

Go Ogleplex's critters

Vol. I

ALLIGRE

No. Appearing:	1, 1-4, 2-12
Size:	Large
Hit Dice:	Young 2(d8), Adult 5(d8), Elder 8(d8)
Move:	30 ft, 30 ft (swim)
Armor Class:	19
Attack:	Bite (2d6), Slam (3d4), Tail Slap (1d12)
Special:	Twilight Vision, Knock Back
Saves:	P
Intelligence:	Inferior
Alignment:	Neutral Evil
Type:	Giant
Treasure:	4 (nest only) / Elder- 7 (nest only)
XP:	Young 15+2 / Adult 120+5 / Elder 375+8

The swamp dwelling Alligre looks like a twisted amalgamation of ogre and alligator, their feet and hands are clawed like an alligator and completely unsuitable for tool or weapon use. The young average 4-feet in height after only a year, normal adults grow up to 9-feet tall with 10-foot long tails. Elder Alligre have been known to exceed 12-feet in height with tails 14-feet or more in length. Fortunately, such giant Alligre are rare and found only in the deepest swamps. These creatures have a rudimentary intelligence that allows them to be effective hunters and exist in a loose family structure. The exception to this being Elders whom live alone.

Alligre are vicious carnivores and not above becoming cannibalistic in times that game is scarce or when they become elders. They will attack any creature equal in size or smaller without quarter, retreating only when injured badly enough that their lives are at risk. They find lizardman to be a particular tasty meal. Prey is dragged back to the nest for consumption, any treasure that the prey may have had being discarded and pushed aside out of the living area.

Knock Back- The Alligre's slam and tail slap attacks are so powerful that any creature of medium size or smaller is knocked backwards up to 15-feet and must make a DEX check to avoid being knocked off of their feet. Young Alligre are unable to cause knockback.

ANIMATED OBJECT

Animated objects are simply constructs consisting of, but not limited to; furniture, dolls, mannequins, statues, rope, etc. They are not as durable as golems nor imbued with the ability to act in any other way than ordered. These orders must be very simple and consist of no more than 12 words. They are totally immune to magic and effects that alter the senses such as illusion, charms, and mental attacks.

Size	Small	Medium	Large
HD	1 (d10)	2 (d10)	4 (d10)
Move	20-ft	30-ft	30-ft
AC	14	14	14
Attacks	Slam (1d4)	Slam (1d8)	Slam (1d12)
Special	Immunities Blindsense 60-ft Repairable	Immunities Blindsense 60-ft Repairable	Immunities Blindsense 60-ft Repairable
Saves	P	P	P
Int	None	None	None
Align	N	N	N
Type	Construct	Construct	Construct
Treasure	Nil	Nil	Nil
XP	7+1	15+2	60+4
No. Appearing	1-4	1-2	1

ARC WYRM

No. Appearing: 1
 Size: Special (see above)
 Hit Dice: Special (see above)
 Move: 30' / 60' Fly
 Armor Class: Special (see above)
 Attack: Bite (1d8 + 1d4 electric), 2 Talons (1d4 + 1d4 electric), or Tail Slap (3d4 + 1d4 electric)
 Special: Electrical Field, Twilight Vision, Knock Back, Spell Use
 Saves: P
 Intelligence: Special (see above)
 Alignment: Chaotic Evil
 Type: Dragon
 Treasure: Special (see above)
 XP: Special

This dangerous wyrm is serpentine in shape with soft scales electric blue in color. Stripes of magenta extend upwards from its purple underbelly to merge with yellow-gold spines that run down its long back giving it a dangerous beauty. Its four golden eyes are horizontal slits set above its snout full of razor sharp uneven teeth. Like a snake, it is able to unhinge its jaw to ingest its meals whole once slain. It will swallow everything on the corpse, disgorging those indigestible items later in its lair. Weapons, readily portable pack goods, and other valuables will be carried in its powerful talons.

Fortunately, the Arc Wyrms is a solitary hunter and is so aggressive it will even attack females of its own kind, making mating an affair of near lethal violence. Eggs are laid in stone crevasses far away from the female's lair and left to fend for themselves. The wyrm is also sadistic, taking an almost unholy glee in watching its victims "dance" while they are electrocuted by it. The odor of burnt ozone is detectable up to 50-feet away from the wyrm, even at rest. Its lair also reeks of burnt ozone even after the wyrm has been absent for several days. Arc wyrms make their lairs in stone caves and ruins where it cannot ignite its surroundings and it can stay dry though water does it no harm.

Dragon Magic -

The Arc Wyrms may use Alter Size as a caster level equal to 1/2 its HD 2x/day and Blur 1x/week

Breath Weapon -

See Electrical Field below

Combat -

The Arc Wyrms will stalk its prey and attack from the flank in a mad rush of talons and fangs. It will single out the largest opponent for its physical attacks letting its arcing electricity damage any additional foes. Creatures that attack from the rear or flanks are subject to being struck by its thick, lizard-like spiked tail. Creatures of one size smaller than the wyrm are knocked back 20-feet by the tail slap when hit. If its target is larger than the wyrm, it will use its Alter Size ability to enlarge itself. The arc wyrm will keep attacking until wounded to 1/3 of its hit points, then it will employ its Blur ability in an attempt to disengage by flight.

Category	Type	Age	Saves
1	Hatchling	0 - 3	-
2	Young Adult	4 -20	+1
3	Adult	21 - 60	+2
4	Mature	60 - 130+	+3

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	1	12	-	-	3	-
2	6'	4	14	+1	1	6	2
3	18'	8	16	+2	1	10	5
4	30'	13	18	+4	2	15	10

Knock Back- Creatures smaller than the arc wyrm are knocked back 20-feet when struck by its powerful tail. Creatures of the same size must make a STR check or be knocked back 5-feet.

Electrical Field- The Arc Wyrms does not have an actual breath weapon making it unusual among the lesser wyrms. Instead, its whole body is electrified, arcs of electricity dancing up and down between spines and along its scales. Any metal coming within 30-feet of the wyrm will be struck by a large electric arc from the wyrm doing (2d4) damage plus 1 point per HD of the wyrm to whomever may be holding it each round the metal is within range of the wyrm, no saving throw. Non-metal objects will not create an arc, but will do (1d4) damage to the attacker when striking the arc wyrm in melee combat.

ASH CRAWLER

No. Appearing: 1
 Size: Small
 Hit Dice: 2 (d12)
 Move: 20 ft
 Armor Class: 12
 Attack: Touch
 Special: Camouflage, Choke, Immunity to fire and cold, Half damage from weapons
 Saves: M
 Intelligence: Inferior
 Alignment: Chaotic Evil
 Type: Undead (extraordinary)
 Treasure: Nil
 XP: 37+2

The ash crawler appears as an innocuous pile of ashes and may be found anywhere a fire might have burned such as campfire pits, fireplaces, stoves, braziers, forges, or even sites of forest fires. In its true form it resembles a two or three-foot long centipede

of ash with a humanoid face twisted by rage, pain, and madness. An ash crawler does not speak, it makes a sound like the hissing of burning wood or meat. The ash crawler is partially incorporeal being made of nothing more than the ashes of its former body animated by a terrible evil will that makes it difficult to damage by weapons.

Should an ash crawler be present in an area the party camps, it will seek out the nearest sleeping opponent and crawl into their mouth or nose, choking and suffocating them as their lungs fill with its ashes. If no sleeping creature is present or if a living creature or creatures are passing near where the creature is lurking, the ash crawler will rush forward towards the nearest opponent. The ash crawler will seek to climb a leg and upwards across the torso towards the mouth and nose. Should it make a successful touch attack it will have succeeded and will automatically begin choking and suffocating its opponent.

An ash crawler has no motivation or purpose other than a raging desire to kill living creatures. It does not collect treasure, though if it remains near those it has killed some treasure may be found.

Choke-

An ash crawler that has made a successful touch attack against its opponent will enter into that creature's throat and lungs choking and suffocating them automatically. Once it has entered into its victim it may not be attacked without damaging the victim also. Each round that the ash crawler remains in its victim that creature will suffer one point of constitution damage until dead or driven out by use of a *protection from evil*, *bleed*, *lesser restoration*, or *prayer* spell.

BADGER WYRM

No. Appearing:	1 - 6
Size:	Special (see above)
Hit Dice:	Special (see above)
Move:	30' / 40' burrow
Armor Class:	Special (see above)
Attack:	Bite (1d8), 4 claws (1d4)
Special:	Breath Weapon, Spell-abilities
Saves:	P
Intelligence:	Special (see above)
Alignment:	Neutral Evil
Type:	Dragon
Treasure:	Special (see above)
XP:	Special

Badger wyrms are so called not because of their resemblance to badgers but due to their ability to rapidly dig through the earth. These six-legged serpentine dragons have overlapping scales just like a snakes that begin as a light tan next to the body and become a rusty color at the their tips. These scales remain soft and pliant throughout the life of the wrym. Its head bears several features similar to that of a green dragon. Conjecture by sages holds that green dragons are actually related and quite possibly the progenitors of the Badger Wym. Badger wyrms do not have any wings and are a minor dragon but they do have a breath weapon and some magical ability.

Unlike most dragons, Badger wyrms prefer to lair in small family groups even going as far as sharing the same burrow-lair. Burrows will have a central chamber and several tunnels out to allow the wyrms to attack potential prey from multiple directions. Should a fight go against them, the badger wyrms will rapidly burrow into the earth to escape. If hunting away from their lair, the group of wyrms will burrow into the ground around a clearing or trail in such a manner that the pack can attack from multiple directions, bursting from the ground once prey is in their killing ground. Prey is dismembered as much as necessary for the pack to transport it back to their burrow-lair where it is devoured by all. The treasure is worked into the walls of the burrow for the badger wyrms to admire.

Badger wyrms can be found in any climate. The badger wrym female will lay up to a dozen eggs which will be cared for and raised by the entire pack. Upon adulthood the young badger wyrms are driven away to find their own burrow or find acceptance in another pack. This prevents species degeneration due to inbreeding.

Dragon Magic -

The Badger Wym is able to use the following spell-like abilities once per day, *Meld into Stone* and *Stone Spikes*.

Breath Weapon -

The Badger Wym is able to spew a jet of toxic vapor at opponents up to thirty-feet away. Victims caught in these toxic vapors must make a constitution save or suffer 1d4 damage per hit die of the wrym. A successful save reduces the damage by half.

Combat -

Unlike most dragonkind, badger wyrms attack in packs. The Badger Wyrms strike from their burrow-lair, charging to attack opponents with claw and fang. Should there be more opponents than there are badger wyrms then they will attack with their breath weapons first in an effort to weaken their foes. Should the battle turn against them the badger wyrms will retreat by burrowing into the earth at a staggering speed or if on rocky terrain, use their meld into stone ability to escape.

Category	Type	Age	Saves
1	Hatchling	0 - 2	-
2	Young Adult	3 - 30	+1
3	Adult	31-80	+2
4	Mature	81-160+	+3

Age	Size	HD	AC	DB	SR	Int	TR
1	1'	1	11	-	-	3	-
2	3'	3	13	-	-	6	-
3	6'	6	15	1	2	10	3
4	12'	10	18	3	2	14	7

BARROW WYRM

No. Appearing:	1 - 4
Size:	Special (see above)
Hit Dice:	Special (see above)
Move:	10' / 40' flight
Armor Class:	Special (see above)
Attack:	Bite (1d4)
Special:	Breath Weapon, Frightful Presence, Transparent, Spell Use,
Spell	Resistance, Darkvision 120', Ability Drain
Saves:	M
Intelligence:	Special (see above)
Alignment:	Chaotic Evil
Type:	Dragon
Treasure:	Special (see above)
XP:	Special

Barrow Wyrms make their lairs primarily in old barrows or tombs, though they may be found elsewhere in ruins, deep caves, or any place else that offers darkness and deep shadows. Such environs make the wurm an extremely dangerous opponent for the unprepared since it is nearly invisible in the darkness. The barrow wurm's flesh, muscles, and internal organs are all transparent, appearing as shadowy outlines in bright light such as a daylight spell. Even the majority of its bones, being more cartilage than bone, are transparent. Only the wurm's skull and spine are fully visible, giving it a macabre appearance in the darkness as they float in the air. Should the barrow wurm have eaten within the previous week to being encountered, the digested remains of its meal will also be visible adding to its revolting appearance.

The barrow wurm flies by means of an innate telekinesis, its limbs being stunted and withered, useless for flight or combat. The barrow wurm depends on its ability to fly absolutely silently and its near invisibility to sneak up on victims. If there are multiple opponents, it will use its spell abilities to try to split them up and frighten them. Once it is done toying with them, it will attempt to strike as many of the opponents with its breath weapon as possible, weakening them considerably. If confronting only one or two victims, it will again use its spell abilities to terrify them as much as possible before moving in behind to bite, its frightful presence only adding to the sweet nectar of fear produced by their victim(s).

Like most dragons, the barrow wurm delights in collecting treasure. It almost always begins its hoard by looting the tomb or ruin in which it takes up residence, then adding the treasures taken from its victims. In rare instances, the wurm will let a victim live in exchange for its servitude and a continual stream of tribute in the form of riches and new victims. A barrow wurm rarely ever leaves its lair for any reason than to hunt, and even then it travels only as far as necessary to capture a meal. A meal the size of a deer will sustain it for weeks. A party of adventurers will last months.

