

Go Ogleplex's critters

Vol. II

ALLURE LILY

No. Appearing:	1-4
Size:	L
HD:	3d8 (see below)
MV:	5'
AC:	6 (see below)
Attack:	Vine x4 (1d6)
Special:	Pollen, Nectar, Petal, Twilight Vision, Plant
Saves:	P&M
Int:	Average
Alignment:	Chaotic Neutral
Type:	Plant
Treasure:	3
XP:	60+3

The Allure Lily dwells in the wildest and deepest reaches of rainforests and jungles. This plant appears as a large 12-foot tall ground flower, its pale yellow-white petals tightly closed except during dawn and dusk. Within the center of the flower is a dryad-like creature unable to leave the plant but fully able to converse with those capable of speech (and rational thought). The Lily will only resort to violence if attacked or if trying to obtain her chosen male by means of four 20-foot long thick vines. She has no need or desire for money but like most fey, is a vain creature at heart and can sometimes be bribed with jewelry or similar personal items.

Giant bees, wasps, and ants find the nectar of the Allure Lily irresistible and will often times attack her to obtain any present in the flower. Defending her will usually result in

her gifting her defenders with a small quantity of the valuable nectar. It is useful for potions and spells involving healing, lust, and curing disease.

Petal - The Allure Lily is protected by an outer layer consisting of tough fibrous petals (the AC 6 noted above). To penetrate the petals by physical means requires inflicting 20 points of damage upon them. The petals will grow back to their original state within a week, healing any damage done to them. The Lily's humanoid body being more mobile and able to dodge slightly has an AC: 10.

Pollen - The Allure Lily gets its name from the effects of its potent pollen. This pollen is released into the air when the flower is open at dawn and dusk for an hour. The pollen has a wonderful fragrance and can be detected up to a mile away from the plant's actual location. Any creature within 500 yards of an Allure Lily while the pollen is being released must make a CHA save or fall into a charmed-like state. Charmed humanoids will do all in their power to make their way to the Allure Lily. Women will be released by the Lily soon after they reach her but if there is a male that the Lily takes a fancy to, she will use her tentacles to draw him into the core of the flower with her to be her mate until she tires of him and releases him. Usually this 'relationship' ends within 3-5 years and several offspring later.

Nectar – The nectar of the Allure Lily, other than keeping her mate healthy and infatuated with her, serves as food for several giant insects. While a strong aphrodisiac, the nectar also possesses strong healing qualities. Drinking a small amount of nectar (one mouthful) will heal 1d6 points of damage, cure minor diseases, and require the imbiber to make a willpower save to avoid going into a wild rut for the next several hours. Applied as a topical salve, the nectar will heal 1d4 points of damage and heal all but the most severe burns without leaving scar tissue. The only side effect of this use is that the area where the nectar was applied will be very sensitive in a nice way for several hours.

ARACHNOPUS

No. Appearing:	1d6
Size:	L
HD:	5d8
MV:	40'; 20' climb
AC:	14
Attack:	Tentacle x8 (1d6)
Special:	Improved Gram, Swallow Whole, Poison, Twilight Vision, Leap, MR 4, Magical Weapons to hit
Saves:	P
Int:	Low
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	5
XP:	520+5

An arachnopus is a disgusting amalgamation of the worst features of a tarantula and octopus scaled up to be the size of a large wagon and colored a nauseating mauve where coarse black hair doesn't cover. The creature has two platter sized octopus eyes on either side of its tentacle rimmed gaping mouth orifice with four egg-sized, shiny black multifaceted eyes above it.

The tentacles are between 4' and 6' long and capable of moving independently. They can be used to whip targets in combat but are more commonly used to grab a victim or two and stuff them into its toothless maw where they are swallowed. Since there are no jaw bones or cartilage in the mouth, it easily expands to accommodate prey up to the size of a full grown draft horse.

Its eight hairy legs are roughly 10'-12' long apiece and like regular spiders, can climb sheer vertical surfaces and across rough ceilings with ease. With their thick rubbery skin and carapace these creatures are not easily harmed.

Arachnopus' are intelligent though not overly so. They can be trained and given simple orders such as search and capture or to guard an area with no problems arising. They will follow these orders closely but are unable to be overly inventive about it.

Swallow Whole – If the tentacles have succeeded in grabbing an opponent and the victim is unable to break free, the tentacles will stuff them into the arachnopus' mouth to be swallowed whole on the next round. Creatures swallowed are sent to one of two stomachs, each able to hold up to a full grown horse. Swallowed creatures can cut their way free if they have a dagger available (and can inflict 15 points of damage) though doing so may initiate an internal defensive response from their captor.

Poison – The arachnopus may flood each individual stomach with a poisonous digestive fluid at will. If feeding, this will happen soon after ingestion of prey. If they have a captive held within this will be in response to the captive trying to escape. Any creature exposed to this poison must make a CON save or become paralyzed and suffering 1d4+1 damage per round as the poison begins to digest them. The only way to stop this process once began is to have the poison thoroughly washed off of the body and a *neutralize poison* cast upon them.

Leap – An arachnopus is capable of making leaps in any direction up to 60-feet in distance from a standing position and is capable of landing on any surface it is capable of traversing.

Magical Weapons to Hit – The thick rubbery flesh and tough carapace of this creature is incapable of being cut or crushed by normal weapons. Only magical weapons of +1 enchantment or better are capable of doing damage. Weapons that are enchanted with magical effects such as a runic weapon or a flaming weapon yet do not have the +1 or better bonus inflict the magical effect damage but not the weapon damage when they strike. Assuming that the magical effect overcomes the creature's magic resistance.

BAN YEOJA

No. Appearing:	1
Size:	M
HD:	5d12
MV:	20'
AC:	18
Attack:	Claw x2 (1d4)
Special:	Strangle, Dark Vision 120', Scent, Weapon Immunity (full), MR 4
Saves:	P&M
Int:	Average
Alignment:	Chaotic Evil
Type:	Undead; Extraordinary
Treasure:	5
XP:	300+5

The Ban Yeoja (half woman) is a female undead that appears very much as they did in life wearing simple robes similar to those used by army prostitutes that drag along the ground. The reason for the long robes is to hide the fact that she has no body below her navel. This creature can appear in any town or along empty roads in the countryside at night. It will try to entice a male victim away from others to enjoy some intimate time nearby using gestures, soft words, and teasing flashes of shoulder and breast. Once she has her victim alone and close within her arms she will strike. Her dangling intestines will snake out of her robes and wrap around her victim's neck while she rakes with her claws over the rest of his body. As the victim fades, she will give them a deep kiss though there is no passion involved as she sucks the soul from the body and devours it.

Ban Yeoja will pick dark basements in ruins, sewers, or even caves in which to lair since they cannot abide the light of the sun though such light does them no harm. A *bleed* spell will do 1d3 points of damage per level of caster however and cause her to flee as best she may.

Strangle - The intestines of the Ban Yeoja will wrap around the throat of their victim and begin to strangle them. The victim will lose one temporary CON point per round that this goes on unless freed of the disgusting bindings. Should their CON score reach zero, the undead will give them a fatal kiss to devour their soul as they expire.

Weapon Immunity (full) - The Ban Yeoja is immune to all normal weapons. Only blessed silver weapons or magical weapons will be able to harm her.

BEAKED BEETLE, GIANT

No. Appearing:	1 or 1d12 (nest)
Size:	S (2' long)
HD:	2d8
MV:	30'; 20' climb
AC:	14
Attack:	Leg x2 (1d2), Beak (1d8+2)
Special:	Improved Grab, Twilight Vision, Scent, Blood Drain
Saves:	P
Int:	Nil
Alignment:	Neutral
Type:	Vermin
Treasure:	Nil
XP:	27+2

The Beaked Beetle is a hunter and will attack any other creature it encounters of medium size and smaller. It dwells in areas from temperate forests to jungles, lurking in the tree canopy and ready to drop down on a potential meal. It will try to pin its prey with its front two legs first. Once the prey is held down, it will stab its long hooked beak-like proboscis into its prey repeatedly to kill it and suck its blood and other fluids. This

creature has no redeeming known uses. Large birds, giant snakes, and other larger insects prey on them at opportunity.

Blood Drain – The Beaked Beetle will drain 1 point of CON with each stab of its beak as it drink its prey’s blood. After draining 8 points in this fashion, it will stop draining blood but will continue to stab at its prey until the prey is dead.

