairö rabbit would be a small cyclone in the shape of a rabbit with a cloud of swirling wind around the cyclone.

"Elemental Native" is a template that can be added to any aberration, animal, beast, magical beast, plant, or shapechanger that does not already carry a subtype. The creature's type changes to "elemental." If the creature is native to one of the four major elemental planes, it gains the subtype of that plane. If it is from one of the para- elemental planes or quasi- elemental planes, it gains a subtype as determined by the following table:

Plane of Origin Subtype

Para- elemental Plane of Ice Cold Para- elemental Plane of Magma Fire
Para- elemental Plane of Ooze Earth, Water Para- elemental Plane of Smoke
Air Quasi- elemental Plane of Ash Earth, Cold

Quasi- elemental Plane of Dust Earth Quasi- elemental Plane of Lightning
Air Quasi- elemental Plane of Mineral Earth

Quasi- elemental Plane of Radiance Fire Quasi- elemental Plane of Salt
Water Quasi- elemental Plane of Steam Water Quasi- elemental Plane of
Vacuum Air AC: The creature gains an added natural armor bonus based on
its subtype. If the creature gained multiple subtypes, only the better
bonus applies. See the ability score modifiers section for details.

Attacks: The elemental native retains all the attacks of the base
creature. It gains no extra attacks. Damage: Damage is the same as the
base creature, though note that special qualities (below) may cause
additional incidental energy damage.

80

Special Attacks: Elemental natives have a 50% chance of possessing a
breath weapon. This is described below. Creatures with multiple subtypes
will only have one breath weapon, of a type chosen when the creature is
created.

Breath Weapon (Su): Elemental natives can breathe a cone of acidic gas
(air subtype), a cone of frost (cold subtype), a line of electricity
(earth subtype), a cone of fire (fire subtype), or a line of acid (water
subtype). Cones are usually 20 feet long, and lines are usually 50 feet
long. For each size category of the creature below Medium, reduce a
cone's range by 5 feet and a line's range by 10 feet. For each size
category of the creature

above Medium, add 5 feet to a cone's range and 10 feet to a line's range.
This attack deals 1d4 hit points for each 2 HD of the creature plus the

creature's Constitution modifier and has a base Reflex save DC of 10 + ϕ creature's HD + Con modifier and can be used every 1d4+ 1 rounds and while the creature is biting (if applicable).

Special Qualities: An elemental native of the fire or cold subtype has all of the normal strengths and weaknesses associated with that subtype. Creatures of the earth subtype gain electrical immunity. Creatures of the air subtype gain the Natural Invisibility ability (see below). Creatures of the Water subtype gain acid

immunity. In addition, creatures of at least 5 HD have one other extra ability chosen from the list below (though they may not choose Natural Invisibility).

Natural Invisibility (Ex): This creature's body is completely transparent and invisible. All foes suffer a 50% miss chance unless they can see invisible creatures. If the invisibility is dispelled, the elemental native may reestablish it as a free action the following round.

Elemental Aura (Ex): Some elemental natives exude such strong energy auras around themselves that it can actually be damaging to other creatures. The energy aura will be one of the following: cold (cold or water subtype), lightning (earth or air subtype), acid (water or air subtype), or flame (fire or earth subtype). This energy aura deals 1d6 points of energy damage to any creature approaching within 5 feet of the elemental

native, struck by the elemental native, or striking the elemental native with a natural weapon (such as a claw or bite). The elemental native cannot choose to turn this ability off. **Immunity to Weapon Type (Ex):** Some elemental natives, because of their elemental nature, are naturally resistant to certain forms of attack. Those of the air or fire subtype are immune to damage caused by slashing weapons. Those of the water subtype are immune to damage caused by piercing weapons. Those of the earth or cold subtype are immune to bludgeoning weapons.

Damage Resistance (Su): Some elemental natives are naturally damage-resistant, gaining a DR of 10/+ 1.

Spell Resistance (Su): Some elemental natives are naturally spell resistant, gaining an SR of 10 + ϕ HD + Con modifier.

Saves: Same as the base creature

Abilities: Affected as follows:

Subtype	Str	Dex	Con	Int	Wis	Cha	Natural	Armor	Bonus	Air	-2	+8	n/	a	n/	a																																					
	n/	a	n/	a	+2	Cold	+2	n/	a	+2	n/	a	n/	a	n/	a	+4	Earth	+4	-4	+4	n/	a	n/	a	n/	a	+4	Fire	-2	+4	+2	n/	a	n/	a	n/	a	+4	Water	+2	n/	a	+4	n/	a	n/	a	n/	a	n/	a	+2

Skills: Same as the base creature.