Dragon Magic -

The Barrow Wurm is able to use the following spells as if it were an illusionist of equal level to its HD;

Ghost Sound 5x/day, Darkness 3x/day, Illusionary Hounds 3x/day, Dark Chaos 2x/day.

Breath Weapon -

The Barrow Wurm is able to breathe a cone of bone chilling air up to 50-feet away twice per day. Creatures caught within this cone suffer 1d10 damage and must make a CON save or suffer an additional 2 points of STR damage for 2d6 hours. Should a victim's STR be reduced to 0, it dies.

Combat -

If there are multiple opponents, the barrow wurm will use its spell abilities to try to split them up and frighten them. Once it is done toying with them, it will attempt to strike as many of the opponents with its breath weapon as possible, weakening them considerably. If confronting only one or two victims, it will again use its spell abilities to terrify them as much as possible before moving in behind to bite, its frightful presence only adding to the sweet nectar of fear produced by their victim(s).

Ability Drain -

The bite of the Barrow Wurm does little physical damage. However victims bitten suffer one (1) point of CON damage, no save. Should the victim's CON reach zero, they will die. This ability damage must be restored by means of a restoration spell or similar powerful magic.

Frightful Presence -

The malevolence and appearance of the barrow wurm are so disturbing that creatures beholding it or within its presence are affected in the same manner as if they were facing a greater dragon.

Category	Type	Age	Saves
1	Hatchling	0 - 5	-
2	Young Adult	6 - 40	+1
3	Adult	41-90	+2
4	Mature	91-200+	+3

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	1	16	-	1	9	2
2	4'	3	17	-	2	11	4
3	7'	6	19	1	4	13	7
4	12'	10	22	2	6	16	11

CORPSE RAY

No. Appearing: 1

Size: L (12' across)

HD: 4d12

MV: 40' swim

AC: 18

Attack: Sting (1d6) + poison and Bite (2d4)

Special: Camouflage, Scent, Darkvision 60', Weapon Immunity-half, Life Drain (1), Poison-Type V

Saves: P

Int: Low

Alignment: Neutral Evil

Type: Undead-extraordinary; aquatic
 Treasure: None
 XP: 150+4

The Corpse Ray is the animate amalgam of bones, sundered flesh, and detritus of drowned and devoured sailors that has somehow coalesced into a mass of cursed life with a hatred of all things living. Where a Corpse Ray goes it leaves behind a trail of dead creatures and coral. The Corpse Ray appears as a sting ray of black rotting, fused flesh and protruding bone with a wickedly barbed tail and human-like face of mismatched bone and teeth in a rictus grin. Most sea life can sense the presence of this undead foulness and steer well clear of it.

Camouflage – The Corpse Ray likes to hide itself by laying on the sea bottom and undulating its wings to cover itself with sand and coral much like living rays do. It will attack anything that comes near it.

Weapon Immunity-half – The bone and flesh making up the Corpse Ray’s body are rather dense and difficult to pierce or slash. Lacking an actual internal structure and organs blunt weapons have little to work against as well. As such the ray only takes half damage from weapons that hit it.

CENTIPEDE, GIANT

These are monster-sized insects of the centipede and multipede families. They can be found nearly anywhere that is not frozen year around and exist in many colors. Ranging from 12-inches long (small) to up to ten-feet long (large) all of them are venomous to some degree. They are primarily carnivorous scavengers but will eat dead cellulose and fungus as needed to survive.

Size	Small	Medium	Large
HD	1 (d4)	1 (d8)	3 (d8)
Move	20-ft/ Climb 20-ft	30-ft/Climb 20-ft	30-ft/Climb 30-ft
AC	14	15	16
Attacks	Bite (1)	Bite (1d4)	Bite (1d8)
Special	Poison (Type I-III) Darkvision 60-ft	Poison (Type I-IV) Darkvision 60-ft	Poison (Type I-V) Darkvision 60-ft

Saves	P	P	P
Int	Animal	Animal	Animal
Align	N	N	N
Type	Vermin	Vermin	Vermin
Treasure	Nil	Nil	Nil
XP	7+1	9+1	35+3
No. Appearing	2-5 or colony (2-24)	Solitary, 2-5, or colony (2-16)	Solitary or colony (2-8)

*See poison table after Giant Scorpion entry.

DEWDROP VINE

No. Appearing:	1 - 8
Size:	Large
Hit Dice:	Nil
Move:	0 ft.
Armor Class:	10
Attack:	Nil
Special:	Acid, Tremor sense 30 ft
Saves:	None
Intelligence:	None
Alignment:	Neutral
Type:	Plant
Treasure:	Nil
XP:	Nil

The dewdrop vine is a dangerous weed created by a wizard angry at constant interruptions to his work. The dewdrop vine appears as an unremarkable climbing vine with scores of inch long trumpet shaped flowers of red-orange hue. Each dewdrop plant may have up to eight vines radiating out away from it a few feet, each vine finding the nearest object which to climb up as it grows. The vibrations of footsteps triggers a reaction in the plant causing it to tremble, shaking the acid secreted in the flowers onto unsuspecting victims below. Creatures that succumb to the acid either become food for the particular dewdrop vine that killed them or wander off to die elsewhere.

The dewdrop vine spreads by rhizomatic roots that it sends out nearly twenty feet. These roots will sprout new vines and can take over an area in a few years if left unchecked. These vines particularly like growing up stone walls, including over or around archways and doors. They will also climb up other plants such as trees in much the same way ivy does, eventually strangling and killing the host plant. The vines are

susceptible to both fire and cold dying when exposed to either. The root of the plant is much more persistent, growing new vines in a few months despite the loss of all of its vines prior. To destroy the roots the ground must be frozen or burned to a depth of two or three feet. Dewdrop vines are usually found in any terrain in jungle and temperate regions. Cultivating dewdrop vines in any inhabited area is considered a crime since the plant is highly invasive in addition to being dangerous.

Acid- Creatures that brush against or walk under a hanging dewdrop vine are showered with hundreds of highly acid dewdrops. Such unfortunate creatures will suffer 1d6 x d4 of damage each round for three rounds or until the acidic dew is washed off.

DREAD KNIGHT

No Appearing:	1 or more
Size:	L (9' tall)
HD:	8 (d10)
Move:	30' (+ special)
Armor Class:	26 (full plate + pavis+ Dex)
Attack:	1 (6' long Kris Sword- 2d8) +6; or Shield Bash (1d6)+6; or Fist (1d8)+6
Special:	Undead Immunities (pg 7 M&T4); Giant Strength (25); Blindsight-90'; Dark Zephyr; Weapon Immunities (+2 or better, 1/2 damage slashing-piercing); Magic Resistance (MR 8); Turn Resistance 8; Aura of Death (30' Rad.); Combat Dominance (as 8th lvl); Cleaving Strike; Create Spawn
Saves:	P
Int:	Avg
Alignment:	Lawful Evil
Type:	Undead (Extraordinary)
Treasure:	8 (incidental)
XP:	2300+8

The Dread Knight is a powerful undead created from the corpse of a fallen knight or paladin by necromancers. This undead knight is usually utilized as an elite guard or sent on missions to eliminate a particular foe or group of enemies. Having a cruel and hateful intelligence, the knight is capable of independent thought and can formulate its own strategy to accomplish its assigned task(s). It is completely loyal to its creator and will obey without question or qualm any order given to the letter.

A Dread Knight is a huge creature equipped with an armor made of black metal with red runes engraved on it. The armor has sharp and jagged edges everywhere and looks like an incarnation of violence. Two demonic horns emerge from the helmet, the corpse-like visage being visible underneath. It has a disgusting, rotted face whose empty eye sockets are filled with hate and killing intent, glowing with a flashing red light. Its mouth is filled with sharpened teeth capable of shredding flesh with ease and its strength is like that of a giant, capable of smashing foes aside like ragdolls with a single blow or cleaving them in half. It enjoys the slaughter of living things.

Undead Immunities- Per the M&T entry for Undead Type

Giant Strength (25)- The Dread Knight is insanely strong. Blows dealt by it do an extra +6 damage. Small size creatures suffer an automatic knockback of 20' if hit. Medium size creatures must make a STR check to avoid being knocked back 15'. The knight is capable of hurling boulders or other heavy similar objects the same as a Hill Giant. So great is their strength they are also able to inflict damage against creatures hit only by +1 magical weapons with their bare hands.

Dark Zephyr- The Dread Knight is able to use this ability at will up to three times per day, usually to cut off the retreat of fleeing prey. When it uses this ability, the knight appears to turn into a black wind and moving up to 120' in a single round before reappearing ready to strike. It may also use this ability to move through cracks and holes around doors and in walls or bypassing obstructions between it and its prey.

Aura of Death (30' radius)- The Dread Knight radiates murderous hate against all living creatures crippling them with the feeling of their own death approaching. All living creatures must make a CHA save if within 30 feet of the Dread Knight. Success allows creatures of animal or low intelligence to flee from the knight immediately. For creatures of Average intelligence or higher it merely imposes a -2 penalty to all attacks, AC, and checks while under the influence of the AoD should they chose to continue to battle. Failure causes creatures to be paralyzed by the fear of death as the Knight moves in for the kill. This paralysis lasts as long as they are within the influence of the AoD.

Combat Dominance (8th lvl)- As per the Fighter's class ability listed in the Player's Handbook.

Cleaving Strike- Should the Dread Knight kill an enemy during a round, it may immediately make an attack against a second adjacent enemy with full bonuses. This ability stacks with Combat Dominance and works against any hit dice of creature.

Create Spawn- Any living creature killed by the Dread Knight has a 50% chance of rising as a Zombie Knight within 1d3 rounds after being slain. The Zombie Knight is a thrall of the Knight and will obey only its creator or the necromancer that created the Knight itself. If those that are slain by the knight are beheaded immediately after death, then they will be unable to rise as undead spawn.

DUST WRAITH

No. Appearing: Single or Group (1-3)
Size: Large
Hit Dice: 3 (d12)
Move: 20' Fly
Armor Class: 14
Attack: Touch (1d4 desiccation)

Special: Desiccation- The touch of the dust wraith instantly dehydrates the target doing 1d4 damage as fluids and/or water is destroyed.

Engulf- The dust wraith may choose to move over a medium or small sized target, engulfing them within its diaphanous body instead of attacking that round. Any creature so engulfed suffers 2d4 damage from desiccation, twice that as a simple touch.

Silent- The dust wraith moves and attacks without making even a whisper of sound. It automatically succeeds at any Move Silent attempt.

Echo Sense- The body of the dust wraith makes it very sensitive to air movement allowing it to detect the movement of any creature that displaces air be they invisible or hidden within 30-feet.

Blind- Dust wraiths have no visual organs and are immune to any visual based effects.

Weapon Immunity- The dust wraith is immune to all non-magical weapon damage.

Vulnerability- The diaphanous body of the dust wraith makes it very susceptible to strong wind, such as the Gust of Wind or Wind Wall spells. Strong winds of this type cause the dust wraith to literally fly apart and disperse. The dust wraith is not destroyed by this however and reconstitutes itself within the next 1d4 days.

Camouflage- Dust wraiths lay dormant until prey is present, resembling nothing more than a dusty layer covering whatever surface happens to be present.

Spawn- Intelligent victims killed by a dust wraith have a 25% chance of rising in 1d6 days as a free willed dust wraith unless the body is blessed or otherwise sanctified.

Saves:	M
Intelligence:	Inferior
Alignment:	Neutral Evil
Type:	Undead
Treasure:	1 (incidental)
XP:	110+3

The Dust Wraith is a wraith in name only, a diaphanous ten feet diameter cloud of swirling gray dust that reaches out with ghost-like tendrils when attacking. Most victims have no idea that the dust wraith is present since when dormant it looks like nothing more than a dusty coating until it rises silently behind them or they stumble into it, literally. The dust wraith has no facial features and moves in complete and total silence. It flies slowly forward to attack and engulf its prey, sucking all of the life-giving moisture present out of their body and leaving a dried lifeless husk behind.

The cloud-like and dusty nature of the wraith make it very sensitive and susceptible to strong wind and air currents. This sensitivity allows the dust wraith to sense all air displaced by corporeal creatures within 30-feet and also limits its movement speed. Moving faster or strong winds cause the dust wraith to become dispersed. This often fools enemies into thinking that it has been destroyed when in fact it will reform within a few days. This nature also makes it nearly impossible to damage with weapons of any sort since they simply pass through. The magical aura of enchanted weapons is another story however, the mystical energies disrupting the unnatural essence of the wraith as they pass through.

Dust wraiths are formed when powerful corporeal undead such as mummies turn to dust due to time or when an intelligent creature is slain by a dust wraith. The dust wraith seeks fluids to bind the dust of its form together once more though its touch destroys the very thing it seeks. The endless desire and frustration drives the creature mad reducing its intelligence to almost animalistic levels. The competition for “meals” limits the number of dust wraiths that will be found in an area. Typically, dust wraiths will be found in long forgotten tombs, crypts, or other such places.