BLACK BEAR MOUSE

No. Appearing:	1
Size:	Large (15')
Hit Dice:	8(d8)
Move:	40 ft, 20 ft (swim), 20' climb
Armor Class:	24
Attack:	Bite (1d10), Claw (1d12+3)
Special:	Dark Vision, Scent, ½ damage from weapons, Knock Back, Vermin Swarm, Light Sensitive
Saves:	P
Intelligence:	Low
Alignment:	Neutral Evil
Type:	Magical Beast
Treasure:	8 (nest)
XP:	1150+8

The Black Bear Mouse is at heart a mouse of gigantic proportions, monstrous strength, and above average intelligence for beasts and lairs in caves, abandoned mines, or deep ruins. It avoids others of its kind unless in heat, which fortunately only comes once every other year. Instead it surrounds itself with a huge colony of large normal mice and rats numbering in the hundreds if not thousands. Fortunately, it seldom leaves its lair other than to hunt, ranging over only a few square miles. It is intelligent enough to be able to form contracts with wererats or spell casters who can win its loyalty. Usually this involves beating it down to submission. It may also send out vermin from its swarm to gather additional food, small treasure, or information.

Dark Vision- The Black Bear Mouse can see 120' in the deepest darkness.

Light Sensitive- Conversely, since it is nocturnal and lives in darkness, its eyes are sensitive to strong light. In any light equal to or stronger than daylight, the Black Bear Mouse suffers a -2 penalty to hit.

Knock Back- The Black Bear Mouse's claw attack is so powerful that any creature of medium size or smaller struck by it is knocked away up to 15-feet and must make a DEX check to avoid being knocked off of their feet.

½ Damage from Weapons- The hide of the Black Bear Mouse is thick and tough, being very difficult to penetrate with a weapon. Even blunt impact trauma is reduced due to its dense musculature. Armor made from its hide by a skilled leather worker will have a +1 non-magical bonus.

Vermin Swarm- The Black Bear Mouse can gather hundreds to thousands of large mice and rats to its lair. These rodents are normal creatures under the complete command of their master and will defend the lair from any intruders, attacking by the hundreds. (recommended: treat as 10x10 sized swarms of rats similar to notation per the Summon Swarm spell)

BLISTER BEETLE, GIANT

No. Appearing:	1 or 1d4
Size:	S (3' long)
HD:	2d6 (adult)
MV:	30'; 15' climb
AC:	12
Attack:	Bite (1d4+1)
Special:	Twilight Vision, Caustic Spray
Saves:	P
Int:	Nil
Alignment:	Neutral

Type: Vermin
Treasure: Nil
XP: 17+2

Giant Blister Beetles are relatively non-aggressive creatures content to feast on vegetation and fungus. Unfortunately one of their favorite foods are grains such as hay, wheat, barley, etc. and if left alone a single beetle can soon strip a square hectare of land by themselves. The beetles have a relatively weak bite and soft shells making them easily killed. However it is their defensive ability that makes them such a hazard to common folk. They can produce a caustic spray that reacts almost like an acid, burning victims and causing blistering wounds that can be lethal in most cases.

This caustic liquid is also sought after for use in wart removal potions and siege defenses.

Caustic Spray - The Giant Blister Beetle can spray a caustic liquid from the rear of its abdomen in a 20-foot long x 10-foot wide cone behind it. Any creature caught in this area may make a Breath Weapon saving throw, success indicates only taking half damage from the dangerous spray. Those that fail will suffer the full 4d4 damage and all exposed areas of skin will blister painfully making movement nearly impossible due to pain and reduced flexibility. If hitting an unprotected face, blindness is a likely result as the face itself blisters.

CARNIVOROUS BOOK

No. Appearing: 1-12
Size: S
MV: 10' fly
AC: 8
HD: 1d8
Attack: Bite (1d4)
Special: Blindsight, Camouflage, Imprint Page
Saves: M
Int: Inferior
Align: NE
Type: Aberration
Treasure: Nil (incidental)

XP: 15+1

Carnivorous Books are cousins of the Mimic family. At cursory inspection, they appear as nothing more than old, worn tomes approximately an inch or two thick. Commonly found in old libraries or in the depths of less visited archives, they prey on those unprepared and unguarded. If not for their ability to capture victims with their imprint ability they might be considered as nothing more than a disagreeable nuisance.

Imprint Page- Victim within 10' must save vs magic or be sucked into the book and imprinted upon a page. The book then feeds on them at a rate of 1 hit point per round. When their hit points reach zero they disappear forever. A dispel magic or remove curse can release an imprinted victim if cast on the book before the victim is consumed. Up to 10 victims at one time can be imprinted in this fashion but only one is consumed at a time.

CHAMROSH

No. Appearing:	1 or 1d8 (pack)
Size:	M
HD:	3d8
MV:	30'; 80' fly
AC:	14
Attack:	Bite (2d4)
Special:	Enhanced Senses, Twilight Vision
Saves:	P
Int:	Inferior
Alignment:	Lawful Neutral
Type:	Monstrous Beast
Treasure:	3

XP: 30+3

The Chamrosh is an uncommon creature distantly related to griffons in appearance having the head and wings of an eagle but the body of a large dog. Chamrosh hunt in packs to bring their prey down which consists of deer, wild pigs, and smaller game animals. Unlike griffons, Chamrosh can be easily domesticated being quite sociable and if treated well, become loyal pets. The eyesight of a Chamrosh is not to be underestimated. It can see clearly for miles like an eagle and gains a +4 to any spot checks made, including against hidden and invisible opponents.

Chamrosh eggs sell for a hundred gold or more in certain markets. They are usually found in temperate and cooler climates from forested hills to mountains.

CRABIZARD

No. Appearing:	1, or 2d4 (lair)
Size:	M (5'-6' tall)
MV:	30' / 20' swim
HD:	5d8
AC:	20
Attack:	Claw x2 (2d6), Bite (1d6)
Special:	Scent, Sever, Twilight Vision
Saves:	P
Int:	Animal
Align:	NE
Type:	Beast
Treasure:	5
XP:	130+4

The Crabizard is a hexapedal lizard like creature with a deep crimson shell that runs from its neck to the base of its tail and down its six limbs. The underbelly is tough scaly hide and a cream color. Four of its six limbs are legs with three wide-splayed toes each allowing it to walk across drift sand or mud as if it were solid ground. The arms end in two large lobster-like claws capable of crushing boulders and cutting trees in half. The lizard-like head is crowned by four eyes on 12-inch stalks allowing the creature to keep an eye out in all directions. These stalks are capable of retracting into the skull of the Crabizard for protection when in combat. The mouth of the creature is full of small, sharp teeth. The short tail of the creature is only for balance and has no uses in combat.

The Crabizard dwells in warm, dry climates or warm caves. They tend to be solitary hunters but live in a communal underground warren with others of their kind for protection. Crabizards are hunted for the tasty meat in their claws and tail as well as for their shell which can be used in armor, shields, and defensive spell and potion creation. Crabizards give live birth to litters of 2-4 young that if captured early enough, can be trained as guard beasts.

Sever – When in combat, the Crabizard may attempt to grapple an enemy. If successful, it has gotten a limb in one of its claws. If the victim cannot break free (STR check CL+4), the creature will sever the limb on the next round doing automatic maximum damage.

CRYPT CREEPER

No. Appearing:	1
Size:	M
HD:	6d12
MV:	30'/30'climb
AC:	10
Attack:	Bite x1d8 (1d2 ea)

Special:	Undead, Life Drain, Blindsense 60', Weapon Immunity (partial), Hide +3
Saves:	P
Int:	None
Alignment:	Chaotic Evil
Type:	Extraordinary Undead
Treasure:	Incidental - 4
XP:	390+6

A Crypt Creeper is the detritus and bones of small animals that have collected within a crypt, tomb, or lair of powerful undead. Over the decades or centuries exposed to the negative energy that permeates these places, this collection of remains gained a un-life of its own. The creeper makes its way through the tomb hunting victims, its amorphous form leading some to mistake it for an ooze rather than undead. This mistaken identity is further compounded by how the creeper attacks. It tries to envelope its victim so that the maximum number of tiny skulls within its form can bite the victim. Victims slain by a creeper will have their flesh stripped from the bones as the creeper devours it.

Weapon Immunity (partial) – Slashing and piercing weapons do only half damage to the Creeper. Blunt weapons do full damage.

Life Drain – Each time a creature is touched by a crypt creeper they must make a save versus death magic or suffer the permanent loss of 1 CON point due to the sheer negative energy saturating the undead monster.

DEADWOOD BUG

No. Appearing:	1d4
Size:	S (2-ft across)
HD:	3d6

MV:	20' / 30' leap
AC:	13
Attack:	Bite (1d3)+poison
Special:	Poison, Twilight Vision, Camouflage
Saves:	P
Int:	None
Alignment:	Neutral
Type:	Vermin
Treasure:	2
XP:	50+3

Deadwood Bugs are found in temperate and tropical regions clinging to the trunks of dead trees or lengths of deadwood on the ground where their coloring and the bark-like texture of their carapace make spotting them quite difficult until it is too late for their prey to escape.