Feats: Same as the base creature

Climate/ Terrain: Any land and underground where sufficient quantities of the elements needed to create them exist.

81

Organization: As the base creature

Challenge Rating: For creatures of less than 8 HD, same as base creature +1. For creatures of greater than 8 HD, same as base creature +2.

Alignment: Any Advancement: Same as the base creature

Sample Elemental Native

This example uses a Triceratops (Dinosaur) as the base creature.

Elemental Native, Triceratops

Huge Elemental (Cold) Hit Dice: 16d10+ 128 (216 hp) Initiative: -1 (- 1 Dex)

Speed: 30 ft AC: 22 (- 2 size, -1 Dex, +15 natural) Attacks: Gore +17 melee

Damage: Gore 2d8+ 9

Face/ Reach: 10 ft by 20 ft/ 10 ft Special Attacks: Charge for Double Damage, Trample, Breath Weapon

Special Qualities: Scent

Saves: Fort +18, Ref +9, Will +6

Abilities: Str 22, Dex 9, Con 27, Int 1, Wis 12, Cha 7

Skills: Listen +8, Spot +8

Climate/ Terrain: Near large quantities of ice

Organization: Solitary, pair, or herd (5- 8) Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 17- 32 HD (Gargantuan); 33- 48 HD (Colossal) This elemental native triceratops was summoned from the para- elemental plane of ice. It appears as a triceratops made of ice with various spikes, edges, and points along the joints and back. Combat

Straightforward combatant û tries to breathe, gore and charge as much as possible.

Trample (Ex): An elemental native triceratops can trample Medium- size or smaller creatures for 2d12+ 5 points of damage. Opponents who do not make attacks of opportunity against the triceratops can attempt a Reflex save (DC 23) to halve the damage.

Breath Weapon (Su): The elemental native triceratops can breathe a cone of frost 30 feet long once every 1d4+ 1 rounds. The breath does 8d4+ 8 points of cold damage (Reflex save DC 26 for half).

Immune to Bludgeoning Weapons (Ex): The elemental native triceratops takes no damage from bludgeoning weapons.

82

Shade

Template Adapted from the following resources: 1 st Edition, Monster Manual II, 2 nd Edition, Monstrous Comp., Vol IV, Dragon Magazine Article #214 By: Brad Bemis (bradleyb@ bigfoot. com)

A shade is a mortal being who has transformed himself into a creature of shadow through the use of ancient formulas and long lost magics. Many were formerly arcane spellcasters seeking an alternative form of immortality without becoming an undead creature such as a lich. They physically appear much the same as they did before the transformation with the exception of the grayish to nearly black change in skin coloration. Their eyes become dark and veiled, often with a gray, white, or purplish tint and no pupils. Shades usually become taciturn and withdrawn after the transformation, shedding their humanity as well as their mortality. All

shade are ageless. All scores and abilities remain the same as the base creature except as indicated below. The exact powers of the shade vary depending on the lighting conditions surrounding the shade.

Bright light. Powerful light or direct sunlight that burns into the shade, causing extreme pain. This can include direct sunlight or being the center of a powerful magical force of light.

Ability Modifier: The shade suffers a -5 ability modifier to all ability scores. **Spell Resistance:** None

Sense Adjustment: The shade is racked with pain and can barely function. All senses are effectively reduced to 1/ 10 th .

Actions and Movement Adjustments: The shade can only perform a partial action each round.

Magic and Special Abilities: The shade is incapable of using magic, class, or racial abilities in any way. **Special:** The shade's physical body begins to break down. For each round of exposure, the shade suffers 2d4 points of damage. Should the shade's exposure lead to its death, it dissipates, never to reform again.

CR: base creature -3 No Shadows. Instances where no shadows exist. Either surrounded by light or enclosed in an area of complete darkness (including magical light or darkness). This includes the shade being outlined by a faerie fire spell or being the center of a light spell.

Ability Modifier: The shade suffers a -3 ability modifier to all ability scores. Spell Resistance: None

Sense Adjustment: The shade has a difficult time using any of its natural senses. All senses are effectively reduced to 1/ 2.