FANGLASH

No. Appearing:	1
Size:	Large
Hit Dice:	9 (d8)
Move:	30 ft
Armor Class:	24
Attack:	Bite (1d12) or Tail (2d12)
Special:	Gaze, Stomp, Swallow, Twilight Vision
Saves:	P
Intelligence:	Inferior
Alignment:	Neutral
Type:	Magical Beast
Treasure:	5
XP:	1500+9

The Fanglash is a huge lizard-like creature that is named for its fang-filled mouth and long lashing tail. It is a dull brown in color with pebble-like hide underlain with thick bony plates. Its belly is a dull yellow-brown with the bone plates visibly placed close together. At the end of its tail the bony plates emerge from its hide in mace-like flanges combined with its strength and size allows for a devastating tail strike. Above its wide-set chameleon like eyes a pair of long ivory horns emerge and curl backwards over its skull. The wide spacing of the eyes allows the beast nearly complete 360-degree vision making it nearly impossible to sneak up on it. Normally most sane folk would avoid a beast of this size but treasure seekers after the ivory of its horns are a bit more foolhardy.

The Fanglash can be found in any temperate or warm environment. It does avoid extremes in temperatures such as the arctic or desert. Due to its size it is by necessity an omnivore though its preference is for fresh meat. Its size also makes it unable to chase down its prey but it compensates for this by use of its gaze attack which slows its victim(s) enough for it to catch and devour. Prey it catches is usually swallowed whole.

Creatures it catches that are too large to swallow are torn apart by the long fangs in its large mouth.

It uses its tail for both defense and to reduce small huts and such structures to rubble with a few powerful strikes to get at any prey that takes refuge in such. Prey that hides in the ground is dug out by powerful clawed feet. Fortunately, the Fanglash is not normally able to use its claws to attack without off balancing itself. Rumors say that the first Fanglash was the result of a crazed wizard's attempts to create a suitable beast for gladiators to fight in the arena. The beast proved more than a match for not only the gladiators but for the arena itself as well and so the beast escaped.

The Fanglash reproduces asexually, laying a clutch of 1-6 leather eggs in brushy nests. The first egg to hatch usually eats the other eggs before they hatch as its first meal. By the end of its first year the hatchling is already 8-feet long. A young Fanglash will fully mature in a dozen years and reach its full adult size in fifteen depending on the available food supply. In areas where food is scarce it may take twice as long for the Fanglash to reach its full size.

Gaze- Once per day the Fanglash may use its gaze attack against creatures it sees as a meal. The area affected by this attack is a 60-foot long cone in the direction the fanglash is facing. Creatures within the area-of-effect are entitled to a WIS save. Those that fail are slowed as per the spell of the same name for 4d6 rounds.

Stomp- Creatures of medium size or smaller that are within ten-feet of the Fanglash may be subject to a stomp attack. The fanglash will rear up onto its hind legs then come down on the unfortunate creature with both feet doing 4d10 damage and shaking the ground like a small earthquake. Creatures that are not affected by its gaze attack are entitled a DEX save for half damage.

Swallow- Creatures of medium size or smaller that have been slowed by the gaze attack will be swallowed whole should the Fanglash make a successful bite attack against them. Creatures swallowed will suffer 2d6 damage automatically each round from the powerful stomach acids within the monster. Humanoid victims swallowed may use daggers or such small cutting blades to cut their way out of the monster though whether they can succeed in this before succumbing to the monsters stomach acids is questionable.

FLOATING FUNGUS

No. Appearing: 5-20
Size: Small
Hit Dice: 1 (d2)

Move:	0 ft
Armor Class:	5
Attack:	None
Special:	Fragile, Infestation, Regeneration, Spore Blast
Saves:	None
Intelligence:	None
Alignment:	Neutral
Type:	Plant
Treasure:	1
XP:	16+1

The floating fungus is a reddish-violet lichen like fungus that may be found in warm, humid environs. Each fungi may be up to several square feet in size growing on any horizontal surface and grows in relatively close proximity to other patches of fungus. It is almost never found on vertical or inverted surfaces for some unknown reason. Each fungi has 1-4 melon-sized translucent reddish sacs floating 2-5 feet above it, connected by a single rope-like strand of twisting violet fibers. These sacs drift and bob in even the lightest of breezes, such as when a creature passes nearby.

The floating fungus is unintelligent and has no active attacks. However, the skin of the sacs is very thin and is filled with a highly volatile gas that explodes on contact with air creating a small fireball and spreading spores all over. It is not uncommon to find coins and other bits of stone or metallic treasures among the fungi patches, these being belongings of prior victims.

Fragile-

The floating spore sacs are extremely thin skinned. Any contact with an object or being poked at by a finger causes damage. If the damage is severe enough, a spore blast results. If the sac is within the range of another spore blast, it may chain react, exploding as well and taking other nearby spore sacs with it.

Spore Blast-

When a spore pod is damaged, its hit points being reduced to zero, the gas within it comes in contact with the air and explodes into a fireball. Any creature within 10-feet of the floating spore pod suffers 3d4 fire damage and is subject to infestation by deadly spores. A successful DEX save reduced the damage to half and avoids the risk of infestation. Spores that do not infest a host land on the ground and create new patches of fungi within several months.

Infestation-

Any creature caught within a spore blast is coated with deadly spores. If the creature was unable to protect exposed areas of flesh (failed its DEX save) it becomes infested. The spores are awakened from dormancy by the heat of the explosion and cling to flesh, quickly growing roots into the skin that spread into the muscles and organs beneath. One hour after exposure, the infested creature must make a saving throw vs

death (CHA). If they make the save, they become quite itchy, the fungal growth appearing as a bad rash. Again after an hour, another CHA save is made to see if they collapse yet. Three saves in a row and the infestation dies off, being nothing more than a really bad, itchy rash. A cure disease or similar healing magic will eradicate the infestation at this stage.

If they fail the save they will collapse comatose in place, their skin showing reddish-violet patches of fungal growth. During this time, only a cure disease or powerful plant killing magic can save the victim. An hour after collapse, a second save versus death is made by the victim. Success buys the victim another hour in which a cure may be affected. Failure means the character has succumbed to the rapidly spreading infestation and expired, its body riddled with fungus. The body has already started “rendering down” at this point. Within 36-hours a spore pod will rise from the new patch of fungus.

Regeneration-

A fungi patch will regrow a single spore pod within 36-hours and may have several after several days. The fungus colony itself will regrow in a week unless killed by acid, freezing, or plant-killing magic.

FROGKIT

No. Appearing - Solitary, pad (2-4), float (4-8), or pond (16-48)

Size - Medium

HD - 1 (d8)

Move - 20-ft/ Swim 40-ft

AC - 14

Attack - Weapon

Special -

Twilight Vision

Marsh Move – Suffers no penalties to movement in swamp or marshy terrain.

Saves - P

Intelligence - Low

Alignment -	Neutral Evil
Type -	Humanoid (amphibious)
Treasure -	1
XP -	5+1

Frogkin are a race of semi-bipedal amphibious humanoids that strongly resemble frogs and toads. They dwell in temperate and tropical marshes, building partially submerged homes of reeds and twigs in ponds and lakes much like beavers. While they seldom stray far from their marshes, they are consummate hunters and have a diet consisting of meat. Frogkin are not picky about what type of meat they eat or what they hunt. In their mind, anything that doesn't eat them is fair game.

Frogkin are territorial and will attack invaders without mercy, usually starting with an ambush from the water. They have no true clerics, depending on druids and shaman to represent them to their gods and false idols. Some tribes will practice live sacrifice in an effort to appease their gods. Frogkin are very unlikely to be serving under masters and in the event that such a rarity comes to pass, they are generally there as cannon fodder or as a source of captives and loot.

GAZE HOUND

No. Appearing:	1-4
Size:	Large
Hit Dice:	5 (d10)
Move:	40 ft. / 10 ft Climb / 20 ft Swim
Armor Class:	15
Attack:	Bite (2d6)
Special:	Paralyzing Gaze, Scent, Trip, Twilight Vision
Saves:	P
Intelligence:	Inferior
Alignment:	Neutral Evil
Type:	Magical Beast
Treasure:	3
XP:	140 + 5

The Gaze Hound is a bull-sized magical cross breeding of a basilisk, hound, and other bits of creatures by evil magi seeking to create loyal guardians for their demesnes,

slave pits, and temples. The hound appears to be a large six-legged creature with a reptilian body, tail, and legs but the head of a large mastiff. The hound is covered in dull purple fur with dingy yellow striping, much like that of a tiger. Its mouth is filled with long, sharp teeth that it uses to rip and rend its prey and its eyes are a dull glowing red without white or pupil.

The gaze hound has a rudimentary intelligence and is able to identify basic threats, friends, and develop crude tactics with which to hunt. Primarily, this intelligence was bred into it so that it could understand general instructions from its master(s). Thus, it is seldom that the gaze hound will simply rush into combat. It will instead evaluate the opponents before it and use its abilities in the manner best applicable to the situation. Should there be too many for it to face alone or with its comrades, it will let loose a long mournful baying to alert other friendly forces in the area to the enemy presence as it withdraws.

Combat: When the gaze hound is confronted by more than one or two opponents, it will use its gaze ability attempting to paralyze as many of them as possible before it attacks with its bite. If dealing with only one or two opponents, it will attempt to trip them or simply bite them into small pieces. Should an encounter turn against it, the gaze hound will do its best to withdraw and escape, possibly returning again later with additional help.

Paralyzing Gaze- The Gaze Hound may attempt to paralyze all enemies that are looking upon its face each round at will. This ability is not always active such as the gaze attack of the basilisk is. Again, this trait was intentionally bred into it so that it would not pose a risk to its master(s) and companions. Creatures meeting the paralyzing gaze of the hound must make a STR save or find themselves paralyzed for 1d4 rounds, subject to the attacks of the gaze hound and/or its companions. This ability is affected by magical resistance as if it were a spell. If there are more than one gaze hound using this ability at the same time, then separate saves are required, one per each hound utilizing it.

GOSSAMER HAUNT

No. Appearing:	Single
Size:	Medium
Hit Dice:	2 (d12)
Move:	10' Fly
Armor Class:	10
Attack:	Touch (1d3 cold)

Special: Heat Drain- 1d3 cold damage automatically per round of physical contact.

Wrap- If hit, the victim must make a Str check or else become enwrapped by and be partially (size medium or large) or completely immobilized (small).

Weapon Immunity- Piercing and Bludgeoning weapons do no damage.

Mimicry- The Gossamer Haunt looks exactly like a large cobweb, gaining a +2 to hide checks.

Thermal Sense- The Gossamer Haunt tracks its prey by tracking body heat within 30-feet of itself.

Betrayed Presence- The Gossamer Haunt's presence is always betrayed by the near freezing temperatures in the area 25-feet around it.

Saves: P
Intelligence: Inferior
Alignment: Neutral Evil
Type: Undead
Treasure: 1 (incidental)
XP: 42+2

The Gossamer Haunt is a very rare form of undead that is encountered in old ruins, dungeons, abandoned buildings, crypts, or any other place where cobwebs might have accumulated thickly. Resembling a 5-feet x 5-feet patch of thick cobweb, it is almost impossible to spot visually. The first hint of its presence are the near freezing temperatures around it. Since it tracks its prey by body heat, the cold actually increases the effectiveness of its hunting.

Gossamer Haunts prefer to attack from above drifting down onto potential prey or to wait stretched across open doorways or windows where prey can blunder into its chilling embrace. When it attacks, the haunt attempts to wrap around its prey to ensure that it stays in physical contact while it feeds on the body heat, doing 1d3 points of cold damage per round of contact. Small creatures captured this way are completely immobilized whereas creatures of medium or large size are only partially immobilized. A successful Strength check (CL+2) will allow the victim to free itself from the deadly grasp.

If the victim dies from the heat drain of the haunt, its body collapses into fine ice crystals 1d6 rounds after death...which evaporate quickly, leaving any equipment and belongings laying on the ground. Once the body reaches this state, only very powerful magic has a chance to restore the victim to life.

Due to its wispy and thin nature, the Gossamer Haunt is unaffected by piercing or bludgeoning weapons. The former merely passing through the gossamer strands harmlessly and the latter having nothing to crush. Slashing weapons will do full damage as will unarmed attacks, though the latter will cause 1d3 of cold damage to the attacker due to the physical contact with the haunt.

It is unknown how Gossamer Haunts procreate or even by what process they come into existence, though theory thinks that they are the vengeful spirits of those abandoned by family and friends to die alone and forlorn in some equally forgotten place.

GRAY DRAKE

No. Appearing:	Single or mated pair
Size:	Special (see above)
Hit Dice:	Special (see above)
Move:	40' / 20' Fly
Armor Class:	Special (see above)
Attack:	Bite (1d6), 2 claws (1d4), or Tail (1d8)
Special:	Breath Weapon, Spell Resistance, Infectious Bite, Darkvision 120 ft., Twilight Vision
Saves:	P
Intelligence:	Special (see above)
Alignment:	Chaotic Evil
Type:	Dragon
Treasure:	Special (see above)
XP:	Special

The Gray Drake is a lesser dragon found lairing underground or in old ruins. It can grow up to 20-feet in length though it remains thin and sinuous like a serpent. It has small functional wings that let it fly short distances of up to 300 yards. It boasts claws strong enough to gouge and crumble stone and a long crocodile-like mouth filled with small razor sharp teeth.