These bugs are easily dispatched but never-the-less considered very dangerous to deal with. The reason for this is their poisonous bite. The bugs consider any warm-blooded creature larger than a medium sized dog to be valid prey.

Poison - The poison of the Deadwood Bug requires a CON save at -3 by any creature bitten. Failure results in paralysis and slow decaying and transformation of the victim's body. Ten minutes after being paralyzed, the poison causes the soft muscle tissue and organs to decay and liquefy which the bugs feed on. What is left is a dry, scabrous corpse resembling a length of deadwood on the ground. The bugs lay eggs in the dry corpses and leave them to hatch. A *neutralize poison* is required within that ten minute window to avoid the internal decomposition. A *slow poison* will allow the victim up to a full twenty four hours to receive help before the decay starts. Unfortunately this will not alleviate or prevent the paralysis. A *remove paralysis* has a 50% chance to remove the paralysis but will not prevent the other effects of the poison from occurring.

DEATH SHROUD DEMON

No. Appearing:	1
Size:	Medium
Hit Dice:	2d8 (cloak body)
Move:	0'/ random teleport-range 30 miles
Armor Class:	6
Attack:	None
Special:	Possession, True Sight, Teleport, Physical Attribute Boost, Mimic (magic cloak), SR 5, Regeneration 2

Saves:	M
Intelligence:	High
Alignment:	Chaotic Evil
Type:	Extraplanar
Treasure:	Incidental to host
XP:	66+2

The Death Shroud Demon appears as nothing more than a worn and slightly tattered black hooded cloak of light leather suitable for a medium-sized creature. It even gives off a slightly magical aura suitable for a +1 magic item as part of its mimicry. It is incapable of movement on its own other than teleporting to a random location within 30 miles of its previous one where it will simply lay motionless appearing as nothing more than a discarded cloak waiting for someone to come pick it up and put it on. The body of the demon is fairly weak as well, hence its need for a host.

Once a suitable creature has donned the Death Shroud, a battle for control of the potential host creature ensues as the Death Shroud attempts to possess its victim. If successful, the victim loses control of their body to the demon which will use it to commit all manner of violent and murderous atrocities. The demon has no concept of constraint beyond isolating strong victims from their fellows before slaughtering them or setting up plans for mass slaughter that it considers amusing. Damage from attacks generally go against the host unless specifically aimed at the cloak body of the demon or due to area of effect damage. If things should go awry and the demon needs to flee, it will teleport away and seek revenge another day. The sole purpose of the Death Shroud Demon is to slaughter sentient creatures.

Possession- This is a mental battle between the demon and the mind of a potential host. The host is allowed a CHA saving throw as if a Trap the Soul spell has been cast

by a 14th level Wizard. Success allows the victim to discard the 'cloak' of the demon and escape. Failure means that the demon has taken complete control of the host's mind and body. Unfortunately for the victim, they remain cognizant of every atrocity committed by the demon but unable to do anything. The only way to break the possession is to kill the host body or a Dismissal spell. Should the victim become possessed by the demon, their eyes turn a glowing red and their visage turns absolutely feral.

True Sight- Same as a True Seeing spell, range of 120'.

Teleport- The Death Shroud Demon cannot physically move without a host other than to teleport to a random location within 30 miles of its previous location as per the spell. Once the demon has obtained a host, it is able to control this teleport ability slightly, being limited to locations that it can currently see. Any attempt to teleport beyond visual range ends up at a random location as usual.

Mimic (magical cloak)- The demon's body resembles nothing more than a hooded leather cloak as described above. Should a detect magic be used, it will appear as if the demon is nothing more than a +1 cloak. This will not fool a detect curse or detect evil spell however both of which will clue the caster in about the demon's true nature within the limits of either spell.

Regeneration 2- The Death Shroud Demon will regenerate 2 hit points per turn should it be damaged in any way or form other than immersion in acid or flame. This ability is not passed on to its host body however. While the demon has a host body, the host will suffer all damage not specifically aimed at the demon or suffered by area of effect damage. If even a scrap of the demon's cloak body remains, it will regenerate in time and then begin to hunt down those responsible to take its revenge, leaving a trail of bloody carnage in its wake.

Physical Attribute Boost- The physical attributes of STR, DEX, and CON possessed by the host of the demon gain a +2 increase with increases to the modifiers as appropriate. The Death Shroud Demon can cause this boost to double for a short time in cases of emergency but doing so causes 3 points of damage to the host per round that the boost remains doubled as muscles and tendons tear themselves apart due to the strain. In addition to the attribute increase, the movement and jumping range of the host also doubles allowing the demon to savor the experience of running down its prey.

DEVOURING EYE

No. Appearing:	1
Size:	L (10' diameter)
HD:	8d10
MV:	20' Fly
AC:	18
Attack:	Bite (2d10), Tentacles x2 (1d4)
Special:	Improved Grab, Swallow Whole, Regeneration 2, MR 8, Blindsight 60', Constrict
Saves:	P&M
Int:	Low
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	8
XP:	1350+8

The Devouring Eye appears as a floating sphere approximately 10-feet in diameter covered in thick hide set with metallic like plates and short bristle-like hairs. At the front of the sphere is a large glistening violet-colored eye staring forward. Thick eyelashes border the eye top and bottom at what appear to be the edges of an eyelid. The creature has no limbs or mouth.

The eye is itself a deception, being the upper lip of a very large mouth filled with equally large dagger-like teeth. This is how it earned its name of the Devouring Eye. The eyelashes above and below the large eye are actually tentacles that can stretch out and grab prey up to 15-feet away. Victims grabbed in this way are dragged back to the Devouring Eye to be consumed.

The eye has nothing to do with the creature's vision. It uses the sensitive hairs all over its body to feel air vibrations all around it and uses that to hone in on enemy locations, even if they are invisible. The only way to sneak up on a Devouring Eye is if the attacker is able to turn intangible and avoid disturbing the air currents.

Fortunately, Devouring Eyes are found only in deep caves and caverns or the depths of forgotten and deserted ruins. While it can venture above ground without harm, the constantly shifting air effectively renders it blind.

Devouring Eyes are asexual and are capable of reproducing independently. Fortunately they only lay 1-3 eggs in some hidden hole every decade or so. The eggs are left alone and frequently fall victim to other subterranean predators. Dark Elves particularly since they consider the eggs a rare delicacy. These eggs can go for hundreds if not thousands of gold pieces in underdark markets.

Improved Grab – The Tentacles of the Devouring Eye gain a +3 bonus to grapple attempts when trying to grab a victim. The victim is of course entitled to a STR check to break free and resist being pulled towards the Eye after being grabbed in this manner.

Constrict - The tentacles of the Devouring Eye can constrict around any creature they grab hold of doing an automatic 2d4 crushing damage.

Swallow Whole – Any creature of medium-size or smaller that is grabbed by the tentacles of the Devouring Eye and dragged close enough can be swallowed by the Eye in a single bite. Creatures swallowed in this manner suffer 2d6 points of acid damage each round they are trapped inside the eye until digested. A Devouring Eye can contain up to 4 small-sized creatures or 2 medium-sized creatures within it at any given time. Those trapped within can only be freed by the death of the Eye and its mouth being pried open from the outside.

DOPPELWEED

No. Appearing: 1

Size: M

HD: 2d8

MV:	20'
AC:	5
Attack:	Slam (1d4)
Special:	Tremor-sense 60', Mimic, Pollen Cloud, Bind, Immunity (partial), Fluid Drain
Saves:	P
Int:	Nil
Alignment:	Neutral
Type:	Plant
Treasure:	2
XP:	53+2

Doppelweed resembles a kudzu-like plant growth with thousands of small orange circular blossoms growing over any surface its roots can find purchase in. The plant is not picky about what it grows over or feeds upon. Any creature containing any sort of fluid is fair game. Doppelweed gets its name for its ability to change its appearance to resemble some other harmless plant species. Once it has a victim in its vines, it will never let them go and it is not strange to find the bones and gear of previous victims grown over by its mass.

Doppelweed is useful for potions of *sleep*, *hangover cures*, *change self*, and both *fire and cold resistance*.

Pollen Cloud –Doppelweedwill puff out a cloud of pollen up to 10-feet beyond the edges of its growing area whenever a creature gets within range. This pollen has a potent anesthetic effect and requires creatures to make a CON save or become very lethargic with reduced mental capacities. It is almost as if those affected were extremely drunk (with all the penalties and problems that apply).

Mimic –Doppelweedis able to change the coloring and shape of the flowers that it produces and even the shape of its leaves to an extent in order to appear as another

plant species. Casual inspection will fail to expose the deception but any detailed observation by a druid will quickly unmask its true nature.

Immunity (partial) – Doppelweed is both fire and cold resistant suffering only half damage from any spells or attacks based on such.