Action and Movement Adjustments: The shade can perform limited functions, but is able to use a full round action if necessary.

Magic and Special Abilities: A spellcaster shade's effective casting level is reduced by 2.

Special: The shade suffers 1hp of damage per round when not able to access the essence of shadowstuff. CR: base creature -1 Weak Shadows. Small shadowy areas of little density, as created by the effects of dawn or twilight, average indoor lighting, or outdoors on a moonless or overcast night.

Ability Modifier: None

Spell Resistance: None

Sense Adjustment: Normal

Action and Movement Adjustments: Normal

Magic and Special Abilities: The shade can use any class or racial abilities normally.

Special: None

CR: base creature

83

Strong Shadows. Broad shadows that envelope the area, as caused by dim indoor lighting, being outdoors at night, or the lighting of a dense forest or wood during the day.

Ability Modifier: The shade gains a +1 ability modifier to all ability scores. Spell Resistance: The shade gains the ability to resist spells (4+ 1/ level). Sense Adjustment: All ranges for physical senses of the shade are doubled.

Action and Movement Adjustments: The shades rate of movement is adjusted by an additional ½ of the base movement rate rounded up to the nearest 5 (base movement * 1.5).

Magic and Special Abilities: The shade gains the spell- like abilities (once per hour) to generate shadow images and become blurred.

Special: The shade gains a +10 skill check modifier against the use of the Hide in Shadows skill. The shade gains the ability to regenerate [1].

CR: base creature +1

Very Shadowy. Dense concentration of shadowy light, as if in the woods or jungle during the twilight hours, a dark windowless room with a small light source, the flickering of torchlight in a dark enclosure, being outdoors at night on the edge of a natural light source.

Ability Modifier: The shade gains a +3 ability modifier to all ability scores. **Spell Resistance:** The shade gains the ability to resist spells (8+ 1/ level). **Sense Adjustment:** The shades senses are magnified beyond most mortal creatures. All sense ranges are tripled. A base creature without low- light vision gains low- light vision with a range of 120ft.

Action and Movement Adjustments: The shade can complete a bonus Partial action each round. All base movement rates are doubled.

Magic and Special Abilities: The shade gains the shadow image and invisibility powers above, as well as the abilities to blink once every other round, create shadows once an hour, and shadow shift once per day.

Special/ Feats: The shade gains the ability to regenerate [3]. The shade cannot be fooled by any attempt to hide in shadows. All shades gain the alertness feat. A spellcaster shade also gains the Extended Spell, Heighten Spell, and Spell Focus (shadow based magic only) feats. CR: base creature +3

The Secret of the Transformation:

There are many speculations, but the true secret of becoming a shade is shrouded so deeply in secrecy that no mortal really knows it. Only another shade can provide the formula and magics required, and then may not even be truthful, possibly causing the demise of a would- be shade.

Special Powers and Descriptions:

Ageless (Su): Age continues to have an effect, but the body itself (now one with the eternal shadows) no longer ages. The shade does, however, continue to experience the aging modifications to Intelligence, Wisdom, and Charisma as normally indicated by the effects of aging chart in the Players Handbook. In addition to the given rate of aging listed in the Players Handbook, the shade continues to receive a bonus +1 ability score change to Intelligence, Wisdom, and Charisma for each period of difference in age between venerable and

maximum age. See Chapter 6: Description of the Players Handbook for the effects of age. (Example: A human is considered venerable at 70 years of age. The maximum age for a human is 110 years. For every period of difference [40 years], the shade gains an additional +1 ability score

modifier for the listed abilities. Senses (Ex): The senses impacted by becoming a shade include eyesight and hearing. This can also include

other similar senses for base monster races. The base creatures original range value is multiplied by the modifier indicated in the description for each category of shadow.

Regeneration (Su): The shade can regenerate all severed limbs (except for the head) over a period of time (1d4 weeks of continual exposure to strong shadows or better). Shadow Images (Su): As the spell mirror image cast at character level, but yielding 1d4+ 3 shadowy images.

Blur (Su): As the spell, using characters level to determine all variables.

84

Blink (Su): As the spell, but this ability allows the shade to appear in any very shadowy area within 300 feet as a free action. The shade never appears inside a solid object. All other variables are based on character level.

Create Shadows (Su): As the spell Greater Shadow Conjunction cast at the shades character level, but 1d4 duplicates of the shade will appear. The shade has complete mental control over these duplicates.