Gray Drakes are territorial, allowing no other predator within several miles of their lair. The only exception to this is if the Gray Drake finds a mate. Once mated Gray Drakes remain together for the remainder of their lives. Clutches of 4-12 eggs are laid by Gray Drake females as early as their young adult years though little care is given to them. This results in a low birth ratio and of those that hatch only one or two hatchlings will survive to young adulthood. At birth the scales of the hatchling are dark gray, almost black. As they grow to maturity their shingle-like scales gradually lighten to a medium stone-gray.

Gray Drakes enjoy killing, especially if they have to hunt or chase their prey. They will carry the corpse back to their lair partially eating it and leaving the rest to rot a bit before eating it later. After feeding the Gray Drake sleeps for several days unless disturbed. Gray Drakes also love shiny things, hoarding and collecting such things like crows. They use the piles of their treasures as bedding to better protect it from would be thieves.

Dragon Magic -

A Gray Drake possesses no magic being of low intelligence. It does however possess a heightened resistance to magic, shedding it like stone does water. This resistance grants the drake a +3 to all saves against spells and spell-like effects.

Breath Weapon -

The Gray Drake, being a carrion eater, is able to breathe a noxious cloud of foul odor and gases from its mouth. This nauseating gas fills a 30-foot cubic volume. Any creature caught within this foul, nauseating miasma must make a successful constitution save CL+2 or become violently sick, retching uncontrollably until they leave the cloud and for 1d4 minutes thereafter. Victims of this nausea suffer a -2 to all checks, to hit rolls, and their armor class until recovered. The noxious cloud takes dissipation in 1d8+2 rounds.

Combat -

The Gray Drake enjoys chasing its prey down. As it gets close it will use its breath weapon to slow its prey down and making it less likely to escape or defend itself. Once it has used its breath weapon it attacks ferociously with claw and fang to rend its prey, killing it in gory violence. The drake may also use its tail to slap at creatures coming up behind it, crushing them to the ground.

Infectious Bite -

The Gray Drake feeds on carrion as well as fresh meat. The bite of the drake has a 20-percent chance of becoming infected and diseasing the victim. This infection will become debilitating in 3 to 6 days and life threatening within two weeks. Should the victim not get aid, after six days they must make a constitution save daily or lapse into a coma. They will be dead three days later. *A cure disease, cure critical wounds*, or more powerful healing will save the victim from certain death.

Category	Type	Age	Saves
1	Hatchling	0-3	+1
2	Young Adult	4-50	+2
3	Adult	51-100	+3
4	Mature	100-200+	+4

Age	Size	HD	AC	DB	SR	Int	TR
1	3'	1	14	-	-	2	1
2	6'	3	17	-	-	6	4
3	12'	6	21	3	2	8	8
4	20'	10	24	6	4	10	13

HUSK

No. Appearing:	1
Size:	Small or Medium
Hit Dice:	By Cleric Level (d12)
Move:	20 ft
Armor Class:	18
Attack:	2 Claws (1d4) or by weapon
Special:	Dark Vision 120', Immunities, Spawn, Unearthly Strength, Withering Touch
Saves:	P & M
Intelligence:	High
Alignment:	Chaotic Evil
Type:	Undead (Unique)
Treasure:	Equal to HD
XP:	Varies by HD (Abilities- Class I x1, Class II x2, Class III x1)

The Husk appears as a emancipated humanoid figure, its dried skin tight over its bones turning its hands into claws and leaving its eyes blackened pits filled with points of green eldritch light. The husk shuffles slowly when moving, much like someone well advanced in years. The Husk will be clothed, armored, and equipped in the remains of its garments in life or in newer garments if such is obtainable through servants or other means. The Husk may or may not be armed as it desires. For those unfortunate enough to encounter a Husk, it is better if the creature has chosen to face them armed.

The Husk is the corporeal remains of a cleric whose faith and devotion to their evil deity was so strong that their deity would not let them truly die. This faith imbues the Husk with an unearthly strength and imbues their touch with unholy power that weakens their foes. If such power was not enough, the Husk is able to cast divine spells as if it were a living cleric of the same level as it was at the time of its "rebirth". These spells are granted daily by its deity as if it were a normal cleric. Should the Husk ever break with its deity, it will immediately collapse into dust as its soul is siphoned away to whatever punishments await it. Husks are usually found in the remains of forgotten places of evil and in the company of zombies. As they did in life, Husks will work to further the causes

of whichever evil deity they follow though most often this will be done through dupes and followers.

Immunities-

Husks are suffer no effects from cold, charm, sleep, illusions, poison, or paralysis used against them being completely immune and capable of seeing the true nature of things around them.

Spawn-

Any creature whose strength has been completely drained away by the Husks withering touch will rise 2d4 rounds after death as a zombie under the full control of the Husk that created it.

Unearthly Strength-

The Husk is incredibly strong, powered by the strength of its faith and unholy devotion. Its clawed hands are able to rip steel like tissue. Attacks, both armed or unarmed, by the Husk do an additional +2 points of damage.

Withering Touch-

The unholy will fueling the un-life of the Husk is so strong that its very touch causes living creatures to wither and weaken. Any living creature touched by a Husk loses one (1) point of Strength for 2d6 hours each. Should the creature be reduced to zero (0) strength by the Husk, they collapse and die where they stand.

KILLA RILLA

No. Appearing:	1-4
Size:	L (10' tall)
HD:	10d8 (adult)
MV:	40'; 50' swim ; 10' climb
AC:	15
Attack:	Slam x2 (2d8), Bite (2d12); or Tail (4d6)
Special:	Twilight Vision, Amphibious, Sonic Blast, Rend
Saves:	P

Int:	Inferior
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	10
XP:	1800+10

The Killa Rilla is a forced cross-breeding between an Orca and Silverback Ape resulting in an giant ape-like creature with the head, jaws, tail, and dorsal fin of an orca. Speculation is that the insane mage behind this creation was striving to create a bodyguard of some sort. They succeeded but were unable to control their creation which either escaped or were abandoned by their fleeing progenitor(s).

Killa Rilla's can be found along shorelines of deep waters in all climates though they usually prefer saltwater bodies. There is one male within a group of Killa Rilla, the rest being female or young. Young are live birthed and always in pairs though not all reach adulthood. Killa Rilla are attracted to shiny things and tend to collect them in their nest. They are also very territorial and will attack other creatures within their territory on sight. Those that are unable to flee are generally smashed to a pulp or on the menu since Killa Rilla are primarily carnivorous. They greatly enjoy seal and salmon or their equivalents.

There is no known method to tame or control Killa Rilla. Those that have tried had almost universally come to a bad end.

Rend- If both slam attacks hit on a single target, the Killa Rilla may make a grapple check. If successful the creature will rend their victim apart for an additional 2d12 points of damage.

Sonic Blast – Killa Rilla may create a high frequency blast of sound capable of doing 1d6 damage to all creatures within 20-feet and requiring them to make a CON save or be stunned for 1d3 rounds from the disruption of their inner ear and equilibrium.

Amphibious - While primarily a land-based creature, the Killa Rilla has a massive lung capacity and can stay submerged in water for up to twenty minutes before needing to resurface for air. It can also dive to depths of several hundred feet without harm. The creature needs to submerge itself in water at least once every 8 hours to avoid suffering skin damage.

LAKE DEVIL

No. Appearing:	Single or 1
Size:	Large
Hit Dice:	8 (d10)
Move:	10' / 50' Swim
Armor Class:	20
Attack:	10 x Tentacle (1d8), Bite (1d12), or Tail Slap (2d10)
Special:	Improved Grab, Constriction, Spell Resistance 4
Saves:	P & M
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	8
XP:	1075+8

The Lake Devil is a horrifying creature that dwells in deep lakes and bogs. Its head is eyeless and bulbous resembling that of an octopus with a jagged edged beak atop a walrus-like body. The tail is ten-feet long and resembles that of a whale with which it can slap down on top of opponents behind it. It has a mane consisting of 10 fifteen feet long tentacles each tipped with a single, heavily lidded eye. The lake devil is a deep blue to murky green color with bony knobs protruding all over its fleshy body. Spells and blades seem to deflect off of its mottled hide. Lake Devils are amphibious and may breathe both in or out of water normally possessing both gills and a blow hole behind its head. Should a lake devil be slain, the bony knobs may be utilized in protective magical item creation.

This horrid creature lurks along shorelines just below the water, its tentacles held just below the surface waiting for creatures to come close. When a creature is within range, the tentacles reach out to snare it, crushing the hapless victim in their grip. Creatures held in a tentacle are lifted up to the devil's beaked maw and bitten, though only one creature may be bitten per round in this manner. Another tactic employed by this creature if outnumbered, is to withdraw back into the water, dragging any unfortunates in its clutches under the water to drown if not crushed or eaten alive first.

Improved Grab- Should the Lake Devil hit an opponent with a tentacle, the victim is allowed a STR save to break free. This attempt may be made each round until the victim breaks free or is slain. The victim is subject to constriction damage automatically each round while held.

Constriction- Opponents captured by a tentacle take 1d8 crushing damage each round until they break free or are slain.

MAGPIE DAEMON

No. Appearing: 1

Size: Medium

Hit Dice: 6 (d10)

Move: 40 ft/Fly 80 ft

Armor Class: 20

Attack: Bite (1d8) + life span consumption

Special: Shape Change, Paralysis, Time Shift, Immune to normal weapons, Life span consumption, Fear Aura, Force Feed

Saves: M & P

Intelligence: Low

Alignment: Chaotic Evil

Type: Infernal (extraordinary)

Treasure: Nil

XP: 450+6

The Magpie Daemon appears to its chosen victim as a tall humanoid with a human-like female face of bone white skin, glowing crimson eyes on black sclera, creepily smiling thick red lips, and shark-like teeth. Its body is also feminine but where clothing and flesh would be only feathers of blackest black are seen. The victim chosen will always be an intelligent human or demi-human. It will only appear to its chosen victim when said person is alone, be it day or night no matter where they may be though the location will always be somewhere dangerous.

When it appears, it merely shows itself to its victim, taking no physical action. The victim will be afflicted by its Fear Aura and may fall to injury should they panic because of it. The Magpie will keep appearing to the victim until they do fall to injury at which point it will move in to do its evil.

The victim will be approached slowly and should they meet the Magpie's gaze, paralyzed. The Magpie will embrace the victim lovingly and then lean in for a kiss. Only this isn't a kiss. The magpie will force feed chewed flesh via mouth to mouth or blood should the victim be thirsty instead of hungry. It will then release the victim and begin

walking away, only to change into a bird-like form and fly away. Thereafter, it will appear to the victim once per day when they are alone or with others who are sleeping. Should someone wake up and see the Magpie feeding its victim, it will mark them as a future victim once done with their current one. After about 30 days of this, the Magpie will no longer appear.

Now this doesn't seem to be anything more than creepy and harassing. The true evil and horror of this daemon is realized months to years down the road, usually no more than a decade. At that time, the Magpie will appear before the victim again and approach in its normal manner. Only this time, while the victim is paralyzed the Magpie will not lean in for a kiss, but grab for an arm or leg and take a large bite of flesh or sucking blood before turning and flying off chewing. This wound will not heal back even with magical healing by any means short of a wish though it may stop the bleeding. For each day that the victim was force fed in the past by the Magpie, it will return and take another bite until the victim is consumed, dies, or the Magpie itself is slain.

Unlike a true magpie bird, the Magpie Daemon does not collect treasure nor does it lair in any given area. It is a wide ranging hunter that preys on people.

Fear Aura – As per the Fear spell with a 50 ft radius around the Magpie Daemon.

Force Feed-The Magpie Daemon forces either chewed up flesh or blood into the mouth of its victim by kissing until it is swallowed. This flesh and blood actually belong to the victim's future self hence the inability of the future wounds inflicted by the bite of the Magpie to be healed. The victim is literally being forced to consume themselves.

Immune to Normal Weapons- Only magical weapons can damage a Magpie Daemon.

Life Span Consumption- When the Magpie Daemon bites its victim in the future, it consumes a number of years from the victim's life span equal to the damage inflicted by its bite. These lost years cannot be restored by any means other than a wish or equivalent magic.

Paralysis- Meeting the gaze of a Magpie Daemon requires the victim to make a saving throw to avoid being paralyzed by a mass of fear and horror. This paralysis will last until 2d4 rounds after the gaze has been broken.

Shape Change- The Magpie Daemon is in its humanoid form when it attacks. It can shift its body into a bird-like form in order to flee. Arms become wings and legs merge to become the tail. But the face will always remain the same frightening, smiling visage.

Time Shift- The Magpie Daemon has the ability to travel into the future to unerringly find its victim's future self to consume and unerringly return to the victim's exact location 24-hours later to feed them.

MANNEQUIN

No. Appearing	:	1-6
Size:		Medium
Hit Dice:		4 (d10)
Move:		30 ft
Armor Class:		14
Attack:		Slam (1d6) or by weapon
Special:		Blindsense 60 ft, Construct, Half damage from weapons, Lodestone,
		Vulnerability to Fire
Saves:		P
Intelligence:		Inferior
Alignment:		Neutral
Type:		Construct
Treasure:		3
XP:		150+4

The mannequin appears as a humanoid-shaped figure of featureless wax garbed in dark garments which hide its inhuman nature. The construct has five fingers for grasping things but no toes. Its face is a blank surface devoid of any feature except for any item that may have been impressed into its center. Buried within the the waxy head is a humanoid brain that is kept alive by some foul magic. A mannequin will usually attack with its heavy fists or with any weapon it may have been equipped with or has obtained.