Bind –Doppelweedwill quickly bind any creature that stumbles into its mass with numerous thin, wire-like vines and begin burrowing roots into exposed flesh immobilizing them. A STR check +2 CL is required to break free from the entrapping vines. Creatures that successfully break free suffer 2d4 damage as they rip rootlets and such out of their skin.

Fluid Drain – Creatures that are bound and fail to escape will suffer the loss of 2 CON point per round as the Doppelweed’s thousands of rootlets infest their body and drain off all of their bodily fluids. Points lost in this manner can be regained with time and rest should the victim be freed before they expire. Otherwise their corpse becomes a seedbed for the plant.

DRAGONET

No. Appearing:	1-8
Size:	S (4' long, 8' wingspan)
HD:	1d8 (hatchling), 2d8+4 (young), 4d8 (adult)
MV:	70' fly/ 10'
AC:	12 (hatchling), 14 (young), 17 (adult)
Attack:	Bite (1d3+1)+poison; or Rake (1d2), tail lash (1d3)
Special:	Scent, Twilight Vision, Imprint, Breath Weapon, MR 3, Poison
Saves:	P&M
Int:	Low

Alignment:	Special (see below)
Type:	Dragon
Treasure:	4
XP:	26+1 (hatchling), 57+2 (young), 210+4 (adult)

Dragonets come in many colors and stay with their clutch-mates throughout their lives unless they imprint upon a humanoid. They hunt small game and fish normally but may hunt as a group to take down larger game such as antelope or deal with intruders in their hunting ground. Dragonets appear as small, four-foot long dragons with an eight-foot wingspan though they have no magic or ability to speak like true dragons do. Their color also does not mean anything in terms of their breath weapon or disposition.

Dragonets can live for up to two hundred years and lay up to 8 eggs at a time. They mate for life and will not willingly part one from the other and should one partner die, the other will pine away and pass within months afterwards. While dragonets do not hunt treasure for their hoards, they do like shiny objects and like some birds, will pick them up and carry them back to decorate their nest be they valuable or not.

Breath Weapon - The breath weapon of a dragonet is a jet of flame up to 10' long. The target must make a DEX save to avoid the stream of flames otherwise they are hit. Creatures struck by this blast suffer 3d8 fire damage.

Poison - The bite of a dragonet is laced with a powerful soporific. Any creature bitten must save versus poison or they fall asleep for 6d4 hours. A *neutralize poison* will wake the victim but nothing else will until the poison has ran its course.

Imprint – Dragonets have the ability to imprint upon intelligent humanoids. Elves, humans, and half-elves are the most common partners for this occurrence. There are conditions to this. First the humanoid must approach the dragonet or its clutch nest without hostility. If a gift of food or something shiny is offered, their chances improve. The second is that the humanoid has never killed or harmed a draconic being prior to making their approach. The third is that the dragonet must not have a mate. Lastly is that the humanoid must try to charm their intended partner with kind words and positive

emotions. Dragonets are slightly empathic and will pick up on these. For this step, the humanoid makes a CHA check for success.

A successful imprinting is for the life of both partners. Several abilities are shared between the two as the bond is established. The bonded humanoid will never be able to imprint another dragonet again in their lifetime.

Normally the alignment of dragonets is Neutral. Once a dragonet imprints, their alignment will shift to match that of their bonded partner.

The dragonet and their partner gain a limited telepathic link between them. They can essentially speak to each other in simple terms as long as they are within 5 miles of the other. Both partners are able to sense the general direction and condition of the other up to 20 miles away.

The dragonet becomes capable of using one 0-level spell per day per age range if their partner is a spell caster. (hatching=1, young=2, adult=3)

The partner gains a +1 bonus to saving throws versus magic.

EARWIG, GIANT

No. Appearing:	1d12
Size:	S (2'-3' long)
HD:	2d8
MV:	30'; 20' climb, 10' fly
AC:	13
Attack:	Pincers (1d8), Bite (1d3)
Special:	Twilight Vision, Scent, Pin, Squirt
Saves:	P
Int:	Nil
Alignment:	Neutral
Type:	Vermin

Treasure: Nil

XP: 25+2

The Giant Earwig is a 2-foot long beetle-like insect with a pair of foot long pincers at the end of its abdomen. It possesses delicate, small wings but seldom uses these to fly and when it does its flight is usually short and clumsy. Giant Earwigs are found in temperate and tropical climates where it seldom gets cold, dwelling around rotten piles of fallen timber, abandoned ruins, or shallow cave systems. These insects are not communal creatures and but can exist around others of their own kind as long as food is plentiful.

Giant Earwigs diet consists primarily of meat and fungus. While they prefer carrion they are not adverse to hunting live prey if their preferred meals are lacking. These insects are aggressive only in defense of their nest or if hungry. Otherwise they tend to ignore other creatures that are not trying to eat them. Giant Wasps, several large species of birds, and lizards find these insects rather tasty.

Pin - The Giant Earwig, like its normal brethren, is able to arc its abdomen over its head and use its pincers to grab prey or attackers. If it successfully hits, the earwig may attempt to overbear its opponent and pin them in place. Pinned opponents are automatically hit by the earwig's bite each round until they break free. Pinned enemies do not take pincer damage other than on the first time it hits.

Squirt - The Giant Earwig is capable of squirting a stream of foul smelling yellowish liquid from its abdomen near the pincers. This liquid has a range of 20-feet and will spread out over 5-feet. Creatures in this area are allowed a DEX save to avoid it. Any creature hit will be affected in a manner similar to a *stinking cloud* spell. It takes hours to wash the stench off. The Earwig may use this attack only once every 5 rounds and no more than three times per day.

EMOMAU

No. Appearing: 1 (5% chance of a mated pair)

Size: M

HD:	4d8
MV:	40'; 20' swim or climb
AC:	17
Attack:	Claw x2 (2d4), Bite (1d6+2)
Special:	Spell-like Abilities, Dark Vision 60', Twilight Vision, Rake, Scent
Saves:	P
Int:	Average
Alignment:	Chaotic Evil
Type:	Monstrous Beast
Treasure:	4
XP:	110+4

The Emomau (sometimes referred to as the Devil Cat) looks similar to a large bobcat that has a vaguely human-like face with deep blue fur and crimson tips. Its eyes are a glowing orange-red that draw the eye away from its wickedly smiling fang filled mouth. This creature likes to hunt intelligent beings, tormenting them through the hunt and right up to the moment it kills them. The more pain and fear it can inflict the more enjoyable it makes its hunt.

Emomau dwell in badlands, mountains, and rough hills with sparse forests. Preferring to hunt in the twilight hours or night, it hides away in its den during the day amidst the bones and belongings of past victims.

Rake - The Emomau may use its abilities during the hunt but it still prefers to make its kill with claws and fangs. If both of its front claws hit its opponent in the same round then it will automatically rake the target in an attempt to disembowel them with its rear claws doing an additional 2d10 points of damage.

Spell-like Abilities - The Emomau is able to use the following abilities at will; *Invisibility*, *Ventriloquism*, and *Blur* as if cast by a caster of 3rd level. It may use these following abilities at will twice per day; *Dispel Magic*, *Haste*, and *Heat Metal* as if cast by a 5th level caster.

FEAR AN SLUA

No. Appearing:	1
Size:	M
HD:	2d12+ (special)
MV:	30'; 20' swim or climb
AC:	10
Attack:	Slam (1d8)
Special:	MR 8, Dark Vision 60', Twilight Vision, Spell-like Abilities, Life of the Crowd
Saves:	P&M
Int:	High
Alignment:	Chaotic Evil
Type:	Extraplanar
Treasure:	2
XP:	200+2

The Fear an Slua is a creature drawn from the void and given form by the mass hate and fear of crowds. It only appears where hundreds of people unified by their hate, loathing, or fear congregate. This creature appears as a non-descript human, usually wearing a bandage over its eyes since they will instantly give away its inhuman nature. The eyes appear as endless black voids of darkness without sclera, iris, or pupil.

The Fear an Slua will wander among the crowd using its abilities to create further hate and incite the crowd to acts of violence. It feeds on these negative emotions and the larger the crowd, the more powerful it becomes. It will typically use others to defend itself but if alone, it has a very strong punch. This creature is almost impossible to kill if attacked around many people but if alone it is much more manageable.

Life of the Crowd – The Fear an Slua draws is created by the negative emotions of large crowds. It gains an additional hit point for every living person within 500 yards of its physical location. If new people come into range, it will generate new hit points for

each such person. Of course if all the people leave this range it is weakened greatly. As a result of this nearly endless amount of life the Fear an Slua tends to ignore armor and other protections.