Shadow Shift (Su): The ability to shadow walk to any very shadowy locale on the same plane as the shade, or plane shift between the current locale and the Demiplane of Shadow. The shade can either shadow walk or planeshift once per day, but not both.

Table 1- 1: Powers of the Shade

Light Cond. Ability Mod. Spell

Resist. Sense Adjust. Move Adjust. Magic/ Abilities/ Special CR

Bright Light -5 None 1/ 10 th Partial Only Suffers 2d4 points of damage/ round, no magic or abilities can be used Base -3 No Shadows -3 None 1/ 2 Full Suffers 1 point of damage/ round, -2 to caster level, Base -1 Weak Shadows None None Normal Normal Normal Base Strong

Shadows +1 4+ 1/ level Double Normal, * 1.5 base distance +10 to spot Hide in Shadows attempts, Regeneration [1],

Shadow Images, Blur Base +1 Very Shadowy +3 8+ 1/ level Triple, Lowlight vision

120ft Bonus partial

action/ round, *2 base distance

Immune to Hide in Shadows attempts, Regeneration [3], Bonus Feats, Shadow Images, Blur, Blink, Create Shadows, Shadow Shift

Base +3

85

Spirit

Template Submission © 2001 by Crystal, Bard of the Sands: iridian@wco.com This is an adjustment of the Ghost template from the Monster Manual.

Spirits are manifestations of the spiritual aspects of living creatures, geographical locations and remembered ancestors and legends. Generally they do not interact with the prime material world unless specifically called or attracted by extreme circumstances. They may rally to defend their homes, their descendents or their race.

Otherwise, they leave the prime material world to its own devices. Animal and Ancestral spirits greatly resemble the corporeal shapes of their prime material counterparts. Nature spirits tend towards a personified incarnation of the relevant natural element, with a few exceptions. Creating a Spirit "Spirit" is a template that can be added to any creature regardless of type. The creature's type changes to "outsider." It otherwise uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the spirit manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its CHA modifier or +1, whichever is higher.

Attacks: The spirit retains all the attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, a spirit uses the base creature's damage ratings. Against non-ethereal creatures, the spirit usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below). Special Attacks: The spirit retains all the special attacks of the base creature, although those relying on

physical contact do not affect non-ethereal creatures. The spirit also gains the special attacks described below. Saves have a DC of 10 + 1/2 spirit's HD + spirit's CHA modifier unless noted otherwise.

Manifestation (Su): All spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal. However, a manifested spirit can strike with its touch attack or a spirit touch weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and

can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets. Spirit Touch (Su): A spirit that hits a living target with its incorporeal attack deals 1d4 points of damage.

Against ethereal opponents, it adds its STR modifier to attack and damage rolls. Against material opponents, it adds its DEX modifier to attack rolls only. Ride (Su): Once per round, an ethereal spirit can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the spirit's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's CHA modifier). A creature

that successfully saves is immune to that spirit's ride ability for one day. The spirit may only Ride creatures similar to itself.

Special Qualities: A spirit has all the special qualities of the base creature and those listed below, and gains the outsider type and incorporeal subtype.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit

86

that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to destroy its anchor to the prime material world (i. e., a geographical location for a Nature spirit, a family, tribe or nation, or entire race for an Ancestral spirit and a species for an Animal spirit). The exact means varies with each spirit and may require a good deal of research.

Saves: Same as the base creature

Abilities: Same as the base creature, except that its CHA score increases by +4.

Skills: Spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Same as the base creature

Climate/ Terrain: Any land and underground

Organization: Solitary, gang (2- 4), or mob (7- 12) Challenge Rating: Same as the base creature +1

Treasure: None

Alignment: Any Advancement: Same as the base creature

Spiritual Equipment

The spirit only carries equipment appropriate to its form. If a legendary ancestor, the spirit will carry those items associated with the legend. The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the spirit manifests, and enchanted weapons can harm the spirit. If any of these items still exist on the material plane and are being used, the spirit cannot have them. Only if they are lying unused, or have been destroyed, can the spirit have his items. Sample Spirit

This example uses a Brown Bear as the base creature.