The brain gives the mannequin the ability to perform simple reasoning, obey complex orders, and to act independently in a very limited fashion such as staging a simple ambush or obtaining transportation. Lacking any other vital organs or bones, the construct is difficult to damage by weapons. Fire based attacks are able to melt the construct and burn its waxen body away. The construct will act with some sense of self-preservation by avoiding fire or seeking to extinguish itself should it be set ablaze.

Creation of mannequins is seen as an evil act since part of the process requires not only darkest magics but the living brain of a humanoid creature, the more intelligent the better. In some regions this creation is actively punished should it be discovered, the

creator being pursued sometimes beyond borders. The construct sometimes retains enough of the persona from its humanoid brain that it instinctively gathers treasures from its victims, storing it in its “home” or adding it to the hoard of its creator. Such constructs have been discovered guarding lost treasures or within the treasure vaults of evil humanoids also.

MOSS FIEND

No. Appearing:	Single or 1-4
Size:	Medium
Hit Dice:	4 (d10)
Move:	10'
Armor Class:	10
Attack:	Tendrils (1d4)
Special:	Blanket, Blindsight 60 ft., Enzyme (3d4), Split, Immune to Electricity, Camouflage, Half damage from piercing weapons.
Saves:	None
Intelligence:	None
Alignment:	Neutral
Type:	Plant
Treasure:	3 (incidental)
XP:	140+4

The Moss Fiend is a plant creature up to twenty square feet in size and indistinguishable from normal mosses. This creature is found in forests and swamps, usually draped across the ground or over large boulders. It will never be found upon trees, logs, or other organic type surfaces due to its digestive enzymes. Typically solitary, there have been instances where several moss fiends have been found in close proximity to each other. Moss fiends are capable of slow movement but prefer to remain in one place as long as food is plentiful. There is no known purpose for these creatures existence. They seem to exist only to trap prey and eat. Larger moss fiends several square yards in diameter have been reported deep within the forests but as yet are unconfirmed.

A moss fiend is able to sense prey approaching up to sixty-feet away. Once the prey is within ten-feet the fiend will slowly extrude a tendril low to the ground and attempt to snag a limb. Any victim the moss fiend successfully grasps with its tendril must make a STR check or be pulled underneath the fiend where they are subject to the fiend's enzymes. Attacks against the fiend also damage the prey it has trapped underneath it, if any.

Blanket- A victim pulled underneath the moss fiend is blanketed by the creature and pinned down in place. The victim may not attack but is entitled to a STR check with a cumulative +1 CL per round as the enzymes eat away at them until free, the moss fiend is killed, or they are digested.

Enzyme- The underside of the moss fiend exudes a powerful enzyme that breaks down organic matter into a viscous mass to be absorbed. For each victim digested and absorbed by the moss fiend it regains 1d6 hit points of damage sustained, if any. This enzyme attacks any organic matter automatically which is why the creature avoids trees, logs, and such surfaces. The enzyme has no effect on earth, stone, or metal.

Split- If attacked by an edged weapon, the moss fiend will immediately split in two. The armor class will remain the same but their hit points are halved. Each creature may be restored to full hit points by consuming prey as noted above.

NIBBLER WYRM

No. Appearing:	4-20 (flock) or 10-100 (swarm)
Size:	Special (see above)
Hit Dice:	Special (see above)
Move:	10' / Fly 50'
Armor Class:	Special (see above)
Attack:	Bite (1d4)
Special:	Breath Weapon, Twilight Vision, Scent
Saves:	P
Intelligence:	Special (see above)
Alignment:	Neutral
Type:	Dragon
Treasure:	Special (see above)
XP:	Special

The Nibbler Wyrms are one of the smallest lesser dragons discovered, being only three feet long at its full growth. This small wyrms has a yellow-orange ferret-like body with a long neck and tail and green-hued wings. Its movements are cat-like and its curiosity nearly insatiable. It is not uncommon to discover a flock of nibblers roosting in old barns or ruins. Swarms are generally found only in remote caves in deep forests where food is plentiful. Flocks of nibblers are cause for concern, but a swarm is a dangerous thing indeed.

When around other dragons, nibblers become highly agitated and aggressive. They will attack any other dragon within their territory and are likely to attack anything else as well. Nibblers prefer small prey such as rabbits, cats, dogs, and sheep to anything larger or even humanoid. In fact, it is not uncommon for nibblers to be captured and

trained like hunting birds or parrots by hunters or mages. Like some birds, nibblers are attracted to shiny objects. They will attempt to grab such and take them back to their nest to hoard. This carries over even in the “domesticated” nibblers.

Dragon Magic - None

Breath Weapon -

A nibbler's breath weapon is a narrow, five-foot long jet of flame that does 1d3 damage. It is so precise that there is no save to avoid it. The nibbler may use this once every five rounds. Typically this is only reserved for driving off other dragons or hunting, but an aggressive flock or swarm of nibblers may use it in defense or attack depending on the threat.

Combat -

Individually a nibbler makes a quick, darting attack, nipping at opponents blind spots. When in a flock or a swarm, like a school of pirhana, the nibblers will bite and fire jet their prey, eventually stripping it to the bone. Fortunately, the nibbler is only aggressive when defending itself, hunting for food, or when other dragons are present.

Category	Type	Age	Saves
1	Hatchling	0 - 1	-
2	Young Adult	2 - 10	+1
3	Adult	11 - 25	+2
4	Mature	26 - 50+	+3

Age	Size	HD	AC	DB	SR	Int	TR
1	6-inches	1	10	-1	-	3	1
2	1-ft	2	12	-	-	4	2
3	1.5-ft	4	14	-	-	5	3
4	3-ft	6	16	-	-	7	5

ORSTIPE

No. Appearing:	1
Size:	Large
Hit Dice:	7 (d8)
Move:	10 ft
Armor Class:	16
Attack:	1-4 Roots (1d10)
Special:	Bait, Susceptible to Fire, Tremor Sense 60 ft
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Plant
Treasure:	5
XP:	270+7

The Orstipe, sometimes called the Golden Angler, appears as a large tree stump with a dark hollow in one side. Other plants such as huckleberry, honeysuckle, and other parasitic vegetation may be found growing on the creature exactly as if it were a regular tree stump. This plant creature appears in all respects unremarkable except for a glittering as if from gold or crystal within the hollow that flashes in whatever light is available. Creatures attracted by this light become likely meals.

Whenever a creature approaches within ten feet of the orstipe, it will attack with one to four root-like appendages. These roots smash opponents with tremendous strength shattering bones and mashing flesh. Any creature killed by this attack is ingested by means of the hollow which is actually the orstipe's mouth. Most animals recognize the orstipe as a dangerous predator and give it a wide berth. This means most of its victims are those greedy or foolish enough to be attracted by its glittering golden tongue in its mouth-hollow. Since it is unable to digest anything non-organic such objects are passed through and accumulate beneath the creature.

Being made primarily of wood and cellulose, the orstipe is susceptible to fire based attacks, suffering double damage from such. Druids sometimes use these creatures to make life hazardous for those whom would burn and despoil their forests such as goblins or orcs. The druids will herd the orstipe, or several if present, near the offending lairs where they soon thin the local population before being dispatched.

Bait-

The orstipe has a tongue tipped with a golden crystalline sap that it moves about in its mouth to catch whatever light is available. From a distance this tongue looks to be a glinting of light from crystal or metal. Intelligent creatures that spot this flashing often mistake it for possible treasure and seek to make a closer inspection. Once they are within range, the orstipe attacks.

QUILL BEAR

No. Appearing:	1 or 1-3
Size:	Large
Hit Dice:	5 (d8)
Move:	30 ft.
Armor Class:	18
Attack:	2 claws (1d6), Bite (1d10)
Special:	Hug, Quills
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Beast
Treasure:	Nil
XP:	200+5

The quill bear resembles a giant porcupine at first glance. Unlike a porcupine the quill bear is very aggressive. It will bristle and growl at opponents just before it attacks. Like a normal bear, quill bears are omnivores and can be found foraging for food in forests or hibernating in dens dug out from under large stumps, large hollow logs, or in caves. Quill bears congregate to mate and then the male leaves. Several months later the female births one or two cubs which she provides for a full year. After a year, the mother will drive the young quill bears off.

Attacking a quill bear is almost as dangerous as being attacked due to the long wickedly sharp quills that cover their body. The quills will break off into creatures stuck by them. The tips are barbed and must be cut out to be removed. The origin of the quill bear is unknown only that they began appearing in forests and jungles all over. The range of a quill bear is approximately 100 square miles on average which wanders constantly foraging for food. This makes it highly unlikely to find any sort of treasure with the quill bear.

In some cultures the quills of the quill bear are used for decoration since they turn different colors throughout the year. Green is especially valuable since it is only found in the quills within hours after mating. These colored quills will fetch prices of a few silver to dozens of gold depending on the market and demand. Rumors persist of subspecies of quill bear that are able to shoot their quills at enemies or have quills that are filled with potent poison. Such species might be found in the wildest of areas and deepest of jungles.

Hug- Should the quill bear hit an opponent with both claws during the same round the victim is must make a STR check or be swept into a crushing vise-like hug. The foe is allowed a STR check each round in an effort to break free of the hug. The quill bear automatically hits the creature caught in its hug each round with its bite attack. Hugged creatures are also subject to damage from its quills.

Quills- Opponents who attack a quill bear must make a DEX save or be struck by the creatures sharp quills. Attackers who fail their DEX save suffer 1d4 damage from the creatures quills. If the opponent is caught in the quill bear's hug it will suffer an automatic 1d6 damage from the quills each round until free.

RAT FOLK

No. Appearing - Solitary, gang (4-6), band (10-100)

Size - Medium

HD - 2(d8)

Move - 30-ft

AC - 13

Attack - Weapon or Bite (1d2)

Special -

Immunity to Disease

Twilight Vision

Scent

Saves - P

Intelligence - Average

Alignment - Usually Evil

Type - Humanoid

Treasure - 2

XP - 10 + 2

Rat-folk are a race of 4'-5' tall humanoids resembling walking rats. Typically those found in northern climes are grey or black while those from more southern regions are brown. On the rare occurrence of an albino being born they consider it a good omen and train the albino as a priest or shaman.

This race is very timid when alone but in great numbers become quite fierce. They tend to be very territorial and are greedy and rapacious. They think nothing of raiding their neighbors for food and loot. Captives generally do not last long since the rat-folk simply consider them as another source of food that keeps for a while. Rat-folk are easily enslaved by those more powerful than they. This situation should not be mistaken for loyalty and they will not hesitate to sell out their master(s) if the price is right (or their life is on the line).

Rat-folk favor short spears, daggers, and light crossbows for weapons. Their armor tends to be piecemeal and neither weapons or armor are cared for well unless they are in the service to a powerful master that insists upon such.

SCORPION, GIANT

These are monster-sized insects can be found nearly anywhere that is not frozen year around, mainly underground or in protected hollows, and exist in many colors. Ranging from 12-inches long (small) to up to twelve-feet long (large) they are deadly hunters, carnivorous through and through.

Size	Small	Medium	Large
HD	1 (d8)	2 (d8)	5 (d8)
Move	30-ft	30-ft	40-ft
AC	14	15	16
Attacks	2 x Claw (1d3), Sting (1d2 + poison)	2 x Claw (1d4+1), Sting (1d3 + poison)	2 x Claw (1d8+2), Sting (1d6 + poison)
Special	Poison (Type I-VI) Darkvision 60-ft Tremorsense 60-ft Pin – small only	Poison (Type I-VI) Darkvision 60-ft Tremorsense 60-ft Pin – small or medium	Poison (Type I-VI) Darkvision 60-ft Tremorsense 60-ft Pin
Saves	P	P	P
Int	Animal	Animal	Animal
Align	N	N	N
Type	Vermin	Vermin	Vermin
Treasure	Nil	Nil	Nil
XP	11+1	22+1	180+5
No. Appearing	2-5 or colony (2-12)	Solitary, 1-4, or colony (2-8)	Solitary or colony (1-6)

Pin – If both claw attacks hit, the victim must make a STR check or be pinned to the ground. The scorpion automatically hits with its sting each round the victim remains pinned.

Tremorsense – The giant scorpion is able to detect ground vibrations and the fine hairs all over its body are extremely sensitive to air movements. It is impossible to sneak up on a giant scorpion while invisible or otherwise.