Spell-like Abilities – The Fear an Slua can use the following spells at will though only one of each type spell can be active at any given time. *Charm Person, Hypnotism, Detect Thoughts, Ventriloquism, Suggestion, Confusion, Emotion, Mass Suggestion, Mass Charm*

GARGOYLE, SENTINEL

No. Appearing:	1, pair, or 1d8
Size:	S
HD:	3d8
MV:	20', 10' climb
AC:	14
Attack:	Slam (1d6)
Special:	Howl, Dark Vision 60', Freeze, Weapon Immunity (non-magical)
Saves:	P&M
Int:	Average
Alignment:	Lawful Evil
Type:	Monstrous Humanoid
Treasure:	3
XP:	55+3

This species of Gargoyle is smaller and slower than its more well feared cousins. Lacking wings, it is limited to climbing vertical surfaces and moving along the ground. Sentinel Gargoyles prefer to curl their snake-like lower halves around poles or columns and such. They also form contracts with powerful villains and evil monsters to act as lookouts and give warning when intruders are found.

Unlike regular gargoyles, sentinels prefer to fight in self defense and not as a means of getting food normally. They prefer the carrion left over after other monsters or troops of their master(s) have dealt with intruders. If they have no contract with other creatures they limit themselves to wild game or lone travelers that are unlikely to be missed and attract the wrong type of attention to the area where the sentinels lair.

Sentinels always hide their treasure and loot in concealable nooks and hollows close to where they are watching from.

Howl - The Sentinel Gargoyle can use this ability to alert all creatures within a half-mile of its location. If one were to describe the sound, they would compare it to a mix of a dire wolf and boiling teapot.

Freeze – This ability is exactly the same as a regular Gargoyle's.

GORGON TOAD

No. Appearing:	1, 1d4, or 2d6
Size:	M
HD:	4d8
MV:	10'; 50' swim
AC:	16 (14 on land)
Attack:	Bite (1d6) or Tail Slap (2d4)
Special:	Twilight Vision, Spit
Saves:	P
Int:	Inferior
Alignment:	Neutral Evil
Type:	Magical Beast
Treasure:	4

XP: 80+4

The Gorgon Toad is a dull bronze color with slightly lighter green-hued bone plates over its six foot long body. The creature overall resembles a giant toad with violet eyes though the rear half of the body is still that of a tadpole. This toad cannot venture far from water though it is still an air breather like normal toads. Its favored attack is to bite prey while it is within the water. It may also use its petrifying spit against opponents it deems too dangerous to directly attack.

Gorgon Toads can be found only in tropical regions, usually swamps but lakes, ponds, and even rivers can be home to them. Their spit is valued for use within potions of stone to flesh.

Spit – The Gorgon Toad may spit at a single target up to 40-feet away once every five rounds. This attack is made with a +2 to hit and as a touch attack. Victims hit by the spit must save versus petrification or turn to stone within a single round. This condition is permanent until a *flesh to stone* spell or other powerful magic is used to reverse it.

GUILLOTINE PALM

No. Appearing: 1d8 (grove)
Size: L (9'-12' tall)
HD: 3d8
MV: 0'
AC: 5
Attack: Nil
Special: Behead, Tremor-sense 20'
Saves: P
Int: Nil
Alignment: Neutral
Type: Plant

Treasure: 3

XP: 40+3

The Guillotine palm resembles a short palm tree with very long fronds just slightly longer than half its height. The palms grow a fruit called blood dates, so called because the meat of the fruit is a deep crimson color, which is quite good and considered a delicacy in many southern markets. The dates also serve to attract potential victims.

The easiest way to identify a Guillotine palm is due to the bones and old gear from former victims at the base of its trunk. The tree absorbs the blood of its victims through the ground as a means for gathering additional moisture since the areas it typically grows in tend to be arid. These palms will also grow in clusters since their seeds are dependent on birds and other creatures spreading the blood dates elsewhere. Most Guillotine Palms die off after around 20 years, rotting in place and becoming home for more natural fauna.

Behead - The long rigid palm fronds of the Guillotine Palm are very sharp edged. When a creature passes within 5-feet of the tree, the fronds will spin downwards and towards the trunk. Any creature more than four feet tall must make a DEX save or have their head separated from their body in an instant. Victims that are wearing a full helm, gorget, or other armor guarding the neck will receive a +2 bonus to their saving throw.

HAIR DEMON

No. Appearing: 1

Size: M

HD: 3d10

MV: 30'; 30' climb

AC: 10

Attack: Whip x2 (1d4)

Special: Twilight Vision, Dark Vision 60', Impale, Absorb, Charm Gaze, Immunity to Weapons (non-magical), Regeneration 2, MR 4

Saves: M

Int: High
Alignment: Chaotic Evil
Type: Abberation
Treasure: 3
XP: 130+3

The Hair Demon is not really a demon in the extra-planar sense but more in the monstrous form and man-eating ways sense. It appears as a large mass of hair walking on legs or tendrils made from its tresses with only a quiet swishing betraying its presence. Usually the coloration of the creature is black or dark brown but some have been encountered that lean to a deep blue or purple. Beneath the hair is a large plate-sized eye of glowing cerulean with a black horizontal snake-like pupil. The creature has no actual body, being composed of nothing but hair other than the eye.

The Hair Demon lairs in forgotten ruins, deep caverns, and on occasion wilderness trade roads. It can be found in any climate except the tropics for some reason. The creature will attack with two spear-like appendages in an attempt to impale victims up to 10-feet away and drag them into its mass. Often times it will first charm its victims to reduce resistance to becoming its meal. The belongings of past meals are often found scattered throughout its lair.

The Hair Demon does not communicate nor does it seem to have a mind to read yet it is highly intelligent by evidence of how it conducts ambushes or sets traps within its lair, all made of its hair. Most weapons pass harmless though slashing weapons do seem to be more effective than others.

Impale – If a victim is hit by one of the Demon's whips they must make a DEX save or be impaled by the hair which will curl around their back and prevent them from pulling off of it. Impaled victims will be dragged back to the main body and absorbed though they are entitled a STR check each round to resist the pull.

Absorb – An impaled victim that fails its STR check to resist being dragged to the main body will be pulled into the formless mass of hair and disappear from sight. No one knows how the creature consumes its prey but after a few short minutes their gear drops out of the bottom of the hairy mass. Nothing else remains. Absorbed creatures will take 2d10 points of damage per round as the hair filaments literally slice their flesh

and bones into molecular sized chunks as if going through a monofilament food processor.

Charm Gaze – The Hair Demon usually keeps its eye covered and hidden. It may expose the eye and attempt to charm creatures within a 30-foot long by 20-foot wide cone in front of it. This charm is treated exactly like a *charm person* spell and the Demon will encourage those that succumb to walk forward close enough to be engulfed.

Immunity to Weapons (non-magical) – The Hair Demon cannot be harmed by non-magical weapons. Weapons of +1 or better enchantment are needed to inflict damage and even then, only slashing weapons will do more than half damage.

JELLY POOL

No. Appearing:	1
Size:	L
HD:	7d8
MV:	Nil
AC:	4
Attack:	Slam (1d6)+acid
Special:	Adhere, Acid (2d4), Ooze, Scent, Weapon Immunity (full), Engulf, Transparent
Saves:	P
Int:	Nil
Alignment:	Neutral
Type:	Ooze
Treasure:	7 (non-organic only)
XP:	810+7

Jelly Pools are immobile cousins of Gelatinous Cubes. These creatures occupy depressions in cavern floors or wilderness areas shaded from the sun and heat. From all appearances, they resemble nothing more than small, clear ponds or pools between 8-feet and 20-feet across. Their true nature isn't apparent until unsuspecting victims come quite close. Victims bending down to drink or passing within 10-feet of the pool will be attacked as it extends a thick tongue-like tentacle out to strike its intended prey. Victims bending down to drink or touch the surface of the 'water' will not be attacked this way since their own actions eliminate the need for the creature to strike out at them.

Jelly Pools reproduce by a form of parasitic invasion once they start becoming too large. A portion of the creature will attach itself to an animal or unlucky humanoid passing by rather than trying to ingest them in the main body. This parasite will literally eat the host and establish itself in the nearest depression to wherever the host creature finally expires at.

Druids can identify a Jelly Pool on sight, noticing the lack of insects, motionless surface, and how not like water it is as part of their Nature Lore skill. Rangers have a 50% chance of identifying Jelly Pools using their Survival skill. (This applies only to Jelly Pools encountered above ground in environments familiar to the Druid and Ranger.)

Adhere - The Jelly Pool exudes a very strong adhesive over its surface, unlike the paralytic used by its cubical cousin. Any creature it touches must make a STR check CL+2 in order to break itself free of the Jelly. If it the check fails, the Jelly will draw the creature into the main body engulfing it.

Acid – Contact with a Jelly Pool not only risks its adhesive but also its digestive acids. This acid will do 2d4 points of damage per round to all organic material. Stone, metal, crystal, and the like are unaffected.