87

Spirit, Bear

Large Outsider (Incorporeal) Hit Dice: 6d8+ 24 (51 hp) Initiative: +1 (Dex)

Speed: 40 ft AC: 15 (- 1 size, +1 Dex, +5 natural) for ethereal encounters, 11 (- 1 size, +1 Dex, +1 Deflection) when manifested (see below) Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d8+ 8, bite 2d8+ 4

Face/ Reach: 5 ft by 10 ft/ 5 ft Special Attacks: Improved Grab, Manifestation, Spirit Touch, Ride

Special Qualities: Scent, Rejuvenation, Outsider type, Incorporeal subtype

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 10

Skills: Hide +9, Listen +12, Search +8, Spot +15, Swim +14

Climate/ Terrain: Any land and underground

Organization: Solitary, gang (2- 4), or mob (7- 12) Challenge Rating: 5

Treasure: None

Alignment: Any Advancement: 7- 10 HD (Large) Skills: Spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot checks.

Combat

Attacks relying on physical contact do not affect nonethereal creatures. Saves have a DC of 10 + 1/2 spirit's HD + spirit's CHA modifier unless noted otherwise.

Manifestation (Su): All spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal. However, a manifested spirit can strike with its touch attack or a spirit touch weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and

can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets. Spirit Touch (Su): A spirit that hits a living target with its incorporeal attack deals 1d4 points of damage.

Against ethereal opponents, it adds its STR modifier to attack and damage rolls. Against material opponents, it adds its DEX modifier to attack rolls only. Ride (Su): Once per round, an ethereal spirit can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the spirit's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's CHA modifier). A creature

that successfully saves is immune to that spirit's ride ability for one day. The spirit may only Ride creatures similar to itself.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to destroy its anchor to the prime

material world (i. e., a geographical location for a Nature spirit, a family, tribe or nation, or entire race for an Ancestral spirit and a species for an Animal spirit). The exact means varies with each spirit and may require a good deal of research.

88

APPENDIX A: OPEN GAMING LICENSE

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/ or trademark owners who have contributed Open

Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods,

procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line

names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special

abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty- free, non- exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

89

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed

in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that

you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

APPENDIX B: Submissions Guidelines

Welcome! We, the design team for the The Council's Encyclopedia of Lifeforms Mundane and Magical, formerly entitled "the Netbook of Creatures," are excited to have you join us as we create a new slew of monsters for RPG players everywhere. To make sure that our offering is of the highest quality, we have prepared this appendix to answer some of your questions - a sort of FAQ for submitting to this book. Please read the entirety before making a

submission.

File Type Format:

Files should be sent in .RTF format to your contact person. Deviations from this will be noted below next to the contact name. .RTF is used because it

is a format that is common across multiple PC-based word processors while retaining most of its style. If you are using a Mac to submit your creation and cannot put it into .RTF format, please

convert to either plain text or HTML format. Please send the files as an attachment to your e-mail and not in the body of the e-mail itself.

Contact Person:

Submissions should be sent to the Editor (and Project Lead),

Spencer Cooley (the_sigil@juno.com) The submission will be subject to a review by one of the Submissions Team Leaders. Submissions will be assigned to Team Leaders based on the creature type as detailed below. The Submissions Team Leader will be responsible for reviewing your creature, making suggestions, as necessary, and

serves as your point of contact with the Encyclopedia team.

Submissions Team Leaders (by Creature Type): Spencer Cooley (the_sigil@juno.com) Templates Vermin

Scott Greene (mrromeo@vei.net) Elemental Outsider Plant Undead

Monte Lewis (molewis@mindspring.com) Aberration Dragon Ooze Shapechanger Cliff Cadell (ccaddell@home.com) Animal

Construct Magical Beast Monstrous Humanoid

Jeff Khars (jkhars@sc.rr.com) Beast Fey Giant Humanoid Note that the above e-mail addresses are provided for use in submitting creatures to the Netbook of Creatures ONLY. Publication of these addresses is not to be construed as a solicitation of any other type of e-mail, particularly bulk "spam" e-mail.

Important Reminder: Please include your e-mail address on submissions so that we can get in touch with you if we have questions. We do not maintain lists of e-mail addresses! Please also understand that your submission of a creature to us indicates that you

are authorized to submit the creature (appropriately referenced) and give us permission to publish it, subject to the guidelines below. Note that we cannot publish anonymously due to restrictions in the Open Gaming License.