Poison Type	1 st Save	2 nd Save	Duration
I	1d2	-	-
II	1d3	-1 to attributes, nausea	1-4 hours
III	1d4	1d2, -1 to attributes, cramping	2-8 hours
IV	1d8	1d4, -2 to attributes, Nausea & cramping	1-3 days
V	2d8	1d8, -3 to attributes, Coma	2-8 days
VI	2d12	Death	-

SCREECH WYRM

No. Appearing: 1-4
 Size: Special (see above)
 Hit Dice: Special (see above)
 Move: 40' / Fly 30'
 Armor Class: Special (see above)
 Attack: Bite (1d8), 2 claws (1d4), Tail Whip (1d4)
 Special: Breath Weapon, Twilight Vision, Dark Vision, Camouflage
 Saves: P
 Intelligence: Special (see above)
 Alignment: Neutral
 Type: Dragon
 Treasure: Special (see above)
 XP: Special

The Screech Wurm is unremarkable in appearance, even being a bit ugly with its brown-mottled ochre coloring. Its wings are short and delicate making it a slow flyer, but its thin whip-like tail makes up more than half of its overall body length. The wurm generally

moves in a quick, slithering crawl over the ground, taking to the air only as a last resort or to make a surprise attack from behind cover or such. Though physically weak, it is still a dangerous creature and absolutely vicious in a fight. Those within the territory of a screech dragon may hear the keening cries that give it its name.

The screech wyrm is a solo hunter, prowling the grasslands and savannahs that are its typical home in search of prey. When in such terrain, it blends into the grasses and shadows making it difficult to spot until it moves in for the kill. Its prey is typically larger herd animals, but it will not spare any humanoids it finds in its territory out of hand. Being less intelligent than most lesser dragons, it does not speak any languages, though it may learn to understand the speech of intelligent beings should it pause long enough before eating them.

Dragon Magic - None

Breath Weapon -

The breath weapon of the screech dragon is a 50-ft long ultra-sonic cone of sound which it projects at prey. It is usable every third round and those within its area of effect take 1d4 points of damage +1 per HD of the wyrm. In addition to the damage, victims must make a successful saving throw or they are stunned for 1d4 rounds, unable to attack, defend, or cast spells.

Combat -

The screech wyrm will attack with its breath weapon first, attempting to stun its prey for an easy kill. If this fails, it will whip its tail around attempting to slash and trip enemies, pouncing on them with tooth and claw once they are down. It will screech frequently in an attempt to keep as many enemies stunned as possible. Should the screech wyrm be severely wounded, it will flee as best it may like any other wild beast, though this does not mean it may not seek out those who hurt it at a later date should it survive.

Category	Type	Age	Saves
1	Hatchling	0 - 5	-
2	Young Adult	6 - 40	+1
3	Adult	41 - 80	+2
4	Mature	81 - 140+	+3

Age	Size	HD	AC	DB	SR	Int	TR
1	4'	1	13	-	-	3	-
2	9'	3	15	+1	1	5	2
3	15'	6	18	+2	2	8	5
4	30'	10	22	+4	3	11	10

SHIMMER BEAST

No. Appearing -	Solitary, Pair, or Pride (6-10)
Size -	Large
HD -	5 (d8)
Move -	40-ft
AC -	16
Attack -	2 x Tentacles (1d6+2), Bite (1d8)
Special -	

Shimmer – Attacks have a 50% chance of missing unless some sort of true sight or similar means is used to track its actual location. Gains a +2 to saves against area-of-effect spells.

Darkvision 60-ft

Twilight Vision

Saves -	P
Intelligence -	Inferior
Alignment -	Lawful Evil
Type -	Magical Beast
Treasure -	5
XP -	140+5

A Shimmer Beast resembles a tiger with fur so black that it appears blue and glowing yellow-green eyes. A ten-foot long squid-like tentacle extends from just behind each powerful shoulder which it uses to grab prey and drag it into reach of its mouth. These beasts are found in any tropical or subterranean clime and prefer human meat to any other. Tenacious enough to follow prey for days and fearless against most opponents, these creatures are justly feared in the forests and jungles they call home.

SLUMBER SNAIL

No. Appearing:	1-8
Size:	Small
Hit Dice:	1 (d6)
Move:	10 ft. / 10 ft Climb
Armor Class:	8
Attack:	Bite (1d2)
Special:	Gas Cloud, Anesthetic Slime, Twilight Vision, Dark Vision 60'
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Magical Beast
Treasure:	1
XP:	7+1

The Slumber Snail is a large snail approximately 2 – 3 feet in diameter found in jungles, ruins, and deep caves. Typically the snail is a brilliant blue, but other colors such as green and violet have been noted by those encountering them. As a whole, the creature is non-aggressive and makes an excellent side dish by those epicureans capable of enjoying such delicacies. In particular, giants find them quite tasty and will sometimes raise them much like a farm animal, feeding them captured humanoids and other animals.

The slumber snail does pose a risk to those encountering it in the form of an always present ten-foot diameter cloud of gas that causes creatures exposed to it to fall into a coma-like sleep. This allows the snail to crawl onto the victim and begin eating them alive. The victims do not wake from the bites due to a powerful anesthetic in the slime of the snail that numbs the flesh, allowing the snail to feed without undue disturbance. The snail only feeds on organic materials, leaving metal armor, weapons, coins, gems, and the like laying where it last fed. The slumber snail seldom moves far away from areas where food is plentiful so the likelihood of such treasures being present is good.

Gas Cloud – The slumber snail is surrounded by a 10-foot diameter cloud of sleeping gas. Creatures within this cloud must make a CON save for each round they are exposed, or fall into a comatose-like sleep, collapsing in place.

Anesthetic Slime – The slime of the slumber snail acts as a powerful anesthetic, numbing the flesh of its sleeping meal and preventing the victim from awaking due to the pain of being eaten alive.

TERMITE, GIANT

WORKER TERMITE

No. Appearing: 3d4 or 5d4+1d4 soldiers
Size: S (2'long)
HD: 1d8
MV: 30'; 20' climb
AC: 14
Attack: Bite (1d3)
Special: Blindsight 60', Scent
Saves: P
Int: Animal
Alignment: Neutral
Type: Vermin
Treasure: None
XP: 7+1

SOLDIER TERMITE

No. Appearing: 1 or 1d6+2
Size: M (6'long)
HD: 3d8
MV: 30'; 20' climb
AC: 15
Attack: Bite (2d4) + poison
Special: Darkvision 60', Scent, Crush, Poison Acid

Saves: P
Int: Animal
Alignment: Neutral
Type: Vermin
Treasure: None
XP: 60+3

QUEEN TERMITE

No. Appearing: 1
Size: L (18'long)
HD: 6d8
MV: 5'
AC: 8
Attack: Bite (1d4+1)
Special: Blindsense 60', Scent
Saves: P
Int: Animal
Alignment: Neutral
Type: Vermin
Treasure: 2
XP: 180+6

Giant termites build complex underground galleries below the hot surface of the savanna, wastes, and badlands they typically inhabit. They farm fungus in various chambers and use it to feed the colony. Giant termite mounds are landmarks in the badlands, averaging 30-feet tall and nearly three times that in circumference at the base. These mounds are often used as lookout points for predators. Abandoned termite

mounds are often used by other creatures as lairs since they are so durable, much like stone in composition despite being made of saliva and termite waste.

Termite workers are small feeble creatures, blind and with weak jaws. They tend to the maintenance of the hive, the fungal gardens, and care of the soldiers and queen. Workers attempt to flee if attacked, racing towards established 'safe' points where soldiers are gathered. They will attack only if there is no other means of escape.

Termite soldiers are three times larger than workers and can track intruders by scent as well as their sharp vision in the darkness. They never retreat or break off an attack and will use limited tactics to defend their hive. Flanking and ganging up on difficult opponents are typical behavior in this regard. They are not limited to the 'floor' of their tunnels either and may climb the walls or attack from the ceiling. Whatever it takes to get at the enemy to kill them or drive them from the hive. There will always be one soldier termite that is the breeding partner of the queen and stays in her chambers. This 'king' termite is almost twice as large as the regular soldier termites, having an 2 extra HD and doing an extra 4 points of damage with its bite attack and +1 to its Armor Class. The king is the only fertile male in the colony.

The Queen Termite is a massive bloated thing that can barely move and is dependent upon workers for care and food. Her only purpose is to lay eggs to continue the hive. The 'king', 5d6 soldiers, and 12d10 workers will be found within her chambers. The egg chambers will hold thousands of eggs and larva with numerous worker 'caretakers'. The Queen's chambers will be at the deepest part of the nest below ground.

Crush – Enemies bitten by a soldier termite are allowed a STR check. Failure means that the powerful overdeveloped jaws of the soldier have done an additional 1d6+2 crushing damage, breaking bones, crumpling armor like paper, etc.

Poison Acid – The saliva of a soldier termite is someone unique. Those bitten take 1d4 acid damage from the digestive nature of the fluids involved. They must also make a CON save against the natural toxins to avoid becoming paralyzed for 1d4 rounds.

TIGEEL

No. Appearing:	1, or 1-4 (family)
Size:	L (12'+ long)
HD:	5d8
MV:	50'; 30' swim; 10' climb
AC:	15
Attack:	Claw (x2) 1d6, Bite (2d4)
Special:	Amphibious, Electrical Discharge, Regeneration 1, Twilight Vision
Saves:	P
Int:	Animal
Alignment:	Neutral
Type:	Abberation
Treasure:	None (incidental)
XP:	320+5

The Tigeel is the result of insane dark druids in the jungles cross-breeding tigers and giant electric eels in an effort to create guardians of nature. Unfortunately they succeeded and their unnatural creations bred true and rapidly infested the jungles and surrounding lands. Fortunately these creatures seem to dislike excessively dry areas and intense cold.

Tigeels are hunters and will track their prey for days if necessary. Fortunately they have the eel's smaller mouth though it is filled with hundreds of sharp teeth. The real danger from these creatures though is their electrical discharge which is powerful enough to stun even stone giants. Tigeels especially enjoy gnomes and halflings as a meal and will always hunt them down if the beast should come across their trace.

Amphibious- The Tigeel has gills as well as lungs and is capable of surviving on land or under water for extended periods of time. It does need to moisten its gills at least twice a day or it begins to suffer pain which makes it that much more dangerous when encountered.

Electrical Discharge- Like its progenitor, the electric eel, the Tigeel can produce a bio-electric charge that is discharged when it touches another creature or the creature touches them. The victim is allowed a CON save to halve the damage and avoid being stunned senseless. The charge does 3d8 damage and stuns victims senseless (victim is +5 to be hit by enemies while stunned) for 1d3+1 rounds. The electrical charge rebuilds at a rate of 1d8 damage per round (4 rounds until fully charged), though if discharged again before fully charged victims have a +3 to their saving throws.

The Tigeel may also deliberately discharge their bio-electricity in the form of a 30-foot long electrical bolt from their nose to a single target. The target is allowed a DEX save to avoid the bolt for half damage. Unlike a contact discharge, the bolt only does 3d4 damage and does not have the ability to stun the target. It may be used every four rounds (whenever the Tigeel has a full charge).

TIKBALANG

No. Appearing:	1 (5% chance of a mated pair)
Size:	M (7'-8' tall)
HD:	4d8 (adult)
MV:	40'; 10' swim or climb
AC:	13 (plus armor)
Attack:	Slam (1d8) or Kick (1d12); Weapon +2
Special:	Reach, Heightened Senses, Spell Use-Illusion
Saves:	P&M
Int:	Average
Alignment:	Chaotic Neutral

Type: Humanoid
Treasure: 4
XP: 110+4

The Tikbalang (many different spellings are used - translates as 'demon horse') is a creature of Philippine folklore said to lurk in the mountains and forests of the Philippines. It is generally described as a demi-human, its lower torso is horse-like with its legs and feet resembling the rear legs of a horse. The upper torso is more human-like though the arms are disproportionately long with powerful hands and the head is that of a horse. They sometimes wear leather or bone armor and typically carry a large axe.

Tikbalangs are very playful with people enjoying practical jokes and pranks, though if their chosen victim annoys them the jokes may turn vicious or they will use their magic to make a person imagine things that aren't real which sometimes results in the victim going insane. When a Tikbalang is angered, its eyes will glow red, the air will fill with the stench of burning hair and cigars, and it will attempt to stomp to death those that angered it.

Tikbalang prefer to live near rivers or huge trees in densely forested regions. Legends say that when rain falls while the sun is shining, a pair of Tikbalangs are being wed.

Folklore says that one can compel it to be one's servant by plucking one of three golden hairs from its mane. There are also stories where a Tikbalang asks its intended prey a riddle. Someone who manages to answer correctly will be rewarded with a pot of gold.

In some regions delirious travelers have stumbled their way into town after long absences tell of how a Tikbalang pushed and slapped them, often knocking them over and not allowing them to right themselves; all the while shaking with nervous, childish giggling. People say that the cessation of resistance or protest will suddenly lead a victim to find themselves alone in the woods, plunged into darkness; the sun long set. The path home, recalled by the few who return after a disappearance, is hampered by a severe sense of disorientation and a forest that seems to curl in on itself repeatedly.

Tales claim that if a victim wears their shirt inside out then the spell of the Tikbalang will be broken.

Reach- The long arms of the Tikbalang give it the same advantage as someone using a pole arm. It is able to attach first in combat against anyone not using polearms or missile weapons. It may grapple or slam targets up to 10' away. If using it's axe or a similarly long weapon, it may strike at opponents up to 15' away.

Heightened Senses- The Tikbalang has a sense of smell and hearing like most animals allowing it to smell and hear other creatures well before they come into visual range. Tikbalangs gain a +3 bonus against surprise attempts and reduce their attacks against invisible opponents by half.