Engulf – Creatures stuck to the Jelly Pool and failing to break free are drawn into the main body and engulfed in the jelly on the round following contact. Creatures engulfed will begin to suffocate and be dealt triple the normal acid damage as they are fully immersed in the stuff within the Jelly.

Scent – The Jelly Pool’s surface is one huge olfactory receptor. Where its cubical cousin uses echolocation, it uses scent to locate its prey. It can sense a meal up to 30-feet away in this manner except when strong winds are blowing and the creatures are downwind.

Transparent – Jelly Pools are nearly transparent with a slight blue-green tint, much like the glacier fed mountain lakes. They are so clear that the accumulated belongings from prior meals can be seen at the bottom of the pool along with the ground, which is strangely devoid of any stumps, aquatic plants, insects, or other organic life.

Weapon Immunity (full) – Jelly Pools are immune to slashing and piercing weapons. Any wound caused by them simply anneals itself back together. Blunt weapons do half damage as they can actually rip and/or splash chunks out of the jelly mass when they impact. Magic slashing and piercing weapons do only damage equal to their magical bonuses, never from the weapons themselves.

LEGION KNIGHT

No. Appearing:	1
Size:	Large (10')
Hit Dice:	12(d10)
Move:	30 ft
Armor Class:	22
Attack:	Halberd (1d10+2)
Special: Immunity	Blind Sight, Spawn, Re-absorption, Dual Mode, MR 9, Weapon
Saves:	P
Intelligence:	High
Alignment:	Lawful Evil
Type:	Extraplanar
Treasure:	10

XP: 4650+12

The Legion Knight is a summoned guardian from one of the abyssal planes and bound to service by powerful magi, corrupt clergy, or liches. Usually, they are set to guard a set location or item which they do with unswerving loyalty. It is very rare that they are used as part of evil armies as their spawn are rather indiscriminate about whom they attack making them as much of a hazard as the enemy to their own troops.

The Legion Knight appears as a 10' tall human-like figure in heavy black full plate armor and wielding a massive halberd. Its helmet is featureless other than a pair of nine pointed antlers with no visor or breathing holes. It attacks creatures up to 10' away normally with its halberd until it changes modes.

Blind Sight- The Legion Knight can sense all creatures within 60-feet whether they are visible or invisible. Since the knight has no visual capacity, illusions and similar magic that affect the target through vision have no effect and are ignored by the knight.

Dual Mode- The Legion Knight will change how it fights and defends during battle based on how much damage it sustains. In its standard (Guardian) knight mode, the knight's abilities are as noted above. However, once it sustains damage equaling or exceeding 50% of its hit points it will change to its (Commander) knight mode. In Commander mode, its heavy black armor liquefies and pools onto the floor around it (see Spawn) revealing white chainmail in its place. The knight's movement increases to 50' and attacks double to two per round.

Weapon Immunity- Immune to non-magical weapons.

Spawn- The Legion Knight creates one spawn per creature that has attacked (inflicted damage on it during the fight) upon it during battle. These 'footmen' will rise from the pool of liquidized armor around it and join in battle to protect its knight. Each footman is medium sized and armed only with a long sword (1d8 damage) and appears as a black colored version of the Legion knight in commander mode. A footman has only 10 hit points and fights as a 6 HD construct. It retains all the same stats as the Legion Knight (Guardian) otherwise. However, killing the spawn will not necessarily advance the battle. (See Re-absorption)

Re-Absorption- The Legion Knight can only use this ability in Commander mode after it has created spawn. Each time a spawn is slain, it will vaporize. For each footman slain, the Legion Knight restores 10 hit points to itself. Once all footmen are slain, its heavy

black armor will reappear, condensing from mist in the air, and it will revert to Guardian mode and its normal movement and attack rate.

MEDUSA BLOOM

No. Appearing:	1
Size:	L
HD:	1d8 (vine); 8d8(body)
MV:	10' (per day)
AC:	12 (vine); 28 (body)
Attack:	Vine x3d12 (1d6)
Special:	Entangle, Improved Grab, Enzyme, Hide +8, Improved Saving Throws
Saves:	P
Int:	Nil
Alignment:	Neutral
Type:	Plant
Treasure:	8
XP:	1025+8

The Medusa Bloom is a rare tropical/sub-tropical plant known for being able to consume even a full grown elephant or hill giant. The plant gets its name for the numerous vines that grow outwards up to 30-feet from the central bloom that it uses to capture prey and drag it back to the main body. The main body consists of a root ball and central nervous system below a large sack-like bloom full of thread-like hairs and capable of expanding or contracting at the open top. Yellow-orange petals can close the opening completely leaving a much smaller ground bloom. With the exception of the petals and the vines, the entirety of the plant is underground making it very hard to do any meaningful damage to it.

When a creature wanders onto its vines, they will begin wrapping around the unlucky victim, much like a mass of large snakes, hence the origin of its name. The plant is capable of uprooting itself and moving to a new area if prey becomes unavailable but it rarely does so due to its extremely slow and cumbersome movement.

Entangle –The dozens of vines growing from the Medusa Bloom will react to any creature(s) that tread upon them, writhing and twining around them in an effort to ensnare the victims and drag them into the main body of the plant. Any creature that is successfully grappled by a vine will become entangled in a manner similar to the *entangle* spell. Creatures entangled in this manner will be dragged to the main body of the plant at a rate of 10-feet per round unless they break free. Once at the main body, they will be thrust inside the 15-foot deep bloom sack.

Enzyme – The Medusa Bloom will exude a highly acidic digestive enzyme within its bloom sack after it has ingested a victim. The victim brushing across the numerous hairs inside triggering the process. Any creature exposed to this enzyme will take 2d6 acid damage per round until removed and the enzyme washed from their body. The enzyme will do 1d4 damage per round to metal but is ineffective against stone. It is not uncommon to find a pile of stones, gems, and such accumulated at the bottom of a bloom sack after a few years.

Improved Saving Throws – With the main body of the Medusa Bloom being underground, it gains a +4 to all saving throws for magic, fire, cold, and similar damage/effects directed against the main body. This does not apply to the vines.

ΠΑΠΑΒΕ

No. Appearing:	1
Size:	L (10' tall/long)
HD:	5d8
MV:	30'; 40' swim; 20' climb
AC:	18

Attack: Claw x2 (1d8), Bite (2d6), Tail Slap (1d10)
 Special: Amphibious, Scent
 Saves: P
 Int: Inferior
 Alignment: Neutral Evil
 Type: Monstrous Humanoid
 Treasure: 5
 XP: 160+5

The Nanaue resembles a great white shark with glowing amber eyes, two legs and arms that end in clawed feet and hands, and carries a simple intelligence allowing it to solve simple problems. Like the great white, the creature is constantly on the prowl for food, be it in the ocean or up to five miles from the shore. In the water the Nanaue can smell spilled blood from hundreds of miles away. On land this ability is limited to a mere two miles.

If food is constantly provided to a Nanaue, they can be convinced to act as guards as long as they have access to the sea. They must spend at least half their time in the water to avoid dehydration and damage to their gills. Nanaue seldom cooperate with others of their own kind. The only time they are even seen together is during mating season and then the female will go off to birth a single child which she will care for only for the first four weeks of its life. After that the child is abandoned to make its own way in the seas.

PREDACIOUS DIVING BEETLE, GIANT

No. Appearing: 1
 Size: M (5' long)
 HD: 5d8
 MV: 10'; 30' swim
 AC: 18
 Attack: Bite (1d8)

Special:	Twilight Vision, Amphibious, Enzymes
Saves:	P
Int:	Nil
Alignment:	Neutral
Type:	Vermin
Treasure:	5
XP:	180+5

The Predacious Water Beetle, otherwise referred to as the Water Tiger, lives in ponds, lakes, and rivers where there is plenty of wild game available. It lurks beneath the water breathing through snorkels and stores additional air under its wings for diving and remaining under water for hours. Animals or humanoids that come close to the water edge where a Water Tiger lives may come under attack as the beetle lunges forward from below the surface to grab them with their mandibles and drag them back under the water with them for consumption. These predators are a drain on local animal populations though they themselves are edible. Giant birds and Gar enjoy them greatly.

Amphibious –The Water Beetle breathes through what amount to snorkels when just under the water surface and stores air under the wings to be able to stay submerged for up to six hours. Its legs resemble flippers or fins more than the legs of their land cousins making them very fast in the water but slow on land, which happens rarely.

Enzymes – The Water Beetle injects digestive enzymes into its victims with its bite. These enzymes begin breaking down the prey for later ingestion. Those bitten will suffer an additional 2d4 damage per round as this process occurs unless healed by a *cure wounds*, *neutralize poison*, or other magic suitable for rendering the enzyme inert.