91

Policy Changes

Policy is initially set forth by the Editor (who is also the Project Lead). Any member of the Submissions Team may call a vote on any policy change. The policy change is voted upon, with a simple majority rule determining the course of action. Voting Team Members are the Submissions Team Leaders and the Editor. At present, those members are (listed in order of team seniority):

Spencer Cooley (Editor) Scott Greene Cliff Caddell Monte Lewis Jeff Khars

If there is a tie in voting the Editor shall have the deciding vote.

The Pre- Review Process (or what needs to occur before you submit your creation) This consists mostly of the legal stuff we need to accomplish in order to protect your submission and ourselves. Before submitting to us, you will need to go to the DnD Community Council webpage, <http://www.dndcommunitycouncil.org/submissions>, and download a copy of the Permission Agreement document. We will need you to sign it in the presence of a witness (who will also sign it) and send it to us (instructions, et al are on the form). If you need details about why we do this and what it

means, please read the webpage. Basically it means you are letting us use your work, you are releasing it into the public domain (we will be publishing our Netbook to be 100% Open Gaming Content or in other words 100% in the public domain), and you will not sue us if anyone else uses your work for profit under the terms of the

Open Gaming License«. You will be given a contributor ID number and we can begin the real part of the process û the Review process. The Review Process

In order to maintain a high level of quality among the submissions we receive, each submission is subjected to a review process. This process works as follows:

- 1.) A creature is submitted to the Editor, who checks to make sure the submitter has complied with the Pre- Review Process, then forwards the submission to the

appropriate team member (determined by creature type). 2.) The team member reviews the submission. If there are concerns, he works with the submitter to resolve these concerns, making suggestions for improvements and pointing out potential problems. Submissions Team Leaders may use the input of anyone they wish to assist them with this task, and have the power to create their own mini- review teams for this task. Ultimately, the Submissions Team Leader is responsible for those submissions he receives. 3.) Once the Submissions Team Member has reviewed the submissions and resolved any possible concerns with the submitter, he forwards a copy of the approved submission to the Editor. 4.) The Editor reviews the submission, and if he feels any changes are required, he may return the submission to the Submissions Team Leader, listing his concerns (minor grammatical changes to the submission may be made if necessary without taking this returning step). Return to Step 2. 5.) The Submission is entered into the next copy of the Netbook and published in the next release.

92

Checks and Balances Within the Process

The Submitter's Appeal (If things stall at Step 2 of the review process) The submitter may feel that the Submissions Team Leader is excessively critical and that his work should be included in the Netbook "as is." If this is the case, the submitter may appeal to the Editor. The Editor may review the submission or may choose to reject the appeal. If he chooses to

review the submission, he may ask the Submissions Team Leader what concerns were mentioned. If the Editor and the Submissions Team Leader are one and the same, the most senior Submissions Team Leader acts in the stead of the

Editor in the process outlined below. A review has one of the following possible outcomes: The submission is accepted. The Editor overrules the concern of the Submissions Team Member and accepts the submission. This is the most infrequent outcome.

The submission is not accepted. The Editor agrees with the concern of the Submissions Team Member or may have concerns of his own. The submitter is asked to revise the work and re- submit it to

the Submissions Team Leader.

The submission is put up for vote. All five Team Members review the submission and simple majority rules. In the event of a tie (perhaps caused by abstention of one or more team members), the Submissions Team Leader (not the Editor unless they are one and the same) to whom the

submission was originally made has the tiebreaking vote.

Submissions Team Leader Appeals (if things stall at Step 4 of the Review Process) If a Submissions Team Leader has a submission

returned to him by the Editor and feels the Editor is in error, he may appeal the decision to the other three Submissions Team Members. These three review the submission and a simple majority vote (of two) determines whether the submission is to be further revised (upholding the Editor's decision) or included (overruling the Editor's decision).

Artistic Submissions As of this writing, a final policy for accepting and using Artistic Submissions is not in place (though rest assured that we will do everything in our power to get one going as soon as possible).

Artistic Submissions will be done on a volunteer basis - we don't get paid for this, so we can't pay you. Anyone interested in submitting artwork for use in the book should contact the Editor. Please do not begin work for a particular monster until you have contacted the editor. Artists have already volunteered to do pictures of some of the creatures and these pictures have not yet made it to press (we don't have a policy fully in place yet). The Editor keeps track of which pictures have been

assigned and will work with you so that you can illustrate a creature you would like to illustrate.