Spell Use: Illusion – Tikbalangs are natural spell users, able to use illusion spells as if they were 10th level illusionists. They typically use spells to confuse and torment their victims rather than those that deal direct damage unless they are truly angered.

TIYANAK

No. Appearing:	1
Size:	S (infant)/ L (8' true form)
HD:	7d8
MV:	50'; 30' swim, burrow, or climb
AC:	19
Attack:	Bite (2d6), 2x Claw (1d8) – true form only
Special:	Shape change, Mimicry, Spell like abilities, Rend, Darkvision 120', Weaknesses
Saves:	P
Int:	Average
Alignment:	Chaotic Evil
Type:	Humanoid

Treasure: 5 (in lair only)

XP: 585+7

From the thick mists filtering through the forest trees cloaked deep in the mantle of night echoes the panic filled cry of an infant. The cries continue, leading victims deeper into the surrounding jungle or tropical forest until they come upon a small clearing within which is a naked, squalling human infant. Once the unfortunate good Samaritan(s) is near enough, the tiyanak will wait until their attention is turned away from it. A moment is all that is needed to doom the victim as the foul creature assumes its true form. Long fingered hands, each digit ending in a wickedly curving razor-sharp claw, reach for their prey and pull it to an overly large mouth resembling that of a giant lamprey which will clamp down and begin chewing the flesh and sucking down the blood as if the doomed soul was a grape. It particularly enjoys the internal organs of its prey, often times devouring them after draining the victim dry of blood and then leaving the ravaged remains behind.

Those that manage to avoid becoming immediate food will be hunted down by the creature. It will use its confusion ability and mists to befuddle those it hunts preventing them from reaching safety. Any treasure the creature may have in its lair is simply because it happened to drag some of its victims back to be devoured at its leisure later. It is completely uninterested in material goods, its only desire being to hunt, kill, and devour while making the prey suffer.

The true form of the Tiyanak resembles a skeletally thin ogre with pale gray skin, hellfire red eyes, and white hair. In truth it looks similar to something dead more than it does alive yet it is definitely a living creature. Rumors say that a Tiyanak is the unholy birth of a child from a pregnant mother slain and buried in an unsanctified grave. Others say it is an infant possessed by a demon or wrathful spirit. Fortunately however it was created, they are sterile and unable to breed even if they weren't totally fixated on slaughter and feeding only.

Shapechange – The Tiyanak is capable of taking the form of a naked human infant in order to lure prey into range of its attacks. It can shift between its true form and bait form in a single round.

Mimicry – The Tiyanak can perfectly mimic the cry of a squalling human infant, the bleating of a goat, and the squeal of a wounded pig. It uses the human infant's cry the most often but may use either of the other two cries as it wishes to lure prospective victims into attack range.

Spell-like Abilities – The Tiyanak may use the following spells at will as if a 8th level caster as indicated; 3x/day-Fog Cloud, Ventriloquism, Misdirection; 1x/day-Hallucinatory Terrain, Solid Fog

Rend – If the Tiyanak manages to hit a single target with both claws in the same round, it may chose to rend the victim asunder to get at their internal organs doing an additional 2d8+4 damage automatically to the unlucky victim.

Weaknesses – Though the Tiyanak is not an undead creature, the process by which it came into being has left it susceptible to being repelled by garlic and suffering damage from holy water and other holy relics as if it were an extraordinary undead. Those protected by garlic are treated as if they were under the effects of a Protection vs Evil spell by the Tiyanak. The smoke from burning holy incense will cause the Tiyanak to flee in revulsion and to avoid suffering damage, though the thoroughly angered creature may return later to inflict its vengeance.

THE URSUAN

No. Appearing:	2-8 hunting party; or 10-100 tribe
Size:	Medium
Hit Dice:	1 (d8)
Move:	30' / Climb 15'
Armor Class:	13 unarmored / 15 armored
Attacks:	2 claws (1d4+2) and bite (1d6)
Special:	Rage; Scent; Crushing Hug
Saves:	P
Intelligence:	Average
Alignment:	Chaotic Neutral
Type:	Monstrous Humanoid
Treasure:	1

XP:

19+1

The Ursuan (Ur-swan) are a race of bear-like humanoids standing between 6-8 feet tall and weighing between 220 – 400 pounds. Their bodies are completely covered in a thick furry hide, their hands and feet have sharp curving claws like a bear, and their muzzle is filled with sharp, crushing teeth. Ursuan seldom fight with weapons, preferring their natural weaponry. However, when they do use weapons they tend to favor large crushing implements such as heavy maces or flails and hacking sorts such as battle axes. Ursuan warriors will also wear crude leather or hide armor as added protection, usually decorated with colorful feathers and bones of their conquests.

Ursuans are highly territorial, though unless already hostile, will usually challenge trespassers and warn them away never to return. Should peaceful relations be sought, such negotiations will usually be carried out by a pack leader (sub-chief) and involve some sort of test by deed that those seeking their favor truly do have the Ursuans best interests at heart. Ursuan mark their territory by vertical poles decorated with skulls, bones, feathers, and slash marks from their claws. The bones are typically defeated enemies and placed as a warning to others that no quarter is given to their enemies. Ursuan prefer lairing in caves near the surface and hibernate through winter much like bears do. For this reason, they spend their summer and fall seasons storing vast quantities of food, water, and other needs for when they awake in the spring, ravenously hungry and very very aggressive. It is best for even friends to avoid the Ursuan for the first month after they awake.

When encountered, Ursuan will have a pack leader or sub-chief with 3HD for every 15 warriors. If 50 or more Ursuan are encountered there will be a Chief with 5HD and a 25% chance of a shaman or druid of at least 4th level as part of the tribe. There will also be a minimum number of females equal to 20% of the number of warriors and cubs equal to 10% of the number of warriors.

Rage-

An Ursuan fights without regard for pain, lost in the throws of their rage. All attacks made are at a +2 to hit and damage against their enemies. So enraged are they when fighting an enemy that they will not even realize when they have been killed; fighting on for two rounds before dropping over dead on the third round after reaching zero hit points.

Crushing Hug-

Ursuan are extremely strong and should they strike an enemy with both claw attacks, they will sweep them in close for a vicious crushing hug inflicting an additional 2d4+2 points of damage. Anyone caught up in this crushing hug can free themselves with a successful STR check. Should they fail to escape, then they will suffer an automatic 2d4+2 crushing damage and the Ursuan bite attack is made at +4 to hit instead of +2 from the rage.

WOOD BEETLE, GIANT

No. Appearing:	1-8
Size:	Small
Hit Dice:	1 (d8)
Move:	20 ft / 15 ft Leap
Armor Class:	18
Attack:	Bite (2d4)
Special:	Camouflage, Twilight Vision
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Vermin
Treasure:	Nil
XP:	7+1

The giant wood beetle gets its name from its appearance. This creature is approximately twelve-inches long with a rough, bark-like carapace. When it is motionless upon a fallen log or tree it is indistinguishable from a normal bole. This deceptive appearance allows it to surprise prey when it attacks, leaping at the victim. Unlike most beetles the wood beetle has no wings and is therefore unable to fly. However it is able to make leaps of up to fifteen feet. Its small but powerful mandibles are able to carve out divots of flesh quickly and crumple even steel armor. Giant wood beetles are most often encountered in dense forests though they have been known to turn up in stands of trees in less forested areas.

Wood beetles are carnivorous and constantly hungry so they tend to move around over wide areas seeking meals. For this reason it is unlikely that any treasure will be found near them unless they are in a confined area. Any animal or carrion found is a meal to these beetles, as long as it is meat. Fortunately giant wood beetles only travel in small swarms of up to eight in number. Any swarm of wood beetles that encounters another will attack the other swarm as if it were any other prey, much like ants from different colonies. This helps keep the wood beetle population in check. Were they more numerous they could quickly render several square miles devoid of animal life at a time. Hill giants, ogres, and owlbears find these beetles quite tasty despite the danger inherent in seeking them out.

ZOMBIE KNIGHT

No Appearing:	1 or more
Size:	Varies ; Usually M
HD:	3 (d10)
Move:	30'
Armor Class:	Varies (Use AC of slain creature, less any DEX bonus)
Attack:	1 (by weapon +3); or Fist (1d4)+3
Special:	Undead Immunities (pg 7 M&T4); Increased Strength (18); Blindsight-90'; Weapon Immunities (1/2 damage slashing-piercing); Magic Resistance (MR 5); Turn Resistance 5; Regeneration (3)
Saves:	P
INT:	Low
Alignment:	Lawful Evil
Type:	Undead (Extraordinary)
Treasure:	3 (incidental)
XP:	105+3

The Zombie Knight is the unfortunate victim of a Dread Knight that has been reanimated to serve its slayer for eternity. Appearing as they did at their time of death, though covered in the ghastly wounds leading to their demise and a desiccated, rotting visage, the Zombie Knight is able to utilize any melee weapon it could use in life. It will obey all orders given to it by its creator or the necromancer that created its master Knight, though in a pinch it can act on its own volition using basic concepts and strategies. Unlike normal zombies, the Zombie Knight inherits some of the immunities of its creator and increased strength. It is, however, still much less powerful than its master Knight. It is however, much much harder to kill than a regular zombie, always rising again no matter how many times it falls making it a very dangerous opponent indeed.

Undead Immunities- Per the M&T entry for Undead Type

Increased Strength (18)- The zombie knight is as strong as an ogre and gains an increase to damage inflicted upon its foes.

Regeneration (3)- The zombie knight will regenerate 3 hit points a round after being wounded unless it is decapitated. Even fire and acid damage will regenerate, though such damage will heal at a much reduced rate of 3 hit points per hour. Even if the zombie knight loses a limb or has its body cut in half, it will slowly slide together and repair itself to the state it was in when it died, though any new damage to armor or clothing will remain.

SPIRIT STONE- ARTIFACT

Spirit Stones are ancient stones used by long vanished or primitive peoples as shrines and/or portals where they commune with the spirits of nature in their home planes. These stones are typically carved with strange designs, runes, ideograms, and/or pictograms. Fortunately these stones are rare and found in desolate areas and forgotten places away from more 'modern' civilization.

Why this is fortunate is because Spirit Stones can be dangerous to those ignorant of their nature and their use. In most cases, the stones can only be used to commune with the spirit world when found unless the user learns how to open the stone. A stone that is open functions as a portal between worlds, allowing spirits to possess any mortal body in contact with the stone. It is rare, but some stones have been discovered left in an open state by their long vanished creators. A mortal possessed through such an open stone is in dire peril should the possessing spirit not be able to return to its home in time.

Since the spirits cannot exist in their own forms on the mortal plane, a host is required or the spirit ceases to exist. Since the spirits are as prone to self preservation as mortals, they are loathe to leave any host they inhabit while on the mortal plane. The unfortunate mortal in which a possessing spirit resides for longer than the time allowed becomes entwined with the spirit driving both mad and triggering an unnatural transformation into a creature no longer mortal and yet, no longer immortal. This madness manifests differently from individual to individual.

The powers of the Spirit Stone are as follows;

Commune

Usable 3 times per day as the 5th Level Cleric Spell cast at 12th Level use.

Spirit Gate

Allows a spirit, usually one contacted by use of the commune ability beforehand, to possess a mortal host for 1d3+1 hours. A possessed mortal benefits from the possession, gaining 2d10 additional temporary hit points, a +1 bonus to all attribute and saving throw checks, spell resistance 5, and Twilight Vision if not already possessed. The spirit gate also allows the spirit to leave the mortal host and return to the spirit world at which time all of the benefits enjoyed by the host are lost. In addition, the host must make a CON check, CL +2, or be so fatigued that they must rest for 10 minutes per hour spent possessed.

Should a possessing spirit stay with a mortal host beyond the allowed time as noted in the above description, they will transform into one of several forms of creature dubbed an “Unnatural”; refer to creature text below.

THE UNNATURAL - MONSTER

The Unnatural is a creature born of the unnatural fusion of a mortal host and a spirit from another plane. This creature is afflicted with an insanity manifesting as focused obsession. While it may be killed, there is no record of any of these creatures ever dying of old age. The Unnatural is stronger, quicker, and quite resistant to spells and spell-like effects, even more-so than before the transformation into its current form occurred. No Unnatural will ever be found in the same area as another, being able to sense each other within 20 leagues and being driven by their twisted natures to hunt the other down and slay them.

All Unnaturals have traits common with each other as a result of their similar origin. These similarities are the only thing that an Unnatural has with another. Each creature will have a unique physical appearance based on the creature making up their mortal half and their particular obsession. These common traits are as follows;

Ageless

The mortal shell of the Unnatural ceases to age naturally, and yet is able to appear to be any age so desired by the Unnatural, changing at will within a single round without penalty.

Restless Dead

Should an Unnatural be slain there is a 50% chance that it will rise as a Spectre or 5% chance that it will rise as a revenant on the next full moon unless the corpse is buried in consecrated ground or blessed.

Tainted Soulbond

The twisted transformation of the mortal host and possessing spirit creating the Unnatural permanently bonds the two together even after death. The resulting insanity results in even greater augmentation of the physical half of the creature. The Unnatural gains a +2 bonus to all attribute checks (as applicable) and saving throws, Spell Resistance 10, Twilight Vision, and Darkvision 60-feet.