SABISAYO

No. Appearing:	1 or 1d4 (nest)
Size:	L (8'-12' long)

HD:	6d8
MV:	40'; 20' climb
AC:	20
Attack:	Claws x4 (1d10), Bite (2d6), Whip x2 (1d3)
Special:	Scent, Dark Vision 120', Freeze
Saves:	P
Int:	Low
Alignment:	Chaotic Neutral
Type:	Aberration
Treasure:	6
XP:	360+6

The Sabisayo is a creature from a twisted nightmare, dwelling in deep ruins and forgotten caverns. It appears as a green-black scorpion with a deformed shark-like head, four chitin covered arms ending in cruel claws in addition to its six-legs and two whip-like antennae. The head has six dull-red multi-faceted eyes and a huge mouth filled with several rows of serrated teeth. The antennae rise almost 10-feet above the main body with an equal length that dangles back down almost to the floor.

The Sabisayo is pure carnivore and is not picky about its meals. Fearless, the creature will attack full grown chimera without pause if it means a full belly. The lair of a Sabisayo is littered with bones of its victims and their scattered goods.

The creature's 2 hearts are useful for bravery potions and the antennae for cold-based potions and spells.

Freeze - The Sabisayo has the ability to freeze opponents with a touch of an antenna. Creatures that are hit by an antenna are allowed a saving throw against magic. Success means taking an extra 1d3 cold damage from the attack. Failure means the creature suffers an additional 1d6 cold damage and their body chilled through so badly that they act as if under the effects of a *slow* spell. A second failure to save from any additional antenna attacks and the person is essentially paralyzed. Unable to move due to their body being so chilled their muscles refuse to work leaving them unable to do anything

but curl on the ground shivering uncontrollably. This chilled state lasts for 1d6+4 minutes per failed save.

SHIROU HUDIE

No. Appearing:	10d4 (swarm)
Size:	S
HD:	1d4
MV:	50' fly
AC:	12
Attack:	Bite (1d2) + poison
Special:	Poison, Fire susceptible
Saves:	P
Int:	Nil
Alignment:	Neutral
Type:	Vermin
Treasure:	Nil
XP:	7+1

Shirou Hudie, or “meat eating butterflies” are around two hand spans across that are found in temperate and tropical climates. Their wings are various shades of red and purples and their eyes a multi-faceted electric blue. Unlike normal butterflies that have a long, slender proboscis with which to sip flower nectar, Shirou Hudie have large, sharp mandibles with which to devour their preferred food, that being meat of any kind. Normally Shirou Hudie will feast on carrion but if none is present they will go after living animals and people, attacking as a swarm.

Shirou Hudie females lay nearly three dozen eggs each in deciduous trees that will hatch after a couple of months. The larva appear as finger-long caterpillars and feast on their birth tree and other larva present. After thirty days the tree is stripped bare and only a hundred or so larva remain to spin cocoons around themselves to begin the metamorphosis to adulthood. Birds and other tree dwelling creatures prey on these

cocoons during the two week transformation and only around 40 survive to adulthood. The silk cocoons left behind can be harvested and used to make silk garments, rope, and fine thread.

Poison – The bite of Shirou Hudie is mildly poisonous. A person bitten must make a CON save to avoid being affected. Those affected will find their sense of pain and pleasure reversed. The bites of the Shirou Hudie will feel amazing and it isn't unheard of for victims to be overcome by this pleasurable sensation, stripping out of their clothes and armor to feel more of it. Of course, this provides the Shirou Hudie swarm with a willing meal that they take full advantage of, their victim consumed while feeling euphoric pleasure.

Fire Susceptible – Shirou Hudie are very susceptible to fire due to their wings. They will suffer double damage from all fire attacks directed against them.

STINK OWL

No. Appearing:	1 (25% chance of a mated pair)
Size:	S (6 ft wingspan)
HD:	1d8
MV:	120' fly
AC:	12
Attack:	Claw x2 (1d3+1)
Special:	Silent Flight, Stench, Dark Vision 120'
Saves:	P
Int:	Animal
Alignment:	Neutral
Type:	Beast

Treasure: Nil

XP: 11+1

Stink Owls are nocturnal hunters like their avian namesake. They dwell in hollow trees or nests built into the faces of cliffs where they can have a clear view of things below them. Stink Owls possess the head, wings, and tail of a great horned owl but the body of a lithe skunk. Only the wings and tail are feather bearing, the rest of the creature is covered in short, dense, black and gray mottled fur. Their favored prey is mice and small snakes. These creatures are found from taiga to the tropics. They make loyal pets if raised from when they are hatched and their stench glands can be used as components for potions and stinking cloud spells. Female Stink Owls lay 1d4 eggs per clutch and keep them covered in a thick down layer while out hunting.

Silent Flight – Like most owls, Stink Owls are silent fliers while in the air. Unless spotted beforehand, they will always surprise their prey upon their first attack.

Stench – The Stink Owl possesses a powerful stench gland capable of releasing a 15-foot diameter cloud of fine mist. All those within this cloud are affected as if they were subject to a *stinking cloud* spell. The Stink Owl may use this ability once every four hours. It is primarily used as a defense against predators, nauseating them long enough for the Stink Owl to escape. Even if those within the cloud make their saving through against the nausea the mist binds to their skin, clothing, and equipment requiring a thorough cleaning. Until this is done they will stink terribly and most creatures will avoid approaching within ten-feet. The exception to this is that carrion eaters are actually attracted to the smell and see such stinky people as an appetizing meal.

TICKLE MONSTER

No. Appearing: 1

Size: M (4' tall)

HD: 4d8

MV: 30'; 20' swim or climb

AC:	15
Attack:	Slam (2d4)
Special:	Improved Grab, Fear Aura, Dark Vision 60', Scent, Tickle
Saves:	P
Int:	High
Alignment:	Chaotic Evil
Type:	Monstrous Humanoid
Treasure:	4
XP:	140+4

The Tickle Monster appears as a four foot tall humanoid with a slightly over large head bearing a deranged grin and glowing red eyes that blaze with madness. It has hands easily three times the size of those belonging on a being of similar short stature at the end of muscular arms attached to a barrel-like chest. Tickle Monsters do not wear any armor but they are unnaturally quick and able to dodge incredibly well, giggling insanely the whole time. The skin of a tickle monster is a pasty white devoid of all hair except the filthy midnight tresses atop its head. Neither does the Tickle Monster wear shoes.

Tickle Monsters hunt humans and demi-humans once night falls, prowling along deserted alleys, remote forest roads, through fields and croft. Wherever there is prey to be found so are they. Once a victim is found, the Tickle Monster will charge with cackling madly and attempt to grab hold of the victim in such a manner that it can begin to tickle them to death with its oversized fingers. Tickle Monsters collect treasure to use as a lure to draw in greedy prey. Their slain victims are left where they fell, a look of insanity fixed on their faces and an impossibly wide grin.

Fear Aura - The insane giggling of the Tickle Monster causes unease in all those that hear it. Intelligent creatures within earshot of this giggling must make a save versus fear or be affected as if under the influence of a *fear* spell for 1d4 rounds after the giggling can no longer be heard.

Tickle - The Tickle Monster will begin to tickle any victim that it has successfully grabbed until they expire. The victim must make a save versus death magic to resist each round the tickling continues. Should the victim fail this save, they will begin

laughing, unable to stop until they go mad and die. Once a victim begins laughing, they must make a CON save each round that it continues. If they fail, their mind has broken and their heart stopped resulting in their immediate death.

UNHALLOWED HOUND

No. Appearing:	2d10+2
Size:	M
HD:	3d8
MV:	30' / 10' swim
AC:	14
Attack:	Bite (1d4+2)
Special:	Scent, Twilight Vision, Dark Vision 60', Regeneration (3), disease
Saves:	P
Int:	Inferior
Alignment:	Neutral Evil
Type:	Beast
Treasure:	Nil (3-incidental)
XP:	65+3

Unhallowed hounds always hunt as dusk falls and through the night, shunning the day and sunlight. These hounds appear as heavily muscled wolfhounds with scabrous hide, patchy grey-green fur, and glowing amber eyes. Their fanged mouths are caked with the dried blood and bits of flesh from previous kills that they have devoured. These creatures hunt and attack as a pack, biting and tearing without regard to their own well being. Anything is prey to these creatures as long as it is meat and live prey is preferable to carrion.

Unhallowed Hounds live in underground dens dug out from shaded hillsides. While sunlight and continual light spells do not hurt them, they do suffer a -1 penalty to hit, damage, and armor class if forced to fight under their effects, the light interfering with

their vision. Female hounds give birth to 2-4 pups every few years. Pups are born with 1d8 HD and are at -4 to damage, but can run and hunt within a week of birth. Within a year pups are fully grown. Hounds live for up to 20 years before becoming weak and having the pack turn on them. Unhallowed Hounds cannot be domesticated though they can be bargained with to a simple extent. Usually this involves supplying prey and protecting territory.