The final artistic submissions process will likely be somewhat similar to the regular submissions process - at this point, the proposed plan is to have

artists sign an Agreement similar to the one needed for the Pre- Review process in the normal submissions process. One significant difference is that the art will NOT be released into the public domain - the DnD Community Council will seek a

royalty-free, explicit license to incorporate art works submitted into DnDCC-sponsored netbooks, but all other rights - including the right to reproduce, post in other locations, and license others to use the work (including for profit) will remain with the artist. The DnD CC will NOT be able to license the use of the artwork except in its own free projects. Art will

only be incorporated into the closed PDF versions of this document in order to protect it from easily passing into the public domain.

93

Submission Format:

Submissions should follow the standard Monster Manual format. For those without the Monster Manual, please list the following items in the given order:

Creature Name Creator's Name or Alias (this is how you will be credited), include e-mail address on submissions (if you do not wish us to publish your e-mail address, note this and we will not publish it) and the original work if your submission is a conversion.

(insert a blank line here) Size, Type

Hit Dice (include Constitution bonus, if any, when listing the Hit Dice and have the average hit points for this monster in parentheses)
Initiative (include a breakdown of this bonus) Speed (one entry for each form of movement such as normal walking, fly, swim - if the creature can fly, include its maneuverability class in parentheses) AC (include breakdown of the creature's armor class)

Attacks (# of attacks of a given type, name of weapon/ body part used in attack, attack bonus, attack type - melee/ touch/ etc.) Damage (include one entry for each type of attack)

Face/ Reach

Special Attacks (list first Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities) Special Qualities (again, list first

Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities) Saves (do not break these down) Abilities (list in the order Str, Dex, Con, Int,

Wis, Cha) Skills (list in alphabetical order) Feats (list in alphabetical order) (insert a blank line here) Climate/ Terrain

Organization

Challenge Rating (your best estimate) Treasure

Alignment

Advancement (include increasing size for creatures not advancing by character class) The first description paragraph should very briefly describe the creature - what is it (in general terms) and how should I use it in my campaign? The remainder of the "flavor" description may be as long as you want it to be. Use this to answer the

"What is it?" question more completely and describe "Why / How / Where / When is it?" too. For practical purposes, please try to limit the description

to at most 400 words - this is a couple of long paragraphs and don't write much about combat - use the COMBAT section for that. Obviously, you may need to reference its combat habits (for example, "it likes collecting skulls of fallen victims") but keep it flavor and not combat. This word limit

isn't absolutely necessary and if you have a complex creature or a good description, you can keep going, but for editorial purposes, this helps us with our "one creature, one page" rule.

94

COMBAT Section

Use this area to describe how the critter attacks - tactics, usual prey, hiding patterns, and so on - in other words, how is this beastie going to act when it attacks the PCs? Following the combat section, please include one

entry for each of the creature's Special Attacks and Special Qualities. Include saving throw DCs in parentheses (e. g., "a successful Will save (DC 19) resists"). The following Special Attacks are "standard" and

need not be described in great detail (include damage and Save DCs where applicable along with the other things noted next to the entry here):

Ability Score Loss - indicate drain (permanent) or damage (temporary)
Breath Weapon - indicate shape of weapon

and damage type (fire, cold, etc.) Constrict

Energy Drain

Fear - indicate Aura, Cone, or Ray Frightful Presence

Gaze - indicate if creature is immune to its own gaze

Improved Grab

Poison - indicate area or contact poison

Psionics Ray Spells - indicate spells by name

Swallow Whole - indicate the consequences and possible escapability in text (include monster's interior AC and hit points) Trample

The following Special Qualities are "standard" and need not be described in great detail:

Blindsight - indicate range and possible means to foil it

Damage Reduction - indicate amount and weapon type that overcomes it (e. g., 15/+ 2) Fast Healing

Regeneration - indicate what attack types deal normal damage to the creature, and note if the creature can reattach severed limbs
Resistance to Energy - indicate the

resistance amount and energy type

Scent û indicate the bonus Spell Resistance û indicate the amount

Turn Resistance û indicate the amount

Stat Blocks: At this time, we would as that you please include a sample stat block for your creature as well at the end of your entry (for the correct format for stat blocks, refer to Dungeon Magazine's submissions guidelines at:

www.wizards.com/dungeon/article.asp?x=submissions). This allows someone who wishes to use your creature in their own adventure to cut and paste the stat block from the Stat Block Codex and make minor modifications (for armor, hit points, etc.), generally making life much easier for all of us.