Obsession

Each Unnatural is obsessed with an emotion or physical sensation(s) which determines the 'sub-type' of Unnatural the creature becomes. Should the creature be deprived of, or denied the object of their obsession they become enraged and insanely violent towards those responsible and will do their best to slay them and all involved. The particular type of obsession and effects, abilities, etc. are more fully noted with each creature sub-type below.

Sub-Type

There are several 'sub-types' of Unnaturals, each being identified by their specific obsessions as noted above. The most commonly encountered are as follows;

The Glutton – Food & Drink

The Hunter – The Hunt and Kill

The Hedonist – Pleasure & Sensation

The Tyrant – Authority & Power

The Servant – To Serve Others

THE GLUTTON – UNNATURAL

The Glutton appears as a grossly obese and disgustingly filthy individual surrounded by food, drink, carcasses, body parts, filth, and mouldering scraps. The creature rarely stops eating, employing slaves to carry away bodily wastes, clear away areas for more food, and to ensure that it is adequately supplied with new dishes, drink, etc. if the servants themselves do not wish to be on the menu.

No. Appearing:	1
Size:	Medium or Large
Hit Dice:	Med. = 5 (d10) / Large = 8 (d10)
Move:	20-feet
Armor Class:	Med. = 12 / Large = 13
Attack:	Med. = Slam (1d6+3) or by Weapon (+3 damage) Large = Slam (1d8+3) or by Weapon (+3 damage)
Special:	Unnatural Common Traits; Corpulent; Obsession – Food & Drink; Monstrous Appetite
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	Med. = 5 / Large = 8 (50% of treasure value is in food & drink)
XP:	M = 360+5 / L = 1150+8

Corpulent

The Unnatural has become hugely obese due to eating and drinking almost constantly. This has caused the creature to increase in size (a small creature has become a medium size, etc.) and the thick layers of fat and skin make it more difficult for weapons to reach anything vital since it

cannot wear armor or most clothing. Its large mass has also given it considerably more physical power in its attacks than might be expected.

Obsession- Food and Drink

The Glutton's defining obsession is with foods and beverages of all types. The more rare and unique in taste, texture, etc. the better. The Glutton considers anything that is edible as acceptable fare for its ravenous appetite, including people (living or dead), animals, and the like. The Glutton constantly eats and never shares its food, instead typically demanding more no matter how much food and drink is already present.

Monstrous Appetite

The constant craving of the Glutton has led it to consider anything edible as appropriate fare. Should it run out of 'normal' food it will eat anyone or creature within reach. Should it incapacitate or kill an enemy or enemies it will eat them, alive or dead matters not. Slow or inattentive slaves often find themselves added to their master's monstrous menu.

THE HUNTER - UNNATURAL

The Hunter appears as any other hunter, though many have reported sensing a cruel air and a predatory stare when encountering such an Unnatural. The Hunter revels in the thrill of the pursuit and always kills their quarry, taking a trophy away with them which reminds them continually of that particular hunt and the feelings associated with it. Only the Tyrant is more dangerous a foe than the Hunter. This creature often uses ambush, hit and run tactics, and lays traps all of which to weaken and wear down their prey. A skilled tracker, the Hunter also has an predators senses making them nearly impossible to lose or surprise. Any creature, alive or dead, may be considered as acceptable prey to this creature. The more potential challenge or risk involved, the more likely it will take up the hunt. This makes the Hunter one of the least likely to be encountered Unnaturals since it inevitably attempts to hunt a creature beyond even its considerable abilities. Hunters favor bows, blades, and axes in terms of weapons, though the killing blow will always be by any melee weapon they possess.

No. Appearing:	1
Size:	Small or Medium
Hit Dice:	S = 4 (d10) / M = 6 (d10)
Move:	S = 30-feet / M = 40-feet
Armor Class:	15
Attack:	by Weapon
Special:	Unnatural Common Traits; Ambush; Animal Instinct; Feral Strength;
Obsession -	The Hunt & Kill; Tracking
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	S = 4 / M = 6
XP:	S = 230+4 / M = 690+6

Ambush

The Hunter is prone to hiding and attacking from ambush both in the wilderness and within urban settings. The creature will make a surprise attack from hiding, gaining a +3 bonus to hit on the first attack only in addition to any benefits gained from surprise, then running away if outnumbered or it considers its prey to be stronger than it is. It will repeat this as often as necessary to wear down its prey and even the odds against it.

Animal Instinct

The Hunter is much more in tune with the world around it, using its heightened senses to full advantage. This animal-like instinct gives this creature an additional +1 bonus to listen, spot, search, and surprise checks beyond the bonuses gained from the Tainted Spirit Bond.

Feral Strength

The Hunter has a predators thrill when attacking for the kill, gaining a +2 to damage rolls with melee weapons against its prey as it attacks.

Obsession – The Hunt & Kill

The Hunter's defining obsession is with the Hunt and Kill of prey. It doesn't matter if the creature is intelligent or not, only that it is a challenge and poses a risk to the hunter. This creature revels in the challenge posed by its prey and the ultimate victory which ends the hunt. It will always take a trophy from its prey after it kills. The Hunter is seldom accompanied on its hunts since its twisted nature is based on self-gratification and it doesn't wish to be hindered in any way.

Tracking

The creature can track its prey by both sight and scent within wilderness areas or hide its own trail and scent from others. When tracking it can also identify distinguishing features about the creature(s) it is pursuing. (Reference the Ranger Class tracking ability, page 13 of the Players Handbook)

THE HEDONIST – UNNATURAL

The Hedonist is a creature of self-indulgence, sensations of all kinds, usually related to pleasure though its definition of pleasure may vary with the particular creature. Thus it would not be unusual to find a Hedonist with a torture room rather than a boudoir. The Hedonist is usually encountered in urban settings though any civilized region might satisfy its needs. This creature appears the most normal of the Unnaturals second only to the Servant and is the most beguiling and seductive of the lot. It will always possess slaves to serve its needs and will entice as many others into its debaucheries as it can. These unfortunates are doomed to be used and discarded by the Hedonist's selfish indulgences though it may be hard to say whom are the luckier. The dead or those whom survived their experiences for the Hedonist will not be denied. In many ways, the Hedonist's pleasure chambers resemble a cultist cell, being secretive and hidden away from the public eye. The creature also maintains a higher than average lifestyle, leading it to amass a larger treasure than might normally be found with other Unnatural types.

No. Appearing: 1
Size: S or M
Hit Dice: S = 3 (d10) / M = 5 (d10)

Move:	S = 20-feet / M = 30-feet
Armor Class:	S = 13 / M = 12
Attack:	By Weapon plus poison
Special:	Unnatural Common Traits; Hallucinogenic Cloud; Obsession – Pleasure & Sensation; Poison Use
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	S = 4 / M = 6
XP:	S = 190+4 / M = 570+6

Hallucinogenic Cloud

The Hedonist is usually surrounded by a 20-foot radius cloud of narcotic smoke, incenses, perfumes, or other such sensation inducing substances and more within its lair. This cloud illicitly feelings of desire, docility, and compliance within those mortals whom are exposed to it and fail a CON save (+1 CL) for each round they are within it. Those whom fail their save are at a -2 to attacks and ability checks being more interested in joining into whatever activities the Hedonist and its victims are currently engaged in beyond combat. Spell casters whom fail their saves and attempt to use spells do so at double the casting time of the spell as they fight to concentrate.

Obsession – Pleasure & Sensation

The Hedonist's defining obsession is personal pleasure and sensation. It uses any means to satisfy and provide for its own comforts, desires, and diversions no matter the effects on others or costs involved. As a result, the Hedonist is usually wealthier than normal and more prone to the crazed homicidal tantrums if denied than other Unnatural types. Many of those found serving a Hedonist are ensorcelled, drugged, enslaved, or simply pathetically shallow and selfish themselves.

Poison Use

The Hedonist is versed and supplied with exotic substances of all types. Some it uses to gently and effortlessly remove those it either tires of or anger it. All of its weapons are treated with some sort of deadly or paralytic type poison (decided by the CK) as a matter of course. It never uses these poisons in any food or drink, particularly since accidents are known to happen.

THE TYRANT – UNNATURAL

The Tyrant is the most vicious and violent of the commonly encountered Unnaturals. It is also the most powerful, able to strike down enemies in a single blow according to some tales. The Tyrant is almost always found at the center of an army marching across the land, its mission to conquer and rule all with an iron fist and heel. It brooks no question of its authority or command cutting down those that do so on the spot with an almost malicious glee. Areas ruled by a creature of this type can actually be quite peaceful despite harsh laws meant to protect the Tyrant's position and authority and an always expanding frontier due to continual military conquest. Inevitably, the Tyrant will overextend its ability to pay its army or the ability of the army to maintain current borders dooming its attempt of world domination.

No. Appearing:	1
Size:	S, M, or L
Hit Dice:	S = 4 (d10) / M = 6 (d10) / L = 9 (d10)
Move:	S = 20-feet / M = 30-feet / L = 40-feet
Armor Class:	18
Attack:	By Weapon
Special:	Unnatural Common Traits; Obsession – Authority & Power; Unbending Will;
	Wrath Strike
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	S = 4 / M = 6 / L = 9
XP:	S = 180+4 / M = 540+6 / L = 1800+9

Obsession – Authority & Power

The Tyrant's defining obsession is the pursuit of being the ultimate authority and power within the mortal world, though this obsession may possibly extend to worlds beyond the mortal plane as well. While this obsession may seem to be more lawfully aligned, the Tyrant will use any means at their disposal to achieve it at whatever cost in blood, coin, or lives of others. Large creatures that have become Unnaturals tend to gravitate towards this sub-type almost exclusively due to the inherent sense of power they are exposed to by their sheer size of their host. It also makes the Tyrant more suitable to the rigors and demands of the battlefield wherein they spend the majority of their existence until they have established a seat of power, either in a conquered city-state or country or on their own. Those that refuse the orders of a Tyrant are considered enemies and traitors to be executed immediately by whatever means is the most expedient without pause or fail. As a result, many serve out of fear rather than loyalty within the armies of a Tyrant.

Unbending Will

The Tyrant is so focused on their goal that they will not surrender or abandon it until they have conquered all within their ability to reach. As a result, this creature gains a +2 bonus to CHA checks and saving throws beyond the bonuses gained from the Tainted Spirit Bond.

Wrath Strike

The Tyrant is able to draw upon and channel raw energy from the spirit world into a devastating blow against its enemy a number of times per day equal to its number of hit dice at will. This blow does an additional +2d6 damage to that caused by whatever weapon the creature is using. For purposes of spell resistance and other protective measures, this ability is considered to be based on divine magic.

The Servant is the least obvious of the commonly encountered Unnaturals and yet also the most insidiously seductive and beguiling. This creature will attach itself to an individual or family, offering its services as a servant in whatever capacity is needed. Once accepted, it bonds itself to the unlucky individual or family, slowly taking over all of the serving duties and meeting their every need. Whether they express that need or not. Other servants will be displaced or slain in secret as will anyone who comes between the Servant and its chosen. Those whom it serves will be doomed to their life becoming a miserable prison of having everything done for them. Fortunately, the Servant is also the weakest and least common of the typical Unnatural sub-types encountered.

No. Appearing:	1
Size:	S or M
Hit Dice:	S = 2 (d10) / M = 4 (d10)
Move:	S = 20-feet / M = 30-feet
Armor Class:	12
Attack:	By Weapon
Special:	Unnatural Common Traits; Bond of Service; Back Attack; Move Silently; Obsession – To Serve Others; Shadow Step
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	S = 2 / M = 4
XP:	S = 58+2 / M = 240+2

Bond of Service

The Servant bonds with an individual or members of a family group upon their acceptance of the creature into their service. Thereafter, the Servant has a form of limited telepathy allowing it to know of their desires, needs, and requests even before they can voice them. It also can sense when or if those it serves are seeking to dismiss it from their service or looking to flee the household. Should those it has bonded to die or be slain, it will first present itself to the nearest relatives of those previously bonded before seeking out another individual or family. The range of this telepathic effect is approximately 5 miles.

Back Attack

The Servant is able to attack from behind exactly as per the Rogue ability of the same name in the Players Handbook.

Move Silently

The Servant is able to move silently in any environment exactly as per the Rogue ability of the same name in the Players Handbook.

Obsession – To Serve Others

The Servant's defining obsession is the need to serve others. It will seek to meet their every need to the point wherein the individual or family are not allowed to do anything for or by themselves without the creature there to assist them. The Servant will not tolerate 'inferior' service by others, often killing or driving off all other servants or slaves employed in its household. Should the

individual or family it serves seek to dismiss the creature or flee the household they will find themselves prisoners of the Servant or be slain, their bodies carefully attended and seen to until decomposition sets in. The Servant will also tend to drive off any love interests of its chosen individual or family members, seeing their doting upon its charges as competition.

Shadow Step

The Servant has the ability to treat shadows like dimensional doorways, stepping into a shadow and then stepping out of any other shadow up to 100-feet away at will. This allows it to efficiently serve its chosen individual or family and deal with any rivals it may need to. The Servant does not need to see the destination shadow, instead able to sense it instinctively or seeing it through means of its Bond of Service.