The blood of these creatures is sometimes used in minor healing potions.

Disease- The filth in an Unhallowed Hound's mouth has a 15% chance of causing infection and sepsis in any bite wound suffered from it. This disease is non-magical and will be evident within 3-days after being bitten unless appropriate care is taken to prevent it before healing of the wound occurs. (ie. If the wound is not washed out, sterilized, hit with a *cure disease*, etc. before a bandaged or a *cure wounds* spell is cast, the disease may occur.)

VIPERFLY

No. Appearing:	2-4 or swarm 2-12
Size:	Small
Hit Dice:	2 (d6)
Move:	20 ft/ Fly 60 ft
Armor Class:	15
Attack:	Bite (1d3) or Sting (1 + poison)
Special:	Camouflage, Poison
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Animal
Treasure:	Nil
XP:	25+2

The viperfly appears as a mottled green snake with dragonfly wings and a tail tipped with a scorpion-like stinger. Its mottled coloring helps this two-foot long creature blend into the swamp, forest, or jungle vegetation around it. Swarms of Viperflies nest in trees, clumps of bush, or old logs on the ground. They hunt small game such as squirrels and rats, in small groups of 2-4. They attack larger creatures only when the nest is threatened, attempting to drive the invaders off or when they are threatened while

hunting, much like bees. Viperflies lay clutches of 4-12 eggs each that hatch in three months. The eggs are valued as delicacies and egg hunters can sometimes be found scouring the trees in search of viperfly nests. Viperflies themselves are subject to predation by birds of prey and other such creatures.

Poison- The poison of a viperfly can prove fatal to those weak of body. When stung, the victim must make a CON save or suffer 1d4 damage. One round later, another save must be made or the victim suffers an additional 1d4 damage.

Camouflage- The viperfly gains a +5 bonus to hide in forest, jungle, or swamp environments and a +10 to surprise.

SNOW PUDDING

No. Appearing:	1
Size:	L (10' diameter)
HD:	9d10
MV:	20'
AC:	6
Attack:	Slam (2d4) + acid
Special:	Camouflage, Acid, Constrict, Blindsight 60', Immunity (full): cold, Split
Saves:	P
Int:	None
Alignment:	Neutral
Type:	Ooze
Treasure:	9 (non-organic only)
XP:	1500+9

White puddings are smaller, cold-adapted oozes loosely related to black puddings and are typically found in arctic regions, ice caves, or on ice flows. Their primary food source tends to be seals, polar bears, sea birds, and smaller mammals they catch off guard.

They have been known to turn the tables on unlucky hunters as when encountered. Since puddings do not sleep and are constantly on the hunt for a meal, they find most of their food at night. White puddings require meat, though they can subsist for a short time on vegetation. After a while with nothing else they grow sickly and die.

Camouflage – A motionless white pudding in a snow covered environment may often times be mistaken for nothing more than a good sized snow drift. Rangers and Druids are allowed a Spot check to notice the difference when within 100-feet of the pudding.

Acid - The white pudding secretes digestive acid that is particularly strong against organic matter but leaves metal and stone unscathed. Non-metal armor and clothes dissolve in a single round when struck by a white pudding's attack. Creatures hit by the white pudding suffer 2d4 points of acid damage per round in contact with the pudding.

Split – A white pudding hit by slashing weapons will split into two identical puddings, each with half of the original's remaining hit points (round down). A pudding with less than 10 hit points cannot split further.

SYMBIOTE WORM

No. Appearing:	1
Size:	S
HD:	1d3
MV:	10'
AC:	4
Attack:	None
Special:	Symbiote
Saves:	P
Int:	Inferior

Alignment: Neutral
Type: Beast
Treasure: None
XP: 5+1

The Symbiote Worm resembles a six-inch long, pale blue grub with gelatinous flesh and a small sucker at one end. This creature dwells in ruins and caves hidden away from predators and feeds on lichen and fungus if on its own. It is harmless normally and comes out only when local predators are at their lowest activities or if there is a sleeping creature nearby that it can link with. This worm is very rare and actively hunted in some societies for the benefits it can bring despite its downsides.

Symbiote – The Symbiote Worm will find a sleeping creature and force its way into their mouth and stomach where it will take up residence. The creature being targeted is allowed a WIS check to see if they wake up before the worm can complete its entry. If the worm is successful it will attach and fuse itself to the stomach wall becoming an extra organ in the body though with its own limited mind. The creature cannot influence the host's mind directly but it can subtly influence it and help protect it. The host will lose 1 CON point permanently as a result however they also gain the following;

- Their body will heal at an accelerated rate, essentially regenerating 2 hit points per 24 hours of rest.
- They are immune to non-magical diseases.
- They gain a +4 to all saving throws vs poisons or ingested toxins and cannot get drunk on normal alcoholic beverages.
- They gain a +2 to all saving throws vs mental magic.

The downside other than the loss of the CON point is that the host must also eat twice the food normal people do. They will also end up with diarrhea twice a year as their intestinal tract purges itself of dozens of the worm's pea-sized blue eggs.

WINTER WEIRD

No. Appearing:	1 or 1d3+1
Size:	M (7'-8' tall)
HD:	15d8
MV:	30' (within her pool)
AC:	20
Attack:	Slam (2d6) + (1d6 cold)
Special:	Spells, Summon Ice Elementals, Darkvision 60', Chill, Weirding, SR 12, Weapon Immunity, Regeneration 5, Elemental Pool-Ice, Weakness-Fire, Heat Sense 120', Immunity to cold-total
Saves:	M
Int:	Genius
Alignment:	Neutral
Type:	Elemental
Treasure:	18
XP:	17400 + 15

Winter Weirds are elementals that are found only in the most remote and coldest places in the world. While they appear on the prime material plane, they are still anchored and in direct contact with the para-elemental plane of ice. These creatures appear as tall humanoid women of great beauty sculpted from pure and transparent ice rising from a wide pool of jumbled blocks of shifting ice and snow swirling around her. Her eyes glow with a bright radiance that seems to be a shifting kaleidoscope of colors. Winter Weirds are capable of speaking Aquan, Auran, and Common, enjoying discourse with others though not many can endure the constant chill around them for long.

Winter Weirds will not instigate combat unless in self defense but when they do, the powers at their command make them terrifying opponents. Especially since the Winter Weird is able to see glimpses of probability and the myriad futures of those that come before her. Should someone come bearing appropriate gifts and make a favorable impression, the weird may actually give them advice based on what she sees of their current lifestyle and behaviors for either good or ill.

Chill – The air surrounding the pool of the winter weird makes even the frozen polar ice caps seem like a hot summer day at the beach due to the direct exposure to the elemental ice present. Those within 50-feet of the pool take 1d6 cold damage per round they are near it unless bearing magical protections against the cold. Merely dressing warmly will not be effective.

Summon Ice Elementals – Being directly connected to the para-elemental plane of ice still, the Winter Weird may call forth 1d6 ice elementals of Medium size from her pool 3x/day to defend her and attack enemies. She may also simply use them as messengers or roaming agents since she herself is unable to leave her pool.

Weirding – The Winter Weird is connected to the very fabric of the multi-verse through the elemental magic flowing through her. She is able to catch glimpses of probabilities and the futures of those she observes allowing her to act as something like an oracle or avoid attacks against her or anticipate betrayals, etc. This ability is always on and the Winter Weird will always win initiative against those she considers foes. If she is bribed by appropriate gifts or a favor is done for her, she may be persuaded to share what she sees of someone's future with them.

Weapon Immunity – The Winter Weird cannot be harmed by weapons of less than +3 enchantment unless they are fire-based, in which case an enchantment of +1 will be sufficient.

Elemental Pool (Ice) – The Winter Weird can only exist within her pool of elemental ice. This pool is actually part of the elemental plane of ice connected to the prime material plane. Each pool will vary in size, being 2d100-feet in radius. Any creature not native to the elemental plane of ice or that is not specifically protected against the effects of the elemental plane of ice entering the pool will instantly be frozen so completely, it will seem as if they are ice statues through and through. There is no saving throw for this effect and the effect is instantaneous. Should the Winter Weird leave or be forced to flee the prime material plane, the elemental pool will shrink and vanish behind her upon her departure never to return to that particular area ever again.

Weakness (Fire) – Being made of elemental ice, the Weird is very susceptible to fire. Normal fire cannot hurt her but magical fire will do double damage and any saving throws made by the weird against it suffer a -2 penalty. These effects are doubled against elemental fire (fire from the elemental plane itself or fire elementals). If the Winter Weird is in danger (losing more than half of her hit points) she will attempt to flee back to the Elemental Plane of Ice, the elemental pool vanishing once she is gone, never to return to that particular area.

Spells - The Winter Weird has a knowledge of arcane spells equal to an 18th level Wizard and may cast them as such.