Illustrations:

If you would like to include an illustration, by all means send one along û but it will need to conform to the guidelines set forth in the "Artistic Submissions" section.

95

Publication Frequency: Monthly updates are currently planned for the netbook, incorporating all ideas submitted in time for our deadlines (usually need to be submitted at least one week ahead of the release). Depending on submission frequency and/ or volume, this may change. We are also currently contemplating "mini" folios û for example, a folio containing only the

undead or only CR 4 monsters.

Editorial Changes to your Submission:

Most changes to a submission occur during the review process and will be made with your knowledge (and consent). We will try to keep your submission as close to your original words as possible, though we specifically reserve the right to

edit a submission to ensure that it fits our layout guidelines û these will be grammatical corrections or "cosmetic" changes not affecting your creature's vital statistics. We also specifically reserve the right

to adjust the Challenge Rating you submit. We may make other minor changes on an as-needed basis. Contact the Editor if you object to changes made outside the review process. Changes we Suggest and Acceptance Policy

Our number one basis for reviewing submissions is the Monster Manual, published by Wizards of the Coast. Our secondary basis for reviewing submissions is the Monster Creation article from Dragon Magazine #276. The vast majority of our suggestions for changes to be made to a

submission are based on the guidelines set out therein. As an example, any creature submitted as a "Fey" type should have a d6 Hit Die. A "Fey" submission with a d10 Hit Die will be returned so that the Hit Die may be changed to a d6, bringing it

into the standard set forth by the Monster Manual. Please note that we do not currently require, as does WoTC, simple plurals (adding "s" or "es" to all names for plurals) — though we suggest it! Most Frequent Mistakes

Try to make sure your monster is "system legal" before submitting it to us. "System legal" means make sure it has the right Hit Die type, attack bonuses are calculated correctly based on the monster's Hit Dice, type, and abilities (including Feats), the creature has the proper number of skill points, etc. If it is "system legal", most of your obstacles to acceptance are cleared — though note

that we may take issue with the Challenge Rating you have chosen or with some of its Special Abilities or Qualities. Our Submissions Team Leader will work with you to resolve these

concerns. The main reason we may take issue with Challenge Ratings is that this is the game's "built-in" rating system. It lets the DM know immediately the approximate power level of the monster. This helps immensely with the game balance issue. Is your monster too overpowered for a CR 2 creature? No

problem. Make it a CR 3 or 4 creature and the problem is solved.

We may also take issue with certain of your creature's special abilities. Again, this will be largely for game balance concerns. A 2 HD critter with a flaming breath weapon that does 15d10 points of damage is (obviously) not really that balanced, regardless of Challenge Rating. Why? Well, if that creature wins initiative, it can be as tough on a party as a CR 8 or 9 creature. If it loses initiative, it is maybe a CR 1 or 2 creature because

it is killed before it brings its breath weapon to bear on the party. We really can't split the difference either — it's not a CR 5 creature. This is what we mean when we talk of balance — obviously, winning initiative in combat is important, but this creature's challenge (or lack thereof) is not really a function of the creature, but the function of randomness (the

initiative roll). Again, the point of the review process is to help make your creature both "system legal" and the best darn little beastie it can be. Please understand this and take our suggestions with the attitude that we want to see your little creation come to life just as much as you do.

96

Some very common mistakes include:

Incorrect melee attack bonus (especially for secondary attacks).

Incorrect number of Skill Ranks. Incorrect Strength modifier on damage

Incorrect Saving Throw bonuses Please refer to the beginning of the Monster Manual and review the guidelines for monster creation there. The math can get somewhat convoluted but it can be done - please try to double-check everything before submitting it to us. DON'T just assign numbers based on what "feels" right - there are rules in the system designed to

handle this stuff, let's use them. Use your resources! Available on the Encyclopedia's home site is an Excel Spreadsheet to aid you in doing the math. While this is not foolproof (there are mistakes on it that we just haven't had time to fix yet), it does an excellent job

in steering you away from obvious and common problems. The Bounds of Taste Bearing in mind that the RPG community consists of many individuals of varying ages, we wish to

keep this collection in good taste. The Editor has the final say regarding what is in "good taste." We would like to keep this book in the PG range. I hate to have to say this, but in a community this diverse, it is necessary to include it. Please keep this in mind when creating your submissions. We reserve the right to reject any submission on grounds of poor taste.